Usenet Newsgroup Archive: comp.sys.atari.8bit

2001

These Usenet messages were preserved as a plain-text archive. This PDF was generated by Kay Savetz from the source text file in 2026.

Date span: 2001-01-01 through 2001-12-31

Source text: comp.sys.atari.8bit.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 7,597

Message records with no readable body available in the source text: 8

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Texas Chainsaw Massacre VR, VG

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-01 01:37:04 UTC
From: trading babe <cmmc3@home.com>
Message-ID: <cmmc3-AF1345.18394631122000@news.phnx3.az.home.com>
Source record: 39825
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Like new with booklet.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1205110364

2. FS: Activision Double Dragon 2600 Black Label

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-01 01:38:57 UTC
From: trading babe <cmmc3@home.com>
Message-ID: <cmmc3-660BD3.18413931122000@news.phnx3.az.home.com>
Source record: 39826
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

```
Scarce cart, black label. Click link for info and pic.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1205104033
```

3. Re: Ultima II

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-01 02:03:02 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t4vp73enpscne6@corp.supernews.com>
Source record: 39827

.
"chainsaw11" <chainsaw11@my-deja.com> wrote in message news:92ogto$u63$
<snip>
> I've had the same problem with a few old Ultima3 bootlegs I got in a
> large disk lot. Is it possible that this is just for an 800xl and I'm
> running out of memory 'cause It feels like a system lockup. Maybe it's
> a copy protection on the disk itself, I've heard they used to make some
> that would lockup when sensing a bootleg.

Runs OK on an XL. IIRC the copy protection was just to check a single sector
and if it was a valid sector vs a copy protection scheme it would just go
into an endless loop.

HERE
JMP HERE
Kind of thing.

4. Simple newbie question

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-01 03:40:54 UTC
From: dunxuk@aol.com
Message-ID: <20001231224054.09283.00000141@ng-mb1.aol.com>
Source record: 39828

I am thinking of getting an old Atari 8-bit. So far I've only been using emulators on the PC. Since I have a 5.25" drive here, is there any way of getting my .ATR files onto diskette so that the Atari can use them.

Thanks, Dunx.

5. Re: Basic Programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-01 04:03:52 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-xdmTx7Xids8t@port4.mdts.cab.cth.com.au>
Source record: 39829

On Thu, 1 Jan 1970 02:59:59, "John K. Picken" <yg473@victoria.tc.ca>
wrote:

>
>
> On Thu, 29 Dec 2000, Greg Goodwin wrote:
>
> > FamilyNet HQ: Telnet:\\www.family-bbs.net
> >
> > Not a bad idea. Sounds like the basic rule is to prevent a circuit
> > happening by putting one hand in a non-conductive place and not in any way
> > touching the other hand.
> >
> > Of course wouldn't nonconductive gloves accomplish the same thing?
> >
> > Doc Clu
> >
>
> As Jim said, very ungainly; take a look at the gloves worn by electric
> company employees when they go up a pole. As to putting one hand in a
> non-conductive place: it's too easy to move it without thinking--if it's
> in your pocket, you'll think twice about pulling it out as that's not
> a normal working posture.
>
> Monitors and TV's are really dangerous, even for quite a while after the
> power's switched off as the capacitors hold a large charge for a long
> time. If you insist on working on one, wear rubber-soled shoes and do
> stick to the "One hand" rule--human sparkplugs are not much use.

That doesn't help much when an idiot like me leaves it pluged into the
mains and turned on. You try shorting active to earth (240v mains that
is) with your finger. Lucky there was an ELCB fitted to the house.
Else is would minus a finger at best.

James B

6. FS: Atari Activison Mega-Lot of 9 Carts

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-01 07:41:42 UTC
From: trading babe <cmmc3@home.com>
Message-ID: <cmmc3-0A5411.00442501012001@news.phnx3.az.home.com>
Source record: 39830
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Complete set of 9 activision carts. Blast from the past. Freeway,
MegaMania, StarMaster, Skiing, Ice Hockey, Robot Tank, Keystone Kapers,
Sky Jinks and Seaquest.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1205164092

7. Looking for ATALOG DISK MAGS Prior to ISSUE #13

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-01 10:06:45 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <92pktq$80b$1@news.netvision.net.il>
Source record: 39751

Hi everyone and Happy New Year!!!

does anyone have ANALOG DISK MAGS prior to isse 13?
any format will do, .ATR, .DCM, ARC

Nir Dary
Jerusalem

8. WTB: Action cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-01 14:04:33 UTC
From: ronfucci@bellsouth.net
Message-ID: <3a508e51.2167977@news.mia.bellsouth.net>
Source record: 39831

```
please send email with price. tks

ron
```

9. Re: Spartados time from basic

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-01 14:11:57 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1010101060708.22243B-100000@vtn1>
Source record: 39832

On Sun, 31 Dec 2000, me wrote:

> I see that spartados puts the time line on the top of the screen, maybe I
> could just peek those locations and get the time that way??

No! That's not DOS it's TDLINE.COM which may or may not be installed
depending on the STARTUP.BAT. Also, you can't just PEEK into SpartaDOS
since the addresses for things such as time vary with the DOS version;
you read data at an offset from the address stored in DOSVEC ($0A).

jkp

10. Re: Spartados time from basic

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-01 14:19:17 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1010101061256.22243D-100000@vtn1>
Source record: 39833

On Sun, 31 Dec 2000, Russ Gilbert wrote:

> I forgot to mention how to set the time and date.
> I think TIME and DATE are internal commands of SpartaDOS,
> but from BASIC, you would open a channel for write (after installing
> the Z: handler). Then XIO 36,#1,0,0,"Z:":PUT #1,HOUR:PUT #1,MINUTE:
> PUT #1,SECOND (obviously you have to have hour, minute and second
> with the values you want in them.) It uses a military 24 hour scheme, so
> 0 is midnite 15 is 3PM.
> To set the date from BASIC, open Z: for write, the XIO 37,#1,0,0,"Z:":
> PUT #1,DAY:PUT #1,MONTH:PUT #1,YEAR. I'm not sure
> about how the year works, oh, here it is, year is 84 for 1984.
> 2000? 2001? I guess you can PUT #1,YEAR where YEAR has
> value 0 or 1.
> Russg
>

The Z: handler comes with the RealTime-8 clock cartridge and is not
much use without one. As long as you set the time and date in Startup.bat,
DOS should keep it reasonably well until you reboot assuming you're not
doing a lot of disk i/o since the internal jiffy counter works only in
the deferred vertical blank.

If you install TDLINE.COM, it uses the Atari RTCLOK to attempt to
correct the clock for time lost during i/o and other periods when
interrupts are disabled as well as on a warm start. Unfortunately, for
BASIC programmers, it does not support the time/date XIOs.

jkp

11. Re: Basic Programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-01 14:22:44 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1010101062002.22243E-100000@vtn1>
Source record: 39834

On Mon, 1 Jan 2001 sup8pdct@mail.cth.com.au wrote:

>
> That doesn't help much when an idiot like me leaves it pluged into the
> mains and turned on. You try shorting active to earth (240v mains that
> is) with your finger. Lucky there was an ELCB fitted to the house.
> Else is would minus a finger at best.
>
> James B
>
The only trouble is that there's no other way to set up things like
focus and convergence. Just be glad you weren't working in the nude
and make accidental contact with something more important than a finger
:-O

jkp

12. Re: Spartados time from basic

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-01 15:36:49 UTC
From: me <me@aol.com>
Message-ID: <lu146.72814$nM5.11890952@news02.optonline.net>
Source record: 39835

I am using APE, so it is dling the tiome from the host pc. Does the jiffy
counter keep the time after the initial dl, or do I have to keep running
apetime to dl it again and again.

"John K. Picken" <yg473@victoria.tc.ca> wrote in message
news:Pine.GSO.3.95.iB1.0.1010101060708.22243B-100000@vtn1...
>
>
> On Sun, 31 Dec 2000, me wrote:
>
> > I see that spartados puts the time line on the top of the screen, maybe
I
> > could just peek those locations and get the time that way??
>
> No! That's not DOS it's TDLINE.COM which may or may not be installed
> depending on the STARTUP.BAT. Also, you can't just PEEK into SpartaDOS
> since the addresses for things such as time vary with the DOS version;
> you read data at an offset from the address stored in DOSVEC ($0A).
>
> jkp
>
>

13. FT: Classic goodies; Wanted: Atari 8bit carts

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-01 15:53:34 UTC
From: bones11@my-deja.com
Message-ID: <92q95s$391$1@nnrp1.deja.com>
Source record: 39836
Cross-posted to: rec.games.video.classic,rec.games.video.atari,comp.sys.atari.8bit

Hi all,

For Christmas I received an Atari XE with a bunch of carts, God bless the girlfriend! Anyhoo, this has prompted me to start looking for Atari 8 bit carts (400/800/XL/XE). Below is my TRADE list, which include games for Atari 2600/5200/7800, CV, IV, Vectrex, and Commodore, as well as classic computer mags and books, etc. Hightlights include 2600 Dishaster, Pigs in Space, Tanks but No Tanks, and Tapper. I've also got a slew of more common 2600 carts, just let me know what you're looking for.

Below my TRADE list is the Atari 8bit WANT list.
Let me know if you see any potential trades in here (:

Thanks!
Ryan

Ryan's TRADE list
****
ATARI 2600
03 star ship
11 indy 500
41 surround
Adventures of Tron (White Label)
Artillery Duel/Chuck Norris Superkicks
Barnstorming
Basic Programming (text, PAL)
Boxing (Activision blue label)
Bowling (Sears)
Bump &#65533;n' Jump
California Games (complete)
Carnival
Chase (Sears, box only, glossy book style)
Circus (Sears)
Communist Mutants From Space (box only)
Congo Bongo
Cookie Monster Munch
Cosmic Creeps (standard)
Crackpots
Crossbow
Dare Diver (Sears)
Decathalon, the Activision
Dishaster
Donkey Kong Jr. (Atari)

Enduro (Activision blue label)
Fast Eddie
Fire Fighter
Fire Fly
Football (M-Network white label)
Ghostbusters
Ghost Manor/Spike's Peak
Gorf
Gunslinger
Infiltrate (blue label)
Journey Escape (new in box)
Lock &#65533;n' Chase (White label printed over blue label, funky!)
M.A.D. (fancy label)
M.A.S.H.
Math (Sears)
Midnight Magic
Millipede
Name this Game (fancy label)
Oink!
Omega Race
Pigs in Space
Pitfall (Activision blue label)
Plaque Attack
Porky's
Pressure Cooker
Raft Rider
Rampage (Salu)
Robot Tank (Activision blue label box)
Skeet Shoot (no end label)
Sky Skipper
Slots (Sears)
Solar Fox
Sorcerer
Space Cavern (red label)
Spiderman
Sprintmaster
Squeeze Box (boxed)
Spike's Peak/Artillery Duel (rare combo!)
Stargate
Stellar Track
Summer Games (box only)
Tac Scan
Tanks But No Tanks
Tapper
Title Match Pro Wrestling
Trick Shot
Turmoil
Wizard of Wor
Worm War I

Atari 5200
Pengo

Atari 7800
Planet Smashers (box only)
Summer Games (box only)

Colecovision
Mr. Do!

Intellivision
Carnival (New in box)
Las Vegas Roulette (shrinkwrapped)
Mousetrap (CBS, shrinkwrapped)
Swords & Serpents (w/overlay)
Truckin'

Vectrex
Hyperchase

O2
Attack of the Timelord w/instructions
Conquest of the World (w/box, instructions, and gameboard, missing game pieces)
Great Wall Street Fortune Hunt in GREAT shape (w/box, instructions, 2 game pads with plastic sleeves, gameboard, and ONE game piece)
Monkeyshines! (complete in box)
Sid the Spellbinder

NES
King of Kings, boxed (Wisdom Tree)
Puzzle (American Video Entertainment)

Atari 8 bit
Pac-Man
Antic Magazines December 1984 • February 1985

C64
Choplifter!
Fast Load
Kindercomp
Load Runner
Compute! Magazines (ask for list)

TurboGrafx16
Blazing Lazers (CD case only)
Bonk's Revenge (card only)
Keith Courage in Alpha zones (card and CD case)

Handhelds
Cycle Race, Radio Shack (198?)
Electronic Football, Conic (197?)
Electronic Quarterback, 1978 Coleco, missing battery cover

Football 3, 1980 Entex
Merlin, 1978 Parker Bros.
Star Wars, 1997 Tiger (small Simon Clone). Not classic, but cute!

Books:
How to Master the Video Games (Hirschfeld)
Atari BASIC (Albrecht, Finkel, & Brown)
Inside Atari BASIC: A Fast, Fun and Friendly Approach (Carris)
How to Use the VIC-20 Computer (Willis & Willis)
Getting Acquainted with your VIC-20 (Hartnell)
Computes!'s First Book of VIC
Computes!'s First Book of Atari Games
Games for your Atari Computer (Bunn)
The Atari Experience (Lamothe Jr.)
Your Atari Computer (Poole, McNiff, Cook)

Atari 400/800/XL/XE Cart WANT list
****
3-D Tic-Tac-Toe
Abracadabra
Ace of Aces
Airball
Alf in the Color Caves
Alien Ambush
Alien Garden
Alpha Shield
Alphabet Zoo
Ant Eater
Archon
Asteroids
Astrochase
Atlantis
Attack at EP-CYG-4
Attack of the Mutant Camels
Ballblazer
Barnyard Blaster
Baseball
Basketball
Battlezone
BC's Quest for Tires
Beamrider
Big Bird's Special Delivery
Blue Max
Boulder Dash
Boulders & Bombs
Bounty Bob Styrikes Back!
Bristles
Buck Rogers: Planet of Zoom
Capain Beeble
Capture the Flag
Castle Hassle

Caverns of Mars
Chess
Chicken
Choplifter
Choplifter
Claim Jumper
Cloudburst
Coconotes
Computer Chess
Computer War
Crossbow
Crossfire
Da'Fuzz
David's Midnight Magic
Decathlon
Deluxe Invaders
Demon Attack
Desert Falcon
Diamond Mine
Doc Goodlode's Cavern
Dreadnaught Factor
Drelbs
Droids
Ducks Ahoy!
E.T. Phone Home!
Eastern Front (1941)
Embargo
Espial
Facemaker
Fantastic Voyage
Fast Eddie
Final Orbit
Firebird
Flapper
Flight Simulator II
Flip and Flop
Food Fight
Football
Fort Apocalypse
Fortune Hunter
Fraction Fever
Frantic Freddy
Frogger II: Threeedeep
Galaxian
Gateway to Apshai
Gato
Gorf
Gridrunner
Gyruss
H.E.R.O.

Into the Eagle's Nest
Jawbreaker
Jawbreaker II
Journey to the Planets
Jukebox
Jumbo Jet Pilot
Jumpman Junior
Kaboom!
Karateka
Keystone Kapers
Kickback
Kindercomp
Krazy Kritters
Krazy Shootout
Krazy Shootout
K-Star Patrol
Learning with Leeper
Lode Runner
Major League Hockey
Math Encounter
Math Milage
Megamania
Millipede
Miner 2049'er
Missile Command
Monster Maze
Moon Patrol
Mountain King
Mr. Cool
Necromancer
Night Strike
Oil's Well
One on One Basketball
Orc Attack
Ozzy's Orchard
Pastfinder
Peanutbutter Panic
Pengo
Pharoah's Curse
Picnic Paranoia
Pitfall
Pitfall II
Pitstop
Plattermania
Pole Position
Pool 400
Popeye
Princess and the Frog
Proctector II
Q-Bert

Qix
Rack em Up
Rally Speedway
Rescue on Fractalus
River Raid
River Rescue
Robotron: 2084
Rock & Rhythm
Rosen's Brigade
Sammy Lightfoot
Sea Chase
Seafox
Serpintine
Shadow World
Shamus
Silicon Warrion
Slime
Space Invaders
Space Journey
Space Shuttle
Spark Bugs
Speedway Blast
Spider City
Springer
Spyhunter
Squish 'Em
Star Maze
Star Raiders II
Star Wars: ROTJ Death Star Battle
Star Wars: TAG
Starion
Submarine Commander
Summer Games
Super Breakout
Super Cobra
Super Zaxxon
Survival of the Fittest
Survivor
Tapper
Tennis
Thunderfox
Topper
Turmoil
Tutankham
Typo Attack
Up and Down
Up for Grabs
Wizard of Wor
Worm War I
XE Demo Cart

Zaxxon
Zenji
Zepplin
Zone Ranger

Sent via Deja.com
http://www.deja.com/

14. Airball - has anybody won this game?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-01 17:27:53 UTC
From: Dallas Browning <browning@aros.net>
Message-ID: <92qea1$1k55$1@news.aros.net>
Source record: 39837

Okay, I'm sure somebody out there has actually somehow won the game with only the 4 measley lives that you are given. But I don't know how you did it! I wish there was someway to "continue" or something. But I guess "cheats" are fairly rare with atari cartridges, eh? I can easily get the spellbook, the cross, the buddha (though I don't know how to get back without dying), and I've found the can of beans before, but that's it. I'm partially addicted (I actually hadn't played for about 7 years, and then I just found my old XE system, so I'm starting up my addiction again), so I'm sure I'll figure it out, but if anybody has any tips, please send them my way!

Thanks,

Dallas

15. Re: Spartados time from basic

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-01 18:11:18 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a50fec3$0$1514$53a6afc1@news.erinet.com>
Source record: 39844

```
OK.
So the 'Z:' handler only works if you have the RT8.
OK. SpartaDOS still can display the time/date without the RT8.
From the SpartaDOS manual, a BASIC program to read time and date.
10 CMTAB=PEEK(10)+PEEK(11)*256
20 FOR T=13 TO 18
30 ? PEEK(CMTAB+T)
40 NEXT T
above will display:
day, month, year, hours, minutes, seconds.
The locations are for SpartaDOS and don't require the RT8.
You have to write a BASIC program to POKE COMTAB+13 to 18 if
you want to set the time/date.
You can use TDLINE to see the results of your POKEs.
The main usefulness is that files SAVEd will get the right time/date stamp.
If you don't set the time and date, they will always be 3:59PM 1/1/84 on
bootup. You could use the TIME command of SpDOS to put up
the display (never tried it, always used TDLINE). Then you can use
the SET command (SET mm/dd/yy hh/mm/ss) to set the time/date and
then read from the locations above in BASIC.
Russg
Still trying
```

16. Rick Cortese! Need your help

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-01 18:27:36 UTC
From: jgray@ptdprolog.net
Message-ID: <jgray-0101011321050001@du15012.spa.ptd.net>
Source record: 39838

I was given your name by John K. Picken

On Sat, 30 Dec 2000, Jeff Gray wrote:

> I'm trying to get ahold of an atari joysticks to a pc gameport adaptor.
I've >found a web site that shows one how to make a atari digital joystick
to analog >pc gameport adaptor. Being disabled I cannot make the adaptor
myself. Does >anybody know someone I can pay to build the adaptor?

Jeff Gray

17. Re: Rick Cortese! Need your help

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-01 18:39:41 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t51jjpiev96jd0@corp.supernews.com>
Source record: 39839

Sure, I'll give it a shot. Still trying to get back up to speed soldering so
I am doing just about anything and everything right now.

Do you have the links to the hardware schematics? I just checked and the
message with the links scrolled already.
"Jeff Gray" <jgray@ptdprolog.net> wrote in message
news:jgray-0101011321050001@du15012.spa.ptd.net...
> I was given your name by John K. Picken
>
> On Sat, 30 Dec 2000, Jeff Gray wrote:
>
> > I'm trying to get ahold of an atari joysticks to a pc gameport adaptor.
> I've >found a web site that shows one how to make a atari digital joystick
> to analog >pc gameport adaptor. Being disabled I cannot make the adaptor
> myself. Does >anybody know someone I can pay to build the adaptor?
>
> Jeff Gray

18. Re: Atari BS WebSite

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-01 19:22:17 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <ib546.54147$WC3.3286566@nnrp4.clara.net>
Source record: 39841
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Lonny Pursell" <fatal@SYNTAX.ERROR> wrote in message
news:Pine.MNT.4.10.10012311350360.92-100000@TT030...
>
> Not sure what "BS" stands for in your subject line, but here in
> the US it's often a slang for "bull s**t". Just thought I'd
> tell you that, I don't think that is what you intended. lol

Over here in the UK it used to
stand for British Steel.

Shiuming Lai

19. Re: Rick Cortese! Need your help

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-01 19:41:56 UTC
From: jgray@ptdprolog.net
Message-ID: <jgray-0101011435260001@du15053.spa.ptd.net>
Source record: 39840

In article <t51jjpiev96jd0@corp.supernews.com>, "Rick Cortese"
<ricortes@netmagic.net> wrote:

> Sure, I'll give it a shot. Still trying to get back up to speed soldering so
> I am doing just about anything and everything right now.
>
> Do you have the links to the hardware schematics? I just checked and the
> message with the links scrolled already.
> "Jeff Gray" <jgray@ptdprolog.net> wrote in message
> news:jgray-0101011321050001@du15012.spa.ptd.net...
> > I was given your name by John K. Picken
> >
I found a schematic from a web site from Emmanuel Fernandes of Belgium at
http://users.swing.be/atari/joystick.html
He plans on updating the page with a new version of the device with the
following characteristics:

- less electronics, a much simpler design,
- support for classic Atari joystick, the 2-buttons Atari 7800 stick and
the Sega Mega Drive Joypad.

If he can't make the device for me I would gladly pay you to try!

20. BBXFER 1.8 Patch #1 available

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-01 19:56:21 UTC
From: Dan Vernon <danver@halcyon.com>
Message-ID: <92qn5k$s5m$1@brokaw.wa.com>
Source record: 39843

BBXFER 1.8 Patch #1 is available at:
http://www.halcyon.com/danver/atari

Note: this is NOT a redistribution of BBXFER. You must have an original BBXFER 1.8 binary to apply this patch to. BBXFER is copyrighted by Computer Software Services (http://www.nleaudio.com/css). This patch is just in place temporarily until the fixes can be merged into CSS's source code.

revision history:

12-20-2000
The "truncation bug" has been fixed. This bug occurs when copying large files from the Atari to the IBM-PC disk. The files are truncated somewhere around 18k.

12-31-2000
The dates now are no longer being trashed when going from the Atari to IBM-PC disk. This was a Y2K problem, so it only was an issue with recent files.

21. Re: Rick Cortese! Need your help

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-01 20:05:43 UTC
From: jgray@ptdprolog.net
Message-ID: <jgray-0101011459120001@du15053.spa.ptd.net>
Source record: 39842

In article <t51jjpiev96jd0@corp.supernews.com>, "Rick Cortese"
<ricortes@netmagic.net> wrote:

> Sure, I'll give it a shot. Still trying to get back up to speed soldering so
> I am doing just about anything and everything right now.
>
> Do you have the links to the hardware schematics? I just checked and the
> message with the links scrolled already.
> "Jeff Gray" <jgray@ptdprolog.net> wrote in message
> news:jgray-0101011321050001@du15012.spa.ptd.net...
> > I was given your name by John K. Picken
> >
I found the schematics from Emmanuel Fernandes at
http://users.swing.be/atari/joystick.html
He sas he will be updating the page with a new version of
the device with the following characteristics:

- less electronics, a much simpler design,
- support for classic Atari joystick, the 2-buttons Atari 7800 stick and
the Sega Mega Drive Joypad.

If he can't make the device for me I would gladly pay you to give it a try!
For now study the old schematics.

22. Re: Basic Programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-01 22:32:41 UTC
From: Jim Blanchard <yushi@internet.look.ca>
Message-ID: <3A51055D.878194C0@internet.look.ca>
Source record: 39845

Hi there. On Dec 29th you hinted that you might make the program you wrote for TV convergence available. I was wondering if this was still possible? I sure could use it. Or at least some sample basic code that would show me how to do it myself.

Jim.

JTKirk wrote:

> I made a program myself in ATARIBASIC for that purpose. Heck, it's
> time I make it available! Please wait for this weekend...
>
> On Thu, 28 Dec 2000 04:42:41 GMT, Jim Blanchard <yushi@internet.look.ca> wrote:
>
> >I need to set up the convergence on my large screen TV. A convergence
> >generator is quite expensive but I have an Atari 400 and a basic
> >cartridge. I figure I can put together a basic program to do this.
> >Unfortunately I don't have the basic manual and I forget how to access
> >the video modes and line draw commands. Can some one help? I need to
> >be able to produce the three colors, red, blue and green as horizontal
> >and vertical lines as well as whole backgrounds or the same colors. Any
> >help would be appreciated.
> >
> >Thanks in advance.
>
> --
> _____ ____---____ Marco Antonio Checa Funcke
> _____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
> _H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
> '-_____|(http://www.GeoCities.com/Hollywood/2645
>
> remove the "no_me_j." in front of the address when replying

23. Re: Basic Programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-01 23:48:19 UTC
From: JTKirk <no_me_j.j_t_kirk@geocities.com>
Message-ID: <oi525t0dbp82pept4a8a77vggav1n048ev@4ax.com>
Source record: 39846

On Fri, 29 Dec 2000 14:49:31 GMT, Jim Blanchard <yushi@internet.look.ca> wrote:

>
>Would it be possible to send me the basic code as a text file? I don't have any
>way of taking an Atari Basic program from my PC and running or it on my atari. I
>don't have a 5-1/4 drive on my machine
>
>Thanks
>
Well, it took a little but...
I've put the three versions I've made so far (well, there have been
some intermediate versions, but those were development only...
strictly speaking, the last is also development only, I need
some feedback to finish it)
As I was saying, I've put those files at my web page. Check

http://www.geocities.com/Hollywood/2645/A8/

The files are the following:

TV_CALIB.ARC.ZIP: contains all three ATARI BASIC program
files. It's really an .ARC file only,
remove the .ZIP extension when saving

TV.LST.TXT: the oldest version, in LISTed ATARI BASIC
format. Remove the .TXT extension when saving,
too. Don't worry about the seemingly strange
characters in one of the program lines, they
are just supposed to be INVERSE VIDEO characters.

TV2.LST.TXT: a slightly modified version of the former.

MITV.LST.TXT: this is just in the form of an add-on "patch".
You must ENTER it after having loaded TV2. Then,
just to see the added (unfinished) test screen,
don't RUN the program; use GOTO 900 instead.
Using RUN will just give you the "standard"
options from the preiosu version. Feedback
needed to finish this one!

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

24. Re: Basic Programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-01 23:51:55 UTC
From: JTKirk <no_me_j.j_t_kirk@geocities.com>
Message-ID: <3r525t0u5dqj3624nb8vc9ngbddksgpcr6@4ax.com>
Source record: 39747

```
`Don't despair, it's that I have trouble posting through my
news server... I had to look for another one, but look at my recent
post.

On Mon, 01 Jan 2001 22:32:41 GMT, Jim Blanchard <yushi@internet.look.ca> wrote:

>Hi there. On Dec 29th you hinted that you might make the program you wrote for TV
>convergence available. I was wondering if this was still possible? I sure could
>use it. Or at least some sample basic code that would show me how to do it myself.
>
>Jim.
>
>JTKirk wrote:
>
>> I made a program myself in ATARIBASIC for that purpose. Heck, it's
>> time I make it available! Please wait for this weekend...
>>
>> On Thu, 28 Dec 2000 04:42:41 GMT, Jim Blanchard <yushi@internet.look.ca> wrote:
>>
>> >I need to set up the convergence on my large screen TV. A convergence
>> >generator is quite expensive but I have an Atari 400 and a basic
>> >cartridge. I figure I can put together a basic program to do this.
>> >Unfortunately I don't have the basic manual and I forget how to access
>> >the video modes and line draw commands. Can some one help? I need to
>> >be able to produce the three colors, red, blue and green as horizontal
>> >and vertical lines as well as whole backgrounds or the same colors. Any
>> >help would be appreciated.
>> >
>> >Thanks in advance.
>>
>> --
>> _________ ____---____ Marco Antonio Checa Funcke
>> \_________D /-/---_----' mailto:mcheca@li.urp.edu.pe,
>> _H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
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_________ ____---____ Marco Antonio Checa Funcke
\_________D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying
```

25. Re: Basic Programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-02 01:33:46 UTC
From: Jim Blanchard <yushi@internet.look.ca>
Message-ID: <3A512FCF.21EA9A5A@internet.look.ca>
Source record: 39748

Thank you very very much! :<)

26. Re: Rick Cortese! Need your help

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-02 03:46:15 UTC
From: "RoyE.." <rdean@fix.net>
Message-ID: <u8c46.2$R96.1457@news.callamer.com>
Source record: 39749

Emmanual Fernandes sometimes will make these for Atari Fans. Email him and
find out if he will add you to his list of buyers. Email address follows:

fernandes@agel.ucl.ac.be

"Jeff Gray" <jgray@ptdprolog.net> wrote in message
news:jgray-0101011321050001@du15012.spa.ptd.net...
> I was given your name by John K. Picken
>
> On Sat, 30 Dec 2000, Jeff Gray wrote:
>
> > I'm trying to get ahold of an atari joysticks to a pc gameport adaptor.
> I've >found a web site that shows one how to make a atari digital joystick
> to analog >pc gameport adaptor. Being disabled I cannot make the adaptor
> myself. Does >anybody know someone I can pay to build the adaptor?
>
> Jeff Gray

27. IDE for Atari

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-02 07:47:39 UTC
From: Eric Cron <ericcron@yahoo.com>
Message-ID: <vlf46.4405$1%2.220691@sjc-read.news.verio.net>
Source record: 39750

Just wondering why there hasn't been much talk about the IDE Interface over
at :http://www.atari.myweb.nl/hardware.htm

Has anybody built one?

--
eric

28. Re: Basic Programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-02 09:21:09 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-7ddfwgdMuoVM@port10.mdts.cab.cth.com.au>
Source record: 39752

On Thu, 1 Jan 1970 02:59:59, "John K. Picken" <yg473@victoria.tc.ca>
wrote:

>
>
> On Mon, 1 Jan 2001 sup8pdct@mail.cth.com.au wrote:
>
> >
> > That doesn't help much when an idiot like me leaves it pluged into the
> > mains and turned on. You try shorting active to earth (240v mains that
> > is) with your finger. Lucky there was an ELCB fitted to the house.
> > Else is would minus a finger at best.
> >
> > James B
> >
> The only trouble is that there's no other way to set up things like
> focus and convergence. Just be glad you weren't working in the nude
> and make accidental contact with something more important than a finger
> :-O

That might put some like back into it :)

James B

29. Re: BBXFER 1.8 Patch #1 available

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-02 10:02:02 UTC
From: "David\\Julie Wilson" <cybrslider@home.com>
Message-ID: <uGh46.111024$yR4.3042578@news1.rdc1.tx.home.com>
Source record: 39753

```
Looks like that web page is going to be way cool! Thanks for the patch.

"Dan Vernon" <danver@halcyon.com> wrote in message
news:92qn5k$s5m$1@brokaw.wa.com...
> BBXFER 1.8 Patch #1 is available at:
> http://www.halcyon.com/danver/atari
>
> Note: this is NOT a redistribution of BBXFER. You must have an original
> BBXFER 1.8 binary to apply this patch to. BBXFER is copyrighted by
Computer
> Software Services (http://www.nleaudio.com/css). This patch is just in
> place temporarily until the fixes can be merged into CSS's source code.
>
> revision history:
>
> 12-20-2000
> The "truncation bug" has been fixed. This bug occurs when copying large
> files from the Atari to the IBM-PC disk. The files are truncated somewhere
> around 18k.
>
> 12-31-2000
> The dates now are no longer being trashed when going from the Atari to
> IBM-PC disk. This was a Y2K problem, so it only was an issue with recent
> files.
>
>
>
```

30. FS: Atari items

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-02 12:35:23 UTC
From: GENE EHRICH <gene@ehrich.com>
Message-ID: <fWj46.223684$vc3.38057196@typhoon.tampabay.rr.com>
Source record: 39754
Cross-posted to: alt.atari.2600,alt.games.atari,comp.sys.atari.8bit,rec.games.video.atari

Lots of Atari Video Game and 8 Bit items for sale on my web page listed
below:

--
http://www.voicenet.com/~generic
On-Line Computer & Video Game Garage Sale
gene@ehrich.com

31. Re: Basic Programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-02 13:30:47 UTC
From: Jim Blanchard <yushi@internet.look.ca>
Message-ID: <3A51D7DA.6F4ACA6F@internet.look.ca>
Source record: 39755

Thanks JT. The T.V. is now converged and working much better then before. It is a 52 inch Hitachi and I had my speakers to close to the damn thing. (still do) The magnetics from the permanent magnets are gradually magnetizing the yokes on the three picture tubes. I will have to degauss the damn thing soon and the atari can't be programmed to do that.

The program is great. I threw a paper copy of it into the same slot in the TV I keep the convergence chart for the controls.

Again thanks a lot. If you want to respond to me take the internet out of my email address. It should be "yushi@look.ca"
JTKirk wrote:

> `Don't despair, it's that I have trouble posting through my
> news server... I had to look for another one, but look at my recent
> post.
>
> On Mon, 01 Jan 2001 22:32:41 GMT, Jim Blanchard <yushi@internet.look.ca> wrote:
>
> >Hi there. On Dec 29th you hinted that you might make the program you wrote for TV
> >convergence available. I was wondering if this was still possible? I sure could
> >use it. Or at least some sample basic code that would show me how to do it myself.
> >
> >Jim.
> >
> >JTKirk wrote:
> >
> >> I made a program myself in ATARIBASIC for that purpose. Heck, it's
> >> time I make it available! Please wait for this weekend...
> >>
> >> On Thu, 28 Dec 2000 04:42:41 GMT, Jim Blanchard <yushi@internet.look.ca> wrote:
> >>
> >> >I need to set up the convergence on my large screen TV. A convergence
> >> >generator is quite expensive but I have an Atari 400 and a basic
> >> >cartridge. I figure I can put together a basic program to do this.
> >> >Unfortunately I don't have the basic manual and I forget how to access
> >> >the video modes and line draw commands. Can some one help? I need to
> >> >be able to produce the three colors, red, blue and green as horizontal
> >> >and vertical lines as well as whole backgrounds or the same colors. Any
> >> >help would be appreciated.
> >> >
> >> >Thanks in advance.
> >>
> >> --
> >> _____ ____---____ Marco Antonio Checa Funcke

> >> _________D /-/---_----' mailto:mcheca@li.urp.edu.pe,
> >> _H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
> >> '-_____|(http://www.GeoCities.com/Hollywood/2645
> >>
> >> remove the "no_me_j." in front of the address when replying
>
> --
> __________ ____---____ Marco Antonio Checa Funcke
> _________D /-/---_----' mailto:mcheca@li.urp.edu.pe,
> _H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
> '-_____|(http://www.GeoCities.com/Hollywood/2645
>
> remove the "no_me_j." in front of the address when replying

32. Re: FS: Atari Disks (all originals)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-02 14:16:21 UTC
From: paul <paul@NOSPAMstillavailable.co.uk>
Message-ID: <Uml46.30377$Yy.686380@news2-win.server.ntlworld.com>
Source record: 39756

Thanks, but I'm not that desperate!

"chainsaw11" <chainsaw11@my-deja.com> wrote in message
news:92mu5m$rb4$1@nnrp1.deja.com...
> I'll give you $30.00 american for the whole lot. Hows that sound?
> Let me know.
> Mo
> chainsaw11@zdnetmail.com
>
>
>
>
> In article <V1t36.19423$Yy.515610@news2-win.server.ntlworld.com>,
> "paul" <paul@NOSPAMstillavailable.co.uk> wrote:
> > I'm gradually selling my Atari 8-bit games collection; below is a
> list of
> > the
> > disks I have left. All items are original with packaging/instructions.
> > Prices as shown in GB Pounds - plus postage.
> >
> > If interested, please send email to paul@NOSPAMstillavailable.co.uk
> (remove
> > NOSPAM before you send!)
> >
> > ACE OF ACES US Gold 2.50
> > BOMB Ke-Soft 2.00
> > BOMBI Power-Per-Post 2.00
> > BOP 'N WRESTLE Mindscape 5.00
> > DARG B.Ware 1.50
> > DIGI-STUDIO DGS (4 disks) 4.00
> > EUREKA ANG Software 2.00
> > EUROPEAN SUPER SOCCER Tynesoft 2.50
> > FIRST XLENT WORD PROCESSOR Ke-Soft (German Inst.) 2.50
> > GLAGGS IT Power-Per-Post 2.00
> > HANS KLOSS Avalon 2.00
> > HUMANOID Sonix 2.00
> > KE-COMMANDER Ke-Soft 2.00
> > LITTLE DEVIL Red Rat 2.50
> > LIZARD Tiger Dev 2.00
> > MAXWELL'S DEMON/MEMORY MANIA Gentry (Tatty Box) 1.00
> > MIDNIGHT Mirage 2.00
> > MINES ANG 2.00
> > MINESWEEPER Power-Per-Post 2.00
> > QUICK + QUICK SUPPORT DISK Power-Per-Post (A4 manual) 3.00

> > QUICK ED Power-Per-Post 2.00
> > ROBOMASH TWAUG 2.00
> > RUBBER BALL Power-Per-Post 2.00
> > SAM BUDGET Power Per Post (Requires SAM) 2.00
> > SAM DESIGNER Power Per Post (Requires SAM) 2.00
> > SAM UTILITY EXTENSIONS 1 Power Per Post (Requires SAM) 2.00
> > SAPER Ke-Soft 2.00
> > SAPER CONSTRUCTOR ANG 2.00
> > SARGON III CHESS Hayden 5.00
> > SEXVERSI Mirage 2.00
> > SPINDIZZY Electric Dreams 3.00
> > STAR RAIDERS II Atari (Tatty Box) 1.00
> > TAIPEI R&E Software 2.00
> > THINKER ANG 2.00
> > THINX ANG 2.00
> > WHOOPS 2 ANG 2.00
> > ZAXXON Datasoft 3.00
> > ZOLTAN ESCAPE B.Ware 1.50
> >
> >
>
> --
> Linux is like a wigwam, no gates, no windows just an apache inside! }:-}
>
>
> Sent via Deja.com
> http://www.deja.com/

33. Re: Spartados time from basic

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-02 14:20:43 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1010102061737.20461A-100000@vtn1>
Source record: 39757

On Mon, 1 Jan 2001, me wrote:

> I am using APE, so it is dling the tiome from the host pc. Does the jiffy
> counter keep the time after the initial dl, or do I have to keep running
> apetime to dl it again and again.
>

Once time and date are set in Sparta, the jiffy counter will keep it
going but, without TDLINE installed, it's not Reset-proof and it will
lose time everytime maskable interrupts are disabled (disk i/o, etc.).

I don't use APE but I assume it's run on the Atari. If so, you could
use AUTOBAT to re-run it on Reset.

jkp

34. Re: IDE for Atari

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-02 15:09:09 UTC
From: bgarvey355@aol.com
Message-ID: <20010102100909.07395.00000775@ng-cc1.aol.com>
Source record: 39758

>Just wondering why there hasn't been much talk about the IDE Interface over
>at :http://www.atari.myweb.nl/hardware.htm
>
>Has anybody built one?
>
>--
>eric

Well, for one I didn't know about it, and two , now that I do I will try and build it I think ;-) Hey while your at it can you find me a hack on a down and dirty way to run an internal 3.5 drive on my XE? along the same lines as this IDE adapter.

BG

35. Archon - New conversion for 2001

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-02 15:20:58 UTC
From: 6of8@stv.com
Message-ID: <3a51f0dc.4311763@nntp.uk.gts-ebusiness.net>
Source record: 39759

http://lbowers.direct7.net/archon

36. Re: [EPYX SHRINE] Crush, Crumble & Chomp / Adotions

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-02 22:08:49 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <92tjh9lri1@nnrp1.deja.com>
Source record: 39760

```
In article <92ogn6$tsk$1@nnrp1.deja.com>,
chainsaw11 <chainsaw11@my-deja.com> wrote:
> In article <92kgjv$3sd$1@nnrp1.deja.com>,
> chainsaw11 <chainsaw11@my-deja.com> wrote:
> > In article <3A4D96E6.893CFC0F@tenovis.com>,
> > Manuel Polik <manuel.polik@tenovis.com> wrote:
> > > chainsaw11 wrote:
> > >
> > > > It just so happens that I have the box, manuals, as well as key-
> > cards
> > > > (one for each monster), I don't have a lot of free time though.
So
> > > > sometime over the next week I'll do some scans and throw up a
home
> > page
> > > > with everything pertinent. This was a great game even by todays
> > > > standards. I'll be sure to post when it's finished.
> > >
> > > Sounds cool!
> > >
> > > Greetings,
> > > Manuel
> > >
> > Consider it done (sometime next week), I guess I'll put together a
> > little website 'cause I've actually got several Epyx titles as well
as
> > some Avalon Hill and a couple of Microprose. It would be an original
> > idea since I haven't seen many sites with artwork and literature for
> > the Atari 8bit's. Give me a few days since I'll be working 'till
> > tuesday (hmmm voices carry).
> > Mo
> >
> > --
> > Linux is like a wigwam, no gates, no windows just an apache inside!
> > }:-}
> >
> > Sent via Deja.com
> > http://www.deja.com/
> >
> Just a follow-up, I've OCR'd the manual for Diskey Disk edit in it's
> entirity and am halfway through crush,crumble,chomp. In the next
couple
> of days I'll get them uploaded and keep working on an archive of my
> complete library. As soon as I get my APE cable working I'll add some
```

> atr's. I've got a few disks that I haven't seen in any other online
> archive. I'll be sure to post when I have a URL for this stuff.
> Mo
>
> --
> Linux is like a wigwam, no gates, no windows just an apache inside!
}:-}
>
> Sent via Deja.com
> http://www.deja.com/
>
Okay it's done for now, the URL is
http://chainsaw1661.tripod.com/crush.htm

For the moment I have a page devoted to Epyx- Crush,Crumble and Chomp!
There's also a link to download a copy of the diskey disk editor manual.
Not much but it's a beginning. Maybe if I get enough material together
I'll put together a real website, although I don't know where I'll find
the time. I'll keep scanning and make this Umax earn it's keep.
Mo

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

37. Re: Looking for ATALOG DISK MAGS Prior to ISSUE #13

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-02 22:31:16 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010102173116.17291.00000339@ng-fy1.aol.com>
Source record: 39761

>"Nir Dary" ndary@bigfoot.com asks:

>does anyone have ANALOG DISK MAGS prior to isse 13?

I wish; hardly have any printed issues before #13...

-Ron

Inform everyone that communications have completely broken down.

38. Test post. Please disregard.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-02 23:43:55 UTC
From: Byron Followell <byronfollowell@hotmail.com>
Message-ID: <zHt46.3639$HZ2.7662@newsfeed.slurp.net>
Source record: 39762

```
Just checking my news server. I've been having problems lately. Sorry for
eating up the bandwidth.
```

39. Re: [EPYX SHRINE] Crush, Crumble & Chomp / Adotions

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-03 00:50:22 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <92tt0c$u4p$1@nnrp1.deja.com>
Source record: 39763

```
In article <92tjh9$lri$1@nnrp1.deja.com>,
chainsaw11 <chainsaw11@my-deja.com> wrote:
> In article <92ogn6$tsk$1@nnrp1.deja.com>,
> chainsaw11 <chainsaw11@my-deja.com> wrote:
> > In article <92kgjv$3sd$1@nnrp1.deja.com>,
> > chainsaw11 <chainsaw11@my-deja.com> wrote:
> > > In article <3A4D96E6.893CFC0F@tenovis.com>,
> > > Manuel Polik <manuel.polik@tenovis.com> wrote:
> > > > chainsaw11 wrote:
> > > >
> > > > > It just so happens that I have the box, manuals, as well as
key-
> > > cards
> > > > > (one for each monster), I don't have a lot of free time
though.
> So
> > > > > sometime over the next week I'll do some scans and throw up a
> home
> > > page
> > > > > with everything pertinent. This was a great game even by
todays
> > > > > standards. I'll be sure to post when it's finished.
> > > >
> > > > Sounds cool!
> > > >
> > > > Greetings,
> > > > Manuel
> > > >
> > > Consider it done (sometime next week), I guess I'll put together a
> > > little website 'cause I've actually got several Epyx titles as
well
> as
> > > some Avalon Hill and a couple of Microprose. It would be an
original
> > > idea since I haven't seen many sites with artwork and literature
for
> > > the Atari 8bit's. Give me a few days since I'll be working 'till
> > > tuesday (hmmm voices carry).
> > > Mo
> > >
> > > --
> > > Linux is like a wigwam, no gates, no windows just an apache
inside!
> > }:-}
```

> > >
> > > Sent via Deja.com
> > > http://www.deja.com/
> > >
> > Just a follow-up, I've OCR'd the manual for Diskey Disk edit in it's
> > entirity and am halfway through crush,crumble,chomp. In the next
> couple
> > of days I'll get them uploaded and keep working on an archive of my
> > complete library. As soon as I get my APE cable working I'll add
some
> > atr's. I've got a few disks that I haven't seen in any other online
> > archive. I'll be sure to post when I have a URL for this stuff.
> > Mo
> >
> > --
> > Linux is like a wigwam, no gates, no windows just an apache inside!
> }:-}
> >
> > Sent via Deja.com
> > http://www.deja.com/
> >
> Okay it's done for now, the URL is
> http://chainsaw1661.tripod.com/crush.htm
>
> For the moment I have a page devoted to Epyx- Crush,Crumble and Chomp!
> There's also a link to download a copy of the diskey disk editor
manual.
> Not much but it's a beginning. Maybe if I get enough material together
> I'll put together a real website, although I don't know where I'll
find
> the time. I'll keep scanning and make this Umax earn it's keep.
> Mo
>
> --
> Linux is like a wigwam, no gates, no windows just an apache inside!
}:-}
>
> Sent via Deja.com
> http://www.deja.com/
>
If that link doesn't work try this one, they keep changing things at
tripod around.
http://members.tripod.com/~chainsaw1661/CRUSH.HTM

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

40. Just a posting trial

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-03 02:58:14 UTC
From: Wolf-359 <Wolf-359@hackerzrus.com>
Message-ID: <58555t8i52c18018oognhlh6v8lrjkjgcf@4ax.com>
Source record: 39764

```
This is just a posting trial. I'm sorry if it bothers anyone.
```

41. Re: Basic Programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-03 05:13:42 UTC
From: JTKirk <no_me_j.j_t_kirk@geocities.com>
Message-ID: <kec55tccav8ojjta57kmukroej4889snk2@4ax.com>
Source record: 39765

On Tue, 02 Jan 2001 13:30:47 GMT, Jim Blanchard <yushi@internet.look.ca> wrote:

>Thanks JT. The T.V. is now converged and working much better then before. It is a 52
>inch Hitachi and I had my speakers to close to the damn thing. (still do) The
>magnetics from the permanent magnets are gradually magnetizing the yokes on the three
>picture tubes. I will have to degauss the damn thing soon and the atari can't be
>programmed to do that.
>
If you don't have the proper equipment, a 220V/110V transformer
or a soldering gun may do. Just pass them in front of the screen
as if you were "combing" it (always in the same direction).
The coils generate an almost uniform magnetic field in the immediate
vecinity of the center, and that's what's needed to degauss
a screen (not sure if it will work with such a big one, but...)

I just remembered when one of my cousins (don't know which of
them for sure) left a dismantled speaker lying on top of their
TV set, after that they didn't know why their TV screen was
half-green and half-purple...

>The program is great. I threw a paper copy of it into the same slot in the TV I keep
>the convergence chart for the controls.
>
>Again thanks a lot. If you want to respond to me take the internet out of my email
>address. It should be "yushi@look.ca"

Glad to be of help.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

42. Re: Archon - New conversion for 2001

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-03 05:16:55 UTC
From: JTKirk <no_me_j.j_t_kirk@geocities.com>
Message-ID: <h8d55t09pf8vf1jh6kqkv4fo6ijnc1bddi@4ax.com>
Source record: 39766

On Tue, 02 Jan 2001 15:20:58 GMT, 6of8@stv.com (Six Of Eight) wrote:

>http://lbowers.direct7.net/archon

Well, Archon is alive and kicking. There has been a version
released for Palm OS, I think, and a conversion for XWindows
(called xarchon) is underway...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

43. Re: [EPYX SHRINE] Crush, Crumble & Chomp / Adotions

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-03 08:43:14 UTC
From: Mark Keates <mark@mkeates.force9.co.uk>
Message-ID: <1tB46.9715$I5.179076@stones>
Source record: 39767

How about adding a list of games destined
for the 8-bit Atari but never made it for
one reason or the other? ;-)

Mark

44. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-03 11:39:24 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_978521903@rtfm.mit.edu>
Source record: 39768
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: September 30, 2000

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.ideefixe.nom.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

45. Wacke

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-03 12:25:20 UTC
From: Paul Clementi <paul@clementi.com>
Message-ID: <3A531A2F.BE748AEC@clementi.com>
Source record: 39769

Does anyone know the shareware code for Wacke (mac emulator). I have written them for the code, willing to pay their 5.00 fee but they have not responded back. I am not sure they are still in business. Or does anyone know of a better emulator for the Mac platform

46. Wacke response

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-03 12:34:57 UTC
From: Paul Clementi <paul@clementi.com>
Message-ID: <3A531C70.688A1B82@clementi.com>
Source record: 39770

Just got a message from Joe Fenton of Wacke. They are still in business
and the cost is 5.00. But I would still be interested in other emulators
for the Mac Platform

47. Re: Atari BS WebSite

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-03 13:34:58 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.GSO.4.10.10101030531420.25456-100000@user2.teleport.com>
Source record: 39771
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sun, 31 Dec 2000, Lonny Pursell wrote:

>
> Not sure what "BS" stands for in your subject line, but here in
> the US it's often a slang for "bull s**t". Just thought I'd
> tell you that, I don't think that is what you intended. lol

My Initials for Ben Smith, my Handle from BBS Days, Bravo Sierra and my
Business: Bravo Sierra Computers. Atari Reseller.

==Thanx==
===Ben===

> ---
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
>
>
>

Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

48. Re: are your Top 10 Atari Computer Game Carts?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-03 17:32:24 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A536228.8B3C0269@mail.uni-mainz.de>
Source record: 39772

```
"Steven E. Posey" schrieb:
>
> > How about a fun counter question... what are the ten WORST 8-bit
> > cartridges to have? ;)
> >
> > Doctor Clu
>
> 1. Buck Rogers
> 2. Buck Rogers
> 3. Buck Rogers
> 4. Buck Rogers
> 5. Buck Rogers
> 6. Buck Rogers
> 7. Buck Rogers
> 8. Buck Rogers
> 9. Buck Rogers
> 10. Buck Rogers
>
> Steven

1. Tic Tac Toe 3D - there is really no chance to win...
2. Tower Toppler - a prototype, very expensive and very buggy on XL,
completely crashes after level 2 (better try the VCS 7800 version!)
3. ...Maze - seems to work only on a real Atari 800, did not work with
XL atari, did also not work with any translator disk/translator
cartridge/old OS installed on an XL computer
4. Battlezone - the XEGS cart is so booaaring (Lynx 2000 version is
great, but even the normal version is much much better!)
5. Hardball (Baseball) - I am german, thus I do not know the baseball
rules...
6. Football - I also do not know the rules nor how to play this game...
7. -10. sorry out of memory at the moment...
-Andreas
```

49. Re: RIP format

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-03 17:33:58 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A536286.DFE5F9F1@mail.uni-mainz.de>
Source record: 39773

RalphXPN schrieb:
>
> HI I was tring to find IGOR demo , I found it as a DCM I dont have anything to
> convert to an atr.....would you get it to me ???
>
> Ralph

Just e-mail me - and a week later you have it !! -Andreas

50. Re: Airball - has anybody won this game?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-03 17:41:47 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A53645B.973FADD6@mail.uni-mainz.de>
Source record: 39774

Dallas Browning schrieb:
>
> Okay, I'm sure somebody out there has actually somehow won the game with
> only the 4 measley lives that you are given. But I don't know how you did
> it! I wish there was someway to "continue" or something. But I guess
> "cheats" are fairly rare with atari cartridges, eh? I can easily get the
> spellbook, the cross, the buddha (though I don't know how to get back
> without dying), and I've found the can of beans before, but that's it. I'm
> partially addicted (I actually hadn't played for about 7 years, and then I
> just found my old XE system, so I'm starting up my addiction again), so I'm
> sure I'll figure it out, but if anybody has any tips, please send them my
> way!
>
> Thanks,
>
> Dallas

Well,
a good friend of mine also has some problems with Airball, but not
considering lives. the manual says 150 different rooms to explore - and
the ST version has 150 rooms. but with the XL version he yet discovered
more than 300 different rooms, many items, but still he did not reach
the end of this game... -Andreas

51. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-03 17:47:11 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A53659F.CE74A6AE@mail.uni-mainz.de>
Source record: 39775

```
Michael Current schrieb:
>
> Archive-name: atari-8-bit/faq
> Posting-Frequency: 60 days
> Last-modified: November 11, 2000
>
> Welcome to the comp.sys.atari.8bit newsgroup!
>
> Atari 8-Bit Computers
>
> Frequently Asked Questions List
> __________ _______________
> | ///////// | _____________ | |||||||||| |
> |__________| | | | ||_______|| |
> |______/////| |____[---]____| | / _________ \ |
> |LLLLLLLLLLL| |LLLLLLLLLLL || | LLLLLLLLLL L |
> |LLLLLLLLLLL| |LLLLLLLLLLL || | LLLLLLLLLL L |
> |__[_____]__| |__[_____]____| |___[_____]_____|
> 130XE 800XL 800
> __________ __---------__
> | ///////// | | / _____ \ |
> |__________| _____________ | / |_____| \ |
> |______/////| |____[---]____| | __________ |
> |LLLLLLLLLLL| |LLLLLLLLLLL || | ========== =|
> |LLLLLLLLLLL| |LLLLLLLLLLL || | ========== =|
> |__[_____]__| |__[_____]____| |___[_____]___|
> 65XE 600XL 400
> __________ _____________
> | ///////// | __________ | |
> |__________| |/// / | | |
> |______/////| |// / | /\__________ |=============|
> |LLLLLLLLLLL| |/O\ |\/ |LLLLLLLLLLL| | LLLLLLLLLL |
> |LLLLLLLLLLL| |-----------| |LLLLLLLLLLL| | LLLLLLLLLL |
> |__[_____]__| |____O_O_O_O| |__[_____]__| |___[_____]___|
> 800XE XE Game System 1200XL
>
> Additions/suggestions/comments/corrections are needed! Please send to:
>
> mailto:mcurrent@carleton.edu
>
> Copyright (c) 1992-2000 by Michael D. Current, and others where noted. Feel
> free to reproduce this file, in whole or in part, so long as the content of
> that portion reproduced is not modified, and so long as credit is given to this
> FAQ list or its Maintainer, or the author of that section reproduced when
```

> given.
>
> This FAQ list is in a constant state of development and comes with no
> guarantees. If you see any problems, I need to hear from you!
>
> Please refer to the latest version of this FAQ list whenever possible!
> Available via these locations and Usenet FAQ archives everywhere:
>
> http://www.faqs.org/faqs/atari-8-bit/faq/
>
> ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
>
> news:comp.sys.atari.8bit news:comp.answers news:news.answers
>
> Or you can always ask me for a copy at mailto:mcurrent@carleton.edu
>
> **
> For other 8-bit Atari related FAQs
> (vendors/developers, new users, emulators, BBS's, hardware mod's, disk images)
> please follow the links contained in:
>
> http://www.faqs.org/faqs/atari-8-bit/welcome/
>
> which is also posted to news:comp.sys.atari.8bit every 7 days.
> **
>
> ------------------------------
>
> Subject: 0.1) Table of contents
>
> 0.1) Table of contents
>
> Introduction to the Atari
> 1.1) What is an Atari 8-bit computer?
> 1.2) What are some of the performance features of the 8-bit Atari?
> 1.3) What is the internal layout of the 8-bit Atari?
> 1.4) How did Atari get it's name?
>
> File Formats
> 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

Well,
one simple question - what happened to subjects 1.5 - 9.0 (or subjects
2,3,4,5,6,7,8) ?? What should these subjects include or deal with ???
-Andreas

52. Re: Jim Blanchard Please Respond - Your Email address isn't working

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-03 18:09:34 UTC
From: Jim Lazarenko <jim_l@NO.SPAM.telusplanet.net>
Message-ID: <yVJ46.56672$Z33.5810680@news0.telusplanet.net>
Source record: 39776

```
Hi Jim,

Well I have sent you a couple of emails now that you straightened out your
address, hopefully they made it to as I haven't received a response.

Jim
"Jim Blanchard" <yushi@internet.look.ca> wrote in message
news:3A4EB6F5.1D76F3CE@internet.look.ca...
> Jim when you reply the email gets sent to yushi@internet.look.ca
>
> Instead of replying just send an original email to yushi@look.ca, without
the
> internet. Sorry about the problems.
>
> Jim Lazarenko wrote:
>
> > Hi Jim,
> >
> > I've tried sending you an email from home as well as a few different
> > machines at work and I always get the same message...
> >
> > This Message was undeliverable due to the following reason:
> >
> > Each of the following recipients was rejected by a remote mail server.
> > The reasons given by the server are included to help you determine why
> > each recipient was rejected.
> >
> > Recipient: <yushi@internet.look.ca>
> > Reason: <yushi@internet.look.ca>... User unknown
> >
> > You mentioned that you send it again, I take it that means your original
> > message? The message got through the first time, but not a second, so
you
> > service provider might be having some problems.
> >
> > Regards,
> > Jim
> >
> > "Jim Blanchard" <yushi@internet.look.ca> wrote in message
> > news:3A4D6801.A2377E8A@internet.look.ca...
> > > Hi Jim, I sent it to you again. Are you on ICQ?
> > >
> > > Jim Lazarenko wrote:
> > >
> > > > Hi Jim,
```

> > > >
> > > > You emailed me about the Atari Basic cart and Manual, however I
can't
> > > > respond to you as your email service says their is no such
recipient.
> > > > Please contact me again with another address if possible.
> > > >
> > > > jim_l@NOSPAM.telusplanet.net (removing the NOSPAM first).
> > >
>

53. TCP /IP software for A8

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-03 18:10:17 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A536B09.25650F82@mail.uni-mainz.de>
Source record: 39777

Hi there !
a few weeks ago someone (Ken Siders?) announced the first A8 TCP/IP
software (beta version or so). Unfortunately I lost the URL. Can someone
tell me the proper URL again ?? (I found Ken siders homepage, but this
one did not cover the TCP/IP software for the A8). -Andreas

54. Re: TCP /IP software for A8

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-03 18:11:52 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101031811290.82-100000@TT030>
Source record: 39785

On Wed, 3 Jan 2001, Andreas Magenheimer wrote:

> Hi there !
> a few weeks ago someone (Ken Siders?) announced the first A8 TCP/IP
> software (beta version or so). Unfortunately I lost the URL. Can someone
> tell me the proper URL again ?? (I found Ken siders homepage, but this
> one did not cover the TCP/IP software for the A8). -Andreas

Look here:

http://home.columbus.rr.com/ksiders/ice.htm

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

55. Re: Anyone have Scram

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-03 18:12:44 UTC
From: Aaron Bellante <relent@poo.pee>
Message-ID: <MPG.14bd0b738ce164ab989680@news.astound.net>
Source record: 39697

On Mon, 25 Dec 2000 05:36:58 GMT I seem to recall Dan Ritter as saying:

|Does anyone have that old simulation Scram? It was of a nuclear reactor.
|
|
|
Damn. I remember that game. I was about 10 at the time, so my favorite
thing to do was to cause a meltdown in the reactor. Whee!
--
"Cry 'Havoc!' An let slip the dogs of war!"

-Aaron The Relentless
http://www.gamedesign.net

56. Suggestions for a MyDOS update...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-03 18:52:24 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A5374E8.49FE4026@mail.uni-mainz.de>
Source record: 39778

Hello folks,
since MyDOS (and DOS 2 compatibles) is (are) my favourite DOS, I always discovered the newest version. Now, MyDOS 4.53 is very nice, but could still have a few updates - in my opinion:

1) The "I" command (format disk):
This subject should cover the most standard disk formats, like 90k, 130k, 180k, 360k, 720k and 1440k. You should be able to choose your format directly rather than first doing a setup (via the "O" command) and then choosing the proper density (single or double via the "P" command). Just pressing the "I" key and then choosing a proper format should be enough. Thus, the I command should present a menu, where we could choose the format directly...

2) The "O" command (setup):
there are two main jobs of this command: a) pressing just return to setup the DOS/DUP or b) pressing a number from 1-9 to setup a drive or harddisk.
Both jobs should stay intact, but there should be no need to setup a drive, only a harddisk, as long as the new "I" command is present. On with the drive setup, the prompt first asks to "Remove drive" which is rather nonsense in my eyes (this question should be removed instead!). I do not know anyone who ever typed "Y"es here to remove a floppy drive. And most harddisk interfaces I know (Black Box, german IDE interface, polish IDE interface)also come with their own OS, where you can type a certain key combination to change or remove harddisk partitions. So the "Remove drive" question is not nescessary here...

"Is drive configureable?" is the next question and since we use/include a floppy drive setup with option "I" this question is not nescessary of course. "High capacity drive?" since we only setup harddisk here, this is obvious (and still not nescessary to ask for). "Is drive double-sided" - the answer may be already given within the "I" command (if you choose 360k, 720k or 1440k there, your drive is/should be double-sided). So another unnescessary question. "Tracks per side" is also unnescessary, since option "I" uses the standard formats and densities with 40 or 80 tracks (720k and 1440k have 80 tracks, all other formats have 40 tracks). "Step rate?" a completely silly question, since MyDOS does not tell you the step rate of your drive (you may guess it, but if you guess wrong MyDOS hangs up and merely recovers with a coldstart). No other DOS 2 compatible DOS I know makes use of the step rate... So finally, once there is a new "I" command installed, most of the "O" commands are unnescessary in my eyes.

There are however drives that cannot detect the density (single or double), the sides (1 or 2) or the tracks (40 or 80) automatically. But MyDOS always configured properly with my "stupid" XF551 drive and should do so with other "stupid" drives. And having non-standard densities, like SS/SD with 80 tracks or DS/ED 40 tracks or something like that does not make much sense in my eyes, thus the six standard densities (90k, 130k, 180k, 360k, 720k, 1440k) plus harddisk support (up to 16MB as usual) should be enough...

3) the "P" command (density)
This command was introduced to a) set the density properly, even with "stupid" drives, but MyDOS always checks and discovers the density right. Another reason was b) to set a certain density for formatting (option "I") a new disk, which would not be nescessary anymore if a new and improved I command gets programmed.

These are all my suggestions for now. As you could see a few changes in the I command also take effect in the O and P commands. By the way, anyone ever used the last two MyDOS commands to set write verify (on or off) or set the ramdisk drive (8 or 9) ?? I always use write verification off (and most other users I know do also) and drive 8 for ramdisk (since most programs use ramdisk as drive 8). greetings - Andreas

P.S.: Maybe a good programmer (not me!) is willing to do such a MyDOS update...
- further suggestions or comments possibble...

57. graphical interface?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-03 19:59:58 UTC
From: pjsmith@netins.net
Message-ID: <slrn95715u.82v.pjsmith@worf.netins.net>
Source record: 39779

No, I am not asking if there is one available (that's been done to death already). :-)

I am a recently "reborn Atarian", having reacquired much of my old Atari 8bit hardware and software and was thinking of writing some kind of graphical interface/environment. for it. I was merely wondering if there would be any demand for such a thing. Anything I would produce will be 100% free, of course. If there is some interest, it would keep me motivated to work on it. :-)

I'm not talking about something full blown like GEOS for the Commodore, but initially a relatively simple graphical application environment, running in graphics 8 mode (thus limited to two colors) capable of running some simple apps. I don't envision it running a word processor or spreadsheet.

I have done some initial research and coding. I've gotten an ST mouse to work (using Multimouse) and done some fiddling around with machine language. Currently, I am using ATASM V0.94 on my PC and using SIO2PC to transfer the program to my 130XE.

Yes, I am aware of other GUIs out there (DCS, Diamond, GOS, etc...) but just thought I would try my hand at one for fun.

Thoughts, suggestions, flames?

Thanks,

Phil

58. Re: [EPYX SHRINE] Crush, Crumble & Chomp / Adotions

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-03 20:57:43 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <9303o1$o4s$1@nnrp1.deja.com>
Source record: 39780

In article <1tB46.9715$I5.179076@stones>,
"Mark Keates" <mark@mkeates.force9.co.uk> wrote:
> How about adding a list of games destined
> for the 8-bit Atari but never made it for
> one reason or the other? ;-)
>
> Mark
>
>
I would if I knew of any, although there were so many progs made for
the Atari8bit I could spend a lifetime studying them. I think there are
a lot of lost progs out there that were produced but lost popularity
and then were forgotten (i.e. Diskey Disk Editor, Educational Master
System, ETC.) These are the ones that really turn me on! Imagine my
excitement when I opened a box of atari hardware I bought at auction
and found a Parrot Digital Sound digitizer with software disks! It came
with a sample of Michael Jackson singing 'Beat IT'. When I found that I
hit the floor laughing! If anybody has any ultra rare stuff like that
pipe up! We need your ATR's!
Mo

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

59. Epyx, Avalon Hill, Micropose Docs

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-03 21:03:04 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <930420ohk1@nnrp1.deja.com>
Source record: 39781

I threw up a home page with documentation on some Epyx, Avalon Hill and Microprose games. It's still under development in my spare time and will eventually be a considerable resource, especially after I find a new place for it than Tripod. If anyone has any documentation they'd like to see posted there, please send it zipped to me at chainsaw11@my-deja.com
The link for the homepage is
http://members.tripod.com/~chainsaw1661/crush.htm

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

60. Re: Suggestions for a MyDOS update...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-03 22:31:46 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010103173146.22376.00001307@ng-fy1.aol.com>
Source record: 39782

> Andreas Magenheimer magea000@mail.uni-mainz.de remarked:

>1) The "I" command (format disk):
>This subject should cover the most standard disk formats, like 90k,
>130k, 180k, 360k, 720k and 1440k.

You are correct; this could be better.

>2) The "O" command (setup):
(snip)
> - the answer may be already given within the "I" command; most of
> the "O" commands are unnescessary in my eyes.

"Remove?" is superfluous, but sometimes I need to configure the sides or density of the very stupid non-sensing Percoms without wanting to format a disk.

That step rate business is totally confusing because I don't know the milliseconds of mine and an SIO "N" call shed no light and I saw another document which had the fast to slow 1-2-3 choices exactly reversed from the MyDOS docs? I usually pick "2" and hope for the best.

> but MyDOS always checks and discovers the density right.

"Always" is a long time! I often must toggle density just to get a directory listing and would prefer not to do it with a format command...

-Ron

Inform everyone that communications have completely broken down.

61. Re: graphical interface?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-03 22:40:59 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010103174059.22376.00001310@ng-fy1.aol.com>
Source record: 39783

> pjsmith@netins.net (PHIL SMITH) said:

>I am a recently "reborn Atarian",
(snip)
>thinking of writing some kind of graphical interface/environment. for it.

You should check Mirko's before you invest a lot of time on it... He uses Gr 8
and some proportional fonts and the ST mouse.

Might even sign on to assist with some of the coding.

-Ron

Inform everyone that communications have completely broken down.

62. Re: From tape to PC of Atari8bit games

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-03 23:38:09 UTC
From: ernest@wxs.nl
Message-ID: <3a53b79d.15455612@news.wxs.nl>
Source record: 39786

On Sun, 31 Dec 2000 09:20:54 GMT, chainsaw11 <chainsaw11@my-deja.com>
wrote:

>In article <20001230230013.15637.00000159@ng-cd1.aol.com>,
> rhamiiton5@aol.comedy.com (RHamiIton5) wrote:
>> >Bernd Bandie@gmx.net inquired:
>>
>> >how to convert/move a game from an old tape format (Atari410)
>> >to PC readable format like *.atr ???
>>
>> There is talk of a utility to convert cassette software to .wav files
>for
>> loading into an emulator; and that's more than I know about it.
>>
>> I have used some conversion programs which make boot disks from boot
>tapes
>> unless it is a multi-boot like Zaxxon. Some tapes can also be
>converted to
>> binary load files and SAVEd Basic tapes go directly to disk easily.
>Most disks
>> make .atr's in a flash; both SIO2PC and APE have an additional cable
>that even
>> converts many copy-protected disks to images.
>>
>> -Ron
>>
>This is an easy one, just plug an old tape deck into the line in jack
>on your pc's audio (from the tapes earphone of course). Use windows
>sound recorder to record the tape in real time as it plays. save the
>wav file and find a program called wav2cas.exe to go the other way use
>the program called cas2wav.exe, I think I got them at the win800 atari
>emulator site or they came with the emulator.
>Mo

The Windows sound recorder is no good, because it only allows you
to record up to 60 seconds of audio. You need a lot more, sometimes
up to 30 minutes or more. If you have a Soundblaster, you
probably also have Wave studio. That will do just fine. There are
probably other programs that will work too.
wav2cas and cas2wav can be found on my home page:
http://home.planet.nl/~ernest since I wrote that stuff.
Converting it to .atr files is the hard part. Emulators
do not currently support the .cas format. Probably because
most of the interesting stuff is available in .atr format anyway.
One of my goals was to recover damaged tapes, or stuff

that you saved onto tape yourself. But it works on all tapes
of course.
Keep those XL's/XE's buzzing.

63. Re: graphical interface?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-04 00:13:55 UTC
From: Dan Ritter <dritter@angelfire.com>
Message-ID: <7fP46.67690$uK6.5929736@news1.telusplanet.net>
Source record: 39787

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
news:20010103174059.22376.00001310@ng-fy1.aol.com...
> > pjsmith@netins.net (PHIL SMITH) said:
>
> >I am a recently "reborn Atarian",
> (snip)
> >thinking of writing some kind of graphical interface/environment. for it.
>
> You should check Mirko's before you invest a lot of time on it... He uses
Gr 8
> and some proportional fonts and the ST mouse.
>
> Might even sign on to assist with some of the coding.
>
> -Ron
>
> Inform everyone that communications have completely broken down.

Curios. I'd like to know more about this project. Does he have a web site?
Or where can you get the program?

64. Re: Epyx, Avalon Hill, Micropose Docs

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-04 00:56:23 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <930hnj$4r4$1@nnrp1.deja.com>
Source record: 39789

In article <3A53CB34.6D38E5A1@ev1.net>,
richmond@ev1.net wrote:
> chainsaw11 wrote:
> >
> > I threw up a home page with documentation on some Epyx, Avalon Hill
and
> > Microprose games. It's still under development in my spare time and
> > will eventually be a considerable resource, especially after I find
a
> > new place for it than Tripod. If anyone has any documentation they'd
> > like to see posted there, please send it zipped to me at
chainsaw11@my-
> > deja.com
> > The link for the homepage is
> > http://members.tripod.com/~chainsaw1661/crush.htm
> >
> The URL above got me *nowhere*...what is the *real* URL???
>
> --
> +---+
> | Charles and Francis Richmond <richmond@plano.net> |
> +---+
>
http://members.tripod.com/~chainsaw1661/CRUSH.HTM

I don't know whats going on with tripod, I had to enter it three times
before I could get through. I'll probably wind up going to a virtual
host after I get most of my archive scanned and ready.
Mo

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

65. Re: Epyx, Avalon Hill, Micropose Docs

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-04 01:00:36 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3A53CB34.6D38E5A1@ev1.net>
Source record: 39784

```
chainsaw11 wrote:
>
> I threw up a home page with documentation on some Epyx, Avalon Hill and
> Microprose games. It's still under development in my spare time and
> will eventually be a considerable resource, especially after I find a
> new place for it than Tripod. If anyone has any documentation they'd
> like to see posted there, please send it zipped to me at chainsaw11@my-
> deja.com
> The link for the homepage is
> http://members.tripod.com/~chainsaw1661/crush.htm
>
The URL above got me *nowhere*...what is the *real* URL???

--
+-------------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-------------------------------------------------------------+
```

66. RE: My favorite Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-04 01:13:06 UTC
From: Jim Blanchard <yushi@look.ca>
Message-ID: <3A53CDEF.909CAE68@look.ca>
Source record: 39790

All for the 400 which I still have and play

Star Raider
Pole position
Blue Max
Ball Blaster
Joust
Frogger
Asteroids (multi plaayer only)
Archon

And I think the rest are ok to.

67. Re: graphical interface?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-04 01:16:48 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <930iqg$88n$1@wrath.news.nacamar.de>
Source record: 39791

Yes I have a web site! Ron forgot to tell (he wrote a weightfull part of my system).

Hi, I am Mirko Sobe and I wrote a graphical user interface for the Atari XLE computer. You can visit my website at www.atarixle.de . You can download the system for free, but only the german version is the actual version. The english version wiull follow (when the "FASTTEXT"-description is displayed in the download area).

Mirko

PS: thank you Ron, for advetising :-)

"Dan Ritter" <dritter@angelfire.com> schrieb im Newsbeitrag news:7fP46.67690$uK6.5929736@news1.telusplanet.net...
>
> "RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
> news:20010103174059.22376.00001310@ng-fy1.aol.com...
> > > pjsmith@netins.net (PHIL SMITH) said:
> >
> > >I am a recently "reborn Atarian",
> > (snip)
> > >thinking of writing some kind of graphical interface/environment. for it.
> >
> > You should check Mirko's before you invest a lot of time on it... He uses
> Gr 8
> > and some proportional fonts and the ST mouse.
> >
> > Might even sign on to assist with some of the coding.
> >
> > -Ron
> >
> > Inform everyone that communications have completely broken down.
>
> Curios. I'd like to know more about this project. Does he have a web site?
> Or where can you get the program?
>
>

68. Re: Need DOS Disk

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-04 02:11:21 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3A53DBC8.3AE7D7B9@sisna.com>
Source record: 39788

You have contacted me privately in e-mail. I have the rights to
distribute the product but not the rights to sell the Source Code,ect.
These are owned by Mike Hohman of FTe and I am sure he will not
relinquish any of these at this time.

The only way I came into these rights was supporting him when he first
got started.
I know where he is, has relatives across the valley from me, but respect
his wishes not to be bothered with trivial items. He as I reads this
base from time to time not every day, nor do I but keeps up on what is
going on. I have 2 e-mail address for him one still works so I know he
is still around.

From my conversations with Mike, Sparta Dos X is his baby, will not be
sold ect.

Other options may be up for sale.. Post a message to him here and if you
are lucky he will respond privately.

bob

69. Forsale some Cart. Games!

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-04 03:34:15 UTC
From: gp429@aol.com
Message-ID: <20010103223415.27666.00000587@ng-me1.aol.com>
Source record: 39792

I had a few old Atari 8-bit software and hardware forsale. E-mail me if you
wish to purchase or if you have any question on the items forsale at
gp429@aol.com --thanx
FOR BOTH 1 & 2 $25
1) Flight Simulator II by subLOGIC
This is complete with the box, manuals and the maps. PRICE $12
2) AtariWriter w/Atari Proofreader Program and Dictionary by Atari
Includes the AtariWriter manual, cart. and quick reference sheet. I do not have
the manual for the Proofreader and I will also send a copy of DOS II. PRICE
$15
---Disk Games---
note:NO MANUALS, ALL $20
Sargon II by Hayden Software
--PRICE $3
Ninja by Mastertronic
--this game is also formatted for the C64 on the other side. PRICE $3
Goonies by Datasoft
--also formatted for the the C64 on the flip side. PRICE $3
Koronis Rift by Epyx & Lucasfilm
--PRICE $3
Fight Night by Accolade
--PRICE $3
Spy Vs Spy by Avantage
--very fun for two players. PRICE $5
Summer Games by Epyx
--an all-time classic. PRICE $5
---Cart. Games---
note:NO MANUALS, ALL $18
Donkey Kong by Nintendo
--PRICE $5
Up -n- Down by Sega
--PRICE $3
Typo Attack by Atari
--PRICE $3
Music Composer by Atari
--PRICE $3
Star Raiders by Atari
--PRICE $7
---Hardware---
Atari 1010 cassette drive
--not sure if it works included is the power supply, data cable and
Conversational French program with workbook, PRICE $5
Atari 1027 daisy wheel printer
--not sure if it works included is the power supply & data cable, PRICE $5

FlipTop Disk Case with lock and key
--5 1/4 disk holder has a grab bag of old saved games and various programs
including 6 Antic Disks!
vol. 6 #2 -Atari Animation
vol. 5 #10 -Inside Atari
vol. 5 #8 -"Shopper's Guide"
vol. 5 #5 -Weather Pictures
vol. 5 #1 -Anniversary Issue
vol. 3 #11 -Practical Applications
and more misc. disks, PRICE $14

70. SpartaDos - *Free*

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-04 03:35:36 UTC
From: jhardie@pipeline.com
Message-ID: <3a55eeb8.2391130@news.pipeline.com>
Source record: 39793

Ahhh, I love when Bob brings up the old Mike Hohman/ICD copyright stuff...

Anyone who wants a copy of SpartaDos can email me and I'll get you set up.

John

71. Re: SpartaDos - *Free*

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-04 03:42:17 UTC
From: Video61@webtv.net
Message-ID: <23108-3A53F119-80@storefull-171.iap.bryant.webtv.net>
Source record: 39795

```
it better not be 3.3c,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
```

72. Re: Need DOS Disk

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-04 03:52:08 UTC
From: Video61@webtv.net
Message-ID: <23109-3A53F368-19@storefull-171.iap.bryant.webtv.net>
Source record: 39796

hi bob,
seeing as we have the source in our possesion for sparta dos 3.3c
leagaly paid for, and it was written, and paid for specifically for
pro(which i own). what is there problem. is this something that we have
to look into via the courts, are they pirating it, and illegaly
distributing it?
thanks for notifying me bob, i do owe you,
please keep posting me on this, my jewish lawyers love money.

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

73. Re: Suggestions for a MyDOS update...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-04 03:54:27 UTC
From: Video61@webtv.net
Message-ID: <23108-3A53F3F3-83@storefull-171.iap.bryant.webtv.net>
Source record: 39794

how about recognizing 48 megs?
thanks
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

74. RE: My favorite Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-04 07:28:48 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <9318nc$ml8$1@nnrp1.deja.com>
Source record: 39648
Body handling: HTML body converted to readable text

```
In article <3A53CDEF.909CAE68@look.ca>,
Jim Blanchard wrote:
>
> --------------E9E5DCA5A84D4EE6B6B93FD0
> Content-Type: text/plain; charset=us-ascii
> Content-Transfer-Encoding: 7bit
>
> All for the 400 which I still have and play
>
> Star Raider
> Pole position
> Blue Max
> Ball Blaster
> Joust
> Frogger
> Asteroids (multi plaayer only)
> Archon
>
> And I think the rest are ok to.
>
> --------------E9E5DCA5A84D4EE6B6B93FD0
> Content-Type: text/html; charset=us-ascii
> Content-Transfer-Encoding: 7bit
>
>
>
> All for the 400 which I still have and play
>
Star Raider
>
Pole position
>
Blue Max
>
Ball Blaster
>
Joust
>
Frogger
>
Asteroids (multi plaayer only)
>
Archon
```

>
And I think the rest are ok to.
>

>
> --------------E9E5DCA5A84D4EE6B6B93FD0--
>
>
If you could scan the touchpad overlay and instructions to star raider,
I would really appreciate it and give you credit on the homepage I'm
archiving this stuff on. My email is chainsaw11@my-deja.com thanks!

Mo

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

75. Star Raider or Raiders?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-04 07:31:52 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <9318t9$mo1$1@nnrp1.deja.com>
Source record: 39647

I just noticed going through my old carts, I have one Star Raider cart
and one Star Raiders. Both play the same as I can tell, labels are in
extremely good condition. Is one maybe an earlier release?
Interesting....
Mo

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

76. Re: [EPYX SHRINE] Crush, Crumble & Chomp / Adotions

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-04 13:18:11 UTC
From: Manuel Polik <manuel.polik@tenovis.com>
Message-ID: <3A547813.134FAFC5@tenovis.com>
Source record: 39649

Mark Keates wrote:
>
> How about adding a list of games destined
> for the 8-bit Atari but never made it for
> one reason or the other? ;-)

On my researches about Epyx, I think I might discover one or another
such thing...
At the moment I'm trying to find out all about 'Moreta - Dragonlady Of
Pern', the lost sequel to 'Dragonriders Of Pern'... whether it was
planned for the Atari 800 or not, I don't know yet...

Greetings,
Manuel

77. Re: [EPYX SHRINE] Crush, Crumble & Chomp / Adotions

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-04 13:32:07 UTC
From: Manuel Polik <manuel.polik@tenovis.com>
Message-ID: <3A547B57.21C1B40@tenovis.com>
Source record: 39650

chainsaw11 wrote:

> > For the moment I have a page devoted to Epyx- Crush,Crumble and Chomp!
> > There's also a link to download a copy of the diskey disk editor
> > manual.

Hey, that's cool! The manual and all these scans are brilliant.
I'll definitely link to that page.

Greetings,
Manuel

78. Re: Star Raider or Raiders?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-04 15:20:12 UTC
From: jhardie@pipeline.com
Message-ID: <3a549472.44823685@news.pipeline.com>
Source record: 39651

Star Raider is the earlier release.

There's not as many around as Star Raiders but it's not that uncommon either.

John

On Thu, 04 Jan 2001 07:31:52 GMT, chainsaw11 <chainsaw11@my-deja.com> wrote:

>I just noticed going through my old carts, I have one Star Raider cart
>and one Star Raiders. Both play the same as I can tell, labels are in
>extremely good condition. Is one maybe an earlier release?
>Interesting....
>Mo
>
>
>--
>Linux is like a wigwam, no gates, no windows just an apache inside! }:-}
>
>
>Sent via Deja.com
>http://www.deja.com/

79. Re: SpartaDos - *Free*

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-04 15:47:14 UTC
From: Dan Vernon <danver@halcyon.com>
Message-ID: <9325mqlof1@brokaw.wa.com>
Source record: 39652

John,

I totally agree with you on this copyright issue... I wouldn't honor a copyright or anything else for that matter related belonging to ICD or Mike H. I actually think that ICD (read: Tom Harker) is worse though, since he still after all these years puts up a front of being in business (www.icd.com) but just takes money & never ships. I'm still waiting for my Link-2 to be delivered... I think its going on 3 years now. At least Mike just took the money and disappeared... you can't say that about Harker though.

I've been looking for an old version of spartados for a while... I think 2.3? at least its 2 something. Anyhow I've read about a program called LOGOMENU.SYS that lets you use sparta as a nifty binary loader. You wouldn't happen to have a copy of this laying around by any chance? It might have come with the sparta construction set.

Also I pretty much use sparta 3.2g (this is a shareware version no?)... it works great as far as I can tell! Never had a problem so far. Is there another version you recommend? I know that Video61 sells the stupid cart version that you have to yank out. I'd never buy that.

-Dan

80. Re: Need DOS Disk

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-04 16:21:01 UTC
From: atarircx@my-deja.com
Message-ID: <9327t1fqn1@nnrp1.deja.com>
Source record: 39653

I bought my US Doubler off of ebay. It was included with a box of misc. Atari stuff... magazines & programs. No DOS of any kind was included, just the chip & instructions. Paid around $20 for the lot.

Sorry, but I have no idea why are you so upset about people buying new or used copies of the US Doubler upgrade with no DOS???

Several shareware versions of MyDOS and Sparta can be downloaded from the Umich ftp archive for free and work just fine with the upgrade.

Sent via Deja.com
http://www.deja.com/

81. Re: Need DOS Disk

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-04 18:20:26 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t59fjjq2k4rvfd@corp.supernews.com>
Source record: 39654

<ataricx@my-deja.com> wrote in message news:9327t1fqn1@nnrp1.deja.com...
> Sorry, but I have no idea why are you so upset about people buying new
> or used copies of the US Doubler upgrade with no DOS???

See the "SpartaDos - *Free*" thread.

82. Re: SpartaDos - *Free*

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-04 19:06:08 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a55001e$0$1515$53a6afc1@news.erinet.com>
Source record: 39662

This is an interesting discussion.
It is a little hard to keep track.
BBS Pro is Lance's. ICD stuff is FTE's.
It is news to me that 3.3c is also Lance's. I don't have it and it
is most compatible for use with BBS Pro.
3.2g was shareware, Expected to register if you used it, for $20, I think.
I never registered or used it, other that to look at it. My 3.2d,
purchased,
suited me fine. Then I got a SpX cart. I have to disable the high
speed stuff with SpX because my real drives couldn't hack it (Indus,
USD 1050s), and kept trashing real disks. I still use 3.2d. And I use
3.33a for emulators, don't know what the status of that one is.
I think Tom Hunt made the 3.3a.
I do remember that FTe seemed to sorta expect people that continued
to use SpartaDOS to register the 3.2g one, even if they were still
using 3.2d. I'm not sure what improvements/fixes 3.2g had over 3.2d.
Great DOS, my favorite, in any flavor.
Russg

83. second pia

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-04 19:17:53 UTC
From: me <me@aol.com>
Message-ID: <B%356.107430$nM5.14923566@news02.optonline.net>
Source record: 39655

anyone know the page where the mod is to add a second PIA

84. Re: SpartaDos - *Free*

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-04 19:57:00 UTC
From: Video61@webtv.net
Message-ID: <25756-3A54D58C-7@storefull-176.iap.bryant.webtv.net>
Source record: 39657

the stupid cart version that you yank out(i do not yank anything out, i am a adult who has found out that yanking out something can cause damage) is not a FTE product.
this version of sparta-dos 3.3c was contracted for thru FTE, and upon reciept of the source code with comments, it was paid for. it is not freeware/shareware, or PD. this was written for the PRO BBS SYSTEM, and not for FTE use. i own PRO, anyone who illegaly copies this, that means you cannot copy a cartridge because it is not media that fails easy, and or distributes this can face legal action.
you are free to use dos 2.5,or any other dos that is in the PD.
this version of sparta dos is pretty solid with little or no discernible bugs, that is what might make it so attractive.
your gripe is with FTE, not me.
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

85. Re: are you out there, Bob?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-04 19:59:40 UTC
From: Video61@webtv.net
Message-ID: <25755-3A54D62C-23@storefull-176.iap.bryant.webtv.net>
Source record: 39658

sparta dos 3.3c is not a FTE product.
this version of sparta-dos 3.3c was contracted for thru FTE, and upon
reciept of the source code with comments, it was paid for. it is not
freeware/shareware, or PD. this was written for the PRO BBS SYSTEM, and
not for FTE use. i own PRO, anyone who illegaly copies this, that means
you cannot copy a cartridge because it is not media that fails easy, and
or distributes this can face legal action.
you are free to use dos 2.5,or any other dos that is in the PD.
this version of sparta dos is pretty solid with little or no
discernible bugs, that is what might make it so attractive.
your gripe is with FTE, not me, lets keep it this way.
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

86. Action! -- Pulling the wings off a butterfly

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-04 20:04:09 UTC
From: Dan Vernon <danver@halcyon.com>
Message-ID: <932koq$uj5$1@brokaw.wa.com>
Source record: 39656

Just posted a new OSS SuperCart Article on my site... its the Analog Action!
review where Brian Moriarty "pulls the wings off the butterfly" by
dissassembling compiled Action! code.
enjoy!

-Dan

http://www.halcyon.com/danver/atari

87. Re: Help < Please ? >

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-04 20:48:22 UTC
From: ASI Industries <ASIIndustries@usa.net>
Message-ID: <01c0768f$ab066da0$c0f5893e@default>
Source record: 39659

Your disks are in the snail mail!
--

Andrew Mcintosh
ASIIndustries@usa.net

88. Re: Epyx, Avalon Hill, Micropose Docs

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-04 21:44:12 UTC
From: ebaiz@skyenet.net
Message-ID: <M8656.84$Mw6.975@newsfeed.slurp.net>
Source record: 39660

On 3 Jan 2001 21:03:04 G, chainsaw11 wrote:
>I threw up a home page with documentation on some Epyx, Avalon Hill and
>Microprose games. It's still under development in my spare time and
>will eventually be a considerable resource, especially after I find a
>new place for it than Tripod. If anyone has any documentation they'd
>like to see posted there, please send it zipped to me at chainsaw11@my-
>deja.com
>The link for the homepage is
>http://members.tripod.com/~chainsaw1661/crush.htm

Sounds good. Please let us all know when it is up and running. I have a
number of Epyx and Avalon Hill games...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

89. Re: Help < Please ? >

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-04 22:39:24 UTC
From: Barry Ruck <bruck@peterswoodharlow.freeserve.co.uk>
Message-ID: <1ZK8rKAcuPV6EwP5@peterswoodharlow.freeserve.co.uk>
Source record: 39661

In comp.sys.atari.8bit on Thu, 4 Jan 2001, ASI Industries ASI Industries <ASIIndustries@usa.net> wrote ....

>Your disks are in the snail mail!

Thanks.

Regards,

Barry Ruck. Harlow, Essex.

90. Re: Help for Atari (sort of) newbie

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-04 23:01:44 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010104180144.26297.00001105@ng-fy1.aol.com>
Source record: 39663

>"Darren Fricker" darren@pclose.freeserve.co.uk asks:

>I've got hold of Xformer & a few disk images... (snip)
>I can get the DOS menu & assign an image to another drive
>(eg, D2) but can't get past there.

Pretty broad question... that DOS menu probably has a command list which
includes "L"oad a binary file for .EXE or .COM applications. You will need to
reboot the XFormer with Basic enabled before you can LOAD, SAVE, etc any of the
many basic programs. Try here for some helpful instructions:
http://members.xoom.com/Pairman/Ref.html
You get better info from specific questions rather than a globas request. Which
version of XFormer?

-Ron

Inform everyone that communications have completely broken down.

91. Re: looking: Lander.bas & Ghost.bas

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-04 23:05:08 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010104180508.26297.00001106@ng-fy1.aol.com>
Source record: 39664

> "Jim & Sue Klein" jklein@paxway.com asks:

>I'm looking for 2 Basic programs,
(snip)
>Ghost.bas
>-This game I think game from a magazine (Antic or Analog)

I don't recognize them but look here:
http://www.atarimagazines.com/
for their articles and D/L's

-Ron

Inform everyone that communications have completely broken down.

92. Re: Simple newbie question

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-04 23:09:54 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010104180954.26297.00001107@ng-fy1.aol.com>
Source record: 39665

>dunxuk@aol.com (DunxUK) requests:

>I am thinking of getting an old Atari 8-bit. So far I've only been using
>emulators on the PC. Since I have a 5.25" drive here, is there any way of
>getting my .ATR files onto diskette so that the Atari can use them.

An Atarian here claims to have done it:
http://ch.its.tudelft.nl/~sidney/atari/
even in single density...

I have used AtariLink from here:
http://www.horus.com/~hias/atari/
which requires true 180K Double density on the A8.

Otherwise you need a Happy (which will do DD), or nulmodem setup or SIO2PC or
APE or...

-Ron

Inform everyone that communications have completely broken down.

93. Atari Demopacs

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-04 23:17:47 UTC
From: Ken Cox <ken-cox@mindspring.com>
Message-ID: <933096$2ff$1@nntp9.atl.mindspring.net>
Source record: 39666

Hi Y'all -

Last weekend when I...

cleaned out the basement;
found my old 8-bit stuff;
searched on the net;
found this group;
discovered emulators;
surfed all around Atari sites;

I was impressed by all the good work you folks are doing. Particularly the posting/archiving of the old magazines and such.

Looking around at what's available, I haven't seen the "DEMOPAC" series yet. These how-to documents were published by Atari Consumer Product Service - Product Support Group. Is anyone here currently working on posting these?

If not, does anyone think they'd be valuable to the A8 community? The eleven issues I still have are all dated between 05/82 and 12/83. Here're the subjects:

01 - 09/82 Strings and Formatting
02 - 10/83 Data File Processing
03 - 05/82 Programming Examples
04 - 06/82 Atari Color Graphics
05 - 06/82 Advanced Graphics
06 - 06/82 Advanced System Features
07 - 09/82 Some Special Features
08 - 05/83 Software and Hardware Timers
09 - 11/83 Atari Logo InfoPac
10 - 12/83 Atari Logo PrinterPac
11 - 11/83 Atari Logo Programming Examples

Each one's about 10 to 20 pages, and features around 5 to 8 topics. Anyway, if they're already out there, let me know. If not, what do y'all think about putting them up on a site? Thanks.

- Ken

94. Re: Help for Atari (sort of) newbie

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-04 23:25:39 UTC
From: Pairman <pairman@notrash.alberta.com>
Message-ID: <TD756.78493$uK6.6205867@news1.telusplanet.net>
Source record: 39667

And if the Xoom account is too slow or whatever there problem is, A mirror
is @ http://www.telusplanet.net/public/pairman

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
news:20010104180144.26297.00001105@ng-fy1.aol.com...
> >"Darren Fricker" darren@pclose.freeserve.co.uk asks:
>
> >I've got hold of Xformer & a few disk images... (snip)
> >I can get the DOS menu & assign an image to another drive
> >(eg, D2) but can't get past there.
>
> Pretty broad question... that DOS menu probably has a command list which
> includes "L"oad a binary file for .EXE or .COM applications. You will need
to
> reboot the XFormer with Basic enabled before you can LOAD, SAVE, etc any
of the
> many basic programs. Try here for some helpful instructions:
> http://members.xoom.com/Pairman/Ref.html
> You get better info from specific questions rather than a globas request.
Which
> version of XFormer?
>
> -Ron
>
> Inform everyone that communications have completely broken down.

95. Re: Star Raider or Raiders?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-05 00:53:30 UTC
From: Luis Vasquez <luisv@mediaone.net>
Message-ID: <eW856.2499$y9.923985@typhoon.we.rr.com>
Source record: 39668

Is Star Raider a spelling mistake, or was it the actual name of the game? I have a Star Raider cart, and when I turn it on, the title screen says Star Raiders.
"John Hardie" <jhardie@pipeline.com> wrote in message news:3a549472.44823685@news.pipeline.com...
> Star Raider is the earlier release.
>
> There's not as many around as Star Raiders but it's not that uncommon
> either.
>
> John
>
>
>
> On Thu, 04 Jan 2001 07:31:52 GMT, chainsaw11 <chainsaw11@my-deja.com>
> wrote:
>
> >I just noticed going through my old carts, I have one Star Raider cart
> >and one Star Raiders. Both play the same as I can tell, labels are in
> >extremely good condition. Is one maybe an earlier release?
> >Interesting....
> >Mo
> >
> >
> >--
> >Linux is like a wigwam, no gates, no windows just an apache inside! }:-}
> >
> >
> >Sent via Deja.com
> >http://www.deja.com/
>

96. Re: SpartaDos - *Free*

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-05 02:02:46 UTC
From: atarircx@my-deja.com
Message-ID: <933a03$fk3$1@nnrp1.deja.com>
Source record: 39669

Lance,

Sorry if I offended you Lance, I could easily be mistaken, but this is what you wrote several months ago in c.s.a.8:

"here is a list of all the new carts we have released n the last 2 years,all carts come in a box,with documentation,except sparta dos3.3c,we are currently working on doc's,all carts run directly from the cart port except the 3 utility carts,they are installed,then taken out,we currently are working on more titles,and we will post them when we are able to,all titles carry a $19.95 a peice price,
mydos xl/xe only,this is the newest version,and has some improvements
sparta dos 3.3c xl/xe only,this is the most solid sparta yet
translator cart xl/xe only,now you can have fast boot of your incompatible 400/800 programs,no more wait time for translator disk boot up,this aso works on many carts"

The key words that I read above are "installed, then taken out", hence the "yanking" that I refered too. Maybe yanking is too strong of a term, but any way you like to describe it, it is a hack and not something I'm interested in purchasing. I have read several posts from people who ordered the cart and were very disappointed with it. I do apologize for assuming the blame of the design was yours. If you do come out with (or manage to get licensed for) a new disk-based spartados or a new cart version of Sparta that works similarly to SpartaDosX I would definately be interested in buying. Especially if it came with documentation. I'm sorry for being so negative, I really appreciate all the work you've done to make the new cart games available, and keeping your Atari Sales business running. I just am not happy with the current choices available at the moment to purchase a valid copy of SpartaDos.

Sent via Deja.com
http://www.deja.com/

97. Rare Atari 800 xl games for trade / want list

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-05 02:14:49 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <933aj2$ra2$1@nnrp1.phx.gblx.net>
Source record: 39670
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.classic

I am trying to finish off my collection and only need a few things. I want the few things bad enough to pay good money, or to trade good stuff for. Here is a list of things I want followed by how much money I will pay for them, or what I will trade:

Wanted: MULE disk complete pay $15 or trade for MY 800xl Pitfall II cart only

Alley Cat disk complete pay $40 or trade for MY Hypnotic Lands cart with small leaflet/manual

Jet Set Willy disk complete pay $15 or trade for MY 800xl Pitfall II cart only

Ultima 2,3, and 4 *ALL 3 boxed* for Atari 8-bit TRADE FOR MY Atari 2600 Crazy Climber,2600 Pengo w/manual, and 2600 Tapper with no spotting on label PLUS Pitfall II AND Hypnotic Lands 8-bit carts

Also needed carts: Boulderdash, Pastfinder, Pharoah's Curse, Topper, Spy Hunter, Up 'N Down (will pay $35 a piece if labels are nice, no spotting or extremely minimal spotting allowed)

Disk games needed COMPLETE ONLY: Mousetrap, Montezuma's Revenge, Neptunes Daughter, Ixion, Tail of Beta Lyrae, Return of Heracles, Telengard, Phantasie, Warrior of Ras 1,2,3, or 4 (Dunzhin, Kaiv, Wylde,or Ziggurat)

ANyone out there with a big Atari 800 xl collection anywhere in the world who may want to trade please e-mail me. I have planty of stuff from every system imaginable that I may just let go of to complete my Atari 800 xl collection. Thanks! -Satcom2

98. Re: Rare Atari 800 xl games for trade / want list

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-05 02:59:57 UTC
From: bgarvey355@aol.com
Message-ID: <20010104215957.02533.00007072@ng-cc1.aol.com>
Source record: 39671

Satcom2 wrote:

>Ultima 2,3, and 4 *ALL 3 boxed* for Atari 8-bit TRADE FOR MY Atari 2600
>Crazy Climber,2600 Pengo w/manual, and 2600 Tapper with no spotting on
>label PLUS Pitfall II AND Hypnotic Lands 8-bit carts
>
Not being a smart ass or anything but I had Ultima II, III, IV (all complete in box, even had the Ank(sp)) last year and I Ebay'd them, Got over $250 out of them as a package deal, they are commanding a high price with Ultima collectors.

BG

99. 65xe case?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-05 03:09:22 UTC
From: Kyle Lavery <klavery@home.com>
Message-ID: <CVa56.274371$76.6959908@news1.rdc1.ab.home.com>
Source record: 39672

I know its a odd request, but does anyone have a 65xe case kicking around
that you might want to get rid of? Or a Broken 65xe that I could just use
for its casing?
If so, please drop me a message. Thanks.

100. Re: My favorite Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-05 04:11:14 UTC
From: Jim Blanchard <yushi@look.ca>
Message-ID: <3A554935.D11661C3@look.ca>
Source record: 39673
Body handling: HTML body converted to readable text

I didn't have an over lay for the keyboard. Must have been for a later
version. I'll see what I can do about instructions.

chainsaw11 wrote:

> In article <3A53CDEF.909CAE68@look.ca>,
> Jim Blanchard wrote:
> >
> > --------------E9E5DCA5A84D4EE6B6B93FD0
> > Content-Type: text/plain; charset=us-ascii
> > Content-Transfer-Encoding: 7bit
> >
> > All for the 400 which I still have and play
> >
> > Star Raider
> > Pole position
> > Blue Max
> > Ball Blaster
> > Joust
> > Frogger
> > Asteroids (multi plaayer only)
> > Archon
> >
> > And I think the rest are ok to.
> >
> > --------------E9E5DCA5A84D4EE6B6B93FD0
> > Content-Type: text/html; charset=us-ascii
> > Content-Transfer-Encoding: 7bit
> >
> >
> >
> > All for the 400 which I still have and play
> >
Star Raider
> >
Pole position
> >
Blue Max
> >
Ball Blaster
> >
Joust
> >
Frogger

> >
Asteroids (multi plaayer only)
> >
Archon
> >
And I think the rest are ok to.
> >

> >
> > --------------E9E5DCA5A84D4EE6B6B93FD0--
> >
> >
> If you could scan the touchpad overlay and instructions to star raider,
> I would really appreciate it and give you credit on the homepage I'm
> archiving this stuff on. My email is chainsaw11@my-deja.com thanks!
>
> Mo
>
> --
> Linux is like a wigwam, no gates, no windows just an apache inside! }:-}
>
> Sent via Deja.com
> http://www.deja.com/

101. Re: Atari Demopacs

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-05 04:55:08 UTC
From: gaberry@my-deja.com
Message-ID: <933k3annm1@nnrp1.deja.com>
Source record: 39674

I have some of these too Ken, if anyone is interested...

In article <933096$2ff$1@nntp9.atl.mindspring.net>,

"Ken Cox" <ken-cox@mindspring.com> wrote:
> Hi Y'all -
>
> Last weekend when I...
>
> cleaned out the basement;
> found my old 8-bit stuff;
> searched on the net;
> found this group;
> discovered emulators;
> surfed all around Atari sites;
>
> I was impressed by all the good work you folks are doing.
Particularly the
> posting/archiving of the old magazines and such.
>
> Looking around at what's available, I haven't seen the "DEMOPAC"
series yet.
> These how-to documents were published by Atari Consumer Product
Service -
> Product Support Group. Is anyone here currently working on posting
these?
>
> If not, does anyone think they'd be valuable to the A8 community? The
> eleven issues I still have are all dated between 05/82 and 12/83.
Here're
> the subjects:
>
> 01 - 09/82 Strings and Formatting
> 02 - 10/83 Data File Processing
> 03 - 05/82 Programming Examples
> 04 - 06/82 Atari Color Graphics
> 05 - 06/82 Advanced Graphics
> 06 - 06/82 Advanced System Features
> 07 - 09/82 Some Special Features
> 08 - 05/83 Software and Hardware Timers
> 09 - 11/83 Atari Logo InfoPac
> 10 - 12/83 Atari Logo PrinterPac
> 11 - 11/83 Atari Logo Programming Examples
>
> Each one's about 10 to 20 pages, and features around 5 to 8 topics.

Anyway,
> if they're already out there, let me know. If not, what do y'all
think
> about putting them up on a site? Thanks.
>
> - Ken
>
>

Sent via Deja.com
http://www.deja.com/

102. Re: Epyx, Avalon Hill, Micropose Docs

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-05 06:00:38 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <933nu4qnh1@nnrp1.deja.com>
Source record: 39675

In article <M8656.84$Mw6.975@newsfeed.slurp.net>,
ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote:
> On 3 Jan 2001 21:03:04 G, chainsaw11 wrote:
> >I threw up a home page with documentation on some Epyx, Avalon Hill
and
> >Microprose games. It's still under development in my spare time and
> >will eventually be a considerable resource, especially after I find a
> >new place for it than Tripod. If anyone has any documentation they'd
> >like to see posted there, please send it zipped to me at
chainsaw11@my-
> >deja.com
> >The link for the homepage is
> >http://members.tripod.com/~chainsaw1661/crush.htm
>
> Sounds good. Please let us all know when it is up and running. I have
a
> number of Epyx and Avalon Hill games...
>
> Edward S. Baiz Jr.
> (Gamer)
> ---
> HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES,
Geneva
> ---
>
>
Okay, one more time I fixed the URL so it works. I've 'bout had it with
tripod! http://members.tripod.com/~chainsaw1661/crush.htm

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

103. Re: My favorite Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-05 06:02:45 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <933o23qoh1@nnrp1.deja.com>
Source record: 39676
Body handling: HTML body converted to readable text

```
In article <3A554935.D11661C3@look.ca>,
Jim Blanchard wrote:
> I didn't have an over lay for the keyboard. Must have been for a
later
> version. I'll see what I can do about instructions.
>
> chainsaw11 wrote:
>
> > In article <3A53CDEF.909CAE68@look.ca>,
> > Jim Blanchard wrote:
> > >
> > > --------------E9E5DCA5A84D4EE6B6B93FD0
> > > Content-Type: text/plain; charset=us-ascii
> > > Content-Transfer-Encoding: 7bit
> > >
> > > All for the 400 which I still have and play
> > >
> > > Star Raider
> > > Pole position
> > > Blue Max
> > > Ball Blaster
> > > Joust
> > > Frogger
> > > Asteroids (multi plaayer only)
> > > Archon
> > >
> > > And I think the rest are ok to.
> > >
> > > --------------E9E5DCA5A84D4EE6B6B93FD0
> > > Content-Type: text/html; charset=us-ascii
> > > Content-Transfer-Encoding: 7bit
> > >
> > >
> > >
> > > All for the 400 which I still have and play
> > >
Star Raider
> > >
Pole position
> > >
Blue Max
> > >
Ball Blaster
```

> > >
Joust
> > >
Frogger
> > >
Asteroids (multi plaayer only)
> > >
Archon
> > >
And I think the rest are ok to.
> > >

> > >
> > > --------------E9E5DCA5A84D4EE6B6B93FD0--
> > >
> > >
> > If you could scan the touchpad overlay and instructions to star
raider,
> > I would really appreciate it and give you credit on the homepage I'm
> > archiving this stuff on. My email is chainsaw11@my-deja.com thanks!
> >
> > Mo
> >
> > --
> > Linux is like a wigwam, no gates, no windows just an apache inside!
}:-}
> >
> > Sent via Deja.com
> > http://www.deja.com/
>
>
Sounds good, It was my understanding that the 2600 version had an
overlay for the touchpad controller, I'm not sure if the touchpad
worked with the 800 version of the game. I tried it and nothing
happened.
Mo

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

104. Re: Atari Demopacs

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-05 06:06:18 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <933o8n$r2k$1@nnrp1.deja.com>
Source record: 39677

```
In article <933k3a$nnm$1@nnrp1.deja.com>,
gaberry@my-deja.com wrote:
> I have some of these too Ken, if anyone is interested...
>
> In article <933096$2ff$1@nntp9.atl.mindspring.net>,
>
> "Ken Cox" <ken-cox@mindspring.com> wrote:
> > Hi Y'all -
> >
> > Last weekend when I...
> >
> > cleaned out the basement;
> > found my old 8-bit stuff;
> > searched on the net;
> > found this group;
> > discovered emulators;
> > surfed all around Atari sites;
> >
> > I was impressed by all the good work you folks are doing.
> Particularly the
> > posting/archiving of the old magazines and such.
> >
> > Looking around at what's available, I haven't seen the "DEMOPAC"
> series yet.
> > These how-to documents were published by Atari Consumer Product
> Service -
> > Product Support Group. Is anyone here currently working on posting
> these?
> >
> > If not, does anyone think they'd be valuable to the A8 community?
The
> > eleven issues I still have are all dated between 05/82 and 12/83.
> Here're
> > the subjects:
> >
> > 01 - 09/82 Strings and Formatting
> > 02 - 10/83 Data File Processing
> > 03 - 05/82 Programming Examples
> > 04 - 06/82 Atari Color Graphics
> > 05 - 06/82 Advanced Graphics
> > 06 - 06/82 Advanced System Features
> > 07 - 09/82 Some Special Features
> > 08 - 05/83 Software and Hardware Timers
> > 09 - 11/83 Atari Logo InfoPac
```

> > 10 - 12/83 Atari Logo PrinterPac
> > 11 - 11/83 Atari Logo Programming Examples
> >
> > Each one's about 10 to 20 pages, and features around 5 to 8 topics.
> Anyway,
> > if they're already out there, let me know. If not, what do y'all
> think
> > about putting them up on a site? Thanks.
> >
> > - Ken
> >
> >
>
> Sent via Deja.com
> http://www.deja.com/
>
These are definitely a desirable item. I haven't seen any for a long
time. If you want to do the scanning and email me your zipped jpg's I
can integrate them into the homepage I've been putting together. Or
heck make your own site. These would definitely be worth any trouble.
Mo

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

105. ODP - Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-05 08:38:18 UTC
From: NoOne@FakeEmail.com
Message-ID: <9020216D7CTHEnterprises@205.212.123.11>
Source record: 39678

Check out- http://dmoz.org/Computers/Systems/Atari/8-Bit/ . There's been some additions.

106. Re: Atari Demopacs

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-05 09:35:52 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <fzg56.9662$v46.316071@news1.oke.nextra.no>
Source record: 39679

Let us know when they're up on any page, would you ? Happy New Year Atarians

"chainsaw11" <chainsaw11@my-deja.com> wrote in message
news:933o8n$r2k$1@nnrp1.deja.com...
> In article <933k3annm1@nnrp1.deja.com>,
> gaberry@my-deja.com wrote:
> > I have some of these too Ken, if anyone is interested...
> >
> > In article <933096$2ff$1@nntp9.atl.mindspring.net>,
> >
> > "Ken Cox" <ken-cox@mindspring.com> wrote:
> > > Hi Y'all -
> > >
> > > Last weekend when I...
> > >
> > > cleaned out the basement;
> > > found my old 8-bit stuff;
> > > searched on the net;
> > > found this group;
> > > discovered emulators;
> > > surfed all around Atari sites;
> > >
> > > I was impressed by all the good work you folks are doing.
> > Particularly the
> > > posting/archiving of the old magazines and such.
> > >
> > > Looking around at what's available, I haven't seen the "DEMOPAC"
> > series yet.
> > > These how-to documents were published by Atari Consumer Product
> > Service -
> > > Product Support Group. Is anyone here currently working on posting
> > these?
> > >
> > > If not, does anyone think they'd be valuable to the A8 community?
> The
> > > eleven issues I still have are all dated between 05/82 and 12/83.
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> > > the subjects:
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> > > 05 - 06/82 Advanced Graphics

> > > 06 - 06/82 Advanced System Features
> > > 07 - 09/82 Some Special Features
> > > 08 - 05/83 Software and Hardware Timers
> > > 09 - 11/83 Atari Logo InfoPac
> > > 10 - 12/83 Atari Logo PrinterPac
> > > 11 - 11/83 Atari Logo Programming Examples
> > >
> > > Each one's about 10 to 20 pages, and features around 5 to 8 topics.
> > Anyway,
> > > if they're already out there, let me know. If not, what do y'all
> > think
> > > about putting them up on a site? Thanks.
> > >
> > > - Ken
> > >
> > >
> >
> > Sent via Deja.com
> > http://www.deja.com/
> >
> These are definitely a desirable item. I haven't seen any for a long
> time. If you want to do the scanning and email me your zipped jpg's I
> can integrate them into the homepage I've been putting together. Or
> heck make your own site. These would definitely be worth any trouble.
> Mo
>
> --
> Linux is like a wigwam, no gates, no windows just an apache inside! }:-}
>
>
> Sent via Deja.com
> http://www.deja.com/

107. Re: looking: Lander.bas & Ghost.bas

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-05 10:19:13 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <934731$n95$1@plutonium.compulink.co.uk>
Source record: 39680

In article <3a4fbeef$1_1@news.starnetinc.com>, jklein@paxway.com (Jim &
Sue Klein) wrote:

> I'm looking for 2 Basic programs, although there are many different ones
> named lander.bas & ghost.bas I haven't found them yet on all the sites
> I've
> seen....
>
> Lander.bas:
> -The game I'm looking for ends with 2 astronauts planting a flag on the
> moon... It also gets harder in which one on the screens is basically a
> spiral....
I remember this one. I think it was in COmputer & Video Games as a type
in.

Iain

108. Re: Atari Demopacs

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-05 10:19:14 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <934732$n96$1@plutonium.compulink.co.uk>
Source record: 39681

In article <933096$2ff$1@nntp9.atl.mindspring.net>, ken-cox@mindspring.com
(Ken Cox) wrote:

> Looking around at what's available, I haven't seen the "DEMOPAC" series
Never heard of these! It would be good to get these online somewhere.

Iain

109. Re: SpartaDos - *Free*

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-05 12:59:26 UTC
From: DCM01@USA.NET
Message-ID: <3a55c250.2872682@news.CIS.DFN.DE>
Source record: 39682

On Fri, 05 Jan 2001 02:02:46 GMT, atarircx@my-deja.com wrote:

>Lance wrote:

>>dos3.3c,we are currently working on doc's,all carts run directly from
>>the cart port except the 3 utility carts,they are installed,then taken
>>uut,we currently are working on more titles,and we will post them when

>The key words that I read above are "installed, then taken out", hence
>the "yanking" that I refered too. Maybe yanking is too strong of a
>term, but any way you like to describe it, it is a hack and not
>something I'm interested in purchasing. I have read several posts from

I would second that sentiment about pulling a cartridge from a powered-up computer. It is totally unacceptable to me because it plain seems wrong, additionally there is no way to do it on an Atari 800 or 400 because of the protective cartidge port cover. I was really amazed that such a questionable product would even sell at all.

I like the idea of a cartridge based DOS. It would provide a lightning-fast bootup, and awesome convenience when working with a single-floppy-based system. It would allow great flexibility with double-floppy-based systems. I was hoping that having the OS on ROM would free up RAM too, but maybe that is not the technically correct way to look at it.

Lastly although there is some acrimony going on here, I would urge people to make a positive effort to respect Lance Ringquist's copyrights, since these are current offerings from his company.

110. Re: Epyx, Avalon Hill, Micropose Docs

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-05 13:01:28 UTC
From: DCM01@USA.NET
Message-ID: <3a55c548.3632893@news.CIS.DFN.DE>
Source record: 39683

On Fri, 05 Jan 2001 06:00:38 GMT, chainsaw11 <chainsaw11@my-deja.com>
wrote:

>Okay, one more time I fixed the URL so it works. I've 'bout had it with
>tripod! http://members.tripod.com/~chainsaw1661/crush.htm

I finally got to your page that time. Tripod is a really flakey
service and there are glitches almost every time I go to a
Tripod-hosted page.

111. Re: Epyx, Avalon Hill, Micropose Docs

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-05 13:11:38 UTC
From: DCM01@USA.NET
Message-ID: <3a55c5b3.3739969@news.CIS.DFN.DE>
Source record: 39684

That is an interesting trio of software publishers to focus on. Avalon Hill I recall was especially notable. They had the most awesome packaging, with righteous big solid boxes, as opposed to the pitiful cartons so many others had. You could take an Avalon Hill product and put it proudly on your bookshelf.

However the Avalon Hill programs themselves were a little iffy, at least the ones I had. I had Guns of Fort Defiance, which was a BASIC program that didn't work very well. I had TGIF which was a "party game." TGIF was actually okay, with a lot of variety.

On Wed, 03 Jan 2001 21:03:04 GMT, chainsaw11 <chainsaw11@my-deja.com> wrote:

>I threw up a home page with documentation on some Epyx, Avalon Hill and >Microprose games. It's still under development in my spare time and

112. Re: Suggestions for a MyDOS update...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-05 15:08:33 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A55E371.7352A6D0@mail.uni-mainz.de>
Source record: 39685

Lance Ringquist schrieb:
>
> how about recognizing 48 megs?
> thanks
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079

Already in the works by a polish programmer ("Draco"). Unfortunately I have not heard anything new from Draco since 2-3 years. So I am not sure if he is still programming something for the A8. -Andreas

113. Re: SpartaDos - *Free*

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-05 15:15:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A55E4F4.63296864@mail.uni-mainz.de>
Source record: 39686

Well,
Sparta DOS 3.2g appeared with a Shareware notice on an ABBUC magazine.
So yes, its shareware. You do not have problems with 3.2g ?? Try to load
the DUP menu from 3.2f or the Read.COM or Diskrx.COM, all these (and
many more) do not work with version 3.2g !!! You get an error like "need
sparta 3.2" or other errors and bugs. I do not like sparta very much,
but I absolutely hate applications and external commands which need a
special version of Sparta... (its like having a DOS 2 tool which merely
works under DOS 2.5). -Andreas

Dan Vernon schrieb:
>
> John,
>
> I totally agree with you on this copyright issue... I wouldn't honor a
> copyright or anything else for that matter related belonging to ICD or Mike
> H. I actually think that ICD (read: Tom Harker) is worse though, since he
> still after all these years puts up a front of being in business
> (www.icd.com) but just takes money & never ships. I'm still waiting for my
> Link-2 to be delivered... I think its going on 3 years now. At least Mike
> just took the money and disappeared... you can't say that about Harker
> though.
>
> I've been looking for an old version of spartados for a while... I think
> 2.3? at least its 2 something. Anyhow I've read about a program called
> LOGOMENU.SYS that lets you use sparta as a nifty binary loader. You
> wouldn't happen to have a copy of this laying around by any chance? It
> might have come with the sparta construction set.
>
> Also I pretty much use sparta 3.2g (this is a shareware version no?)... it
> works great as far as I can tell! Never had a problem so far. Is there
> another version you recommend? I know that Video61 sells the stupid cart
> version that you have to yank out. I'd never buy that.
>
> -Dan

114. Re: Atari Demopacs

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-05 15:21:24 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A55E674.A953BB29@mail.uni-mainz.de>
Source record: 39687

Well,
get them online !! Htmlized, orced, as (AT)ASCII text, etc. But get them
online fast !! greetings - Andreas

Ken Cox schrieb:
>
> Hi Y'all -
>
> Last weekend when I...
>
> cleaned out the basement;
> found my old 8-bit stuff;
> searched on the net;
> found this group;
> discovered emulators;
> surfed all around Atari sites;
>
> I was impressed by all the good work you folks are doing. Particularly the
> posting/archiving of the old magazines and such.
>
> Looking around at what's available, I haven't seen the "DEMOPAC" series yet.
> These how-to documents were published by Atari Consumer Product Service -
> Product Support Group. Is anyone here currently working on posting these?
>
> If not, does anyone think they'd be valuable to the A8 community? The
> eleven issues I still have are all dated between 05/82 and 12/83. Here're
> the subjects:
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> 03 - 05/82 Programming Examples
> 04 - 06/82 Atari Color Graphics
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> 07 - 09/82 Some Special Features
> 08 - 05/83 Software and Hardware Timers
> 09 - 11/83 Atari Logo InfoPac
> 10 - 12/83 Atari Logo PrinterPac
> 11 - 11/83 Atari Logo Programming Examples
>
> Each one's about 10 to 20 pages, and features around 5 to 8 topics. Anyway,
> if they're already out there, let me know. If not, what do y'all think
> about putting them up on a site? Thanks.
>

> - Ken

115. Re: SpartaDos - *Free*

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-05 15:28:24 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A55E818.C88C647@mail.uni-mainz.de>
Source record: 39688

Well,
pulling a cart out of a powered-on computer is really something I do not
like very much. But there is no problem with an Atari 400 or 800, since
the Sparta Dos cart 3.3c which Lance is selling is XL/XE only...
-Andreas

Daniel Miller schrieb:
>
> On Fri, 05 Jan 2001 02:02:46 GMT, atarircx@my-deja.com wrote:
>
> >Lance wrote:
>
> >>dos3.3c,we are currently working on doc's,all carts run directly from
> >>the cart port except the 3 utility carts,they are installed,then taken
> >>uut,we currently are working on more titles,and we will post them when
>
> >The key words that I read above are "installed, then taken out", hence
> >the "yanking" that I refered too. Maybe yanking is too strong of a
> >term, but any way you like to describe it, it is a hack and not
> >something I'm interested in purchasing. I have read several posts from
>
> I would second that sentiment about pulling a cartridge from a
> powered-up computer. It is totally unacceptable to me because it plain
> seems wrong, additionally there is no way to do it on an Atari 800 or
> 400 because of the protective cartidge port cover. I was really amazed
> that such a questionable product would even sell at all.
>
> I like the idea of a cartridge based DOS. It would provide a
> lightning-fast bootup, and awesome convenience when working with a
> single-floppy-based system. It would allow great flexibility with
> double-floppy-based systems. I was hoping that having the OS on ROM
> would free up RAM too, but maybe that is not the technically correct
> way to look at it.
>
> Lastly although there is some acrimony going on here, I would urge
> people to make a positive effort to respect Lance Ringquist's
> copyrights, since these are current offerings from his company.

116. The ten worst A8 games...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-05 15:33:07 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A55E933.96DD98B8@mail.uni-mainz.de>
Source record: 39689

Well,
we have had this post several times, just the other way around (tell me
your favorite A8 games). So why not ask for the worst ?? Ok, what are:

1) your ten worst A8 GAME carts ??

2) your ten worst A8 GAME tapes ??

3) your ten worst A8 GAME disks ??

4) your ten worst A8 GAME sounds ??

5) your ten worst A8 applications or tools ??
(any format: disk, tape, cart)

greetings - Andreas.

P.S: This is just for fun !!!

117. Re: SpartaDos - *Free*

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-05 16:46:11 UTC
From: Video61@webtv.net
Message-ID: <14147-3A55FA53-1@storefull-174.iap.bryant.webtv.net>
Source record: 39690

daniel,
the reason that we did sparta that way was because at the time we had no other cartridges available. we sure would have loved to have a pass thru cart, but at that time, and maybe this time, it is not financially feasible. but we now at least have a bigger cart(memory) and are looking at doing something with them so that you do not have to pull the cart out.
the cart port is turned off once the computer has been turned on, and it will not harm your machine. i use these carts daily, and have never hurt my machines, and i have 4 8-bits setup, and i use them on all of my machines.
even with the bigger carts we still might not be able to make it available to 400/800 users, but we will sure do our best for you.
the reason why we did it in the first place was for users who just did not want to wait for slow boot up times, and were heavy users of dos, like me, i cannot stand to wait when there is work to be done. we have sold quite a few of these. the main problem we have ran into is people who think that this is sparta-dos-x. and there only have been a few of these.
thanks for the post,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

118. Re: Atari Demopacs

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-05 18:45:25 UTC
From: gaberry@my-deja.com
Message-ID: <9354o4vga1@nnrp1.deja.com>
Source record: 39692

Wow and to think I almost tossed these! ;) I'll try to scan what I have. It is easier than HTML assuming my OCR doesn't work. Give me a few days.

Just for a historical note on how I got these. I remember calling the Atari Consumer help line (or something like that), trying to get help after blowing the internals out of my modem. One of the nice people there asked me if I needed help and offered all these "Tutorials/Tech. Docs." I asked for a couple on graphics and something else.. can't recall exactly. Anyway, they mailed them to me free of charge. They really look like they are the photocopy of a photocopy of a photocopy.. etc. But it was good info, most of it I already had at the time I think. (1983-1984 time frame)

Sent via Deja.com
http://www.deja.com/

119. Re: Suggestions for a MyDOS update...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-05 20:19:57 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A562C6C.8C89CADA@compuserve.com>
Source record: 39691

Andreas Magenheimer wrote:

>1) The "I" command (format disk):
This subject should cover the most standard disk formats, like 90k,
130k, 180k, 360k, 720k and 1440k. .<

You left out 1.2 meg for 5 1/4" drives, 180K applies to single sided/dbl dens and dbl sided/single dens. Yes, there are a lot of old drive formats that don't need direct support.

>2) The "O" command (setup):<

Actually, Remove Drive is needed...I use 4 drives normally(2 @360K,1 @~1.2 meg, and 1 1050), but when I get ready to write disks and DOS for others, I need to remove all but D1: because they won't have these drives, and DOS will boot faster if it doesn't have to look for all 4.

> "Step rate?" a completely silly question, ...<

Step Rate can be set to 0 (see the manual, 8" same for 3.5") for most modern drives made in the last 10 years. It is needed for older drives that are too slow. And this setting can affect how quickly a disk will boot. But so does the drive/interface the disk was formatted on. Mydos is probably not locking up..its just waiting for the stupid drive to return an ack, which it may never do. If the 810/1050/rana/indus/percom/et all mechanisms could be replaced, this command could be deleted.

>3) the "P" command (density)
This command was introduced to a) set the density properly, even with
"stupid" drives...<

This is still needed..format is not always needed. Old drives and difficult disks need to have MYDOS force the density. Even though MYDOS may change density, the drive may not(the XF551 for example).

>By the way, anyone ever used the last two MyDOS commands to set write
verify (on or
off) ...<

I leave write verify OFF unless I am using an 810 or sending someone a disk that uses an 810.

>... set the ramdisk drive (8 or 9) ?? <

My ramdisk is usually set for 8. But, I do set it for 9 sometimes. There is a lot of older software that will not let you enter a drive value greater than 4-so I set the ramdisk for 4 when needed(I made a MYDOS boot disk setup this way.) Rarely, I use a program that needs everything to be on drive 1,

so I turn off my drives, and set the ramdisk to 1. And there are times when I set MYDOS for a D8: ramdisk, and Omniview for a D4: ramdisk.

With 512 byte support, Mydos can handle 32 megs. Special software that handles clusters caould make for large drives in the gig range.

Rick D.

120. Re: Epyx, Avalon Hill, Micropose Docs

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-05 20:58:21 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <935ch9$71u$1@nnrp1.deja.com>
Source record: 39693

In article <3a55c5b3.3739969@news.CIS.DFN.DE>,
DCM01@USA.NET (Daniel Miller) wrote:
> That is an interesting trio of software publishers to focus on. Avalon
> Hill I recall was especially notable. They had the most awesome
> packaging, with righteous big solid boxes, as opposed to the pitiful
> cartons so many others had. You could take an Avalon Hill product and
> put it proudly on your bookshelf.
>
> However the Avalon Hill programs themselves were a little iffy, at
> least the ones I had. I had Guns of Fort Defiance, which was a BASIC
> program that didn't work very well. I had TGIF which was a "party
> game." TGIF was actually okay, with a lot of variety.
>
> On Wed, 03 Jan 2001 21:03:04 GMT, chainsaw11 <chainsaw11@my-deja.com>
> wrote:
>
> >I threw up a home page with documentation on some Epyx, Avalon Hill
and
> >Microprose games. It's still under development in my spare time and
>
>
Yeah thats for sure! It seems to me that Avalon Hill released the Atari
series of computer games at a time when most people were still playing
board games. I guess to make the transition easier they retained the
large thick boxes, which makes them still desirable today. The programs
were not what I would call top quality though, most played like
something you would type in basic out of a CLOAD magazine. I have Moon
Patrol, Bomber Attack, Tank Arcade, Planet Miners and Flying Ace. One
of the really appealing things about Avalon Hill is that their tape
releases contained the program in about 6 different versions for
everything from Atari to TRS-80 to PET and so on. I'll be working on
archiving the box covers and instructions and eventually a .cas file or
.mp3 of the tapes themselves. I only have a couple of Microprose,
Crusade in Europe and Nato Commander, but I'll eventually get those up
as well.
Mo

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

121. Bob K? Y do U not want us to use FTE or SpartaDOS....

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-05 21:05:11 UTC
From: rtdos@qwest.net
Message-ID: <XMq56.1762$Db1.229432@news.uswest.net>
Source record: 39694

Why don't you want the Atari community to support itself by using FTE or SpartaDOS products?

--
J.Wood

122. Re: The ten worst A8 games...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-05 23:09:17 UTC
From: DCM01@USA.NET
Message-ID: <3a565334.10060733@news.CIS.DFN.DE>
Source record: 39695

Do we have to come up with 50 different ones? Ahaha!

Someone will probably come back and say how much they love Alien
Garden, but I think it is terrible.

Guns of Fort Defiance was fairly crappy (but had great manuals and
box).

I thought Journey to the Planets was horrible, but some people are
totally enamored with it. People erect websites to JttP.

On Fri, 05 Jan 2001 16:33:07 +0100, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>Well,
>we have had this post several times, just the other way around (tell me
>your favorite A8 games). So why not ask for the worst ?? Ok, what are:
>
>1) your ten worst A8 GAME carts ??
>
>2) your ten worst A8 GAME tapes ??
>
>3) your ten worst A8 GAME disks ??
>
>4) your ten worst A8 GAME sounds ??
>
>5) your ten worst A8 applications or tools ??
> (any format: disk, tape, cart)

123. Re: Suggestions for a MyDOS update...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-06 00:31:29 UTC
From: llpwhite@cs.com
Message-ID: <20010105193129.24740.00000045@ng-cj1.news.cs.com>
Source record: 39696

My two cents worth:
I find the 64 file limit as the greatest restriction, and if MyDos would go to 32 or 48 meg, it would be even worse. Instead of making MyDos bigger to handle lots of formatting and other options, I'd go with a few short .com files that would overlay Dup.Sys, then reload the menu when exited. A little like that "other" Dos that Atari people like. :-)
Larry

124. Re: Anyone have Scram

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-06 02:27:37 UTC
From: KS <someone@somewhere.com>
Message-ID: <tov56.10260$0s3.556055@typhoon.columbus.rr.com>
Source record: 39698

Try http://indavis.tzo.com/isaac/
A site a just happened to find by chance yesterday.

--Ken
a t a r i 8 b i t AT c o l u m b u s DOT r r DOT c o m

"Aaron Bellante" <relent@poo.pee> wrote in message
news:MPG.14bd0b738ce164ab989680@news.astound.net...
> On Mon, 25 Dec 2000 05:36:58 GMT I seem to recall Dan Ritter as saying:
>
> |Does anyone have that old simulation Scram? It was of a nuclear
reactor.
> |
> |
> |
> Damn. I remember that game. I was about 10 at the time, so my favorite
> thing to do was to cause a meltdown in the reactor. Whee!
> --
> "Cry 'Havoc!' An let slip the dogs of war!"
>
> -Aaron The Relentless
> http://www.gamedesign.net

125. Re: SpartaDos - *Free*

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-06 03:03:00 UTC
From: jhardie@pipeline.com
Message-ID: <3a56888b.4762022@news.pipeline.com>
Source record: 39699

Dan,

It just goes to show you never know who's gonna screw ya. Tom Harker and ICD were one of the most reputable dealers in their day. Great and innovative products for Atari 8, Atari ST, even dabbled in Amiga and PC. Customer service was always good to the best of my knowledge. I even met Tom several times and he always seemed like a great guy.

Now look at all the people he has ripped off for products like your Link-2 and more notably all the Jaguar owners who paid for Catboxes in advance.

Similar thing with Mike Hohman. He and I were good friends. Visited him in CA. several times. Even spent a night pulling zillions of SX-Express packages out of Atari's dumpster to get the SIO cords out so he could use them in his projects. Lent him several rare Atari prototypes to tinker with. Sent him money to pick up a prototype monitor for me. I knew he had no cash but trusted him just the same.

Looking back I can see that he wasn't really serious about what he was doing. He was a wannabe engineer with grand plans.

Anyway, I've strayed far enough off-topic here.

Contact me in email at: jhardie@pipeline.com and I'll get that 2.3 stuff to you.

John

On Thu, 4 Jan 2001 07:47:14 -0800, "Dan Vernon" <danver@halcyon.com> wrote:

>John,
>
>I totally agree with you on this copyright issue... I wouldn't honor a
>copyright or anything else for that matter related belonging to ICD or Mike
>H. I actually think that ICD (read: Tom Harker) is worse though, since he
>still after all these years puts up a front of being in business
>(www.icd.com) but just takes money & never ships. I'm still waiting for my
>Link-2 to be delivered... I think its going on 3 years now. At least Mike
>just took the money and disappeared... you can't say that about Harker
>though.
>
>I've been looking for an old version of spartados for a while... I think
>2.3? at least its 2 something. Anyhow I've read about a program called
>LOGOMENU.SYS that lets you use sparta as a nifty binary loader. You
>wouldn't happen to have a copy of this laying around by any chance? It

>might have come with the sparta construction set.
>
>Also I pretty much use sparta 3.2g (this is a shareware version no?)... it
>works great as far as I can tell! Never had a problem so far. Is there
>another version you recommend? I know that Video61 sells the stupid cart
>version that you have to yank out. I'd never buy that.
>
>-Dan
>
>
>
>

126. Tiko - Tiko

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-06 04:46:15 UTC
From: Aaron Bellante <relentless.protect@protect.gamedesign.net>
Message-ID: <MPG.14c042ebcae9ee7989682@news>
Source record: 39700

Back in the days when I had an A8 a user group I was in would supply a monthly disk with a collection of freeware stuff. One of my favorite programs I got was a simple song called "Tiko-Tiko" or "Tico-Tico" written entirely in basic. I have looked and looked and can't seem to find it anywhere. I would love to listen to it again.

TIA!

--
"Cry 'Havoc!' And let slip the dogs of war!"
Aaron The Relentless
http://www.gamedesign.net

127. Robot/Spaceship Demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-06 04:51:38 UTC
From: Aaron Bellante <relentless.protect@protect.gamedesign.net>
Message-ID: <MPG.14c0442f27813b63989683@news>
Source record: 39701

Just thought of something else I haven't been able to find. It was a two-part demo. It had an awesome robot that looked like it was walking toward you with some funky beat, and the second part was a flying spaceship that zipped towards the right side of your screen. Please let me know the name and where I can find it.

TIA
--
"Cry 'Havoc!' And let slip the dogs of war!"
Aaron The Relentless
http://www.gamedesign.net

128. Re: Robot/Spaceship Demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-06 07:17:11 UTC
From: Richard Douwes <richarddouwes@hetnet.nl>
Message-ID: <01c077b1$10106300$15473b3e@windows>
Source record: 39702

Aaron Bellante <relentless.protect@protect.gamedesign.net> schreef in
artikel <MPG.14c0442f27813b63989683@news>...

> Just thought of something else I haven't been able to find. It was a
> two-part demo.
...
> Please let me know the name and where I can find it.

That was the "Atari CES 85" demo, if I'm correct. Maybe somebody else knows
a place on the 'net where you can find it. Otherwise, send me an email and
I can email it back to you.

Richard Douwes

129. ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-06 08:31:17 UTC
From: bensmith@user2.teleport.com
Message-ID: <936l4l$186$1@user2.teleport.com>
Source record: 39707
Cross-posted to: comp.sys.atari.8bit,or.forsale,pdx.forsale

```
For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

Atari adoption agency: Does your Atari need a new home? We adopt! Give
your Atari a new life! Avoid the Recycling Dumpster! Give us a chance!
We can give your Atari a New Life and clean up the enviroment! Please
Limit Responses to within the United States!
Info: Ben at (503)256-9974 or atari@benjamin.net

<h3><a href="http://www.teleport.com/~bensmith/adoption.htm">Click for
WebPage!</a></h3>

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!
```

130. Atari BS WebSite of Bravo Sierra Computers!

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-06 08:36:36 UTC
From: bensmith@user2.teleport.com
Message-ID: <936lek$1ie$1@user2.teleport.com>
Source record: 39708
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.

e-mail: atari@benjamin.net

Greetings! You're invited to my WebSite. Make yourself welcome! I've
been hard at work, Adding New Pages improving my WebSite while trying
to yield to the K.I.S.S. method. Or (K)eep (I)t (S)imple (S)tupid. As
my Boss and Teacher, "The Shadow" taught me. Currently I'm behind on
adding new inventory to my Catalogs. I have been and will be acquiring
more Atari inventory. 64 Bit Atari Jaguar Game Machines, Classic Atari
8 Bit & Atari ST Computers. HardWare, SoftWare/Games, Books/References
and Accessories. And I Ship anywhere the Law and Customs allow.

BTW BS is for Ben Smith of Bravo Sierra Computers. Also known as BSC.

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs
or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want and E-Mail me the rest! To expedite things, include your complete
Mailing address so I can figure your Shipping/Postage & Handling. I'll
be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--

Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

131. Re: ICD R-TIME8 cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-06 09:07:53 UTC
From: itzjustmike@aol.com
Message-ID: <20010106040753.12186.00000104@ng-mh1.aol.com>
Source record: 39703

say's From: "Jim Smith" jsmith@j-com.net
Date: Sun, Dec 2000 1:50 PM
>While on the subject of the R-TIME8 I tryed the "fixed" TDLINE.COM but
>I
>still get the wrong day using my SPARTADOS-X CART

Okay ... I want you to go to the archives and find a program called "Bedit.com"
by Bill Aycock I believe.

Next, pull a copy of TD.COM from your SDX cart (type car:td.com >>td.com)

Now, using Bedit, edit your TD.COM. (R) reads the file into Bedit.

Go to byte 426 using the goto command (G). This is the start of a 12 byte
offset table. Increment the 12 bytes by 1.

e.g 00, 03, 03, 06, 01 becomes 01, 04, 04, 07, 02
the command is, =01 or what ever the required byte is.

Write the file to a disk (W) a name other than TD.COM (TDD.COM) .. and load it
insted of TD.COM when you next boot SDX ... you're day of the week is now
correct.

The existing 12 bytes will be:
00 03 03 06 01 04
06 02 05 00 03 05
followed by the days of the week first letter table
SSMTWTF

Hope this helps

132. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-06 14:18:40 UTC
From: mcurrent@carleton.edu
Message-ID: <t5eaa0tme9m985@news.supernews.com>
Source record: 39704

In article <3A53659F.CE74A6AE@mail.uni-mainz.de>, magea000@mail.uni-mainz.de says...
>
>one simple question - what happened to subjects 1.5 - 9.0 (or subjects
>2,3,4,5,6,7,8) ?? What should these subjects include or deal with ???
>-Andreas

Hi Andreas,

Several months ago I started a massive cleanout of old and obsolete stuff in the FAQ. The whole list of "all" 8-bit Atari web sites, for example. And compacted a bunch of sections into the "welcome" faq so the main faq and the welcome faq don't duplicate each other any more.

I hope to put more significant time into the faq this winter. That would include fixing up the numbering scheme!

If you really want to see the old sections, there are plenty of old copies of the FAQ on the web, why people put local copies on their servers rather than linking to a "live" copy like at www.faqs.org is beyond me.

Thanks for asking,

-Michael

133. Re: Need DOS Disk

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-06 15:29:24 UTC
From: Eric Cron <ericcron@yahoo.com>
Message-ID: <oRG56.5238$1%2.265792@sjc-read.news.verio.net>
Source record: 39705

I usually don't get involved in these things -
(by involved I mean posting my opinion) -

but -
the stupidity of the following post has forced
me to break my silence. Please forgive my waste
of bandwidth here...

Lance,
Please,
Just shut up.
Stop talking about pirates and Jewish lawyers.
Nobody illegally distributes anything on
the 8bit. If you don't shut up, Ill be forced
to send you a linux box in the mail that will
cost me less to build than your stupid
"sparta dos 3.3c leagaly paid for" (just trying
to put things in perspective here)

Anyway -
Back to enjoying the rest of the HOBBYIST posts
in this group...

--
eric
will never buy ANYTHING from video 61

"Lance Ringquist" <Video61@webtv.net> wrote in message
news:23109-3A53F368-19@storefull-171.iap.bryant.webtv.net...
> hi bob,
> seeing as we have the source in our possesion for sparta dos 3.3c
> leagaly paid for, and it was written, and paid for specifically for
> pro(which i own). what is there problem. is this something that we have
> to look into via the courts, are they pirating it, and illegaly
> distributing it?
> thanks for notifying me bob, i do owe you,
> please keep posting me on this, my jewish lawyers love money.
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
>

134. Re: Epyx, Avalon Hill, Micropose Docs

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-06 16:41:14 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <937hra$h56$1@mohawk.hwcn.org>
Source record: 39706

Edward S. Baiz Jr. (ebaiz@skyenet.net) wrote:

: Sounds good. Please let us all know when it is up and running. I have a
: number of Epyx and Avalon Hill games...

: Edward S. Baiz Jr.
: (Gamer)

I've been looking for "Lords of Karma" by Avalon Hill on disk or file (I have it on tape finally) for many years. You wouldn't happen to have that title would you?

Willy

135. Easyfind magazine indexes?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-06 19:23:04 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-026833.11230406012001@news.northcoast.com>
Source record: 39709

A company called Sierra Services released annual indexes of
Atari-related articles that ran in Antic, Analog, and Compute!
magazines. I have the data files from 1983, 84, 86, and 87.
Does anyone happen to have the 1985 index? Or know if they
make indexes for before 83 or after 87?

Thanks
Kevin
--
Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

136. FS: Misc games

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-06 19:29:06 UTC
From: Mc <segafun@home.com>
Message-ID: <6mK56.92459$A06.3376293@news1.frmt1.sfba.home.com>
Source record: 39710
Cross-posted to:
alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Misc Atari Computers and other classic stuff for sale. See the pictures
here...

http://caseyfamily.homestead.com/forsale.html

Plus:
computer stuff
Nes Carts
Atari stuff
And more!

137. Re: Need DOS Disk

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-06 21:09:55 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <DQL56.16688$9C.1097558@news02.optonline.net>
Source record: 39711

Thanks, Eric.

I passed by the original post re: Jewish lawyers, and went back to see it
when I saw your post.

Don't _ALL_ lawyers love money?

Alan
"Eric Cron" <ericcron@yahoo.com> wrote in message
news:oRG56.5238$1%2.265792@sjc-read.news.verio.net...
> I usually don't get involved in these things -
> (by involved I mean posting my opinion) -
>
> but -
> the stupidity of the following post has forced
> me to break my silence. Please forgive my waste
> of bandwidth here...
>
> Lance,
> Please,
> Just shut up.
> Stop talking about pirates and Jewish lawyers.
> Nobody illegally distributes anything on
> the 8bit. If you don't shut up, Ill be forced
> to send you a linux box in the mail that will
> cost me less to build than your stupid
> "sparta dos 3.3c leagaly paid for" (just trying
> to put things in perspective here)
>
> Anyway -
> Back to enjoying the rest of the HOBBYIST posts
> in this group...
>
> --
> eric
> will never buy ANYTHING from video 61
>
>
> "Lance Ringquist" <Video61@webtv.net> wrote in message
> news:23109-3A53F368-19@storefull-171.iap.bryant.webtv.net...
> > hi bob,
> > seeing as we have the source in our possesion for sparta dos 3.3c
> > leagaly paid for, and it was written, and paid for specifically for
> > pro(which i own). what is there problem. is this something that we have
> > to look into via the courts, are they pirating it, and illegaly

> > distributing it?
> > thanks for notifying me bob, i do owe you,
> > please keep posting me on this, my jewish lawyers love money.
> >
> > Video 61 & Atari Sales
> > 22735 Congo ST NE
> > Stacy MN 55079
> >
>
>

138. Re: Need DOS Disk

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-06 21:40:18 UTC
From: Video61@webtv.net
Message-ID: <4477-3A5790C2-15@storefull-172.iap.bryant.webtv.net>
Source record: 39712

hi eric.
so what.

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

139. Re: Tiko - Tiko

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-06 23:25:30 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <9389euhol1@lust.ihug.co.nz>
Source record: 39713

I think it was tico tico, It certainly impressed me back in the day!

I may be able to find it, I'll have a look, and get back to you...

Aaron

Aaron Bellante <relentless.protect@protect.gamedesign.net> wrote in message
news:MPG.14c042ebcae9ee7989682@news...
> Back in the days when I had an A8 a user group I was in would supply a
> monthly disk with a collection of freeware stuff. One of my favorite
> programs I got was a simple song called "Tiko-Tiko" or "Tico-Tico"
> written entirely in basic. I have looked and looked and can't seem to
> find it anywhere. I would love to listen to it again.
>
> TIA!
>
> --
> "Cry 'Havoc!' And let slip the dogs of war!"
> Aaron The Relentless
> http://www.gamedesign.net

140. Re: Epyx, Avalon Hill, Micropose Docs

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-07 00:05:24 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <938bs2$eo4$1@nnrp1.deja.com>
Source record: 39714

In article <937hra$h56$1@mohawk.hwcn.org>,
af332@freenet.hamilton.on.ca (William Moeller) wrote:
> Edward S. Baiz Jr. (ebaiz@skyenet.net) wrote:
>
> : Sounds good. Please let us all know when it is up and running. I
have a
> : number of Epyx and Avalon Hill games...
>
> : Edward S. Baiz Jr.
> : (Gamer)
>
> I've been looking for "Lords of Karma" by Avalon Hill on disk or file
(I
> have it on tape finally) for many years. You wouldn't happen to have
that
> title would you?
>
> Willy
>
>
The name sounds familiar, but I'm afraid I don't have it. If anyone
does have it they could scan it for us and I'll throw it on my
homepage. I'll eventually get to the rest of my titles and spruce up
the homepage a little. I'll make this a community project and ask if
anyone would like to design a title page. Just send me any designs to
chainsaw1661@my-deja.com don't forget to include graphics if any. I'm
looking to find some Infocom docs and maybe even scans of the props as
well. I used to have deadline for the TRS-80 Model III but I can't
remember what happened to it.
Mo

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

141. Re: Basic Programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-07 00:48:26 UTC
From: Atari Bob <ataribob@mindspring.com>
Message-ID: <938elmfkd1@nntp9.atl.mindspring.net>
Source record: 39715

Is this a direct view monitor? 52 inches sounds like a projection unit - it
won't have a shadow mask to get magnetized. No need to degauss him!

Bob

JTKirk <no_me_j.j_t_kirk@geocities.com> wrote in message
news:kec55tccav8ojjta57kmukroej4889snk2@4ax.com...
>
>
> On Tue, 02 Jan 2001 13:30:47 GMT, Jim Blanchard <yushi@internet.look.ca>
wrote:
>
> >Thanks JT. The T.V. is now converged and working much better then
before. It is a 52
> >inch Hitachi and I had my speakers to close to the damn thing. (still
do) The
> >magnetics from the permanent magnets are gradually magnetizing the yokes
on the three
> >picture tubes. I will have to degauss the damn thing soon and the atari
can't be
> >programmed to do that.
> >
> If you don't have the proper equipment, a 220V/110V transformer
> or a soldering gun may do. Just pass them in front of the screen
> as if you were "combing" it (always in the same direction).
> The coils generate an almost uniform magnetic field in the immediate
> vecinity of the center, and that's what's needed to degauss
> a screen (not sure if it will work with such a big one, but...)
>
> I just remembered when one of my cousins (don't know which of
> them for sure) left a dismantled speaker lying on top of their
> TV set, after that they didn't know why their TV screen was
> half-green and half-purple...
>
> >The program is great. I threw a paper copy of it into the same slot in
the TV I keep
> >the convergence chart for the controls.
> >
> >Again thanks a lot. If you want to respond to me take the internet out
of my email
> >address. It should be "yushi@look.ca"
>
> Glad to be of help.
>
>

> --
> _____ ____---____ Marco Antonio Checa Funcke
> _____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
> _H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
> '-_____|(http://www.GeoCities.com/Hollywood/2645
>
> remove the "no_me_j." in front of the address when replying

142. Re: IDE for Atari

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-07 00:52:30 UTC
From: Atari Bob <ataribob@mindspring.com>
Message-ID: <938gdv$2pb$1@slb1.atl.mindspring.net>
Source record: 39717

The "right" way to do both of those things (a 3.5 and an IDE) is to use an LS120 drive ($75 from TigerDirect and others). This will give you a removable 120mb (60mb usable) HDD and a really fast 3.5 for SD, DD and HD diskettes.

Bob

BGarvey355 <bgarvey355@aol.com> wrote in message news:20010102100909.07395.00000775@ng-cc1.aol.com...
> >Just wondering why there hasn't been much talk about the IDE Interface over
> >at :http://www.atari.myweb.nl/hardware.htm
> >
> >Has anybody built one?
> >
> >--
> >eric
>
> Well, for one I didn't know about it, and two , now that I do I will try and
> build it I think ;-) Hey while your at it can you find me a hack on a down and
> dirty way to run an internal 3.5 drive on my XE? along the same lines as this
> IDE adapter.
>
> BG
>
>

143. Sparta dos X FA:

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-07 01:05:40 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <EhP56.10466$Bb2.1576403@typhoon.tampabay.rr.com>
Source record: 39716

Need a new SDX cart, I got one on Ebay..

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1206223015

Ultima 4 complete package

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1206227977

Enchanter package

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1206225203

Theres nothing like playing these classic Atari 8bit games with all the
documentation and maps

144. Re: Epyx, Avalon Hill, Micropose Docs

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-07 02:37:30 UTC
From: Brad <corbulo@mind_ATARI_spring.com>
Message-ID: <060120012137300576%corbulo@mind_ATARI_spring.com>
Source record: 39718

In article <937hra$h56$1@mohawk.hwcn.org>, William Moeller
<af332@freenet.hamilton.on.ca> wrote:

> Edward S. Baiz Jr. (ebaiz@skyenet.net) wrote:
>
> : Sounds good. Please let us all know when it is up and running. I have a
> : number of Epyx and Avalon Hill games...
>
> : Edward S. Baiz Jr.
> : (Gamer)
>
> I've been looking for "Lords of Karma" by Avalon Hill on disk or file (I
> have it on tape finally) for many years. You wouldn't happen to have that
> title would you?
>
> Willy

Willy,
Just went downstairs and verified mine is complete. (Yep, best boxes in
the industry. One of the perks of being owned by a major printer.)
So drop me a line and I can either photocopy the docs or scan 'em.

Brad

Who needs a sig when I've got this stuff below!
(Remove the _ATARI_ to email)
corbulo@mind_ATARI_spring.com

145. Re: Tiko - Tiko

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-07 03:18:13 UTC
From: The Relentless <relentless.nospam@0spam.gamedesign.net>
Message-ID: <MPG.14c17fc8c4c3d314989687@news>
Source record: 39719

I believe it was Aaron Wheeler who said the following on Sun, 7 Jan 2001
12:25:30 +1300:
|I think it was tico tico, It certainly impressed me back in the day!
|
|I may be able to find it, I'll have a look, and get back to you...
|
|Aaron

That would rock! Thank you!

--
"Cry 'Havoc!' And let slip the dogs of war!"
Aaron The Relentless
http://www.gamedesign.net

146. Battle Cruiser SSI Game WTB

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-07 04:11:36 UTC
From: Sag <sagittae@home.com>
Message-ID: <B67D5658.848A%sagittae@home.com>
Source record: 39720

Hello,

I'm looking for SSI's Battle Cruiser I & II games for the Atari 8bit on floppy with manuals! I want to buy them! Please email me if you have these or can get them! I you have the manual I'll pay to get a complete photo copy of it!

-Rob
sagittae@home.com

147. Re: Robot/Spaceship Demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-07 05:49:39 UTC
From: gaberry@my-deja.com
Message-ID: <93901itnm1@nnrp1.deja.com>
Source record: 39721

It is out there.. I found it called Robot as a demo somewhere..

Sent via Deja.com
http://www.deja.com/

148. Wanted : Atari XE's in Australia

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-07 07:25:10 UTC
From: Anthony G Beckett <a.beckett@bigfoot.com>
Message-ID: <qRU56.508$Rq3.1079089@news.chello.com.au>
Source record: 39722

Does anyone have a 65XE or a 130XE they want to part with, here in
Australia? My 130XE keyboard just died.

Thanks in advance;

--
Regards,

Anthony Beckett
http://pcmuseum.i-o.net.au

149. Atari 8bit stuff FA on ebay... SDX and more

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-07 08:49:10 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <a4W56.18493$eo5.2164433@typhoon.tampabay.rr.com>
Source record: 39726

Atari 8bit users take a look here..

SDX package.. Theres a $50 reserve

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1206223015

Enchanter Package w/reserve

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1206225203

Ultima IV Package w/reserve

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1206227977

Theres nothing like playing those classic with all the docs and maps..

Happy Bidding and good luck

150. Re: IDE for Atari

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-07 09:18:25 UTC
From: bgarvey355@aol.com
Message-ID: <20010107041825.05272.00000205@ng-ff1.aol.com>
Source record: 39727

>The "right" way to do both of those things (a 3.5 and an IDE) is to use an
>LS120 drive ($75 from TigerDirect and others). This will give you a
>removable 120mb (60mb usable) HDD and a really fast 3.5 for SD, DD and HD
>diskettes.
>
>Bob

You know, that is a great idea! I have an LS120 drive in my pc right now that I have gotten almost no use out of in the last two years, since I've had my CDRW. Your suggestion is the best of both for the Atari, now I just wish I had cut up my other ST case to build my 1300XE up, because the LS120's face would have fit in it better (an ST with separate ejectbutton from disk slot).
Can the ls120 really do SD? I just thought it could do DD and HD and 120mb format (on the optical disks of course)

BG

151. Re: US Doubler chips

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-07 09:32:36 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3A5837B3.2AB08C9C@sisna.com>
Source record: 39725

The price is $19.95 comes with Dos ICD's 3.2d Sparta with the next 5 orders, then reversts to Sparat 3.3c which I K-Products, and Video 61 actualy own the source code to this dos.

bob

152. Re: US Doubler chips

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-07 09:34:04 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3A58380B.2700635F@sisna.com>
Source record: 39723

```
You can order them form myself or Video 61 any time.
bob
```

153. Where have We Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-07 09:46:45 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3A583B04.2CB79E9C@sisna.com>
Source record: 39724

Stupid question from myself to you programers? What the heck has happened in the past 15 years? The programers have gone from doing what couldn't be done with 16k and making it work, then we went to 32k made it work, then to 64k, made it work even better, then to 132K, made it even better.. Then a couple upgrades came into view 320K and 526k, and then 1mg. If someone could program for all these upgrades and still comply with the parameters, then what the hell happened when the IBM type process came up with the memory that was now available to them. Everyone got lazy and just got lazy and upped the limit.. Something is very wrong here, many are just wasting memory that Atari set the pace for and if one reversed the process, where could we be today with limited memory and a very intelligent programer?
bob

154. Atari 410 program recorder

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-07 10:29:37 UTC
From: dunxuk@aol.com
Message-ID: <20010107052937.28564.00000334@ng-fk1.aol.com>
Source record: 39728

I need to make up a power supply for it. Does anyone know the polarity of the connector...?

TIA, Dunx.

155. Re: Where have We Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-07 14:02:08 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <AF_56.22744$9C.1675233@news02.optonline.net>
Source record: 39729

I'm not much of a programmer. But those I know are all saying that a background in 6502 programming was essential if you wanted to learn to write tight, efficient code. Most programmers today, those same people agree, are spoiled by ever-growing memory resources. The 6502 and Z80 home machines of the late '70s and early 80's did some wonderful things, it's true, within the confines of small memory and equally small assemblers and high-level languages.

I guess that in those days, the consumer drove the market. Today, the market is driving the consumer. Do we really have a need for spreadsheets with imbedded flight simulators?

"BobKlaas" <bobkla19@sisna.com> wrote in message
news:3A583B04.2CB79E9C@sisna.com...
> Stupid question from myself to you programers? What the heck has
> happened in the past 15 years? The programers have gone from doing
> what couldn't be done with 16k and making it work, then we went to 32k
> made it work, then to 64k, made it work even better, then to 132K, made
> it even better.. Then a couple upgrades came into view 320K and 526k,
> and then 1mg. If someone could program for all these upgrades and still
> comply with the parameters, then what the hell happened when the IBM
> type process came up with the memory that was now available to them.
> Everyone got lazy and just got lazy and upped the limit.. Something is
> very wrong here, many are just wasting memory that Atari set the pace
> for and if one reversed the process, where could we be today with
> limited memory and a very intelligent programer?
> bob
>

156. Re: Atari 410 program recorder

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-07 14:04:08 UTC
From: bgarvey355@aol.com
Message-ID: <20010107090408.29958.00000338@ng-cb1.aol.com>
Source record: 39730

>
>I need to make up a power supply for it. Does anyone know the polarity of the
>connector...?
>
>TIA, Dunx.

Polarity of the connector? I never took my 410 apart but it doesn't have a separate power supply, mine just has an ac cord hanging out of it from it's built in PS, you sure you don't mean a 1010? My 1010 adapter doesn't list a polarity on it, but then again, maybe that's because it is an AC PS, 9v AC(5va) so it shouldn't matter.

Urethane

157. Re: Where have We Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-07 14:30:33 UTC
From: Eric Cron <ericcron@yahoo.com>
Message-ID: <d4%56.5353$1%2.274575@sjc-read.news.verio.net>
Source record: 39731

I took a BASIC class in high school (10 years ago) - but when I really wanted to learn to program I started using my 800xl (4 years ago). Actually, I didn't want to "learn" as much as I wanted to "play" - I never wrote a program that used the disk drive, so I decided to write a sequential access Contact Manager after I read the 810 chapter in "Your Atari Computer".

But, funny things is that when I finally get into "the biz", what do they use on an RS/6000 with 640MB of RAM with RAID5 running AIX etc...? Yup, you guessed it, BASIC. INTERPRETED BASIC even (PRO/5 - a dialect of Business Basic).

Now I'm the Sys Admin - so I don't write for it, but I probably could, because of the little Contact Manager I wrote for my 800xl, for fun.

Everything is virtually the same still, the programs are still small, just more data. The BASIC interpreter is only given 512K when it starts! Lots of little programs...

Now, granted, there is no GUI (telnet) - Perhaps this is why programs nowadays require so much memory. I can't say for sure because everything I write is still small (shell scripts mostly)...

Anyway - this was kinda off-topic - sorry -

--
eric

"BobKlaas" <bobkla19@sisna.com> wrote in message
news:3A583B04.2CB79E9C@sisna.com...
> Stupid question from myself to you programers? What the heck has
> happened in the past 15 years?

snip

> bob
>

158. "Eric's Atari Stuff" is moving...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-07 15:28:52 UTC
From: Eric Cron <ericcron@yahoo.com>
Message-ID: <UW%56.5354$1%2.274653@sjc-read.news.verio.net>
Source record: 39732

Hello there -

I replaced my cable modem service with DSL -
so I'm moving my Atari website.

Please start using the following url:

http://www.dislerdesign.com/Atari

to access "Eric's Atari Stuff".

Now that I have it here locally I am going to
start adding content (Yeah, I'm lazy). I would
especially like to finish the 850 manual and I'm also
scanning some Graphics Mode Graphs from
"Inside Atari Basic" by Bill Carris. They
will be pdf files -

Now - if I can just get the cable company to
get rid of the old site!

--
eric

159. Idiots Guide to Atari 8-bit RAM upgrades - takers?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-07 15:59:50 UTC
From: Eric Cron <ericcron@yahoo.com>
Message-ID: <Wn066.5355$1%2.275009@sjc-read.news.verio.net>
Source record: 39733

I know -

If you can't figure out the instructions
that are already out there, perhaps you
shouldn't be taking a soldering iron
to your 8bit.

But -

I don't suppose we could get some volunteers
to draw up some nice plans? That Newell 1 megger
looks really complicated, and from what I can
tell, the 256k upgrade looks alot eaiser.

What I have in mind -

Cool parody graphics of the "Idiots" book - (I'll do this part! :))
Radio Shack part numbers (and Euro counterparts)for -
- Good soldering iron
- Types of wire
- etc..
Step-by-Step instructions that anybody with a brain could follow -

I tried to get RAMBO-XL, which I heard had pretty good instructions and
parts from B&C a while back, but they don't have any left.

Heck - let's make our own kit! I'd be glad to stock them and sell them at
cost for all of us. In short, I'll do what I can, but I can't write the
instructions.

Maybe this will get us going:
The C64 is WAY ahead of us in the hardware area...

Comments?

--
eric

160. Re: Where have We Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-07 16:45:21 UTC
From: Edward Williams <ewilliams1@jam.rr.com>
Message-ID: <B67DF938.428C%ewilliams1@jam.rr.com>
Source record: 39735

in article 3A583B04.2CB79E9C@sisna.com, BobKlaas at bobkla19@sisna.com wrote on 1/7/01 3:46 AM:

> Stupid question from myself to you programers? What the heck has
> happened in the past 15 years? The programers have gone from doing
> what couldn't be done with 16k and making it work, then we went to 32k
> made it work, then to 64k, made it work even better, then to 132K, made
> it even better.. Then a couple upgrades came into view 320K and 526k,
> and then 1mg. If someone could program for all these upgrades and still
> comply with the parameters, then what the hell happened when the IBM
> type process came up with the memory that was now available to them.
> Everyone got lazy and just got lazy and upped the limit.. Something is
> very wrong here, many are just wasting memory that Atari set the pace
> for and if one reversed the process, where could we be today with
> limited memory and a very intelligent programer?
> bob
>

I agree bob I used to program better in 6502 asm with 32K than most PEECEE Programmers with 16MB their code is fat and bloated when I code on the "I Know Shudder" MAC my code comes out 1/8 - 1/16th the size of my Partners code on the PC Doing the same thing so I think it has a lot to do with the programmer and not so much the machine.
Just my .02 cents

161. Atari Dinner

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-07 16:47:56 UTC
From: Edward Williams <ewilliams1@jam.rr.com>
Message-ID: <B67DF9D3.428D%ewilliams1@jam.rr.com>
Source record: 39736

I'm going to be in the bay area this week would any atari guys like to get
together and discuss old atari or new atari or anything atari related
if so send me an E-mail
Thanks
Ed

162. Re: Robot/Spaceship Demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-07 16:56:15 UTC
From: Eric Cron <ericcron@NOSPAMMERyahoo.com>
Message-ID: <Pc166.5358$1%2.274893@sjc-read.news.verio.net>
Source record: 39734

I'm pretty sure that if you download
xformer from www.emulators.com that
it is included in the archive.

--
eric

<gaberry@my-deja.com> wrote in message news:93901itnm1@nnrp1.deja.com...
> It is out there.. I found it called Robot as a demo somewhere..
>
>
> Sent via Deja.com
> http://www.deja.com/

163. 1050 problems

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-07 19:34:34 UTC
From: Erwin Vicari <vicari@cybercorp.getxs.nl>
Message-ID: <93agne$794$1@azure.nl.gxn.net>
Source record: 39737

Hi !

About this problem:

What is wrong when my Atari 1050 DD is acting like there is an unformatted floppy disk in the drive? It also gives BOOT ERROR (like an unformatted floppy)
I tried another 1050 diskdrive and then it works ok (so it isn't the cables or computer)

so euuhhh HELP!

Thanks anyway

Erwin

164. Re: 1050 problems

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-07 20:32:24 UTC
From: bgarvey355@aol.com
Message-ID: <20010107153224.07558.00000323@ng-da1.aol.com>
Source record: 39738

Sounds like the common 1050 problem discussed here:
http://www.atarihq.com/atcomp/1050fix.html
But first I would take it apart and check out the drive belt, if it has sat for a long time the belt could have gotten a 'set' to the shape of the pulleys of the motor and hub, in which case it throws the belt off the first time it tries to spin, and then you get the endless boot errors also.

good luck,
BG

165. Re: Robot/Spaceship Demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-07 21:10:31 UTC
From: JTKirk <no_me_j.j_t_kirk@geocities.com>
Message-ID: <98bf5ts8l87ppam7qgurg7k2lbghgta7lh@4ax.com>
Source record: 39739

On Sat, 06 Jan 2001 08:17:11 +0100, "Richard Douwes" <richarddouwes@hetnet.nl>
wrote:

>Aaron Bellante <relentless.protect@protect.gamedesign.net> schreef in
>artikel <MPG.14c0442f27813b63989683@news>...
>
>> Just thought of something else I haven't been able to find. It was a
>> two-part demo.
>...
>> Please let me know the name and where I can find it.
>
>That was the "Atari CES 85" demo, if I'm correct. Maybe somebody else knows
>a place on the 'net where you can find it. Otherwise, send me an email and
>I can email it back to you.
>
>Richard Douwes

That demo comes with the ditribution of the XFormer emulator...
together with other demos, too.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

166. Re: Where have We Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-07 21:20:10 UTC
From: gaberry@my-deja.com
Message-ID: <93ami4$4ig$1@nnrp1.deja.com>
Source record: 39740

Part of the problem lies in the fact memory is cheap. Back in the 80's even memory was expensive, so we used 16k or 1k and did a lot. Today we have plenty of memory and we exploit it. One of the bigest wastes of memory has been the C language and its libraries. If you need a single routine in a library, you get the whole library. Not to mention if you start using OO stuff. Then you get the parents legacy as well as its childrens.. all that makes nice programming. But it is fat programming. GUI stuff also eats the memory like crazy. Anyway, you are right... programs are bloated. I suspect the next major guy in software to make money like Bill gates will be the guy who writes Microsoft Word that is cheap with understandable simple options, and it is efficient. Kind of the software equivalent of the CISC architecture to RISC architecture change. Transmetta maybe close to this..

my 2 cents..

In article <B67DF938.428C%ewilliams1@jam.rr.com>,
Edward Williams <ewilliams1@jam.rr.com> wrote:
> in article 3A583B04.2CB79E9C@sisna.com, BobKlaas at bobkla19@sisna.com
wrote
> on 1/7/01 3:46 AM:
>
> > Stupid question from myself to you programers? What the heck has
> > happened in the past 15 years? The programers have gone from doing
> > what couldn't be done with 16k and making it work, then we went to
32k
> > made it work, then to 64k, made it work even better, then to 132K,
made
> > it even better.. Then a couple upgrades came into view 320K and
526k,
> > and then 1mg. If someone could program for all these upgrades and
still
> > comply with the parameters, then what the hell happened when the IBM
> > type process came up with the memory that was now available to them.
> > Everyone got lazy and just got lazy and upped the limit.. Something
is
> > very wrong here, many are just wasting memory that Atari set the
pace
> > for and if one reversed the process, where could we be today with
> > limited memory and a very intelligent programer?
> > bob
> >
> I agree bob I used to program better in 6502 asm with 32K than most
PEECEE
> Programmers with 16MB their code is fat and bloated when I code on the

"I
> Know Shudder" MAC my code comes out 1/8 - 1/16th the size of my
Partners
> code on the PC Doing the same thing so I think it has a lot to do with
the
> programmer and not so much the machine.
> Just my .02 cents
>
>

Sent via Deja.com
http://www.deja.com/

167. Re: 1050 problems

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-07 21:46:14 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010107164614.12589.00000014@ng-fm1.aol.com>
Source record: 39741

>"Erwin Vicari" vicari@cybercorp.getxs.nl asks:

>Atari 1050 DD is acting like there is an unformatted floppy disk in the
> drive? It also gives BOOT ERROR (like an unformatted floppy)

Yep, I think BG is right; sounds like the track zero sensor or maybe a belt.

-Ron

Inform everyone that communications have completely broken down.

168. Re: Robot/Spaceship Demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-07 22:25:51 UTC
From: The Relentless <relentless.nospam@0spam.gamedesign.net>
Message-ID: <MPG.14c28cc367f3520b989688@news>
Source record: 39742

I believe it was JTKirk who said the following on Sun, 07 Jan 2001
21:10:31 GMT:

|That demo comes with the ditribution of the XFormer emulator...
|together with other demos, too.
|
|--
|__________ ____---____ Marco Antonio Checa Funcke
|_________D /-/---_----' mailto:mcheca@li.urp.edu.pe,
| _H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
| '-_____|(http://www.GeoCities.com/Hollywood/2645
|
|remove the "no_me_j." in front of the address when replying
|

Thanks to everyone who posted. I have found it! :)

--
"Cry 'Havoc!' And let slip the dogs of war!"
Aaron The Relentless
http://www.gamedesign.net

169. Re: Atari 410 program recorder

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-07 23:22:23 UTC
From: dunxuk@aol.com
Message-ID: <20010107182223.03757.00000350@ng-bh1.aol.com>
Source record: 39743

>Polarity of the connector? I never took my 410 apart but it doesn't have a
>separate power supply, mine just has an ac cord hanging out of it from it's
>built in PS, you sure you don't mean a 1010? My 1010 adapter doesn't list a
>polarity on it, but then again, maybe that's because it is an AC PS, 9v
>AC(5va)
>so it shouldn't matter.
>

Hmmm. The ones over here (in the UK) need a 6v adaptor that plugs into the
back. I just didn't want to blow anything. :o(

170. Re: Where have We Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-07 23:31:11 UTC
From: Jon-paul <pockets@cix.co.uk>
Message-ID: <93au4tioh1@plutonium.compulink.co.uk>
Source record: 39744

<gaberry@my-deja.com> wrote in message news:93ami4$4ig$1@nnrp1.deja.com...
> Part of the problem lies in the fact memory is cheap. Back in the 80's
> even memory was expensive, so we used 16k or 1k and did a lot. Today we
> have plenty of memory and we exploit it. One of the bigest wastes of
> memory has been the C language and its libraries. If you need a single
> routine in a library, you get the whole library. Not to mention if you
> start using OO stuff. Then you get the parents legacy as well as its
> childrens.. all that makes nice programming. But it is fat programming.
> GUI stuff also eats the memory like crazy. Anyway, you are right...
> programs are bloated. I suspect the next major guy in software to make
> money like Bill gates will be the guy who writes Microsoft Word that is
> cheap with understandable simple options, and it is efficient. Kind of
> the software equivalent of the CISC architecture to RISC architecture
> change. Transmetta maybe close to this..
>
> my 2 cents..
>
That would be Wordsworth on the amiga then :) (excuse my swearing BTW)
Gives me all the functions i use on word for windows (including wysiwyg,
true type fonts, cut'n'paste, tables on demand, inserting pictures columns
and the like), on a 68e020 with 2 meg of ram. its still slow, but imagine
what speed it could do on a modern PC specced machine! (waiting for next pay
cheque and impending accelorator purchase)

Another problem on PCs is the many differnt options of hardware, several
graphics chip sets, several sound chipsets, several processors to choose
from! Programming nightmare!

Bar the games, i could get by with a 16meg 486/100mhz, soundblaster pro and
a basic SVGA set-up with a couple of megs video ram and a CD drive! word 6
was about the best, then 95/97 saw it bloat/go down hill from there under
added functions that i never use.

Now if Sony released an add on for the PS2 that gave me a resonable
keyboard, a hard drive (or equivelent device) a removable media device
(floppy?) with a basic package with the funcionalty of works, with a web
browser and mail and news client, i would be a happy chappy with an all in
one home entertainment system (good games, DVD, word processing, e-mail and
news, web browsing, the most people usualy use a £1000 pc for anyway!) The
chances of it working/selling are zilch though! because the world wants PC
compatability (though often its not so compatable) But, I would still keep
my atari for old times sake because emulators just don't feel the same!

JP

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.219 / Virus Database: 103 - Release Date: 05/12/00

171. Re: Need DOS Disk

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-08 02:49:15 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <93b9rbkmj1@mohawk.hwcn.org>
Source record: 39599

Lance Ringquist (Video61@webtv.net) wrote:
: hi eric.
: so what.

: Video 61 & Atari Sales
: 22735 Congo ST NE
: Stacy MN 55079

I agree with Eric. Shut up Lance.

172. Re: Epyx, Avalon Hill, Micropose Docs

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-08 02:51:26 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <93b9vekmj2@mohawk.hwcn.org>
Source record: 39600

chainsaw11 (chainsaw11@my-deja.com) wrote:

: >
: The name sounds familiar, but I'm afraid I don't have it. If anyone
: does have it they could scan it for us and I'll throw it on my
: homepage. I'll eventually get to the rest of my titles and spruce up
: the homepage a little. I'll make this a community project and ask if
: anyone would like to design a title page. Just send me any designs to
: chainsaw1661@my-deja.com don't forget to include graphics if any. I'm
: looking to find some Infocom docs and maybe even scans of the props as
: well. I used to have deadline for the TRS-80 Model III but I can't
: remember what happened to it.
: Mo

: --

I have the Scans of Lords of Karma somewhere......

173. Re: Epyx, Avalon Hill, Micropose Docs

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-08 02:55:27 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <93ba6vkmj3@mohawk.hwcn.org>
Source record: 39601

Brad (corbulo@mind_ATARI_spring.com) wrote:

: > I've been looking for "Lords of Karma" by Avalon Hill on disk or file (I
: > have it on tape finally) for many years. You wouldn't happen to have that
: > title would you?
: >
: > Willy

: Willy,
: Just went downstairs and verified mine is complete. (Yep, best boxes in
: the industry. One of the perks of being owned by a major printer.)
: So drop me a line and I can either photocopy the docs or scan 'em.

: Brad

Brad,

Thanks for the offer! I do however, have the original tape, and someone
was nice enough to send me some scans of the box and instructions. So,
there is no need to send them to me. I would however, like to get a .com
file of the Lords of Karma program. I have it on tape, and would like the
disk version. If anyone can supply me with a link or email me the file, I
would be most appreciative!

Willy

174. Re: Where have We Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-08 09:19:04 UTC
From: Isaac Davis <idavis@my-deja.com>
Message-ID: <93c0m5$57o$1@nnrp1.deja.com>
Source record: 39745

Bob,
With all due respect. Things are a lot more complicated than when we were cranking out programs on our Ataris. Don't get me wrong, I love my 800. I started my career on that machine. I does and will always hold a special place in my heart. I also couldn't imagine getting rid of it, but let's be realistic here. 48K. I have a camera that makes a picture that's 900k. The low resolution picture is 100k. I will admit there is bloat in programs, but step back a second and look at the complexity involved. You might have 100 programmers working on 1 program at a time. That would have never happened on the Atari 800. Just keeping source control straight is a full time job. I realize this is an atari newsgroup and we are all here because of our fondness for our atari's (me included), but things are moving along. What you are calling bloated code is just code that is moving along with the hardware. I bought a 20 gig hard drive for $70. My first box of floppies Elephant's SSSD were $50. As a programmer, it's about reuseable code, since there is so much coding to do, and this by definition will take up more space in order to make it reuseable. There are also a lot of tools that do a lot of work and take up a lot of space so that people who don't need to get down on the ground level can write code. Why should you have to worry about interrupts when you don't have to. If I just need to get a program to store some data, why should I have to worry about printer drivers? Things are changing, and only for the better as far as I am concerned. There are still some amazing things being done, and how do you know that they aren't in a small amount of code? Do you look at code from a current development platform?
I think that it is just a generalization that code is becoming bloated. Take a look at what it is really doing, and you will see that it is just evolving with the times. I am still amazed at what you can do in 8k, but some of the programs out today amaze me as well and I just accept the fact that they are going to take up more room. You can't have 35mm quality pictures in 48k. And yes, I am printing my pictures out on a Sony UP-DP10 Dye Sub Printer, and they are 35mm quality. You can't tell the difference. Glossy coat and all.
Technology, ain't it grand.
Isaac

In article <3A583B04.2CB79E9C@sisna.com>,
bobkla19@sisna.com wrote:
> Stupid question from myself to you programers? What the heck has
> happened in the past 15 years? The programers have gone from doing
> what couldn't be done with 16k and making it work, then we went to 32k
> made it work, then to 64k, made it work even better, then to 132K,
made

> it even better.. Then a couple upgrades came into view 320K and 526k,
> and then 1mg. If someone could program for all these upgrades and
still
> comply with the parameters, then what the hell happened when the IBM
> type process came up with the memory that was now available to them.
> Everyone got lazy and just got lazy and upped the limit.. Something is
> very wrong here, many are just wasting memory that Atari set the pace
> for and if one reversed the process, where could we be today with
> limited memory and a very intelligent programer?
> bob
>
>

Sent via Deja.com
http://www.deja.com/

175. Re: TAP Format for Atari Emus

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-08 11:56:19 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3A59AAE3.86D4083F@siemens.at>
Source record: 39746

Paul Irvine wrote:
> I wish I had some tapes left myself, I sent them to another collector
> in here. Lets hope someone can help with the odd tape and comments on
> the format.

There is quite some information on the real tapes in 'de re atari' but
the files created from the tapes might look quite different.
BTW, I got one example file which in parts matches the tape format
description but has some surprising information in it which I
don't know whether it's typical or not.
I will continue this project sometime during the year but at the
moment it's not the top priority item on my todo list. But maybe
that will change when I'm able to get additional information.

Gerhard

176. A new Issue of Retroplayers.COM

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-08 11:57:39 UTC
From: Jontxu*Retroplayers* <jontxu@my-deja.com>
Message-ID: <93c9vkbkm1@nnrp1.deja.com>
Source record: 39597

A new issue of Retroplayers.com is out,

Game of this Month: Joe Blade
Personality of this Month: Donkey Kong
Doc of this month: Nato Commander
+ More

--
/Jontxu (Aka Euzkera/Censor Design Aka John/Fatal News)
And all the other groups ive been in (Triad, Agile, S451)

Visit my cool C64 pages today,
---
http://www.retroplayers.com/c64tap
http://www.retroplayers.com/consolemuseum
http://www.retroplayers.com/fatalnews
http://www.retroplayers.com/art

Sent via Deja.com
http://www.deja.com/

177. Is my drive dead ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-08 13:13:56 UTC
From: Jorge <dirty.fly@teleweb.pt>
Message-ID: <o2j66.8$mi1.1305@nreader1.kpnqwest.net>
Source record: 39598

Hi, just arrived to the Atari 8bit world, i was offered a Atari 800xl with a 1050 disk drive, but the drive when i conect it doesnt do anything apart from lighting the botom led (power one) it doesnt even 'initialize' the drive, what should i do ?

thanks all

178. Re: TAP Format for Atari Emus

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-08 13:28:14 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3A59C06E.120F8BA4@asw.cz>
Source record: 39602

Janka Gerhard wrote:
> BTW, I got one example file which in parts matches the tape format
> description but has some surprising information in it which I
> don't know whether it's typical or not.
> I will continue this project sometime during the year but at the
> moment it's not the top priority item on my todo list. But maybe
> that will change when I'm able to get additional information.

There's the description of the file format in the readme file of
WAV2CAS. If you want, I can send you quick and dirty Perl script which
does print the block headers etc...

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

179. WTB

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-08 14:59:04 UTC
From: Jorge <dirty.fly@teleweb.pt>
Message-ID: <YAk66.1002$m52.71005@nreader2.kpnqwest.net>
Source record: 39603

```
-Atari 130XE (European model).
-1050 Disk Drive (or the similar with the 130XE look)
```

180. Re: Is my drive dead ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-08 15:00:17 UTC
From: Sid Pacman <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.3.96.1010108094541.966A-100000@shell1>
Source record: 39604

On Mon, 8 Jan 2001 at 13:13:56 GMT, Jorge (dirty dott fly att teleweb
dott pt) scribbled:

->... 1050 disk drive, but the drive when i conect it doesnt do
->anything apart from lighting the botom led (power one) it doesnt even
->'initialize' the drive, what should i do ?

Sounds like you expect everything (computer and drive) to work like
a system with a hard drive. (That is, without necessarily using any
floppies.) Not so. The 8-bit is a floppy-disk based system. You need
a 5,25-inch floppy disk with a DOS program's master files on it. (DOS
= Disk Operating System.) There are many DOS programs. Their main
file is usually called DOS.SYS. Some DOS programs have an additional
important file called DUP.SYS. After turning on the drive and
inserting the master DOS disk, you then turn on the computer. At that
point the system will "initialize."

>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 2 bits, 4 bits, 8 bits... Burma Shave! *

181. Re: Is my drive dead ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-08 15:27:43 UTC
From: Jorge <dirty.fly@teleweb.pt>
Message-ID: <P%k66.1005$m52.71405@nreader2.kpnqwest.net>
Source record: 39605

I meant that the drive DOESNT do anything, as in the user guide it says the 2 lights dhpould go on and the drive one should go out after a moment, and what happens is that absolutely NOTHING hapens, the power led stays on but when i put a flopy in or reboot the atari nothing happens

182. Re: Is my drive dead ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-08 17:12:29 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t5jt419553ep94@corp.supernews.com>
Source record: 39606

"Jorge" <dirty.fly@teleweb.pt> wrote in message
news:P%k66.1005$m52.71405@nreader2.kpnqwest.net...
> I meant that the drive DOESNT do anything, as in the user guide it says
the
> 2 lights dhpould go on and the drive one should go out after a moment, and
> what happens is that absolutely NOTHING hapens, the power led stays on but
> when i put a flopy in or reboot the atari nothing happens

OK, with a disk in the drive, the door closed, when you power up the drive
the disk should spin and the drive activity light come on. This is if the
drive is attached or not to the Atari computer.

Since you say nothing, I assume you mean that when you have a powered up
drive attached to the computer and power on the computer you don't hear
anything. If you had heard a high pitched screeching sound, it usually means
the 12V power supply is out.

In my experience<someone will jump in and tell me WRONG!> the 6507, 6810,
and ROM in the drives are pretty robust, they seldom go out.

That pretty much narrows it down to the RIOT/6532 or maybe the 2793/2797
controller. I would bet the RIOT.

But the best standard advice we have had over the last 10 years that seems
to work most of the time is to just leave the thing on overnight then try
rebooting. What seems to happen after any piece of Atari equipment is left
off for an extended period of time is the pin/socket contacts stop working.
Could be forming a metal oxide, could be galvonic, could be anything, but
leaving it on overnight seems to work a lot.
>
>

183. Bobterm Question

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-08 18:11:51 UTC
From: Andrew Krieg <andyk@merge.com>
Message-ID: <3A5A02E7.78680599@merge.com>
Source record: 39607

Is there a version of Bobterm that supports the 14.4k speed? The
version I
have will support 9600 and 19.2, but not 14.4. I just picked up an
external
14.4 Sportster for $5 at Goodwill and even at 9600 it's been a vast
improvement
over the $200 2400 baud modem I bought ages ago. Of course I only
telecommunicate about twice a year on the XE, but still....

184. fool with the joysticks...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-08 19:49:04 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3a5a77df@fmlynet.org>
Source record: 39614

FamilyNet HQ: Telnet:\\www.family-bbs.net

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1205296625

Is this a joke or what? $51 for two STANDARD Atari joys... I've seen some
hilarious stuff on eBay before, but this has to beat it out...

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

185. Re: Is my drive dead ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-08 20:38:27 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <93d8g2$79n$1@nnrp1.deja.com>
Source record: 39608

In article <t5jt419553ep94@corp.supernews.com>,
"Rick Cortese" <ricortes@netmagic.net> wrote:
> "Jorge" <dirty.fly@teleweb.pt> wrote in message
> news:P%k66.1005$m52.71405@nreader2.kpnqwest.net...
> > I meant that the drive DOESNT do anything, as in the user guide it
says
> the
> > 2 lights dhpould go on and the drive one should go out after a
moment, and
> > what happens is that absolutely NOTHING hapens, the power led stays
on but
> > when i put a flopy in or reboot the atari nothing happens
>
> OK, with a disk in the drive, the door closed, when you power up the
drive
> the disk should spin and the drive activity light come on. This is if
the
> drive is attached or not to the Atari computer.
>
> Since you say nothing, I assume you mean that when you have a powered
up
> drive attached to the computer and power on the computer you don't
hear
> anything. If you had heard a high pitched screeching sound, it
usually means
> the 12V power supply is out.
>
> In my experience<someone will jump in and tell me WRONG!> the 6507,
6810,
> and ROM in the drives are pretty robust, they seldom go out.
>
> That pretty much narrows it down to the RIOT/6532 or maybe the
2793/2797
> controller. I would bet the RIOT.
>
> But the best standard advice we have had over the last 10 years that
seems
> to work most of the time is to just leave the thing on overnight then
try
> rebooting. What seems to happen after any piece of Atari equipment is
left
> off for an extended period of time is the pin/socket contacts stop
working.
> Could be forming a metal oxide, could be galvonic, could be anything,

but
> leaving it on overnight seems to work a lot.
> >
> >
>
>
I've had the same problem with a couple of drives, thanks for the tip!
Mo

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

186. Re: 1050 problems

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-08 20:43:34 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <93d8pj$7mb$1@nnrp1.deja.com>
Source record: 39609

In article <20010107164614.12589.00000014@ng-fm1.aol.com>,
rhamiiton5@aol.comedy.com (RHamiIton5) wrote:
> >"Erwin Vicari" vicari@cybercorp.getxs.nl asks:
>
> >Atari 1050 DD is acting like there is an unformatted floppy disk in
the
> > drive? It also gives BOOT ERROR (like an unformatted floppy)
>
> Yep, I think BG is right; sounds like the track zero sensor or maybe
a belt.
>
> -Ron
>
> Inform everyone that communications have completely broken down.
>
I had the same problem with my Happy 1050. What I did was I took the
cover off the drive and put an old copy of DOS in it. with everything
powered up, I adjusted the parking sensor a hair at a time back and
forth while rebooting until I got a boot.
Mo

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

187. sparta3.2g wrong day

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-08 23:31:21 UTC
From: me <me@aol.com>
Message-ID: <d5s66.36557$9C.3018067@news02.optonline.net>
Source record: 39610

I'm using apetime and tdline with sparta 3.2g and I get the correct time and date, but the day of the week says SUN and its Mon!! What gives. Is there a patch?

188. FA Atari 400 inhome keyboard and ram upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-08 23:49:13 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <Zls66.29392$eo5.3283553@typhoon.tampabay.rr.com>
Source record: 39611

Atari 8bit user with the 400 computer, take a look at this package

1) Inhome REAL Keyboard upgarde New

1) Mosaic 48k ram upgrade complete with ram chips and docs

Take a look

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1206644815

189. Looking for the Atari Basic reference manual

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-09 00:28:27 UTC
From: nobody <nobody@nowhere.com>
Message-ID: <h1paOv0hU2erpoy4TotrrBZX71YI@4ax.com>
Source record: 39612

Does anyone have or know where I can find an electronic copy of the Atari Basic reference manual? I used to have a hard copy but haven't seen it for many years...

I've been looking all over the net for it but I haven't been able to find it. Any help is appreciated. Thanks.

-Peter.

190. Printers

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-09 02:05:49 UTC
From: "David\\Julie Wilson" <cybrslider@home.com>
Message-ID: <1mu66.125887$yR4.3253965@news1.rdc1.tx.home.com>
Source record: 39613

Hi all,

Does anyone know if there is a printer driver that will drive an inkjet
printer for an Atari 8-bit?

191. Re: Looking for the Atari Basic reference manual

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-09 03:06:24 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010108220624.19270.00000844@ng-fy1.aol.com>
Source record: 39615

>-Peter. asked:

>where I can find an electronic copy of the Atari Basic reference manual?

I've never seen one, but here is some of the info:
http://members.xoom.com/Pairman/Ref.html

-Ron

Inform everyone that communications have completely broken down.

192. Re: Printers

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-09 03:41:51 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <3Mv66.51365$xW4.411089@news-server.bigpond.net.au>
Source record: 39616

Technically you could use an Epson inkjet with just an LQ driver. This is definately the case for the ST. 1st word and a 1040STFM driving a Epson Stylus Colour 640 is no prob. Most new printers i.e. Lexmark, Epson 680 etc, and Canon's won't work as they are GDI printers and they suck.

Mark

"David\Julie Wilson" <cybrslider@home.com> wrote in message news:1mu66.125887$yR4.3253965@news1.rdc1.tx.home.com...
> Hi all,
>
> Does anyone know if there is a printer driver that will drive an inkjet
> printer for an Atari 8-bit?
>
>

193. Re: Where have We Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-09 04:40:47 UTC
From: gaberry@my-deja.com
Message-ID: <93e4ofufe1@nnrp1.deja.com>
Source record: 39621

Ok.. I can't stop b!tching about this...

There is definitely bloating. Isaac's picture is a good example. a 2M pixel in 32 bit color takes 8Mb to display. But when you apply the proper transform on it and entropy encode it, it takes approximately 100Kb to store (JPEG format). So here you have 100K worth of info, but to display that takes 8M a 80X increase. This is inefficiency..

Software is similar but worse. What is efficiently encoded in 64K could easily bloat to 6M. Take for example a Word file I was working with today.. originally it was a Word 97 file-- 13.2M. After I loaded it in Word 2000, it saved out to 24M! Yes I know it has "added" features now, but it grew by roughly 2X for the same file!

Just remember, most monumental increases in perfomance and features tend to come from innovative new ideas or algorithms. Not from increasing memory or processor speed. (My old advisor used to hammer me on this.)

Sent via Deja.com
http://www.deja.com/

194. Wow!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-09 04:46:22 UTC
From: Jean-Claude Vaillant <jc_vaillant_xyz@hotmail.com>
Message-ID: <oHw66.29039$903.210681@weber.videotron.net>
Source record: 39620

Just hit this NG by pure luck... Didn't think it was still alive...

I think I should go dig that dusty box in my basement, get an Atari plugged to the video-in of my Radeon All-In-Wonder and play a little game of Boulderdash... I wonder if my 20 years old floppys are still readable ?

Or may I could stick the Action! cart and do a little program in that wonderful language...

J-C

195. Re: Printers

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-09 05:21:11 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A5A9FC7.36789BF3@compuserve.com>
Source record: 39617

David\\Julie Wilson wrote:

> Hi all,
>
> Does anyone know if there is a printer driver that will drive an inkjet
> printer for an Atari 8-bit?

Usually, a standard Epson driver will work(FX80, et all), but only if the inkjet supports Epson mode. I use a Canon BJC-4100 that does support epson, and it works well. No, not in color unless the software knows how to use it. I haven't played with color graphics much yet.

When looking at color inkjet, check the manual to see if it supports Epson or IBM(older) in a section about using drivers. If it only talks abouts Windows, Windows, Windows, or Mac, Mac, Mac, then it won' work. Many new printers are very much gui dependant now.

This same is true for other printers. I use a HP Laserjet 6L for text, and a HP DJ500 as well with its FX80 cart. My color Canon works on the ST with a LQ2550 driver.

The only other thing to note is that you must turn off top and bottom margins and set the page length to 60, or use legal paper(as I do with Atari Planetarium) as the inkjet page appears longer and you can't change margins.

Rick D.

196. Re: Robot/Spaceship Demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-09 05:24:35 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A5AA093.FBFFC333@compuserve.com>
Source record: 39618

Aaron Bellante wrote:

> Just thought of something else I haven't been able to find. It was a
> two-part demo. It had an awesome robot that looked like it was walking
> toward you with some funky beat, and the second part was a flying
> spaceship that zipped towards the right side of your screen. Please let
> me know the name and where I can find it.
>

I just thought I say that this demo along with others, Fuji boink, boink,
boxes, and Lace box are on my site:
"http://people.delphi.com/rldetlefsen/atari/software/software.htm".

Rick D.

197. What happened to the IRC chats

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-09 05:28:41 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A5AA189.C096686B@compuserve.com>
Source record: 39619

Last Aug, Sep, Oct or so, there was a tuesday night IRC chat with 8 to 10 people every Tuesday night. Suddenly, there was no one else when I logged in. I stopped checking in after a month or so since it became obvious that no one else was going to be there. Stranger since people usually trickle away, not leave en masse. I haven't seen anything about it. Anyone know what happened?

Rick D.

198. Re: Whats the best Atari8bit Emulator for WIN? VOTE PLS!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-09 07:42:41 UTC
From: Guju-Boy <Guju-Das@hotmail.com>
Message-ID: <Rhz66.103797$A06.3575020@news1.frmt1.sfba.home.com>
Source record: 39622

Just tried this - it is freaking amazing!

<balois@my-deja.com> wrote in message news:92cvb1aij1@nnrp1.deja.com...
> Hey guys,
>
> Haven't you heard about Atari800Win PLus?
> It is available for download at
> http://www.a800win.atari-area.prv.pl
> Try to use it and you will see which is
> the best emulator of Atari 8bit computers.
>
> Sincerely,
> Balois
>
> In article <3A426C92.E9CF6585@gmx.net>,
> Bandie@gmx.net wrote:
> > Whats the best 8bit Atari Emulator??
> > Please vote!!!
> > Up to know i work with xformwer2000!
> > Are there better Emulators for Win9X?
> >
> > cya, Bandie
>
>
> Sent via Deja.com
> http://www.deja.com/

199. Re: Printers

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-09 09:02:41 UTC
From: "David\\Julie Wilson" <cybrslider@home.com>
Message-ID: <RsA66.126069$yR4.3257805@news1.rdc1.tx.home.com>
Source record: 39623

Ah yes, makes sense. I will have to check the manual if I can find it. I thank you one and all for the input.

David

"Richard Detlefsen" <"74766,1561"@compuserve.com> wrote in message news:3A5A9FC7.36789BF3@compuserve.com...
> David\\Julie Wilson wrote:
>
> > Hi all,
> >
> > Does anyone know if there is a printer driver that will drive an inkjet
> > printer for an Atari 8-bit?
>
> Usually, a standard Epson driver will work(FX80, et all), but only if the
> inkjet supports Epson mode. I use a Canon BJC-4100 that does support epson,
> and it works well. No, not in color unless the software knows how to use it.
> I haven't played with color graphics much yet.
>
> When looking at color inkjet, check the manual to see if it supports Epson or
> IBM(older) in a section about using drivers. If it only talks abouts Windows,
> Windows, Windows, or Mac, Mac, Mac, then it won' work. Many new printers are
> very much gui dependant now.
>
> This same is true for other printers. I use a HP Laserjet 6L for text, and a
> HP DJ500 as well with its FX80 cart. My color Canon works on the ST with a
> LQ2550 driver.
>
> The only other thing to note is that you must turn off top and bottom margins
> and set the page length to 60, or use legal paper(as I do with Atari
> Planetarium) as the inkjet page appears longer and you can't change margins.
>
> Rick D.
>
>

200. Re: Where have We Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-09 09:49:07 UTC
From: Thomas Richter <thor@gibbs.math.tu-berlin.de>
Message-ID: <93emqj$lc4$3@mamenchi.zrz.TU-Berlin.DE>
Source record: 39624

> There is definitely bloating. Isaac's picture is a good example. a 2M
> pixel in 32 bit color takes 8Mb to display. But when you apply the
> proper transform on it and entropy encode it, it takes approximately
> 100Kb to store (JPEG format). So here you have 100K worth of info, but
> to display that takes 8M a 80X increase. This is inefficiency..

Wooaaa.. It takes 8MB because the raw data *is* 8MB. Just go and compute
what amount of memory you need to encode 24 bits per pixels for a reasonably
large image. The compressed image is much tinier because jpg is a quite good
image compression and removes *visual* redudancies, i.e. it is a *lossy*
file format.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

201. FS: Atari 130XE w/extras

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-09 10:08:49 UTC
From: whiplashffc@aol.com
Message-ID: <20010109050849.10738.00000626@ng-mf1.aol.com>
Source record: 39625

Hi, I have a few boxes full of Atari stuff I need to get rid of. I'd like to sell the whole lot, but I'd be willing to sell it without the monitor and printer if need be. The buyer of course, pays shipping. Make an offer I can't refuse and it's all yours.

130XE w/"Strange Unidentifiable Modification"
- Has a rotating switch on the back. This unit was puchased from a hobbyist in the late 80's and I have long since lost the manuals for this modification, so I can't tell you what it is.
-Looks great, no stuck keys or anything. I think I have the original user's manual as well.

2x 810 Disk Drives
- One is "Happy Enhanced" or something like that. Quite a bit faster than the other.

410 Program Recorder

Atari 830... Correct me if I'm wrong. I think this is an RS-232 device? Used with printer.

Star Gemini 10X printer.
-Hasn't been used in quite some time. Almost surely needs a new ribbon.

Amdek green-screen composite monitor.
-Works like new, but is unfortunately only a green-screen composite monitor!

Miscellaneous disk/tape software. I might even have some cartridge software and manuals lying around, I have to check.

Thanks,
-Micah

202. Re: Atari 410 program recorder

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-09 10:11:55 UTC
From: whiplashffc@aol.com
Message-ID: <20010109051155.10738.00000627@ng-mf1.aol.com>
Source record: 39626

American 410 Program Recorders have no seperate power supply. There is only an
AC connector hard-wired to the unit.

-Micah

203. Re: Where have We Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-09 10:16:54 UTC
From: whiplashffc@aol.com
Message-ID: <20010109051654.10738.00000628@ng-mf1.aol.com>
Source record: 39627

Does anyone even program in low-level languages anymore?? Just curious.

-Micah

204. Re: What happened to the IRC chats

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-09 10:36:01 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <v9ql5to08lto2v6ur4vgaci4cmpupkq4fq@4ax.com>
Source record: 39628

The other Day Richard Detlefsen <"74766,1561"@compuserve.com> wrote:

>Last Aug, Sep, Oct or so, there was a tuesday night IRC chat with 8 to
>10 people every Tuesday night. Suddenly, there was no one else when I
>logged in. I stopped checking in after a month or so since it became
>obvious that no one else was going to be there. Stranger since people
>usually trickle away, not leave en masse. I haven't seen anything about
>it. Anyone know what happened?
>
>
>Rick D.
>
Problem is that for Euro people it's 4 in the morning and some of us
have children etc.

Yes, there is life beyond the US :-)
--

Give me a good playable old game rather than a pretty new one

205. Help!! - Music Menus

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-09 11:01:34 UTC
From: Steve Pearsall <darius@lineone.net>
Message-ID: <979038127.23266.0.nnrp-12.c2deb3de@news.demon.co.uk>
Source record: 39629

Hi there.

I'm after a bit of help, please.

Many years ago, I had some compilation discs with (I think) 2 music menus on them, basically the theme music from about 25 different XL games, with a skull and cross bones in the left corner, title to the right, and listed down the screen a list of all of the music (obtained, somehow (?)).

Unfortunately, I don't know what the title of these programs are, but I'm eager to get them in ATR (emulated) format.

Can anyone help at all??

206. Re: Wow!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-09 12:31:06 UTC
From: DCM01@USA.NET
Message-ID: <3a5b01c0.2191347@news.CIS.DFN.DE>
Source record: 39630

If you have original programs or unique data on your old floppies, you
should preserve them by generating a disk image of the floppy which
you upload to the Internet somewhere.

Or it could be lost forever!

On Mon, 8 Jan 2001 23:46:22 -0500, "Jean-Claude Vaillant"
<jc_vaillant_xyz@hotmail.com> wrote:

>Just hit this NG by pure luck... Didn't think it was still alive...
>
>I think I should go dig that dusty box in my basement, get an Atari plugged
>to the video-in of my Radeon All-In-Wonder and play a little game of
>Boulderdash... I wonder if my 20 years old floppys are still readable ?

207. Re: SCSI hard drives on ICD MIO

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-09 12:34:51 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <93f0hb$9ej$1@nets3.rz.RWTH-Aachen.DE>
Source record: 39631

Howdy folks

>The MIO can only handle 256-byte sectors, and all SCSI drives made today
>(that I know of) can only handle 512-byte sectors and larger.

>Barring that, you may
>want to look for a Black Box interface. They can handle the 512-byte
>sectors.

There might be an upgrade around to fix this. I read a long LONG time ago, that somebody sent his MIO in for an upgrade (at ICD) and when it came back, a drive formated on a MIO could be read on a BlackBox independed of the 256/512 bytes per sector switch.

CU Mathy van Nisselroy

208. Re: Suggestions for a MyDOS update...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-09 12:40:35 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <93f0s3$9ej$2@nets3.rz.RWTH-Aachen.DE>
Source record: 39632

Howdy folks

I'ld love it if MyDOS could handle more than 16MB per partition. Problem is, how do you wanna do that.

At the moment, MyDOS uses two bytes for the '(next) sector link' and one byte for the amount of bytes that are used in this sector. That's three bytes. The rest is used for data.

Increasing the number of bytes used (now three), increasing the number of sectors used or increasing the size of the sector will mean that the disk can only be accessed by the new version of MyDOS.

I'ld leave most command's that were mentioned previously as they are. If you have to format a drive using 1440 bytes or more, you are probably using a piece of hardware that, like the BlackBox, has formatting code for these cases built in.

Double sided enhanced density and double sided single density are AFAIK a waste of memory, as most double sided drives are capable of double density. And no software needs DS/ED or DSSD.

But I do have a couple of wishes myself:

- a fix to the NOTE/POINT bug
- Time and Date in the unused 128 byte of a DD directory. Existing DOSses don't read or write to this area. But coding should be better then SpartaDOS, as Sparta uses some funky system combined with binary coded decimal. The time could be stored in hex coded military code. An option in the menu would toggle between e.g. 13.27 and 1.27 pm. Date could be coded backwards YYY:M:DD (in hex). There are only 12 month, so we could use 3 nibbles for the year (4096 years should be enough), one for the month and two for the day. That would make 6 nibbles or 3 bytes for the date. Plus 2 for the time, makes 5 bytes. Which leaves 11 for different things.
- a version on cart. Not like Sparta 3.3c but like SDX. Read: a SMART cartridge!
- a fix for the /X bug
- Boot with or without MEM.SAV
- a fix for the append bug. You need an extender or atleast a period if you want to append files
- add an option to RAMBOOT (usually called RBxx) so we can leave RAMBOOT without RAMBOOT doing anything when cold booting without powering down.
- If I press a key to tell RAMBOOT what I want, this key should be displayed.
- Disable the possibility to format drive 0. Which in reality formats D1:
- If MyDOS thinks there is no RAMdisk and RAMBOOT finds one anyway, D1: is formated. This should be fixed. Maybe this is related to the problem above.

- Toggle non-sorted/sorted directory
- Show an error when a file is not found during copying.
- Ask permission to replace file if a filename already exists when copying.
- If a filename exists or can not normally be handled by MyDOS, it should be possible to change the name without aborting copying.
- When RESET is pressed when for instance 'D8:subdir:' is the default drive, 'D8:' remains, but 'subdir:' disappears. 'subdir:' should stay.
- When copying (and not using a period. MyDOS only needs a period between extender and filename when the filename is shorter than 8 characters and an extender exists), sometimes the first character of the extender disappears and the rest is moved forward one place. This should be fixed.
- When an illegal character, e.g. '^' is entered in the filename, MyDOS should tell us that. As it is, it just tells you that the file is not found in this directory.
- What would also be a nice feature for a new version of MyDOS would be this. Subdirs with an extender like '.sbx' (where x would be an alpha numeric character. The first to be used would be zero, then after 9 would come a. If '.sbx' would be in lower case (MyDOS already allows this and since MyDOS is the only Atari DOS compatible DOS that supports subdirs, this would not be a problem) the chance of a file looking like a subdir (to the human, MyDOS know what is and what isn't a subdir) is small to none.) would look like any other subdir on existing versions of MyDOS, but the new version of MyDOS could make them look like part of the main main directory (or any other directory these '.sbx' subdirs are found in) to the user. That way, you wouldn't have to be concerned about the 64 file maximum per directory, while the partition could still be read (in total) by older older versions of MyDOS.

That's it, for now. :-)

CU Mathy van Nisselroy

209. ABBUC Homepage, where did it go.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-09 13:33:25 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <93f3v5$c71$2@nets3.rz.RWTH-Aachen.DE>
Source record: 39633

Howdy folks

I just tried to get to the ABBUC homepage. But I keep getting a message
telling me the ABBUC homepage no longer resides at www.atari-computer.de

Did I miss something?

CU Mathy van Nisselroy

210. Re: Printers

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-09 15:19:35 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1010109070531.2007A-100000@vtn1>
Source record: 39634

On Tue, 9 Jan 2001, David\Julie Wilson wrote:

> Hi all,
>
> Does anyone know if there is a printer driver that will drive an inkjet
> printer for an Atari 8-bit?
>

It depends on two factors: the make/model of the printer and, the Atari software for which you want the driver. Several years ago I wrote driver files for PaperClip to use an HP DeskJet 500, but obviously the driver would be useless on a printer that doesn't use PCL and equally so with any program other than PaperClip.

If you're looking to run something like DaisyDot, you can pretty well forget it as you'd be asking the inkjet to _emulate_ a low-res printer. While this might be possible on an Epson or compatible, the results would be poor and the expense (ink) high. It would be cheaper to buy a used dot matrix printer (around here they go for $10-$15 Canadian and a brand-new ribbon can be had for about the same price--a total about 2/3 of the cost of one black ink cartridge).

Since I could run a DeskJet with PaperClip, I see no reason it couldn't be done with Atari Writer as long as the driver file allows sufficient space for the, possibly, much more verbose command language (PCL).

jkp

211. Re: Wacke response

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-09 15:38:31 UTC
From: etom000001@aol.com
Message-ID: <20010109103831.14803.00000596@ng-fj1.aol.com>
Source record: 39635

>Just got a message from Joe Fenton of Wacke. They are still in business
>and the cost is 5.00. But I would still be interested in other emulators
>for the Mac Platform

I paid the registration for Rainbow from Chris Lam which is much higher priced.
It has 3 screen sizes, small (single scan line), medium, and large (dual scan
line).

Personally, I like WACKE best because it supports the cassette peripheral,
which to the Mac is just an ATASCII disk file, i.e. no formatting required,
just the right characters from the Atari character set.

Edison

212. Re: graphical interface?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-09 15:48:59 UTC
From: etom000001@aol.com
Message-ID: <20010109104859.14803.00000598@ng-fj1.aol.com>
Source record: 39636

>No, I am not asking if there is one available (that's been done to death
>already). :-)
>
>I am a recently "reborn Atarian", having reacquired much of my old Atari
>8bit hardware and software and was thinking of writing some kind of
>graphical interface/environment. for it. I was merely wondering if there
>
>would be any demand for such a thing. Anything I would produce will be
>100% free, of course. If there is some interest, it would keep me motivated
>to work on it. :-)
>
>I'm not talking about something full blown like GEOS for the Commodore,
>but
>initially a relatively simple graphical application environment, running
>in
>graphics 8 mode (thus limited to two colors) capable of running some simple
>
>apps. I don't envision it running a word processor or spreadsheet.
>
>I have done some initial research and coding. I've gotten an ST mouse to
>work (using Multimouse) and done some fiddling around with machine language.
>Currently, I am using ATASM V0.94 on my PC and using SIO2PC to transfer
>the
>program to my 130XE.
>
>Yes, I am aware of other GUIs out there (DCS, Diamond, GOS, etc...) but
>just
>thought I would try my hand at one for fun.
>
>Thoughts, suggestions, flames?
>
>Thanks,
>
>Phil
>

Phil, you sound like me. I, too thought of making a project for such a program. However, I like colors and would like to use a 4-color mode. Maybe it would be nice to be able to switch between 2-color, 4-color, and 16-color (GTIA) modes.

As a programmer, I'm also interested in a GUI OS that sports a built-in programming language. If security isn't an issue, then I have started working on a programming environment that allows all loaded programs to interact with each other, but OS data, of course, are private.

I have written an ML routine small ML routine for some basic bitmapped graphics operations.

Oh, if you support the Atari 800, then I'll be sure to try it out.

Edison

213. Re: Where have We Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-09 16:15:57 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t5me61feqstqca@corp.supernews.com>
Source record: 39637

.
"WhiplashFFC" <whiplashffc@aol.com> wrote in message
news:20010109051654.10738.00000628@ng-mf1.aol.com...
> Does anyone even program in low-level languages anymore?? Just curious.

comp.embedded has a nice mix. Ocasional troll comes through saying everyone
should switch to programming in C, but other then that there is a mix of
everything from ASM to C on several platforms.

214. Re: Printers

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-09 17:20:29 UTC
From: Vinnie Rinaldi <vinrin57@optonline.net>
Message-ID: <xLH66.45051$9C.3792089@news02.optonline.net>
Source record: 39638

I have a Canon BJ200 - works very well, but in regular 'Epson' mode.. I have
not really gotten into graphics, just Letter Perfect...

--
B'rgds,
Vinnie
"John K. Picken" <yg473@victoria.tc.ca> wrote in message
news:Pine.GSO.3.95.iB1.0.1010109070531.2007A-100000@vtn1...
>
>
> On Tue, 9 Jan 2001, David\Julie Wilson wrote:
>
> > Hi all,
> >
> > Does anyone know if there is a printer driver that will drive an
inkjet
> > printer for an Atari 8-bit?
> >
>
> It depends on two factors: the make/model of the printer and, the Atari
> software for which you want the driver. Several years ago I wrote driver
> files for PaperClip to use an HP DeskJet 500, but obviously the driver
> would be useless on a printer that doesn't use PCL and equally so with
> any program other than PaperClip.
>
> If you're looking to run something like DaisyDot, you can pretty well
> forget it as you'd be asking the inkjet to _emulate_ a low-res printer.
> While this might be possible on an Epson or compatible, the results
> would be poor and the expense (ink) high. It would be cheaper to buy
> a used dot matrix printer (around here they go for $10-$15 Canadian and
> a brand-new ribbon can be had for about the same price--a total about
> 2/3 of the cost of one black ink cartridge).
>
> Since I could run a DeskJet with PaperClip, I see no reason it couldn't
> be done with Atari Writer as long as the driver file allows sufficient
> space for the, possibly, much more verbose command language (PCL).
>
> jkp
>
>

215. Re: Tiko - Tiko - tico (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-09 21:25:50 UTC
From: dlicht@ccc.at
Message-ID: <3a5b80eb.13492786@news.chello.at>
Source record: 39640

On Sat, 06 Jan 2001 04:46:15 GMT, Aaron Bellante
<relentless.protect@protect.gamedesign.net> wrote:

>Back in the days when I had an A8 a user group I was in would supply a
>monthly disk with a collection of freeware stuff. One of my favorite
>programs I got was a simple song called "Tiko-Tiko" or "Tico-Tico"
>written entirely in basic. I have looked and looked and can't seem to
>find it anywhere. I would love to listen to it again.
>
>TIA!
>
>--
>"Cry 'Havoc!' And let slip the dogs of war!"
>Aaron The Relentless
>http://www.gamedesign.net

Hi, there is it. It's a .atr file

216. Re: Atari 8bit stuff FA on ebay... SDX and more

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-09 22:18:21 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <3A5B8E2D.3030903@classic-games.com>
Source record: 39641

Kathleen Ferrante wrote:

> Atari 8bit users take a look here..
>
>
>
> SDX package.. Theres a $50 reserve

Hrm... I've always wondered what the point was in having a reserve if
you tell everyone what it is.
--
http://www.classic-games.com/ http://www.indie-games.com/
"If you torture a ballot long enough, eventually it'll confess."
--Alan Simpson

217. S.A.M.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-09 23:01:05 UTC
From: me <me@aol.com>
Message-ID: <RKM66.46083$9C.3963344@news02.optonline.net>
Source record: 39642

Does anyone know if SAM is able to work under SpartaDos.

218. Fuji Handheald, Cybiko

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 00:18:51 UTC
From: toqer@my-deja.com
Message-ID: <93g9p7$il5$1@nnrp1.deja.com>
Source record: 39643

Hey guys!

I'm not sure what the status on the project is, sorta seemed liked we couldn't find a cheap enough development package and it got dropped.

Well anyways I just wanted to let you all know that i've shifted focus to a cheaper platform for anyone interested. There's a really cheap ($99bucks) peice of hardware out right now called "cybiko" I got one for me and my dad, still in the playing around phase though.

I've tried compiling the atari800 emulator for it, it went up till it started asking for stdio.h. Ok I found that, now it wants stdlib.h. Sooner or later i'm gonna get this damn emulator to run on this thing.

Yeah so all you fuji guys that sorta dropped off the project, come on back, we got a cheap dev platform now so we can get past arguing hardware specs and get straight to making a handheld A8.

Yours Truly
Robert Cortese

Son of the infamous Richard

links:
http://fuji.sourceforge.net
http://www.cybiko.com
http://www.devrs.com/cybiko/ <---most of the progress with the device has been done here.

Sent via Deja.com
http://www.deja.com/

219. Re: Looking for the Atari Basic reference manual

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 01:02:31 UTC
From: nobody <nobody@nowhere.com>
Message-ID: <MLRbOqHYSAO5y1oNeu0q0ZH=uDWE@4ax.com>
Source record: 39644

Great! Thanks.

Thinking about it now, I'm not sure if what I had was a Basic
reference manual or some sort of Atari reference manual that had a few
sections on Basic. It was quite a few years ago...

-Peter.

On 09 Jan 2001 03:06:24 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

>>-Peter. asked:
>
>>where I can find an electronic copy of the Atari Basic reference manual?
>
>I've never seen one, but here is some of the info:
>http://members.xoom.com/Pairman/Ref.html
>
>-Ron
>
>Inform everyone that communications have completely broken down.

220. Re: Tiko - Tiko - tico (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 01:48:11 UTC
From: The Relentless <relentless.nospam@0spam.gamedesign.net>
Message-ID: <MPG.14c55f2a9923228698968a@news>
Source record: 39645

I believe it was dlicht who said the following on Tue, 09 Jan 2001
21:25:50 GMT:
|Hi, there is it. It's a .atr file
|

Uh. Where?
--
"Cry 'Havoc!' And let slip the dogs of war!"
Aaron The Relentless
http://www.gamedesign.net

221. Re: S.A.M.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 02:08:40 UTC
From: Gary <bitbucket@home.com>
Message-ID: <3A5BC429.C99E6509@home.com>
Source record: 39646

me wrote:
>
> Does anyone know if SAM is able to work under SpartaDos.

I tried to get it to work many years ago never did. The problem with S.A.M. is that it came on a copy protected disk that had DOS 2.0 on it and in order to use it you had to boot the S.A.M. disk. I don't know if anyone ever broke the protection. I'd give it a go again but everything is in storage.

222. Re: Wow!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 02:25:40 UTC
From: Jean-Claude Vaillant <jc_vaillant_xyz@hotmail.com>
Message-ID: <aOP66.11386$Jh3.283227@wagner.videotron.net>
Source record: 39547

A few years ago (1996-1997 maybe) I found SIO2PC software on the internet, built the little device and archived the most important stuff... It's safe now...

Then yesterday I downloaded an emulator, made a disk image out of some files that I had on the CD (it was in 1997) and played a bit.
It was cool but nothing compared to the real thing (and half of the games didn't work).

I'll try to free a bit of desk space and install one of my old Atari. Still have a 130XE and my original 800 in good working condition with at least a couple 1050 and the 850. I probably still have the board I made for SIO2PC also...

Was there anything new released for Atari 8 bits in the past 15 years ???

J-C

"Daniel Miller" <DCM01@USA.NET> wrote in message
news:3a5b01c0.2191347@news.CIS.DFN.DE...
> If you have original programs or unique data on your old floppies, you
> should preserve them by generating a disk image of the floppy which
> you upload to the Internet somewhere.
>
> Or it could be lost forever!
>
> On Mon, 8 Jan 2001 23:46:22 -0500, "Jean-Claude Vaillant"
> <jc_vaillant_xyz@hotmail.com> wrote:
>
> >Just hit this NG by pure luck... Didn't think it was still alive...
> >
> >I think I should go dig that dusty box in my basement, get an Atari
plugged
> >to the video-in of my Radeon All-In-Wonder and play a little game of
> >Boulderdash... I wonder if my 20 years old floppys are still readable ?
>

223. Re: sparta3.2g wrong day

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 03:25:22 UTC
From: melee5@my-deja.com
Message-ID: <93gkms$r72$1@nnrp1.deja.com>
Source record: 39548

In article <d5s66.36557$9C.3018067@news02.optonline.net>,
"me" <me@aol.com> wrote:
> I'm using apetime and tdline with sparta 3.2g and I get the correct
time and
> date, but the day of the week says SUN and its Mon!! What gives. Is
there
> a patch?
>
>

The patch discribed here will work on any TDLINE - as long as the year
is 2000 or greater. Cut and paste the entire link into your browser.

http://x51.deja.com/threadmsg_md.xp?
thitnum=33&AN=712488107.1&mhitnum=1&CONTEXT=979096267.1920991279

Sent via Deja.com
http://www.deja.com/

224. Re: S.A.M.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 03:56:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010109225600.08198.00000934@ng-cd1.aol.com>
Source record: 39549

>Gary bitbucket@home.com replied:

>The problem with S.A.M. is that it came on a copy protected disk that
>had DOS 2.0 and in order to use it you had to boot the S.A.M. disk.

Not only that, but the S.A.M. code was actually appended to the end as part of
the DOS.SYS file.

-Ron

Inform everyone that communications have completely broken down.

225. Re: fool with the joysticks...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 04:29:58 UTC
From: ejgnandt@my-deja.com
Message-ID: <93gog0$u1k$1@nnrp1.deja.com>
Source record: 39550

> Is this a joke or what? $51 for two STANDARD Atari joys... I've
seen some
> hilarious stuff on eBay before, but this has to beat it out...

Well, the description said there aren't any bite marks on them :-).
Quick, put a couple of joys up before the other bidder (who bid $50)
gets away. Maybe I'll email him first. Offer him 20 sticks for $500.
Seriously, I agreed that this one is pretty inexplicable considering
the winner has 129 feedback - meaning he has plenty of auction
experience. Maybe bad dosage on the ol' medication ?

Gene

Sent via Deja.com
http://www.deja.com/

226. Re: Where have We Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 04:42:28 UTC
From: Isaac Davis <idavis@my-deja.com>
Message-ID: <93gp7jupv1@nnrp1.deja.com>
Source record: 39551

Well, not to sound harsh, but if you don't like it, then write your
own. That's about the only solution I see. Sitting around complaining
isn't being very innovative either. I seem to remember the same
arguments about the ST line. Why do you need 512K? My 48K is just fine.
Well, my 800 does what it does just fine, but it has it's limitations,
and I accept that. Evidently some people haven't.

In article <93e4ofufe1@nnrp1.deja.com>,
gaberry@my-deja.com wrote:
> Ok.. I can't stop b!tching about this...
>
> There is definitely bloating. Isaac's picture is a good example. a
2M
> pixel in 32 bit color takes 8Mb to display. But when you apply the
> proper transform on it and entropy encode it, it takes approximately
> 100Kb to store (JPEG format). So here you have 100K worth of info,
but
> to display that takes 8M a 80X increase. This is inefficiency..
>
> Software is similar but worse. What is efficiently encoded in 64K
could
> easily bloat to 6M. Take for example a Word file I was working with
> today.. originally it was a Word 97 file-- 13.2M. After I loaded it
in
> Word 2000, it saved out to 24M! Yes I know it has "added" features
now,
> but it grew by roughly 2X for the same file!
>
> Just remember, most monumental increases in perfomance and features
tend
> to come from innovative new ideas or algorithms. Not from increasing
> memory or processor speed. (My old advisor used to hammer me on this.)
>
> Sent via Deja.com
> http://www.deja.com/
>

Sent via Deja.com
http://www.deja.com/

227. Re: S.A.M.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 04:46:04 UTC
From: me <me@aol.com>
Message-ID: <gOR66.49641$9C.4374728@news02.optonline.net>
Source record: 39552

I did crack that one many years ago, it used the double sector protection, all I had to do was change a bne to a beq, no big deal. I did see a bin load file of it somewhere, but I think it still loads in the same space as Sparta.... oh well I thought maybe someone knew something I didn't, thanks

228. zlib.dll

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 05:00:33 UTC
From: "trevor.ford1" <trevor.ford1@ntlworld.com>
Message-ID: <BZK66.1810$rB.43617@news2-win.server.ntlworld.com>
Source record: 39639

Help Anyone please I need this file for the Atari800WIN emulator so I can save games etc.

229. Atari 8bit cartridges wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 05:49:28 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <93gt2bqoa1@lust.ihug.co.nz>
Source record: 39553

I am a collector of Atari 8bit carts, and am still looking for over 200.

Do you have any carts you could part with. If so, please let me know
a list of titles, and how much you'd like for them. Also, a very brief
condition of cart would be good.

I am willing to pick up some titles that I may already have as well.

Anyway, if you do have some to part with, please let me know.

Regards

Aaron
New Zealand

PS - I can pay via Paypal or with US or NZ cash.

230. Re: zlib.dll

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 09:09:09 UTC
From: Piotr Fusik <pfusik@elka.pw.edu.pl>
Message-ID: <Pine.SOL.4.30.0101101007430.28743-100000@elektron.elka.pw.edu.pl>
Source record: 39554

On Tue, 9 Jan 2001, trevor.ford1 wrote:

> Help Anyone please I need this file for the Atari800WIN emulator so I can
> save games etc.
You can download latest emulator version from
www.a800win.atari-area.prv.pl
It includes zlib.dll.

231. Re: Where have We Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 10:41:32 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <93he8somj1@nets3.rz.RWTH-Aachen.DE>
Source record: 39555

Howdy Bob, folks

Don't forget that trying to make code compact and 'looking nice' is expansive in two ways:

a) If the software does what you want it to do, changing it just for the above reasons costs money. Buying memory is way cheaper than having somebody work on the software longer just to make the code shorter or nicer looking.

b) Compact code isn't always easier to understand, so modifying it (bugfixes or upgrades) gets harder

c) 'If it aint broke, don't fix it' You have a working piece of software. How says it'll still run after redoing it.

CU Mathy van Nisselroy

PS they told me this at the university. How come I'm having trouble with this class?

232. Re: Printers

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 10:48:26 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <93helqomj2@nets3.rz.RWTH-Aachen.DE>
Source record: 39556

Howdy folks

> Does anyone know if there is a printer driver that will drive an inkjet
>printer for an Atari 8-bit?

I own a Canon BJC 4200. It does EPSON, but DaisyDot works better on a
dot-matrix printer. The Canon turns round dots (which you'ld get on a matrix
printer) into squares. But if somebody is willing to write a nice printer
driver for a Canon and Atari combo I have a nice piece of info for you.

CU Mathy van Nisselroy

233. Re: S.A.M.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 10:53:21 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <93hev1omj3@nets3.rz.RWTH-Aachen.DE>
Source record: 39557

Howdy you (you can't be me, cause I'm me and you are you) :-)

>Does anyone know if SAM is able to work under SpartaDos.

Not that a know anything about this but are you talking about the software that makes the Atari talk (Software Automated Mouth) or the GUI/GOS from Germany.

CU Mathy van Nisselroy

234. Re: sparta3.2g wrong day

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 11:23:59 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <jDX66.36351$eo5.4347723@typhoon.tampabay.rr.com>
Source record: 39558

I tried to access the page and I get this error:

Invalid Document Request

<melee5@my-deja.com> wrote in message news:93gkms$r72$1@nnrp1.deja.com...
> In article <d5s66.36557$9C.3018067@news02.optonline.net>,
> "me" <me@aol.com> wrote:
> > I'm using apetime and tdline with sparta 3.2g and I get the correct
> time and
> > date, but the day of the week says SUN and its Mon!! What gives. Is
> there
> > a patch?
> >
> >
>
> The patch discribed here will work on any TDLINE - as long as the year
> is 2000 or greater. Cut and paste the entire link into your browser.
>
> http://x51.deja.com/threadmsg_md.xp?
> thitnum=33&AN=712488107.1&mhitnum=1&CONTEXT=979096267.1920991279
>
>
>
>
>
> Sent via Deja.com
> http://www.deja.com/
>

235. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 11:47:52 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_979127199@rtfm.mit.edu>
Source record: 39561
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: January 7, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

An Atari 800XL used in a Czech hospital: http://www.asw.cz/~kubecj/aczhwho.htm

236. ARC.COM

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 11:57:16 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <93himssfl1@nets3.rz.RWTH-Aachen.DE>
Source record: 39562

Howdy folks

Is it just me, or are there more people who can't get used to the fact that ARC.COM ask for the destination first. Sometimes I want to arc all the files in one directory and enter *.*. A nanosecond after I pressed RETURN I realise that I once again have nuked a file. :-((((

CU Mathy van Nisselroy

237. MegaMagazine

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 11:58:16 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <93hioosfl2@nets3.rz.RWTH-Aachen.DE>
Source record: 39563

Howdy folks

According to ABBUC Magazin, Freddy Offenga is planning MegaMagazine number 8.

CU Mathy van Nisselroy

238. Re: What happened to the IRC chats

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 13:17:47 UTC
From: DCM01@USA.NET
Message-ID: <3a5c5c3c.1809958@news.CIS.DFN.DE>
Source record: 39564

I was playing host at those chats, and would advertise them by posting here, and come up with topics. We even had a quiz and gave away a prize (Preppie II). I screwed up the quiz because half the people knew way more about the Atari 8bit than me, so I couldn't come up with good questions.

We did the weekly chat for like 7 weeks and it was really fun. I had started taking some classes and between that and work became too tuckered out to enjoy arranging and participating in the IRC.

Now I have enough time to enjoy the 8bit scene again! We should restart the chats, maybe make it an on-line club or something. Got any ideas for topics? How about "Rare Software?" "Telecommunications Revisited." "Poland's Atari 8bit Expressionist Period." We were joking about "Atari 8bit Porn" as a topic.

On Mon, 08 Jan 2001 23:28:41 -0600, Richard Detlefsen <"74766,1561"@compuserve.com> wrote:

>Last Aug, Sep, Oct or so, there was a tuesday night IRC chat with 8 to
>10 people every Tuesday night. Suddenly, there was no one else when I
>logged in. I stopped checking in after a month or so since it became
>obvious that no one else was going to be there. Stranger since people
>usually trickle away, not leave en masse. I haven't seen anything about
>it. Anyone know what happened?
>
>
>Rick D.
>
>

239. Re: What happened to the IRC chats

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 13:18:46 UTC
From: DCM01@USA.NET
Message-ID: <3a5c60ff.3029289@news.CIS.DFN.DE>
Source record: 39565

But if we adjust for the Euro people, we leave out the Australians and
the Taiwanese etc.

On Tue, 09 Jan 2001 10:36:01 +0000, Paul Irvine
<mclane.dellos@btinternet.com> wrote:

>Problem is that for Euro people it's 4 in the morning and some of us
>have children etc.

240. Re: Where have We Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 13:55:06 UTC
From: MouseDad <MouseDad@aol.com>
Message-ID: <93hpk6fer1@news.value.net>
Source record: 39566

what a change it definitely has been. I can live with the "bloating" considering the ram prices & hdd prices. what I dislike is that along with the bloating came bugs galore. back in the early days, when a piece of software hit the market it worked as advertised. in the new bloated software universe, bugs are commonplace - we learn to work around them until the next patch comes out to fix them, which in turn creates new bugs. when it comes to software, i miss the old simpler days.

"BobKlaas" <bobkla19@sisna.com> wrote in message
news:3A583B04.2CB79E9C@sisna.com...
> Stupid question from myself to you programers? What the heck has
> happened in the past 15 years? The programers have gone from doing
> what couldn't be done with 16k and making it work, then we went to 32k
> made it work, then to 64k, made it work even better, then to 132K, made
> it even better.. Then a couple upgrades came into view 320K and 526k,
> and then 1mg. If someone could program for all these upgrades and still
> comply with the parameters, then what the hell happened when the IBM
> type process came up with the memory that was now available to them.
> Everyone got lazy and just got lazy and upped the limit.. Something is
> very wrong here, many are just wasting memory that Atari set the pace
> for and if one reversed the process, where could we be today with
> limited memory and a very intelligent programer?
> bob
>

241. Re: ARC.COM

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 14:50:54 UTC
From: Piotr Fusik <pfusik@elka.pw.edu.pl>
Message-ID: <Pine.SOL.4.30.0101101548270.23601-100000@elektron.elka.pw.edu.pl>
Source record: 39567

On 10 Jan 2001, Mathy Van Nisselroy wrote:

> Howdy folks
>
> Is it just me, or are there more people who can't get used to the fact that
> ARC.COM ask for the destination first. Sometimes I want to arc all the files
> in one directory and enter *.*. A nanosecond after I pressed RETURN I realise
> that I once again have nuked a file. :-((((
Yes, it's really easy to overwrite a file this way. It happened to me once
or twice.

Piotr

242. Re: Fuji Handheald, Cybiko

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 15:13:23 UTC
From: Piotr Fusik <pfusik@elka.pw.edu.pl>
Message-ID: <Pine.SOL.4.30.0101101608000.23601-100000@elektron.elka.pw.edu.pl>
Source record: 39568

On Wed, 10 Jan 2001 toqer@my-deja.com wrote:

> Yeah so all you fuji guys that sorta dropped off the project, come on
> back, we got a cheap dev platform now so we can get past arguing
> hardware specs and get straight to making a handheld A8.
It has only a 11 MHz CPU. That means it will run no faster than 10-20% of
Atari speed. And it has 160x100x4 display (Atari has 336x240x256).

..... Piotr Fusik <pfusik@elka.pw.edu.pl> |
..... a.k.a. Fox/Taquart <www.6502.org/users/fox> |
_____ "64 KB should be enough for everyone" /

243. Re: What happened to the IRC chats

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 17:01:19 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <665p5t8pdhd60q6bfhig90rdtv3a1punuh@4ax.com>
Source record: 39569

The other Day DCM01@USA.NET (Daniel Miller) wrote:

>But if we adjust for the Euro people, we leave out the Australians and
>the Taiwanese etc.
>
Pah...The Euro folk produce games still and you go for the sheep
farmers :-)

(Aaron must be having a fit by now) :-)

>On Tue, 09 Jan 2001 10:36:01 +0000, Paul Irvine
><mclane.dellos@btinternet.com> wrote:
>
>>Problem is that for Euro people it's 4 in the morning and some of us
>>have children etc.

--

Give me a good playable old game rather than a pretty new one

244. Wanted: 800XL (PAL/220V) w/tape recorder/disk drive, joysticks, software

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 17:34:28 UTC
From: sostapen@attglobal.net
Message-ID: <3a5c47d8_3@news2.prserv.net>
Source record: 39559

Will buy above mentioned - all must be in good working condition.

Thanks,

Sergei Ostapenko

245. FA: Atari romcard copier rare

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 17:35:16 UTC
From: Retronics <jos@grephx.nl>
Message-ID: <979148145.2223.0.pluto.c3adee40@news.demon.nl>
Source record: 39570

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=540109902

item 540109902

thanks for looking

246. Atari version of Westfront PC planned

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 17:43:43 UTC
From: pap3@dana.ucc.nau.edu
Message-ID: <93i70flgh3@usenet.nau.edu>
Source record: 39571

Subj: <version> version of Westfront PC planned :)

Text:

As some of you may know, I have been working on porting my
game, Westfront PC: The Trials of Guilder, to Atari 400/800 format, as
well as others. Currently, my game is only available for the following
platform:

IBM PC/Windows 9x/Me/NT/2000/Whistler

I wish to port Westfront PC: The Trials of Guilder to multiple
formats, including the Apple II/IIe, Atari 400/800, Spectrum, DEC
Rainbow, TRS-80, CP/M, Unix/Linux, Macintosh, Commodore Amiga, as well as
(it was originally coded on) the Commodore 64/128.

For more information, please visit my website at:

http://www.geocities.com/dunric/westfront.html

Thanks! :)

Regards,

Paul Panks (a/k/a "Dunric")
dunric@yahoo.com
ICQ# 12234336
http://www.geocities.com/dunric/westfront.html

--
--
****

Few cats act their age, while most just cough up fur balls.

****

247. Re: What use may I give to my old loved Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 17:44:21 UTC
From: sostapen@attglobal.net
Message-ID: <3a5c47da_3@news2.prserv.net>
Source record: 39560

Dear All,

>
> > " Atari 800XL is still used in one of the biggest Czech hospitals, for
> > diagnostics of children with heart problems."

I also read somewhere that 800XL's are used for auto engine diagnostic checks somewhere in the US. Should be easy enough to come up with the tester that is attached to even a joystick port, let alone tape drive port.

> one? Also what is "Turbo2000"?

Turbo2000 is a little device, a self-made card with a couple of chips that you put into your 1040 tape drive to speed up the loading process. I made one of these for my 800XL - got the chematics from some Polish magazine in 1990. It worked great - you load the small boot program first at the normal speed and then you can load/save compressed programs. Normally with Turbo2000 it took me like 40 seconds to load a 16K game... funny to recall this when I am downloading the stuff off of the Net now.

248. Cart. & Disk Games Forsail

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 18:21:04 UTC
From: gp429@aol.com
Message-ID: <20010110132104.24966.00001102@ng-fd1.aol.com>
Source record: 39572

I had a few old Atari 8-bit software and hardware forsale. E-mail me if you
wish to purchase or if you have any question on the items forsale at
gp429@aol.com --thanx
FOR BOTH 1 & 2 $25
1) Flight Simulator II by subLOGIC
This is complete with the box, manuals and the maps. PRICE $12
2) AtariWriter w/Atari Proofreader Program and Dictionary by Atari
Includes the AtariWriter manual, cart. and quick reference sheet. I do not have
the manual for the Proofreader and I will also send a copy of DOS II. PRICE
$15
---Disk Games---
note:NO MANUALS, ALL $20
Sargon II by Hayden Software
--PRICE $3
Ninja by Mastertronic
--this game is also formatted for the C64 on the other side. PRICE $3
Goonies by Datasoft
--also formatted for the the C64 on the flip side. PRICE $3
Koronis Rift by Epyx & Lucasfilm
--PRICE $3
Fight Night by Accolade
--PRICE $3
Spy Vs Spy by Avantage
--very fun for two players. PRICE $5
Summer Games by Epyx
--an all-time classic. PRICE $5
---Cart. Games---
note:NO MANUALS, ALL $12
Donkey Kong by Nintendo
--PRICE $5
Music Composer by Atari
--PRICE $3
Star Raiders by Atari
--PRICE $7
---Hardware---
Atari 1010 cassette drive
--not sure if it works included is the power supply, data cable and
Conversational French program with workbook, PRICE $5
Atari 1027 daisy wheel printer
--not sure if it works included is the power supply & data cable, PRICE $5
FlipTop Disk Case with lock and key
--5 1/4 disk holder has a grab bag of old saved games and various programs
including 6 Antic Disks!
vol. 6 #2 -Atari Animation

vol. 5 #10 -Inside Atari
vol. 5 #8 -"Shopper's Guide"
vol. 5 #5 -Weather Pictures
vol. 5 #1 -Anniversary Issue
vol. 3 #11 -Practical Applications
and more misc. disks, PRICE $14

249. Re: What happened to the IRC chats

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 19:22:44 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-kdz4tVWHIXTF@draco.ames.pacbell.net>
Source record: 39573

On Tue, 9 Jan 2001 10:36:01, Paul Irvine
<mclane.dellos@btinternet.com> wrote:

> The other Day Richard Detlefsen <"74766,1561"@compuserve.com> wrote:
>
> >Last Aug, Sep, Oct or so, there was a tuesday night IRC chat with 8 to
> >10 people every Tuesday night. Suddenly, there was no one else when I
> >logged in. I stopped checking in after a month or so since it became
> >obvious that no one else was going to be there. Stranger since people
> >usually trickle away, not leave en masse. I haven't seen anything about
> >it. Anyone know what happened?
> >
> >
> >Rick D.
> >
> Problem is that for Euro people it's 4 in the morning and some of us
> have children etc.
>
> Yes, there is life beyond the US :-)

That may be so BUT there is also life beyond europe.

> --
>
> Give me a good playable old game rather than a pretty new one

Ken

250. Can one save a cart as an exe or com file in an emulator ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 20:38:09 UTC
From: ronfucci@my-deja.com
Message-ID: <93ih7g$f0b$1@nnrp1.deja.com>
Source record: 39574

I assume this can be done since I see software I would expect as a cart available as a com or exe file on ftp sites. One example of this is Pacman. If so, how to do it ?

If the cart contains cart specific logic e.g.write to the cart memory area, can the code be disassebled and no-op-ed ? I guess I'm asking if anyone has attempted to do this.

It seems to me there is a constant desire for 8 bit carts (as shown by the market traffic on ebay) and this would be a good way to distribute cart code (if permitted by ownership).

Just a curiousity.

tks

ron

Sent via Deja.com
http://www.deja.com/

251. Re: Fuji Handheald, Cybiko

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 21:19:21 UTC
From: ebaiz@skyenet.net
Message-ID: <tl476.233$_y3.1184@newsfeed.slurp.net>
Source record: 39575

On 10 Jan 2001 00:18:51 , toqer@my-deja.com wrote:
>Hey guys!
>
>I'm not sure what the status on the project is, sorta seemed liked we
>couldn't find a cheap enough development package and it got dropped.

>Yeah so all you fuji guys that sorta dropped off the project, come on
>back, we got a cheap dev platform now so we can get past arguing
>hardware specs and get straight to making a handheld A8.
>
>Yours Truly
>Robert Cortese

Shoot, when you get it working let me know. I would not mind have a
handheld Atari 8-bit....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 135meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

252. Re: Can one save a cart as an exe or com file in an emulator ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 21:25:21 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t5pkm5gbn0rgaa@corp.supernews.com>
Source record: 39576

All for your own use of course.
<ronfucci@my-deja.com> wrote in message news:93ih7g$f0b$1@nnrp1.deja.com...
> I assume this can be done since I see software I would expect as a cart
> available as a com or exe file on ftp sites. One example of this is
> Pacman. If so, how to do it ?

The orginal hack I can think of just required you to have an Atari 800 with a BASIC cart plugged into the left slot and the cart you wanted to copy in the right *even* if it was supposed to run from the left cart.

This was really hacked code, used illegal jumps to the OS, that kind of stuff. At one time I patched it for entertainment value and uploaded the patches to the newsgroup.

A later solution was just one of the after market OS ROMs that came out. They allowed you to break out of any cart to get to a monitor program in the ROM. Once in the monitor it was as easy as giving a boot DOS command and from there choosing a binary save option from the menu.
>
> If the cart contains cart specific logic e.g.write to the cart memory
> area, can the code be disassebled and no-op-ed ? I guess I'm asking
> if anyone has attempted to do this.

Everyone and his brother, literally.
>
> It seems to me there is a constant desire for 8 bit carts (as shown by
> the market traffic on ebay) and this would be a good way to distribute
> cart code (if permitted by ownership).

IMO: It has more to do with collector value of the cart vs the game play with a few exceptions. People are still gladly forking over $20 to buy a copy of MULE to play it, but they would pay $100 for a rare game that sucked and was never played.

253. Re: Fuji Handheald, Cybiko

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 21:47:29 UTC
From: Jason Compton <jcompton@typhoon.xnet.com>
Message-ID: <93il9h$ad9$1@flood.xnet.com>
Source record: 39577

Piotr Fusik <pfusik@elka.pw.edu.pl> wrote:
: On Wed, 10 Jan 2001 toqer@my-deja.com wrote:

:> Yeah so all you fuji guys that sorta dropped off the project, come on
:> back, we got a cheap dev platform now so we can get past arguing
:> hardware specs and get straight to making a handheld A8.
: It has only a 11 MHz CPU. That means it will run no faster than 10-20% of
: Atari speed. And it has 160x100x4 display (Atari has 336x240x256).

Between the screen size and the memory limitations, I have a hard time
envisioning how this plan would work.

--
Jason Compton jcompton@xnet.com

254. Re: Fuji Handheald, Cybiko

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 23:12:22 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t5pquqgtegjb79@corp.supernews.com>
Source record: 39579

"Jason Compton" <jcompton@typhoon.xnet.com> wrote in message
news:93il9h$ad9$1@flood.xnet.com...
> Piotr Fusik <pfusik@elka.pw.edu.pl> wrote:
> : On Wed, 10 Jan 2001 toqer@my-deja.com wrote:
>
> :> Yeah so all you fuji guys that sorta dropped off the project, come on
> :> back, we got a cheap dev platform now so we can get past arguing
> :> hardware specs and get straight to making a handheld A8.
> : It has only a 11 MHz CPU. That means it will run no faster than 10-20%
of
> : Atari speed. And it has 160x100x4 display (Atari has 336x240x256).
>
> Between the screen size and the memory limitations, I have a hard time
> envisioning how this plan would work.

For what it is worth, the 11 MHz CPU is not the current problem. Matter of fact, time trials I have run so far indicate that it can match an emulated Atari 6502 almost exactly, less then 10% difference. H8 processor is a 68000 16 bit processor type derivitive so if Xformer ran to your satisfaction on an ST, you should pretty much expect it to run OK on a H8. There are a few other hacks going on that the jury is still out on. Someone has hack their Cybiko up to 20 MHz. Problem with 20 MHz is they use an Atmel coprocessor in there and the information I have is the eeprom does not work right at those speeds even if everything else does. Not to mention it will also probably throw off all serial and RF communications.

The problem is the way Cybiko implemented the system design. As far as I can tell, everything they do *is* an emulator. They have something like a ~900 byte kernal that is a processor emulator in itself. Reading the lit, it says they did this to make software development with things like a C programming language easier to make.

I'm not sure if this problem can be beaten. That is I don't know if you could bypass the CyBiko "Optimized for C processor emulator" and replace it with "6502 emulator.

The 160 horizontal in 4 shades of gray isn't bad. Roughly equivalent to GR. 15 on a black and white monitor. Vertical and other modes are a problem of course.

But yeah, the whole project is full of problems just from a freshman physics standpoint. That's what make it fun for me anyway.

Low power processors with huge number crunching ability is kind of an oxymoron. Lowest cost DSP kit right now is the EZlite at ~$179. DSP development kit from Lucent was something like $7,000 last time I looked.

These processors suck up 5-50 times the juice of something with a little less horsepower. TI is pretty reasonable in bang per buck, but there hot kits cost ~$300.

Cheapest LCD display that will accurately emulate an Atari's display are in the $300-$600 range.

Right now the low power processor/controllers are just starting to catch up to what an Atari ST<any 68000 or '286 based processor of the era really> could do in 1985.

On some levels the Cybiko proves the concept almost perfectly. Modern low power 16 bit microcontroller emulating a processor and running in a hand held computer. Just they didn't emulate the 6502 or the Atari computers.

255. Re: What happened to the IRC chats

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 23:17:24 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <4brp5tkt7s18qvs44l0rsiuarik34i4560@4ax.com>
Source record: 39580

The other Day kenames@pacbell.net wrote:

>On Tue, 9 Jan 2001 10:36:01, Paul Irvine
><mclane.dellos@btinternet.com> wrote:

>> Yes, there is life beyond the US :-)
>
>That may be so BUT there is also life beyond europe.
>
You don't want to go believing those rumours ;-)
--

Give me a good playable old game rather than a pretty new one

256. Re: Fuji Handheald, Cybiko

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-10 23:22:51 UTC
From: toqer@my-deja.com
Message-ID: <93iqs1obs1@nnrp1.deja.com>
Source record: 39581

I've been trying to get GNU stuff to compile for days, I
allmost got atari800 compiling on the sucker but when the
makefile calls configure.c it makes includes for the following
libraries....

#include <stdlib.h>
#include <string.h>
#include <ctype.h>
#include <signal.h>
#include <setjmp.h>

BTW the goal right now is just to get the basic version working. I
want my "READY" prompt.

--RC

In article <Pine.SOL.4.30.0101101608000.23601-
100000@elektron.elka.pw.edu.pl>,
Piotr Fusik <pfusik@elka.pw.edu.pl> wrote:
> On Wed, 10 Jan 2001 toqer@my-deja.com wrote:
>
> > Yeah so all you fuji guys that sorta dropped off the project, come
on
> > back, we got a cheap dev platform now so we can get past arguing
> > hardware specs and get straight to making a handheld A8.
> It has only a 11 MHz CPU. That means it will run no faster than 10-
20% of
> Atari speed. And it has 160x100x4 display (Atari has 336x240x256).
>
> ..... Piotr Fusik
<pfusik@elka.pw.edu.pl> |
> ..... a.k.a. Fox/Taquart
<www.6502.org/users/fox> |
> _____ "64 KB should be enough for
everyone" /
>
>

Sent via Deja.com
http://www.deja.com/

257. Re: MegaMagazine

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-11 00:18:19 UTC
From: llpwhite@cs.com
Message-ID: <20010110191819.05593.00000831@ng-ct1.news.cs.com>
Source record: 39582

>According to ABBUC Magazin, Freddy Offenga is planning MegaMagazine number 8.<

I don't recall ever hearing that there was a 7.
I've seen 1-6. When did 7 come out?
Larry

258. Re: Where have We Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-11 00:48:36 UTC
From: Isaac Davis <idavis@my-deja.com>
Message-ID: <93ivt3sln1@nnrp1.deja.com>
Source record: 39583

In article <93hpk6fer1@news.value.net>,
"MouseDad" <MouseDad@aol.com> wrote:
> what a change it definitely has been. I can live with the "bloating"
> considering the ram prices & hdd prices. what I dislike is that
along with
> the bloating came bugs galore. back in the early days, when a piece
of
> software hit the market it worked as advertised. in the new bloated
> software universe, bugs are commonplace - we learn to work around
them until
> the next patch comes out to fix them, which in turn creates new
bugs. when
> it comes to software, i miss the old simpler days.

I believe you guys are looking back through rose colored glasses. No bugs? Worked as advertised? That's why Atari Basic has a revision A,B, and C. How about Dos 3. It might have worked as advertised, but that was some lousy advertising. I do remember it having bugs. Even hardware had it's problems. I had to put in a modification in my MPP-1000E modem because it came from the factory without the ability to hang up the line. The mod came straight from MPP, in fact it was promised in the manual. Made for some fun BBS sysoping when the line wouldn't hang up.

Along with more complexity, you run into more chances to have a bug. Oh well, this could be one of those never ending arguments and no one is going to change anyones mind. I just like how everyone looks back on things and they were so perfect back then. Why did we change? It's called progress and we aren't getting any younger. The old bumper sticker holds true: Lead, follow or get the hell out of the way. I hope no one takes me out of context on this. I love my Atari, and wouldn't know what to do without it, but I also acknowledge that we are progressing at a rapid pace. Larger more complex software is just part of it. No software is bug free.
Isaac

Sent via Deja.com
http://www.deja.com/

259. Re: sparta3.2g wrong day

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-11 01:27:12 UTC
From: melee5@my-deja.com
Message-ID: <93j259$uo5$1@nnrp1.deja.com>
Source record: 39584

You are not pasting in the entire link, I have to paste it twice myself
but it does work. Or you can search this message group for a message
with the title 'ICD RTime8 cart' or author ItzJustMike. Date is 1/6/00.

In article <jDX66.36351$eo5.4347723@typhoon.tampabay.rr.com>,
"Kathleen Ferrante" <KMFerrante@cfl.rr.com> wrote:
> I tried to access the page and I get this error:
>
> Invalid Document Request
>
> <melee5@my-deja.com> wrote in message news:93gkms$r72
$1@nnrp1.deja.com...
> > In article <d5s66.36557$9C.3018067@news02.optonline.net>,
> > "me" <me@aol.com> wrote:
> > > I'm using apetime and tdline with sparta 3.2g and I get the
correct
> > time and
> > > date, but the day of the week says SUN and its Mon!! What
gives. Is
> > there
> > > a patch?
> > >
> > >
> >
> > The patch discribed here will work on any TDLINE - as long as the
year
> > is 2000 or greater. Cut and paste the entire link into your
browser.
> >
> > http://x51.deja.com/threadmsg_md.xp?
> > thitnum=33&AN=712488107.1&mhitnum=1&CONTEXT=979096267.1920991279
> >
> >
> >
> >
> >
> > Sent via Deja.com
> > http://www.deja.com/
> >
>
>

Sent via Deja.com
http://www.deja.com/

260. Tapes

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-11 02:16:46 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <il876.54469$xW4.435931@news-server.bigpond.net.au>
Source record: 39585

How do I go about copying disk's to tape, these days? Got a mate with a 1010
who want's some games.

Mark

--
****
Towered Atari Falcon030 CT2 50Mhz, 14MB, 64MBTTram,
68882, SQ88,1.4GEIDE,2.1GUWSCSI,2xCD300-CDRom
Falcon030-4-800MB-SBlaster II, MegaSTE4-SQ200MB
Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
6 more Atari's a Couple of Mac's and a few crappy pc's.
Mark Bedingfield, mark@baypc.com.au
****

261. Re: Printers

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-11 02:21:08 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010110212108.18879.00000080@ng-fm1.aol.com>
Source record: 39586

Hi Mathy;

>nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy):

>I own a Canon BJC 4200. It does EPSON, but DaisyDot works better on a
>dot-matrix printer. The Canon turns round dots (which you'ld get on a matrix
>
>printer) into squares. But if somebody is willing to write a nice printer
>driver for a Canon and Atari combo I have a nice piece of info for you.

Would you replace the ROM P: driver or just add a new "J:" device for jet control? How complex is the PCL? How likely is it to fit in block of RAM we can spare? It would be much less convenient as a stand alone app similar to Daisy Dot.

-Ron

Inform everyone that communications have completely broken down.

262. Re: Can one save a cart as an exe or com file in an emulator ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-11 03:12:19 UTC
From: ronfucci@my-deja.com
Message-ID: <93j8af$3rm$1@nnrp1.deja.com>
Source record: 39587

Rick,

Are the after market OS ROM's you allude to available for use in an
emulator and can this be done from an emulator ? tks

ron

In article <t5pkm5gbn0rgaa@corp.supernews.com>,
"Rick Cortese" <ricortes@netmagic.net> wrote:
> All for your own use of course.
> <ronfucci@my-deja.com> wrote in message
news:93ih7g$f0b$1@nnrp1.deja.com...
> > I assume this can be done since I see software I would expect as a
cart
> > available as a com or exe file on ftp sites. One example of this
is
> > Pacman. If so, how to do it ?
>
> The orginal hack I can think of just required you to have an Atari
800 with
> a BASIC cart plugged into the left slot and the cart you wanted to
copy in
> the right *even* if it was supposed to run from the left cart.
>
> This was really hacked code, used illegal jumps to the OS, that kind
of
> stuff. At one time I patched it for entertainment value and uploaded
the
> patches to the newsgroup.
>
> A later solution was just one of the after market OS ROMs that came
out.
> They allowed you to break out of any cart to get to a monitor program
in the
> ROM. Once in the monitor it was as easy as giving a boot DOS command
and
> from there choosing a binary save option from the menu.
> >
> > If the cart contains cart specific logic e.g.write to the cart
memory
> > area, can the code be disassebled and no-op-ed ? I guess I'm
asking
> > if anyone has attempted to do this.
>
> Everyone and his brother, literally.

> >
> > It seems to me there is a constant desire for 8 bit carts (as shown
by
> > the market traffic on ebay) and this would be a good way to
distribute
> > cart code (if permitted by ownership).
>
> IMO: It has more to do with collector value of the cart vs the game
play
> with a few exceptions. People are still gladly forking over $20 to
buy a
> copy of MULE to play it, but they would pay $100 for a rare game that
sucked
> and was never played.
>
>

Sent via Deja.com
http://www.deja.com/

263. Re: Basic Programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-11 03:42:39 UTC
From: Jim Blanchard <yushi@look.ca>
Message-ID: <3A5D2B7B.48674C4A@look.ca>
Source record: 39588

Atari Bob wrote:

> Hi. Yes it is a rear projection unit. There is no shadow mask but I was
> under the impressioon there was a mask around each tube that may become
> magnetized. What else could cause the convergence to stray?

264. flight sim info

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-11 05:49:03 UTC
From: "a.robson5" <a.robson5@ntlworld.com>
Message-ID: <UL476.1860$Ln4.46179@news2-win.server.ntlworld.com>
Source record: 39578

Has anyone got instruction for the flight sim cartige on the 400 by thorn
EMI

265. Re: Can one save a cart as an exe or com file in an emulator ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-11 07:06:56 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t5qmom12n3cp3f@corp.supernews.com>
Source record: 39589

Not sure exactly if I am answering the question you are asking, but yes/sort of.

Specifically I have made backup copies of both my Omnimon and Omniview OS ROMs and used them with the Xformer for DOS emulator. All I had to do was move the binary images into the directory and rename it according to the Xformer convention, something like 800XLOSB.ROM or whatever it is called.

Once the emulator booted I had access to all the Omnimon monitor functions: Read/write sectors to disk, disassemble memory, mini assembler, trace, etcetera.

I don't really use the emulators a lot, about all I ever did was boot it and say "Oh this works, how nice", so I am sure there are some details I am leaving out. I also did some odd hacks myself like OS ROM image with the fast floating point routines.

As far as availability to you: I don't know if they are still available for purchase. I don't know if Newell released them to the public as he did with a lot of his stuff. I don't know if the rights are owned by someone else currently. I don't know if they are on a pirate site. I am really out of touch, most of my Atari stuff is getting covered in a thick layer of dust.<grin>

As far as the other OS ROMs that add this type of functionality, I never tried anything but the Newell ones and my own. I would bet others would work. Maybe someone that still sells OS replacement ROMs like Steve Tucker could comment on.
<ronfucci@my-deja.com> wrote in message news:93j8af$3rm$1@nnrp1.deja.com...
> Rick,
>
> Are the after market OS ROM's you allude to available for use in an
> emulator and can this be done from an emulator ? tks
>
> ron
>
> In article <t5pkm5gbn0rgaa@corp.supernews.com>,
> "Rick Cortese" <ricortes@netmagic.net> wrote:
> > All for your own use of course.
> > <ronfucci@my-deja.com> wrote in message
> news:93ih7g$f0b$1@nnrp1.deja.com...
> > > I assume this can be done since I see software I would expect as a
> cart
> > > available as a com or exe file on ftp sites. One example of this
> is
> > > Pacman. If so, how to do it ?

> >
> > The orginal hack I can think of just required you to have an Atari
> 800 with
> > a BASIC cart plugged into the left slot and the cart you wanted to
> copy in
> > the right *even* if it was supposed to run from the left cart.
> >
> > This was really hacked code, used illegal jumps to the OS, that kind
> of
> > stuff. At one time I patched it for entertainment value and uploaded
> the
> > patches to the newsgroup.
> >
> > A later solution was just one of the after market OS ROMs that came
> out.
> > They allowed you to break out of any cart to get to a monitor program
> in the
> > ROM. Once in the monitor it was as easy as giving a boot DOS command
> and
> > from there choosing a binary save option from the menu.
> > >
> > > If the cart contains cart specific logic e.g.write to the cart
> memory
> > > area, can the code be disassebled and no-op-ed ? I guess I'm
> asking
> > > if anyone has attempted to do this.
> >
> > Everyone and his brother, literally.
> > >
> > > It seems to me there is a constant desire for 8 bit carts (as shown
> by
> > > the market traffic on ebay) and this would be a good way to
> distribute
> > > cart code (if permitted by ownership).
> >
> > IMO: It has more to do with collector value of the cart vs the game
> play
> > with a few exceptions. People are still gladly forking over $20 to
> buy a
> > copy of MULE to play it, but they would pay $100 for a rare game that
> sucked
> > and was never played.
> >
> >
>
>
> Sent via Deja.com
> http://www.deja.com/

266. Re: Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-11 08:11:52 UTC
From: The Relentless <relentless.nospam@0spam.gamedesign.net>
Message-ID: <MPG.14c70a92f4ba08698968b@news>
Source record: 39590

I believe it was Chris who said the following on Thu, 11 Jan 2001
01:05:44 -0500:
|Hi,
|
|I just acquired not too long ago an Atari 400
|When I power it on, it goes into NOTEPAD mode.
|Anyone know if BASIC is built-in?
|
|Thanks

It is not. Sorry.

--
"Cry 'Havoc!' And let slip the dogs of war!"
Aaron The Relentless
http://www.gamedesign.net

267. Re: BBXFER 1.8 Patch #1 available

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-11 12:21:10 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <93k8fm$fv8$1@nets3.rz.RWTH-Aachen.DE>
Source record: 39511

Howdy Dan, folks

If you don't like patching, check out: http://www.nleaudio.com/css
The source code is already 'patched', the ready-to-run version wasn't yet
(atleast not yesterday). But Bob told me he would get 1.9 up there soon.

CU Mathy van Nisselroy

268. Re: Bobterm Question

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-11 12:32:17 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <93k94h$fv8$2@nets3.rz.RWTH-Aachen.DE>
Source record: 39512

Howdy Andy, folks

>Is there a version of Bobterm that supports the 14.4k speed? The
>version I
>have will support 9600 and 19.2, but not 14.4. I just picked up an
>external
>14.4 Sportster for $5 at Goodwill and even at 9600 it's been a vast
>improvement
>over the $200 2400 baud modem I bought ages ago. Of course I only
>telecommunicate about twice a year on the XE, but still....

These modems all use data compression, so the software should be able to send the data faster than the maximum baudrate of the modem (my SupraFaxModem is a 14k4 modem, it's maximum speed is 57k6 on the computer to modem line.). You need an interface that will do hardware handshaking to get above 4800 baud reliably. I'm using a BlackBox, BobTerm is always set to 19k2 baud. Since that is the fastest both will go. With a mod, the BB could go faster (but somebody would have to develope that mod. Bob Puff already wrote some code for this mod.).

CU Mathy van Nisselroy

PS the MIO can do hardware handshaking too, but you need Len Spencers high speed drivers. There are also high speed drivers to improve the speed of the BB (a little) by Len, but for some reason, I seem to be the only one having problems with the BB driver Len wrote.

269. Re: MegaMagazine

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-11 12:39:53 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <93k9ip$fv8$3@nets3.rz.RWTH-Aachen.DE>
Source record: 39591

Howdy Larry, folks

>>According to ABBUC Magazin, Freddy Offenga is planning MegaMagazine number
8.<
>
>I don't recall ever hearing that there was a 7.
>I've seen 1-6. When did 7 come out?

Years ago. Try this one:
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/

CU Mathy van Nisselroy

270. Re: Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-11 13:44:55 UTC
From: Mike Rhoades <mike@atariguy.com>
Message-ID: <rNi76.953$ws2.64186@ord-read.news.verio.net>
Source record: 39592

Nope...you'll need a BASIC cart. for that.

"Chris" <capw@the-wire.com> wrote in message
news:3A5D4D37.9B7370AA@the-wire.com...
> Hi,
>
> I just acquired not too long ago an Atari 400
> When I power it on, it goes into NOTEPAD mode.
> Anyone know if BASIC is built-in?
>
> Thanks
> --
> Web page Central
> http://home.the-wire.com/~capw
>
> E-mail me.....
> mailto:capw@the-wire.com
>
> It's Time to Take Advantage of the Internet.
> Join AllAdvantage.com at
> http://alladvantage.com/go.asp?refid=LIB-059
>
>

271. Re: Where have We Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-11 15:31:40 UTC
From: Video61@webtv.net
Message-ID: <7297-3A5DD1DC-37@storefull-178.iap.bryant.webtv.net>
Source record: 39593

the peecee is actually a overblown calculator that emulates a computer
thru software, tons of bloated bug ridden software unlike atari's
efficient os's, and architectures.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

272. Re: Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-11 16:13:50 UTC
From: Vinnie Rinaldi <vinrin57@optonline.net>
Message-ID: <2Zk76.945$nj5.72754@news02.optonline.net>
Source record: 39594

then after that.... expanded memory, disk drive (2!), interface, printer,
modem..... Bkey400...!!!!!!

Hey, it's where we ALL got started!!!

--
B'rgds,
Vinnie
"Mike Rhoades" <mike@atariguy.com> wrote in message
news:rNi76.953$ws2.64186@ord-read.news.verio.net...
> Nope...you'll need a BASIC cart. for that.
>
>
> "Chris" <capw@the-wire.com> wrote in message
> news:3A5D4D37.9B7370AA@the-wire.com...
> > Hi,
> >
> > I just acquired not too long ago an Atari 400
> > When I power it on, it goes into NOTEPAD mode.
> > Anyone know if BASIC is built-in?
> >
> > Thanks
> > --
> > Web page Central
> > http://home.the-wire.com/~capw
> >
> > E-mail me.....
> > mailto:capw@the-wire.com
> >
> > It's Time to Take Advantage of the Internet.
> > Join AllAdvantage.com at
> > http://alladvantage.com/go.asp?refid=LIB-059
> >
> >
>
>

273. Re: 130XE with 56K

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-11 19:04:37 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a5e3a40$0$1517$53a6afc1@news.erinet.com>
Source record: 39507

I don't know what US copier program does. But I suspect it doesn't
check for extended memory, just available memory in the first 64k.
There was a Newell program that checked memory expansions.
Also, if you run Disk Com 3.2, by Bob Puff, it will detect expanded
memory and ask you if you can use it.
Another thing is to use a RAM disk utility and see how big a RAM disk
you can make.
I don't think anything is wrong with your computer.
Russg

274. Re: Where have We Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-11 19:11:01 UTC
From: gaberry@my-deja.com
Message-ID: <93l0fr$jc7$1@nnrp1.deja.com>
Source record: 39595

Actually it does what I said, it uses a discrete cosine transform on it, then the bits are entropy coded. But riddle me this, if it is a more efficent encoding, why not build the hardware to exploit it? (I am not sure and would have to look, but I think some 3D video cards have started using compressed textures)

Also, JPEG does not have to be lossy.. typically it is to improve file size.

Sent via Deja.com
http://www.deja.com/

275. Re: Where have We Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-11 19:27:47 UTC
From: gaberry@my-deja.com
Message-ID: <93l1f7$ke7$1@nnrp1.deja.com>
Source record: 39497

In article <93gp7jupv1@nnrp1.deja.com>,
Isaac Davis <idavis@my-deja.com> wrote:
> Well, not to sound harsh, but if you don't like it, then write your
> own. That's about the only solution I see. Sitting around complaining
> isn't being very innovative either. I seem to remember the same
> arguments about the ST line. Why do you need 512K? My 48K is just
fine.
> Well, my 800 does what it does just fine, but it has it's limitations,
> and I accept that. Evidently some people haven't.
>

Granted the old hardware has limitations. It is 20 years old. I agree with you that nothing ever is fixed by constant complaining about it. (Doesn't mean I won't complain more ;)) I just think there is a market for the smaller more efficient software.

It just seems to me that a smaller more efficient solution is a more elegant and preferred solution. This isn't just in software but all engineering/design. The US car market of the 70's is a lot like the US software market today. They don't care how big or inefficient their product is, and if you don't like it they tell you to go buy someone else's then laugh at you. With the software talent in other countries developing, I expect in the next 10 years to see US software companies experience the same fate as the auto manufactures did when Japan brought smaller, better, more efficient products to the marketplace.

I thought there was a very interesting article that kind of pertained to this subject in the December 2000 issue of Computer "Why Johnny Can't Program" by Neville Holmes.

http://computer.org/computer/co2000/rztoc.htm

Sent via Deja.com
http://www.deja.com/

276. Chalk Board Inc. Power Pad.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-11 19:30:49 UTC
From: gaberry@my-deja.com
Message-ID: <93l1lakii1@nnrp1.deja.com>
Source record: 39596

I have a Power Pad and one cartridge for it: Leo's Electric Paintbrush.
Does anyone have any other software? I'd like to dump the ROM's before
they go bad and save them in a repository. Any info would be handy...

Thanks
-Greg

Sent via Deja.com
http://www.deja.com/

277. Re: Idiots Guide to Atari 8-bit RAM upgrades - takers?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-11 20:03:07 UTC
From: ralphxpn@aol.com
Message-ID: <20010111150307.18099.00001089@ng-cv1.aol.com>
Source record: 39498

I"M A TAKER

unfortunatly I'm also an idiot I wish some one who knows exacly what they are doing responded. Its a great idea

Ralph

278. Problem with 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-11 20:30:14 UTC
From: Erwin Vicari <vicari@cybercorp.getxs.nl>
Message-ID: <93l5fqnmp1@azure.nl.gxn.net>
Source record: 39499

Hey guys!

I'm stuck with this problem:

My 1050 diskdrive is acting like there is an unformatted disk in the drive.
you know. Normally you hear the speedy beebs of the loading drive,
but now it is beeping once the 3 seconds.

Does anyone know something about this problem?

Thanks for your time anyway!

Erwin
vicari@Cybercorp.getxs.nl

279. Re: Where have We Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-11 21:09:43 UTC
From: Isaac Davis <idavis@my-deja.com>
Message-ID: <93l7eeqfi1@nnrp1.deja.com>
Source record: 39502

In article <93l1f7$ke7$1@nnrp1.deja.com>,
gaberry@my-deja.com wrote:
> Granted the old hardware has limitations. It is 20 years old. I
agree
> with you that nothing ever is fixed by constant complaining about it.
> (Doesn't mean I won't complain more ;)) I just think there is a
market
> for the smaller more efficient software.
>
> It just seems to me that a smaller more efficient solution is a more
> elegant and preferred solution. This isn't just in software but all
> engineering/design. The US car market of the 70's is a lot like the
US
> software market today. They don't care how big or inefficient their
> product is, and if you don't like it they tell you to go buy someone
> else's then laugh at you. With the software talent in other countries
> developing, I expect in the next 10 years to see US software companies
> experience the same fate as the auto manufactures did when Japan
brought
> smaller, better, more efficient products to the marketplace.
>
> I thought there was a very interesting article that kind of pertained
to
> this subject in the December 2000 issue of Computer "Why Johnny Can't
> Program" by Neville Holmes.
>
> http://computer.org/computer/co2000/rztoc.htm
>
> Sent via Deja.com
> http://www.deja.com/
>

I can't read the article (not a member), but your comments are correct.
I wasn't meaning to imply that there isn't any bloat, just that I can
live with it and actually expect it. I think the term "User Friendly"
is one of the main causes of this. If Joe User was smart enough, we
could probably elimnate 80% of most code right off the bat, I think
some of the increase in size of programs has been to make it so that
people don't have to learn how to use things. Wizards are a prime
example. Useless to anyone actually wanting to do anything, but almost
demanded by the people who can't.

Java is another prime example. If you look at what it takes to
print "Hello World" on the screen, you would choke, but it's all in the
name of simplicity. While java itself isn't simple, the simplicity lies

in the write once, run everywhere philosophy. This has caused Java to use some incredibly complex code to ensure that you can run java on any java based platform.

I just don't think you are going to get the complexity that software has these days without having the bloat. They go hand in hand. If you can rewrite some of the common apps today taking less space and keeping them simple enough for everyone, then you could be the next microsoft. No one is stopping you. That's the difference between the software industry and the Auto industry. You can write a piece of software and distribute it to millions easily. You would have to build millions of cars and figure out how to get them to the customer if you wanted to make your own. Autos are far different than software. Cars are personal everyone customizes their's in their own way. Business software is all about compatibility. They all need to be the same (on a certain level). If you create a document and it's a customized format, then only you can read it. Not good business sense.

This is the beauty of the internet. I am sure there are millions fed up with this. You should all band together and create your own standards and software. It's being done with things like freedos. Look at Linux. I just think you are going to have the same kind of fight. Acceptance in the business world takes a majority and until you get that, it's a fight to stay afloat. Me, I don't have the time to do anything about it, and frankly just accept it as growing technology. Hell, I barely manage enough time to squeeze in a reply here and there.

--
isaac davis
indavis@juno.com

Sent via Deja.com
http://www.deja.com/

280. Re: flight sim info

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-11 21:10:29 UTC
From: leaver@alphalink.com.au
Message-ID: <9jp76.3$y84.1775@news0.optus.net.au>
Source record: 39500

On 10 Jan 2001 21:49:03 , "a.robson5" wrote:
>Has anyone got instruction for the flight sim cartige on the 400 by thorn
>EMI

Do you mean the 747 simulator? If so, I do, somewhere.

Susan and David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

281. Re: Atariland - Download Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-11 21:19:38 UTC
From: Guju-Boy <Guju-Das@hotmail.com>
Message-ID: <Krp76.115430$A06.3735879@news1.frmt1.sfba.home.com>
Source record: 39501

Very nice site.

What happens to the personal info?
last thing I need to more junk (e)mail. ;)

<zonk2101@my-deja.com> wrote in message news:92deje$n27$1@nnrp1.deja.com...
> Though it's still a work in progress, Atariland
> is now open for new sign-ups! This free service
> is provided for Atari enthusiasts, by Atari
> enthusiasts!
>
> There are a number of places where you can go
> online to download Atari games and communicate
> with other Atari freaks, but Atariland is a
> little different. We're a non-profit group that
> offers a host of free and valuable web services
> in addition to our large library of Atari
> downloads!
>
> We encourage everyone to sign-up today for a free
> account. And please, pardon our dust... we're
> still working! :)
>
> Go to http://www.atariland.com today!
>
>
> Sent via Deja.com
> http://www.deja.com/

282. 130XE with 56K

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-11 21:19:58 UTC
From: Erwin Vicari <vicari@cybercorp.getxs.nl>
Message-ID: <93l8d0opp1@azure.nl.gxn.net>
Source record: 39503

Hello 8bit enthousiasts!

I am really stuck with this one:

somehow I have been lucky by trading my box of empty CD recordables for a
130XE in excellent condition! (but...)

When I tested the computer with some games, the games were fully loaded,
displayed and sounded in full, but the keyboard or
joysticks would not react (games like Blue Max)
When I tested Miner 2049er, the computer works well.

So now I tested the computer with US copier, this program gives the
available memory, and says 56K!

Are my memory chips broken? If this is so; how can I get new ones?

Houston; we have a problem!

Thanks anyway, my friends!

Erwin Vicari

283. Re: Tapes

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-11 21:55:24 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010111165524.29819.00001164@ng-cb1.aol.com>
Source record: 39504

>"Mark Bedingfield" mark@baypc.com.au requests:

>How do I go about copying disk's to tape, these days? Got a mate with a 1010
>who want's some games.

Simple matter of LOAD"D: & SAVE"C: if they were Basic files. Single stage disk boots will convert directly to a boot tape with a little Tap2Dsk software. Unfortunately, most disk apps boot a few sectors and then go into random access mode; this leaves the purely sequential tape out of the action unless you completely rewrite the loader code.

-Ron

Inform everyone that communications have completely broken down.

284. Re: Problem with 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-11 22:15:17 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010111171517.29819.00001166@ng-cb1.aol.com>
Source record: 39505

>"Erwin Vicari" vicari@cybercorp.getxs.nl asked:

>My 1050 diskdrive is acting like there is an unformatted disk in the drive.
>you know. Normally you hear the speedy beebs of the loading drive,
>but now it is beeping once the 3 seconds.

Have you removed the drive top to check the belt status? And watch the head movement? Is the disk spinning?

-Ron

Inform everyone that communications have completely broken down.

285. 400/800 MULTICART any info on how to build please

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-11 22:53:44 UTC
From: tom@mindwarped.com
Message-ID: <Xns9026BB5C9tommindwarpedcom@207.126.101.97>
Source record: 39506

Yes I have a eprom programmer

286. WTB: Omnimon cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 00:19:13 UTC
From: ronfucci@bellsouth.net
Message-ID: <3a5e4d6c.8648075@news.atl.bellsouth.net>
Source record: 39508

```
please send offer via email, tks

ron
```

287. Re: Atariland - Download Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 00:35:54 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <93ljh9$5p3$1@nnrp1.deja.com>
Source record: 39509

In article <Krp76.115430$A06.3735879@news1.frmt1.sfba.home.com>,
"Guju-Boy" <Guju-Das@hotmail.com> wrote:
> Very nice site.
>
> What happens to the personal info?
> last thing I need to more junk (e)mail. ;)
>
> <zonk2101@my-deja.com> wrote in message news:92deje$n27
$1@nnrp1.deja.com...
> > Though it's still a work in progress, Atariland
> > is now open for new sign-ups! This free service
> > is provided for Atari enthusiasts, by Atari
> > enthusiasts!
> >
> > There are a number of places where you can go
> > online to download Atari games and communicate
> > with other Atari freaks, but Atariland is a
> > little different. We're a non-profit group that
> > offers a host of free and valuable web services
> > in addition to our large library of Atari
> > downloads!
> >
> > We encourage everyone to sign-up today for a free
> > account. And please, pardon our dust... we're
> > still working! :)
> >
> > Go to http://www.atariland.com today!
> >
> >
> > Sent via Deja.com
> > http://www.deja.com/
>
>
I've been signed up for a while and haven't recieved any spam. It's
actually an excellent resource, thank you!
Mo

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

288. Re: WTB: Omnimon cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 02:29:36 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010111212936.28728.00001085@ng-mj1.aol.com>
Source record: 39510

> ronfucci@bellsouth.net rerquested:

>please send offer via email, tks

I don't think it was ever available as a cartridge; usually it was a replacement ROM for the internal OS. You could either simply swap it out or put both the stock OS and the new ROM into a special printed circuit board that plugged into the OS socket; the pcb was wired to a switch fitted to the case for selecting the active chip in a multi-OS arrangement.

-Ron

Inform everyone that communications have completely broken down.

289. Re: S.A.M.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 02:39:59 UTC
From: Itay Chamiel <itayc@surfreespam.net.il>
Message-ID: <93lqnsiiu1@news.netvision.net.il>
Source record: 39457

"me" <me@aol.com> wrote in message
news:RKM66.46083$9C.3963344@news02.optonline.net...
> Does anyone know if SAM is able to work under SpartaDos.

I don't know - but I can send an image of the SAM bootable disk to anyone
who wants to fool around with it and try.

-itay

--
Itay Chamiel
(remove the spam to reply)
http://www.cs.huji.ac.il/~itayc

290. Re: Bobterm Question

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 03:25:22 UTC
From: taj16@dreamscape.com
Message-ID: <t5su9239r1ruf2@corp.supernews.com>
Source record: 39513

On 8 Jan 2001 12:11:51 -, Andrew Krieg wrote:
>Is there a version of Bobterm that supports the 14.4k speed? The
>version I
>have will support 9600 and 19.2, but not 14.4. I just picked up an
>external
>14.4 Sportster for $5 at Goodwill and even at 9600 it's been a vast
>improvement
>over the $200 2400 baud modem I bought ages ago. Of course I only
>telecommunicate about twice a year on the XE, but still....
>
>.

If your hardware will support the higher speed, try the 19.2k setting.
That's what I did to get a 14.4k modem working with my ST. It didn't have
the 14.4k setting in any of the software I was using, either.

The problem I had with using a 14.4k modem on my XE was my interface. I was
using an 850 and 9600 was as high as it would go. P:R:Connections wouldn't
go higher than 9600, either. I remember hearing that late-model
P:R:Connections wouldn't go THAT high.

--

TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

291. Montezuma - What's going on?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 03:40:04 UTC
From: Itay Chamiel <itayc@surfreespam.net.il>
Message-ID: <93lu8ijce1@news.netvision.net.il>
Source record: 39459

Hello,

Just for fun I decided to play a nice long session of Montezuma's Revenge. There are two versions floating around, one is called "Preliminary Monty" and is a prototype, the other seems like the commercial version of the game with a proper title screen and music (and a little sombrero on our hero's head too).

However, it too seems like a prototype. First of all, the game (even the first level - if indeed there are any levels at all, like in the prototype) is very difficult - the only way I could actually make progress at all was through Atari800Win's save game feature (by the way, anyone who hasn't seen the new Atari800Win Plus should go get it). Secondly, there are bugs. It is not uncommon to see stationary enemies (that look frozen), enemies placed beyond the borders of the screen, rooms in which a corridor is not blocked by a wall but still don't lead to another room, and other strange behavior. And third, I couldn't find my way out of the first level, which is supposed to be easy. I did make progress, found myself solving puzzles, I even reached a "boss" enemy (whom I couldn't destroy in any way), but no way out of the level in sight.

So.. Am I playing the wrong version of the game? Or is it the correct one - and if so, what am I doing wrong? (the bugs I mention also occur on a real Atari, the fact I'm playing on an emulator isn't significant here.)

-itay
--
Itay Chamiel
(remove "spam" to reply)
http://www.cs.huji.ac.il/~itayc

292. Best "C" Compiler and Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 04:01:22 UTC
From: olcott <olcott@qwest.net>
Message-ID: <3A5E8192.B02467D5@qwest.net>
Source record: 39514
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit

```
What is the best "C" compiler and Assembler that
will run on Atari 800XL computers?
```

293. Re: WTB: Omnimon cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 06:03:13 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A5E9E20.E3374BA7@compuserve.com>
Source record: 39515

ronfucci@bellsouth.net wrote:

> please send offer via email, tks
>
> ron

Omnimon was never available as a cart. Its an eprom, with versions for
the 400/800, and one for the XL/XE.

Rick D.

294. Re: 1050 problems

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 06:40:10 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A5EA6CA.20A9FF11@compuserve.com>
Source record: 39516

Erwin Vicari wrote:

> Hi !
>
> About this problem:
>
> What is wrong when my Atari 1050 DD is acting like there is an unformatted
> floppy disk in the drive? It also gives BOOT ERROR (like an unformatted
> floppy)
> I tried another 1050 diskdrive and then it works ok (so it isn't the cables
> or computer)
>
> so euuhhh HELP!
>
> Thanks anyway
>
> Erwin

Actually, the most likely cause is a very dirty head. Its the shiny part that points up.The part that points down is the pad that needs to stay dry. A wet cleaner works great.

Rick D.

295. Re: 130XE with 56K

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 06:42:45 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A5EA764.99FDAD79@compuserve.com>
Source record: 39517

Erwin Vicari wrote:

> Hello 8bit enthousiasts!
>
> I am really stuck with this one:
>
> somehow I have been lucky by trading my box of empty CD recordables for a
> 130XE in excellent condition! (but...)
>
> When I tested the computer with some games, the games were fully loaded,
> displayed and sounded in full, but the keyboard or
> joysticks would not react (games like Blue Max)
> When I tested Miner 2049er, the computer works well.
>
> So now I tested the computer with US copier, this program gives the
> available memory, and says 56K!
>
> Are my memory chips broken? If this is so; how can I get new ones?
>
> Houston; we have a problem!
>
> Thanks anyway, my friends!
>
> Erwin Vicari

How about...
unplugging everything from the SIO port, and then hold down option while turning it on. Let go of the button when the screen turns blue. Then select memory test.

What does it show?

Rick D.

296. Re: 130XE with 56K

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 06:45:05 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A5EA7F0.DB7BF4E2@compuserve.com>
Source record: 39518

Erwin Vicari wrote:

> Hello 8bit enthousiasts!
>
> I am really stuck with this one:
>
> somehow I have been lucky by trading my box of empty CD recordables for a
> 130XE in excellent condition! (but...)
>
> When I tested the computer with some games, the games were fully loaded,
> displayed and sounded in full, but the keyboard or
> joysticks would not react (games like Blue Max)
> When I tested Miner 2049er, the computer works well.
>
> So now I tested the computer with US copier, this program gives the
> available memory, and says 56K!
>
> Are my memory chips broken? If this is so; how can I get new ones?
>
> Houston; we have a problem!
>
> Thanks anyway, my friends!
>
> Erwin Vicari

P.S. does the keyboard react to the keyboard test? When booted to basic? If not, then it could be the "pokey" chip.

Rick D.

297. Re: Atari 410 program recorder

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 06:53:20 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A5EA9E0.D6FE9D5F@compuserve.com>
Source record: 39519

DunxUK wrote:

> >Polarity of the connector? I never took my 410 apart but it doesn't have a
> >separate power supply, mine just has an ac cord hanging out of it from it's
> >built in PS, you sure you don't mean a 1010? My 1010 adapter doesn't list a
> >polarity on it, but then again, maybe that's because it is an AC PS, 9v
> >AC(5va)
> >so it shouldn't matter.
> >
>
> Hmmm. The ones over here (in the UK) need a 6v adaptor that plugs into the
> back. I just didn't want to blow anything. :o(

Hi, I'd open it up, and look at the circuit board. It may be marked. If not, I'd look at the center pin(probably a barrel connector) and see if it goes to a traces that runs all over the circuit board. If so, its ground. If the other one does, then the outer conductor is ground.

To verify, I'd setup to boot a tape, with out actually inserting one, then plug the power in, if nothing happen, pull it out fast.

Rick D.

298. Re: What happened to the IRC chats

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 07:30:11 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <7oy76.240$SW4.10249@typhoon.sonic.net>
Source record: 39520

Daniel Miller <DCM01@usa.net> wrote:
: Now I have enough time to enjoy the 8bit scene again! We should
: restart the chats, maybe make it an on-line club or something.

YES! :)

-bill!

299. Re: Rediscovering the Atari 8-bit - questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 07:31:56 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <Mpy76.241$SW4.10249@typhoon.sonic.net>
Source record: 39521

Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org> wrote:

: Really??? What exactly can you do on Sparta that MyDOS cannot do?

Well, for one, it time-date stamps files. :) Sparta-heads will be able
to answer better than I. I'm a MyDOS junky. :)

-bill!

300. Re: Where have We Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 07:33:26 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <ary76.242$SW4.10249@typhoon.sonic.net>
Source record: 39522

MouseDad <MouseDad@aol.com> wrote:
: what a change it definitely has been. I can live with the "bloating"
: considering the ram prices & hdd prices. what I dislike is that along with
: the bloating came bugs galore. back in the early days, when a piece of

Hehehe... That's why >I< use Linux!

-bill%*XNO CARRIER

301. Re: Where have We Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 07:36:19 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <Tty76.243$SW4.10249@typhoon.sonic.net>
Source record: 39524

WhiplashFFC <whiplashffc@aol.com> wrote:
: Does anyone even program in low-level languages anymore?? Just curious.

Folks doing embeded stuff do, of course. There's a company here in Davis
called Z-World that creates Z-80-based embeded systems.

Of course, they have a C compiler, too, but there's still lots of assmebly
that can be done (fairly easily) on these old-but-useful chips.

-bill!

302. Re: Where have We Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 07:38:16 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <Ivy76.244$SW4.10249@typhoon.sonic.net>
Source record: 39523

Thomas Richter <thor@gibbs.math.tu-berlin.de> wrote:

: Wooaaa.. It takes 8MB because the raw data *is* 8MB.

Yes, that's a good response. But, be more imaganitive! How much RAM does
it take to draw a 160x192 256 color image on an Atari?

Not 30Kbytes! More like 9K! :) It's all in how you do it.

Is it WORTH it in this case? Well.. no.. Video display is much more
flexible if you have 32bits per pixel, every pixel, every scanline.

But, <tapping side of head> don't get stuck thinking it's the ONLY way! :)

-bill!
(feeling like an old timer!)

303. Re: Where have We Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 07:47:11 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <3Ey76.245$SW4.10249@typhoon.sonic.net>
Source record: 39525

Jon-paul <pockets@cix.co.uk> wrote:

: Now if Sony released an add on for the PS2 that gave me a resonable
: keyboard, a hard drive (or equivelent device) a removable media device
: (floppy?) with a basic package with the funcionalty of works, with a web
: browser and mail and news client,

Indrema is coming out with a console based on a PC (like MS is with Xbox)
which runs Linux.

It'll come with Ethernet (modem optional), 4 USB ports in front for games,
2 USB ports in back for peripherals, 10GB or bigger Hard Disk,
e-mail client, web browser, MP3 player, DVD player, Personal TV features
(a la TiVo, Replay and WebTV), and...

AND... it runs Linux. :)

People are already considering getting StarOffice or OpenOffice running on
it. >:^)

It should cost about $300 for the first model (L600) and be out by fall.

See: http://www.indrema.com/

And if you wanna develop for it (the SDK is free, freeware certification
is cheap, and there is no licensing cost for freeware software), see:
http://idn.indrema.com/

-bill!
Who wants to see Atari800 and Stella certified to run on it. BWAHAHAHAH!

304. Re: Star Raider or Raiders?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 07:48:30 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <iFy76.246$SW4.10249@typhoon.sonic.net>
Source record: 39527

John Hardie <jhardie@pipeline.com> wrote:
: Star Raider is the earlier release.

: There's not as many around as Star Raiders but it's not that uncommon
: either.

Wow.. Very odd..

I wonder, were the "Star _Raiders_" supposed to be the bad guys,
and the "Star _Raider_" supposed to be you, the lone good guy?

-bill!

305. Re: Action! -- Pulling the wings off a butterfly

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 07:50:47 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <rHy76.247$SW4.10249@typhoon.sonic.net>
Source record: 39526

Dan Vernon <danver@halcyon.com> wrote:
: Just posted a new OSS SuperCart Article on my site... its the Analog Action!
: review where Brian Moriarty "pulls the wings off the butterfly" by
: dissassembling compiled Action! code.
: enjoy!

: -Dan

: http://www.halcyon.com/danver/atari

This page renders kinda oddly for me. The left bar is blue with black
text.. very hard to read. Plus, the text on the left sidebar goes below
the bottom of my window, but there're no scrollbars.

The top is yellow with a big OSS logo.

The remainder of the screen (most of it) is grey.

I'm running Netscape 4.76 for Linux with JavaScript and Java turned
on. (Ugh)

-bill!

306. Re: Action! -- Pulling the wings off a butterfly

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 07:54:13 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <FKy76.248$SW4.10249@typhoon.sonic.net>
Source record: 39528

William Kendrick <nbs@bolt.sonic.net> wrote:
: Dan Vernon <danver@halcyon.com> wrote:
: : http://www.halcyon.com/danver/atari
:
: This page renders kinda oddly for me.

I tried turning CSS on. It looked the same.
I tried turning it ALL off (No Java, No JavaScript, no CSS), and
now the dark blue text in the sidebar doesn't even appear.

What gives?

It's even less usable under Lynx (no surprise, seeing as it doesn't
work with Netscape :))

Thanks!

-bill!

307. Re: Wow!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 07:58:03 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <fOy76.249$SW4.10249@typhoon.sonic.net>
Source record: 39529

Jean-Claude Vaillant <jc_vaillant_xyz@hotmail.com> wrote:

: Was there anything new released for Atari 8 bits in the past 15 years ???

Hehe.. I made a freeware game called "GemDrop"

http://www.newbreedsoftware.com/gemdrop/

This is one of the less impressive releases in the last 15 years, though. :)

Check out:

http://www.newbreedsoftware.com/xlsearch/

It's a search engine I wrote which indexes numerous Atari 8-bit FTP- and Web-
sites' files. You MUST check out some of the killer demos that came out
of Europe in the past 10 or 12 years. :)

-bill!

308. Re: FTP Server (atari8.com)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 07:59:19 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <rPy76.250$SW4.10249@typhoon.sonic.net>
Source record: 39530

James E. King <jeking@nospam.com> wrote:
: Will a Qif w/out descriptions work? I don't have desc. at this time.

Yes... I kinda prefer if they had descriptions, since it'd be more
useful, but nothing's better than... wait.. umm...

Anyway, please e-mail me (nbs@sonic.net) when you get the QIF file online
so I can make sure it'll work with the site and then add it!

-bill!
(talking about http://www.newbreedsoftware.com/xlsearch/
and sure to get many spams for mentioning emails and urls on usenet <sigh>)

309. Re: ODP - Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 08:06:31 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <bWy76.251$SW4.10249@typhoon.sonic.net>
Source record: 39531

Tom Hunt <NoOne@fakeemail.com> wrote:

: Check out- http://dmoz.org/Computers/Systems/Atari/8-Bit/ . There's been
: some additions.

Cool! (Thanks Tom)

-bill!

310. Re: Atariland - Download Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 08:11:58 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <i%y76.252$SW4.10249@typhoon.sonic.net>
Source record: 39532

zonk2101@my-deja.com wrote:

: There are a number of places where you can go
: online to download Atari games and communicate
: with other Atari freaks, but Atariland is a
: little different. We're a non-profit group that
: offers a host of free and valuable web services
: in addition to our large library of Atari
: downloads!

Hrm... Will the downloads be accessible without an account?
If so, have you considered submitting your site to be searched by
XL Search, the Atari 8-bit file search engine? :)

http://www.newbreedsoftware.com/xlsearch/

-bill!

311. Users Groups?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 08:13:36 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <Q0z76.253$SW4.10249@typhoon.sonic.net>
Source record: 39533

Is SLCC still meeting? Any other user groups in/near the bay area?
Now that I have a car, although I live out in Davis now, I'd like to
hang out with Atarians! :)

(Unfortunately, the Yolo Atari Club died JUST after I moved to Davis...
it's head member moved west to Lake County... oh well, they were more of
an ST club anyway :))

-bill!

312. Thanks to:

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 09:53:48 UTC
From: Erwin Vicari <vicari@cybercorp.getxs.nl>
Message-ID: <93mkif$7rq$1@azure.nl.gxn.net>
Source record: 39534

Hey guys!

Thanks very much from The Netherlands (Europe)
to

BGarvey, R. Hamilton Chainsaw, Richard Detlefsen and Russ Gilbert
for their technical support!

I will let you know when I have tested and checked the equipment!

By the way: I am construction a homepage dedicated to (you'd guessed) the
Atari 8 bit machines. There will be also a trade list for original software
and hardware. Check it out around middle february!

www.cybercorp.getxs.nl

Bye fokes!

313. Re: WTB: Omnimon cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 12:54:27 UTC
From: ronfucci@my-deja.com
Message-ID: <93muq1$7mu$1@nnrp1.deja.com>
Source record: 39535

Thanks . Does anyone know if the rom is available anywhere ?

ron

In article <20010111212936.28728.00001085@ng-mj1.aol.com>,
rhamiiton5@aol.comedy.com (RHamiIton5) wrote:
> > ronfucci@bellsouth.net rerquested:
>
> >please send offer via email, tks
>
> I don't think it was ever available as a cartridge; usually it was a
> replacement ROM for the internal OS. You could either simply swap it
out or put
> both the stock OS and the new ROM into a special printed circuit board
that
> plugged into the OS socket; the pcb was wired to a switch fitted to
the case
> for selecting the active chip in a multi-OS arrangement.
>
> -Ron
>
> Inform everyone that communications have completely broken down.
>

Sent via Deja.com
http://www.deja.com/

314. Re: Action! -- Pulling the wings off a butterfly

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 14:39:16 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <oGE76.14206$nj5.909511@news02.optonline.net>
Source record: 39536

Bill,

I think the problem is at your end, but definitely not your fault. Let me explain:

Many pages are optimized for use with IE. Maybe that's a mistake, but it's reality. I've noticed that Netscape, particularly Netscape as implemented under Linux (which I've stopped fooling with, BTW) don't render colors, etc., the same way that IE does.

For pages like this, you may have to (UGH!) readjust your monitor. It reads just fine in (UGH again!) IE.

"William Kendrick" <nbs@bolt.sonic.net> wrote in message news:rHy76.247$SW4.10249@typhoon.sonic.net...
> Dan Vernon <danver@halcyon.com> wrote:
> : Just posted a new OSS SuperCart Article on my site... its the Analog Action!
> : review where Brian Moriarty "pulls the wings off the butterfly" by
> : dissassembling compiled Action! code.
> : enjoy!
>
> : -Dan
>
> : http://www.halcyon.com/danver/atari
>
>
> This page renders kinda oddly for me. The left bar is blue with black
> text.. very hard to read. Plus, the text on the left sidebar goes below
> the bottom of my window, but there're no scrollbars.
>
> The top is yellow with a big OSS logo.
>
> The remainder of the screen (most of it) is grey.
>
>
> I'm running Netscape 4.76 for Linux with JavaScript and Java turned
> on. (Ugh)
>
> -bill!

315. Re: Users Groups?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 14:49:00 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <wPE76.14211$nj5.914007@news02.optonline.net>
Source record: 39537

Maybe one of their members can answer better than I. OHAUG is no longer a national club, but the local guys still meet in each others houses. All of them have PCs now, and that's where the fascination seems to be. I still do Atari in emulation, but that's about it.

But I digress. Back to SLCC. I guess that because I was OHAUG's newsletter editor up to December 1999, I was still getting newsletters from SLCC up to a couple of months ago. Then those stopped. That doesn't mean they're not meeting, but I get the impression that their membership dropped off, so meeting announcements and newsletters are no longer considered important.

I might have Bob Woolley's email address. If I do, I'll send it to you via private email.

"William Kendrick" <nbs@bolt.sonic.net> wrote in message news:Q0z76.253$SW4.10249@typhoon.sonic.net...
>
> Is SLCC still meeting? Any other user groups in/near the bay area?
> Now that I have a car, although I live out in Davis now, I'd like to
> hang out with Atarians! :)
>
> (Unfortunately, the Yolo Atari Club died JUST after I moved to Davis...
> it's head member moved west to Lake County... oh well, they were more of
> an ST club anyway :))
>
> -bill!
>

316. Re: ABBUC Homepage, where did it go.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 15:05:09 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A5F1D25.EA8737B8@mail.uni-mainz.de>
Source record: 39538

Mathy Van Nisselroy schrieb:
>
> Howdy folks
>
> I just tried to get to the ABBUC homepage. But I keep getting a message
> telling me the ABBUC homepage no longer resides at www.atari-computer.de
>
> Did I miss something?
>
> CU Mathy van Nisselroy

Well,
the answer is as simple as that: atari-computer.de is gone !! Thus,
atari-computer.de/abbuc and hundreds of other pages of atari-computer.de
are also gone !! It`s a sad situation, maybe someone can rescue a few of
these lost homepages. -Andreas

317. Re: S.A.M.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 15:12:36 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A5F1EE4.4AB5D57A@mail.uni-mainz.de>
Source record: 39539

me schrieb:
>
> Does anyone know if SAM is able to work under SpartaDos.

Ahem,
which SAM do you mean ?? The american version, called "software added mouth" or the german version "screen aided management" ?? If you refer to the german GUI, the answer is no, it does not work under Sparta/Bewe DOS. It only likes DOS 2.x and here most of all DOS 2.5. It does not work at all with a DOS 2 uncompatible DOS version (DOS 3, DOS 4, DOS XE, Sparta, etc.) and it does not work very well with DOSses other than DOS 2.5 and formats other than Medium/Dual density.
This is because SAM once was a simple type-in listing. And at that time (1988) everyone in Germany had DOS 2.5, so it has been built around this DOS. Nowadays this seems rather awkward, but without a good programmer it cannot be changed ... -Andreas

318. Re: S.A.M.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 15:14:58 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A5F1F72.73012D97@mail.uni-mainz.de>
Source record: 39540

Gary schrieb:
>
> me wrote:
> >
> > Does anyone know if SAM is able to work under SpartaDos.
>
> I tried to get it to work many years ago never did. The problem with
> S.A.M. is that it came on a copy protected disk that had DOS 2.0 on it
> and in order to use it you had to boot the S.A.M. disk. I don't know if
> anyone ever broke the protection. I'd give it a go again but everything
> is in storage.

Well,
you are talking of "software added mouth" here, don`t you ?!?
The other SAM comes on an unprotected DOS 2.5 dual-density disk...
-Andreas

319. Re: Wow!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 15:21:58 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A5F2116.9E5CCED4@mail.uni-mainz.de>
Source record: 39541

Jean-Claude Vaillant schrieb:
>
> A few years ago (1996-1997 maybe) I found SIO2PC software on the internet,
> built the little device and archived the most important stuff... It's safe
> now...
>
> Then yesterday I downloaded an emulator, made a disk image out of some files
> that I had on the CD (it was in 1997) and played a bit.
> It was cool but nothing compared to the real thing (and half of the games
> didn't work).
>
> I'll try to free a bit of desk space and install one of my old Atari. Still
> have a 130XE and my original 800 in good working condition with at least a
> couple 1050 and the 850. I probably still have the board I made for SIO2PC
> also...
>
> Was there anything new released for Atari 8 bits in the past 15 years ???
>
> J-C
>
Well,
just some hundreds of new games had been released. Too many to tell them
all. Thinking of british producers and developers, like Cognito,
Zeppelin Games, Mastertronic, Fire/Silver Bird, and many more. Also some
german producers like KE-Soft (famous Lemmings-Clone, called The
Brundles), Power per Post, AMC Verlag and others. In the nineties we had
many eastern european producers, like LK Avalon, ASF, Sonix, Mirage,
etc. they produced hundreds of Jump and Run games, but also some C64
clones, like Barbarian, Operation Blood (aka Operation Wolf), etc.
etc. -Andreas

P.S.: Take a look at some A8 homepages to get in touch with these
productions !!

320. Re: Where have We Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 15:23:07 UTC
From: d003793c@dc.seflin.org
Message-ID: <93n7gr$p6s@nntp.seflin.org>
Source record: 39542

gaberry@my-deja.com wrote:

: Also, JPEG does not have to be lossy.. typically it is to improve file
: size.

Even at 100% quality, jpeg encoding is lossy.

FourthTime
http://www.mp3.com/djrawb

321. Re: Where have We Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 16:08:00 UTC
From: gaberry@my-deja.com
Message-ID: <93na4o$hv8$1@nnrp1.deja.com>
Source record: 39543

Well true.. and not true.. depends on the JPEG. You can look it up if you like. I know we used lossless JPEG compression in an image processing lab. This taken from:
http://www.faqs.org/faqs/jpeg-faq/part1/

...JPEG is "lossy," meaning that the decompressed image isn't quite the same as
the one you started with. (There are lossless image compression algorithms,
but JPEG achieves much greater compression than is possible with lossless
methods.) JPEG is designed to exploit known limitations of the human eye,
notably the fact that small color changes are perceived less accurately than
small changes in brightness. Thus, JPEG is intended for compressing images
that will be looked at by humans. If you plan to machine-analyze your
images, the small errors introduced by JPEG may be a problem for you, even
if they are invisible to the eye....

-Greg

Sent via Deja.com
http://www.deja.com/

322. Re: Atari 8bit stuff FA on ebay... SDX and more

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 16:13:42 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <W2G76.6681$68.1134943@typhoon.tampabay.rr.com>
Source record: 39544

Im getting a flood of email asking for the reserve.

1 day for bidding still

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1206223015

If you need SDX then here it is..

"Greg Miller" <gmiller@classic-games.com> wrote in message
news:3A5B8E2D.3030903@classic-games.com...
> Kathleen Ferrante wrote:
>
> > Atari 8bit users take a look here..
> >
> >
> >
> > SDX package.. Theres a $50 reserve
>
> Hrm... I've always wondered what the point was in having a reserve if
> you tell everyone what it is.
> --
> http://www.classic-games.com/ http://www.indie-games.com/
> "If you torture a ballot long enough, eventually it'll confess."
> --Alan Simpson
>
>

323. PhillyClassic 2001 UPDATE: 01.22.2001

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 16:32:57 UTC
From: Chuck Whitby <intv-sama@worldnet.att.net>
Message-ID: <3A6C5FB1.984B40FE@worldnet.att.net>
Source record: 39545
Cross-posted to: rec.games.vectrex,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.amiga.games,rec.games.video.arcade.collecting

** PhillyClassic 2001, The East Coast Classic Gamer's Event! **
** http://www.phillyclassic.com **

** UPDATE: 01.22.2001 **

Hasbro has sent us a lot of games to be given away at the
convention! Thanks Hasbro!

Michael Roberts has donated a TON of Star Wars handheld games
for us to give away at PhillyClassic. Thanks Michael!!

** UPDATE: 01.10.2001 **

Digital Press has graciously donated MANY Digital Press 6 guides
to be given away at PhillyClassic! Thanks Joe and everyone else
at DIGITAL PRESS!

We rented another 1000sq ft room for the convention, bringing the
total up to 3000 square feet!!

More and more sponsors are contacting us EVERY DAY meaning
more chances for everyone to leave PhillyClassic 2001
with a GREAT prize!

Classic Gaming Expo and PhillyClassic have teamed up to bring
you the best gaming experience you can get on the east coast!

John Hardie and Sean Kelly are graciously donating items for us
to give away at the convention. When you hear the names Hardie and
Kelly, you know they've gotta be good!

Ticket prices are currently $6 in advance, and $7.50 at the door.
Tables to setup your goodies on are $10 per table. Tickets will be
on preorder until March 30th, 2001. Just remember, we're a
non-profit event, every cent we make on PhillyClassic goes right
back into the convention!

This year's tickets are pretty nifty! Marc has made Intellivision
carts into our tickets that hang from you neck! Really neat!

** UPDATE: 12.23.2000 **

Sponsors are pouring in, which means more chances for everyone to
walk away from the convention with a great FREE item!!

T-shirts will soon be available for pre-order. These spiffy shirts
feature the PhillyClassic logo and some classic game logos! Be sure
to put an order in as soon as they're available!

Randy Crihfield of Hozer Video Games has donated some new
Atari 2600 games to be given away! Thanks Randy!

Jeff Folejewski will be bringing MANY (as in more than 5) full-size
coin-op arcade games! All games will be set on free-play and a
tournament will be held on his Joust machine!

Good Deal Games has also chosen to donate some of their new Sega
CD games to be given away at PhillyClassic! Thanks Good Deal
Games!!

** UPDATE: 10.30.2000 **

Van Burnham, editor of Wired magazine and author of Supercade
(www.supercade.com) has confirmed she will be attending
PhillyClassic! She's a great video game buff and a wonderful
person to talk to!

Be sure to bring all your spare games and systems, we will be
holding another auction this year! Last year people who auctioned
items off made a LOT of money, and it's a good way to part out
some of the extra items you don't need!

** UPDATE: 10.15.2000 **

Chad Schell of Schell's Electronics has donated an Intellicart
to be given away as a prize at PhillyClassic!! Thanks Chad!

Tickets for PhillyClassic are now on sale!! The price for admission
is $6 for both days, and $10 per table you wish to use to setup on.
Just remember, any money taken in from the attendees is not used
as profit for any of the organizers; it's used to pay for everything
used to setup the event. In case of any spill over money it will be
used towards next years event!!

If you have any items in particular you're wanting to pick up or to
part with, be sure to e-mail Jeff Folejewski and let him know so he
can add your list to our PhillyClassic webpage!

** INITIAL POST: 9.26.2000 **

David Newman, Chuck Whitby, Marc Pallante, and Jeff Folejewski
are proud to present PhillyClassic 2001!! The first
PhillyClassic was such a success we had no choice but to do it again!
This year's event promises to be nothing but BIGGER and BETTER!

Website is now up and LIVE, complete with:
* Information/scheduled events
* Hotel accomodation info/online reservations
* Driving directions and interactive maps
* Ticket information
* How To Link to Us banners/ads available for
YOUR classic game related site!

The weekend of April 20th and 21st will be one to remember as classic
gamers unite for a weekend of hardcore gaming!

Planned events include casual trading/selling, *tournaments*,
auction, show-and-tell, a guest speaker or two, and a
general good time by all!

We have rented a 2000! sq ft conference room at the Sheraton
Suites for the event, which means enough room for a lot of
people to come and setup the pride and joy of their collections,
and even a little tradebait!

The tentative times are as follows:

Friday: 5pm - ?? -- First Day, Setup, Meet and Greet, Informal
Trading and Game Playing
Saturday: 9am - 5:00pm -- MAIN DAY

If you have any questions about the event, PLEASE e-mail:
David Newman (davidnewman@adelphia.net)
Chuck Whitby (intv-sama@worldnet.att.net)
Jeff Folejewski (adventurevision.yahoo.com)
Marc Pallante (marc@classicgamer.net)

If you plan on attending, please
purchase your tickets early and make those hotel reservations!

Thank you very much!
-PhillyClassic 2001 Staff

www.phillyclassic.com
--
ï¿½ï¿½ Chuck Whitby ï¿½ï¿½
-->Intellivision Gaming Network<--
www.geocities.com/intellydood

** PhillyClassic 2001 **
The East Coast Classic Gamer Event
** www.phillyclassic.com **

324. Re: Action! -- Pulling the wings off a butterfly

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 17:43:25 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <1nH76.308$SW4.12205@typhoon.sonic.net>
Source record: 39546

Alan Sharkis <asharkis@optonline.net> wrote:
: Many pages are optimized for use with IE. Maybe that's a mistake, but it's
: reality. I've noticed that Netscape, particularly Netscape as implemented
: under Linux (which I've stopped fooling with, BTW) don't render colors,
: etc., the same way that IE does.

Hrm.. If I understand this right, it could be a matter of not setting
BODY color.

But, I think I remember trying to highlight the big grey area and didn't
get anything... hence no text was written to the frame.

I'm curious, why the insanely heavy use of JavaScript?

-bill!
<in Grumpy Smurf voice> I HATE JavaScript

325. Re: Users Groups?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 17:45:45 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <dpH76.310$SW4.12205@typhoon.sonic.net>
Source record: 39447

Alan Sharkis <asharkis@optonline.net> wrote:

: I might have Bob Woolley's email address. If I do, I'll send it to you via
: private email.

Thanks. I think Bob still lurks around here. I called him about a month
ago. He still has my 1200XL (he's had it for YEARS!)

Last I heard, he was adding SuperDisk (those ~120MB 3.5" floppies) to
the thing. :)

Thanks again.

-bill!

326. Re: ABBUC Homepage, where did it go.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 17:46:10 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <CpH76.311$SW4.12205@typhoon.sonic.net>
Source record: 39448

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:
: Well,
: the answer is as simple as that: atari-computer.de is gone !! Thus,
: atari-computer.de/abbuc and hundreds of other pages of atari-computer.de
: are also gone !! It`s a sad situation, maybe someone can rescue a few of
: these lost homepages. -Andreas

Did people not back them up!?!! :)

-bill!

327. Re: Action! -- Pulling the wings off a butterfly

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 18:29:25 UTC
From: Dan Vernon <danver@halcyon.com>
Message-ID: <93ni74$tn0$1@brokaw.wa.com>
Source record: 39449

Bill,

thanks for the tips. this is really my first go at a website and I've got some redesigning to do I believe. I really enjoy the programming which is the why there's so much javascript. I'm considering a redesign, mainly to support the older lynx-style and frameless browsers, but was not aware of the Netscape problems. I'll take a look at the colors and make a better choice. For this 2nd version, I'm thinking of writing a simple generator for all the pages that produces versions with no javascript, possibly with no frames either... still not completely decided about the frames -- I suppose since I'm running the navigation pages through a generator it would be simple to have two sets one with frames and one without.

I do have another 4 or 5 articles just about ready to go... from Analog and Atari Interface, so stay tuned.

-Dan

328. Re: BBXFER 1.8 Patch #1 available

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 18:34:43 UTC
From: Dan Vernon <danver@halcyon.com>
Message-ID: <93nih3ton1@brokaw.wa.com>
Source record: 39450

I just emailed the fixed source code to Bob on Tuesday... the source and binary for 1.9 is at www.nleaudio.com/css now. Happy BBXFERing!

329. Re: What happened to the IRC chats

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 19:30:26 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3a5fbdbc@fmlynet.org>
Source record: 39464

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: DCM01@USA.NET (Daniel Miller)

> I was playing host at those chats, and would advertise them by posting here,
>and come up with topics. We even had a quiz and gave away a prize (Preppie II)
> I screwed up the quiz because half the people knew way more about the Atari
> 8bit than me, so I couldn't come up with good questions.

And I missed my chance to get a copy of preppie II. That was a cool game.

> Now I have enough time to enjoy the 8bit scene again! We should restart the
> chats, maybe make it an on-line club or something. Got any ideas for topics?

Don't forget you can always join one on-line chat club that has already
been around for a year strong now. JYBOLAC (Just Your Basic Online Atari
Computer) at...

http://stargate.cs.swau.edu/atari Thursday 8pm CST :)

>How about "Rare Software?" "Telecommunications Revisited." "Poland's Atari 8bi
> Expressionist Period." We were joking about "Atari 8bit Porn" as a topic.

I found some 8-bit porn lately. I decided that even an Atari8 could show
way more than I wanted to see. LOL

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

330. Re: What happened to the IRC chats

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 19:33:28 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001.3a5fbdbc@fmlynet.org>
Source record: 39465

FamilyNet HQ: Telnet:\\www.family-bbs.net

> From: DCM01@USA.NET (Daniel Miller)

> But if we adjust for the Euro people, we leave out the Australians and the
> Taiwanese etc.

JYBOLAC has been wanting to find a good time for special Europe chat. We
have two participants from Sweden and the Netherlands who we've asked but they
couldn't pin down a time (but then again their schedules were weird.. otherwise
they probably wouldn't have joined us.) But a Europe chat would be something I
would like to see happen.

Any suggestions from those of you on the other side of "the pond"?

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

331. Re: Action! -- Pulling the wings off a butterfly

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 19:48:58 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <KcJ76.331$SW4.12812@typhoon.sonic.net>
Source record: 39451

Dan Vernon <danver@halcyon.com> wrote:
: choice. For this 2nd version, I'm thinking of writing a simple generator
: for all the pages that produces versions with no javascript, possibly with
: no frames either...

Look into PHP! :) http://www.php.org/

Good luck, and thanks for caring! (Most folks just say "screw you,
use IE" or something... Fortunately, I can't... I don't have Windows ;))

-bill!

332. sio2pc problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 20:51:40 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <93nqoo$2au$1@nnrp1.deja.com>
Source record: 39452

I've got my sio2pc cable (one chip version) working fine with ape98 and ape117(dos). However; I can' get the prosystem to 'see' any of my real disk drives. I've reconfigured to make the drive as close to the sio2pc in the daisy chain as possible, but nothing. I'm using a db9 to db25 adapter on the pc, maybe this is it? Are there any other atr to real disk writting programs out there? Thanks, Mo.

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

333. Re: sio2pc problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 21:55:47 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a606ace$0$1498$53a6afc1@news.erinet.com>
Source record: 39472

If I understand right, you're trying to write real atari disks from
APE, using images.
Boot from APE, MyDOS or SpartaDOS.
Have already put a .dcm file on one of your APE images (APE images
can be very large).
Run dcomm32 disk communicator 3.2.
Specify the .dcm image you have on the APE disk and your real
drive as the destination (say D2:). That's about it. If you need
to convert an image from .atr to .dcm, you can use Steve Tucker's
imagic program.
Tom Hunt also wrote an atr2disk program for the 8-bit. It only
does single density images to disk, but that's another one you could
use.
Russg

334. Re: 1050 Problem II

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 22:06:39 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a606d59$0$1510$53a6afc1@news.erinet.com>
Source record: 39473

Sounds like the disk you're using or the drive, as why it reads
in spurts and pauses. It is having trouble.
As for double density, you didn't mention that it is a USD or
Archiver or some mod of a stock 1050.
Stock 1050 can't read double density, it can read the 'enhanced'
density, but not double.
These drives are gettng old. Probably nothing you can do.
Try a different disk and see if it reads good.
Russg

335. Re: Star Raider or Raiders?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 22:50:15 UTC
From: dwebster@mediaone.net
Message-ID: <3a5f8a0e.1966629@news.jacksonville.net>
Source record: 39453

On Fri, 05 Jan 2001 00:53:30 GMT, "Luis Vasquez" <luisv@mediaone.net>
wrote:

>Is Star Raider a spelling mistake, or was it the actual name of the game? I
>have a Star Raider cart, and when I turn it on, the title screen says Star
>Raiders.

It's only on the carts, my copy I bought in 1981 has 'Raider' on the
cart but 'Raiders' on the documentation and the box cover.

I think it was just a typo on the first run of cart labels.

336. Re: sio2pc problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 23:07:06 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010112180706.01150.00001052@ng-cc1.aol.com>
Source record: 39454

>chainsaw11 chainsaw11@my-deja.com asked:

>I've got my sio2pc cable (one chip version) working fine with ape98 and
>ape117(dos). However; I can't get the prosystem to 'see' real disk drives.
>Are there any other atr to real disk writting programs out there?

Have you tested Nick Kennedy's SIO2PC software?

-Ron

Inform everyone that communications have completely broken down.

337. Re: sio2pc problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 23:26:35 UTC
From: Tom Rosso <audiophilia@qwest.net>
Message-ID: <voM76.1726$nO.410613@news.uswest.net>
Source record: 39455

I've never been able to get Prosystem to work either. If I remember correctly, there might be some other type of cable that you're supposed to build or buy for that program. But, I could be wrong. In fact, I probably am wrong. Actually, disregard everything I said! This is entrapment! I'm calling my lawyer!
:)
-Tom

"chainsaw11" <chainsaw11@my-deja.com> wrote in message news:93nqoo$2au$1@nnrp1.deja.com...
> I've got my sio2pc cable (one chip version) working fine with ape98 and
> ape117(dos). However; I can' get the prosystem to 'see' any of my real
> disk drives. I've reconfigured to make the drive as close to the sio2pc
> in the daisy chain as possible, but nothing. I'm using a db9 to db25
> adapter on the pc, maybe this is it? Are there any other atr to real
> disk writting programs out there? Thanks, Mo.
>
>
> --
> Linux is like a wigwam, no gates, no windows just an apache inside! }:-}
>
>
> Sent via Deja.com
> http://www.deja.com/

338. Re: Best "C" Compiler and Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 23:42:50 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t5v5fq6hvgbvc9@corp.supernews.com>
Source record: 39456
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit

"olcott" <olcott@qwest.net> wrote in message
news:3A5E8192.B02467D5@qwest.net...
> What is the best "C" compiler and Assembler that
> will run on Atari 800XL computers?

Lightspeed C was pretty good. It was an integrated development environment,
its own DOS and editor for writing programs vs "use your favorite WP" type
of stand alone compiliers.

Can't remember which one I fooled with, could have been CC65, but it
understood braces
for {
vs
for $(

Like you have to do with most Atari C compilers.

339. Re: sio2pc problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-12 23:48:12 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t5v5prdj3mlj64@corp.supernews.com>
Source record: 39458

"chainsaw11" <chainsaw11@my-deja.com> wrote in message
news:93nqoo$2au$1@nnrp1.deja.com...
> I've got my sio2pc cable (one chip version) working fine with ape98 and
> ape117(dos). However; I can' get the prosystem to 'see' any of my real
> disk drives. I've reconfigured to make the drive as close to the sio2pc
> in the daisy chain as possible, but nothing. I'm using a db9 to db25
> adapter on the pc, maybe this is it? Are there any other atr to real
> disk writting programs out there? Thanks, Mo.

The Prosystem requires a different cable. Only about 2 parts different,
resistor and zener diode, but completely incompatible with sio2pc.

340. Text Editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-13 00:45:38 UTC
From: me <me@aol.com>
Message-ID: <SyN76.17013$nj5.1294418@news02.optonline.net>
Source record: 39460

My mind went blank after 20 years.... What do I use to edit (add lines) to the startup.bat file in spartados. I can't seem to remember using any kind of text editor on the 8 bit.

341. Re: sio2pc problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-13 01:23:07 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <93oall$gb3$1@nnrp1.deja.com>
Source record: 39461

In article <t5v5prdj3mlj64@corp.supernews.com>,
"Rick Cortese" <ricortes@netmagic.net> wrote:
> "chainsaw11" <chainsaw11@my-deja.com> wrote in message
> news:93nqoo$2au$1@nnrp1.deja.com...
> > I've got my sio2pc cable (one chip version) working fine with ape98
and
> > ape117(dos). However; I can' get the prosystem to 'see' any of my
real
> > disk drives. I've reconfigured to make the drive as close to the
sio2pc
> > in the daisy chain as possible, but nothing. I'm using a db9 to db25
> > adapter on the pc, maybe this is it? Are there any other atr to real
> > disk writting programs out there? Thanks, Mo.
>
> The Prosystem requires a different cable. Only about 2 parts
different,
> resistor and zener diode, but completely incompatible with sio2pc.
>
>
Well, that would explain it. Looking at Nick Kennedy's page, it seems
that the interface requires an external power supply and two of the
lines are opposite the sio2pc. Does anyone know of an image to disk
writting program that will work with the sio2pc cable?
I guess it may not even be possible.

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

342. Re: Text Editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-13 02:10:32 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010112211032.07345.00001219@ng-da1.aol.com>
Source record: 39462

> "me" me@aol.com asked:

>What do I use to edit (add lines) to the startup.bat file in spartados.
> I can't seem to remember using any kind of text editor on the 8 bit.

TextPro or Compute!'s type in Speed Script were popular editors; even the
AtariWriter cart works if you leave out the formatting control sequences.

-Ron

Inform everyone that communications have completely broken down.

343. Re: S.A.M.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-13 02:17:22 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010112211722.07345.00001222@ng-da1.aol.com>
Source record: 39463

>"Itay Chamiel" itayc@surfreespam.net.il remarked:

>I don't know - but I can send an image of the SAM bootable disk to anyone
>who wants to fool around with it and try.

I would like to give it a go, please. I think S.A.M. loaded at lomem right above DOS.SYS in the area used by DUP.SYS; that means it should fit under Sparta as it normally provides larger free RAM. All we have to do is separate it out and make certain its init code updates memlo.

-Ron

Inform everyone that communications have completely broken down.

344. Re: ARC.COM

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-13 03:33:45 UTC
From: Chris Chiesa <cchiesa1@rochester.rr.com>
Message-ID: <t0Q76.55278$_G5.7484610@typhoon.nyroc.rr.com>
Source record: 39466

Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message news:93himssfl1@nets3.rz.RWTH-Aachen.DE...

> Is it just me, or are there more people who can't get used to the fact that
> ARC.COM ask for the destination first.

I can't resist. I just HAVE to pop in here and mention that -every- microcomputer archiving/compression utility I've ever heard of, or used (and I've been at this since about 1981) does the same thing. ARC, Zoo, (PK)Zip...

Chris

345. 1050 Problem II

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-13 08:15:36 UTC
From: Erwin Vicari <vicari@cybercorp.getxs.nl>
Message-ID: <93p36g$20d$1@azure.nl.gxn.net>
Source record: 39467

Hello Atarians

Since my last question about my sputering 1050, the next problem I
analyzed:

I have waited for a night with the 1050, and after that period, the 1050
can read Single Sided disks (not on the speed of a 1050).
He reads at a speed of :

a "." means no sound
a "- means a 'read beep'.

the normal 1050 reads like:
".----------.----------.-----------.----------.---------"
My 1050 reads like:
".--.--.----.-.-.-.---.-.--.--.-.-.---.-.-.----.-.-.------.-.-.-"

And also; he cannot read Double Density disks!

Thanks again!

Erwin

346. Re: S.A.M.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-13 09:38:24 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-yt9jHjxpF85z@a92.work.in.com.au>
Source record: 39468

On Sun, 12 Jan 3901 04:39:59, "Itay Chamiel"
<itayc@surfreespam.net.il> wrote:

>
> "me" <me@aol.com> wrote in message
> news:RKM66.46083$9C.3963344@news02.optonline.net...
> > Does anyone know if SAM is able to work under SpartaDos.
>
> I don't know - but I can send an image of the SAM bootable disk to anyone
> who wants to fool around with it and try.
>

I think I have it on my harddrive as a seperate file. Had it as a boot
up file under sparta and would say what ever you like when booted.

see if I can dig it up.

James B

347. Re: Best "C" Compiler and Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-13 13:36:35 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <979394283.15580.0.pluto.d4ee0f47@news.demon.nl>
Source record: 39469
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit

"olcott" <olcott@qwest.net> wrote in message
news:3A5E8192.B02467D5@qwest.net...
> What is the best "C" compiler and Assembler that
> will run on Atari 800XL computers?
>

The best assembler is MAC/65 I think but I have seen several other good
assemblers for the 800XL...
For the best C compiler you can use CC65 for 800XL it's not supported
anymore, but still very good. The only problem is you need a big ramdisk or
harddisk to use the compiler/linker with all libs...
But CC65 is also available as cross-compiler for PC. You can find it at
WWW.CC65.ORG it's still supported and you can download the latest version
there...A lot of Atari 8-bit support is added lately...

TXG

348. Re: Action! -- Pulling the wings off a butterfly

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-13 14:33:01 UTC
From: Eric Cron <ericcron@NOSPAMMERyahoo.com>
Message-ID: <xGZ76.7683$1%2.342217@sjc-read.news.verio.net>
Source record: 39470

I've been told that you should ALWAYS preview your pages with Netscape
before you publish them. Not because of the old "test with all browsers,
all platforms" excuse - but because Netscape refuses to display incorrect
html - where IE will let you get away with simpler mistakes. If you've
written a problem into your file - Netscape will usually bug you about
it....

It makes sense to test with / but not use / Netscape -
Sorry - I'm a IE Convert - I've learned long ago that if
you don't mess with IE, Windows behaves :) I still use
Netscape on Linux - and it does a fine job there...

anyway - hope that helps.

--
eric

"Dan Vernon" <danver@halcyon.com> wrote in message
news:93ni74$tn0$1@brokaw.wa.com...
> Bill,
>
> thanks for the tips. this is really my first go at a website and I've got
> some redesigning to do I believe. I really enjoy the programming which is
> the why there's so much javascript. I'm considering a redesign, mainly to
> support the older lynx-style and frameless browsers, but was not aware of
> the Netscape problems. I'll take a look at the colors and make a better
> choice. For this 2nd version, I'm thinking of writing a simple generator
> for all the pages that produces versions with no javascript, possibly with
> no frames either... still not completely decided about the frames -- I
> suppose since I'm running the navigation pages through a generator it
would
> be simple to have two sets one with frames and one without.
>
> I do have another 4 or 5 articles just about ready to go... from Analog
and
> Atari Interface, so stay tuned.
>
> -Dan
>
>

349. Advice on eprom programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-13 14:42:48 UTC
From: ronfucci@bellsouth.net
Message-ID: <3a606914.907179@news.atl.bellsouth.net>
Source record: 39471

I'm toying with the idea of getting an eprom programmer to copy my
8bit carts. Can anyone offer experience with particular units ? Is
it necessary to buy new or will a second hand model do ? tks

ron

350. Re: Advice on eprom programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-13 15:08:02 UTC
From: Len Spencer <lspenc13@bellsouth.net>
Message-ID: <3A606F52.EBC49DC7@bellsouth.net>
Source record: 39474

ronfucci@bellsouth.net wrote:
>
> I'm toying with the idea of getting an eprom programmer to copy my
> 8bit carts. Can anyone offer experience with particular units ? Is
> it necessary to buy new or will a second hand model do ? tks
>
> ron

There was an article in Antic magazine (I believe Dec 85 or thereabouts) on building your own. As designed you could do up to a 2764 EPROM, then the following April Antic published a small mod that allowed programming a 27128 in two 8k chunks. The drawback to this design was that it only worked on the original 800, and not on the XL or XE computers.

Some years ago somebody (I thought Bob Puff?) was supposed to be working on a burner for the XL/XE that plugged into the PBI, but I don't know whatever came of that project...

351. Re: Text Editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-13 15:15:56 UTC
From: Len Spencer <lspenc13@bellsouth.net>
Message-ID: <3A60712C.58C11151@bellsouth.net>
Source record: 39475

RHamiIton5 wrote:
>
> > "me" me@aol.com asked:
>
> >What do I use to edit (add lines) to the startup.bat file in spartados.
> > I can't seem to remember using any kind of text editor on the 8 bit.
>
> TextPro or Compute!'s type in Speed Script were popular editors; even the
> AtariWriter cart works if you leave out the formatting control sequences.
>
> -Ron

There are several on the Umich archive:
http://www.umich.edu/~archive/atari/8bit
in the Text/Editors folder.
As for me I use my Action! cart, that editor can't be beat.

> Inform everyone that communications have completely broken down.

352. Re: 1050 Problem II

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-13 15:27:08 UTC
From: Len Spencer <lspenc13@bellsouth.net>
Message-ID: <3A6073CC.FF8FEEE9@bellsouth.net>
Source record: 39476

Erwin Vicari wrote:
>
> Hello Atarians
>
> Since my last question about my sputering 1050, the next problem I
> analyzed:
>
> I have waited for a night with the 1050, and after that period, the 1050
> can read Single Sided disks (not on the speed of a 1050).
> He reads at a speed of :
>
> a "." means no sound
> a "- means a 'read beep'.
>
> the normal 1050 reads like:
> ".----------.----------.------------.-----------.---------"
> My 1050 reads like:
> ".--.--.----.-.-.-.---.-.--.--.-.-.---.-.-.----.-.-.------.-.-.-"
>
> And also; he cannot read Double Density disks!
>
> Thanks again!
>
> Erwin

Could be one of five things.
1. The drive is out of alignment. To fix this requires a Dymek
alignment disk and an oscilloscope.
2. The head is dirty. A little alcohol on a Q-Tip will do, just try
not to get any alcohol on the pressure pad, or you will have to sit and
wait for it to dry before you can use a disk.
3. The pressure pad itself could be worn out. I don't know of any
replecement parts, though you may find a vendor if you look hard enough.
4. The pressure pad tension could be loose. After it sits for a number
of years without being used, the spring will start to "set". You should
be able to pop it out and re-bend it, but don't overdo it.
5. The head could be worn out. Nothing I know of here except to
replace the mechanism.

Hope this helps.

353. Re: Bobterm Question

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-13 15:35:45 UTC
From: Len Spencer <lspenc13@bellsouth.net>
Message-ID: <3A6075D1.705702F6@bellsouth.net>
Source record: 39477

Mathy Van Nisselroy wrote:
>
> Howdy Andy, folks
>
> >Is there a version of Bobterm that supports the 14.4k speed? The
> >version I
> >have will support 9600 and 19.2, but not 14.4. I just picked up an
> >external
> >14.4 Sportster for $5 at Goodwill and even at 9600 it's been a vast
> >improvement
> >over the $200 2400 baud modem I bought ages ago. Of course I only
> >telecommunicate about twice a year on the XE, but still....
>
> These modems all use data compression, so the software should be able to send
> the data faster than the maximum baudrate of the modem (my SupraFaxModem is a
> 14k4 modem, it's maximum speed is 57k6 on the computer to modem line.). You
> need an interface that will do hardware handshaking to get above 4800 baud
> reliably. I'm using a BlackBox, BobTerm is always set to 19k2 baud. Since
> that is the fastest both will go. With a mod, the BB could go faster (but
> somebody would have to develope that mod. Bob Puff already wrote some code for
> this mod.).
>
> CU Mathy van Nisselroy
>
> PS the MIO can do hardware handshaking too, but you need Len Spencers high
> speed drivers. There are also high speed drivers to improve the speed of the
> BB (a little) by Len, but for some reason, I seem to be the only one having
> problems with the BB driver Len wrote.

What problem are you having? On the BB version I had the disadvantage
of not having a BB available to properly debug the handler, and had to
rely on a friend to test it out for me. If I can get hold of a BB with
docs, I may be able to see firsthand what I'm doing wrong.

354. Re: 1050 Problem II

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-13 16:01:56 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t60us2l5h583e4@corp.supernews.com>
Source record: 39478

"Erwin Vicari" <vicari@cybercorp.getxs.nl> wrote in message
news:93p36g$20d$1@azure.nl.gxn.net...
>
> Hello Atarians
>
> Since my last question about my sputering 1050, the next problem I
> analyzed:
>
> I have waited for a night with the 1050, and after that period, the 1050
> can read Single Sided disks (not on the speed of a 1050).
> He reads at a speed of :
>
> a "." means no sound
> a "- means a 'read beep'.
>
> the normal 1050 reads like:
> ".----------.----------.-----------.----------.---------"
> My 1050 reads like:
> ".--.--.----.-.-.-.---.-.--.--.-.-.---.-.-.----.-.-.------.-.-.-"
>
> And also; he cannot read Double Density disks!

Definately the time to try formating a new disk. Here's the haps; as others
have said; you could have an alignment problem. But the alignment problem
will only exist when you are using disks created in another drive, unless
that drive happens to be misaligned exactly like yours of course.

If it formats a disk and reads it w/o trouble, the problem is alignment
relative to the other disks.

If it formats a disk and fails to read it or fails to format at all, then it
could be something else like a dirty head or slipping belt or any one of a
number of things..

You could be getting some bit rot on the older disks.

Maybe just me, but I would only fool with alignment if it failed to read
commercial disks that worked in another 1050. If your failing one is a
little bit left of center and the one that works is a little bit right of
center, they may both be able to read commercial disks but not each others.

>
> Thanks again!
>
> Erwin
>

>
>

355. Re: Advice on eprom programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-13 16:08:30 UTC
From: gaberry@my-deja.com
Message-ID: <93puhr$l7a$1@nnrp1.deja.com>
Source record: 39480

I think any programmer.. new or used would do. Just has to program 2764 and 27128's. Of course I am no expert on every cartridge out there.. maybe someone knows all the different varieties. I think most any programmer today would cover those EPROMS.

I did look into burning the OS PROMS.. that is a bit trickier. I never did it, but it would require an "adapter interface" Look for my post on the "Atari 400 HW Problem", melee5 gave me some good information.

In article <3A606F52.EBC49DC7@bellsouth.net>,
lspenc13@bellsouth.net wrote:
> ronfucci@bellsouth.net wrote:
> >
> > I'm toying with the idea of getting an eprom programmer to copy my
> > 8bit carts. Can anyone offer experience with particular units ? Is
> > it necessary to buy new or will a second hand model do ? tks
> >
> > ron
>
> There was an article in Antic magazine (I believe Dec 85 or
thereabouts)
> on building your own. As designed you could do up to a 2764 EPROM,
then
> the following April Antic published a small mod that allowed
programming
> a 27128 in two 8k chunks. The drawback to this design was that it
only
> worked on the original 800, and not on the XL or XE computers.
>
> Some years ago somebody (I thought Bob Puff?) was supposed to be
working
> on a burner for the XL/XE that plugged into the PBI, but I don't know
> whatever came of that project...
>

Sent via Deja.com
http://www.deja.com/

356. Re: Advice on eprom programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-13 16:17:06 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t60voa28i92a08@corp.supernews.com>
Source record: 39479

<ronfucci@bellsouth.net> wrote in message
news:3a606914.907179@news.atl.bellsouth.net...
> I'm toying with the idea of getting an eprom programmer to copy my
> 8bit carts. Can anyone offer experience with particular units ? Is
> it necessary to buy new or will a second hand model do ? tks

Neeham Electronics sells some good ones for the IBM at under $150. I've had their PB-10<?> for about 10 years and it has never missed a beat. It does eproms up to 1 meg IIRC.

Hanging out in comp.arch.embedded, it seems like I am not the only Needham fan anyway. They don't offer quite as big a list as some of the other manufacturers for devices they work with, but the ones they leave out are so esoteric I haven't missed them.

Another good place to look for generic programmers is JDR's outlet store. You can get a reasonably priced one from their www.jdr.com page, but if you happen to be passing through Campbell Calif they usually have one or two returned but tested good programmers for ~$50. Fairly good specs, ZIF socket, eproms to 512kbit, but I have never used one.

Really at this stage of my life, I probably wouldn't go with an Atari based programmer again. I had a Thompson Proburner I paid $150 for and it never worked as advertized. I loaned it out to a hospital and it came back broke. That ended up being one of the best things that could have happened to me as I bought the Needham programmer to replace it. Saved me dozens of hours of frustration.

357. Re: Montezuma - What's going on?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-13 16:25:47 UTC
From: gaberry@my-deja.com
Message-ID: <93pvi5$m47$1@nnrp1.deja.com>
Source record: 39482

I had one called - "Preliminary Monty 16K" This game was awesome! I got it as a hack/pirated version from a friend. I am not even sure who wrote it. I assumed it was Activision. I wanted to buy the real game, but never ever saw it. I got it back when I was in college in the mid Eighties, and didn't have much money anyway ;). I remember there is a maze structure to the game. You can map it, and there are "secret" rooms if I remember right. And once you get through the end, there is a "Jewel Room" where you get bonus points. Once you get the jewels you start a second level... I still have a playable version on my disk.

In article <93lu8ijce1@news.netvision.net.il>,
"Itay Chamiel" <itayc@surfreespam.net.il> wrote:
> Hello,
>
> Just for fun I decided to play a nice long session of Montezuma's Revenge.
> There are two versions floating around, one is called "Preliminary Monty"
> and is a prototype, the other seems like the commercial version of the game
> with a proper title screen and music (and a little sombrero on our hero's
> head too).
>
> However, it too seems like a prototype. First of all, the game (even the
> first level - if indeed there are any levels at all, like in the prototype)
> is very difficult - the only way I could actually make progress at all was
> through Atari800Win's save game feature (by the way, anyone who hasn't seen
> the new Atari800Win Plus should go get it). Secondly, there are bugs. It is
> not uncommon to see stationary enemies (that look frozen), enemies placed
> beyond the borders of the screen, rooms in which a corridor is not blocked
> by a wall but still don't lead to another room, and other strange behavior.
> And third, I couldn't find my way out of the first level, which is supposed
> to be easy. I did make progress, found myself solving puzzles, I even
> reached a "boss" enemy (whom I couldn't destroy in any way), but no

way out
> of the level in sight.
>
> So.. Am I playing the wrong version of the game? Or is it the correct
one -
> and if so, what am I doing wrong? (the bugs I mention also occur on a
real
> Atari, the fact I'm playing on an emulator isn't significant here.)
>
> -itay
> --
> Itay Chamiel
> (remove "spam" to reply)
> http://www.cs.huji.ac.il/~itayc
>
>

Sent via Deja.com
http://www.deja.com/

358. Re: sio2pc problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-13 16:29:16 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t610eredallo97@corp.supernews.com>
Source record: 39481

"chainsaw11" <chainsaw11@my-deja.com> wrote in message
news:93oall$gb3$1@nnrp1.deja.com...
> In article <t5v5prdj3mlj64@corp.supernews.com>,
> "Rick Cortese" <ricortes@netmagic.net> wrote:
> > "chainsaw11" <chainsaw11@my-deja.com> wrote in message
> > news:93nqoo$2au$1@nnrp1.deja.com...
> > > I've got my sio2pc cable (one chip version) working fine with ape98
> and
> > > ape117(dos). However; I can' get the prosystem to 'see' any of my
> real
> > > disk drives. I've reconfigured to make the drive as close to the
> sio2pc
> > > in the daisy chain as possible, but nothing. I'm using a db9 to db25
> > > adapter on the pc, maybe this is it? Are there any other atr to real
> > > disk writting programs out there? Thanks, Mo.
> >
> > The Prosystem requires a different cable. Only about 2 parts
> different,
> > resistor and zener diode, but completely incompatible with sio2pc.
> >
> >
> Well, that would explain it. Looking at Nick Kennedy's page, it seems
> that the interface requires an external power supply and two of the
> lines are opposite the sio2pc.

Right, and Steve Tucker has the one for Prosystem on his web pages. I think
Clarence Dyson has both types up at.

http://www.redshift.com/~cdyson/atari.html

I've never used Nick's version or built one of his cables. I did put
together a number of Prosytems cables for stocking stuffers and testing.
There are a few things with the Prosytem cable I would change, the zener
connections and add that a regular 1489 seems to work just fine.
> Does anyone know of an image to disk
> writting program that will work with the sio2pc cable?
> I guess it may not even be possible.

What Russ said: If you have a real Atari computer, you don't need one. Just
have the real Atari 1050 and sio2pc cable both up and running. Use the DOS
menu option to duplicate disks. Copy from the ATR on the PC to the real
drive.

359. Re: Text Editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-13 16:36:28 UTC
From: me <me@aol.com>
Message-ID: <gu%76.25199$nj5.1880128@news02.optonline.net>
Source record: 39483

Finally figured it out I do a COPY E: D:STARTUP.BAT, then hit ctl 3 when done.. although this wipes the file when it starts, its not all that bad for just 3 lines.

360. Re: Best "C" Compiler and Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-13 16:56:14 UTC
From: olcott <olcott@qwest.net>
Message-ID: <3A6088AE.DF86783E@qwest.net>
Source record: 39484
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit

Where can I get a copy of MAC / 65?

TXG wrote:

> "olcott" <olcott@qwest.net> wrote in message
> news:3A5E8192.B02467D5@qwest.net...
> > What is the best "C" compiler and Assembler that
> > will run on Atari 800XL computers?
> >
>
> The best assembler is MAC/65 I think but I have seen several other good
> assemblers for the 800XL...
> For the best C compiler you can use CC65 for 800XL it's not supported
> anymore, but still very good. The only problem is you need a big ramdisk or
> harddisk to use the compiler/linker with all libs...
> But CC65 is also available as cross-compiler for PC. You can find it at
> WWW.CC65.ORG it's still supported and you can download the latest version
> there...A lot of Atari 8-bit support is added lately...
>
> TXG

361. Re: Montezuma - What's going on?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-13 17:42:13 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t614nlhp219b7f@corp.supernews.com>
Source record: 39485

Close, it was Parker Brothers. I don't remember ever getting a bad game from
Parker Brothers, they also had games like Frogger.

I think this was the first game I ever had to hack. I upgraded my only 1050
to USD and it failed to load/get past copy protection after that. Ended up
with a ~14k sloppy dump that worked. But yes, great game, I spent literally
hundreds of hours playing it.
<gaberry@my-deja.com> wrote in message news:93pvi5$m47$1@nnrp1.deja.com...
> I had one called - "Preliminary Monty 16K" This game was awesome! I
> got it as a hack/pirated version from a friend. I am not even sure who
> wrote it. I assumed it was Activision. I wanted to buy the real game,
> but never ever saw it. I got it back when I was in college in the mid
> Eighties, and didn't have much money anyway ;). I remember there is a
> maze structure to the game. You can map it, and there are "secret" rooms
> if I remember right. And once you get through the end, there is a "Jewel
> Room" where you get bonus points. Once you get the jewels you start a
> second level... I still have a playable version on my disk.
>
> In article <93lu8ijce1@news.netvision.net.il>,
> "Itay Chamiel" <itayc@surfreespam.net.il> wrote:
> > Hello,
> > >
> > > Just for fun I decided to play a nice long session of Montezuma's
> Revenge.
> > > There are two versions floating around, one is called "Preliminary
> Monty"
> > > and is a prototype, the other seems like the commercial version of the
> game
> > > with a proper title screen and music (and a little sombrero on our
> hero's
> > > head too).
> > >
> > > However, it too seems like a prototype. First of all, the game (even
> the
> > > first level - if indeed there are any levels at all, like in the
> prototype)
> > > is very difficult - the only way I could actually make progress at all
> was
> > > through Atari800Win's save game feature (by the way, anyone who hasn't
> seen
> > > the new Atari800Win Plus should go get it). Secondly, there are bugs.
> It is
> > > not uncommon to see stationary enemies (that look frozen), enemies
> placed

> > beyond the borders of the screen, rooms in which a corridor is not
> blocked
> > by a wall but still don't lead to another room, and other strange
> behavior.
> > And third, I couldn't find my way out of the first level, which is
> supposed
> > to be easy. I did make progress, found myself solving puzzles, I even
> > reached a "boss" enemy (whom I couldn't destroy in any way), but no
> way out
> > of the level in sight.
> >
> > So.. Am I playing the wrong version of the game? Or is it the correct
> one -
> > and if so, what am I doing wrong? (the bugs I mention also occur on a
> real
> > Atari, the fact I'm playing on an emulator isn't significant here.)
> >
> > -itay
> > --
> > Itay Chamiel
> > (remove "spam" to reply)
> > http://www.cs.huji.ac.il/~itayc
> >
> >
>
>
> Sent via Deja.com
> http://www.deja.com/

362. Re: Text Editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-13 18:02:17 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010113130217.07558.00001304@ng-da1.aol.com>
Source record: 39486

>"me" me@aol.com remarked:

>do a COPY E: D:STARTUP.BAT, then hit ctl 3 when done.. although this
>wipes the file when it starts, its not all that bad for just 3 lines.

Sure that is the simplest for a NEW file or completely replacing or retyping
the old one. It might even work satisfactorily with the /A switch for appending
a line or so. Its utility is very limited for any type of 'real' editing in an
existing document.

-Ron

Inform everyone that communications have completely broken down.

363. Re: Text Editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-13 18:21:38 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01c07d8d$b95fd4e0$524a3b3e@windows>
Source record: 39488

RHamiIton5 <rhamiiton5@aol.comedy.com> schreef in artikel
<20010112211032.07345.00001219@ng-da1.aol.com>...

> TextPro or Compute!'s type in Speed Script were popular editors;
> -Ron

BTW, I have the MAC-65-ready-to-go source code for "Speedscript", if anyone
wants it (or did I type it all in for nothing? :-)

Richard

364. FS: Goodies from Atari

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-13 18:27:19 UTC
From: GENE EHRICH <gene@ehrich.com>
Message-ID: <b6186.24144$68.2163206@typhoon.tampabay.rr.com>
Source record: 39487
Cross-posted to: alt.atari.2600,alt.games.atari,comp.sys.atari.8bit,rec.games.video.atari

I have lots of 8bit and video game items from Atari for sale on my web site
which is listed below. Just click on the URL and go to each of the Atari
pages for the bargains.

--
http://www.voicenet.com/~generic
On-Line Computer & Video Game Garage Sale
gene@ehrich.com

365. XEGS doesn't cold reset right.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-13 19:47:49 UTC
From: Tom Rosso <audiophilia@qwest.net>
Message-ID: <kh286.998$D01.306701@news.uswest.net>
Source record: 39489

I've been having trouble with my XEGS. When I first turn it on with a disk in the drive, it boots up okay. Then, if I want to play a different game, I switch off the machine, swap disks, and turn it back on, but nothing happens. I'll either get a black screen or I'll get a blue screen with a cursor in the corner, but everything is frozen. I have to leave the machine off for 30 seconds or so after I swap disks or else it won't boot up. I'm just wondering if anyone else has had this type of problem. It doesn't happen with my 800XL. Thanks.
-Tom

366. Re: XEGS doesn't cold reset right.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-13 19:47:57 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <Gn286.1838$wt2.8091@news1.oke.nextra.no>
Source record: 39490

Most XEGS I've had is the same. If I remember correctly, it didn't do it
when I use the PSU from the XL.

"Tom Rosso" <audiophilia@qwest.net> wrote in message
news:kh286.998$D01.306701@news.uswest.net...
> I've been having trouble with my XEGS. When I first turn it on with a
disk
> in the drive, it boots up okay. Then, if I want to play a different game,
I
> switch off the machine, swap disks, and turn it back on, but nothing
> happens. I'll either get a black screen or I'll get a blue screen with a
> cursor in the corner, but everything is frozen. I have to leave the
machine
> off for 30 seconds or so after I swap disks or else it won't boot up. I'm
> just wondering if anyone else has had this type of problem. It doesn't
> happen with my 800XL. Thanks.
> -Tom
>
>

367. Re: Best "C" Compiler and Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-13 21:57:07 UTC
From: NoOne@FakeEmail.com
Message-ID: <9028A9F3CCTHEnterprises@205.212.123.11>
Source record: 39491
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit

Txg@underground.demon.nl (TXG) wrote in
<979394283.15580.0.pluto.d4ee0f47@news.demon.nl>:

>For the best C compiler you can use CC65 for 800XL it's not supported
>anymore, but still very good.

I've never stopped supporting it. Check out-

http://members.nbci.com/cc65foratari/

It has the cross compiler version available for downloading, plus some
libraries and source code. It is completly compatable with the J.R.
Dunning version and libraries, and includes his cool multi-pass executables
that make the forward referencing of symbols a snap without the use of alot
of header files or declarations.

====
http://cth.dtdns.net
====

368. Re: S.A.M.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-13 22:06:56 UTC
From: NoOne@FakeEmail.com
Message-ID: <9028A1832CTHEnterprises@205.212.123.11>
Source record: 39492

me@aol.com (me) wrote in <RKM66.46083$9C.3963344@news02.optonline.net>:

>Does anyone know if SAM is able to work under SpartaDos.
>
>
>

Check out-
ftp://ftp.spudster.org/pub/Atari/CTH/Cth_Shareware/readit.sfx

It's a SelF eXtracting file for Sparta, so just copy it to it's own
directory and run it and it will install itself. If I remember correctly,
you just put what you want it to read in to a text file, then type
something like-

readit myfile.txt

... and it speaks whatever is in the file.

369. Re: Atari 8bit stuff FA on ebay... SDX and more

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-13 23:10:26 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <3A60E062.2050105@classic-games.com>
Source record: 39493

```
Kathleen Ferrante wrote:

> Im getting a flood of email asking for the reserve.

> "Greg Miller" <gmiller@classic-games.com> wrote in message
> news:3A5B8E2D.3030903@classic-games.com...
>
>> Kathleen Ferrante wrote:
>>
>>
>>> Atari 8bit users take a look here..
>>>
>>>
>>>
>>> SDX package.. Theres a $50 reserve
>>
>> Hrm... I've always wondered what the point was in having a reserve if
>> you tell everyone what it is.

If you've decided not to make use of the reserve, just add the reserve
price to the description. That'll stop people from mailing you about it.
--
http://www.classic-games.com/ http://www.indie-games.com/
"If you torture a ballot long enough, eventually it'll confess."
--Alan Simpson
```

370. Re: Action! -- Pulling the wings off a butterfly

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-13 23:16:18 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <3A60E1C2.30707@classic-games.com>
Source record: 39494

Dan Vernon wrote:

> thanks for the tips. this is really my first go at a website and I've got
> some redesigning to do I believe. I really enjoy the programming which is
> the why there's so much javascript. I'm considering a redesign, mainly to
> support the older lynx-style and frameless browsers, but was not aware of
> the Netscape problems. I'll take a look at the colors and make a better
> choice. For this 2nd version, I'm thinking of writing a simple generator
> for all the pages that produces versions with no javascript, possibly with
> no frames either... still not completely decided about the frames -- I
> suppose since I'm running the navigation pages through a generator it would
> be simple to have two sets one with frames and one without.

Frames are a legacy feature. Netscape thought they were a good idea
about five years, and now the browser makers are stuck with them for a
while.

As a general tip, it's best to run pages through HTML and CSS validation
(see http://validator.w3.org/) and test them on various browsers to
catch the common problems. Unfortunately, that doesn't always catch the
differences between, say, NN4 on Linux vs. NN4 on Windows. IE5 on the
Mac is especially likely to render things differently (it uses a newer
rendering engine than IE5.5 on the PC).
--
http://www.classic-games.com/ http://www.indie-games.com/
"If you torture a ballot long enough, eventually it'll confess."
--Alan Simpson

371. Re: XEGS doesn't cold reset right.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-13 23:23:03 UTC
From: Len Spencer <lspenc13@bellsouth.net>
Message-ID: <3A60E357.E7BDC8B3@bellsouth.net>
Source record: 39496

Tom Rosso wrote:
>
> I've been having trouble with my XEGS. When I first turn it on with a disk
> in the drive, it boots up okay. Then, if I want to play a different game, I
> switch off the machine, swap disks, and turn it back on, but nothing
> happens. I'll either get a black screen or I'll get a blue screen with a
> cursor in the corner, but everything is frozen. I have to leave the machine
> off for 30 seconds or so after I swap disks or else it won't boot up. I'm
> just wondering if anyone else has had this type of problem. It doesn't
> happen with my 800XL. Thanks.
> -Tom

That is normal. All the XE line was like this, as were some of the
XL's, depending on where they were made.

This phenomenon is not limited to Atari. A great many
microprocessor-based gadgets out there do it as well. I think it has
something to do with the RAM chips needing the time to properly bleed
off any residual data.

372. Re: Action! -- Pulling the wings off a butterfly

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-13 23:26:51 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <3A60E43B.4080506@classic-games.com>
Source record: 39495

Eric Cron wrote:

> I've been told that you should ALWAYS preview your pages with Netscape
> before you publish them. Not because of the old "test with all browsers,
> all platforms" excuse - but because Netscape refuses to display incorrect
> html - where IE will let you get away with simpler mistakes. If you've
> written a problem into your file - Netscape will usually bug you about
> it....

It's better to use a real validator for validation. I'm told that iCab displays an icon indicating whether the web page you're viewing is correct or not. Mozilla's got something similar on the way (a "This page contains errors and may not be rendered as intended." sort of thing).

> It makes sense to test with / but not use / Netscape -
> Sorry - I'm a IE Convert - I've learned long ago that if
> you don't mess with IE, Windows behaves :) I still use
> Netscape on Linux - and it does a fine job there...

Or just upgrade your OS. NT4 hasn't given me any problems in years. I use Mozilla for my normal browsing, but testing with NN4 and IE is important because of the number of things they don't support or screw up badly. NN4 is a nightmare for complicated CSS layouts. The sooner it dies, the better.

--
http://www.classic-games.com/ http://www.indie-games.com/
"If you torture a ballot long enough, eventually it'll confess."
--Alan Simpson

373. Will American Atari XE/XL games work on European systems?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 00:02:27 UTC
From: Marc Belier <vooj@xs4all.nl.nospam>
Message-ID: <93qqae$q3s$1@boile.a2000.nl>
Source record: 39397

Hi,

I have an Atari 800 XE and I'm thinking about ordering some game carts from the US. Will these work on my system? I live in Holland, we use the PAL tv system here. Is this the same in the US, and are there other differences?

Help will be greatly appreciated...

Regards,
Marc

374. Re: Action! -- Pulling the wings off a butterfly

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 00:11:07 UTC
From: Pairman <pairman@notrash.alberta.com>
Message-ID: <v8686.17724$OD6.1409229@news1.telusplanet.net>
Source record: 39398

Sounds like you monitor or graphic card is'nt optimized properly. On my monitor I get yellow text on blue. Looks like the oss colors and I don't get grey but white. But then again I'm using a NEC monitor.

> : http://www.halcyon.com/danver/atari
>
>
> This page renders kinda oddly for me. The left bar is blue with black
> text.. very hard to read. Plus, the text on the left sidebar goes below
> the bottom of my window, but there're no scrollbars.
>
> The top is yellow with a big OSS logo.
>
> The remainder of the screen (most of it) is grey.
>
>
> I'm running Netscape 4.76 for Linux with JavaScript and Java turned
> on. (Ugh)
>
> -bill!

375. 5200 Controllers

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 00:40:36 UTC
From: Peter Brown <guilo@kcdata.com>
Message-ID: <1A686.818$d25.5357@newsfeed.slurp.net>
Source record: 39400

I'm looking for a place to purchase (if there still is a place) 5200
joysticks...mine are shot...or is there a technical page with schematics?
Any help would be appreciated...

376. Re: Text Editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 00:43:39 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t61tdpnl0b1r91@corp.supernews.com>
Source record: 39399

"Richard Douwes" <rdouwes@hetnet.nl> wrote in message
news:01c07d8d$b95fd4e0$524a3b3e@windows...
> RHamiIton5 <rhamiiton5@aol.comedy.com> schreef in artikel
> <20010112211032.07345.00001219@ng-da1.aol.com>...
>
> > TextPro or Compute!'s type in Speed Script were popular editors;
> > -Ron
>
> BTW, I have the MAC-65-ready-to-go source code for "Speedscript", if
anyone
> wants it (or did I type it all in for nothing? :-)

Could you put it on an archive or a web site somewhere? When I hacked the orginal to run out of cart I did a pretty sloppy job, mostly just relocated it to where it wanted to go and I am not even sure if I used the mode 3<?> character set. I would like to think about giving it another shot at doing it right.

There was also a problem with quiting the program IIRC, you had to cycle power since they even trapped reset. I think the modern convention would be to exit to DOS.

377. Re: Action! -- Pulling the wings off a butterfly

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 00:53:10 UTC
From: Pairman <pairman@notrash.alberta.com>
Message-ID: <WL686.17728$OD6.1417830@news1.telusplanet.net>
Source record: 39401

Well, I've booted my linux (mandrake 7.0) and yea, seems to be a problem.
Did'nt seem to matter what browser I was using. It still came out like crap.
Kinda wonder if its MS code so it looks good only on MS IE.
> > : http://www.halcyon.com/danver/atari
> >
> >

378. Re: fool with the joysticks...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 02:31:29 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3A611DA3.8B8D52F1@one.net>
Source record: 39370

You should have been around when the guy bought an ATR8000 for over
$1500.00 (US). And, I think, an Action! cart for over $500.00.

What was Barnum's saying?.... "A fool and his money...."

-Bob

jessica.cornnp0.f2.n8.z8@fmlynet.org wrote:
>
> Message from the Deja.com forum:
> comp.sys.atari.8bit
> Your subscription is set to individual email delivery
> This message was sent to ryanr@one.net
> Deja.com: Best way to buy a PC
> http://www.deja.com/channels/channel.xp?CID=13031
> >
> FamilyNet HQ: Telnet:\\www.family-bbs.net
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1205296625
>
> Is this a joke or what? $51 for two STANDARD Atari joys... I've seen some
> hilarious stuff on eBay before, but this has to beat it out...
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

Sent via Deja.com http://www.deja.com/
Before you buy.

379. Re: Action! -- Pulling the wings off a butterfly

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 03:14:11 UTC
From: Brad <corbulo@mind_ATARI_spring.com>
Message-ID: <B68683B2.BFC%corbulo@mind_ATARI_spring.com>
Source record: 39402

To be a completist, (or pummeling a deceased equine) I checked with my Mac,
and IE 5.0 looks fine, but Netscape 4.7 chokes bigtime. The colors are
correct, but that's about it. It doesn't complete rendering at all. Must be
using some features that Mac Netscape 4.7 doesn't support.
I would bring up Opera on my PC but I think we may be starting to make a
dent in the butterfly population here.

Brad
Not witty enough to have a cool sig.
(remove the _ATARI_ to email)
corbulo@mind_ATARI_spring.com

in article WL686.17728$OD6.1417830@news1.telusplanet.net, Pairman at
pairman@notrash.alberta.com wrote on 1/13/01 7:53 PM:
> Well, I've booted my linux (mandrake 7.0) and yea, seems to be a problem.
> Did'nt seem to matter what browser I was using. It still came out like crap.
> Kinda wonder if its MS code so it looks good only on MS IE.
>>> : http://www.halcyon.com/danver/atari
>>>
>>>
>
>
>

--
Check out my For Sale & Trade lists at:
http://www.mindspring.com/~sinbrad

380. Re: Advice on eprom programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 08:44:36 UTC
From: tom@mindwarped.com
Message-ID: <Xns90292DA92tommindwarpedcom@207.126.101.97>
Source record: 39403

"Rick Cortese" <ricortes@netmagic.net> wrote in
<t60voa28i92a08@corp.supernews.com>:

><ronfucci@bellsouth.net> wrote in message
>news:3a606914.907179@news.atl.bellsouth.net...
>> I'm toying with the idea of getting an eprom programmer to copy my
>> 8bit carts. Can anyone offer experience with particular units ? Is
>> it necessary to buy new or will a second hand model do ? tks
>
>Neeham Electronics sells some good ones for the IBM at under $150. I've
>had their PB-10<?> for about 10 years and it has never missed a beat. It
>does eproms up to 1 meg IIRC.
>
>Hanging out in comp.arch.embedded, it seems like I am not the only
>Needham fan anyway. They don't offer quite as big a list as some of the
>other manufacturers for devices they work with, but the ones they leave
>out are so esoteric I haven't missed them.
>
>Another good place to look for generic programmers is JDR's outlet
>store. You can get a reasonably priced one from their www.jdr.com page,
>but if you happen to be passing through Campbell Calif they usually have
>one or two returned but tested good programmers for ~$50. Fairly good
>specs, ZIF socket, eproms to 512kbit, but I have never used one.
>
>Really at this stage of my life, I probably wouldn't go with an Atari
>based programmer again. I had a Thompson Proburner I paid $150 for and
>it never worked as advertized. I loaned it out to a hospital and it came
>back broke. That ended up being one of the best things that could have
>happened to me as I bought the Needham programmer to replace it. Saved
>me dozens of hours of frustration.
>
>
>

http://www.xtronics.com/memory/EPROM.htm $129

Great unit even does 2532 chips

Needham did discontinue the PB-10 recently but you should still be able to get one (they still
make the ad-on adapters for it)

Both units are great for the price. The PB-10 you need an ISA slot free on your computer while
the Pocket Programmer uses the printer port on your computer. Works great with old 386 laptops

that now might not have a use.

They both do most the same chips the pocket programmer does a few more but you will most likely
never burn them anyway

don't be fooled my the device list on needhams site, they will list a chip 20 times if 20 different companies make it while xtronics will only list it once.

both companies have been around forever I know xtronics has sold the pocket programmer for the
same price for over 10 years

www.needhams.com ----------down right now but was up yesterday
www.xtronics.com

381. (Atari) Bravo Sierra Computers is moving. Check it out!

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 09:43:54 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.21.0101140109200.7097-100000@shell.pacifier.com>
Source record: 39404
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Hello,

I'm Ben Smith of Bravo Sierra Computers and I'm moving to another ISP!
E-Mail me at atari@pacifier.com or atari@benjamin.net or go to my new,
updated Atari WebSite at http://www.pacifier.com/~atari or an easier to
remember http://www.atari.benjamin.net

I've been working hard on my WebSite so check it out!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

382. Re: Will American Atari XE/XL games work on European systems?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 10:16:06 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <R7f86.2158$wt2.15488@news1.oke.nextra.no>
Source record: 39405

Yes. Mostly all carts, tapes and disks run fine on all machines. A few exceptions it is, but mostly yes.

Older games might need a translator to run on XL/XE's. Demos and such from Europe might not work on US machines (50/60 VBL timing problems)

"Marc Belier" <vooj@xs4all.nl.nospam> wrote in message news:93qqae$q3s$1@boile.a2000.nl...
> Hi,
>
> I have an Atari 800 XE and I'm thinking about ordering some game carts from
> the US. Will these work on my system? I live in Holland, we use the PAL tv
> system here. Is this the same in the US, and are there other differences?
>
> Help will be greatly appreciated...
>
> Regards,
> Marc
>
>

383. *** SIO2PC on 800XLDJ questions....

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 10:36:26 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000.3a61e229@fmlynet.org>
Source record: 39426

FamilyNet HQ: Telnet:\\www.family-bbs.net

Greetings, I have a few questions about the SIO2PC under the Atari ST program 800XLDJ. What I am planning on doing is getting this program to run under the Atari ST similator "MagicMac". If I can get this working, then Macintosh users will FINALLY have some solution to create virtual drives for their Atari8 computer.

If this doesn't ever work, I'll try APE under SoftPC.

My questions for everyone out there...

1) Have you ever used 800XLDJ? (800XLDJ is basically the ST's answer to the APE interface, providing 8 virtual drives for a true Atari8 computer to access the drives off the ST's hard drive via a SIO2PC (or "SIO2ST" as we like to call it) cable.)
[If you have never used this program, proceed no further, thanks for you time. If you have, please continue on the questions...]

2) What Atari 16/32 bit system did you run this on?

3) What system (Magic, Mint, Linux, regular TOS, etc...) was running on your 16/32 bit system? (Would love to hear from Magic users on this in particular)

4) and other screen accelerators (NVDI, Warp9, Geneva, etc) was running on this system?

5) (Optional) if you have MagicMac or MagicPC and ran this program, what kind of setup did you have?

Many thanks in advance!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

384. Re: Action! -- Pulling the wings off a butterfly

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 11:01:53 UTC
From: doctor@localhost.localdomain
Message-ID: <slrn9631s7.3dj.doctor@localhost.localdomain>
Source record: 39406

On Fri, 12 Jan 2001 10:29:25 -0800, Dan Vernon <danver@halcyon.com> wrote:
>Bill,
>
>thanks for the tips. this is really my first go at a website and I've got
>some redesigning to do I believe. I really enjoy the programming which is
>the why there's so much javascript. I'm considering a redesign, mainly to
>support the older lynx-style and frameless browsers, but was not aware of
>the Netscape problems. I'll take a look at the colors and make a better
>choice. For this 2nd version, I'm thinking of writing a simple generator
>for all the pages that produces versions with no javascript, possibly with
>no frames either... still not completely decided about the frames -- I
>suppose since I'm running the navigation pages through a generator it would
>be simple to have two sets one with frames and one without.

There's more than just Lynx.There's also "Links" and W3M and Emacs/W3,just to
name other Unix-based text viewers.And there are graphical HTML viewers like
Arachne and WebSpyder for IBM computers.

And whether someone is using text or graphics,why would anyone want frames at
all?

385. Re: Action! -- Pulling the wings off a butterfly

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 11:07:14 UTC
From: doctor@localhost.localdomain
Message-ID: <slrn963269.3dj.doctor@localhost.localdomain>
Source record: 39407

On Sat, 13 Jan 2001 14:33:01 GMT, Eric Cron <ericcron@NOSPAMMERyahoo.com> wrote:
>I've been told that you should ALWAYS preview your pages with Netscape
>before you publish them. Not because of the old "test with all browsers,
>all platforms" excuse - but because Netscape refuses to display incorrect
>html - where IE will let you get away with simpler mistakes. If you've
>written a problem into your file - Netscape will usually bug you about
>it....
>
>It makes sense to test with / but not use / Netscape -
>Sorry - I'm a IE Convert - I've learned long ago that if
>you don't mess with IE, Windows behaves :) I still use
>Netscape on Linux - and it does a fine job there...

Why not just have both under Windows/Chicago?
(better yet,get Opera)

386. Re: Action! -- Pulling the wings off a butterfly

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 11:28:45 UTC
From: doctor@localhost.localdomain
Message-ID: <slrn9633ei.3dj.doctor@localhost.localdomain>
Source record: 39408

On Sun, 14 Jan 2001 00:11:07 GMT, Pairman <pairman@notrash.alberta.com> wrote:
>Sounds like you monitor or graphic card is'nt optimized properly. On my
>monitor I get yellow text on blue. Looks like the oss colors and I don't get
>grey but white. But then again I'm using a NEC monitor.

What do you mean by "optimized"???

>> : http://www.halcyon.com/danver/atari

Well,the third FRAME doesn't actually have a URL.Just a blank "SRC"
attribute.Lynx just ignores the phantom frame but Links and Emacs/W3 treat it
as a link to itself (the HTML file containing the FRAMESET) and hence you get
infinite regressing FRAMEs.W3M treats it as a link to the root directory of the
host so it avoids infinite regression.But W3M shows some of the JavaScript.Of
course this is all meaningless since there doesn't seem to be any actual LINKS
to follow so the whole place esentially looks empty.

387. Re: Bob K? Y do U not want us to use FTE or SpartaDOS....

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 11:44:16 UTC
From: doctor@localhost.localdomain
Message-ID: <slrn9634bm.3dj.doctor@localhost.localdomain>
Source record: 39409

On Fri, 5 Jan 2001 14:05:11 -0700, rtdos@qwest.net <rtdos@qwest.net> wrote:
>Why don't you want the Atari community to support itself by using FTE or
>SpartaDOS products?

Well,for one thing,SpartaDOS doesn't indicate the EOF (End-Of-File) when reading a file in update (read+write) mode.Instead you just get a endless stream of zeros (hearts) and for every zero read a zero is appended to the file so eventually the file fills up the entire disk with NUL/heart characters and you get a "disk full" error.
("Atari Rogue" is what brought this to my attention)
And there's also the incompatibility of SpartaDOS's (and DOS 3's) NOTE and POINT XIO commands.
(which are used to "FF/REW" through files)

There's also the problem with sub-directory filenames having a extension.Try making a directory called "FILENAME.EXT" and then CWD'ing into it and see what it says for the current directory.
(using "?DIR",I think)

388. Re: Bobterm Question

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 11:51:38 UTC
From: doctor@localhost.localdomain
Message-ID: <slrn9634ph.3dj.doctor@localhost.localdomain>
Source record: 39410

On Mon, 08 Jan 2001 12:11:51 -0600, Andrew Krieg <andyk@merge.com> wrote:
>Is there a version of Bobterm that supports the 14.4k speed? The
>version I
>have will support 9600 and 19.2, but not 14.4. I just picked up an
>external
>14.4 Sportster for $5 at Goodwill and even at 9600 it's been a vast
>improvement
>over the $200 2400 baud modem I bought ages ago. Of course I only
>telecommunicate about twice a year on the XE, but still....

I don't think there is any hardware for the Atari that supports 14400.
(which is what you mean."14.4k" would be 14745.6)
But you should use the MODEM at 19200 anyway.I know that USR MODEMs won't even
respond to commands at speeds like 28800 and 14400 even though IBMs support
them.

389. Re: Can one save a cart as an exe or com file in an emulator ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 12:05:33 UTC
From: doctor@localhost.localdomain
Message-ID: <slrn9635jj.3dj.doctor@localhost.localdomain>
Source record: 39411

On Wed, 10 Jan 2001 20:38:09 GMT, ronfucci@my-deja.com <ronfucci@my-deja.com>
wrote:
>I assume this can be done since I see software I would expect as a cart
>available as a com or exe file on ftp sites. One example of this is
>Pacman. If so, how to do it ?

Huh? I don't understand what you're saying.How would a IBM run a Atari ML
(programme) file???
Or is this some new thing where you can make a IBM file out of a Atari file so
that,when run,the emulator is automaticly ran and given said Atari programme to
emulate/run?
Otherwise this makes no sense.If you wrote a Atari programme to a IBM file,IBM
DOS would simply crash since it doesn't check the file to see if it's valid
like Atari DOS does.

>If the cart contains cart specific logic e.g.write to the cart memory
>area, can the code be disassebled and no-op-ed ? I guess I'm asking
>if anyone has attempted to do this.

Well some cartridges try to alter themselves to see if they are really running
from ROM.In fact,the Atari monitor (OS) tries to change a special memory
location to see if there's a cartridge to run and/or initialize.
(two locations,actually,since there are two cartridge slots)

>It seems to me there is a constant desire for 8 bit carts (as shown by
>the market traffic on ebay) and this would be a good way to distribute
>cart code (if permitted by ownership).

I think most (if not all) catridge games have been altered to work from a
disk,file or tape.

390. Re: SpartaDos - *Free*

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 12:19:06 UTC
From: doctor@localhost.localdomain
Message-ID: <slrn9636d0.3dj.doctor@localhost.localdomain>
Source record: 39412

>Dan Vernon schrieb:
>>
>> I've been looking for an old version of spartados for a while... I think
>> 2.3? at least its 2 something. Anyhow I've read about a program called
>> LOGOMENU.SYS that lets you use sparta as a nifty binary loader. You
>> wouldn't happen to have a copy of this laying around by any chance? It
>> might have come with the sparta construction set.

There were two versions.The only difference was that 2.3c gave control over to
the cartridge (like normal DOS) where as 2.3d took you right to the CP.
(CP=Command Processor)
And,as for LOGOMENU.SYS,it requires DOS (SpartaDOS,presumably) to be loaded so
it's not the best thing to use since some games might not run with DOS loaded.
(or,more to the point,they might need to load up in the same place as DOS)
There are better loaders that access the disk drive directly (or through the
SIO routines) that support UltraSpeed and such and are their own DOS (FMS) for
the purpose of loading a file.They take up less RAM so they work with more
programmes.Then again,I always just used MyDOS's DUP.SYS to load games that
worked with (or required) DOS.

>> Also I pretty much use sparta 3.2g (this is a shareware version no?)... it
>> works great as far as I can tell! Never had a problem so far. Is there
>> another version you recommend? I know that Video61 sells the stupid cart
>> version that you have to yank out. I'd never buy that.

You should use 3.2f.
3.2g changed some of the commands and it won't let you do something as simple
as "COPY E: FILE.TXT".Of course neither version supports the concept of a
default drive (to be used when the user just specifies something like
"D:FILE.EXT") so I prefer MyDOS.

391. Re: SpartaDos - *Free*

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 12:27:15 UTC
From: doctor@localhost.localdomain
Message-ID: <slrn9636s9.3dj.doctor@localhost.localdomain>
Source record: 39413

On Thu, 4 Jan 2001 19:06:08 -0000, Russ Gilbert <russg@en.com> wrote:
>This is an interesting discussion.
>It is a little hard to keep track.
>BBS Pro is Lance's. ICD stuff is FTE's.
>It is news to me that 3.3c is also Lance's. I don't have it and it
>is most compatible for use with BBS Pro.
>3.2g was shareware, Expected to register if you used it, for $20, I think.
>I never registered or used it, other that to look at it. My 3.2d,
>purchased,

What was the point of registering it?

>suited me fine. Then I got a SpX cart. I have to disable the high
>speed stuff with SpX because my real drives couldn't hack it (Indus,
>USD 1050s), and kept trashing real disks. I still use 3.2d. And I use

Do you mean "SDX"?
I used SpartaDOS X all the time with my Indus GT and USD 1050 drives with no problem.

>3.33a for emulators, don't know what the status of that one is.
>I think Tom Hunt made the 3.3a.
>I do remember that FTe seemed to sorta expect people that continued
>to use SpartaDOS to register the 3.2g one, even if they were still
>using 3.2d. I'm not sure what improvements/fixes 3.2g had over 3.2d.
>Great DOS, my favorite, in any flavor.

What's 3.2d and 3.33a? I've only ever seen 3.2e and f and g.
And f is the same as e.But g had some "features" added like re-named commands (say goodbye to your batch files) and there's problems copying to a disk file from another device (like E:).
(which was my favourite way of creating & updating BAT files)

392. Re: SpartaDos - *Free*

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 12:30:33 UTC
From: doctor@localhost.localdomain
Message-ID: <slrn96372h.3dj.doctor@localhost.localdomain>
Source record: 39414

On Fri, 05 Jan 2001 16:28:24 +0100, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:
>Well,
>pulling a cart out of a powered-on computer is really something I do not
>like very much. But there is no problem with an Atari 400 or 800, since
>the Sparta Dos cart 3.3c which Lance is selling is XL/XE only...

I don't think that there's anything wrong with pulling a cartridge out.It's
puting one in that's supossed to be a problem.

393. SIO2PC..

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 12:42:29 UTC
From: Anthony G Beckett <a.beckett@bigfoot.com>
Message-ID: <V8h86.658$Rq3.1848935@news.chello.com.au>
Source record: 39415

Hi all!

I have heard a bit about this SIO2PC in this newsgroup - can anyone point me
to a website that has information/how to make/where to buy?

Thanks in advance;

--
Regards,

Anthony Beckett
http://pcmuseum.i-o.net.au

394. Re: Text Editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 12:47:15 UTC
From: doctor@localhost.localdomain
Message-ID: <slrn96381q.3dj.doctor@localhost.localdomain>
Source record: 39416

On Sat, 13 Jan 2001 16:36:28 GMT, me <me@aol.com> wrote:
>Finally figured it out I do a COPY E: D:STARTUP.BAT, then hit ctl 3 when
>done.. although this wipes the file when it starts, its not all that bad for
>just 3 lines.

You can also do something like "COPY E: STARTUP.BAT/A" to append to a file.
What I used to do with SpartaDOS X was TYPE the file out and then do a
"COPY CON: AUTOEXEC.BAT"
(and people wonder why I hated SDX worse than normal SpartaDOS)
and then move the cursor back up to the lines of the file that TYPE just
printed out and then simple press RETURN on each line;editing as I went.I see
no reason why this wouldn't work with normal SpartaDOS and the E: (or any CIO)
device.

395. Re: Where have We Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 13:11:24 UTC
From: doctor@localhost.localdomain
Message-ID: <slrn9639f3.3dj.doctor@localhost.localdomain>
Source record: 39417

On Sun, 07 Jan 2001 21:20:10 GMT, gaberry@my-deja.com <gaberry@my-deja.com>
wrote:
>Part of the problem lies in the fact memory is cheap. Back in the 80's
>even memory was expensive, so we used 16k or 1k and did a lot. Today we
>have plenty of memory and we exploit it. One of the bigest wastes of
>memory has been the C language and its libraries. If you need a single
>routine in a library, you get the whole library. Not to mention if you
>start using OO stuff. Then you get the parents legacy as well as its
>childrens.. all that makes nice programming. But it is fat programming.
>GUI stuff also eats the memory like crazy. Anyway, you are right...
>programs are bloated. I suspect the next major guy in software to make
>money like Bill gates will be the guy who writes Microsoft Word that is
>cheap with understandable simple options, and it is efficient. Kind of
>the software equivalent of the CISC architecture to RISC architecture
>change. Transmetta maybe close to this..

Actually,if you use a single routine,then only that routine is copied
("linked") into the resulting file.Of course things like printf() are a little
too overly complex for printing a simple error message.
(better to use write())
And in modern Unix-like systems,only the pages (4k blocks,usually) that are
actually needed are read into memory.And then only once no matter how many
programmes are using the same routine/library as the seperate programmes
"share" the memory between them.

Just look at games like DOOM and Hexen on the Sega Saturn and then look at
Lobotomy's Quake,Duke Nukem' 3D and Powerslave to see the difference assembly
and a good knowledge of the hardware can make.I've heard that without
assembly,it is impossible to TRULY take advantage of the twin processors in the
Saturn.
(which are refered to as "RISC" CPUs)
The same thing happened to the Atari VCS and HCS,though all games are written
in assembly for the VCS.And,of course,game systems are a area where you have to
conserve memory,as well as cycles.

>In article <B67DF938.428C%ewilliams1@jam.rr.com>,
> Edward Williams <ewilliams1@jam.rr.com> wrote:
>> in article 3A583B04.2CB79E9C@sisna.com, BobKlaas at bobkla19@sisna.com
>wrote
>> on 1/7/01 3:46 AM:
>>
>> > Stupid question from myself to you programers? What the heck has
>> > happened in the past 15 years? The programers have gone from doing
>> > what couldn't be done with 16k and making it work, then we went to
>32k

>> > made it work, then to 64k, made it work even better, then to 132K,
>made

What computer had 132k???

396. Re: Where have We Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 14:16:43 UTC
From: doctor@localhost.localdomain
Message-ID: <slrn963d9i.3dj.doctor@localhost.localdomain>
Source record: 39419

On Wed, 10 Jan 2001 04:42:28 GMT, Isaac Davis <idavis@my-deja.com> wrote:
>Well, not to sound harsh, but if you don't like it, then write your
>own. That's about the only solution I see. Sitting around complaining
>isn't being very innovative either. I seem to remember the same
>arguments about the ST line. Why do you need 512K? My 48K is just fine.
>Well, my 800 does what it does just fine, but it has it's limitations,
>and I accept that. Evidently some people haven't.

I remember the Atari programmers saying that they picked a 6502 for the Lynx instead of a 68000 CPU because 68000 programmes take up more room than 6502 ones.From what I've read about the 68000,this seems likely.I remember something about how all instructions are the same length.There is also the evil that is the AES.I prefered to avoid the ST's equivilant to MS-Windows altogether and stay in GEMDOS (which is actually WORSE then IBM DOS) and BIOS (one byte PUTs/GETs,anyone!),myself.
(why is the OS called "BIOS"? That's what the OS is called on CP/M machines)
And as far as IBM goes,I've seen some SMALL demos from europe.
(FTP to ftp.hornet.org @ /pub/demos/)
I've even seen a demo change the palette of a text screen during horizontal blanks.This must be CPU-intensive as the IBM doesn't provide line interupts like most other computers so the demo would have to watch a register CONSTANTLY to do this.

Well lots of memory is nice for editing big files and such.But it just seems to cause programmes to baloon in size.

397. Re: Tapes

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 14:18:26 UTC
From: Jon-paul <pockets@cix.co.uk>
Message-ID: <93scbp$jb4$1@plutonium.compulink.co.uk>
Source record: 39418

I think Howfen dos can do it

Though there will be probs with copy protection methods!

Mark Bedingfield <mark@baypc.com.au> wrote in message
news:iI876.54469$xW4.435931@news-server.bigpond.net.au...
> How do I go about copying disk's to tape, these days? Got a mate with a
1010
> who want's some games.
>
> Mark
>
> --
> **
> Towered Atari Falcon030 CT2 50Mhz, 14MB, 64MBTTram,
> 68882, SQ88,1.4GEIDE,2.1GUWSCSI,2xCD300-CDRom
> Falcon030-4-800MB-SBlaster II, MegaSTE4-SQ200MB
> Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
> 6 more Atari's a Couple of Mac's and a few crappy pc's.
> Mark Bedingfield, mark@baypc.com.au
> **
>
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.219 / Virus Database: 103 - Release Date: 05/12/00

398. Re: SIO2PC..

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 14:49:56 UTC
From: ebaiz@skyenet.net
Message-ID: <o0j86.1203$d25.7090@newsfeed.slurp.net>
Source record: 39420

```
On 14 Jan 2001 12:42:29 , "Anthony G Beckett" wrote:
>Hi all!
>
>I have heard a bit about this SIO2PC in this newsgroup - can anyone point me
>to a website that has information/how to make/where to buy?
>
>Thanks in advance;

Try this site:

http://home.t-online.de/home/tgrasel/restarte.htm

Edward S. Baiz Jr.
(Gamer)
-----------------------------------------------------
HADES 060: 135meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
-----------------------------------------------------
```

399. Re: Advice on eprom programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 15:55:50 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t63isafgr36c7e@corp.supernews.com>
Source record: 39421

"Tom Martin" <tom@mindwarped.com> wrote in message
news:Xns90292DA92tommindwarpedcom@207.126.101.97...
> "Rick Cortese" <ricortes@netmagic.net> wrote in
> <t60voa28i92a08@corp.supernews.com>:
>
> ><ronfucci@bellsouth.net> wrote in message
> >news:3a606914.907179@news.atl.bellsouth.net...
> >> I'm toying with the idea of getting an eprom programmer to copy my
> >> 8bit carts. Can anyone offer experience with particular units ? Is
> >> it necessary to buy new or will a second hand model do ? tks
> >
> >Neeham Electronics sells some good ones for the IBM at under $150. I've
> >had their PB-10<?> for about 10 years and it has never missed a beat. It
> >does eproms up to 1 meg IIRC.
> >
> >Hanging out in comp.arch.embedded, it seems like I am not the only
> >Needham fan anyway. They don't offer quite as big a list as some of the
> >other manufacturers for devices they work with, but the ones they leave
> >out are so esoteric I haven't missed them.
> >
> >Another good place to look for generic programmers is JDR's outlet
> >store. You can get a reasonably priced one from their www.jdr.com page,
> >but if you happen to be passing through Campbell Calif they usually have
> >one or two returned but tested good programmers for ~$50. Fairly good
> >specs, ZIF socket, eproms to 512kbit, but I have never used one.
> >
> >Really at this stage of my life, I probably wouldn't go with an Atari
> >based programmer again. I had a Thompson Proburner I paid $150 for and
> >it never worked as advertized. I loaned it out to a hospital and it came
> >back broke. That ended up being one of the best things that could have
> >happened to me as I bought the Needham programmer to replace it. Saved
> >me dozens of hours of frustration.
> >
> >
> >
>
> http://www.xtronics.com/memory/EPROM.htm $129
>
> Great unit even does 2532 chips
>
> Needham did discontinue the PB-10 recently but you should still be able to
get one (they still
> make the ad-on adapters for it)
>

> Both units are great for the price. The PB-10 you need an ISA slot free on
your computer while
> the Pocket Programmer uses the printer port on your computer. Works great
with old 386 laptops
> that now might not have a use.
>
> They both do most the same chips the pocket programmer does a few more but
you will most likely
> never burn them anyway
>
>
> don't be fooled my the device list on needhams site, they will list a chip
20 times if 20
> different companies make it while xtronics will only list it once.
>
> both companies have been around forever I know xtronics has sold the
pocket programmer for the
> same price for over 10 years
>
> www.needhams.com -----------down right now but was up yesterday

Still down this morning as of 7:30 AM Sunday California time. I hope it doesn't mean anything bad. I've talked with him over the phone and he seems like a really great guy.
> www.xtronics.com

I went to their site and checked them out. Needham's came out with a parallel printer port device too, the EMP-20 IIRC. I can't recall the price off hand, I think it was a bit more then $129.

I kind of like the looks Transtronics devices since they look like they do a pretty wide range of adapters, everything from PICs to AVR 8051 clones and Atmel RISC AT90s.

For most of the stuff we do, all of the devices <EMP-10, 20, and I-PP-1> are probably overkill.

400. Re: Can one save a cart as an exe or com file in an emulator ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 16:07:16 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t63jhmiugsvn34@corp.supernews.com>
Source record: 39422

"The Doctor" <doctor@localhost.localdomain> wrote in message
news:slrn9635jj.3dj.doctor@localhost.localdomain...
> On Wed, 10 Jan 2001 20:38:09 GMT, ronfucci@my-deja.com
<ronfucci@my-deja.com>
> wrote:
> >I assume this can be done since I see software I would expect as a cart
> >available as a com or exe file on ftp sites. One example of this is
> >Pacman. If so, how to do it ?
>
> Huh? I don't understand what you're saying.How would a IBM run a Atari ML
> (programme) file???
> Or is this some new thing where you can make a IBM file out of a Atari
file so
> that,when run,the emulator is automaticly ran and given said Atari
programme to
> emulate/run?
> Otherwise this makes no sense.If you wrote a Atari programme to a IBM
file,IBM
> DOS would simply crash since it doesn't check the file to see if it's
valid
> like Atari DOS does.

I'm not sure if I get exactly what he wants to do either, but I see the potiential.

Let's say you have the emulator and a couple of hundred cart files that were made into disk files, all that you have legally of course. All you would have to do is either load them /n<?> such that they don't execute and save a clean image + 6 byte header or go to the OMNIMON monitor and write them out to a work disk.

Stripping off the 6 byte header or getting a clean file from the work disk to create a binary image is trivial.

401. Re: SIO2PC..

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 16:15:59 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t63k1vpdnp7o7e@corp.supernews.com>
Source record: 39423

"Anthony G Beckett" <a.beckett@bigfoot.com> wrote in message
news:V8h86.658$Rq3.1848935@news.chello.com.au...
> Hi all!
>
> I have heard a bit about this SIO2PC in this newsgroup - can anyone point
me
> to a website that has information/how to make/where to buy?
>
> Thanks in advance;

Clarence Dyson has a good web page up with the best contruction details I
have seen.
http://www.redshift.com/~cdyson/atari.html

There are only a few people that sell them, Edward posted a link to one.
Somewhere around $20-$30 seems to be the going price for them. Building it
yourself will cost ~$8 if you put it in a nice box so the prices aren't out
of line.

402. Re: Text Editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 16:59:10 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010114115910.15200.00000396@ng-fy1.aol.com>
Source record: 39424

>"Richard Douwes" rdouwes@hetnet.nl remarked:

>BTW, I have the MAC-65-ready-to-go source code for "Speedscript",
> if anyone wants it (or did I type it all in for nothing? :-)

Maybe, I would have used it to patch the directory filename routines for MyDOS
4.50 or .534. Luckily I had Compute!'s manual and made do with a sector editor.

-Ron

Inform everyone that communications have completely broken down.

403. Re: 5200 Controllers

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 17:22:13 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010114122213.15200.00000397@ng-fy1.aol.com>
Source record: 39425

>"Peter Brown" guilo@kcdata.com stated

>I'm looking for a place to purchase (if there still is a place) 5200
>joysticks...mine are shot...or is there a technical page with schematics?
>Any help would be appreciated...

Lance at Video 61 might.,..
his URL should be in one of his messages here...

Bradley Koda at Best definitely does:
http://www.best-electronics-ca.com/
they even have some improved longer lasting (custom made?) components
advertised.

B&C mentions some parts also...
http://www.myatari.com/bc5200.txt

-Ron

Inform everyone that communications have completely broken down.

404. Re: SIO2PC..

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 17:37:39 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010114123739.15200.00000398@ng-fy1.aol.com>
Source record: 39427

>ebaiz@skyenet.net (Edward S. Baiz Jr.) replied:

>Try this site:
>
>http://home.t-online.de/home/tgrasel/restarte.htm

>>I have heard a bit about this SIO2PC in this newsgroup - can anyone point
>>me to a website that has information/how to make/where to buy?

Lot of good stuff here as well...
http://www.redshift.com/~cdyson/atari.html

-Ron

Inform everyone that communications have completely broken down.

405. Re: SIO2PC..

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 18:23:39 UTC
From: dlicht@ccc.at
Message-ID: <3a61ea47.28652931@news.chello.at>
Source record: 39428

On Sun, 14 Jan 2001 12:42:29 GMT, "Anthony G Beckett"
<a.beckett@bigfoot.com> wrote:

>Hi all!
>
>I have heard a bit about this SIO2PC in this newsgroup - can anyone point me
>to a website that has information/how to make/where to buy?
>
>Thanks in advance;
>
>--
>Regards,
>
>Anthony Beckett
>http://pcmuseum.i-o.net.au
>
>
Hi Antony!

Two links:

Nick Kennedy, the Programmer of Sio2PC::
http://www.cswnet.com/~nkennedy/sio2pc.htm
A German Hobby-Producer-Group:
http://www.abbuc-raf.de
The APE Hompage (A Program also works with the Sio2PC-cable:
http://www.nacs.net/~classics/

Servus from Vienna

Dieter Lichtenegger

406. WTB: Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 20:25:49 UTC
From: Daniel Gibson <dkgibson@flash.net>
Message-ID: <3A620C0A.27F04852@flash.net>
Source record: 39429

Hi Gang,

I am looking to purchase a working 800XL with the power supply. Please let me know if you have one for sale. Does not need to have the paperwork, or box or anything, just the 'puter and the power supply. Oh, and a spare SIO cable would come in handy.

Please let me know!

Thanks

Dan

--
Daniel and Kathy Gibson
http://www.flash.net/~dkgibson
"Kate's Track Shack - Home of the 75 cent 8-track!!"

407. Atari game copier (info)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 21:29:33 UTC
From: Retronics <jos@grephx.nl>
Message-ID: <979507791.922.0.pluto.c3adee40@news.demon.nl>
Source record: 39430

Hallo,

I get loads of emails with questions about the game copier.

How does it work?:
Here is a picture direct from the box, with some info about "how to
operate":
http://www.0900bellen.nl/ebay/atari.jpg

Do I need a power supply?:
The copier will work with the Atari 2600 power supply. So you don not need
an additional
power supply.

Are you selling two copiers in this auction:
I sell two MIB copiers (2 auctions) on Ebay:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=540108511
and
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=540109902

Is there a difference between the 2 copiers?:
They are identical

I hope this will help.
Jos.

408. Value of 8-bit hardware?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-14 22:23:33 UTC
From: snarfblat@my-deja.com
Message-ID: <93t8sv$2nc$1@nnrp1.deja.com>
Source record: 39431

I have the following 8-bit hardware sitting here collecting dust. I've had it for probably 7-8 years, and as much as I want to keep it, I just can't justify it. I'd rather somebody else get use out of it.

I'm wondering what it's worth? I'll probably eBay it, but I haven't been able to find any current values on the stuff as a place to start.

Atari XEGS in box with all accessories and book (no cartridge)
Atari 1200XL, stock w/manual and PS
Atari 800XL, stock with the best of the good keyboards, w/PS
Atari 800XL, w/Rambo 256k and the other of the good keyboards, w/PS
Atari 1050, stock w/PS, SIO cable and original box in so-so shape
Atari 1050, US Doubler, w/PS and SIO cable
Atari 1050, Happy 1050, w/PS, SIO cable, and Happy/Archiver software
Atari XF551, stock w/PS and SIO cable

Commodore 1802 monitor with video cable
ICD 256k MIO w/PS and printer cable

ApeFace printer interface
Supra Micro-Print printer interface

Basic XE cartridge w/manual and extensions disk
Action! cartridge w/manual and Action! Toolkit and Runtime disks
Mac/65 catridge w/manual

If there's something here you just HAVE to have, then email me.

Thanks!

Rob

Sent via Deja.com
http://www.deja.com/

409. Re: Where have We Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-15 00:32:25 UTC
From: "Bosco T. Hearns" <bosco@my-deja.com>
Message-ID: <93tgep$8ru$1@nnrp1.deja.com>
Source record: 39432

In article <93ivt3sln1@nnrp1.deja.com>,
Isaac Davis <idavis@my-deja.com> wrote:
> In article <93hpk6fer1@news.value.net>,
> "MouseDad" <MouseDad@aol.com> wrote:
> > what a change it definitely has been. I can live with the "bloating"
> > considering the ram prices & hdd prices. what I dislike is that
> along with
> > the bloating came bugs galore. back in the early days, when a piece
> of
> > software hit the market it worked as advertised. in the new bloated
> > software universe, bugs are commonplace - we learn to work around
> them until
> > the next patch comes out to fix them, which in turn creates new
> bugs. when
> > it comes to software, i miss the old simpler days.
>
> I believe you guys are looking back through rose colored glasses. No
> bugs? Worked as advertised? That's why Atari Basic has a revision A,B,
> and C. How about Dos 3. It might have worked as advertised, but that
> was some lousy advertising. I do remember it having bugs. Even hardware
> had it's problems. I had to put in a modification in my MPP-1000E modem
> because it came from the factory without the ability to hang up the
> line. The mod came straight from MPP, in fact it was promised in the
> manual. Made for some fun BBS sysoping when the line wouldn't hang up.
>
> Along with more complexity, you run into more chances to have a bug. Oh
> well, this could be one of those never ending arguments and no one is
> going to change anyones mind. I just like how everyone looks back on
> things and they were so perfect back then. Why did we change? It's
> called progress and we aren't getting any younger. The old bumper
> sticker holds true: Lead, follow or get the hell out of the way. I hope
> no one takes me out of context on this. I love my Atari, and wouldn't
> know what to do without it, but I also acknowledge that we are
> progressing at a rapid pace. Larger more complex software is just part
> of it. No software is bug free.
> Isaac
>

God! I hate that bumper sticker!

Sent via Deja.com
http://www.deja.com/

410. Re: Will American Atari XE/XL games work on European systems?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-15 05:22:08 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <93u1ddipc1@news.netvision.net.il>
Source record: 39356

```
Hi Marc,

They will work fine!

Nir Dary
Jerusalem
Marc Belier <vooj@xs4all.nl.nospam> wrote in message
news:93qqae$q3s$1@boile.a2000.nl...
> Hi,
>
> I have an Atari 800 XE and I'm thinking about ordering some game carts
from
> the US. Will these work on my system? I live in Holland, we use the PAL tv
> system here. Is this the same in the US, and are there other differences?
>
> Help will be greatly appreciated...
>
> Regards,
> Marc
>
>
```

411. Re: Atari game copier (info)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-15 08:42:05 UTC
From: Emmanuel Fernandes <fernandes@NOSPAMagel.ucl.ac.be>
Message-ID: <93ucr0kvm1@ail.sri.ucl.ac.be>
Source record: 39433

What about the Blank carts ???

I think it will be EXTREMELY difficult to find blank carts for this device.
So we'll have to build some... and I don't think you have schematics for
them..... :-)) !!!

"Retronics" <jos@grephx.nl> wrote in message
news:979507791.922.0.pluto.c3adee40@news.demon.nl...
> Hallo,
>
> I get loads of emails with questions about the game copier.
>
>
> How does it work?:
> Here is a picture direct from the box, with some info about "how to
> operate":
> http://www.0900bellen.nl/ebay/atari.jpg
>
> Do I need a power supply?:
> The copier will work with the Atari 2600 power supply. So you don not need
> an additional
> power supply.
>
> Are you selling two copiers in this auction:
> I sell two MIB copiers (2 auctions) on Ebay:
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=540108511
> and
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=540109902
>
> Is there a difference between the 2 copiers?:
> They are identical
>
> I hope this will help.
> Jos.
>
>

412. Re: Bobterm Question

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-15 12:21:13 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <93upvp$j8l$1@nets3.rz.RWTH-Aachen.DE>
Source record: 39434

Howdy Len, folks

>> PS the MIO can do hardware handshaking too, but you need Len Spencers high
>> speed drivers. There are also high speed drivers to improve the speed of
the
>> BB (a little) by Len, but for some reason, I seem to be the only one having
>> problems with the BB driver Len wrote.
>
>What problem are you having? On the BB version I had the disadvantage
>of not having a BB available to properly debug the handler, and had to
>rely on a friend to test it out for me. If I can get hold of a BB with
>docs, I may be able to see firsthand what I'm doing wrong.

I'll try it out again. Too long since I tried it out. It's on my boot
partition (at home).

CU Mathy van Nisselroy

413. Re: ABBUC Homepage, where did it go.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-15 12:27:05 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <93uqap$j8l$2@nets3.rz.RWTH-Aachen.DE>
Source record: 39435

Howdy folks

>: Well,
>: the answer is as simple as that: atari-computer.de is gone !! Thus,
>: atari-computer.de/abbuc and hundreds of other pages of atari-computer.de
>: are also gone !! It`s a sad situation, maybe someone can rescue a few of
>: these lost homepages. -Andreas
>
>Did people not back them up!?!! :)

I just got an Email from the head honcho of the ABBUC. He thinks that
atari-computer.de might have gone bye, bye. Not the hardware, the company
behind it. (nope, for those dreaming of M$ going tata, sorry.....)

CU Mathy van Nisselroy

414. Re: S.A.M.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-15 12:29:33 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <93uqfd$j8l$3@nets3.rz.RWTH-Aachen.DE>
Source record: 39436

Howdy folks

>Check out-
>ftp://ftp.spudster.org/pub/Atari/CTH/Cth_Shareware/readit.sfx
>
>It's a SelF eXtracting file for Sparta, so just copy it to it's own
>directory and run it and it will install itself. If I remember correctly,
>you just put what you want it to read in to a text file, then type
>something like-
>
>readit myfile.txt
>
>... and it speaks whatever is in the file.

It's a great utility, but you better make sure the text is in English.....
:-)

CU Mathy van Nisselroy

415. Re: FW : To All Stores

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-15 12:32:02 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <9cr56tcg4r6tq3u0ck5pl4sbstm8hbulp4@4ax.com>
Source record: 39437
Cross-posted to: comp.sys.apple2.usergroups,comp.sys.arm,comp.sys.atari.8bit

The other Day gordon@ozcomputers.net wrote:

You ok there mate?

Or are we having a spam feeling?

>barbaram@soundandmedia.demon.co.uk
>bk@bkashford.fsnet.co.uk

--

Give me a good playable old game rather than a pretty new one

416. Re: Bobterm Question

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-15 14:25:38 UTC
From: krieg@earth.execpc.com
Message-ID: <3a630863$0$7164$272ea4a1@news.execpc.com>
Source record: 39438

In article <t5su9239r1ruf2@corp.supernews.com>,
Thomas J. Andrews <taj16@dreamscape.com> wrote:
>On 8 Jan 2001 12:11:51 -, Andrew Krieg wrote:
>>Is there a version of Bobterm that supports the 14.4k speed? The

>The problem I had with using a 14.4k modem on my XE was my interface. I was
>using an 850 and 9600 was as high as it would go. P:R:Connections wouldn't
>go higher than 9600, either. I remember hearing that late-model
>P:R:Connections wouldn't go THAT high.

Guess I'm stuck at 9600 then. I use the P:R:Connection interface.
--
=__ __ __ _ __ _= Andrew Krieg - Lead Software Engineer =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

417. Re: Montezuma - What's going on?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-15 15:12:50 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A631372.7A8BD486@mail.uni-mainz.de>
Source record: 39439

Itay Chamiel schrieb:
>
> Hello,
>
> Just for fun I decided to play a nice long session of Montezuma's Revenge.
> There are two versions floating around, one is called "Preliminary Monty"
> and is a prototype, the other seems like the commercial version of the game
> with a proper title screen and music (and a little sombrero on our hero's
> head too).
>
> However, it too seems like a prototype. First of all, the game (even the
> first level - if indeed there are any levels at all, like in the prototype)
> is very difficult - the only way I could actually make progress at all was
> through Atari800Win's save game feature (by the way, anyone who hasn't seen
> the new Atari800Win Plus should go get it). Secondly, there are bugs. It is
> not uncommon to see stationary enemies (that look frozen), enemies placed
> beyond the borders of the screen, rooms in which a corridor is not blocked
> by a wall but still don't lead to another room, and other strange behavior.
> And third, I couldn't find my way out of the first level, which is supposed
> to be easy. I did make progress, found myself solving puzzles, I even
> reached a "boss" enemy (whom I couldn't destroy in any way), but no way out
> of the level in sight.
>
> So.. Am I playing the wrong version of the game? Or is it the correct one -
> and if so, what am I doing wrong? (the bugs I mention also occur on a real
> Atari, the fact I'm playing on an emulator isn't significant here.)
>
> -itay
> --
> Itay Chamiel
> (remove "spam" to reply)
> http://www.cs.huji.ac.il/~itayc

Well,
the answer is easy: Montezuma with title+music (32k) is the unfinished
prototype !! The other Montezuma (without title or music) is the
shortened 16k commercial version. It was released with the 16k computers
(Atari 600XL) in mind...
-Andreas

P.S.: Greetings to Lance - I want the 16k version on a cart !!

418. Re: SpartaDos - *Free*

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-15 15:26:27 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A6316A3.A46D1501@mail.uni-mainz.de>
Source record: 39440

```
The Doctor schrieb:
>
> On Fri, 05 Jan 2001 16:28:24 +0100, Andreas Magenheimer
> <magea000@mail.uni-mainz.de> wrote:
> >Well,
> >pulling a cart out of a powered-on computer is really something I do not
> >like very much. But there is no problem with an Atari 400 or 800, since
> >the Sparta Dos cart 3.3c which Lance is selling is XL/XE only...
>
> I don't think that there's anything wrong with pulling a cartridge out.It's
> puting one in that's supossed to be a problem.

You should read the question before the answer...
But well, Lance (of Video 61) really sells a few carts which have to be
put in first - and about 2-3 seconds later they have to be plugged off
again. Those carts are: Sparta Dos 3.3c, MyDOS 4.6 and the Translator
cart. Their programs will only initialize fully, if you plug off the
cart again !! -Andreas
```

419. Re: Where have We Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-15 18:09:42 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1010115130908.20413B-100000@mail4.wayne.edu>
Source record: 39441

```
On Thu, 11 Jan 2001 gaberry@my-deja.com wrote:
>
> I thought there was a very interesting article that kind of pertained to
> this subject in the December 2000 issue of Computer "Why Johnny Can't
> Program" by Neville Holmes.
>
> http://computer.org/computer/co2000/rztoc.htm
>
Looks like you need an IEEE membership to read this, no?
```

420. WTB: Game carts to entertain a 3 year old

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-15 18:27:29 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1010115132150.20413D-100000@mail4.wayne.edu>
Source record: 39442

As I now have a spare 400 and my (almost) 3-year-old INSISTS on banging on the keys like her daddy, I thought it might be nice to set her up on the little TV in her bedroom. I don't want to put a disk drive in this experiment, and my 410 is way too unreliable (and slow) to be of use to anyone her age.

Can anyone recommend any good carts for a really young kid? I dug through my pile of carts, but couldn't find anything really suitable. Maybe that's because I was 9 when I got MY 400, so I was way too mature for the kind of stuff I'm looking for now. :)

421. Atari to PC transfer-- need Xformer cable

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-15 18:56:21 UTC
From: Brian Siano <bsiano@bellatlantic.net>
Message-ID: <3A634695.B9B1A19C@bellatlantic.net>
Source record: 39443

I've got a number of old Atari 8-bit disks, and I'd love to be able to transfer a lot
of my old word processing (Atariwriter and ASCII) files to my PC. I recall hearing about
some method for hitching an 810 disk drive to my PC, but it required using a special
cable.

Is there some place where I can buy an X-former cable? I'm no good at electronic stuff, so I can't make it by myself. Please reply by Email.

422. Re: Where have We Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-15 19:12:56 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t66iq1i49md749@corp.supernews.com>
Source record: 39444

<ae2598@wayne.edu> wrote in message
news:Pine.GSO.3.95.1010115130908.20413B-100000@mail4.wayne.edu...
> On Thu, 11 Jan 2001 gaberry@my-deja.com wrote:
> >
> > I thought there was a very interesting article that kind of pertained to
> > this subject in the December 2000 issue of Computer "Why Johnny Can't
> > Program" by Neville Holmes.
> >
> > http://computer.org/computer/co2000/rztoc.htm
> >
> Looks like you need an IEEE membership to read this, no?
>

I think you need to be an IEEE member to program too, that is probably the conclusion of the article.

I thought it may be interesting to read the article myself, so I did a search for "Why Johnny Can't Program". Turns out Johnny can't read, decode, add, walk to school, pretty much everything you could imagine. I think I went to high school with Johnny.<sic>

Needless to say, I could not find the article. Figure anyone that uses such a tired title for an article i.e. Johnny Can't <anything> probably doesn't have anything original to add.

The reasons for the current situation are legion. In the USA, 70% of the college students admit to cheating to get through college. Most people choose their career based on job prospects when they get out of college vs and apptitude for a given profession.

Education is valuble, but in its current form it can not distinguish between a talented person in a given field and a talented student. It is like trying to associate people that score high on their driving test with grand prix drivers. They skills are not mutually exclusive but exist as set and subset.

Just like we have bad garage bands because the Rolling Stones make $40 million a year, we have bad programmers because 'someone' heard they make $120k a year and cheated their way through college to get there. I doubt if the situation will ever change and offer no solutions either.

423. FA: Spectravideo Compumate boxed

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-15 19:15:28 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3A634C4F.61EE912F@t-online.de>
Source record: 39445

Rare Spectravideo CompuMate

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1207042854&r=0&t=0&showTutorial=0&ed=980016270&indexURL=0&rd=1

I ship worldwide.

Thanks for your attention.

424. SIO2PC troubles

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-15 21:45:59 UTC
From: pjsmith@netins.net
Message-ID: <slrn966rsn.gnf.pjsmith@worf.netins.net>
Source record: 39446

Yep, its yet another call for help with SIO2PC.

I have a 130XE connected to an old 486/66 PC running plain MS-DOS 6. I've installed the SIO2PC software, V4.19 and everything works ok except its extremely slow and sporadic. When booting, it beeps right along, then suddenly stalls, beeps some more and then stalls again, etc... Does this on all disk operations.

Is this a symptom of bad timing settings? I know the cable is fine because I used it on a Win95 box with no problems.

Thanks,

Phil

425. SPARTA DOS 3.3A 3.3B 3.3C

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-15 22:42:39 UTC
From: Video61@webtv.net
Message-ID: <479-3A637CDF-22@storefull-176.iap.bryant.webtv.net>
Source record: 39349

after further looking into the sparta dos 3.3c source that bob klass of
k-products, and i contracted for the pro bbs system, we have discovered
that we also own the source, and rights to sparta dos 3.3a, and 3.3b.
we have the only known source that i am aware of, and this is not FTE
product.
these are not PD, or freeware, or shareware, so please if you have
these on your site for download remove them.
i do apologise for the previous post on this subject, i came on strong
because in the last year another copyright that i own was in dispute,
and the only way some people understand is thru legal action.
if i offended anyone in my terminology, i apologise.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

426. Re: Best "C" Compiler and Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-15 22:44:22 UTC
From: NoOne@FakeEmail.com
Message-ID: <902AB72BDCTHEnterprises@205.212.123.11>
Source record: 39347

```
Another noteable supporter of CC65 is Ken Siders. His
wonderful KLINK and
KASM (both native and cross platform) rocks!
```

427. Re: WTB: Game carts to entertain a 3 year old

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-15 23:01:16 UTC
From: ejgnandt@my-deja.com
Message-ID: <93vvfm$a26$1@nnrp1.deja.com>
Source record: 39348

Have carts, but don't know which to recommend. Spinnaker or CBS titles are probably good. I think I have Astro-Grover, Big Bird's Special Delivery, Ernie's Magic Shapes, Letter-Go-Round from CBS and Facemaker from Spinnaker. Maybe look for a review on the Antic site? Let me know and I'll dig them out and see what shape they are in.

Gene

> Can anyone recommend any good carts for a really young
> kid?

Sent via Deja.com
http://www.deja.com/

428. Re: SIO2PC troubles

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-15 23:53:14 UTC
From: toqer@my-deja.com
Message-ID: <9402h7cmi1@nnrp1.deja.com>
Source record: 39350

Sounds like a hardware conflict somewhere. 95 can sorta do a good job of assigning resources to daughtercards to keep them from fighting one another, unfortunately dos doesn't have that capability. My recomendations...

Go into Bios and disable everything except the primary IDE and serial port 1. Remove any unnecisary components (i.e. sound cards?) from the system.

Reboot and try again.

In article <slrn966rsn.gnf.pjsmith@worf.netins.net>,
pjsmith@netins.net wrote:
> Yep, its yet another call for help with SIO2PC.
>
> I have a 130XE connected to an old 486/66 PC running plain MS-DOS 6. I've
> installed the SIO2PC software, V4.19 and everything works ok except its
> extremely slow and sporadic. When booting, it beeps right along, then
> suddenly stalls, beeps some more and then stalls again, etc... Does this
> on all disk operations.
>
> Is this a symptom of bad timing settings? I know the cable is fine because
> I used it on a Win95 box with no problems.
>
> Thanks,
>
> Phil
>
>

Sent via Deja.com
http://www.deja.com/

429. Re: Where have We Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 00:02:14 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <acM86.44264$nj5.4462891@news02.optonline.net>
Source record: 39351

I think the same thing carries over to the current certification craze for computer professionals.

Most of the guys who've been in it for a while _AND_ are certified tell me that their experience on the job is worth a whole lot more than all the certification papers they can hang on a wall or refer to in a resume.

I have to agree. For many years I've see people come into teaching. Some have fantastic instincts. Some have classroom-related backgrounds other than teaching. Most have only a degree with no idea of what life in a classroom is really like. Time and experience are the only things that will sort them out.

I've been told that I can go into a computer store, buy a study kit for A+ Certification, take the test and probably pass the first time around. I've also been told that the certificate is no more than a foot in the door, and that the really good jobs will only come after several solid years of work. (Of course I have no intentions of doing this!)

For all I know it may be the same in programming.

"Rick Cortese" <ricortes@netmagic.net> wrote in message
news:t66iq1i49md749@corp.supernews.com...
> <ae2598@wayne.edu> wrote in message
> news:Pine.GSO.3.95.1010115130908.20413B-100000@mail4.wayne.edu...
> > On Thu, 11 Jan 2001 gaberry@my-deja.com wrote:
> > >
> > > I thought there was a very interesting article that kind of pertained
to
> > > this subject in the December 2000 issue of Computer "Why Johnny Can't
> > > Program" by Neville Holmes.
> > >
> > > http://computer.org/computer/co2000/rztoc.htm
> > >
> > Looks like you need an IEEE membership to read this, no?
> >
>
> I think you need to be an IEEE member to program too, that is probably the
> conclusion of the article.
>
> I thought it may be interesting to read the article myself, so I did a
> search for "Why Johnny Can't Program". Turns out Johnny can't read,
decode,
> add, walk to school, pretty much everything you could imagine. I think I
> went to high school with Johnny.<sic>
>

> Needless to say, I could not find the article. Figure anyone that uses
such
> a tired title for an article i.e. Johnny Can't <anything> probably doesn't
> have anything original to add.
>
> The reasons for the current situation are legion. In the USA, 70% of the
> college students admit to cheating to get through college. Most people
> choose their career based on job prospects when they get out of college vs
> and apptitude for a given profession.
>
> Education is valuble, but in its current form it can not distinguish
between
> a talented person in a given field and a talented student. It is like
trying
> to associate people that score high on their driving test with grand prix
> drivers. They skills are not mutually exclusive but exist as set and
subset.
>
> Just like we have bad garage bands because the Rolling Stones make $40
> million a year, we have bad programmers because 'someone' heard they make
> $120k a year and cheated their way through college to get there. I doubt
if
> the situation will ever change and offer no solutions either.
>
>

430. Re: S.A.M.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 01:41:39 UTC
From: me <me@aol.com>
Message-ID: <nFN86.45067$nj5.4595765@news02.optonline.net>
Source record: 39352

Are there docs or code for readit.com... seems cool and works under Sparta.
I'd like to incorporate it into my basic prog though..

431. Re: SPARTA DOS 3.3A 3.3B 3.3C

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 01:46:03 UTC
From: me <me@aol.com>
Message-ID: <vJN86.45188$nj5.4600292@news02.optonline.net>
Source record: 39353

Not for nothing, but is there still a market for any of this "old stuff"?
Doesn't seem like people are beating down the door to get the latest release
of Atari Dos.
Don't flame me, just trying to understand.

"Lance Ringquist" <Video61@webtv.net> wrote in message
news:479-3A637CDF-22@storefull-176.iap.bryant.webtv.net...
> after further looking into the sparta dos 3.3c source that bob klass of
> k-products, and i contracted for the pro bbs system, we have discovered
> that we also own the source, and rights to sparta dos 3.3a, and 3.3b.
> we have the only known source that i am aware of, and this is not FTE
> product.
> these are not PD, or freeware, or shareware, so please if you have
> these on your site for download remove them.
> i do apologise for the previous post on this subject, i came on strong
> because in the last year another copyright that i own was in dispute,
> and the only way some people understand is thru legal action.
> if i offended anyone in my terminology, i apologise.
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
>

432. Re: Where have We Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 02:19:01 UTC
From: gaberry@my-deja.com
Message-ID: <940b2f$k29$1@nnrp1.deja.com>
Source record: 39354

Sorry guys.. you need a membership. DOH! Johnny Can't Link either.. ;)

Actually it is in the Binary Critic column of the December 2000
Computer. I was going to scan it for you.. but apparently my wife has
cleaned my "reading room" and thrown it out.

The article addressed some problems with programming in general..
If I find it again.. I will see if I can post it.

Sorry.

-Greg

Sent via Deja.com
http://www.deja.com/

433. Re: Where have We Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 02:36:32 UTC
From: gaberry@my-deja.com
Message-ID: <940c3gkok1@nnrp1.deja.com>
Source record: 39355

ftp://ftp.comp.utas.edu.au/pub/nholmes/index.html

Ok.. try here on Neville Holmes website.. he wrote it ;)
Why Johnny Can't Program

Sent via Deja.com
http://www.deja.com/

434. Re: SPARTA DOS 3.3A 3.3B 3.3C

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 04:47:38 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a64bfd4$0$1519$53a6afc1@news.erinet.com>
Source record: 39383

I see some dispute here.
Very interesting.
Lance, you mention you and Bob Klass contracted for 3.3c.
It would be interesting to know who you contracted with, FTe, or
someone working for FTe?
And what you contracted for. Evidently you and Bob K. paid
someone something for 3.3, so it would work better for BBS Pro.
I own a legitimate copy of 3.2d and the book and tools. 3.2d was
the last that ICD sold I think. Someone worked on 3.2 to make
the 'g' version, which FTe made shareware. Was whoever did
'g' in possession of 3.2d source?
Ken mentions disassembly of 'g', which means he didn't have source
going back to ICD. I wonder if FTe ever got the source to
SpartaDOS, or if 3.2g is also a disassembly (hacked, I guess).
Someone has put work into SpartaDOS to make the 3.3 versions.
Perhaps the 3.3 versions came from Ken Ames and his friend,
and then FTe sold their work, unbeknownst to them, to K-Products
and Lance Ringquist.
The permutations here boggle my mind.
Russg

435. Re: SIO2PC troubles

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 07:42:48 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <940u1o$2qh$1@nnrp1.deja.com>
Source record: 39357

In article <9402h7cmi1@nnrp1.deja.com>,
toqer@my-deja.com wrote:
> Sounds like a hardware conflict somewhere. 95 can sorta do a good job
> of assigning resources to daughtercards to keep them from fighting one
> another, unfortunately dos doesn't have that capability. My
> recomendations...
>
> Go into Bios and disable everything except the primary IDE and serial
> port 1. Remove any unnecisary components (i.e. sound cards?) from the
> system.
>
> Reboot and try again.
>

****
You might want to also make sure you are running smartdrive or some
other disk caching utility. I noticed this really smoothes it out.
Mo

> In article <slrn966rsn.gnf.pjsmith@worf.netins.net>,
> pjsmith@netins.net wrote:
> > Yep, its yet another call for help with SIO2PC.
> >
> > I have a 130XE connected to an old 486/66 PC running plain MS-DOS 6.
> I've
> > installed the SIO2PC software, V4.19 and everything works ok except
> its
> > extremely slow and sporadic. When booting, it beeps right along,
then
> > suddenly stalls, beeps some more and then stalls again, etc... Does
> this
> > on all disk operations.
> >
> > Is this a symptom of bad timing settings? I know the cable is fine
> because
> > I used it on a Win95 box with no problems.
> >
> > Thanks,
> >
> > Phil
> >
> >
>
> Sent via Deja.com
> http://www.deja.com/

>

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

436. Re: MegaMagazine

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 08:54:13 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <PfU86.6422$wt2.60039@news1.oke.nextra.no>
Source record: 39358

7 is even on two disks. Go Freddy, go!

"LLpwhite" <llpwhite@cs.com> wrote in message
news:20010110191819.05593.00000831@ng-ct1.news.cs.com...
> >According to ABBUC Magazin, Freddy Offenga is planning MegaMagazine
number 8.<
>
> I don't recall ever hearing that there was a 7.
> I've seen 1-6. When did 7 come out?
> Larry
>
>

437. Request to UK users

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 09:31:28 UTC
From: dunxuk@aol.com
Message-ID: <20010116043128.18337.00000694@ng-co1.aol.com>
Source record: 39359

Any UK Atari owners out there that can put some games onto cassette for me?

I have the ATR files but no disk drive. None of them are multi-loaders.

Alternatively, are there any archives of .cas files...?

TIA, Dunx

438. Need help on dual os help for 65xe and or 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 10:07:13 UTC
From: tom@mindwarped.com
Message-ID: <Xns902B3D4CBtommindwarpedcom@207.126.101.97>
Source record: 39360

I would like to be able to switch between my original OS and the Public domain 400/800 OS.

What eprom do I use 27c128, 27c256, or 27c256?

what pins do I run the switch from

do I use a double size of normal os chips and switch from high and low on one chip or do I stack two chips and run the switch to the power of each chip.

My goal is to be able to play all (or most) 8-bit atari games. I would like to be able to play the 400/800 only game on my 65xe and 800xl

439. Re: XEGS doesn't cold reset right.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 10:07:33 UTC
From: Dan Ritter <dritter@angelfire.com>
Message-ID: <F3V86.33066$FH5.2087055@news0.telusplanet.net>
Source record: 39361

Tom Rosso <audiophilia@qwest.net> wrote in message
news:kh286.998$D01.306701@news.uswest.net...
> I've been having trouble with my XEGS. When I first turn it on with a
disk
> in the drive, it boots up okay. Then, if I want to play a different game,
I
> switch off the machine, swap disks, and turn it back on, but nothing
> happens. I'll either get a black screen or I'll get a blue screen with a
> cursor in the corner, but everything is frozen. I have to leave the
machine
> off for 30 seconds or so after I swap disks or else it won't boot up. I'm
> just wondering if anyone else has had this type of problem. It doesn't
> happen with my 800XL. Thanks.
> -Tom
>
If you do this it's at your own risk. But I seem to remember that you could
wire up your own reset switch to pin 40 of the 6502. Just ground that pin
with a momentary on button and it should work fine. If you like soldering
in your computer that is.

440. Re: Need help on dual os help for 65xe and or 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 12:09:40 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3A643A04.1A7FC754@asw.cz>
Source record: 39362

Tom Martin wrote:
> My goal is to be able to play all (or most) 8-bit atari games. I would
> like to be able to play the 400/800 only game on my 65xe and 800xl

Isn't it easier to use Translator disk? Use XL-Search
(http://www.newbreedsoftware.com/xlsearch) to find it.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

441. Re: Request to UK users

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 12:38:07 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <msf86tcblpiomadqn9opvjfptppioep5cf@4ax.com>
Source record: 39363

The other Day dunxuk@aol.com (DunxUK) wrote:

>Any UK Atari owners out there that can put some games onto cassette for me?
>
>I have the ATR files but no disk drive. None of them are multi-loaders.
>
>Alternatively, are there any archives of .cas files...?
>
>TIA, Dunx

Is there a reason apart from "I like the real hardware" as to why you
won't use an emulator?

Would save a load of hassle and lets not forget that a lot of stuff
isn't cas-able..
--

Give me a good playable old game rather than a pretty new one

442. Re: Cart. & Disk Games Forsail

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 13:20:39 UTC
From: veggos@my-deja.com
Message-ID: <941hr2$ht7$1@nnrp1.deja.com>
Source record: 39364

Hello!
How about mailing the lot,except the 1027
printer,to Greece? (In my mail expenses of
course.)
If interested,please let me know.
Thanx.

Sent via Deja.com
http://www.deja.com/

443. Re: Cart. & Disk Games Forsail

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 13:20:41 UTC
From: veggos@my-deja.com
Message-ID: <941hr4$ht9$1@nnrp1.deja.com>
Source record: 39365

Hello!
How about mailing the lot,except the 1027
printer,to Greece? (In my mail expenses of
course.)
If interested,please let me know.
Thanx.

Sent via Deja.com
http://www.deja.com/

444. Re: SPARTA DOS 3.3A 3.3B 3.3C

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 13:31:56 UTC
From: Video61@webtv.net
Message-ID: <24280-3A644D4C-1@storefull-174.iap.bryant.webtv.net>
Source record: 39366

they are not beating down the doors, but it still sells, that is why i
am still here:)
you would be surprised at how well this old stuff does sell, it is just
like any other abandoned platform, people still want the stuff, maybe
not like the playstation, but there is demand,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

445. Re: Request to UK users

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 14:01:54 UTC
From: dunxuk@aol.com
Message-ID: <20010116090154.11796.00000637@ng-fr1.aol.com>
Source record: 39367

Well,

A: I can't do it myself as I haven't got a disk drive or any idea of the differences between an ATR and a CAS file otherwise I'd convert them myself.

B: Yes, I love the old hardware - even the cassette recorder. An emulator on a monitor just isn't the same as an Atari 400 going through a dodgy Ferguson Videostar.

C: We only found three games that couldn't live on cassette or disk (maybe we had better transfer software then) apart from sequential access ones like omnitrends universe etc.

D: I need to do something with all these 1970s EMI Soundhot tapes. :o)

446. 'Dead' Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 14:34:14 UTC
From: Geoff McHugh <mcpuffin@forty-seven.demon.co.uk>
Message-ID: <941m56lrm1@nnrp1.deja.com>
Source record: 39368

I recently decided to dust off some of my old Atari kit for old times sake, and also to see if I could rescue some of my 5.25" floppies using Ape/Pro before the contents were lost forever.

Unfortunately, my 1050 seems to have died (along with one of my 130XEs!)

It worked fine a year or two ago when I last suffered from a case of nostalgia and I made a Pro cable up but then got sidetracked and packed it all away again.

When the 1050 is switched on, the power LED loghts, but the drive mechanism does not respond at all, no drive LED and no familiar grinding noise that I recall fondly.

I connected the Pro cable to the PC and 1050, ran up the demo of Pro'98, and tried interrogating the drive. It correctly saw that it was a 1050 US Doubler enhanced drive, capable of Double Density, but reported 'Drive Error!' almost everywhere else.

I tried leaving the drive on for a while as I read somewhere here that it may cure the problem, but I noticed the heatsink in the drive getting very warm, and the PSU got very very hot. (the heat even began to spread up the power cable from the back of the 1050) Eventually, the PSU gave up (I first thought the fuse in the plug had blown, but I now think the PSU is fried, as replacing the plug fuse didn't help.)

Using another, older 400/800 PSU the 1050 still responds to Pro'98, but the drive mechanism is still dead. I tried removing all the socketed ICs in the drive and cleaning the pins slightly in case there was some corrosion, but this made no difference.

Is there anything that might be a common cause for this, or should I try to find a second hand drive to replace it. I would like to be able to 'rescue' the contents of my disks.

Also, when I was trying Pro'98, I gave Ap'98 a whirl too, but it locks up once the shareware delay finishes, so it doesn't seem to work on my PC, has anyone else come across this? I'll post more details later, I haven't really had much time to study it closely, what with having bits of 1050's and 130XEs spread about the place for the last few days!!

Just while I'm on my mad nostalgia trip, does anyone remember James Bastable and The Ark, or The City BBS in the UK back in the 80s? I spent my first few online years there, keeping the phone company rich and my parents poor :)

--
Geoff

Sent via Deja.com
http://www.deja.com/

447. Re: SIO2PC..

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 14:54:17 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <941nap$p71$1@korweta.task.gda.pl>
Source record: 39369

In article <V8h86.658$Rq3.1848935@news.chello.com.au>, "Anthony G Beckett"
<a.beckett@bigfoot.com> wrote:
>Hi all!
>
>I have heard a bit about this SIO2PC in this newsgroup - can anyone point me
>to a website that has information/how to make/where to buy?
>
How abuout ebay auction:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1206790121

j131

448. Re: ABBUC Homepage, where did it go.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 16:30:28 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <941sv2$3i7$1@wrath.news.nacamar.de>
Source record: 39287

This will be the new URL from ABBUC for the next few weeks/months

http://abbuc.da.ru

Mirko

"Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> schrieb im
Newsbeitrag news:93uqap$j8l$2@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> >: Well,
> >: the answer is as simple as that: atari-computer.de is gone !! Thus,
> >: atari-computer.de/abbuc and hundreds of other pages of
atari-computer.de
> >: are also gone !! It`s a sad situation, maybe someone can rescue a few
of
> >: these lost homepages. -Andreas
> >
> >Did people not back them up!?!! :)
>
> I just got an Email from the head honcho of the ABBUC. He thinks that
> atari-computer.de might have gone bye, bye. Not the hardware, the company
> behind it. (nope, for those dreaming of M$ going tata, sorry.....)
>
> CU Mathy van Nisselroy
>

449. Re: Request to UK users

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 16:58:43 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <lou86tcumke2jidf91j2l1vkrtmhnsib34@4ax.com>
Source record: 39371

The other Day dunxuk@aol.com (DunxUK) wrote:

>Well,

>B: Yes, I love the old hardware - even the cassette recorder. An emulator on a
>monitor just isn't the same as an Atari 400 going through a dodgy Ferguson
>Videostar.
>
Wahey, I had one of them :-)

As did Silica shop (a haunt of mine in those days)

As for the emulators, well whilst its true they don't have the same
hands on feel I do think they offer certain extra's and offer damn
good emulation these days..

<cries of no they don't ignored> :-)

>C: We only found three games that couldn't live on cassette or disk (maybe we
>had better transfer software then) apart from sequential access ones like
>omnitrends universe etc.
>
Oh yes, lots of stuff could live on cas BUT they were ripped to hell
in most cases (I know I ripped the odd one or 3), saying that tho
there was a hell of a lot that lived on cas and were bloody good
games.

>D: I need to do something with all these 1970s EMI Soundhot tapes. :o)
>
LOL...you are an old 'un like myself :-)

Fraid I can't help on the tapes as I don't have a cassette these days,
if you don't mind building an APE lead it at least allows you to meet
half way. You could load the atr's from the PC direct onto the Atari
and enjoy them on the Ferg :-)
--

Give me a good playable old game rather than a pretty new one

450. Re: 'Dead' Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 17:16:50 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t690c0pkrs6r0c@corp.supernews.com>
Source record: 39372

"Geoff McHugh" <mcpuffin@forty-seven.demon.co.uk> wrote in message
news:941m56lrm1@nnrp1.deja.com...
<snip>
> When the 1050 is switched on, the power LED loghts, but the drive
> mechanism does not respond at all, no drive LED and no familiar grinding
> noise that I recall fondly.
>
> I connected the Pro cable to the PC and 1050, ran up the demo of Pro'98,
> and tried interrogating the drive. It correctly saw that it was a 1050
> US Doubler enhanced drive, capable of Double Density, but reported
> 'Drive Error!' almost everywhere else.

=> Your drive's smarts are working and your 12V motor supply inside the 1050
isn't.
>
> I tried leaving the drive on for a while as I read somewhere here that
> it may cure the problem, but I noticed the heatsink in the drive getting
> very warm, and the PSU got very very hot. (the heat even began to spread
> up the power cable from the back of the 1050) Eventually, the PSU gave
> up (I first thought the fuse in the plug had blown, but I now think the
> PSU is fried, as replacing the plug fuse didn't help.)

1050s run hot, so hot they actually break solder contacts from thermal
cycling, but no way should they run that hot.

Sounds like it is either the voltage doubling circuit <in the area between
the 3 large caps at the back of the board> or a fried 7812 regulator. There
are two regulators on the heat sink, 7805 and 7812, I would think about
replacing the 7812 and flow new solder onto all the power diodes on the
board. It is possible that one of the diodes fried, they freeze on in a dead
short when this happens and that will cause everything to over heat.

That pretty much sums it up. You may want to test the diodes before you do
anything else. They are the cheapest and easiest thing to replace and you
may get lucky.

451. Re: Need help on dual os help for 65xe and or 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 17:44:24 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t691vm70q4sece@corp.supernews.com>
Source record: 39373

"Tom Martin" <tom@mindwarped.com> wrote in message
news:Xns902B3D4CBtommindwarpedcom@207.126.101.97...
> I would like to be able to switch between my original OS and the Public
> domain 400/800 OS.
>
> What eprom do I use 27c128, 27c256, or 27c256?

You can either use two 27128's or one 27256. CMOS or standard, doesn't
matter.
>
> what pins do I run the switch from
>
> do I use a double size of normal os chips and switch from high and low on
> one chip or do I stack two chips and run the switch to the power of each
> chip.

The double sized ones are the easiest to use IMO. All you do is bend OUT pin
27 of the 27256, have a two position switch with the center tap going to the
highest address line of the 27256, address A14. The other two sides of the
switch you run to 5V and ground, these can be found all over the board or on
pins 14 for ground and 28 for 5V of the OS EPROM socket.

I don't have my 800XL schematic handy, I think 65XE ~= 800XL. If you
piggyback 16k ROMs it is a bit of a mess. Solder gobs everywhere, hard to
plug the thing back in, that kind of stuff. I think you just bend OUT pin 20
on BOTH chips and wire them to both sides of the same type of switch as in
the 27256 example. The center tap of this switch in this case goes to the
socket hole/trace where pin 20 used to go.

You could do the same thing with pin 22 since pin 22 and 20 are tied
together on an XL and will both serve to switch the OS.
> My goal is to be able to play all (or most) 8-bit atari games. I would
> like to be able to play the 400/800 only game on my 65xe and 800xl

I think a triple OS, Omnimon, Omniview, and 800XL, in my system has been
able to run everything I tossed at it. Ominmon is real close to running
everything but a few carts like GORF, Omniview runs everything old including
GORF, 800XL runs the EA stuff that checks for modified OS. There are also
games that check for RAM in the $C000 region which present some problems
with software based OS like Fixxl.

452. Re: lynx rom image???

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 17:51:20 UTC
From: Daniel Kozminski <dely@horror.mirage.com.pl>
Message-ID: <9421cs$1lu$1@news.tpi.pl>
Source record: 39374

Hello !

> hi i'm looking for the rom image of the lynx to be able to play it on the
> (mac) emulator but i'm not able to find it anywhere on the web. can anyone
> help me out?

Sure ... http://www.atari-area.net/pliki/gry-lynx/boot_rom.zip

> i also own a lynx handheld so legally it should be alright....

I hope so ;]

> well tanhx anyway.

np

greetz

dely

453. Re: 'Dead' Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 17:53:19 UTC
From: Thomas Richter <thor@gibbs.math.tu-berlin.de>
Message-ID: <9421qfleg1@mamenchi.zrz.TU-Berlin.DE>
Source record: 39375

> "Geoff McHugh" <mcpuffin@forty-seven.demon.co.uk> wrote in message
> news:941m56lrm1@nnrp1.deja.com...
> <snip>

> Sounds like it is either the voltage doubling circuit <in the area between
> the 3 large caps at the back of the board> or a fried 7812 regulator. There
> are two regulators on the heat sink, 7805 and 7812, I would think about
> replacing the 7812 and flow new solder onto all the power diodes on the
> board. It is possible that one of the diodes fried, they freeze on in a dead
> short when this happens and that will cause everything to over heat.

> That pretty much sums it up. You may want to test the diodes before you do
> anything else. They are the cheapest and easiest thing to replace and you
> may get lucky.

Definitely a good advice. These diodes died here in one of my drives, they
can't take all the current for a long time and are IMHO under-dimensioned for
their purpose. I would especially look for the two diodes between the
three big capacitors in the voltage doubler circuit and would replace them
by 5A types. IIRC, the original drive came with 1A diodes here but they are
a bit too week.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

454. Re: SPARTA DOS 3.3A 3.3B 3.3C

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 18:59:58 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-F4kYn7rxwZmW@draco.ames.pacbell.net>
Source record: 39376

I would certainly differ with you on this point of you owning
SpartaDOS 3.3a, b, and c as I was the person to originally disassemble
3.2g which Mike Hohman put out as shareware. I commented as much as I
could then contacted a freind and he took the work I did and added the
enhancements to make the 3.3 versions. If anyone owns these it would
certainly be him and myself. I also have the sources of these things
sitting on my drive right from the original 3.2g disassembly.

Ken

On Mon, 15 Jan 2001 22:42:39, Video61@webtv.net (Lance Ringquist)
wrote:

> after further looking into the sparta dos 3.3c source that bob klass of
> k-products, and i contracted for the pro bbs system, we have discovered
> that we also own the source, and rights to sparta dos 3.3a, and 3.3b.
> we have the only known source that i am aware of, and this is not FTE
> product.
> these are not PD, or freeware, or shareware, so please if you have
> these on your site for download remove them.
> i do apologise for the previous post on this subject, i came on strong
> because in the last year another copyright that i own was in dispute,
> and the only way some people understand is thru legal action.
> if i offended anyone in my terminology, i apologise.
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
>

455. Re: 'Dead' Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 19:07:06 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t696qo29fc5975@corp.supernews.com>
Source record: 39377

"Rick Cortese" <ricortes@netmagic.net> wrote in message
news:t690c0pkrs6r0c@corp.supernews.com...
> "Geoff McHugh" <mcpuffin@forty-seven.demon.co.uk> wrote in message
> news:941m56lrm1@nnrp1.deja.com...
> <snip>
> That pretty much sums it up. You may want to test the diodes before you do
> anything else. They are the cheapest and easiest thing to replace and you
> may get lucky.

Whoops!!! Forgot one other biggie. I have had one of the large caps on the back of the board go out. Only once in several dozen drives I have repaired, but that would produce the same symptoms.

If it is a cap, it will probably be kind of puffy. The fluid inside them leaks out, but it looks like Atari put some glue on the bottoms of the caps as part of their manufacturing process so you have to be able to tell the difference. Go with puffy being bad if you see that.

456. Re: Atari game copier (info)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 19:21:18 UTC
From: Retronics <jos@grephx.nl>
Message-ID: <979672906.12424.0.pluto.c3adee40@news.demon.nl>
Source record: 39378

Hi,

I saw 2 collector pages with blank cards on Yahoo (5 minute search).
I think it's not to difficult to get some info on the cards.

Jos.

"Emmanuel Fernandes" <fernandes@NOSPAMagel.ucl.ac.be> schreef in bericht
news:93ucr0kvm1@ail.sri.ucl.ac.be...
> What about the Blank carts ???
>
> I think it will be EXTREMELY difficult to find blank carts for this
device.
> So we'll have to build some... and I don't think you have schematics for
> them..... :-)) !!!
>
>
>
> "Retronics" <jos@grephx.nl> wrote in message
> news:979507791.922.0.pluto.c3adee40@news.demon.nl...
> > Hallo,
> >
> > I get loads of emails with questions about the game copier.
> >
> >
> > How does it work?:
> > Here is a picture direct from the box, with some info about "how to
> > operate":
> > http://www.0900bellen.nl/ebay/atari.jpg
> >
> > Do I need a power supply?:
> > The copier will work with the Atari 2600 power supply. So you don not
need
> > an additional
> > power supply.
> >
> > Are you selling two copiers in this auction:
> > I sell two MIB copiers (2 auctions) on Ebay:
> >
> > http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=540108511
> > and
> > http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=540109902
> >
> > Is there a difference between the 2 copiers?:
> > They are identical

> >
> > I hope this will help.
> > Jos.
> >
> >
>
>

457. FA: atari game copier (20 hours left)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 19:21:42 UTC
From: Retronics <jos@grephx.nl>
Message-ID: <979672929.12447.0.pluto.c3adee40@news.demon.nl>
Source record: 39379

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=540108511

and

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=540109902

Thanks.

458. Re: Best "C" Compiler and Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 20:35:43 UTC
From: olcott <olcott@qwest.net>
Message-ID: <3A64B09F.18254850@qwest.net>
Source record: 39380

You got a web address for his stuff?

Tom Hunt wrote:

> Another noteable supporter of CC65 is Ken Siders. His
> wonderful KLINK and
> KASM (both native and cross platform) rocks!

459. Re: Text Editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 20:37:10 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01c07fe6$b96fee60$LocalHost@windows>
Source record: 39381

Richard Douwes:
> > BTW, I have the MAC-65-ready-to-go source code for "Speedscript", if
> anyone
> > wants it (or did I type it all in for nothing? :-)

Rick Cortese:

> Could you put it on an archive or a web site somewhere?

I'm sorry for replying this late, I missed your post fist time around.

I could email the code to you, if someone else wants to put it on a
website, let me know...

Richard Douwes

460. Action Cart!

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 20:37:29 UTC
From: ralphxpn@aol.com
Message-ID: <20010116153729.19085.00000493@ng-fh1.aol.com>
Source record: 39382

I hate to get rid of my action cartridge but I 'm never gonna use it. Its in the box with the manual and even all the lil extra papers like advertisment and stuff. it has a lil moisture damage and I do mean a lil...but it is there..I also have some 1050's
I love EBAY but when it comes to Atari stuff I want it to be used not collected! so just e-mail me with your offer

Thanks

Ralph

461. Re: SPARTA DOS 3.3A 3.3B 3.3C

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 22:00:45 UTC
From: Dan Vernon <danver@halcyon.com>
Message-ID: <942g37$hn1$1@brokaw.wa.com>
Source record: 39384

This is absolutely incredible stuff to hear about. Thanks Ken for adding this bit of missing history here! That must have taken quite a bit of time to make sense out of that dissassembled code. I wonder how your source got out and put up for sale... or possibly you or your friend made it available at some point on a BBS or a users group?

462. Re: SPARTA DOS 3.3A 3.3B 3.3C

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 22:18:53 UTC
From: me <me@aol.com>
Message-ID: <hN396.49097$nj5.5267215@news02.optonline.net>
Source record: 39385

That's great to hear and I'm glad that there is still enough interest to keep guys like you around. I'm re-learning my old 8 bit after years away from it and have found a use for it in automation. I need a real time clock, so I've been using spartados, and apetime.com which downloads the time/date from the ape host pc. I am using the freeware version of Sparta, which came with APE, and it meets my needs, but am looking for some good documentation on Spartados. If anyone can point me the right way I would appreciate it.

"Lance Ringquist" <Video61@webtv.net> wrote in message news:24280-3A644D4C-1@storefull-174.iap.bryant.webtv.net...
> they are not beating down the doors, but it still sells, that is why i
> am still here:)
> you would be surprised at how well this old stuff does sell, it is just
> like any other abandoned platform, people still want the stuff, maybe
> not like the playstation, but there is demand,
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
>

463. Re: 'Dead' Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 22:48:02 UTC
From: Geoff McHugh <mcpuffin@forty-seven.demon.co.uk>
Message-ID: <942j30hhi1@nnrp1.deja.com>
Source record: 39386

In article <t690c0pkrs6r0c@corp.supernews.com>,
"Rick Cortese" <ricortes@netmagic.net> wrote:
>
> Sounds like it is either the voltage doubling circuit <in the area
between
> the 3 large caps at the back of the board> or a fried 7812 regulator.
There
> are two regulators on the heat sink, 7805 and 7812, I would think
about
> replacing the 7812 and flow new solder onto all the power diodes on
the
> board. It is possible that one of the diodes fried, they freeze on in
a dead
> short when this happens and that will cause everything to over heat.
>
> That pretty much sums it up. You may want to test the diodes before
you do
> anything else. They are the cheapest and easiest thing to replace and
you
> may get lucky.
>
>

Thanks for the advice, I think you have hit the nail on the head...

For a start, I now remember leaving the drive in for repair (probably 10 or more years ago, so can't remember the exact details of the fault) and the two diodes (CR15 & CR16) between the 3 big caps seem to have been replaced (they aren't as 'neat' as the others. They are on part of the board where the most heat seems to be generated, and CR15 looks slightly melted around the edges. Also, the heatsink heats up quickest around the 7812.

Is there any simple way to test the diodes, e.g. with a multimeter, say, without having to replace them completely? You wouldn't happen to know what diodes to ask for to replace them? Thomas recommended 5A types, but I'd hate to buy the wrong sort of diode and fry the house along with the 1050!! :) (I'm more of a software type, but I can handle a soldering iron ok!)

I will try to replace the diodes and the 7812 and see how that works, I have nothing to lose as things stand :)

Thanks again for your help, I wouldn't have had the first idea where to start looking without it.

--
Geoff

Sent via Deja.com
http://www.deja.com/

464. Re: 'Dead' Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 23:15:44 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t69ld0d3fcm7a0@corp.supernews.com>
Source record: 39387

"Geoff McHugh" <mcpuffin@forty-seven.demon.co.uk> wrote in message
news:942j30hhi1@nnrp1.deja.com...
> In article <t690c0pkrs6r0c@corp.supernews.com>,
<Snip>
> Is there any simple way to test the diodes, e.g. with a multimeter, say,
> without having to replace them completely? You wouldn't happen to know
> what diodes to ask for to replace them? Thomas recommended 5A types,
> but I'd hate to buy the wrong sort of diode and fry the house along with
> the 1050!! :) (I'm more of a software type, but I can handle a
> soldering iron ok!)

Not sure exactly how they did the voltage doubling circuit with them, but you should be able to measure resistance from one side of the diode to the other. If it is zero, it is blown or the cap like I said in another post has shorted out.

Of course if the cap has shorted, you will be lucky if anything else survived. When they go bad, they have a tendancy to act like a dead short to ground and burn everything else around them out. The weak power supplies Atari used 31 VA, may have saved you.

As far as replacement diodes, just about anything around 3 amps should be good. I even replaced the diodes in one drive with some 3 amp germanium diodes from Radio Shack, seemed to work fine.

465. Wargames cart image. Not Coleco.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-16 23:48:17 UTC
From: The Relentless <relentless.nospam@0spam.gamedesign.net>
Message-ID: <MPG.14ce7d9051b3d4498968c@news>
Source record: 39388

I am looking for a cartridge image of a game called "Wargames" from
Thorn-Emi. It is not the one from Coleco (i think) that I have found and
seems to be prolific among the popular 8bit sites. Anybody know what I
am on about?

Thanks,
--
"Cry 'Havoc!' And let slip the dogs of war!"
Aaron The Relentless
http://www.gamedesign.net

466. Re: 'Dead' Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-17 00:31:12 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010116193112.07094.00002084@ng-da1.aol.com>
Source record: 39389

>Geoff McHugh mcpuffin@forty-seven.demon.co.uk inquired:

>Is there any simple way to test the diodes, e.g. with a multimeter, say,
>without having to replace them completely? You wouldn't happen to know
>what diodes to ask for to replace them?

When my CR17 went out and blew the fuse in the power brick, I detected the bad diode by measuring resistance in each direction across them with a VOM; about the same = bad. High - low probably OK. I replaced with 3 amp RS #276-1141; still crankin' almost a year.

-Ron

Inform everyone that communications have completely broken down.

467. Re: 'Dead' Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-17 01:39:10 UTC
From: Geoff McHugh <mcpuffin@forty-seven.demon.co.uk>
Message-ID: <942t3t$q9c$1@nnrp1.deja.com>
Source record: 39390

In article <20010116193112.07094.00002084@ng-da1.aol.com>,
rhamiiton5@aol.comedy.com (RHamiIton5) wrote:
>
> When my CR17 went out and blew the fuse in the power brick, I detected
the bad
> diode by measuring resistance in each direction across them with a
VOM; about
> the same = bad. High - low probably OK. I replaced with 3 amp RS
#276-1141;
> still crankin' almost a year.

There's nothing like too much information at the end of the night to
confuse me :-)
(it's 1:30am and I should really have turned in a long time ago if I'm
going to make it to work tomorrow!!)

I checked all the diodes in the vicinity of the big caps with a
multimeter (in each direction), and they all seem to be in the high-low
category!

None of the caps look 'puffy' like Rick described earlier, does that
mean my first step should be replacing the 7812? Could it be the sole
cause of the problem? Is there a simple way to test if the 7812 is
fried before replacing it?

Thanks again, I'll get my head round this soon, honest ;-)
--
Geoff

Sent via Deja.com
http://www.deja.com/

468. Y2K Bugs on 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-17 02:58:39 UTC
From: me <me@aol.com>
Message-ID: <zT796.53619$nj5.5562536@news02.optonline.net>
Source record: 39391

So far the only one I've encountered is SpartaDos displaying the wrong day of the week, but there is a patch.

Any others?

469. Collector's List

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-17 04:21:30 UTC
From: hughfalk@mindspring.com
Message-ID: <9436k4$254$1@nnrp1.deja.com>
Source record: 39392
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.amiga.games,comp.sys.ti

To all computer game collectors,

In order to build and even larger community around classic computer gaming,
GOTCHA (Gaming Obsession Throughout Computer History) is adding an official
collector's list to its site. This will just be a simple table of people
who collect computer games, their contact info and what platforms they
collect (Atari, Apple, TRS-80, Commodore, etc.) It is similar in scope to
the list that Digital Press hosts; however, Digital Press's list doesn't
track computer games (beyond Atari 8-bit carts), and GOTCHA won't track
console games. If you collect computer games, please take a minute to fill
out this form:

http://www.emuclassics.com/gotcha/collector's_list.htm

You'll then be added to the list, which will be on display at GOTCHA
(http://www.emuclassics.com/gotcha/). You may find some collectors local to
you. Once I get a few names, I'll post the initial list. Then it will be
updated regularly. Please pass this message on to whomever you think might
be interested.

Best regards,
Hugh Falk

Sent via Deja.com
http://www.deja.com/

470. Re: SPARTA DOS 3.3A 3.3B 3.3C

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-17 04:26:50 UTC
From: Video61@webtv.net
Message-ID: <3928-3A651F0A-157@storefull-173.iap.bryant.webtv.net>
Source record: 39393

bob klass bought the rights to these, and he provided us with complete compilable source code with comments for all 3.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

471. Re: SCSI hard drives on ICD MIO

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-17 06:48:54 UTC
From: Barry Ruck <bruck@peterswoodharlow.freeserve.co.uk>
Message-ID: <ZiEHFFAWBUZ6Ew5f@peterswoodharlow.freeserve.co.uk>
Source record: 39254

In comp.sys.atari.8bit on Tue, 9 Jan 2001, Mathy Van Nisselroy Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote ....

>Howdy folks
>
>>The MIO can only handle 256-byte sectors, and all SCSI drives made today
>>(that I know of) can only handle 512-byte sectors and larger.
>
>>Barring that, you may
>>want to look for a Black Box interface. They can handle the 512-byte
>>sectors.
>
>There might be an upgrade around to fix this. I read a long LONG time ago,
>that somebody sent his MIO in for an upgrade (at ICD) and when it came back, a
>drive formated on a MIO could be read on a BlackBox independed of the 256/512
>bytes per sector switch.
>
>CU Mathy van Nisselroy
>

Could someone please re-post the Black Box URL ??

Regards,

Barry Ruck. Harlow, Essex.

472. Re: Need help on dual os help for 65xe and or 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-17 07:06:24 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-ZwHvxhu87xTp@a72.work.in.com.au>
Source record: 39394

Better hope the 400/800 ps has been patched to work on an xl. Else,
basic cannot be switched off.

James B

473. Re: 'Dead' Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-17 07:06:57 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t6ah0cfq3jvp66@corp.supernews.com>
Source record: 39395

"Geoff McHugh" <mcpuffin@forty-seven.demon.co.uk> wrote in message
news:942t3t$q9c$1@nnrp1.deja.com...
<snip>
> I checked all the diodes in the vicinity of the big caps with a
> multimeter (in each direction), and they all seem to be in the high-low
> category!
>
> None of the caps look 'puffy' like Rick described earlier, does that
> mean my first step should be replacing the 7812? Could it be the sole
> cause of the problem? Is there a simple way to test if the 7812 is
> fried before replacing it?

Good idea to check it right where it is. The center leg and the tab are the
ground. Let's say you are looking at the LM7812 printed on the front. Legs
will be:

[input] [ground] [output]

Input should be at least 14V and the output should be within .6V of 12V

474. Atari 8bit goodies FA

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-17 08:55:13 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <R5d96.39013$68.5846779@typhoon.tampabay.rr.com>
Source record: 39396

8biters..

New kool 8bit stuff on ebay take a peek

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=kmferrante@cfl.rr.com&include=0&since=-1&sort=2&rows=25

there maybe something you need..

475. Atari stuff FA

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-17 09:06:02 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <_fd96.39080$68.5851254@typhoon.tampabay.rr.com>
Source record: 39247

Heres a shorter link

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1207997069

Thanks

476. Help: BASIC memory problems on Atari400/800

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-17 10:23:56 UTC
From: Daffy Duck <Daffy.Duck@hotmail.com>
Message-ID: <Z29lOl1dbm82Zkz6A9NVFX=w1fWw@4ax.com>
Source record: 39248

Hello - You're my only hope...

I'm after a bit of help with Atari BASIC on the Atari400/800
machines.
Back in the early 80s I typed in a game for the Atari out of a
British magazine, a sort of graphical adventure game in the style of
Gauntlet.
I recently tried to get it to work in an emulator, both
Xformer and Atari800win, and the same problem occurs on both.

All of the sprites used are just a custom character set, and
these appear to be corrupted by the time the game starts.

I figure it must be a memory problem as when I cut a load of
the code out, half of the rooms work perfectly, with the characters
looking correct. But when all the rooms are defined in the BASIC code
the custom character set is corrupted.

I have checked the code with the magazine three times, so I'm
confident that no typos occured on my part, I've even tried tracking
down the original author (poor man, getting 18year old bug reports ;-)

Further details and the .atr disk image can be found on my website
http://justyce.org/atari.html

Thanks in advance, for any ideas...

jez.

477. Re: Best "C" Compiler and Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-17 11:02:28 UTC
From: NoOne@FakeEmail.com
Message-ID: <902C330EDCTHEnterprises@205.212.123.11>
Source record: 39249

Ken's page is-
http://home.columbus.rr.com/ksiders/atari.htm

My CC65 page is at-
http://members.nbci.com/cc65foratari/

The entry page to where I keep hundreds of current and tested atari 8-bit
links is at-
http://cth.dtdns.net/

olcott@qwest.net (olcott) wrote in <3A64B09F.18254850@qwest.net>:

>You got a web address for his stuff?
>
>Tom Hunt wrote:
>
>> Another noteable supporter of CC65 is Ken Siders. His
>> wonderful KLINK and
>> KASM (both native and cross platform) rocks!
>
>

478. Re: SPARTA DOS 3.3A 3.3B 3.3C

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-17 11:57:03 UTC
From: NoOne@FakeEmail.com
Message-ID: <902C4CB35CTHEnterprises@205.212.123.11>
Source record: 39250

Actually, 3.3a,b,c are based upon 3.2c, not g/gx. This is easily verifiable by looking at the CLOSE code where it exits to the command processor, and the fact that it doesn't use any of John Harris' patches found in g/gx. Version D leaves channels open and C closes them. I know because years ago I supplied my SRP code to a programmer that had been bugging me for it for years. SRP was the S.parta Dos R.eplacement P.roject, and was started back when ICD was sitting on Sparta Dos for years and not doing anything with it. SRP eventually had an external command processer, external batch file processor with parameter passing, help system, etc. It was designed for use on a hard drive system, unlike the regular disk based versions of Sparta Dos. It started out as a "clean room" dissassembly of version c. When FTE started making improvments with Sparta I decided to stop development of SRP. I had several a8 hard drive users using it at the time, some of which are still around. But we had the attitude that we shouldn't release it as long as FTE or any other company was supporting it. If we had released it, it would have blown away even the cart version away, although the cart version was still best to use on a floppy based system. SRP was for hard drive systems.

He finally threatened me with a lawsuit about something totally unrelated to SRP, but did have to do with some code I wrote. He then suggested that I give him my SRP source code as a settlement. I gave him the source to an early version of SRP that still had the embeded command processor. I feel strongly that that was the reason for his original threatining was to get his hands on my source. I feel he then used it as the basis for version a, etc. I'm glad I didn't give him the source for the more advanced version. Of course he told me that he didn't use my SRP code, and that he couldn't use my SRP source. But I know better, considering the man, and the code signatures of certain parts. He was just too lazy or ignorant to do it himself.

There, now everyone knows the true history of this issue. There's plenty more where that came from but I see no reason to air it out now.

I support Lance's and Bob's efforts to advance and support Sparta just as I did when FTE owned it, and will continue to refrain the release of SRP as a free product.

"I don't give people HELL. I just tell them
the truth and they think it's HELL."

Quote- Harry S. Truman

479. Re: BEWE DOS? Was Re: Rediscovering...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-17 12:09:03 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <94420v$af0$2@nets3.rz.RWTH-Aachen.DE>
Source record: 39251

Howdy folks

>> I guess my ideal DOS would be a CLI DOS with 80 columns and good
>> compatibility.
>
>If you want a good CLI DOS which supports 80 columns, then I'd
>suggest either MS-DOS 6.22 or DR-DOS 7.03 and the purchase of an
>Intel-compatible computer--80 column text mode sucks on the Atari8 except
>with an XEP-80 which, in turn, sucks because it runs off a joystick
>port. I believe the best compromise made between readability on old
>monitors and screen width was done on the TRS-80 with its 64 column
>screen, then again, a computer on which graphics were a joke.

There have been a lot of upgrades for the Atari, but the last 80 column thingy
was made when the 800 was was being sold. Why???

CU Mathy van Nisselroy

PS I have a 6545, a 6845, a 8563 and a 8569 at home. At the plans for Bob
Woolley (hey, didn't he once publish AC????) internal upgrade I have too, but
external would be better (and better supported I guess). I have the plans for
the C128 (the part where the 856x is used) too. In the C64/C128 community, a
25 year old woman (who seems to be good looking too) is working on a 24 bit
color upgrade using something like a FlashROM IIRC.

480. Re: Bobterm Question

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-17 12:33:34 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9443eu$af0$3@nets3.rz.RWTH-Aachen.DE>
Source record: 39252

Howdy Len, folks

>>> PS the MIO can do hardware handshaking too, but you need Len Spencers high
>>> speed drivers. There are also high speed drivers to improve the speed of
>>> the BB (a little) by Len, but for some reason, I seem to be the only one
>>> having problems with the BB driver Len wrote.
>>
>>What problem are you having? On the BB version I had the disadvantage
>>of not having a BB available to properly debug the handler, and had to
>>rely on a friend to test it out for me. If I can get hold of a BB with
>>docs, I may be able to see firsthand what I'm doing wrong.
>
>I'll try it out again. Too long since I tried it out. It's on my boot
>partition (at home).

I tried it yesterday, but could recreate the problem, probably because I have no clue how to reset the 'last message read' counter. But I'll try a SIG I usually don't read next time. I do believe the problem was that hardware handshake wouldn't work as it was supposed to be. I had this problem on BecoTel, but Bernard left the BBS scene after a power failure damaged his computer. He used an Amiga at the time I guess. Since Bernard left the scene (his site is still up, but I'm not sure he keeps it up to date anymore) I'm using Thunderdome BBS (SysOp Fox-1) as my main BBS.

CU Mathy van Nisselroy

481. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-17 12:49:50 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_979735725@rtfm.mit.edu>
Source record: 39253
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: January 7, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

An Atari 800XL used in a Czech hospital: http://www.asw.cz/~kubecj/aczhwho.htm

482. Re: BEWE DOS? Was Re: Rediscovering...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-17 18:43:01 UTC
From: gaberry@my-deja.com
Message-ID: <944p3i$b22$1@nnrp1.deja.com>
Source record: 39255

> There have been a lot of upgrades for the Atari, but the last 80 column thingy
> was made when the 800 was was being sold. Why???
>

The answer is that the resolution of most TV screens in those days before S-VHS and video-philes was roughly 640x480 at its highest resolution. Most everyone hooked them to a TV. Monitors were for the "serious" computer guys. I think the Atari's maximum clock rate to the screen is 320x200. Roughly half the resolution of TV. You can see 8 pixels per char at 640 is 80 chars..at 320 it is 40. So I am guessing it was a pixel clock-rate issue complicated by the crappy CRT tube design. (The first "COLOR" TV I hooked mine to actually was a tube type Zenith TV with an analog tuner. And I walked uphill both way to school!hehe)

80 Columns probably was like low pass filtering your display (blurry). Like the other guy said.. at 80 columns it looks like crap ;)

-Greg

Sent via Deja.com
http://www.deja.com/

483. Re: Idiots Guide to Atari 8-bit RAM upgrades - takers?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-17 19:13:18 UTC
From: ralphxpn@aol.com
Message-ID: <20010117141318.10744.00001586@ng-mf1.aol.com>
Source record: 39256

well.....I guess we wont be doing that....

484. Re: SPARTA DOS 3.3A 3.3B 3.3C

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-17 19:23:15 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-hxbx9qDvlPyV@draco.ames.pacbell.net>
Source record: 39257

Who did he buy the rights from tho?

Ken

On Wed, 17 Jan 2001 04:26:50, Video61@webtv.net (Lance Ringquist)
wrote:

> bob klass bought the rights to these, and he provided us with complete
> compilable source code with comments for all 3.
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
>

485. Re: SPARTA DOS 3.3A 3.3B 3.3C

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-17 19:29:56 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-X5o8dNiC0VdV@draco.ames.pacbell.net>
Source record: 39258

It did take a huge amount of time. I did not understand all of it to
begin with and that was why I brought in another person to help. We
never put the source out on any BBS's or made it publicly available.
could you imagine the amount of hacks that would get done? As to these
other people that posted telling me I did not do this, well, I really
could go and compile a version 3.3d right now and release it. Of
course the only new addition would be my name embedded into the
Startup title. Or I can start taking feature requests and implement
them. At any rate, I will be forwarding all the messages in this
thread to my partner for his views as well.

Ken

On Tue, 16 Jan 2001 22:00:45, "Dan Vernon" <danver@halcyon.com> wrote:

> This is absolutely incredible stuff to hear about. Thanks Ken for adding
> this bit of missing history here! That must have taken quite a bit of time
> to make sense out of that dissassembled code. I wonder how your source got
> out and put up for sale... or possibly you or your friend made it available
> at some point on a BBS or a users group?
>
>

486. Re: SPARTA DOS 3.3A 3.3B 3.3C

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-17 19:30:55 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-3SXokSimIo4E@draco.ames.pacbell.net>
Source record: 39259

On Wed, 17 Jan 2001 11:57:03, NoOne@FakeEmail.com (Tom Hunt) wrote:

>
> Actually, 3.3a,b,c are based upon 3.2c, not g/gx. This is easily
> verifiable by looking at the CLOSE code where it exits to the command
> processor, and the fact that it doesn't use any of John Harris' patches
> found in g/gx.

When I first did this I knew of the problem and did not want to
introduce those bugs back in so I simply put the proper fixes there.

> Version D leaves channels open and C closes them. I know
> because years ago I supplied my SRP code to a programmer that had been
> bugging me for it for years. SRP was the S.parta Dos R.eplacement
> P.roject, and was started back when ICD was sitting on Sparta Dos for years
> and not doing anything with it. SRP eventually had an external command
> processer, external batch file processor with parameter passing, help
> system, etc. It was designed for use on a hard drive system, unlike the
> regular disk based versions of Sparta Dos. It started out as a "clean
> room" dissassembly of version c. When FTE started making improvments with
> Sparta I decided to stop development of SRP. I had several a8 hard drive
> users using it at the time, some of which are still around. But we had the
> attitude that we shouldn't release it as long as FTE or any other company
> was supporting it. If we had released it, it would have blown away even
> the cart version away, although the cart version was still best to use on a
> floppy based system. SRP was for hard drive systems.
>
I never knew of this. I would rather have contributed to a work in
progress! I spent a large amount of time on that.
>
> He finally threatened me with a lawsuit about something totally unrelated
> to SRP, but did have to do with some code I wrote. He then suggested that
> I give him my SRP source code as a settlement. I gave him the source to an
> early version of SRP that still had the embeded command processor. I feel
> strongly that that was the reason for his original threatining was to get
> his hands on my source. I feel he then used it as the basis for version a,
> etc. I'm glad I didn't give him the source for the more advanced
> version. Of course he told me that he didn't use my SRP code, and that he
> couldn't use my SRP source. But I know better, considering the man, and
> the code signatures of certain parts. He was just too lazy or ignorant to
> do it himself.
>
> There, now everyone knows the true history of this issue. There's plenty
> more where that came from but I see no reason to air it out now.
>

> I support Lance's and Bob's efforts to advance and support Sparta just as I
> did when FTE owned it, and will continue to refrain the release of SRP as a
> free product.
>
> "I don't give people HELL. I just tell them
> the truth and they think it's HELL."
>
> Quote- Harry S. Truman

So why not release this amazing DOS now that Sparta is not supported
anymore? Certainly it wont hurt sales of the cats of 3.3c

Ken

487. [Epyx Shrine] Crush, Crumble & Dragonriders!

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-17 20:57:54 UTC
From: Manuel Polik <cybergoth@nexgo.de>
Message-ID: <3A660752.45EB32A3@nexgo.de>
Source record: 39260

Hi there!

I just updated the Epyx Shrine with two pages:

Crush, Crumble & Chomp + Dragonriders Of Pern

Featured are both manuals, a very long interview with Jon Freeman & of course everything else I usually provide...

Two things I want to ask you for:
- Please vote in the 2nd Epyx poll if you haven't done so yet.
- The next page is about 'Lunar Outpost' and once more I need the manual, so if someone can point to, scan or even type it: Please contact me!

Hope you enjoy the new pages,
Manuel

488. Re: Atari 8bit goodies FA

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-17 21:51:34 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010117165134.00961.00002138@ng-cu1.aol.com>
Source record: 39262

>"Kathleen Ferrante" KMFerrante@cfl.rr.com remarked:

>there maybe something you need..

Actually some cool stuff there, but a bit overpriced plus some are listed "No reserve" while they are at $50 with no bids yet...?

-Ron

Inform everyone that communications have completely broken down.

489. Re: SCSI hard drives on ICD MIO

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-17 21:59:32 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010117165932.00961.00002140@ng-cu1.aol.com>
Source record: 39263

Hi Barry:

>Barry Ruck bruck@peterswoodharlow.freeserve.co.uk requested:

>Could someone please re-post the Black Box URL ??

http://www.nleaudio.com/css/index.htm

-Ron

Inform everyone that communications have completely broken down.

490. Re: [Epyx Shrine] Crush, Crumble & Dragonriders!

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-17 22:00:47 UTC
From: Manuel Polik <cybergoth@nexgo.de>
Message-ID: <3A66160F.392B9746@nexgo.de>
Source record: 39261

Manuel Polik wrote:

Ooops. It's http://home.nexgo.de/cybergoth

Greetings,
Manuel

491. Programs for ATARI XE GS

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-18 05:54:30 UTC
From: davide.guida@inwind.it
Message-ID: <002801c08113$3af0df80$767191c2@dgs.it>
Source record: 39264

Hi everybody,
where can I find programs for ATARI XE GS on the NET?

Thanks in advance.

Davide Guida (Responsabile tecnico Formamedia srl)
via Domenico Fontana 39 - 80128 Napoli - Tel.081.5799803
http://www.formamedia.it
E-mail davide.guida@formamedia.it

Casa: via Rodolfo Falvo 10 - 80127 Napoli
Tel.081.5604578 - Cell.0349.4732329

--
Posted from [194.153.73.220]
via Mailgate.ORG Server - http://www.Mailgate.ORG

492. Re: SCSI hard drives on ICD MIO

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-18 06:31:08 UTC
From: Barry Ruck <bruck@peterswoodharlow.freeserve.co.uk>
Message-ID: <u+6KiGAs2oZ6EwfV@peterswoodharlow.freeserve.co.uk>
Source record: 39265

In comp.sys.atari.8bit on Wed, 17 Jan 2001, RHamiIton5 RHamiIton5
<rhamiiton5@aol.comedy.com> wrote ....

>Hi Barry:
>
>>Barry Ruck bruck@peterswoodharlow.freeserve.co.uk requested:
>
>>Could someone please re-post the Black Box URL ??
>
>http://www.nleaudio.com/css/index.htm
>

Thanks.

>-Ron
>
>Inform everyone that communications have completely broken down.
Always!

Regards,

Barry Ruck. Harlow, Essex.

493. Re: [Epyx Shrine] Crush, Crumble & Dragonriders!

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-18 08:17:52 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <9468re$jb0$1@nnrp1.deja.com>
Source record: 39267

In article <3A66160F.392B9746@nexgo.de>,
Manuel Polik <cybergoth@nexgo.de> wrote:
> Manuel Polik wrote:
>
> Ooops. It's http://home.nexgo.de/cybergoth
>
> Greetings,
> Manuel
>
MAN You went all out!
The page looks great! I've about given up on mine, just no time to mess
around with it. If you want to use any of the images/content please
feel free. I'm not going to do any updates until I can find the time
and a better host. Mainly the time.

Mo

Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

494. Re: FA: atari game copier (20 hours left)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-18 08:19:44 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <9468utjir1@nnrp1.deja.com>
Source record: 39268

In article <979672929.12447.0.pluto.c3adee40@news.demon.nl>,
"Retronics" <jos@grephx.nl> wrote:
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=540108511
>
> and
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=540109902
>
> Thanks.
>
>
Maybe once upon a time this was a desirable item, but if you've got the
cart, why would you need a copy? Good collectable though....

Mo

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

495. New Atari800win PLus 2.7b!

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-18 08:32:16 UTC
From: Emmanuel Fernandes <manu@writeme.com>
Message-ID: <9469cc$eg9$1@ail.sri.ucl.ac.be>
Source record: 39266

Hi Everybody!

The new version 2.7b of Atari800win PLus emulator has been released!!! Have you ever heard about the Atari800win PLus emulator ? Well, since Richard was not updating his Atari800win emulator and since the sources were available, Tomasz Symankowski (with the help of Piotr Fusik), from Poland, did the job of making corrections to some bugs in Richard's version, and adding new features. Since Tomasz and Richard were not working together (essentially due to a lack of communication...), the new project was called Atari800win PLus. You have to take a look, the work Tomasz and Piotr did IS GREAT (there is even a help file now !!!)... Many bugs has been corrected, and new features are available... So take a look...

The URL is :

http://www.a800win.atari-area.prv.pl/ (This is the main site in Poland - VERY SLOW)
http://users.swing.be/Atari800winPL/ (This is a mirror in Belgium - Much faster....)

Bye,

Emmanuel.

496. Re: 'Dead' Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-18 08:49:51 UTC
From: Geoff McHugh <mcpuffin@forty-seven.demon.co.uk>
Message-ID: <946ane$lr5$1@nnrp1.deja.com>
Source record: 39269

In article <t6ah0cfq3jvp66@corp.supernews.com>,
"Rick Cortese" <ricortes@netmagic.net> wrote:
<snip>
>
> Input should be at least 14V and the output should be within .6V of
12V
>

I checked this last night, and unless I've screwed up somewhere (which has to be considered as a possibility I suppose <g>) the input voltage seems to be somewhere around 6V, and the output is a bit less than 1V!! The heatsink is giving off a lot of heat around the 7812, so I guess it must be fried...

I have to admit that I was a little pushed for time, so I'll check it again later this evening, and if I get the same results, I'll be swapping out the 7812 just as soon as I can get hold of a replacement.

--
Geoff

Sent via Deja.com
http://www.deja.com/

497. Testing a 9VAC PS

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-18 09:43:21 UTC
From: llpwhite@cs.com
Message-ID: <20010118044321.27758.00000712@ng-cm1.news.cs.com>
Source record: 39271

Is there a "best" way to test a regular A8 9VAC PS under load?

Second part of this question: Only a couple of devices such as the Indus drive used a DC power supply. Presumably their motive was space and maybe less heat in the drive. (?) Any other likely motives for their using the DC supply?

Third part: I have read that any unfiltered AC (ripple) voltage is bad. Yet (virtually) no one went to the trouble to add things like Zenier diode(s) to really clean up the DC on drive boards. How clean is clean for devices like our drives and cpu consoles?

Thanks,
Larry White

498. Re: [Epyx Shrine] Crush, Crumble & Dragonriders!

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-18 10:06:11 UTC
From: Manuel Polik <cybergoth@nexgo.de>
Message-ID: <3A66C013.84F82890@nexgo.de>
Source record: 39270

chainsaw11 wrote:

> MAN You went all out!
> The page looks great!

Thank you!

> I've about given up on mine, just no time to mess
> around with it. If you want to use any of the images/content please
> feel free. I'm not going to do any updates until I can find the time
> and a better host. Mainly the time.

Thanks for that offer. I think continuing pointing to yours is best at
the moment. But if you ever gonna erase or move the content, inform me,
so that I can update the link or rescue the material to my page.

Greetings,
Manuel

499. Re: Wargames cart image. Not Coleco.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-18 12:20:08 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <946n1o$33d$1@plutonium.compulink.co.uk>
Source record: 39272

In article <MPG.14ce7d9051b3d4498968c@news>,
relentless.nospam@0spam.gamedesign.net (The Relentless) wrote:

> I am looking for a cartridge image of a game called "Wargames" from
> Thorn-Emi. It is not the one from Coleco (i think) that I have found
> and seems to be prolific among the popular 8bit sites. Anybody know
> what I am on about?
I remember the game well enough but I don't think I've seen a copy
anywhere although it used to turn up on multiboots regularly enough.

500. Re: Request to UK users

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-18 14:46:14 UTC
From: jonf@cix.compulink.co.uk
Message-ID: <946vjm$5a6$1@plutonium.compulink.co.uk>
Source record: 39273

In article <20010116090154.11796.00000637@ng-fr1.aol.com>, dunxuk@aol.com (DunxUK) wrote:

> Re: Request to UK users

Your Home mail!

501. Re: Programs for ATARI XE GS

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-18 14:46:16 UTC
From: jonf@cix.compulink.co.uk
Message-ID: <946vjo$5a7$1@plutonium.compulink.co.uk>
Source record: 39274

In article <002801c08113$3af0df80$767191c2@dgs.it>, davide.guida@inwind.it
("Davide Guida") wrote:

> Hi everybody,
> where can I find programs for ATARI XE GS on the NET?
>
> Thanks in advance.
> ---
> Davide Guida (Responsabile tecnico Formamedia srl)
> via Domenico Fontana 39 - 80128 Napoli - Tel.081.5799803
> http://www.formamedia.it
> E-mail davide.guida@formamedia.it
>
> Casa: via Rodolfo Falvo 10 - 80127 Napoli
> Tel.081.5604578 - Cell.0349.4732329
>
>
>
>
> --
> Posted from [194.153.73.220]
> via Mailgate.ORG Server - http://www.Mailgate.ORG
Hmm, just the same as any 600/800XL and 65/130XE game.
Getting them to the atari is the problem.

You should find a good lish here :-
http://www.newbreedsoftware.com/xlsearch/

And the FAQ for all things atari (and transfering files between PC and
atari) Here :-
http://www.landfield.com/faqs/atari-8-bit/faq/preamble.html

Hope that helps

502. Re: Testing a 9VAC PS

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-18 16:02:46 UTC
From: Len Spencer <lspenc13@bellsouth.net>
Message-ID: <3A6713A6.86603693@bellsouth.net>
Source record: 39275

LLpwhite wrote:
>
> Is there a "best" way to test a regular A8 9VAC PS under load?

Yes, Use either a lantern-type flashlight bulb (6 to 12 volts) or an automotive taillight bulb. If you use the 6 volt bulb, don't leave it on for too long or it will eventually burn out.

>
> Second part of this question: Only a couple of devices such as the Indus drive
> used a DC power supply. Presumably their motive was space and maybe less heat
> in the drive. (?) Any other likely motives for their using the DC supply?

One other likely idea is when (NOT if!) the voltage regulator goes, it's easier and cheaper (especially for the technically challenged) to replace the power supply than to do component replacement (desoldering-soldering) on a PC board.

>
> Third part: I have read that any unfiltered AC (ripple) voltage is bad. Yet
> (virtually) no one went to the trouble to add things like Zenier diode(s) to
> really clean up the DC on drive boards. How clean is clean for devices like
> our drives and cpu consoles?

The accepted maximum allowable ripple for power supply is (if memory serves) 1% peak-to-valley. However, some CMOS devices can be sensitive even to this tolerance. Zeners are great for clamping a voltage for a certain level, but I'm not sure how well they react to any current resonation set up by the ripple voltage. Maybe someone out there has a better answer than I can give involving Zeners.

>
> Thanks,
> Larry White

503. Re: 'Dead' Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-18 16:15:11 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t6e5g9947ji753@corp.supernews.com>
Source record: 39276

"Geoff McHugh" <mcpuffin@forty-seven.demon.co.uk> wrote in message
news:946ane$lr5$1@nnrp1.deja.com...
> In article <t6ah0cfq3jvp66@corp.supernews.com>,
> "Rick Cortese" <ricortes@netmagic.net> wrote:
> <snip>
> >
> > Input should be at least 14V and the output should be within .6V of
> 12V
> >
>
> I checked this last night, and unless I've screwed up somewhere (which
> has to be considered as a possibility I suppose <g>) the input voltage
> seems to be somewhere around 6V, and the output is a bit less than 1V!!
> The heatsink is giving off a lot of heat around the 7812, so I guess it
> must be fried...

I almost want to say you are on your own now. This much heat means your 1050
may let out the magic smoke they put in those chips.<grin>
>
> I have to admit that I was a little pushed for time, so I'll check it
> again later this evening, and if I get the same results, I'll be
> swapping out the 7812 just as soon as I can get hold of a replacement.

But... I don't think so. I think the 7812 us getting hot because it is
literally working so hard.

I can only think of two reasons you would get this condition.

One is there is a dead short in something down stream of the 7812. Maybe the
spindle motor burned out. I can't recall off the top of my head, but they
may run the head positioning stepper on 12V too.

The other is the voltage doubler circuit went south and is either not
putting out the voltage it should. Sometimes when you pass to much AC to a
regulator they run pretty hot.

With everything unplugged, I would check the resistance between the
output<and output> of the 7812 and ground. I just did on one of my drives
and you don't get a good reading because the caps on the board are charged
by the DVM testing voltage, but you should see several hundred Ohms
resistance on both sides.

The reason for this IIRC is everything that uses 12V on the board is either
switched by a descrete transistor or by a transistor array => something like
a 2907<6?> 14 pin dip.

If you get low resistance on the output => transistor array is bad.

If you get low resistance on the input => bad cap in the voltage doubler circuit or maybe shorted diode.

I really think the 7812 may be OK. It sounds like its thermal protection circuitry shut it down.

504. Multimouse and Turb-Basic XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-18 16:17:36 UTC
From: pjsmith@netins.net
Message-ID: <slrn96e5p0.9kp.pjsmith@worf.netins.net>
Source record: 39277

Has anyone gotten these two to work together? I've created the mouse
driver as instructed, but the turbomod.tur program does not work.
When I try to run TB after its been modified by the turbomod program
I get an "ADR RANGE ERROR" under DOS XL and it just locks up under
DOS 2.5.

Has anyone else come across and is there a solution????

Thanks,

Phil

505. Multimouse and Turb-Basic XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-18 16:21:44 UTC
From: pjsmith@netins.net
Message-ID: <slrn96e5to.9kp.pjsmith@worf.netins.net>
Source record: 39278

Has anyone gotten these two to work together? I've created the mouse
driver as instructed, but the turbomod.tur program does not work.
When I try to run TB after its been modified by the turbomod program
I get an "ADR RANGE ERROR" under DOS XL and it just locks up under
DOS 2.5.

Has anyone else come across and is there a solution????

Thanks,

Phil

506. Re: Testing a 9VAC PS

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-18 16:33:34 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t6e6ioaesftndf@corp.supernews.com>
Source record: 39279

"LLpwhite" <llpwhite@cs.com> wrote in message
news:20010118044321.27758.00000712@ng-cm1.news.cs.com...
> Is there a "best" way to test a regular A8 9VAC PS under load?

If you mean cheap and easy, that is where I live. I would just use an automobile tail light bulb. If it glows bright, it is working. If it maybe just heats up until it is red, it is busted. No need for any rectification or any external parts, just jumper the the transformer plug straight to the bulb's contacts.
>
> Second part of this question: Only a couple of devices such as the Indus drive
> used a DC power supply. Presumably their motive was space and maybe less heat
> in the drive. (?) Any other likely motives for their using the DC supply?

I've got an opinion but it isn't based in fact. The 1050 with its voltage doubling circuit was a serious mistake. Apparently they wanted to use standard Atari 9VAC transformers. Typical full wave bridge rectification only gets ~1.4 times the AC votage or 12.6VDC which you can't run through a 12V regulator and get 12V out.

So everything 12V in an Atari drive is a kludge. If a normal person started over from scratch, the first thing they would get rid of is the 9VAC supply. I assume the Indus reason for using a DC supply is because they had some normal people working there and a cheap supplier of DC wall warts..

From what I understand, they also produced drives for other systems. This meant they weren't slaved to doing everything exactly like Atari would do it.
>
> Third part: I have read that any unfiltered AC (ripple) voltage is bad. Yet
> (virtually) no one went to the trouble to add things like Zenier diode(s) to
> really clean up the DC on drive boards. How clean is clean for devices like
> our drives and cpu consoles?

I suck at power supplies, I have never made a good one when viewed on a scope for ripple.

What I have noticed is a lot of equipment seems to be able to handle a lot of ripple in power supplies. I guess everything ripples in sync so as my 6502 drops from 5.25V to 4.5V, so does my POKEY.

507. Re: Will American Atari XE/XL games work on European systems?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-18 17:12:15 UTC
From: jonf@cix.compulink.co.uk
Message-ID: <94785f$7np$1@plutonium.compulink.co.uk>
Source record: 39280

In article <93u1ddipc1@news.netvision.net.il>, ndary@bigfoot.com (Nir Dary) wrote:

> Hi Marc,
>
> They will work fine!
>
> Nir Dary
> Jerusalem
> Marc Belier <vooj@xs4all.nl.nospam> wrote in message
> news:93qqae$q3s$1@boile.a2000.nl...
> > Hi,
> >
> > I have an Atari 800 XE and I'm thinking about ordering some game carts
> from
> > the US. Will these work on my system? I live in Holland, we use the
> > PAL tv
> > system here. Is this the same in the US, and are there other
> > differences?
> >
> > Help will be greatly appreciated...
> >
> > Regards,
> > Marc
> >
> >
>
>

its the other way round there are problems! Pal uses more lines than NTSC, so playing a european game on a US machine cuts off the bottom of the display. This affects the programs functionality. apparently using a monitor for display fixes this.

on NTCS games on a pal system apparently there is a colour bug, pal machines only really having 225 colours rather than 256, this means some interesting colour mixes on a pal system if running an NTSC program that uses those missing colours. It is however rare and almost never affects functionality. There is one other item, An Avolon Hill game that uses a flicker effect for display! The timing was out! and the effect was akin to a strobe light, not good on the eyes when playing a long game.

Basicly no major problems unless the programer tries to be a little too clever with the display.

508. Sacramento area Atarians? (Want to form a club?)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-18 17:23:50 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <GEF96.47$94.1728@typhoon.sonic.net>
Source record: 39281
Cross-posted to:
comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.video.classic,rec.games.video.atari,alt.games.lynx,comp.sys.atari.st

I'm curious if there are many Atari users in the Sacramento area.
(I live in Davis and work in Sacramento)

If so, would people be interested in creating a new users group?

I am aware of the Yolo Atari Club, but unfortunately I moved to Davis
just in time to attend YAC's very last meeting. (A core member moved out
of town.)

I also recently discovered that the San Leandro Computer Club is still in
existance, but they're very far away, focus mainly on PC's now, and most
importantly, their meetings are on the same day that the
Linux Users Group Of Davis meets. (I'm president; kinda need to be there.)

My main interests in the Atari realm are 8-bits, Lynx and Jaguar,
as I own at least one of each. My experience in clubs include co-founding
(and now running) a 150+-member Linux user group, and a much smaller
(and more informal) game design club.

My reasons for wanting a club would simply be to hang out, play games,
have fun, and possibly even do some hobby development! :)

Anyone interested!?!

-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/bill/

509. Re: Wargames cart image. Not Coleco.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-18 19:08:49 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <3aH96.9681$wt2.112558@news1.oke.nextra.no>
Source record: 39282

It's not called Wargames at all. It's Computer War. I thought it was a blast way back in the old days. Still got a copy lying around I think. Yepp, there it is. But, mine is on tape.

<ilaskey@cix.compulink.co.uk> wrote in message news:946n1o$33d$1@plutonium.compulink.co.uk...
> In article <MPG.14ce7d9051b3d4498968c@news>,
> relentless.nospam@0spam.gamedesign.net (The Relentless) wrote:
>
> > I am looking for a cartridge image of a game called "Wargames" from
> > Thorn-Emi. It is not the one from Coleco (i think) that I have found
> > and seems to be prolific among the popular 8bit sites. Anybody know
> > what I am on about?
> I remember the game well enough but I don't think I've seen a copy
> anywhere although it used to turn up on multiboots regularly enough.

510. Re: 'Dead' Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-18 20:55:56 UTC
From: Geoff McHugh <mcpuffin@forty-seven.demon.co.uk>
Message-ID: <947l8nrls1@nnrp1.deja.com>
Source record: 39283

In article <t6e5g9947ji753@corp.supernews.com>,
"Rick Cortese" <ricortes@netmagic.net> wrote:

I almost want to throw the thing out and just stick with my PC, but all those floppies are calling to me! :) Anyway, I always wanted to see some of that magic smoke, so I'll keep trying until you give up on me as a lost cause ;)

> With everything unplugged, I would check the resistance between the
> output<and output> of the 7812 and ground. I just did on one of my drives
> and you don't get a good reading because the caps on the board are charged
> by the DVM testing voltage, but you should see several hundred Ohms
> resistance on both sides.

Ok, I did that, and I don't think you are going to like the result... :)

With the power disconnected, it seems that the resistance between input & ground is about 500ohms, and between output & ground seems to be zero! I tried the same on the 7805 and got about 750ohms on the input and 350ohms on the output.

Now, does that sound as if it indicates a short somewhere or a busted 7812 or a bad transistor array?

I'm going for a lie down in a quiet corner of the room :)

--
Geoff

Sent via Deja.com
http://www.deja.com/

511. Re: Programs for ATARI XE GS

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-18 23:26:08 UTC
From: Tom Rosso <audiophilia@qwest.net>
Message-ID: <yXK96.1727$RW1.380155@news.uswest.net>
Source record: 39284

I've got 2 favorite places to scrounge around for software for my XEGS and 800XL. One is the U of Mich archive at http://www.umich.edu/~archive/atari/8bit/ Good applications, a few good games but they're all shareware/freeware/public domain. A better place for games is the Closer To Home website at http://cth.dtdns.net/index.html for a better selection of games. There's also a couple of mirrors to the Yogi archive floating around that had some huge disk images with tons of games, but I don't know where to find them exactly.
Of course, the next big challenge will be to get the programs from the internet to your 8-bit :)
-Tom

""Davide Guida"" <davide.guida@inwind.it> wrote in message news:002801c08113$3af0df80$767191c2@dgs.it...
> Hi everybody,
> where can I find programs for ATARI XE GS on the NET?
>
> Thanks in advance.
> ---
> Davide Guida (Responsabile tecnico Formamedia srl)
> via Domenico Fontana 39 - 80128 Napoli - Tel.081.5799803
> http://www.formamedia.it
> E-mail davide.guida@formamedia.it
>
> Casa: via Rodolfo Falvo 10 - 80127 Napoli
> Tel.081.5604578 - Cell.0349.4732329
>
>
>
>
> --
> Posted from [194.153.73.220]
> via Mailgate.ORG Server - http://www.Mailgate.ORG

512. Re: Wargames cart image. Not Coleco.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-19 00:58:37 UTC
From: ejgnandt@my-deja.com
Message-ID: <9483fq$8s1$1@nnrp1.deja.com>
Source record: 39285

In article <3aH96.9681$wt2.112558@news1.oke.nextra.no>,
"Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
> It's not called Wargames at all. It's Computer War.

Right. Weren't they trying to capitalize on a popular movie? Anyway,
think I have an extra loose cart. $5 + sh if anyone wants it.

Sent via Deja.com
http://www.deja.com/

513. Computer Game Collector List is now On-Line

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-19 03:33:15 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <%zO96.50881$68.7458597@typhoon.tampabay.rr.com>
Source record: 39286
Cross-posted to: comp.sys.cbm,comp.sys.amiga.games,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st

The official computer game collectors list is now posted at:

http://www.emuclassics.com/gotcha/

It will be updated regularly. It looks kind of ugly, but it's functional.
Suggestions welcome.

Best regards,
Hugh

514. R: Programs for ATARI XE GS

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-19 04:29:35 UTC
From: davide.guida@inwind.it
Message-ID: <001701c081d0$8eb6cfe0$0b01a8c0@dgs.it>
Source record: 39288

Hi,
thank you for your answer.

I thought it could exist on the PC some good program (like those useable for Spectrums) allowing me to convert tape images to WAVS, ready to record on a tape recorder directly.

Cheers

Davide Guida (Responsabile tecnico Formamedia srl)
via Domenico Fontana 39 - 80128 Napoli - Tel.081.5799803
http://www.formamedia.it
E-mail davide.guida@formamedia.it

Casa: via Rodolfo Falvo 10 - 80127 Napoli
Tel.081.5604578 - Cell.0349.4732329

> Of course, the next big challenge will be to get the programs from the
> internet to your 8-bit :)
> -Tom
>

--
Posted from [194.153.73.220]
via Mailgate.ORG Server - http://www.Mailgate.ORG

515. Please help me track down a favorite game

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-19 06:32:48 UTC
From: bsears9355@my-deja.com
Message-ID: <948n2h$oc7$1@nnrp1.deja.com>
Source record: 39292

I hope that there is someone who can help me. I would like to track down and hopefully play a game for the 8bit atari computers which was a favorite of mine circa 1985.

The game was called "Gauntlet", but it was not anything like the Atari arcade Gauntlet. This particular game was shareware. The author of the game included a rather length set of instructions at the beginning of the game before you get to the screen where you set the game options. In the game, you controlled a space ship which could be accelerated in 8 directions. The ship could also fire in 8 directions. There were 50 screen that you had to get through, one at a time. The last twenty or so screens you went through caves. There was a force shield that you had to maintain on your ship. If it went down to zero, your ship blew up.

In the instructions, the author talked about an improved version of the game that you could get by sending him $35 or so.

Anyway, I really would like to track this game down. I originally downloaded it from a BBS in 1985. It was a great game and I miss it. If someone has this game on a disk, I would gladly pay you to make a copy of it and mail it to me. I have a 130XE and an 810 disk drive.

Thanks.

Brant Sears
brants@xsides.com

Sent via Deja.com
http://www.deja.com/

516. Re: Will American Atari XE/XL games work on European systems?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-19 06:37:59 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-PbjnlJV32uFd@a84.work.in.com.au>
Source record: 39291

> >
> its the other way round there are problems! Pal uses more lines than NTSC,
> so playing a european game on a US machine cuts off the bottom of the
> display. This affects the programs functionality. apparently using a
> monitor for display fixes this.

Not true. Unless the pal game uses more then the 192 lines for the
display, this won't happen. It is more like the timeing of the VBI,s
that causes the problems.
Ntsc has less time for the vbi then PAL If pal uses all of the time
avilable, then it won't work on NTSC. or be very jumpy or be cut off.

James B

517. Re: Help: BASIC memory problems on Atari400/800

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-19 07:33:17 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A67EDBC.BF0316FD@compuserve.com>
Source record: 39289

Daffy Duck wrote:

> All of the sprites used are just a custom character set, and
> these appear to be corrupted by the time the game starts.
>

My first guess is that the program was written for a machine with less ram, so the data moved, but the program doesn't where to look.

The other is that the program uses some code/location that is 400/800 specific, while the emulator is XL/XE. Try the translator with the eumaltor if possible.

How would I extract the source from a .ATR without an emulator?

Rick D.

518. Re: Multimouse and Turb-Basic XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-19 07:36:19 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A67EE73.CC0723E6@compuserve.com>
Source record: 39290

PHIL SMITH wrote:

> Has anyone gotten these two to work together? I've created the mouse
> driver as instructed, but the turbomod.tur program does not work.
> When I try to run TB after its been modified by the turbomod program
> I get an "ADR RANGE ERROR" under DOS XL and it just locks up under
> DOS 2.5.
>
> Has anyone else come across and is there a solution????
>
> Thanks,
>
> Phil

I have Multimouse running, but not with TB. I'll boot TB and see what I
get.

Rick D.

519. The Atari Book Keeper ATR?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-19 08:43:09 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <948umsukh1@nnrp1.deja.com>
Source record: 39293

I'm trying to find an atr of the atari book keeper and the atari accountant, also looking for the original keypad handler disk in atr form. I can't find these on any ftp sites! Does anyone have or know where I can get them?
Thanks,
Mo

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

520. Re: Please help me track down a favorite game

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-19 09:02:24 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <znT96.10179$wt2.123771@news1.oke.nextra.no>
Source record: 39294

Dandy Dungeon

<bsears9355@my-deja.com> wrote in message
news:948n2h$oc7$1@nnrp1.deja.com...
> I hope that there is someone who can help me. I would like to
> track down and hopefully play a game for the 8bit atari computers
> which was a favorite of mine circa 1985.
>
> The game was called "Gauntlet", but it was not anything like the
> Atari arcade Gauntlet. This particular game was shareware. The
> author of the game included a rather length set of instructions at
> the beginning of the game before you get to the screen where you
> set the game options. In the game, you controlled a space ship
> which could be accelerated in 8 directions. The ship could also fire
> in 8 directions. There were 50 screen that you had to get through,
> one at a time. The last twenty or so screens you went through
> caves. There was a force shield that you had to maintain on your
> ship. If it went down to zero, your ship blew up.
>
> In the instructions, the author talked about an improved version of
> the game that you could get by sending him $35 or so.
>
> Anyway, I really would like to track this game down. I originally
> downloaded it from a BBS in 1985. It was a great game and I miss
> it. If someone has this game on a disk, I would gladly pay you to
> make a copy of it and mail it to me. I have a 130XE and an 810 disk
> drive.
>
> Thanks.
>
> Brant Sears
> brants@xsides.com
>
>
> Sent via Deja.com
> http://www.deja.com/

521. Re: Wargames cart image. Not Coleco.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-19 09:03:12 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <joT96.10180$wt2.123544@news1.oke.nextra.no>
Source record: 39295

I'd take that! Got any more stuff too ?

<ejgnandt@my-deja.com> wrote in message news:9483fq$8s1$1@nnrp1.deja.com...
> In article <3aH96.9681$wt2.112558@news1.oke.nextra.no>,
> "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
> > It's not called Wargames at all. It's Computer War.
>
> Right. Weren't they trying to capitalize on a popular movie? Anyway,
> think I have an extra loose cart. $5 + sh if anyone wants it.
>
>
>
>
>
>
>
>
> Sent via Deja.com
> http://www.deja.com/

522. Atari Website & ISP has moved!

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-19 11:13:37 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.21.0101190309090.24512-100000@shell.pacifier.com>
Source record: 39301
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.

e-mail: atari@benjamin.net

I've switched ISP's! Try www.pacifier.com/~atari or atari@pacifier.com

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
View Atari Catalogs on the Web at http://www.atari.benjamin.net & Jump
to my FTP site linked to my WebSite so you can Download Free Catalogs.
If you can't get Catalogs that way, Feel free to Request them through
E-Mail. Really, it's not an inconvenience. I do ask that you specify
Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you
by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can
attach text files to your E-Mail. Catalogs are just regular ASCII text
files so you can download them into your text editor & view them, edit
them or print them out! It would make things easier for me if you take
my Catalogs, load them into your text editor, delete what you don't
want and E-Mail me the rest! To expedite things, include your complete
Mailing address so I can figure your Shipping/Postage & Handling. I'll
be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
atari@pacifier.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit,
ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

523. Re: Please help me track down a favorite game

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-19 11:27:14 UTC
From: DCM01@USA.NET
Message-ID: <3a6822f5.1075099@news.CIS.DFN.DE>
Source record: 39296

I also remember being impressed with this one. It was technically
excellent and did unusual things for an Atari 8bit game. There was a
lot of varaiation and the graphics were detailed.

I used Bill Kendrick's XL Search to find Gauntlet and so can you:

http://www.newbreedsoftware.com/xlsearch/

If you track down the deluxe version, please let us know!

On Fri, 19 Jan 2001 06:32:48 GMT, bsears9355@my-deja.com wrote:

>I hope that there is someone who can help me. I would like to
>track down and hopefully play a game for the 8bit atari computers
>which was a favorite of mine circa 1985.
>
>The game was called "Gauntlet", but it was not anything like the
>Atari arcade Gauntlet. This particular game was shareware. The
>author of the game included a rather length set of instructions at
>the beginning of the game before you get to the screen where you
>set the game options. In the game, you controlled a space ship
>which could be accelerated in 8 directions. The ship could also fire
>in 8 directions. There were 50 screen that you had to get through,
>one at a time. The last twenty or so screens you went through
>caves. There was a force shield that you had to maintain on your
>ship. If it went down to zero, your ship blew up.
>
>In the instructions, the author talked about an improved version of
>the game that you could get by sending him $35 or so.

524. Re: Please help me track down a favorite game

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-19 12:35:04 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <nond6tcsi84d6jfantv95gj70tlljmvsr3@4ax.com>
Source record: 39297

On Fri, 19 Jan 2001 06:32:48 GMT, bsears9355@my-deja.com drooled an
embarassing wet spot in his lap as he typed:

>I hope that there is someone who can help me. I would like to
>track down and hopefully play a game for the 8bit atari computers
>which was a favorite of mine circa 1985.
>
>The game was called "Gauntlet", but it was not anything like the
>Atari arcade Gauntlet. This particular game was shareware. The
>author of the game included a rather length set of instructions at
>the beginning of the game before you get to the screen where you
>set the game options. In the game, you controlled a space ship
>which could be accelerated in 8 directions. The ship could also fire
>in 8 directions. There were 50 screen that you had to get through,
>one at a time. The last twenty or so screens you went through
>caves. There was a force shield that you had to maintain on your
>ship. If it went down to zero, your ship blew up.
>
>In the instructions, the author talked about an improved version of
>the game that you could get by sending him $35 or so.
>
>Anyway, I really would like to track this game down. I originally
>downloaded it from a BBS in 1985. It was a great game and I miss
>it. If someone has this game on a disk, I would gladly pay you to
>make a copy of it and mail it to me. I have a 130XE and an 810 disk
>drive.

That would be Gauntlet by Donald R. Lebeau in 1984. The best I can do
is an EXE of it for use either on an emulator, or to transfer to a
real Atari via an SIO2PC cable and transfer software.

I do remember this game though. It was fun -- and it was the only
game I remember where you could shoot up the terrain. :-)

>
>Thanks.
>
>Brant Sears
>brants@xsides.com
>
>
>Sent via Deja.com
>http://www.deja.com/

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

525. Atari Cart & Disk Games, more ForSale

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-19 12:47:05 UTC
From: gp429@aol.com
Message-ID: <20010119074705.03336.00000187@ng-cb1.aol.com>
Source record: 39298

I had a few old Atari 8-bit software and hardware forsale. E-mail me if you
wish to purchase or if you have any question on the items forsale at
gp429@aol.com --thanx
FOR BOTH 1 & 2 $25
1) Flight Simulator II by subLOGIC
This is complete with the box, manuals and the maps. PRICE $12
2) AtariWriter w/Atari Proofreader Program and Dictionary by Atari
Includes the AtariWriter manual, cart. and quick reference sheet. I do not have
the manual for the Proofreader and I will also send a copy of DOS II. PRICE
$15
---Disk Games---
note:NO MANUALS, ALL $20
Sargon II by Hayden Software
--PRICE $3
Ninja by Mastertronic
--this game is also formatted for the C64 on the other side. PRICE $3
Goonies by Datasoft
--also formatted for the the C64 on the flip side. PRICE $3
Koronis Rift by Epyx & Lucasfilm
--PRICE $3
Fight Night by Accolade
--PRICE $3
Spy Vs Spy by Avantage
--very fun for two players. PRICE $5
Summer Games by Epyx
--an all-time classic. PRICE $5
---Cart. Games---
note:NO MANUALS, ALL $12
Donkey Kong by Nintendo
--PRICE $5
Music Composer by Atari
--PRICE $3
Star Raiders by Atari
--PRICE $7
---Hardware---
Atari 1010 cassette drive
--not sure if it works included is the power supply, data cable and
Conversational French program with workbook, PRICE $5
Atari 1027 daisy wheel printer
--not sure if it works included is the power supply & data cable, PRICE $5
FlipTop Disk Case with lock and key
--5 1/4 disk holder has a grab bag of old saved games and various programs
including 6 Antic Disks!
vol. 6 #2 -Atari Animation

vol. 5 #10 -Inside Atari
vol. 5 #8 -"Shopper's Guide"
vol. 5 #5 -Weather Pictures
vol. 5 #1 -Anniversary Issue
vol. 3 #11 -Practical Applications
and more misc. disks, PRICE $14

526. Re: Re: Help: BASIC memory problems on Atari400/800

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-19 12:54:08 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <3tod6t8ok6s2mor5q26miqargfour22iu8@4ax.com>
Source record: 39299

On Fri, 19 Jan 2001 01:33:17 -0600, Richard Detlefsen
<"74766,1561"@compuserve.com> drooled an embarassing wet spot in his
lap as he typed:

>Daffy Duck wrote:
>
>> All of the sprites used are just a custom character set, and
>> these appear to be corrupted by the time the game starts.
>>
>
>My first guess is that the program was written for a machine with less
>ram, so the data moved, but the program doesn't where to look.

This is possible, since no emulator I've found will emulate less than
64k, but I can't see where that would be a problem.

>
>The other is that the program uses some code/location that is 400/800
>specific, while the emulator is XL/XE. Try the translator with the
>eumaltor if possible.

The emulators allow the specification of whch ROM to use (OS-A, OS-B,
XL/XE or 5200, all with or without BASIC) so translator disks are
unnecessary.

>
>How would I extract the source from a .ATR without an emulator?

The BAS file (and any supporting data files) would have to be saved to
separate files and then transferred to a real Atari via SIO2PC or
accessed via APE.

>
>Rick D.
>

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

527. Diamond GOS, ACTION and MAC65 OSS carts on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-19 13:05:28 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <949e4p$76v$1@news.netvision.net.il>
Source record: 39326

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1208988343

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1208988774

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1208989168

I placed a reserve price on them but if the highest bid is reasonable i will
sell it of less.

528. Re: Wargames cart image. Not Coleco.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-19 13:57:55 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <949h53dcf1@plutonium.compulink.co.uk>
Source record: 39300

In article <3aH96.9681$wt2.112558@news1.oke.nextra.no>, olavese@online.no
(Olavesen) wrote:

> It's not called Wargames at all. It's Computer War. I thought it was a
> blast
> way back in the old days. Still got a copy lying around I think. Yepp,
> there
> it is. But, mine is on tape.
I'm pretty sure it was called Wargames in the UK and even had similar
boxart to the film. At the time I thought it was odd as none of the game
seemed to reflect the film. OTOH it was 20 years ago so my memory may be
fried.

529. Re: Wargames cart image. Not Coleco.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-19 15:30:43 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <i3ng6t8v35gqqvi5sum36p972ls5pkmvl2@4ax.com>
Source record: 39302

The other Day ilaskey@cix.compulink.co.uk wrote:

>I'm pretty sure it was called Wargames in the UK and even had similar
>boxart to the film. At the time I thought it was odd as none of the game
>seemed to reflect the film. OTOH it was 20 years ago so my memory may be
>fried.

Nope, it was indeed called Wargames.

The game by Coleco was pretty dull, nowt much about the film bar a
passing reference at the games start.
--

Give me a good playable old game rather than a pretty new one

530. Re: Computer Game Collector List is now On-Line

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-19 16:09:45 UTC
From: Mark Smith <mark@storagedirect.REMOVETHISBIT.com>
Message-ID: <YEZ96.795$vH6.14766@news6-win.server.ntlworld.com>
Source record: 39303
Cross-posted to: comp.sys.cbm,comp.sys.amiga.games,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st

It would be much nicer without the Java ... you posted your message into
groups for machines that do no have Java support, so how are we supposed to
use your site ?

Regards

Mark

"Hugh Falk" <hughfalk@mindspring.com> wrote in message
news:%zO96.50881$68.7458597@typhoon.tampabay.rr.com...
> The official computer game collectors list is now posted at:
>
> http://www.emuclassics.com/gotcha/
>
> It will be updated regularly. It looks kind of ugly, but it's functional.
> Suggestions welcome.
>
>
> Best regards,
> Hugh
>
>
>
>

531. Re: Wargames cart image. Not Coleco.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-19 16:47:49 UTC
From: The Relentless <relentless.nospam@0spam.gamedesign.net>
Message-ID: <MPG.14d20f8010982a098968e@news>
Source record: 39304

I believe it was "Vidar \"Hawk\" Olavesen" <olavese@online.no> who said
the following on Fri, 19 Jan 2001 10:03:12 +0100:
|I'd take that! Got any more stuff too ?
|
|<ejgnandt@my-deja.com> wrote in message news:9483fq$8s1$1@nnrp1.deja.com...
|> In article <3aH96.9681$wt2.112558@news1.oke.nextra.no>,
|> "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
|> > It's not called Wargames at all. It's Computer War.
|>
|> Right. Weren't they trying to capitalize on a popular movie? Anyway,
|> think I have an extra loose cart. $5 + sh if anyone wants it.
|>
|>
|>
|>
|>
|>
|>
|>
|> Sent via Deja.com
|> http://www.deja.com/
|
|
|
Anybody have a downloadable image?
--
"Cry 'Havoc!' And let slip the dogs of war!"
Aaron The Relentless
http://www.gamedesign.net

532. Re: Rom chip problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-19 16:55:03 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3A687167.F209E75D@pcisys.net>
Source record: 39305

Olav,

If it's the large bar listed under the OS, then it is the OS chip that is bad. It's failing checksum. Just replace it with a new XL OS chip that you can get from B&C Computervisisons.

Or if you can find another XL computer (except for the 1200XL) or a 65XE or 130XE will have the same OS chip.

Glenn

Olav Queseth wrote:

> Help!
>
> I have a problem with my 600XL. When I try to boot it ends up in
> selftest mode (the memory check part). It shows that there is something
> wrong with my rom, the right-hand bar becomes red.
>
> Which rom chip is faulty? The OS-rom or the Basic rom.
> Is it possible to decide which memory region that is erroneous?
> Finally, does anyone have the sourcecode for the error checking utility?
>
> Thanks
> Olav

533. Documentation for 'the pill'

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-19 17:56:48 UTC
From: ronfucci@my-deja.com
Message-ID: <949v4pppg1@nnrp1.deja.com>
Source record: 39307

does anyone know if this is available on the web ? thanks

ron

Sent via Deja.com
http://www.deja.com/

534. Re: 'Dead' Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-19 18:10:18 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t6h0k25pg27h9f@corp.supernews.com>
Source record: 39306

"Geoff McHugh" <mcpuffin@forty-seven.demon.co.uk> wrote in message
news:947l8nrls1@nnrp1.deja.com...
> In article <t6e5g9947ji753@corp.supernews.com>,
> "Rick Cortese" <ricortes@netmagic.net> wrote:
>
> I almost want to throw the thing out and just stick with my PC, but all
> those floppies are calling to me! :) Anyway, I always wanted to see
> some of that magic smoke, so I'll keep trying until you give up on me as
> a lost cause ;)
>
> >
> > With everything unplugged, I would check the resistance between the
> > output<and output> of the 7812 and ground. I just did on one of my
> drives
> > and you don't get a good reading because the caps on the board are
> charged
> > by the DVM testing voltage, but you should see several hundred Ohms
> > resistance on both sides.
> >
>
> Ok, I did that, and I don't think you are going to like the result... :)
>
> With the power disconnected, it seems that the resistance between input
> & ground is about 500ohms, and between output & ground seems to be zero!
> I tried the same on the 7805 and got about 750ohms on the input and
> 350ohms on the output.
>
> Now, does that sound as if it indicates a short somewhere or a busted
> 7812 or a bad transistor array?
>
> I'm going for a lie down in a quiet corner of the room :)

Heck, this really makes me feel good. I'm kind of perverse that way! Closer we get to having it cornered w/o bringing out a soldering iron, the better in my book.

Armed with my most recent dose of enthusiasm after reading this, I dug out my SAMS Computer Facts.

In no particular order. The voltage into the 7812 is listed at 17.8V. TP14<test point 14> is the output and is listed at 12V of course.There's nothing but low value caps to filter the output, so IMO they would have exploded like a popcorn kernal if they had shorted.

Looking at the stepper motor, Jumper J15 pretty much completely disconnects it. With the drive facing you, this in in the back right hand side. Unplug the jumper and test resistance on the 7812 output to ground and if it is still near zero, your stepper is fine.

The spindle motor is J1, 3rd from the back left. It should be plugged in REVERSED. This has been the case on every 1050 I have ever seen. Sometimes people see the other jumpers nicely plugged in a row and put J1 in so it is aligned with the other jumpers, this is wrong, it should stick out like a sore thumb.

Unplug J1 and test for resistance. If it is still low, then it is probably the 7812. Looking at the output transistor for the motor, it is a TIP110 and if it blew the drive would spin continuously.

There is other stuff in there that uses 12V, but most of it is pretty low power and I can't imagine it being the problem w/o giving off a dull red glow when you turned the drive on.
There are some other parts in the stepper circuit that could go out, but they are feed with 12V through a 47 Ohm resistor, so even if they were fried they wouldn't give zero Ohms.

535. Re: Please help me track down a favorite game

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-19 18:26:59 UTC
From: JLsoft <jlsoft@*nospam*atari.org>
Message-ID: <01c08201$40ce1640$d5fb36d1@ghostwheel>
Source record: 39308

Ahahahahahahahahahahahahah, did you even READ his description?

Vidar "Hawk" Olavesen <olavese@online.no> wrote in article
<znT96.10179$wt2.123771@news1.oke.nextra.no>...
> Dandy Dungeon

536. Re: Please help me track down a favorite game

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-19 18:27:00 UTC
From: JLsoft <jlsoft@*nospam*atari.org>
Message-ID: <01c08201$75159220$d5fb36d1@ghostwheel>
Source record: 39309

gauntlet.exe at:
http://www.cconline.com.pl/files/atarixl/games/G/
...is what you're looking for. I too played this a ton, but in like `94 :)

Have fun.

bsears9355@my-deja.com wrote in article <948n2h$oc7$1@nnrp1.deja.com>...
> I hope that there is someone who can help me. I would like to
> track down and hopefully play a game for the 8bit atari computers
> which was a favorite of mine circa 1985.
>
> The game was called "Gauntlet", but it was not anything like the
> Atari arcade Gauntlet. This particular game was shareware. The
> author of the game included a rather length set of instructions at
> the beginning of the game before you get to the screen where you
> set the game options. In the game, you controlled a space ship
> which could be accelerated in 8 directions. The ship could also fire
> in 8 directions. There were 50 screen that you had to get through,
> one at a time. The last twenty or so screens you went through
> caves. There was a force shield that you had to maintain on your
> ship. If it went down to zero, your ship blew up.
>
> In the instructions, the author talked about an improved version of
> the game that you could get by sending him $35 or so.
>
> Anyway, I really would like to track this game down. I originally
> downloaded it from a BBS in 1985. It was a great game and I miss
> it. If someone has this game on a disk, I would gladly pay you to
> make a copy of it and mail it to me. I have a 130XE and an 810 disk
> drive.
>
> Thanks.
>
> Brant Sears
> brants@xsides.com
>
>
> Sent via Deja.com
> http://www.deja.com/
>

537. Re: Help < Please ? >

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-19 19:52:16 UTC
From: Barry Ruck <bruck@peterswoodharlow.freeserve.co.uk>
Message-ID: <wfedqLAwrJa6Ew3L@peterswoodharlow.freeserve.co.uk>
Source record: 39311

In comp.sys.atari.8bit on Sat, 30 Dec 2000, RHamiIton5 RHamiIton5
<rhamiiton5@aol.comedy.com> wrote ....

>>Barry Ruck bruck@peterswoodharlow.freeserve.co.uk replied:
>
>
>And lastly, do some creative Basic programming to allow your drive to write
>your data on a DD disk. It all depends on which and how much typing you would
>rather do. Here's how it could be done:
>Boot to BASIC with DOS 2.5 SD
>Load the transfer program
>Read your data file into a string variable
>Set the XF551 percom data block to DD
>Write the string data to disk with SIO
>Transfer to the PC with AtariLink
>Reboot SD and repeat for another file
>
>Our Basic routine must manually create a file structure on the DD disk; we skip
>the VTOC stuff and use sectors 4 up to about 100 and then do one directory
>entry. We limit to one file at a time to avoid the file number bit mangling as
>the first file is always number zero. We do it all with lot of POKEs and a few
>USR calls. However, it will only work well if the data files are mostly text
>and smaller than about 25K bytes (200 SD sectors).
>
>Ron
>
>Inform everyone that communications have completely broken down.

Just a short post to publicly thank Ron for all his hard work writing a
basic program to read in my Single Density disks, write them to a Double
Density disk, therefore making them readable on the PC.

Once again, Thanks.

Regards,

Barry Ruck. Harlow, Essex.

538. Re: Please help me track down a favorite game

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-19 19:52:35 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <sV0a6.11314$wt2.131082@news1.oke.nextra.no>
Source record: 39310

Nope, actually only saw Gauntlet and poof! Made an ass of myself!

"JLsoft" <jlsoft@*nospam*atari.org> wrote in message
news:01c08201$40ce1640$d5fb36d1@ghostwheel...
> Ahahahahahahahahahahahahah, did you even READ his description?
>
>
> Vidar "Hawk" Olavesen <olavese@online.no> wrote in article
> <znT96.10179$wt2.123771@news1.oke.nextra.no>...
> > Dandy Dungeon
>

539. Re: Wargames cart image. Not Coleco.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-19 19:54:30 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <fX0a6.11318$wt2.130950@news1.oke.nextra.no>
Source record: 39312

I believe you are wrong here. Computer War by Thorn EMI and WarGames by Coleco

> Nope, it was indeed called Wargames.
>
> The game by Coleco was pretty dull, nowt much about the film bar a
> passing reference at the games start.
> --
>
> Give me a good playable old game rather than a pretty new one

540. Looking for disk image of "The Exterpator"

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-19 20:04:56 UTC
From: Marc Belier <vooj@xs4all.nl.nospam>
Message-ID: <94a6l5$4c3$1@doppler.a2000.nl>
Source record: 39313

Hi all,

I'm looking for a game called "The Exterpator". Something like that anyway,
I can't remember exactly... All I know is that it was a shooting game with a
really really great intro tune, and I want that tune again!

It was for the Atari XL, and since I don't have my XL diskdrive anymore, a
disk image for an emulator would be very nice...

Hope someone can help me!
Regards,
Marc

541. Re: Looking for disk image of "The Exterpator"

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-19 20:08:30 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01c08253$abdc1e80$c9473b3e@windows>
Source record: 39314

Marc Belier <vooj@xs4all.nl.nospam> schreef in artikel
<94a6l5$4c3$1@doppler.a2000.nl>...

> Hi all,
>
> I'm looking for a game called "The Exterpator". Something like that
anyway,
> I can't remember exactly... All I know is that it was a shooting game
with a
> really really great intro tune, and I want that tune again!
>
> It was for the Atari XL, and since I don't have my XL diskdrive anymore,
a
> disk image for an emulator would be very nice...
>
> Hope someone can help me!
> Regards,
> Marc

I have it as "Extirpat.com", which you can "Alt-L" load directly into
Atari800Win.

Sorry for the late response, but I had to look it up on my HD :-)

Email me privately, and I'll email it to you.

Richard Douwes

542. Re: Wargames cart image. Not Coleco.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-19 20:37:40 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <8a9h6t8ula4emc4lklot6pm8235l4nco8t@4ax.com>
Source record: 39315

The other Day "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:

>I believe you are wrong here. Computer War by Thorn EMI and WarGames by
>Coleco
>
Actually I'm only confirming that Ian *did* see a game called Wargames
in the UK.

Computer War was a different kettle of fish..

>> Nope, it was indeed called Wargames.
>>
>> The game by Coleco was pretty dull, nowt much about the film bar a
>> passing reference at the games start.
>> --
>>
>> Give me a good playable old game rather than a pretty new one
>

--

Give me a good playable old game rather than a pretty new one

543. Re: Games for Trade or Possibly Sale

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-19 20:50:32 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3A68A898.3EAAA0CD@t-online.de>
Source record: 39316

> Note to all Atari Computer collectors: I may be auctioning (on Ebay) Mr.
> Do's Castle shortly, yes this game exists and I have it, the label is
> white and black, it seems to be a complete game since it gets really
> hard at later levels

Hi!

Does the game have some copyright statements inside (when the title appears
on the screen for example)? Did you open the case to look for the ROM
inside?

Looking forward to your answers,

Andre

544. Re: WOW !!! The french Are buying Atari !!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-19 21:24:41 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1010119162138.598D-100000@mail4.wayne.edu>
Source record: 39317

Anyone around here heard about this? It was posted on
rec.games.video.arcade.collecting

>Heres an artical out of todays paper:
>
>"Ow Is Eet You Play Zees Spess Invaders?"
>
>"Deconstuct this one, gamers:
>The French are buying Atari.
>With all fanfare of of GREARD DEPARDIEU scarfing down a brioche, the
>Lyons
>Company Infogames will gobble up HASBRO's stake in the pioneering
>video-game
>company.... BUT the buyer pledges not to shrug off PLANS for updates of
>older
>Atari games like PONG, MISSILE COMMAND and CENTIPEDE...
>"WE'll take care of your Atri brand," assues Infogrames' Yves LeGris. "We
>were
>on your side during your independance war. We've been allied in two World
>Wars.
>We'll help you threw Atari."
>
>Great news for the video game industry !!!!!!!!!!

545. Re: The Atari Book Keeper ATR?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-19 23:29:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010119182900.07320.00000343@ng-fc1.aol.com>
Source record: 39318

>chainsaw11 chainsaw11@my-deja.com requested:

>I'm trying to find an atr of the atari book keeper and the atari
>accountant, also looking for the original keypad handler disk in atr
>form. I can't find these on any ftp sites!

No help on the apps nor the original handler, but I do have a keypad driver adapted from a type-in from Computer Shopper. It can go in Page 6 or the cassette buffer customized to generate any set of chars desired.

-Ron

Inform everyone that communications have completely broken down.

546. Re: Suggestions for a MyDOS update...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-19 23:37:16 UTC
From: melee5@my-deja.com
Message-ID: <94aj3ccru1@nnrp1.deja.com>
Source record: 39319

In article <93f0s3$9ej$2@nets3.rz.RWTH-Aachen.DE>,
nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:
> Howdy folks
>
> I'ld love it if MyDOS could handle more than 16MB per partition.
Problem is,
> how do you wanna do that.
>

Amen!!!
snip

>
> But I do have a couple of wishes myself:
>
> - a fix to the NOTE/POINT bug

please describe this one.
snip

> Which leaves 11 for different things.
> - a version on cart. Not like Sparta 3.3c but like SDX. Read: a
SMART
> cartridge!

What would the 'smart' cartridge do that the current 'pull' cartridge
does not?

> - a fix for the /X bug

Please describe this one too.

> - Boot with or without MEM.SAV

Why? I want MEM.SAV only when working with BASIC or other 'language'
carts like MAC/65, ACTION!, etc. That way, with minimum DOS usage, one
could return to your language cart with data and program entact.

> - a fix for the append bug. You need an extender or atleast a period
if you
> want to append files

I'm using 4.50 and I don't have that problem at all!! I append quite a
bit and I've never had a problem with 'short' filenames, period or not.

> - add an option to RAMBOOT (usually called RBxx) so we can leave
RAMBOOT
> without RAMBOOT doing anything when cold booting without powering

down.
> - If I press a key to tell RAMBOOT what I want, this key should be
displayed.
> - Disable the possibility to format drive 0. Which in reality
formats D1:
> - If MyDOS thinks there is no RAMdisk and RAMBOOT finds one anyway,
D1: is
> formated. This should be fixed. Maybe this is related to the
problem above.

I'm pretty sure this would be written into the RAMBOOT program - it
needs a rewrite?

> - Toggle non-sorted/sorted directory

Can't sort DOS 2 type directories with file numbers. File positions on
disks of Mydos type '3' disks would still have to be moved. Easier to
rewite the entire disk/drive in the order you want, basically thats
what you would have to do anyway, so write a program that does it, and
hope the power don't fail while its running.

> - Show an error when a file is not found during copying.
> - Ask permission to replace file if a filename already exists when
copying.
> - If a filename exists or can not normally be handled by MyDOS, it
should be
> possible to change the name without aborting copying.
> - When RESET is pressed when for instance 'D8:subdir:' is the default
drive,
> 'D8:' remains, but 'subdir:' disappears. 'subdir:' should stay.

Very good points.

> - When copying (and not using a period. MyDOS only needs a period
between
> extender and filename when the filename is shorter than 8 characters
and an
> extender exists), sometimes the first character of the extender
disappears and
> the rest is moved forward one place. This should be fixed.

I _Never_ have this problem with 4.50!?! Are you using 4.53/4?

> - When an illegal character, e.g. '^' is entered in the filename,
MyDOS should
> tell us that. As it is, it just tells you that the file is not found
in this
> directory.

I agree, I think it would be nice to have all errors reported but then
Mydos falls back and shows the last input string ready for correction
and/or retying.

> - What would also be a nice feature for a new version of MyDOS would
be this.
> Subdirs with an extender like '.sbx' (where x would be an alpha
numeric
> character. The first to be used would be zero, then after 9 would
come a. If
> '.sbx' would be in lower case (MyDOS already allows this and since
MyDOS is the
> only Atari DOS compatible DOS that supports subdirs, this would not
be a
> problem) the chance of a file looking like a subdir (to the human,
MyDOS know
> what is and what isn't a subdir) is small to none.) would look like
any other
> subdir on existing versions of MyDOS, but the new version of MyDOS
could make
> them look like part of the main main directory (or any other
directory these
> '.sbx' subdirs are found in) to the user. That way, you wouldn't
have to be
> concerned about the 64 file maximum per directory, while the
partition could
> still be read (in total) by older older versions of MyDOS.
>
> That's it, for now. :-)
>
> CU Mathy van Nisselroy
>
>
If I understand correctly, you want a directory listing of all files in
all directories? Sounds like a job for another stand alone program to
me.

I can't find a source code file for 4.53/4 that unarcs without errors,
anybody want to email me one that works? Thanks. Melee5@Deja.com
works BTW.

Sent via Deja.com
http://www.deja.com/

547. Re: Computer Game Collector List is now On-Line

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-20 02:13:51 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <zv6a6.58253$68.8392969@typhoon.tampabay.rr.com>
Source record: 39320
Cross-posted to: comp.sys.cbm,comp.sys.amiga.games,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st

```
There is a non-Java index of all the pages on my site. Just click the lower
link from the main page. The Collectors List is all the way at the bootom.

This isn't the nicest looking solution, but it works.

"Mark Smith" <mark@storagedirect.REMOVETHISBIT.com> wrote in message
news:YEZ96.795$vH6.14766@news6-win.server.ntlworld.com...
> It would be much nicer without the Java ... you posted your message into
> groups for machines that do no have Java support, so how are we supposed
to
> use your site ?
>
> Regards
>
> Mark
>
> "Hugh Falk" <hughfalk@mindspring.com> wrote in message
> news:%zO96.50881$68.7458597@typhoon.tampabay.rr.com...
> > The official computer game collectors list is now posted at:
> >
> > http://www.emuclassics.com/gotcha/
> >
> > It will be updated regularly. It looks kind of ugly, but it's
functional.
> > Suggestions welcome.
> >
> >
> > Best regards,
> > Hugh
> >
> >
> >
> >
>
>
>
```

548. Re: Wargames cart image. Not Coleco.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-20 02:52:52 UTC
From: ejgnandt@my-deja.com
Message-ID: <94aui2$m0i$1@nnrp1.deja.com>
Source record: 39321

> The other Day "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
>
> >I believe you are wrong here. Computer War by Thorn EMI and WarGames
>> by Coleco

I have the original Thorn EMI "Computer War" package in front of me. It
says
"Based on the Hit Movie"
"WarGames"
"Is it a game, or is it real? MGM/UA"

Hawk, I will send you a list in few days. It needs a little updating
and I won't get to it before Sunday.

Gene

"Most people get lost in thought because it is unfamilar territory"

Sent via Deja.com
http://www.deja.com/

549. FT: Sega's Congo Bongo & Zaxxon 8bit Carts

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-20 04:04:09 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <94b2pa$fq9$1@lust.ihug.co.nz>
Source record: 39322

Does anyone need either of these?

Sega Zaxxon Cart
Sega Congo Bongo

Both cart only, but in good condition. Can scan them if needed.
I will trade for other 8bit carts, or rare 2600 carts.
Send a list to me of what you have to offer...

--
Regards

Aaron

==========
Holmes Atari 8bit Games Page:
http://homepages.ihug.co.nz/~aaronat/atari.html
==========

550. Re: Wargames cart image. Not Coleco.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-20 04:28:38 UTC
From: The Relentless <relentless.nospam@0spam.gamedesign.net>
Message-ID: <MPG.14d2b3b8907265b698968f@news>
Source record: 39323

I believe it was ejgnandt@my-deja.com who said the following on Sat, 20 Jan 2001 02:52:52 GMT:

|
|> The other Day "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
|>
|> >I believe you are wrong here. Computer War by Thorn EMI and WarGames
|>> by Coleco
|
|I have the original Thorn EMI "Computer War" package in front of me. It
|says
| "Based on the Hit Movie"
| "WarGames"
| "Is it a game, or is it real? MGM/UA"
|
|Hawk, I will send you a list in few days. It needs a little updating
|and I won't get to it before Sunday.
|
|Gene
|
|"Most people get lost in thought because it is unfamilar territory"
|
|
|Sent via Deja.com
|http://www.deja.com/
|

I downloaded the "Computer War" and it is the game I was looking for.
The cartridge I owned bore the title Wargames. Of that I am sure.
Weird.
--
"Cry 'Havoc!' And let slip the dogs of war!"
Aaron The Relentless
http://www.gamedesign.net

551. Re: Suggestions for a MyDOS update...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-20 07:14:02 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-7gmprH4u210B@draco.ames.pacbell.net>
Source record: 39324

Hi Mathy,
What's wrong with your email address? My isp sent back a msg I sent
to nisse-ma@reze-1.rz.rwth-aachen.de

Ken

552. Re: Suggestions for a MyDOS update...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-20 07:17:10 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-lvrjUZsVBKdI@draco.ames.pacbell.net>
Source record: 39325

Dont use netscape to dl any arc files. it corrupts them.

Ken

> I can't find a source code file for 4.53/4 that unarcs without errors,
> anybody want to email me one that works? Thanks. Melee5@Deja.com
> works BTW.
>
>
>
> Sent via Deja.com
> http://www.deja.com/

553. Re: Action! -- Pulling the wings off a butterfly

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-20 15:07:14 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3A69B7CF.7E49BB6D@one.net>
Source record: 39335

The reason Netscape chokes is because he's using frames and in his
fraMain frame, there's no source specified. He should put a "blank.html"
page there initially and then let his navigation load the What's new
stuff when everything loads.

-Bob

pairman@notrash.alberta.com wrote:
>
> Message from the Deja.com forum:
> comp.sys.atari.8bit
> Your subscription is set to individual email delivery
> This message was sent to ryanr@one.net
> Deja.com: Best way to buy a PC
> http://www.deja.com/channels/channel.xp?CID=13031
> >
> Well, I've booted my linux (mandrake 7.0) and yea, seems to be a problem.
> Did'nt seem to matter what browser I was using. It still came out like crap.
> Kinda wonder if its MS code so it looks good only on MS IE.
> > > : http://www.halcyon.com/danver/atari
> > >
> > >
>

Sent via Deja.com http://www.deja.com/
Before you buy.

554. Re: Where have We Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-20 15:40:57 UTC
From: Cabell <cabellSPAMOFF@richmond.infi.net>
Message-ID: <94gch6$lg3$1@slb1.atl.mindspring.net>
Source record: 39208

"Isaac Davis" <idavis@my-deja.com> wrote in message
news:93ivt3sln1@nnrp1.deja.com...
> In article <93hpk6fer1@news.value.net>,
> "MouseDad" <MouseDad@aol.com> wrote:
> I had to put in a modification in my MPP-1000E modem
> because it came from the factory without the ability to hang up the
> line. The mod came straight from MPP, in fact it was promised in the
> manual. Made for some fun BBS sysoping when the line wouldn't hang > up.

hehhe... I had one too on my first BBS. I ended up building a relay
box to break the phone line - controlled it with a couple of POKEs in the
bbs code. I actually sold a half dozen of these things to other 1000e
sysops around the US.

555. Re: Suggestions for a MyDOS update...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-20 16:51:20 UTC
From: melee5@my-deja.com
Message-ID: <94cfm6obb1@nnrp1.deja.com>
Source record: 39327

Thanks for the tip, but I'm running Mozilla (IE5.01) and don't have any troubles with any other files except 'MY453SRC.ARC' and then only when unarcing. I get 'file fails CRC check' error on around four of the ten or so files in the arced package. SuperUnarc does the exact same thing on a real Atari, and there are some files missing according to the readme, so I assume its because the original upload of the file was tampered with and is bad. Its also bad no matter where you get it. Posting of the complete package by the author somewhere would be a real sweet deal. Thanks again.

In article <f5O4dXX6MbiT-pn2-lvrjUZsVBKdI@draco.ames.pacbell.net>, kenames@pacbell.net wrote:
> Dont use netscape to dl any arc files. it corrupts them.
>
> Ken
>
> > I can't find a source code file for 4.53/4 that unarcs without errors,
> > anybody want to email me one that works? Thanks. Melee5@Deja.com
> > works BTW.
> >
> >
> >
> > Sent via Deja.com
> > http://www.deja.com/
>
>

Sent via Deja.com
http://www.deja.com/

556. Re: Looking for the Atari Basic reference manual

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-20 18:49:51 UTC
From: bostone1@aol.com
Message-ID: <20010120134951.12819.00000992@nso-cd.aol.com>
Source record: 39328

My next scanning/archiving project?

557. Re: Where have We Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-20 18:49:51 UTC
From: bostone1@aol.com
Message-ID: <20010120134951.12819.00000991@nso-cd.aol.com>
Source record: 39329

In article <3A583B04.2CB79E9C@sisna.com>, BobKlaas <bobkla19@sisna.com> writes:

>Where have We Gone?

---------->>>>>> Microcontrollers.

558. Re: Whats the best Atari8bit Emulator for WIN? VOTE PLS!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-20 18:49:52 UTC
From: bostone1@aol.com
Message-ID: <20010120134952.12819.00000993@nso-cd.aol.com>
Source record: 39330

In article <Rhz66.103797$A06.3575020@news1.frmt1.sfba.home.com>, "Guju-Boy"
<Guju-Das@hotmail.com> writes:

>Just tried this - it is freaking amazing!
>>.....
>> Haven't you heard about Atari800Win PLus?
>> It is available for download at
>> http://www.a800win.atari-area.prv.pl

I agree! Including OSS cart support to the Windows version is great.

Bob Stone

559. Atari 800XL cartridge format

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-20 20:04:15 UTC
From: darom@removethis.hotmail.com
Message-ID: <902F74CACdaromhotmailcom@24.130.1.22>
Source record: 39331

Which cartridge format (2600/7800 etc) can I use with my Atari 800XL system?

Your help is appreciated.
Thanks,
Den

560. Re: Atari 800XL cartridge format

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-20 20:37:24 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <ZGma6.12767$wt2.147448@news1.oke.nextra.no>
Source record: 39332

Hmmmm. None of those, but there's a lot of games for the 800/XL/XE. Get Ballblazer and Rescue on Fractalus. If possible, get Bounty Bob Strikes Back too, but that's a bit tough.

"Den" <darom@removethis.hotmail.com> wrote in message news:902F74CACdaromhotmailcom@24.130.1.22...
> Which cartridge format (2600/7800 etc) can I use with my Atari 800XL
> system?
>
> Your help is appreciated.
> Thanks,
> Den

561. Re: Looking for the Atari Basic reference manual

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-20 21:12:32 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01c08325$c98466e0$83803b3e@windows>
Source record: 39333

Bostone1 <bostone1@aol.com> schreef in artikel
<20010120134951.12819.00000992@nso-cd.aol.com>...
> My next scanning/archiving project?

Good idea! I'll help!

How's tomorrow for you? :-)

Richard

562. TECH: RGB Output from Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-20 21:58:46 UTC
From: e9325367@stud1.tuwien.ac.at
Message-ID: <3a6a0890.39757583@news.teleweb.at>
Source record: 39334

Hi !

Here's what I want to do: Plug my Atari 800XL inside my Arcade
Cabinet ... Fairly simple task except the video, as the atari output
is only composite video, but I need Video Red, Green, Blue, Ground
and Composite Sync.

I found somewhere a modification for TTL output, which worked
somehow and gave me a picture on my Arcade monitor (I just
wired pins 11,5,3 (R,G,B) and 14 (Comp. Sync) as well as pin 8
(ground) of the CD4050 onto a JAMMA fingerboard)

The problem is, that I don't get the right colors, I tried all
variations of pins 11,5,3 on the different RGB pins of the
fingerboard, but was not able to find a right set.

I assume, that the pins I used are the false ones, anyone
in here has any concrete info or can tell me where to find
schematics for an PAL Atari 800 XL ?

Please HELP !!!!!

Thank you
Mark

563. Re: JPeG Viewer

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-20 22:20:42 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101202220090.88-100000@Hades060>
Source record: 39340

On Sat, 20 Jan 2001, Daniel Miller wrote:

> I'm glad the Atari 8bit community now has a JPEG viewer. Thanks
> Raphael!

I gave it try also, nice work indeed!

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

564. Atari 400 Schematics - Help Locating Circuits PLease..

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-20 22:50:35 UTC
From: Dave <d.sheen@btinternet.com>
Message-ID: <94d4n1ivt1@plutonium.btinternet.com>
Source record: 39337

Hello All

Just get interested in the old Atari stuff and in need of some Atari 400
circuit diagrams

Does anybody know where I might be able to find some.

Cheers in advance

Dave

565. Atari 400 - Power Supply Voltage..

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-20 22:52:05 UTC
From: Dave <d.sheen@btinternet.com>
Message-ID: <94d4pq$j34$1@plutonium.btinternet.com>
Source record: 39336

Hello All

Just received this Atari 400 with out a power supply

Can anybody tell me what supply voltage this Atari need to work

Is it a 9v or 5v or something similar.

Many Thanks

dave.

566. JPeG Viewer

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-20 23:16:20 UTC
From: DCM01@USA.NET
Message-ID: <3a6a1bf8.40684715@news.CIS.DFN.DE>
Source record: 39338

I just tested A8jdpeg (the jpeg viewer) and it was very impressive. It displays jpegs in several modes. The finest resolution is Graphics 8 at 320 x 192 in black and white. The most useful mode is the 16 shades of gray mode with the long pixels at 80 x 192. There is also a 4 shade mode in between, again gray scale,a s well as some flicker modes which double the resolution, I believe.

The viewer is reliable and easy to use. I though it might need a front end pick and choose menu, but it is okay as it is. You can use a wildcard to view the disk directory. It would be nice if you could set it to automatically view the pictures, slideshow style.

The program seems reliable and speedy considering it's a little old 6502 decoding those jpegs.

http://www.geocities.com/rjespino/atari.html

I'm glad the Atari 8bit community now has a JPEG viewer. Thanks Raphael!

567. Re: Atari 400 - Power Supply Voltage..

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-21 02:45:16 UTC
From: Liam Busey <buseyl@my-deja.com>
Message-ID: <3A6A4D3C.5CCF@my-deja.com>
Source record: 39339

Dave wrote:
>
> Hello All
>
> Just received this Atari 400 with out a power supply
>
> Can anybody tell me what supply voltage this Atari need to work
>
> Is it a 9v or 5v or something similar.

My Atari 400's power supply is labeled 9V AC.

Liam Busey

568. Re: SIO2PC..

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-21 03:42:29 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010120224229.06280.00000617@ng-ff1.aol.com>
Source record: 39341

>"Anthony G Beckett" a.beckett@bigfoot.com asked:

>SIO2PC in this newsgroup - can anyone point me
>to a website that has information/how to make/where to buy?

Clarence's page has links to both it and APE.
http://www.redshift.com/~cdyson/atari.html

-Ron

Inform everyone that communications have completely broken down.

569. Re: Atari 400 Schematics - Help Locating Circuits PLease..

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-21 04:22:48 UTC
From: gaberry@my-deja.com
Message-ID: <94do6knem1@nnrp1.deja.com>
Source record: 39342

Dave..

I have SAMS photofacts I'd be glad to scan for you.. what do you need?

-Greg
In article <94d4n1ivt1@plutonium.btinternet.com>,
"Dave" <d.sheen@btinternet.com> wrote:
> Hello All
>
> Just get interested in the old Atari stuff and in need of some Atari
400
> circuit diagrams
>
> Does anybody know where I might be able to find some.
>
> Cheers in advance
>
> Dave
>
>

Sent via Deja.com
http://www.deja.com/

570. Re: I don't want to play

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-21 07:57:12 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a6b83c0$0$1507$53a6afc1@news.erinet.com>
Source record: 39205

Neither mapware nor luxgraph were in Antic, I'm almost sure.
I checked the index for ALL Antics you can find at.
www.atarimagazines.com (Kevin Savetz, great resource.)
I suspect you're talking about ST software, perhaps from STart magazine.
STart programs are also archived at the above url.
Russg

571. Re: S.A.M.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-21 14:23:24 UTC
From: NoOne@FakeEmail.com
Message-ID: <9030678FDCTHEnterprises@205.212.123.11>
Source record: 39343

It's been a long time since I've even looked at it, but my guess is that
you can do what you want. Just find the last address it uses, LOAD it
in from the Sparta command line, drop to BASIC and poke MEMLO with that
address, and type NEW. When you LOAD it be sure to type "LOAD READER.COM"
at the Sparta command prompt so that it doesn't actually run. You'll have
less BASIC code space available but what the heck? Then look up how to use
the BASIC USR function in the SAM docs and try using them, it should work.

me@aol.com (me) wrote in <nFN86.45067$nj5.4595765@news02.optonline.net>:

>Are there docs or code for readit.com... seems cool and works under
>Sparta. I'd like to incorporate it into my basic prog though..
>
>
>
>

572. Re: Multimouse and Turb-Basic XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-21 14:34:57 UTC
From: NoOne@FakeEmail.com
Message-ID: <903060E0BCTHEnterprises@205.212.123.11>
Source record: 39344

"74766,1561"@compuserve.com (Richard Detlefsen) wrote in
<3A67EE73.CC0723E6@compuserve.com>:

>PHIL SMITH wrote:
>
>> Has anyone gotten these two to work together? I've created the mouse
>> driver as instructed, but the turbomod.tur program does not work.
>> When I try to run TB after its been modified by the turbomod program
>> I get an "ADR RANGE ERROR" under DOS XL and it just locks up under
>> DOS 2.5.

I've forgotten what the MEMLO of TBXL is, but my guess is that it moves it up a bit, possibly wiping out the Multimouse driver. There is a way around this if this is the case. I did it once with an R: driver and the disk based Sparta DOS version of TB. You just have to load the driver to the bottom of TBXL's BASIC program buffer, and move MEMLO up to cover it and type NEW. Of course after you find out what this address is you'll have to configure the Multimouse driver to load in to that address. It's been so long I might have gotten the details wrong.

>>
>> Has anyone else come across and is there a solution????
>>
>> Thanks,
>>
>> Phil
>
>I have Multimouse running, but not with TB. I'll boot TB and see what I
>get.
>
>Rick D.
>
>
>
>

573. Re: Sacramento area Atarians? (Want to form a club?)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-21 15:41:36 UTC
From: gozarcollins.hotmail@NoSpam.com
Message-ID: <wMwa6A+8AE/P092yn@NoSpam.com>
Source record: 39346
Cross-posted to:
comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.video.classic,rec.games.video.atari,alt.games.lynx,comp.sys.atari.st

In article <GEF96.47$94.1728@typhoon.sonic.net>,
William Kendrick <nbs@bolt.sonic.net> wrote:
>I'm curious if there are many Atari users in the Sacramento area.
>(I live in Davis and work in Sacramento)
>If so, would people be interested in creating a new users group?

I would be interested, unfortunately I live a couple thousand miles
away!!

(Living out here in the sticks kinda sucks when it comes to these
things... I don't know of any Atari user in a 60 mile radius
(NW Ohio) except for one chap in the ST groups... He has a bright.net
address, which is an ISP around these parts)

Anyway, I would love to be a member if I could get a newsletter! (I
would be willing to typeset and produce a newsletter even)

--
Ryan 'Gozar' Collins

574. FS: 800XL Computer Field Service Manual

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-21 16:17:09 UTC
From: paul r <paul@NOSPAMstillavailable.co.uk>
Message-ID: <4WDa6.8842$vH6.140058@news6-win.server.ntlworld.com>
Source record: 39345

For Sale

Original 800XL Computer Field Service Manual from Atari (US) Corp, FD100740
Rev 02 June 1985
Contains circuit diagrams, parts list, etc.
Excellent Condition

Price £5 (GB Pounds)

if interested, please e-mail paul@NOSPAMstillavailable.co.uk (remove NOSPAM
first!)

575. Adventures "Seramis" and "Mord an Bord"

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-21 17:52:52 UTC
From: Alexander Schiebel <a.schiebel@aon.at>
Message-ID: <3a6b219c$0$19148@SSP1NO25.highway.telekom.at>
Source record: 39198

Can anyone help me? I've just gotten an emulator and been looking for two favourite adventures of mine.
The first was named "Seramis" in German, I don't know what its English title was or if it even has been translated. It was based on the same engine as the adventure "Atlantis". My mother and I spent months of playing this until we found out about a bug on Disc 4 right at the end of the game. :-(
The same was with "Mord an Bord" (which means murder on board), which was a great text-only adventure. Unfortunately I never got past the discovery of the dead body, for there too was a bug on the Disc. :-((
Now I'm desperately looking for those games. They have been published or created (?) by Axis Software (if that helps). Unfortunately the Atari games search engine didn't come up with anything, so I thought perhaps one of you knows something about those games.

Thank you!

Btw: It's nice to see that there's such a large fan community about the Atari 8 bits!

Nice greetings

:-) Alexander

576. Atari BASIC Question About Text Window

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-21 17:52:57 UTC
From: DCM01@USA.NET
Message-ID: <3a6b1ff8.194948@news.CIS.DFN.DE>
Source record: 39197

Most 8bit owners are familiar with the graphic modes that open with a blue text window of 4 lines at the bottom of the screen. GR. 7 is such a mode.

When I would program things in the straight text mode GR.0, I found it convenient to move the cursor around with the POSITION command, which would give me precise control over where my text would go without disturbing any other text on the screen.

My current situation is that I can't seem to make the POSITION command work in GR.7's text window. So I'm left with inserting a lot of spaces here and there, reprinting a lot of text, and I get an ugly scrolling as the new text bumps the old out of the window.

I did review my programming referenec materials, but could nnot find anything. Does anyone know if the POSITION command can be used in that text window?

577. Re: Diamond GOS, ACTION and MAC65 OSS carts on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-21 20:01:29 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <3A6B4019.8070804@classic-games.com>
Source record: 39199

Nir Dary wrote:

> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1208988343
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1208988774
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1208989168
>
> I placed a reserve price on them but if the highest bid is reasonable i will
> sell it of less.

You might want to be cautious of saying that out in public, now that
eBay is banning people for selling below the reserve price.
--
http://www.classic-games.com/ http://www.indie-games.com/
"If you torture a ballot long enough, eventually it'll confess."
--Alan Simpson

578. No picture on my 400

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-21 20:16:31 UTC
From: Demon Newsgroups <rmdavis@rmdavis.demon.co.uk>
Message-ID: <980108105.26722.0.nnrp-02.9e983d24@news.demon.co.uk>
Source record: 39200

Hi everyone,
Can someone point me in the right direction to fix this. I recently got a working Atari 400 (UK version) and it worked great. Played with it for a couple of days then put it in the loft for 2 weeks. I got it down tonight and it fired up ok (I get a power light and the keys click) but the best picture I get on the TV is a black screen with diagonal lines. Has the RF blown or does something need reseating?

Thanks for any help.

Richard

579. No picture on my 400

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-21 20:20:46 UTC
From: Richard Davis <rmdavis@rmdavis.demon.co.uk>
Message-ID: <980108359.26843.0.nnrp-02.9e983d24@news.demon.co.uk>
Source record: 39201

Hi everyone,
Can someone point me in the right direction to fix this. I recently got a working Atari 400 (UK version) and it worked great. Played with it for a couple of days then put it in the loft for 2 weeks. I got it down tonight and it fired up ok (I get a power light and the keys click) but the best picture I get on the TV is a black screen with diagonal lines. Has the RF blown or does something need reseating?

Thanks for any help.

Richard

P.S I know this is a second post. Sorry.

580. Re: Atari BASIC Question About Text Window

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-21 22:17:49 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <94fn5s$a2h$1@wrath.news.nacamar.de>
Source record: 39203

Let me see in my schlaues book:

a POS.-Command in the text-window can be done like this:

POKE 657,X:POKE 676,Y:?"Text";

Add the ; to hinder, that the text-window will scroll, if you POSition the
text into the last (4.) text-line.

Mirko Sobe

"Daniel Miller" <DCM01@USA.NET> schrieb im Newsbeitrag
news:3a6b1ff8.194948@news.CIS.DFN.DE...
> Most 8bit owners are familiar with the graphic modes that open with a
> blue text window of 4 lines at the bottom of the screen. GR. 7 is such
> a mode.
>
> When I would program things in the straight text mode GR.0, I found it
> convenient to move the cursor around with the POSITION command, which
> would give me precise control over where my text would go without
> disturbing any other text on the screen.
>
> My current situation is that I can't seem to make the POSITION command
> work in GR.7's text window. So I'm left with inserting a lot of spaces
> here and there, reprinting a lot of text, and I get an ugly scrolling
> as the new text bumps the old out of the window.
>
> I did review my programming referenec materials, but could nnot find
> anything. Does anyone know if the POSITION command can be used in that
> text window?
>
>

581. I don't want to play

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-21 22:22:16 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <94fne6$a4k$1@wrath.news.nacamar.de>
Source record: 39204

Does anyone know, where I can find some old non-game software like "MAPWARE" (Antic) or "LUXGRAPH"? Many server are in the web, that have old commercial games but no USER software.

Mirko

582. Re: Atari BASIC Question About Text Window

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-21 22:45:02 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010121174502.18822.00000587@ng-da1.aol.com>
Source record: 39202

>DCM01@USA.NET (Daniel Miller) asked:

>I did review my programming reference materials, but could not find
>anything. Does anyone know if the POSITION command can be used in that
>text window?

Yes, we know that "No", it cannot; the big however is that Mapping:

http://www.atariarchives.org/mapping/

tells us that the row (0-3) can be set by POKEing 656 and the column (0-39) by
657. The always zero high byte is in 658.

-Ron

Inform everyone that communications have completely broken down.

583. Re: 400/800 Eprom cartridge??

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-21 23:31:43 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a6c5ec8$0$1518$53a6afc1@news.erinet.com>
Source record: 39235

I have the impersonator, but don't remember much.
The 'Pill' probably worked the same way.
I'd recommend getting an Omnimon OS. The RamRod OS modification
allows using up to three OSes.
Omnimon is the only way I know of to interrupt a cart and dump it
to disk sectors. The Impersonator and Pill I think require plugging the
cart in after you have the machine on and booted.
You have to be facile enough to be able to take the sectors you write
with Omnimon and make a file out of them. Then you have a straight
dump of the cart.
I wrote a program that will take sectors from a disk and make a file.
There may be other ways, but that's the way I do/did it.
Russg

584. Re: Atari BASIC Question About Text Window

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 01:17:37 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010121201737.18703.00000677@ng-da1.aol.com>
Source record: 39206

> "Mirko Sobe" atarixle@12move.de replied:

>a POS.-Command in the text-window can be done like this:
>
>POKE 657,X:POKE 676,Y:?"Text";

Hi Mirko;

Think you mistyped; it should be:
POKE 656,Y

-Ron

Inform everyone that communications have completely broken down.

585. EA Box Scans Now On-line

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 02:52:03 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <nfNa6.63455$68.10557745@typhoon.tampabay.rr.com>
Source record: 39207
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.apple2.marketplace

I posted a new Photo Gallery section on GOTCHA
(http://www.emuclassics.com/gotcha/). It contains a box scan (front and
back) of every EA "Flat Box" game ever made.

Enjoy,
Hugh

586. Re: Text Editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 04:43:58 UTC
From: Cabell <cabellSPAMOFF@richmond.infi.net>
Message-ID: <94gdnd$r1r$1@nntp9.atl.mindspring.net>
Source record: 39209

"me" <me@aol.com> wrote in message
news:SyN76.17013$nj5.1294418@news02.optonline.net...
> My mind went blank after 20 years.... What do I use to edit (add lines)
to
> the startup.bat file in spartados. I can't seem to remember using any
kind
> of text editor on the 8 bit.
>

I always liked the Action cart for all my text editing.

Before that I used Textwiz.

ON my emulator, I use TextPro.

587. Re: Diamond GOS, ACTION and MAC65 OSS carts on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 06:31:47 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <94gk6f$17o$1@news.netvision.net.il>
Source record: 39148

mmm

i did not knew that.. where can i read more info about it?

Nir

Greg Miller <gmiller@classic-games.com> wrote in message
news:3A6B4019.8070804@classic-games.com...
> Nir Dary wrote:
>
> > http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1208988343
> >
> > http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1208988774
> >
> > http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1208989168
> >
> > I placed a reserve price on them but if the highest bid is reasonable i
will
> > sell it of less.
>
> You might want to be cautious of saying that out in public, now that
> eBay is banning people for selling below the reserve price.
> --
> http://www.classic-games.com/ http://www.indie-games.com/
> "If you torture a ballot long enough, eventually it'll confess."
> --Alan Simpson
>

588. Re: Sacramento area Atarians? (Want to form a club?)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 06:42:33 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <tDQa6.1181$OH.12385@typhoon.sonic.net>
Source record: 39210
Cross-posted to:
comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.video.classic,rec.games.video.atari,alt.games.lynx,comp.sys.atari.st

In alt.atari-jaguar.discussion Ryan Collins <gozarcollins.hotmail@nospam.com> wrote:

: Anyway, I would love to be a member if I could get a newsletter! (I
: would be willing to typeset and produce a newsletter even)

Hey Ryan... Well, I'd kinda need a club before we had a membership.
My greedy goal is to have fun Atarian folks to hang out with and play
games with. ;)

If/when this ever happens, if/when we ever decide to have a newsletter,
I'll see if I can try to remember it was you who offered. (I guess that's
what Deja News is for ;))

-bill!
(because Deja.com is a stupid name :^P)

589. Re: Documentation for 'the pill'

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 06:49:31 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3A6BD7FB.BCA804BE@asw.cz>
Source record: 39152

ronfucci@my-deja.com wrote:
>
> does anyone know if this is available on the web ? thanks

Do you mean this:
http://trident.mcs.kent.edu/~clisowsk/8bit/fakecart.html ?
--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

590. 400/800 Eprom cartridge??

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 07:26:40 UTC
From: tom@mindwarped.com
Message-ID: <Xns90311CB62tommindwarpedcom@207.126.101.97>
Source record: 39211

Is there a way to burn rom images for 400/800 carts to an eprom. Put that eprom in a blank cart and play the finished product in my 400/800? If so how?

591. cart images 2600/7800/5200 are around but what about 400/800?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 07:28:13 UTC
From: tom@mindwarped.com
Message-ID: <Xns9031167DCtommindwarpedcom@207.126.101.97>
Source record: 39212

Is there plans for a cart reader somewhere to build or are the images somewhere to download?

592. Re: cart images 2600/7800/5200 are around but what about 400/800?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 07:42:42 UTC
From: tom@mindwarped.com
Message-ID: <Xns90311DBABtommindwarpedcom@207.126.101.97>
Source record: 39213

tom@mindwarped.com (Tom Martin) wrote in
<Xns9031167DCtommindwarpedcom@207.126.101.97>:

>Is there plans for a cart reader somewhere to build or are the images
>somewhere to download?
>

taken from faq

For carts, copying could involve cracking or again there
were/are products to reproduce the cart and simulate a ROM.
Or the cart might be copied and burned on the correct type
of eprom, to make a plug in cart. 'The Impersonator', the
'Pill' are two cart copy schemes copy the cart to a file,
then don't change the code, but use a 'dummy cart' to fool
the software into thinking there is a ROM present.

so if worse comes to worse I can use a 'The Impersonator' or 'Pill'
device and use the output file and burn that to an eprom cart and play
the new cartridge

593. Right hand cartridges?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 08:17:27 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <94gqalrf1@nnrp1.deja.com>
Source record: 39214

Weren't there ever any right hand>>> cartridges ever made for the 800?
I feel empty every time I pop my hood and have nothing to jam in there!
Mo

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

594. Re: I don't want to play

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 08:19:39 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <94gqep$s5$1@nnrp1.deja.com>
Source record: 39215

In article <3a6b83c0$0$1507$53a6afc1@news.erinet.com>,
"Russ Gilbert" <russg@en.com> wrote:
> Neither mapware nor luxgraph were in Antic, I'm almost sure.
> I checked the index for ALL Antics you can find at.
> www.atarimagazines.com (Kevin Savetz, great resource.)
> I suspect you're talking about ST software, perhaps from STart
magazine.
> STart programs are also archived at the above url.
> Russg
>
>
I'd be intersted in an app-only archive myself. I'm forever happy that
there are so many game archives up, yet sometimes I feel like a
grownup...
Mo

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

595. Re: cart images 2600/7800/5200 are around but what about 400/800?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 08:56:25 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-b1GdLVxMr3Td@bne65.work.in.com.au>
Source record: 39216

On Sun, 22 Jan 3901 07:42:42, tom@mindwarped.com (Tom Martin) wrote:

> tom@mindwarped.com (Tom Martin) wrote in
> <Xns9031167DCtommindwarpedcom@207.126.101.97>:
>
> >Is there plans for a cart reader somewhere to build or are the images
> >somewhere to download?
> >
>
> taken from faq
>
> For carts, copying could involve cracking or again there
> were/are products to reproduce the cart and simulate a ROM.
> Or the cart might be copied and burned on the correct type
> of eprom, to make a plug in cart. 'The Impersonator', the
> 'Pill' are two cart copy schemes copy the cart to a file,
> then don't change the code, but use a 'dummy cart' to fool
> the software into thinking there is a ROM present.
>
> so if worse comes to worse I can use a 'The Impersonator' or 'Pill'
> device and use the output file and burn that to an eprom cart and play
> the new cartridge

We had something here in australia Called a cramp board. It has 2
chips on it that when enabled, The ram where the cart is cannot be
written to. The software included a move util then enabled the board.
Worked well on carts that wrote to them selves for copy protection.

James B

596. BAD TRADER update

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 09:10:10 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <zTSa6.14390$wt2.171537@news1.oke.nextra.no>
Source record: 39217
Cross-posted to:
alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

Lou Spear at LouSpear2000@aol.com

Owes me 3 DC games and has a nasty mouth
Carrier - $15
Dynamite Cop - $12
Star Wars Racer - $18

Lou Spear II
3430 South 5th Ave
APT 115
Whitehall, PA 18052
USA

597. Re: BAD TRADER update

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 09:10:53 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <fUSa6.14392$wt2.171561@news1.oke.nextra.no>
Source record: 39218
Cross-posted to:
alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

```
Link to page is : http://home.online.no/~olavese/

"Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message
news:zTSa6.14390$wt2.171537@news1.oke.nextra.no...
> Lou Spear at LouSpear2000@aol.com
>
> Owes me 3 DC games and has a nasty mouth
> Carrier - $15
> Dynamite Cop - $12
> Star Wars Racer - $18
>
> Lou Spear II
> 3430 South 5th Ave
> APT 115
> Whitehall, PA 18052
> USA
>
>
>
>
```

598. Re: 'Dead' Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 09:29:54 UTC
From: Geoff McHugh <mcpuffin@forty-seven.demon.co.uk>
Message-ID: <94guid$4mq$1@nnrp1.deja.com>
Source record: 39219

In article <t6h0k25pg27h9f@corp.supernews.com>,
"Rick Cortese" <ricortes@netmagic.net> wrote:
> Heck, this really makes me feel good. I'm kind of perverse that way!
Closer
> we get to having it cornered w/o bringing out a soldering iron, the
better
> in my book.

I can only agree with you there :)

> Looking at the stepper motor, Jumper J15 pretty much completely
disconnects
> it. With the drive facing you, this in in the back right hand side.
Unplug
> the jumper and test resistance on the 7812 output to ground and if it
is
> still near zero, your stepper is fine.

I checked this, and it was still zero resistance on the output to
ground, so that looks ok...

> The spindle motor is J1, 3rd from the back left. It should be plugged
in
> REVERSED. This has been the case on every 1050 I have ever seen.
Sometimes
> people see the other jumpers nicely plugged in a row and put J1 in so
it is
> aligned with the other jumpers, this is wrong, it should stick out
like a
> sore thumb.
>
> Unplug J1 and test for resistance. If it is still low, then it is
probably
> the 7812. Looking at the output transistor for the motor, it is a
TIP110 and
> if it blew the drive would spin continuously.

As you said, J1 was plugged in reversed. On removing it, though, the
resistance at the 7812 output to ground is still zero. I was very busy
this weekend though, and I onl managed to grab 10 or 15 minutes to check
this, but I am pretty sure that the resistance was zero no matter which
of the jumpers were plugged or unplugged.

Hopefully this is narrowing things down, you certainly understand what's
going on in the 1050 better than I do :)

Is this suggesting any other options to you, or is everything pointing
to the 7812?

Thanks again

Geoff

Sent via Deja.com
http://www.deja.com/

599. Re: Suggestions for a MyDOS update...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 11:17:15 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <94h4rrfdq1@nets3.rz.RWTH-Aachen.DE>
Source record: 39220

Howdy Ken

> What's wrong with your email address? My isp sent back a msg I sent
>to nisse-ma@reze-1.rz.rwth-aachen.de

I can't find anything wrong with it. Maybe the server was down or something
like that. Please, try it again.

CU Mathy van Nisselroy

600. Re: BEWE DOS? Was Re: Rediscovering...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 11:53:46 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <94h70a$g8p$1@nets3.rz.RWTH-Aachen.DE>
Source record: 39221

Howdy Greg

>> There have been a lot of upgrades for the Atari, but the last 80
>column thingy
>> was made when the 800 was was being sold. Why???
>>
>
>The answer is that the resolution of most TV screens in those days
>before S-VHS and video-philes was roughly 640x480 at its highest
>resolution. Most everyone hooked them to a TV. Monitors were for the
>"serious" computer guys.

So your saying the C64/C128, the Apple II and the MSX computer are all for "serious" computer guys?? I don't know about your part of the world, but in mine, C64 owners usually only bought the computer because the software (read: games) were available 'for free'.

CU Mathy van Nisselroy

601. Re: Right hand cartridges?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 12:12:32 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <94h83g$g8p$2@nets3.rz.RWTH-Aachen.DE>
Source record: 39222

Howdy

>Weren't there ever any right hand>>> cartridges ever made for the 800?
>I feel empty every time I pop my hood and have nothing to jam in there!

The Austin 80 (80 columns, digital RGB) was a right slot cartridge.

CU Mathy van Nisselroy

PS Austin Franklin sometimes visites comp.sys.atari.8bit

602. Re: Right hand cartridges?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 13:37:25 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1010122083612.6029A-100000@mail3.wayne.edu>
Source record: 39223

The "monkey wrench" was the only one I was aware of. There may have been
something to allow you to copy whatever cart was in the OTHER slot, too..

On 22 Jan 2001, Mathy Van Nisselroy wrote:

> Howdy
>
> >Weren't there ever any right hand>>> cartridges ever made for the 800?
> >I feel empty every time I pop my hood and have nothing to jam in there!
>
> The Austin 80 (80 columns, digital RGB) was a right slot cartridge.
>
> CU Mathy van Nisselroy
>
> PS Austin Franklin sometimes visites comp.sys.atari.8bit
>
>
>

603. Re: BAD TRADER update

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 14:22:05 UTC
From: dsullo@aol.com
Message-ID: <94hfm4hgv1@nnrp1.deja.com>
Source record: 39224
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

I read through your posts and the replies back and forth between you
and this individual. I am curious as to how you found him and initiated
the purchase of the games? Did he have a web site or was it an ebay
transaction. I would never take sides , but from his responses and
unprofessional emails it is clear he is an individual that I would
avoid dealing with.

Sorry to hear you had a bad experience.

D

In article <zTSa6.14390$wt2.171537@news1.oke.nextra.no>,
"Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
> Lou Spear at LouSpear2000@aol.com
>
> Owes me 3 DC games and has a nasty mouth
> Carrier - $15
> Dynamite Cop - $12
> Star Wars Racer - $18
>
> Lou Spear II
> 3430 South 5th Ave
> APT 115
> Whitehall, PA 18052
> USA
>
>

Sent via Deja.com
http://www.deja.com/

604. Re: 400/800 Eprom cartridge??

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 14:37:31 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t6oh92a2n3sv0f@corp.supernews.com>
Source record: 39225

"Tom Martin" <tom@mindwarped.com> wrote in message
news:Xns90311CB62tommindwarpedcom@207.126.101.97...
> Is there a way to burn rom images for 400/800 carts to an eprom. Put that
> eprom in a blank cart and play the finished product in my 400/800? If so
> how?

Virtually every cart image I have looked at used "CARTCOPY" to make it. All it did was lower RAMTOP then use a illegal JSR $F3F6 <or indirect RET, can't remember> and append the cart code on the file and use the RUN/INIT vectors from that.

All you should have to do is clean up the image by getting rid of the extra junk.

Been a while, but I am pretty sure there was a way to load a program w/o running it, /n option or something. You would have to lower RAMTOP first, pretty simple, just store ~$80 in 106 and open the screen via CIOV. Load the file /n, then do a binary save $A000-$BFFF from DOS. This will prepend six bytes, $FF, $FF, $00, $A0, $BF, $FF,<?> to the file, but most EPROM burners can take care of that by just changing the buffer address.

605. Re: 'Dead' Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 14:59:50 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t6oiishd2btp85@corp.supernews.com>
Source record: 39226

"Geoff McHugh" <mcpuffin@forty-seven.demon.co.uk> wrote in message
news:94guid$4mq$1@nnrp1.deja.com...
> In article <t6h0k25pg27h9f@corp.supernews.com>,
<snip>
> Is this suggesting any other options to you, or is everything pointing
> to the 7812?

That is the leading suspect. I am trying to think of a cheesy way of doing it, heat sink prevents easy removal and all that.

You have a couple of choices, either try to save the 7812 or do less damage to the PC board by cutting the legs off before removing it. I would probably go quick and dirty: Use a diagonal snip to cut the output pin and check for resistance on both sides of the cut. If the side attached to the 7812 still reads low/no resistance, it is the 7812. If the side attached to the 7812 reads high, that narrows it down to maybe 4-5 parts on the PC board and you can just solder the leg back together.

There's another thing you should try if you look at the 7812 . While the 7812 output is disconnected<one way or another> check the solder pad for the input. See if you get the nominal 17V input when the power is applied. Long as you are fixing stuff, might as well make sure the voltage doubling circuit is working.

Here's hoping it is the 7812.

606. Re: Please help me track down a favorite game

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 15:21:28 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A6C4FF8.9120217F@mail.uni-mainz.de>
Source record: 39227

Well,
the game was also called "Gauntlet", since it appeared years before the
Arcade version. But, after the arcade version had come out there were
quite some difficulties which game was meant when one talked of
Gauntlet. Since the commercial version was far more popular, most users
decided to give the Shareware version another name. Some used "TELTNUAG"
(Gauntlet backwards), some called it "PD-Gauntlet" or used other silly
names. Most often you can find the game under the TELTNUAG name...
E-Mail me if you cannot find the the game anywhere and I may send you a
copy (but my version is packed and shortened: it does not have the
instructions anymore; only the title/copyright screen !!) -Andreas

bsears9355@my-deja.com schrieb:
>
> I hope that there is someone who can help me. I would like to
> track down and hopefully play a game for the 8bit atari computers
> which was a favorite of mine circa 1985.
>
> The game was called "Gauntlet", but it was not anything like the
> Atari arcade Gauntlet. This particular game was shareware. The
> author of the game included a rather length set of instructions at
> the beginning of the game before you get to the screen where you
> set the game options. In the game, you controlled a space ship
> which could be accelerated in 8 directions. The ship could also fire
> in 8 directions. There were 50 screen that you had to get through,
> one at a time. The last twenty or so screens you went through
> caves. There was a force shield that you had to maintain on your
> ship. If it went down to zero, your ship blew up.
>
> In the instructions, the author talked about an improved version of
> the game that you could get by sending him $35 or so.
>
> Anyway, I really would like to track this game down. I originally
> downloaded it from a BBS in 1985. It was a great game and I miss
> it. If someone has this game on a disk, I would gladly pay you to
> make a copy of it and mail it to me. I have a 130XE and an 810 disk
> drive.
>
> Thanks.
>
> Brant Sears
> brants@xsides.com
>
> Sent via Deja.com

> http://www.deja.com/

607. Re: Help: BASIC memory problems on Atari400/800

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 15:23:45 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A6C5081.AC48D332@mail.uni-mainz.de>
Source record: 39228

How:
Use an A8 converter program, that converts (XFD and/or) ATR to real
disks. Programs like Ken Siders Diskformer and some others can be found
for this purpose... -Andreas

Richard Detlefsen schrieb:
>
> Daffy Duck wrote:
>
> > All of the sprites used are just a custom character set, and
> > these appear to be corrupted by the time the game starts.
> >
>
> My first guess is that the program was written for a machine with less
> ram, so the data moved, but the program doesn't where to look.
>
> The other is that the program uses some code/location that is 400/800
> specific, while the emulator is XL/XE. Try the translator with the
> eumaltor if possible.
>
> How would I extract the source from a .ATR without an emulator?
>
> Rick D.

608. Re: Please help me track down a favorite game

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 15:25:21 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A6C50E1.821003EA@mail.uni-mainz.de>
Source record: 39229

Vidar \"Hawk\" Olavesen schrieb:
>
> Dandy Dungeon

Nope, not true !! It was really called GAUNTLET, but it was Shareware
(appeared long before the commercial version and thus had the same name
!) -Andreas

>
> <bsears9355@my-deja.com> wrote in message
> news:948n2h$oc7$1@nnrp1.deja.com...
> > I hope that there is someone who can help me. I would like to
> > track down and hopefully play a game for the 8bit atari computers
> > which was a favorite of mine circa 1985.
> >
> > The game was called "Gauntlet", but it was not anything like the
> > Atari arcade Gauntlet. This particular game was shareware. The
> > author of the game included a rather length set of instructions at
> > the beginning of the game before you get to the screen where you
> > set the game options. In the game, you controlled a space ship
> > which could be accelerated in 8 directions. The ship could also fire
> > in 8 directions. There were 50 screen that you had to get through,
> > one at a time. The last twenty or so screens you went through
> > caves. There was a force shield that you had to maintain on your
> > ship. If it went down to zero, your ship blew up.
> >
> > In the instructions, the author talked about an improved version of
> > the game that you could get by sending him $35 or so.
> >
> > Anyway, I really would like to track this game down. I originally
> > downloaded it from a BBS in 1985. It was a great game and I miss
> > it. If someone has this game on a disk, I would gladly pay you to
> > make a copy of it and mail it to me. I have a 130XE and an 810 disk
> > drive.
> >
> > Thanks.
> >
> > Brant Sears
> > brants@xsides.com
> >
> >
> > Sent via Deja.com
> > http://www.deja.com/

609. Re: Suggestions for a MyDOS update...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 15:31:50 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A6C5266.E14CE85F@mail.uni-mainz.de>
Source record: 39230

```
melee5@my-deja.com schrieb:
>
> In article <93f0s3$9ej$2@nets3.rz.RWTH-Aachen.DE>,
> nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:
> > Howdy folks
> >
> > I'ld love it if MyDOS could handle more than 16MB per partition.
> Problem is,
> > how do you wanna do that.
> >
>
> Amen!!!
> snip
>
> >
> > But I do have a couple of wishes myself:
> >
> > - a fix to the NOTE/POINT bug
>
> please describe this one.
> snip
>
> > Which leaves 11 for different things.
> > - a version on cart. Not like Sparta 3.3c but like SDX. Read: a
> SMART
> > cartridge!
>
> What would the 'smart' cartridge do that the current 'pull' cartridge
> does not?

With a smart cart there is no need to plug out/off the cart !! You can
just leave it in the cart slot... (Remember those hundreds of game and
tool / application carts for the A8, they do not need to be plugged
out!) -Andreas
```

610. Re: Suggestions for a MyDOS update...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 15:32:54 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A6C52A6.45AD427F@mail.uni-mainz.de>
Source record: 39231

```
The same is true for DCM, ATR and XFD. ZIP however seems to work !!
-Andreas

kenames@pacbell.net schrieb:
>
> Dont use netscape to dl any arc files. it corrupts them.
>
> Ken
>
> > I can't find a source code file for 4.53/4 that unarcs without errors,
> > anybody want to email me one that works? Thanks. Melee5@Deja.com
> > works BTW.
> >
> >
> >
> > Sent via Deja.com
> > http://www.deja.com/
```

611. Re: Atari 800XL cartridge format

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 15:35:50 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A6C5356.498BBF06@mail.uni-mainz.de>
Source record: 39232

Den schrieb:
>
> Which cartridge format (2600/7800 etc) can I use with my Atari 800XL
> system?
>
> Your help is appreciated.
> Thanks,
> Den

None of the VCS carts. You need carts for the Atari computer series
(400/800/XL/XE). They are not compatible with the VCS cartridges...
-Andreas

612. FA: New/Sealed Atari 400/800/XL/XE Games

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 15:48:10 UTC
From: Richard Smith <rsmith@NOSPAMplaneteer.com>
Message-ID: <h1Za6.5836$Oe.27792@tor-nn1.netcom.ca>
Source record: 39234
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

I have the following new/sealed games up for auction on Ebay:

Atari XL/XE Food Fight Cartridge (new/sealed)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1207755364

Atari 400/800 Crossfire Cartridge (new/sealed)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1207755881

Atari 400/800/XL/XE Final Legacy Cartridge (new/sealed)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1207756399

Atari 400/800 Millipede Cartridge (new/sealed)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1207757645

Atari 400/800/XL Atlantis Cartridge (new/sealed)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1207758554

Atari XL/XE Eastern Front 1941 Cartridge (new/sealed)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1207759441

Atari XL/XE Desert Falcon Cartridge (new/sealed)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1207762456

Thanks for looking.

Richard
--
Please remove the "NOSPAM" from my address if replying via email.

613. Re: Adventures "Seramis" and "Mord an Bord"

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 15:48:24 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A6C5648.44A346C9@mail.uni-mainz.de>
Source record: 39233

Hi there !
Sereamis and Atlantis (of AXIS/Ariola fame) appeared only in german language or as german versions. Both are now Public Domain, since the authors of both games gave them free around 1989 (an article appeared in the old Atari magazin and from that time on the games can be found in many german PD libraries). The PD version differs from the commercial or pirated version, the PD one has no title screen or title music (from Kemal Ezcan), it directly starts the game. Unfortunately the bug (found at the end of the game Atlantis) still remains in the PD version...

Well, "Mord an Bord" was it one of Ataris own titles (published by Atari Germany/Hamburg, like some other -german only- games) ?? Ask Wolfgang Burger / ABBUC, he may have one left. But maybe the game is also known as "Murder on the Zinderneuf". I am not sure about that, since I do not know them very well. Murder on the Zinderneuf appeared via Activision (or EA?), I guess. The disk version had an LP-style package... -Andreas

P.S.: games from Atari Germany: - Karriere
- Oelbaron
(german only, I believe) - Schloss des Grauens
- etc.

Alexander Schiebel schrieb:
>
> Can anyone help me? I've just gotten an emulator and been looking for two
> favourite adventures of mine.
> The first was named "Seramis" in German, I don't know what its English title
> was or if it even has been translated. It was based on the same engine as
> the adventure "Atlantis". My mother and I spent months of playing this until
> we found out about a bug on Disc 4 right at the end of the game. :-(
> The same was with "Mord an Bord" (which means murder on board), which was a
> great text-only adventure. Unfortunately I never got past the discovery of
> the dead body, for there too was a bug on the Disc. :-((
> Now I'm desperately looking for those games. They have been published or
> created (?) by Axis Software (if that helps). Unfortunately the Atari games
> search engine didn't come up with anything, so I thought perhaps one of you
> knows something about those games.
>
> Thank you!
>
> Btw: It's nice to see that there's such a large fan community about the
> Atari 8 bits!
>
> Nice greetings
>

> :-) Alexander

614. Re: Right hand cartridges?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 17:46:23 UTC
From: ejgnandt@my-deja.com
Message-ID: <94hrld$sv7$1@nnrp1.deja.com>
Source record: 39236

> > >Weren't there ever any right hand>>> cartridges ever made for the 800?

Yes, all of them are utilities:

Austin Franklin Austin 80 Console Software
Eastern House KISS
Eastern House Monkey Wrench
Eastern House Monkey Wrench II
Geminisoft/Sar-An Magic Dump
Geminisoft Magic Dump II
Radical Systems Cartridge Maker (eprom burner)

Anybody have the Austin 80, KISS or Dump II? If you do, I would be interested in making a deal.

----Gene

Sent via Deja.com
http://www.deja.com/

615. Re: Right hand cartridges?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 18:46:43 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <94hv6f$h7$1@nnrp1.deja.com>
Source record: 39237

In article <94hrld$sv7$1@nnrp1.deja.com>,
ejgnandt@my-deja.com wrote:
>
> > > >Weren't there ever any right hand>>> cartridges ever made for the
> 800?
>
> Yes, all of them are utilities:
>
> Austin Franklin Austin 80 Console Software
> Eastern House KISS
> Eastern House Monkey Wrench
> Eastern House Monkey Wrench II
> Geminisoft/Sar-An Magic Dump
> Geminisoft Magic Dump II
> Radical Systems Cartridge Maker (eprom burner)
>
> Anybody have the Austin 80, KISS or Dump II? If you do, I would be
> interested in making a deal.
>
> ----Gene
>
> Sent via Deja.com
> http://www.deja.com/
>
Cool, an eprom programmer that goes in the right slot! I'd give my
roomates right arm to find that one!
Thanks,
Mo

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

616. Re: BAD TRADER update

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 19:21:23 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <yS%a6.434$2i6.8522@news1.oke.nextra.no>
Source record: 39238
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

I believe he advertised them in one of the newsgroups.

I think I didn't do to much wrong myself, but he claims I am incompetent for sending the money thru my friend in NY. Well, he has the right to his opinions I guess.

Take care

<dsullo@aol.com> wrote in message news:94hfm4hgv1@nnrp1.deja.com...
> I read through your posts and the replies back and forth between you
> and this individual. I am curious as to how you found him and initiated
> the purchase of the games? Did he have a web site or was it an ebay
> transaction. I would never take sides , but from his responses and
> unprofessional emails it is clear he is an individual that I would
> avoid dealing with.
>
> Sorry to hear you had a bad experience.
>
> D
>
>
> In article <zTSa6.14390$wt2.171537@news1.oke.nextra.no>,
> "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
> > Lou Spear at LouSpear2000@aol.com
> >
> > Owes me 3 DC games and has a nasty mouth
> > Carrier - $15
> > Dynamite Cop - $12
> > Star Wars Racer - $18
> >
> > Lou Spear II
> > 3430 South 5th Ave
> > APT 115
> > Whitehall, PA 18052
> > USA
> >
> >
>
>
> Sent via Deja.com
> http://www.deja.com/

617. Re: Please help me track down a favorite game

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 19:23:25 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <tU%a6.439$2i6.8507@news1.oke.nextra.no>
Source record: 39239

I know. I replied as soon as I saw the word Gauntlet. That's what most people has asked for earlier and this is a totally different game. Had I taken the time to read all, I wouldn't replied like a dumb ass "Dandy Dungeon". Well, hopefully I learn to read more carefully in the future.

"Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message news:3A6C50E1.821003EA@mail.uni-mainz.de...
>
>
> Vidar \"Hawk\" Olavesen schrieb:
> >
> > Dandy Dungeon
>
> Nope, not true !! It was really called GAUNTLET, but it was Shareware
> (appeared long before the commercial version and thus had the same name
> !) -Andreas
>
> >
> > <bsears9355@my-deja.com> wrote in message
> > news:948n2h$oc7$1@nnrp1.deja.com...
> > > I hope that there is someone who can help me. I would like to
> > > track down and hopefully play a game for the 8bit atari computers
> > > which was a favorite of mine circa 1985.
> > >
> > > The game was called "Gauntlet", but it was not anything like the
> > > Atari arcade Gauntlet. This particular game was shareware. The
> > > author of the game included a rather length set of instructions at
> > > the beginning of the game before you get to the screen where you
> > > set the game options. In the game, you controlled a space ship
> > > which could be accelerated in 8 directions. The ship could also fire
> > > in 8 directions. There were 50 screen that you had to get through,
> > > one at a time. The last twenty or so screens you went through
> > > caves. There was a force shield that you had to maintain on your
> > > ship. If it went down to zero, your ship blew up.
> > >
> > > In the instructions, the author talked about an improved version of
> > > the game that you could get by sending him $35 or so.
> > >
> > > Anyway, I really would like to track this game down. I originally
> > > downloaded it from a BBS in 1985. It was a great game and I miss
> > > it. If someone has this game on a disk, I would gladly pay you to
> > > make a copy of it and mail it to me. I have a 130XE and an 810 disk
> > > drive.
> > >

> > > Thanks.
> > >
> > > Brant Sears
> > > brants@xsides.com
> > >
> > >
> > > Sent via Deja.com
> > > http://www.deja.com/

618. Re: 400/800 Eprom cartridge??

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 19:39:59 UTC
From: Pairman <pairman@notrash.alberta.com>
Message-ID: <j00b6.47918$OD6.4187781@news1.telusplanet.net>
Source record: 39240

You can try Bob Puff's website. He has one there
http://www.nleaudio.com/css/products.htm

"Tom Martin" <tom@mindwarped.com> wrote in message
news:Xns90311CB62tommindwarpedcom@207.126.101.97...
> Is there a way to burn rom images for 400/800 carts to an eprom. Put that
> eprom in a blank cart and play the finished product in my 400/800? If so
> how?

619. Re: Sacramento area Atarians? (Want to form a club?)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 20:09:01 UTC
From: atarigalen@my-deja.com
Message-ID: <94i40k$57o$1@nnrp1.deja.com>
Source record: 39241
Cross-posted to: comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.video.classic,rec.games.video.atari

In article <GEF96.47$94.1728@typhoon.sonic.net>,
William Kendrick <nbs@bolt.sonic.net> wrote:
>
> I'm curious if there are many Atari users in the Sacramento area.
> (I live in Davis and work in Sacramento)

There are, but many either use their Ataris for a specific purpose and
don't need/want a club or they are not on the 'net.

> I am aware of the Yolo Atari Club, but unfortunately I moved to Davis
> just in time to attend YAC's very last meeting. (A core member moved
> out of town.)

Yep, that was me. I rather miss YAC, as it was a lot of fun. By the
way, is Eric Hays still about? I don't have a current address.

Galen

Sent via Deja.com
http://www.deja.com/

620. Re: Adventures "Seramis" and "Mord an Bord"

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 21:13:29 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3A6CA278.BFA4F1FE@t-online.de>
Source record: 39242

> Well, "Mord an Bord" was it one of Ataris own titles (published by Atari
> Germany/Hamburg, like some other -german only- games) ??

"Mord an Bord" was made by AXIS and published by Ariola. It came in a huge,
LP-like flat box that was so typical for AXIS/ARIOLA software boxes.

> But maybe the game is also known
> as "Murder on the Zinderneuf".

Definitively not. The scene of 'MaB' plays on a ship, an oceanliner if I remember
right. 'MuZ' has a Zeppelin as its playground...

> Murder on the Zinderneuf

Electronic Arts.

There have been a lot of german only titles in the middle 80s released, even
Jump'n'Run (Schreckenstein - good one!, Cavelord).

Gruss,

Andre

621. Paper tape readers for micros. (Re: I feel 31337!111!!)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 22:22:11 UTC
From: nickb@fnord.io.com
Message-ID: <ao2b6.51036$lV5.814356@news2.giganews.com>
Source record: 39243
Cross-posted to: alt.religion.kibology,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

In article <ouja6.2741$CP4.876134@typhoon2.ba-dsg.net>,
Xcott Craver <sacraver@use.my.princeton.address> wrote:
>Nick Bensema <nickb@fnord.io.com> wrote:
>>I wonder why nobody invented paper tape readers for microcomputers,
>
> You kept this idea to yourself, didn't you? You had this idea
> in the 80s but kept it to yourself while I had to "A9 02" for
> three hours, didn't you? Oh, ho-ho boy, oh boy, ooOOOoooooh.

Well, nobody would have listened; in early 1980 I was 2; in late 1989
I was 12.

And, having such bad eyesight as I did, I never even TRIED typing in
those damn things. Well, I think I tried once and got like twelve
lines in or so.

> At the very least I'm surprised that COMPUTE! and etc didn't print
> something a little more intelligent than hex with a simple checksum.
> They could have used alphanumerics to give each keypress 6 bits
> rather than 4. This would have cut our typing time by *one fricken
> third*, and take up considerably less space in their magazine.

If I'm not mistaken, the Atari magazines weren't so smart. They had
us type in decimal, meaning three keystrokes per byte.

Besides, typing in BASIC programs was more fun, it taught me to program.
I remember my dad typed in one such program, and changed one PRINT
statement to read "STEVE'S REVENGE" instead of the original title, which
also had "REVENGE" in it.

> They could have typeset the program listings along the margins
> of every page, like Sergio Aragones cartoons. Then you wouldn't
> even need to cut out pages: just slide each one through a reader
> like it was a long, thin credit card. Or, at the worst, you
> could put the magazine issue in a paper cutter, and get all the
> strips for one program in a single swipe.

Bah, too well-designed for second-generation micros like that. Keep in
mind that hardware companies only built stuff that the computer was
built to handle until about 1990. Disk drives, modems, printers, and
other things a child might read about in a book about computers. People
weren't looking for neat and novel things to do with hardware then;
mice cost ten times as much as they do now, and if you wanted to
digitize sound or pictures, well, that was super-dee-duper SPECIALTY
equipment that was hard to find. And as for an optical magazine-

program scanner, I'd like to see someone design such a thing such that it would be easy to make, or mass-produce at reasonable prices, in the 80's. Because if it was possible, it's completely stupid that they didn't do it.

Then again, you could print your own backups and have no need to spend a thousand bucks on a floppy drive.

--
Nick Bensema <nickb@io.com> ICQ#2135445
==== ======= ==============
BONUS PUCKMAN AFTER 10,000 PTS

622. Re: Sacramento area Atarians? (Want to form a club?)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 22:41:22 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <mG2b6.1260$OH.14137@typhoon.sonic.net>
Source record: 39244
Cross-posted to: comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.video.classic,rec.games.video.atari

In alt.atari-jaguar.discussion atarigalen@my-deja.com wrote:

: Yep, that was me.

Hey! :)

: I rather miss YAC, as it was a lot of fun. By the
: way, is Eric Hays still about? I don't have a current address.

Yeah... I see him randomly at places like Safeway. He's also shown a little interest in the Linux Users' Group of Davis (which I'm part of, and currently president of), and has come to a meeting or two.

I think I have his phone/e-mail/postal address... I'll mail them to you privately.

-bill!

623. Re: Sacramento area Atarians? (Want to form a club?)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-22 23:39:53 UTC
From: atarigalen@my-deja.com
Message-ID: <94igc8$h79$1@nnrp1.deja.com>
Source record: 39245
Cross-posted to: comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.video.classic,rec.games.video.atari

In article <mG2b6.1260$OH.14137@typhoon.sonic.net>,
William Kendrick <nbs@bolt.sonic.net> wrote:
> : I rather miss YAC, as it was a lot of fun. By the
> : way, is Eric Hays still about? I don't have a current address.
>
> I think I have his phone/e-mail/postal address... I'll mail them to
> you privately.
>
Thanks, but deja is a dummy address. Try kay@uia.net, but it's "k",
not "kay".

Atarigalen
aka Eric Kaljumagi
hence the "k"

Sent via Deja.com
http://www.deja.com/

624. Re: Sacramento area Atarians? (Want to form a club?)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-23 00:22:05 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <N84b6.1270$OH.14125@typhoon.sonic.net>
Source record: 39246
Cross-posted to: comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.video.classic,rec.games.video.atari

In alt.atari-jaguar.discussion atarigalen@my-deja.com wrote:
: Thanks, but deja is a dummy address.

I noticed ;) I just sent it. Enjoy.

-bill!

625. Re: Paper tape readers for micros. (Re: I feel 31337!111!!)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-23 00:47:26 UTC
From: jimbo@radiks.net
Message-ID: <yw4b6.156$j12.72084@nntp3.onemain.com>
Source record: 39147
Cross-posted to: alt.religion.kibology,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

In article <ao2b6.51036$lV5.814356@news2.giganews.com>, nickb@fnord.io.com says...
>
> And as for an optical magazine-program scanner, I'd like
> to see someone design such a thing such that it would be
> easy to make, or mass-produce at reasonable prices, in
> the 80's.

There was a technology called Cauzin "softstrips" which were a high-density bar-code that could be printed and placed in magazines.

I know that Byte (and I think Dr. Dobbs) each had some experimental issues which contained some of their source in this barcode.

I don't know if the technology was too expensive or too unstable, but it didn't seem to take off.

Jim Lawless | MailSend - Cmd line e-mail sender
jimbo@radiks.net | MailGrab - Cmd line e-mail reader
http://www.radiks.net/jimbo | BPL - Batch Prog. Language

626. Re: Paper tape readers for micros. (Re: I feel 31337!111!!)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-23 05:04:35 UTC
From: Michael Black <blackm00@Gloria.CAM.ORG>
Message-ID: <Pine.LNX.4.10.10101222345010.15859-100000@Gloria.CAM.ORG>
Source record: 39149
Cross-posted to: alt.religion.kibology,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On Mon, 22 Jan 2001, Nick Bensema wrote:

> In article <ouja6.2741$CP4.876134@typhoon2.ba-dsg.net>,
> Xcott Craver <sacraver@use.my.princeton.address> wrote:
> >Nick Bensema <nickb@fnord.io.com> wrote:
> >>I wonder why nobody invented paper tape readers for microcomputers,
> >
> > You kept this idea to yourself, didn't you? You had this idea
> > in the 80s but kept it to yourself while I had to "A9 02" for
> > three hours, didn't you? Oh, ho-ho boy, oh boy, ooOOOoooooh.
>
> Well, nobody would have listened; in early 1980 I was 2; in late 1989
> I was 12.
>
Huh? There were paper tape readers for microcomputers in the early days.

A reader was easy, a punch more difficult. There were programs
distributed in the early days of micros on paper tape, because there
were people with tape readers.

But even that improved, when non-mechanical tape readers hit the market.
There was one, I can't remember the name now, that was basically a litel
box with a tape guide, and 8 photodiodes. You'd place the box
under a lamp, connect the box to a parallel port, and then pull
the tape manually through the tape guide. Where there were holes,
the ligh shone through to the photodiodes, and that bit would be
high. One advantage was that since there were no mechanical parts,
one could pull the tape through the guide fairly fast.

And one or more of the computer magazines, maybe Creative Computing
though I can picture another one though not the name, tried distributing
programs with those flexible 33 2/3 RPM records that were often a feature
in magazines at one time. But instead of music, they'd put a recording
of a tape interface output. So you'd connect your tape interface
to your record player, instead of cassette player, and get your programs
that way. I don't think any magazine ever did it on a regular basis,
for reasons unknown. Maybe it was all too costly. Though, those
plastic records added nothing to the bulk of a magazine, unlike
a cassette tape, which had advantages when mailing and distributing
the magazines.

And Byte, in the very early days, used barcodes to distribute programs.
This was about 1977. There were some articles about bar code readers,
and a construction article or two, and some programs printed in
the magazines in the form of barcodes. I can't remember how long

it went on for, and if was a regular thing, and I can't be bothered digging through the magazines. Byte even published some "books" that weren't much more than an introductory article and some large program in the form of a bar code printout.

Curzon strips came later, though I felt at the time they deliberately overlooked the earlier use of barcodes to distribute programs I always though the curzon strips were nothing more than a higher density "bar code".

There were also some attempts to distribute programs over the radio. I recall some plan to use a subcarrier on an FM broadcast transmitter to send such programs, though I can't remember if that was an idea or if it was actually implemnted. I thought at least in Europe, something along these lines took place.

It might have even been over television audio, on one of thsoe introductor to computer programs that took place in the late seventies or early eighties in various places.

The idea was update a few years ago, when Computer Chronicles on PBS was doing something via video. I forget whether it was programs they were distributing or something else. It was just a few years ago, and it disappeared with little fanfare.

Of course, Computer Chronicles is getting pretty old at this point. I can remember when Gary Kildall of CPM fame was a regular part of the program, and it wsa more for the insider.

Michael

627. Atari 2600 cartridges (PAL) for sale

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-23 05:38:36 UTC
From: davide.guida@inwind.it
Message-ID: <004a01c084fe$e40709c0$0b01a8c0@dgs.it>
Source record: 39150

Some example:

Pole Position
Vanguard
Defender
Dig Dug

I can sell them or trade 2 (two) 2600 carts with 1 (one) 7800 card.

Davide Guida
davide.guida@inwind.it

--
Posted from [194.153.73.220]
via Mailgate.ORG Server - http://www.Mailgate.ORG

628. FS: Action Cartridge + Manual + Action Toolkit - $40 +shipping

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-23 08:24:44 UTC
From: Guju-Boy <Guju-Das@hotmail.com>
Message-ID: <gdbb6.18069$Ah2.296590@news1.frmt1.sfba.home.com>
Source record: 39151

Interested?

reply to group and I will reply to you.

629. Re: Suggestions for a MyDOS update...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-23 12:48:13 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <94juidglc1@nets3.rz.RWTH-Aachen.DE>
Source record: 39153

Howdy folks

Since for some reason WinVN closes the connection before I can finish long replies (and reconnecting usually only makes things worse and guess what, there is NO way to save my reply in any way), I had to prepare this one at home.

Re: the NOTE/POINT bug in MyDOS

On the first sector (and only on the first one) MyDOS counts from byte 0 to byte 256.

Re: difference between a 'smart' and a 'pull' cartridge.

A smart cartridge can have a lot of features and still only use little computer memory. There's 64kB inside the SDX cart. MyDOS takes up less than 12kB. And cartridges can go as high as 256kB. And 'smart' carts can be 'pass thrue' carts.

Re: the /X command

If you use for instance

FILENAME.EXT,NAMEFILE.EXT

to copy a file, MyDOS will assume you don't wanna swap files. If the above is followed by /X, you will be asked to swap disks. Atleast, that's how it should be, but /X doesn't work.

Re: boot with/without MEM.SAV

I usually don't need MEM.SAV and to save memory (not all my computers have 1MB of extended RAM) I delete it right after the computer is ready booting.

Re: the append bug.

I'm using 4.53/3 but have used 4.50 before. I can't remember whether 4.50 did or did not have the same bug.

Re: RAMBOOT

It sure needs to be rewritten.

Re: Toggle sorted/non-sorted directory

MyDOS only uses filenumbers in single and maybe enhanced density. So it would be possible in double density. But the directory doesn't have to be sorted 'on disk'. It could just as well be sorted 'on screen' only, just like Atari Writer does.

Re: If I understand correctly, you want a directory listing of all files in all directories?

No. I want to get rid of the 64 file per directory limit. But that would mean that all current versions of MyDOS wouldn't be able to read these disks. So I came up with a solution that would get rid of the 64 files per directory for a new version of MyDOS, but still enable existing versions of MyDOS to read these disks. (Don't read me wrong, this is jus an idea. I don't have the knowledge to turn this into software!!!) To existing versions of MyDOS, subdirectories ending with '.sbx' will be just like any other subdirectories. To a new version of MyDOS, subdir's ending with '.sbx' would be extensions of the directories the '.sbx' subdirs are in.

CU Mathy van Nisselroy

630. Re: Advice on eprom programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-23 12:55:17 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <94juvlglc2@nets3.rz.RWTH-Aachen.DE>
Source record: 39154

Howdy folks

>Some years ago somebody (I thought Bob Puff?) was supposed to be working
>on a burner for the XL/XE that plugged into the PBI, but I don't know
>whatever came of that project...

Bob did. Go to http://www.nleaudio.com/css click on online product manual,
then click on Super-E Burner. It goes into the cartridge port BTW. There also
is a Gang Super-E Burner that will burn two EPROMs at once.

CU Mathy van Nisselroy

PS you can find BBXFER 1.9 there to. Dan Vernon removed the bugs.

631. Re: JPeG Viewer

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-23 13:01:27 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <94jvb7glc3@nets3.rz.RWTH-Aachen.DE>
Source record: 39155

Howdy folks

>> I'm glad the Atari 8bit community now has a JPEG viewer. Thanks
>> Raphael!
>
>I gave it try also, nice work indeed!

It's not nice.... it's GREAT, TERRIFIC, FANTASTIC.

CU Mathy van Nisselroy

632. Re: Right hand cartridges?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-23 13:04:42 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <94jvhaglc4@nets3.rz.RWTH-Aachen.DE>
Source record: 39156

Howdy ejgnandt

>Anybody have the Austin 80, KISS or Dump II? If you do, I would be
>interested in making a deal.

Try contacting Austin Franklin. Sometimes a message in c.s.a.8 with his name
or product in it will do. I forgot his address.

CU Mathy van Nisselroy

633. GP1U52X: Atari InfraRED Gateway's main component. European going to Washington and bring some along.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-23 13:39:45 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <94k1j1$is7$1@nets3.rz.RWTH-Aachen.DE>
Source record: 39157

Howdy folks

I found somebody who is looking for the GP1U52X IRdecoder made by Sharp just like me. I need it for the Atari InfraRED Gateway as published in Atari Magazin and on http://www.execpc.com/~deaven/Dave/Software/irg/index.html James King once got me one, but I seem to have damaged it.

Radio Shack is still selling them and since this other person knows someone who's going to Washington in March, we're gonna have him bring some.

Now I'm looking for people in Europe who are also interested in this GP1U52X

CU Mathy van Nisselroy

634. Atari 8bit and packet radio

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-23 13:53:44 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3A6D8CE8.4DD7AB30@pcisys.net>
Source record: 39158

Hello Fellow 8bit user's,

I recently got asked a question about doing packet radio on the Atari 8bit computer.

Years ago, I helped a gentlemen from back east on putting a program he had for the 8bit onto
a cartridge that allowed him to do packet radio with his Atari.

Unfortunately, I can't seem to locate any information on this and was wondering if anyone out there
may have an web links to any clubs and businesses that support packet radio using the Atari 8bit
line of computers?

This program that I put on cartridge for him, if I remember right, was named PK1.COM. It
communicated with a TNC (packet radio version of a modem) through a joystick port.

Any help would be appreciated.

Glenn Bruner
brunergs@pcisys.net
glenn_b18@yahoo.com

635. Re: Atari 8bit and packet radio

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-23 14:56:02 UTC
From: DCM01@USA.NET
Message-ID: <3a6d9a41.4556388@news.CIS.DFN.DE>
Source record: 39159

This topic has always interested me. Here is an article from Antic magazine, which is archived at www.atarimagazines.com. Don't know how much of it still applies considering communications changes over the last 15 years.

[Digital Antic] VOL. 3, NO. 3 / JULY 1984 / PAGE 60

TALK TO THE STARS

The world of shortwave radio & computer communications

by JACK McKIRGAN II

How does taking a crack at decoding secret CLA or KGB messages appeal to you? Or perhaps -- less exciting, but safer -- receiving bulletins from news services around the world?

You can do both, and more, with radio communications. By hooking up your Atari to a short-wave or ham-radio receiver, you can become part of an exciting way of communicating with the outside world. You can, in fact, accomplish just what you could with a telephone and modem, but without making payments to Ma Bell, her offspring or her clones!

The first thing you need to get started is a good short-wave or ham-radio receiver. Good doesn't necessarily mean expensive, although some can cost several thousand dollars. The new- digitally-controlled, short-wave radios offer high quality performance: They are sensitive, relatively inexpensive, and have stable receivers. Even better, anyone who can turn on a stereo can use one.

Next, get an antenna. This can be as simple as a piece of wire running along a wall or as complex as the equipment at a military installation.

A radio modem, also known as a Terminal Unit (TU), converts the signals from your radio's speakers into pulses that feed into your Atari personal computer (PC). (See the review of Macrotronics' RM-1000 Radio Modem in this issue.) Ham radio operators have developed many programs that will work with your Atari if you use the RS-232 port of an Atari 850 or similar interface to connect your computer and a radio modem. Some of these programs even allow you to set up an on-the-air bulletin board, provided that you have a license to transmit.

The Federal Communications Commission (FCC) set up the Amateur Radio Service so that amateur radio users could apply and test for a license to transmit voice, code and digital communications over the radio waves. Specific privileges vary with the type of license granted. But

once you acquire a license to transmit, a new neighborhood opens up to you -- the entire planet! Amateur radio even has its own series of satellites for use by the world-wide community of "hams."

Without a license, however, you are not allowed to transmit messages, or to make digital or code transmissions on Citizens Band radio.

Even if you can't transmit your own messages, you can garner a tremendous amount of information just by listening --- in fact, that's how I became a ham radio operator. Once you gain access to the airwaves, however, you can retrieve even more information. You can "hear" (via the words that appear on your monitor) radio operators chatting about equipment and see the pictures they transmit (these can then be printed on your printer). You also can receive news bulletins from the far ends of the Earth that you'll never see in your local newspaper. And, yes, covert and overt agents all over the world do send coded secrets to other agents and to their superiors. Test your programming skill by trying to decode these secret messages. Who knows -- you may have a future with the CIA. . . .

A WEALTH OF OPTIONS

There are several useful modes of radio communication, including Morse Code, radioteletype, and ASCII. With a radio modem and accompanying software, you can choose the mode in which you want to receive and transmit messages. Type in your message, and the software does the rest. Differences exist among these modes, however, and the government places some limitations on their use. Let's take a look at each of them:

-- Morse Code -- One of the first "digital" codes, this internationally accepted code consists of a series of long and short beeps that form each letter of the alphabet. Invented long before computers, Morse Code presents some problems when used with them, because the varying length of each character makes software design difficult. As a result, most of the Morse Code now being sent is sent by hand, not machine. The software used in this application must be able to analyze human-caused Variations in the code to translate it properly and this causes problems. Radio operators call this mode CW for continuous wave.

-- Radioteletype -- This mode of communication uses a five-bit code with a unique feature: most of its characters have two meanings. A control code is used to toggle between the two character sets. This code was developed for use with electro-mechanical "Tele-type" machines, and is currently the most commonly used non-telephone mode of computer communication. Radio operators have nicknamed it RTTY (pronounced Ritty).

-- ASCII -- The "native son" of intercomputer communications, ASCII was recently approved for radio communications by non-commercial and non-governmental services. This mode allows an extensive set of

characters to be sent, some of which can be nonstandard. This can be quite useful to Atari PC users because of the Atari's special control and graphics characters. ASCII is slowly becoming more popular as a communications mode for radio operators, but it will take time for its popularity to become widespread. Many organizations and amateurs are diehard RTTY users.

The following list of organizations and manufacturers may help you get started in the world of radio communications. By the way, the Atari Microcomputer Network, a users' group with more than 800 members, meets on an almost weekly basis, and the participants don't even have to leave the comfort of their homes. We communicate by radio, of course!

-- Universal Amateur Radio
4555 Groves Road, Suite 3
Columbus, OH 43227

This group publishes a comprehensive list of radioteletype stations that includes the times and frequencies for each service.

-- American Radio Relay League
(ARRL)
225 Main St.
Newington, CT 06111

A national organization of amateur radio operators, ARRL publishes QST, a general information magazine, and dozens of specialized books on digital and code communications.

-- The Atari Microcomputer Network Amateur Radio Operators Users' Group
4749 S.R. 207 N.E.
Washington C.H., OH 43160
(614) 869-3597

An on-the-air users' group of amateur radio operators and short-wave listeners, the Atari Microcomputer Network publishes Ad Astra ... , a journal composed of member-written hardware articles and programs.

-- Trio-Kenwood Communications
1111 West Walnut
Compton CA 90220

A manufacturer of amateur and short-wave radio equipment.

-- Macrotronics, Inc.
1125 N. Golden State Blvd., Suite G
Turlock, CA 95380
(203) 667-2888

A manufacturer of hardware and software that allows Atari computers to be operated as RTTY, ASCII or CW terminals.

-- Yaesu Electronics Corp.
6851 Walthall Way
Paramount, CA 90723
(213) 633-4007

A manufacturer of amateur and short-wave radio equipment.

Jack McKirgan II (WD8BNG) is the national net coordinator for the
Atari Microcomputer Network.

>Hello Fellow 8bit user's,
>
>I recently got asked a question about doing packet radio on the Atari
>8bit computer.
>
>Years ago, I helped a gentlemen from back east on putting a program he
>had for the 8bit onto
>a cartridge that allowed him to do packet radio with his Atari.
>
>Unfortunately, I can't seem to locate any information on this and was
>wondering if anyone out there
>may have an web links to any clubs and businesses that support packet
>radio using the Atari 8bit
>line of computers?
>
>This program that I put on cartridge for him, if I remember right, was
>named PK1.COM. It
>communicated with a TNC (packet radio version of a modem) through a
>joystick port.
>
>Any help would be appreciated.
>
>Glenn Bruner
>brunergs@pcisys.net
>glenn_b18@yahoo.com
>

636. Re: Atari 8bit and packet radio

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-23 15:06:20 UTC
From: DCM01@USA.NET
Message-ID: <3a6d9cdc.5223054@news.CIS.DFN.DE>
Source record: 39160

Here is another Antic article on the general subject, from www.atarimagazines.com. The Jacksonville Florida user group (JACE) was involved with this stuff. There is an old list of resources at the end.

[Digital Antic] VOL. 4, NO. 7 / NOVEMBER 1985 / PAGE 36
RADIO ATARI CALLING

Ham satellites, slow scan video, repeater stations, and more...

by GIGI BISSON, Antic Assistant Editor

Listen to Jack McKirken for a while, and you wonder how amateur radio enthusiasts ever got by without personal computers.

"Why should you have to hand-turn your antenna to track a satellite transmission, when your computer can do it?," says McKirken. He's an Ohioan who formerly edited Ad Astra, the users newsletter for ham Atarians. "Anything a ham can do, a ham with a computer can do better," he says. "Using the computer to control radio hardware is another job where the Atari shines."

Hook up a short wave radio to your Atari and you could end up with a slow scan television station, a chance to eavesdrop on the space shuttle, and friends all over the world.

You could also end up with an expensive, obsessive, but fascinating hobby. "Oh gosh, ham radio is just as bad as computing," says McKirken with a laugh, "And if you combine the two..."

GOOD BUDDIES

They work together as a team, performing feats that neither could do alone. When you combine ham radio and a computer you get (pardon the pun) a computer that likes to show off.

"There are several million hams worldwide. A vast majority of them have computer equipment." says Russell Grokett, chairman of JACE, the Jacksonville, Florida Atari users group. JACE has what is probably the largest and most active amateur radio special interest group (SIG) in Ataridom right now.

Even during simple voice transmissions, hams are increasingly reliant on computers to boost the mileage of their radios by controlling antennas and helping them home in on signals. The computer can figure the maximum or minimum frequencies and decide which is the best radio band to operate on. Hams with computers can even track a moving satellite for the clearest possible signal.

Currently, the most popular use of computerized ham radio is Radio Teletype (RTTY), the ham's equivalent of the computer telecommunications network--without phone bills. Hams with computers upload and download programs, particpate in SIGS and operate bulletin board services.

RTTY computing is only as complicated as you let it get. You could start with $100 in used equipment, or a $5,000 base station. "Your antenna can be anything from a simple piece of copper wire to massive aluminum arrays that threaten to cave in the roof of your house," McKirken says.

But hams still insist that no matter how much hardware they accumulate, RTTY is still cheaper than paying through the nose for "online time". At a peak speed of 300 baud, however, it's much slower than 1200 baud telecommunications. The other difference between "online" and "on-the-air" is privacy. Anyone with a radio can plug in and listen to ham conversations.

HAM ATARI

It probably comes as a surprise to most people that Atari computers are very popular among RTTY hams. Especially well-liked are the old Atari 800 and 400 models--which were extremely well-shielded against radio interference.

Shielding is important because computers customarily generate lots of radio "noise". This noise can totally jam the sensitive receiver of a nearby ham radio.

The metal casing inside the Atri 800 and 400 prevents interference "leakage." Though the newer XL and XE models do not have this shielding, they also work pretty well with ham radio-- a lot better than many other popular brands of computer. (Shielding an XL or XE yourself requires soldering copper sheeting to your main circuit board, or encasing the entire computer in metal. Whether or not you'd need to shield your XL/XE depends on your specific system.)

LICENSE, PLEASE

If you want to operate your own station, instead of merely listening in on other ham transmissions, you must obtain an Amateur Radio License. A Technician Class license requires greater technical knowledge than Novice, the lowest rating. But you don't need to be able to send Morse code any faster just five words per minute. And a Technician licensee gets many more privileges.

For more information on obtaining a license, contact a local ham radio store. There's also likely to be at least one ham in your local computer users group. If not, contact the American Radio Relay League. (See address at end of article.)

REACHING OUT

Disaster aid has traditionally been very big with hams. During the massive forest fires in California this summer, hams used portable stations to assist firefighters in the field, allowing communication between fire crews who couldn't see each other through the thick smoke.

When power and phone lines are knocked out during a widespread emergency, many battery-operated stations stay on the air and transmit important messages. Through it all, independent, computer-operated repeater stations would keep the communications network going.

Packet communication networks: the hams' version of LANs (Local Area Networks) exist on the east and west coast and will eventually extend across the US according to Grokett.

These packet networks are made up of "repeater stations" that receive a transmission and re-transmit it at higherpower. This can dramaticlly increase the range of less-expensive ham radios.

Repeater station are usually computer controlled. Most of them are volunteer projects of ham radio organizations. But usually any licensed amateur is allowed to use the repeater.

Grokett's JACE group and other ham organizations have subsidized seven OSCARs (Orbiting Satellites Carrying Amateur Radio) over the years. AMSAT, an amateur satellite construction group, builds them, and the space shuttle launches them. Anyone with a ham radio and a computer can use the satellites to communicate around the world.

Hams with computes can even listen in on NASA conversations on the space shuttle. The computer helps a radio antenna stay precisely focused on the shuttle as it zips through the athmosphere at 17,000 miles per hour.

SLOW SCAN

The next wave in ham computing is slow scan television. This lets computers send and receive color video pictures over the airwaves. Red, blue and green separations are made of each image (as in a photo negative) and each is sent individually over the airwaves, then reassembled by the computer into a complete picture.

Slow scan lives up to its name, however, at a sluggish eight seconds per picture transmission. (Regular television transmission speed is 30 pictures per secund.) The final image has about half the resolution of regular television.

The slow scan technique was used to send the first photographs of space back from the Pioneer--in fact an amateur radio enthusiast developed the technique for NASA back in 1958.

Hams have always been involved with experimental uses of radio, and the computer is bringing new levels of sophistication to the hobbyist. For example, McKirken is currently collaborating on the development of a commercial program that, when combined with an 850 interface and an

ST 980 Yaesu radio modem, will enable any Atari with 32K or more to take complete control of the radio.

The computer will turn the radio on and off, show a graphic s-meter (representation of signal strength) on the screen, and even push the mike to talk. Such programs enable the user to recieve and send messages even if they're not home, much the same way as a timer turns your lights on while you're on vacation.

And sometimes the computer is just used as a computer. When hams have contests to see how many countries and people they can reach in a given weekend, computers are used to sort out the mountains of resulting paperwork and compile statistics.

The computer is also used to set up parabolic bases that enable hams to pick up commercial satallite TV transmissions in their back yards.

About the only thing hams don't do with computers is play games--unless you consider the on-air radio chess network.

"The big thing about ham is it has always been and always will be amateur," says Crokett, who, when not operating his computer radio network works for AT&T. "It's not allowed to become a profit-making thing," he says.

FOR MORE HELP

If you're interested in getting started in ham computing, here are some places to consult for more information :

American Radio Relay League
This 66-year-old, 100,000-member, worldwide organization is the premier resource for anyone interested in getting involved with computer-aided amateur radio. ARRL publishes a monthly magazine, is involved with ham education and keeps an eye on FCC regulations:

ARRL
225 Main Street
Newington, Conn. 06111
(203) 666-1541.

Atari Microcomputer Network
This Atari-and-radio users organization is reorganizing after a period of inactivity. They used to publish the Astra newsletter and offered a selection of public domain software. For information or advice, drop in on their international, on-the-air meeting--Sundays at 1600 Universal Coordinated Time (UTC) on frequency 14.325 MHz.

HAMNET
The CompuServe ham radio special interest group welcomes your questions. Just type in GO HAM II after you have logged onto CompuServe.

RTTY Today
This book is a good reference source for beginners and is available for $8.95 plus $1.75 postage from:
Universal Electronics
4555 Groves Road, Suite 13
Columbus, OH 43232
(614) 866-4605.

JACE
The Jacksonville, Florida Atari user's group is a good source of public domain ham software. Out-of-state members are invited, Call their 24-hour BBS (FOREM 300/1200 baud) at (904) 733-4515. The sysop is a ham who may be able to answer your questions. Or write: Russell Grokett, 1187 Dunbar Court. Orange Park, FL 32073

Computers and Amateur Radio
This bi-monthly newsletter about using amateur radio with personal computers costs $6 a year:
Kantronics
1202 E. 23rd Street
Lawrence, Kansas 66044
(913) 842-7745

Return to issue index

637. Re: Right hand cartridges?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-23 15:14:11 UTC
From: ejgnandt@my-deja.com
Message-ID: <94k73p$t7l$1@nnrp1.deja.com>
Source record: 39161

> Cool, an eprom programmer that goes in the right slot! ...
> Mo

It is a good idea. The best I can do is a picture at the Antic site:

http://www.atarimagazines.com/v2n4/newproducts.html

Gene

In article <94hv6f$h7$1@nnrp1.deja.com>,
chainsaw11 <chainsaw11@my-deja.com> wrote:
> In article <94hrld$sv7$1@nnrp1.deja.com>,
> ejgnandt@my-deja.com wrote:
> >
> > > > > >Weren't there ever any right hand>>> cartridges ever made for
the
> > 800?
> >
> > Yes, all of them are utilities:
> >
> > Austin Franklin Austin 80 Console Software
> > Eastern House KISS
> > Eastern House Monkey Wrench
> > Eastern House Monkey Wrench II
> > Geminisoft/Sar-An Magic Dump
> > Geminisoft Magic Dump II
> > Radical Systems Cartridge Maker (eprom burner)
> >
> > Anybody have the Austin 80, KISS or Dump II? If you do, I would be
> > interested in making a deal.
> >
> > ----Gene
> >
> > Sent via Deja.com
> > http://www.deja.com/
> >
> Cool, an eprom programmer that goes in the right slot! I'd give my
> roomates right arm to find that one!
> Thanks,
> Mo
>
> --
> Linux is like a wigwam, no gates, no windows just an apache
inside! }:-}
>

> Sent via Deja.com
> http://www.deja.com/
>

Sent via Deja.com
http://www.deja.com/

638. Re: 'Dead' Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-23 20:50:50 UTC
From: Geoff McHugh <mcpuffin@forty-seven.demon.co.uk>
Message-ID: <94kqr5$h0b$1@nnrp1.deja.com>
Source record: 39162

In article <t6oiishd2btp85@corp.supernews.com>,
"Rick Cortese" <ricortes@netmagic.net> wrote:

<snip>

> You have a couple of choices, either try to save the 7812 or do less
damage
> to the PC board by cutting the legs off before removing it. I would
probably
> go quick and dirty: Use a diagonal snip to cut the output pin and
check for
> resistance on both sides of the cut. If the side attached to the 7812
still
> reads low/no resistance, it is the 7812. If the side attached to the
7812
> reads high, that narrows it down to maybe 4-5 parts on the PC board
and you
> can just solder the leg back together.
>
> There's another thing you should try if you look at the 7812 . While
the
> 7812 output is disconnected<one way or another> check the solder pad
for the
> input. See if you get the nominal 17V input when the power is applied.
Long
> as you are fixing stuff, might as well make sure the voltage doubling
> circuit is working.
>
> Here's hoping it is the 7812.
>

So much for hoping :)

I cut the output (right hand) lead of the 7812 and checked the
resistance on both sides of the cut. The 7812 side reads about 80 Ohms,
and the pcb side reads zero.

So, those 4-5 parts on the pcb you mentioned...? ;)

I also checked the input voltage on the 7812 with the output leg cut,
and it seems to be slightly above 20V.

I suppose this puts us back to square one with these other 4-5
components (I hope it is one of those!)

Once again, thanks for taking the time to help.

--
Geoff

Sent via Deja.com
http://www.deja.com/

639. Re: Paper tape readers for micros. (Re: I feel 31337!111!!)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-23 22:41:32 UTC
From: sacraver@use.my.princeton.address
Message-ID: <wMnb6.9165$Jw.1845647@typhoon2.ba-dsg.net>
Source record: 39163
Cross-posted to: alt.religion.kibology,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Nick Bensema <nickb@fnord.io.com> wrote:
>
>If I'm not mistaken, the Atari magazines weren't so smart. They had
>us type in decimal, meaning three keystrokes per byte.

Ah, those wonderful programs in Machine Language ... written
in BASIC. Decimal DATA statements with a FOR loop to poke
them in. Even then they could have used encoding, dammit.
>
>Besides, typing in BASIC programs was more fun, it taught me to program.
>I remember my dad typed in one such program, and changed one PRINT
>statement to read "STEVE'S REVENGE" instead of the original title, which
>also had "REVENGE" in it.

The only problem was that text adventures are given away if you
type them in (unless they ROT-13 the DATA statements, but not
many people thought of that.) I too have fond memories of my
Dad modifying the code to the CURSOR games to personalize them.
The monsters in DUNGEON! were Kevins, Scotts and Choppers rather
than Ogres, Wyverns and I-forget-what. Hmmmm, I wonder what he
meant by that.

>Then again, you could print your own backups and have no need to spend
>a thousand bucks on a floppy drive.

I AM NOT MAKING THIS UP: one issue of the Transactor had an
article on holography using a dot matrix printer. Yes,
holography. Included code for printing out a pattern on your
paper, which you could then photoreduce onto film and shine
a laser through.

That was utterly irrelevant, but I completely forgot about it
for the last decade or so, until just now when you mentioned
printing out backups. *wail*

-S

640. Is Ramrod XL or XL Boss still available ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 01:04:20 UTC
From: ronfucci@bellsouth.net
Message-ID: <3a6e29f3.15370520@news.atl.bellsouth.net>
Source record: 39164

tks

ron

641. Re: Documentation for 'the pill'

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 01:07:20 UTC
From: ronfucci@bellsouth.net
Message-ID: <3a6e2a77.15501918@news.atl.bellsouth.net>
Source record: 39165

thanks Jindrich.

my understanding of how to use 'the pill' is incomplete, but i have
seen reference to its use with a fake cart.

unfortunately, i can't quite make out the instructions in the URL for
building a fake cart.

ron

On Mon, 22 Jan 2001 07:49:31 +0100, Jindrich Kubec <kubecj@asw.cz>
wrote:

>ronfucci@my-deja.com wrote:
>>
>> does anyone know if this is available on the web ? thanks
>
>Do you mean this:
>http://trident.mcs.kent.edu/~clisowsk/8bit/fakecart.html ?
>--
>Jindroush <kubecj@asw.cz>
>See http://www.asw.cz/~kubecj for Atari 8bit utils!

642. Re: 'Dead' Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 01:37:50 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t6scb4isbecp0a@corp.supernews.com>
Source record: 39166

"Geoff McHugh" <mcpuffin@forty-seven.demon.co.uk> wrote in message
news:94kqr5$h0b$1@nnrp1.deja.com...
> In article <t6oiishd2btp85@corp.supernews.com>,
> "Rick Cortese" <ricortes@netmagic.net> wrote:
>
> <snip>
>
> > You have a couple of choices, either try to save the 7812 or do less
> damage
> > to the PC board by cutting the legs off before removing it. I would
> probably
> > go quick and dirty: Use a diagonal snip to cut the output pin and
> check for
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> > reads low/no resistance, it is the 7812. If the side attached to the
> 7812
> > reads high, that narrows it down to maybe 4-5 parts on the PC board
> and you
> > can just solder the leg back together.
> >
> > There's another thing you should try if you look at the 7812 . While
> the
> > 7812 output is disconnected<one way or another> check the solder pad
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> > input. See if you get the nominal 17V input when the power is applied.
> Long
> > as you are fixing stuff, might as well make sure the voltage doubling
> > circuit is working.
> >
> > Here's hoping it is the 7812.
> >
>
> So much for hoping :)
>
> I cut the output (right hand) lead of the 7812 and checked the
> resistance on both sides of the cut. The 7812 side reads about 80 Ohms,

Well, that is good news. I mean the quick and dirty method of testing
probably saved 30 minutes or so and $1.50 for a new 7812.

> and the pcb side reads zero.

This absolutely bites.
>

> So, those 4-5 parts on the pcb you mentioned...? ;)
>
> I also checked the input voltage on the 7812 with the output leg cut,
> and it seems to be slightly above 20V.

Dynamite. I would expect it to go that high under no load conditions. i.e. 7812 had a leg cut.
>
> I suppose this puts us back to square one with these other 4-5
> components (I hope it is one of those!)

I'm looking at the schematic right now and asking myself "Why did they do things like this?" Probably some engineering thing that only an engineer would understand.

They have 4 low value caps on the output side of the 7812 that could have shorted. These are C70, C43, C42, 47 micro Frarad and C21 4.7 micro Farad.

C70, C43, and C42 are just forward of the TIP110 transistor mounted on the heat sink.

C21 is mounted near the front of the board next to a RCA CA3086 transistor array.

As far as I can see, the only chips that have 12V being fed directly into it w/o having a low value current limiting resistor <~47 Ohm> are the U22 MC1733CP, U23 NE592, U24 CA311, chips. Kind of skeptical it could be one of the, I mean the CA311 is just a little 8 pin dip/op amp thing. Putting 30 watts through that if it failed would have made it glow like a xmas tree bulb.

First thing is to check the little caps I just mentioned for puffs. Maybe hold the PC board up to a bright light and look for signs of browning fiberglass resin around the chips/caps I just mentioned.

For ref, the area around the diodes in the voltage doubling circuits is likely to be a taffy brown and that is the only place you should see that condition on the board if they were mounted directly on the board vs ~1/2" above it.

It is kind of risky, you will burn your finger for sure, but another "If it was my thumb" kind of thing. I would plug a good transformer back in after fixing the snipped leg of the 7812 and check each of the chips. Just moisten a finger so you don't completely brand yourself and lightly touch the chips. If there is a hot one, that is your culprit.

643. Re: Atari 8bit and packet radio

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 02:31:14 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3A6E3E72.F9B1FD39@pcisys.net>
Source record: 39167

Dan,

Thanks for the info. I did check with this last night.

I wish I could remember the model # of the TNC that the program works
with.

Glenn

Daniel Miller wrote:

> Here is another Antic article on the general subject, from
> www.atarimagazines.com. The Jacksonville Florida user group (JACE) was
> involved with this stuff. There is an old list of resources at the
> end.
>
> [Digital Antic] VOL. 4, NO. 7 / NOVEMBER 1985 / PAGE 36
> RADIO ATARI CALLING
>
> Ham satellites, slow scan video, repeater stations, and more...
>
> by GIGI BISSON, Antic Assistant Editor
>
> Listen to Jack McKirken for a while, and you wonder how amateur radio
> enthusiasts ever got by without personal computers.
>
> "Why should you have to hand-turn your antenna to track a satellite
> transmission, when your computer can do it?," says McKirken. He's an
> Ohioan who formerly edited Ad Astra, the users newsletter for ham
> Atarians. "Anything a ham can do, a ham with a computer can do
> better," he says. "Using the computer to control radio hardware is
> another job where the Atari shines."
>
> Hook up a short wave radio to your Atari and you could end up with a
> slow scan television station, a chance to eavesdrop on the space
> shuttle, and friends all over the world.
>
> You could also end up with an expensive, obsessive, but fascinating
> hobby. "Oh gosh, ham radio is just as bad as computing," says McKirken
> with a laugh, "And if you combine the two..."
>
> GOOD BUDDIES
>
> They work together as a team, performing feats that neither could do
> alone. When you combine ham radio and a computer you get (pardon the
> pun) a computer that likes to show off.

>
> "There are several million hams worldwide. A vast majority of them
> have computer equipment." says Russell Grokett, chairman of JACE, the
> Jacksonville, Florida Atari users group. JACE has what is probably the
> largest and most active amateur radio special interest group (SIG) in
> Ataridom right now.
>
> Even during simple voice transmissions, hams are increasingly reliant
> on computers to boost the mileage of their radios by controlling
> antennas and helping them home in on signals. The computer can figure
> the maximum or minimum frequencies and decide which is the best radio
> band to operate on. Hams with computers can even track a moving
> satellite for the clearest possible signal.
>
> Currently, the most popular use of computerized ham radio is Radio
> Teletype (RTTY), the ham's equivalent of the computer
> telecommunications network--without phone bills. Hams with computers
> upload and download programs, particpate in SIGS and operate bulletin
> board services.
>
> RTTY computing is only as complicated as you let it get. You could
> start with $100 in used equipment, or a $5,000 base station. "Your
> antenna can be anything from a simple piece of copper wire to massive
> aluminum arrays that threaten to cave in the roof of your house,"
> McKirken says.
>
> But hams still insist that no matter how much hardware they
> accumulate, RTTY is still cheaper than paying through the nose for
> "online time". At a peak speed of 300 baud, however, it's much slower
> than 1200 baud telecommunications. The other difference between
> "online" and "on-the-air" is privacy. Anyone with a radio can plug in
> and listen to ham conversations.
>
> HAM ATARI
>
> It probably comes as a surprise to most people that Atari computers
> are very popular among RTTY hams. Especially well-liked are the old
> Atari 800 and 400 models--which were extremely well-shielded against
> radio interference.
>
> Shielding is important because computers customarily generate lots of
> radio "noise". This noise can totally jam the sensitive receiver of a
> nearby ham radio.
>
> The metal casing inside the Atri 800 and 400 prevents interference
> "leakage." Though the newer XL and XE models do not have this
> shielding, they also work pretty well with ham radio-- a lot better
> than many other popular brands of computer. (Shielding an XL or XE
> yourself requires soldering copper sheeting to your main circuit
> board, or encasing the entire computer in metal. Whether or not you'd

> need to shield your XL/XE depends on your specific system.)
>
> LICENSE, PLEASE
>
> If you want to operate your own station, instead of merely listening
> in on other ham transmissions, you must obtain an Amateur Radio
> License. A Technician Class license requires greater technical
> knowledge than Novice, the lowest rating. But you don't need to be
> able to send Morse code any faster just five words per minute. And a
> Technician licensee gets many more privileges.
>
> For more information on obtaining a license, contact a local ham radio
> store. There's also likely to be at least one ham in your local
> computer users group. If not, contact the American Radio Relay League.
> (See address at end of article.)
>
> REACHING OUT
>
> Disaster aid has traditionally been very big with hams. During the
> massive forest fires in California this summer, hams used portable
> stations to assist firefighters in the field, allowing communication
> between fire crews who couldn't see each other through the thick
> smoke.
>
> When power and phone lines are knocked out during a widespread
> emergency, many battery-operated stations stay on the air and transmit
> important messages. Through it all, independent, computer-operated
> repeater stations would keep the communications network going.
>
> Packet communication networks: the hams' version of LANs (Local Area
> Networks) exist on the east and west coast and will eventually extend
> across the US according to Grokett.
>
> These packet networks are made up of "repeater stations" that receive
> a transmission and re-transmit it at higherpower. This can dramaticlly
> increase the range of less-expensive ham radios.
>
> Repeater station are usually computer controlled. Most of them are
> volunteer projects of ham radio organizations. But usually any
> licensed amateur is allowed to use the repeater.
>
> Grokett's JACE group and other ham organizations have subsidized seven
> OSCARs (Orbiting Satellites Carrying Amateur Radio) over the years.
> AMSAT, an amateur satellite construction group, builds them, and the
> space shuttle launches them. Anyone with a ham radio and a computer
> can use the satellites to communicate around the world.
>
> Hams with computes can even listen in on NASA conversations on the
> space shuttle. The computer helps a radio antenna stay precisely
> focused on the shuttle as it zips through the athmosphere at 17,000

> miles per hour.
>
> SLOW SCAN
>
> The next wave in ham computing is slow scan television. This lets
> computers send and receive color video pictures over the airwaves.
> Red, blue and green separations are made of each image (as in a photo
> negative) and each is sent individually over the airwaves, then
> reassembled by the computer into a complete picture.
>
> Slow scan lives up to its name, however, at a sluggish eight seconds
> per picture transmission. (Regular television transmission speed is 30
> pictures per secund.) The final image has about half the resolution of
> regular television.
>
> The slow scan technique was used to send the first photographs of
> space back from the Pioneer--in fact an amateur radio enthusiast
> developed the technique for NASA back in 1958.
>
> Hams have always been involved with experimental uses of radio, and
> the computer is bringing new levels of sophistication to the hobbyist.
> For example, McKirken is currently collaborating on the development of
> a commercial program that, when combined with an 850 interface and an
> ST 980 Yaesu radio modem, will enable any Atari with 32K or more to
> take complete control of the radio.
>
> The computer will turn the radio on and off, show a graphic s-meter
> (representation of signal strength) on the screen, and even push the
> mike to talk. Such programs enable the user to recieve and send
> messages even if they're not home, much the same way as a timer turns
> your lights on while you're on vacation.
>
> And sometimes the computer is just used as a computer. When hams have
> contests to see how many countries and people they can reach in a
> given weekend, computers are used to sort out the mountains of
> resulting paperwork and compile statistics.
>
> The computer is also used to set up parabolic bases that enable hams
> to pick up commercial satallite TV transmissions in their back yards.
>
> About the only thing hams don't do with computers is play
> games--unless you consider the on-air radio chess network.
>
> "The big thing about ham is it has always been and always will be
> amateur," says Crokett, who, when not operating his computer radio
> network works for AT&T. "It's not allowed to become a profit-making
> thing," he says.
>
> FOR MORE HELP
>

> If you're interested in getting started in ham computing, here are
> some places to consult for more information :
>
> American Radio Relay League
> This 66-year-old, 100,000-member, worldwide organization is the
> premier resource for anyone interested in getting involved with
> computer-aided amateur radio. ARRL publishes a monthly magazine, is
> involved with ham education and keeps an eye on FCC regulations:
>
> ARRL
> 225 Main Street
> Newington, Conn. 06111
> (203) 666-1541.
>
> Atari Microcomputer Network
> This Atari-and-radio users organization is reorganizing after a period
> of inactivity. They used to publish the Astra newsletter and offered a
> selection of public domain software. For information or advice, drop
> in on their international, on-the-air meeting--Sundays at 1600
> Universal Coordinated Time (UTC) on frequency 14.325 MHz.
>
> HAMNET
> The CompuServe ham radio special interest group welcomes your
> questions. Just type in GO HAM II after you have logged onto
> CompuServe.
>
> RTTY Today
> This book is a good reference source for beginners and is available
> for $8.95 plus $1.75 postage from:
> Universal Electronics
> 4555 Groves Road, Suite 13
> Columbus, OH 43232
> (614) 866-4605.
>
> JACE
> The Jacksonville, Florida Atari user's group is a good source of
> public domain ham software. Out-of-state members are invited, Call
> their 24-hour BBS (FOREM 300/1200 baud) at (904) 733-4515. The sysop
> is a ham who may be able to answer your questions. Or write: Russell
> Grokett, 1187 Dunbar Court. Orange Park, FL 32073
>
> Computers and Amateur Radio
> This bi-monthly newsletter about using amateur radio with personal
> computers costs $6 a year:
> Kantronics
> 1202 E. 23rd Street
> Lawrence, Kansas 66044
> (913) 842-7745
>
> Return to issue index

644. Re: Suggestions for a MyDOS update...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 04:12:44 UTC
From: melee5@my-deja.com
Message-ID: <94lkno$7ga$1@nnrp1.deja.com>
Source record: 39168

Thanks, Mathy. Your explainations will be very helpful in finding the causes of the various bugs you've run into.

The main problem with the 'smart' cartridge aproach and the pass thru idea (SDX clone) is that there does not exist supplies of such a board or a case to hold one.

The MEM.SAV file is being created by the RAMBOOT program, and sould have been an option from the very beginning. A good rewrite will fix that.

MyDOS does use file numbers for double density BTW, its only when MyDOS uses more than one VTOC sector (enhanced, large ramdisks, and hard drives) that MyDOS drops the file number scheme. Its the total sector count that determines if file numbers are used (type 2) or not (type 3). But sorting on screen is an Idea that never occured to me, and its an interesting one for sure.

The 64 file maximum is a tough nut to crack, but your approach just might work. I'll be thinking of a method that makes the most sense to employ.

What I'm afraid of is that if I or someone else comes up with such a version, the memlo will be so high as to be unusable for a large portion of programs or games. I think that $2000 is the limit for this 'maximum' memlo and MyDOS is so close to that already, I fear that other than bug fixing, little can be done to this otherwise surperb DOS. Still, yours and others ideas are all very interesting to think about. I'll let you all know if I can grind out a better Ramdisk.com for MyDOS as a starting project. Thanks.

Sent via Deja.com
http://www.deja.com/

645. Updated Cart. & Disk Games ForSale

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 04:24:27 UTC
From: gp429@aol.com
Message-ID: <20010123232427.00512.00001165@ng-fq1.aol.com>
Source record: 39169

I had a few old Atari 8-bit software and hardware forsale. E-mail me if you
wish to purchase or if you have any question on the items forsale at
gp429@aol.com --thanx
FOR BOTH 1 & 2 $25
1) Flight Simulator II by subLOGIC
This is complete with the box, manuals and the maps. PRICE $12
2) AtariWriter w/Atari Proofreader Program and Dictionary by Atari
Includes the AtariWriter manual, cart. and quick reference sheet. I do not have
the manual for the Proofreader and I will also send a copy of DOS II. PRICE
$15
---Hardware--- BOTH $8
Atari 1010 cassette drive
--not sure if it works included is the power supply, data cable and
Conversational French program with workbook, PRICE $5
Atari 1027 daisy wheel printer
--not sure if it works included is the power supply & data cable, PRICE $5
The entire lot $30!

646. Atari 1450XLD Disk Controller ROM's

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 04:58:41 UTC
From: Curt Vendel <curt@atari-history.com>
Message-ID: <3A6E6101.523ED578@atari-history.com>
Source record: 39170

Hi,

In the Atari 1450XLD section of the Atari History Site, there are now ROM images of all the various versions of disk controllers ROM's for all the various versions of controller boards, daughterboards and the Atari 1450XLD TONG motherboard.

Hopefully these ROM's will be of use to someone wanting to learning more about the Atari 1450XLD architecture and also to want to build a PBI version disk drive.

Also for more info, schematics and technical data on the 1450XLD, check out Glenns Showroom: http://www.geocities.com/glenn_b18/

Curt

647. Re: I don't want to play

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 06:33:08 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A6E7723.3AC5343A@compuserve.com>
Source record: 39171

Mirko Sobe wrote:

> Does anyone know, where I can find some old non-game software like "MAPWARE"
> (Antic) or "LUXGRAPH"? Many server are in the web, that have old commercial
> games but no USER software.
>
> Mirko

Mapware was an ANTIC magazine, APX selection, from about 1984.
ByHarry Koons and Art Prag. I didn't find it archived either. I don't know
what its status is.

Haven't heard of LUXGRAPH.

Rick D.

648. Re: Paper tape readers for micros. (Re: I feel 31337!111!!)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 07:49:20 UTC
From: Linards Ticmanis <ticmanis@coli.uni-sb.de>
Message-ID: <3A6E8900.4C1C4E10@coli.uni-sb.de>
Source record: 39172
Cross-posted to: alt.religion.kibology,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Xcott Craver wrote:
> I AM NOT MAKING THIS UP: one issue of the Transactor had an
> article on holography using a dot matrix printer. Yes,
> holography. Included code for printing out a pattern on your
> paper, which you could then photoreduce onto film and shine
> a laser through.

Wait... that didn't happen to be an April issue, right? One April
issue of the German 64er had an article about printing on easter eggs
with a dot matrix.

--

Linards Ticmanis

The Master said, "The business of laying on the colors follows the
preparation of the plain ground."

649. Re: The Atari Book Keeper ATR?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 08:39:12 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <94m4bg$k3a$1@nnrp1.deja.com>
Source record: 39173

In article <20010119182900.07320.00000343@ng-fc1.aol.com>,
rhamiiton5@aol.comedy.com (RHamiIton5) wrote:
> >chainsaw11 chainsaw11@my-deja.com requested:
>
> >I'm trying to find an atr of the atari book keeper and the atari
> >accountant, also looking for the original keypad handler disk in atr
> >form. I can't find these on any ftp sites!
>
> No help on the apps nor the original handler, but I do have a keypad
driver
> adapted from a type-in from Computer Shopper. It can go in Page 6 or
the
> cassette buffer customized to generate any set of chars desired.
>
> -Ron
>
> Inform everyone that communications have completely broken down.
>
Sorry for the delay in response...
I tried the one you posted from computer shopper and it works great.
Just one thing though, I'd like to customize it a little and I'm not
sure I understand the coding, If it is not ATASCII then what? I've
compared the program to my charts and I can't see any corolation
between character codes and the program. More specifically, I'd like to
change the period to a comma, the escape to a 'd',the no to a 'a', and
the yes to a 't'. That way I can type in DATA statements from program
books without hunching over the keyboard. Thanks again!
Mo

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

650. Re: Paper tape readers for micros. (Re: I feel 31337!111!!)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 09:42:53 UTC
From: Paul Guertin <pg@sff.net>
Message-ID: <6p0r6tsbouo2lkvu9hks25c29uha3nv4k0@news.newsguy.com>
Source record: 39174
Cross-posted to: alt.religion.kibology,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

nickb@fnord.io.com (Nick Bensema) wrote:
> Xcott Craver <sacraver@use.my.princeton.address> wrote:
> > You kept this idea to yourself, didn't you? You had this idea
> > in the 80s but kept it to yourself while I had to "A9 02" for
> > three hours, didn't you? Oh, ho-ho boy, oh boy, ooOOOoooooh.
>
> And, having such bad eyesight as I did, I never even TRIED typing in
> those damn things. Well, I think I tried once and got like twelve
> lines in or so.

I had this deal with my mom: I would do the dishes, and then she would dictate hexadecimal to me for half an hour every night after dinner. Went through many an issue of Nibble that way.

One evening, she was dictating something like "A9 B1 20 ED F0" and I interrupted her and asked her if she meant "FD" instead. She said "Um... yes... but how did you know?"

(On an Apple II, 20 ED FD is JSR COUT, the usual way of outputting a character to the screen.)

Basic I did myself, because I couldn't work out a robust voice encoding of punctuation that was Mom-friendly.

Paul

651. 130xe Ram upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 10:57:47 UTC
From: "David\\Julie Wilson" <cybrslider@home.com>
Message-ID: <Lyyb6.29480$bb.762868@news1.rdc1.tx.home.com>
Source record: 39175

Hi all.

My 800XL has become just to darn flaky to use anymore. I have to boot it about 10 or 15 times before it will completely boot and then it makes my monitor roll for about 15 minutes until it gets warmed up. After that it seems fine but, I would hate for it to fry my BB or something else. So, I dug out the 130xe that I bought new about 10 or so years ago. I haven't used it but for about an hour or so in the past because I hate the freakin' keyboard!

My 800XL had a 256k Rambo upgrade, and with Sparta X, I had about 35k to program with. With the 130xe, I can't get but about 30 or 31k. I've got the config.sys to use banked for the X cart, just as I did with the 800XL. With the 800XL I had a 440k ramdisk and still had some extra ram to play around with programming. With the 130xe the default for the ramdrive with the X cart is no ramdrive and I have it set that way but still only get the 30 to 31k. The config.sys I'm using is:

```
DEVICE SPARTA BANKED 4 5
DEVICE SIO
DEVICE ATARIDOS
DEVICE JIFFY
SET CAR=B:CAR.SAV
SET BASIC=B:BAS.SAV
SET PATH= ;CAR:;A:>;B:>;C:>
SET PROMPT=$L:$P>
```

I guess this would really be better for compatibility with other systems if I were to put anything I program out there for other users to utilize. If I recall, with Dos 2.5, I had about 32k. But for my own use, I would really like to have the extra 3 or 4k back. I have lost the X cart manual, and the one on the 'net doesn't have the chapter on the DEVICE's listed yet. Anyone have any ideas what setting changes I could make to regain the 'lost' ram?

That brings me to my next question. How hard is it to upgrade the 130xe to 320k ram or more? On one 'net site it stated that you just have to replace the 4x64 chips with 4x256 chips to get to 320k. Is that true? Any clues on where I would get 4x256 ram chips? The fact the ram chips are soldered to the motherboard coupled with the fact that I haven't soldered or de-soldered anything for about 10 years really sucks.

652. Re: Suggestions for a MyDOS update...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 11:12:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <94mda0$be5$1@nets3.rz.RWTH-Aachen.DE>
Source record: 39176

Howdy (do you have a name?)

>The main problem with the 'smart' cartridge aproach and the pass thru
>idea (SDX clone) is that there does not exist supplies of such a board
>or a case to hold one.

But it can keep memlo very low. And a pass thrue cart shouldn't to too hard to build. Problem is, who's got the rights? And are these the rights to the design of the case, or the idea? In other words, if we redesign the cases, are we allowed to build our own.

What I forgot to mention is that sometimes when copying (but it hasn't happened in years, so maybe it's limited to floppy drives or to one-floppy drive systems) without extender, that MyDOS will add an extender. I have NO clue where it gets the characters it than uses as extenders, but they are 'normal' characters, a-z.

CU Mathy van Nisselroy

653. FloppyBoards available at CSS

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 12:25:07 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <94mhj3est1@nets3.rz.RWTH-Aachen.DE>
Source record: 39177

Howdy folks

For those who didn't know:

Floppyboard can ordered again at CSS. Bob seems to have about half of them left. http://www.nleaudio.com/css

CU Mathy van Nisselroy

654. BBXFER 1.9 available

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 12:26:37 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <94mhltest2@nets3.rz.RWTH-Aachen.DE>
Source record: 39178

Howdy Folks

BBXFER 1.9 is available at http://www.nleaudio.com/css
The Atari2PC truncation bug and the time/date stamp bug are fixed by Dan Vernon

CU Mathy van Nisselroy

PS Thanks Dan!!!!

655. Re: 130xe Ram upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 14:17:35 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t6torj9qg771b7@corp.supernews.com>
Source record: 39179

"David\Julie Wilson" <cybrslider@home.com> wrote in message
news:Lyyb6.29480$bb.762868@news1.rdc1.tx.home.com...
> Hi all.
>
> My 800XL has become just to darn flaky to use anymore. I have to boot it
> about 10 or 15 times before it will completely boot and then it makes my
> monitor roll for about 15 minutes until it gets warmed up. After that it
> seems fine but, I would hate for it to fry my BB or something else. So, I
> dug out the 130xe that I bought new about 10 or so years ago. I haven't
used
> it but for about an hour or so in the past because I hate the freakin'
> keyboard!

I assume you've already pulled and reseated all the socketed chips on the
mother board.

You may want to try replacing the RAM chips one by one. You will be able to
check them with either a 64kx1 or 256kx1 chip. I've had problems like you
describe with a badly done upgrade before: One of the pins on a RAM folded
under and kind of looked like a 'J'. It made good'nuff contact that the
machine mostly worked, but the failure mode was a lot like you describe.

Other 'biggie' failure is if you have a processor that is Made in Mexico.
<snip>
> That brings me to my next question. How hard is it to upgrade the 130xe to
> 320k ram or more? On one 'net site it stated that you just have to replace
> the 4x64 chips with 4x256 chips to get to 320k. Is that true? Any clues on
> where I would get 4x256 ram chips? The fact the ram chips are soldered to
> the motherboard coupled with the fact that I haven't soldered or
de-soldered
> anything for about 10 years really sucks.

I believe all 130XE's came w/o socketed RAM. That means you will either be
piggybacking chips or removing 8 RAM chips from the mother board. Maybe just
me, but I don't consider that a trivial exercise.

I have heard of some Atari computers other then the 600XL that used 4x
chips, but all the 130XEs I have seen usee 2 banks<8 chips/bank> of 64kx1
DRAMs.

656. Re: Paper tape readers for micros. (Re: I feel 31337!111!!)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 14:45:28 UTC
From: noone@nowhere.net
Message-ID: <3A6EEA88.81F52F3E@nowhere.net>
Source record: 39180
Cross-posted to: alt.religion.kibology,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

ROTFL... Boy this brings back memories. I remember when I too could look at 6502 hex machine code and automatically convert it to assembly in my head. And yes, the common entry points would automatically translate as well. I looked at this sequence and though "Load A register with $B1, print it on the screen". Wow, major flashback. I can't for the life of me remember what character that is though. :)

Just _had_ to look it up in the ASCII chart in the old Epson manual. It is the number one "1". Now, was that Flashing or inverse or normal???

TTYL,
Ed

Paul Guertin wrote:
> One evening, she was dictating something like "A9 B1 20 ED F0" and
> I interrupted her and asked her if she meant "FD" instead. She said
> "Um... yes... but how did you know?"

657. Re: Suggestions for a MyDOS update...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 14:52:09 UTC
From: Jeff Williams <williaj@sympatico.ca>
Message-ID: <t_Bb6.115560$JT5.4088570@news20.bellglobal.com>
Source record: 39181

Maybe it's time MyDOS went under the OS ROM. It would solve your memory problem. 400/800 use wouldn't be an issue either, since those machines don't (generally) come with hard drives.

658. Re: Sacramento area Atarians? (Want to form a club?)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 15:43:21 UTC
From: Stephan Sauerburger <stephan@condor.nrl.navy.mil>
Message-ID: <94mt6p$452$1@ra.nrl.navy.mil>
Source record: 39182
Cross-posted to:
comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.video.classic,rec.games.video.atari,alt.games.lynx,comp.sys.atari.st

Well I'm quite an avid Linux user, Jaguar/2600/7800/Lynx player, and game developer, so that
all sounds right up my ally.. only problem is, I live in MD! But how about a mailing list or
something?....

~Stephan~

In alt.games.lynx William Kendrick <nbs@bolt.sonic.net> wrote:

> I'm curious if there are many Atari users in the Sacramento area.
> (I live in Davis and work in Sacramento)

> If so, would people be interested in creating a new users group?

> I am aware of the Yolo Atari Club, but unfortunately I moved to Davis
> just in time to attend YAC's very last meeting. (A core member moved out
> of town.)

> I also recently discovered that the San Leandro Computer Club is still in
> existance, but they're very far away, focus mainly on PC's now, and most
> importantly, their meetings are on the same day that the
> Linux Users Group Of Davis meets. (I'm president; kinda need to be there.)

> My main interests in the Atari realm are 8-bits, Lynx and Jaguar,
> as I own at least one of each. My experience in clubs include co-founding
> (and now running) a 150+-member Linux user group, and a much smaller
> (and more informal) game design club.

> My reasons for wanting a club would simply be to hang out, play games,
> have fun, and possibly even do some hobby development! :)

> Anyone interested!?!

> -bill!
> bill@newbreedsoftware.com
> http://www.newbreedsoftware.com/bill/

659. Re: Documentation for 'the pill'

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 16:26:54 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <cdpt6t8fphk5bu79tgsbkiv3adlfs4ib05@4ax.com>
Source record: 39183

The other Day ronfucci@bellsouth.net wrote:

>thanks Jindrich.
>
>my understanding of how to use 'the pill' is incomplete, but i have
>seen reference to its use with a fake cart.
>
>unfortunately, i can't quite make out the instructions in the URL for
>building a fake cart.

http://www.nleaudio.com/css

Look at the products and you will see the Super Pill..

Its only 24.95 so might save you hassle?
--

Give me a good playable old game rather than a pretty new one

660. New Game for ATARI XL/XE (Mr Proper)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 16:31:17 UTC
From: nir dary <nir@minicom.com>
Message-ID: <94n02gipa1@news.netvision.net.il>
Source record: 39051

If you are Interested that Alexander Martin will finish his game "Mr.
Proper"
please write your name the following guest book:

http://two.guestbook.de/gb.cgi?gid=389615&prot=llxsiu

If there will be enough peole who will be interested a new game for our
beloved ATARI XL/XE will be released at the year 2001 (who would ever
belived)

You can download a free demo of the game from the following link:

http://people.freenet.de/mrbacardi/MRPROPER_Demo.ZIP

You can Test and Play the demo on any XL/XE or ATARI800WIN emulator

Nir

661. Atari800Win and Atari800Win Plus

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 16:43:43 UTC
From: Richard Smith <rsmith@NOSPAMplaneteer.com>
Message-ID: <S1Fb6.6492$Oe.29991@tor-nn1.netcom.ca>
Source record: 39188

Can anybody tell me if the "Atari800Win" project is still ongoing or if the "Atari800Win Plus" emulator has taken over ? Or do I need to keep up to date with both emulators now ?

Thanks,

Richard.
--
Please remove the "NOSPAM" from my address if replying via email.

662. Re: Paper tape readers for micros. (Re: I feel 31337!111!!)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 16:47:50 UTC
From: sacraver@use.my.princeton.address
Message-ID: <WGDb6.87$pb6.25968@typhoon2.ba-dsg.net>
Source record: 39184
Cross-posted to: alt.religion.kibology,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Linards Ticmanis <ticmanis@coli.uni-sb.de> wrote:
>Xcott Craver wrote:
>> I AM NOT MAKING THIS UP: one issue of the Transactor had an
>> article on holography using a dot matrix printer. Yes,
>> holography.
>
>Wait... that didn't happen to be an April issue, right? One April
>issue of the German 64er had an article about printing on easter eggs
>with a dot matrix.

I JUST MIGHT still have the issue at home, but I won't be back
in IL until march. It's not likely to be a prank; the
Transactor's idea of an April fools' prank would be printing
an issue that was 98% advertising free instead of 99%
advertising free. Or not hiding a cartoon dog on the front
cover.

> The Master said, "The business of laying on the colors follows the
>preparation of the plain ground."

-S

663. Re: Testing a 9VAC PS

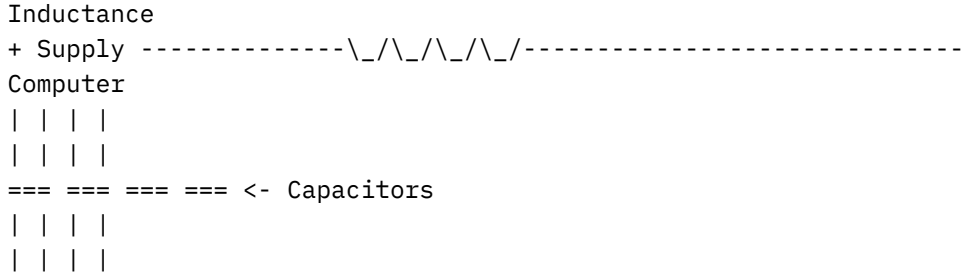
Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 16:48:02 UTC
From: Olav Queseth <olav.queseth@radio.kth.se>
Message-ID: <3A6F0742.AE31302B@radio.kth.se>
Source record: 39186

Hi!

> > Second part of this question: Only a couple of devices such as the Indus
> drive
> > used a DC power supply. Presumably their motive was space and maybe less
> heat
> > in the drive. (?) Any other likely motives for their using the DC supply?
I'll make another guess. They wanted to avoid interference (hum) in the
drive
and placed all the AC circuitry outside. This is very overkill, but
maybe
an audio design guy worked at INDUS.

> > Third part: I have read that any unfiltered AC (ripple) voltage is bad.
> Yet
> > (virtually) no one went to the trouble to add things like Zenier diode(s)
> to
> > really clean up the DC on drive boards. How clean is clean for devices
> like
> > our drives and cpu consoles?
>
> What I have noticed is a lot of equipment seems to be able to handle a lot
> of ripple in power supplies. I guess everything ripples in sync so as my
> 6502 drops from 5.25V to 4.5V, so does my POKEY.
The chips generally are specified between 5.25 and 4.75 volts. So the
ripple
should not be larger than this. In addition there are inductances and
resistances
on the board (the copper lines) which will make the voltage drop a
little
bit extra, which leaves less margin for ripple.

The obvious way to get rid of ripple is filtering. A large capacitor
does this
fairly well. If you want to get a really clean DC you can do something
like this



- Supply ----------

The Capacitors should be one large and on small on each side of the inductance.
The capacitors and the inductance forma a pi filter that filters the AC component.
The reason to have a small capacitor together with a small one is that the large
capacitors does not handle high frequencies well, but the small ons does handle these
better.

/Olav

664. Re: Paper tape readers for micros. (Re: I feel 31337!111!!)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 17:02:27 UTC
From: c64@fiberia.com
Message-ID: <3A6F0AA3.586A9EB5@fiberia.com>
Source record: 39185
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Paul Guertin wrote:
> I had this deal with my mom: I would do the dishes, and then she would
> dictate hexadecimal to me for half an hour every night after dinner.
> Went through many an issue of Nibble that way.

The 64'er magazine had a system that encoded hex code into
strings that used all ascii chars plus a check sum.
With a special program (which I had to type in the hard way first),
you could type in these sequences without looking to the screen.
If you made a mistake, you would hear a sound if it detected
that the checksum didn't match.
I typed in a complete macro assembler this way, I think it was about
three pages of 4 columns each with the strings in a very tiny script.
It took me days to finish it.
And although it had the checksums, one mistake slipped through,
and I had to run through the whole thing again to find the mistake.

Luckily the internet became popular and we can download all
those wonderfull programs in a blink!

665. Re: Paper tape readers for micros. (Re: I feel 31337!111!!)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 17:06:22 UTC
From: sacraver@use.my.princeton.address
Message-ID: <iYDb6.141$Gi7.33135@typhoon2.ba-dsg.net>
Source record: 39187
Cross-posted to: alt.religion.kibology,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

<noone@nowhere.net> wrote:
>ROTFL... Boy this brings back memories. I remember when I too could
>look at 6502 hex machine code and automatically convert it to assembly
>in my head. And yes, the common entry points would automatically
>translate as well.

Northern Illinois University had a very assembler-centric program,
using the IBM 360 mainframe architecture. You could satisfy all the
coursework for a BS using only a tvi910+ terminal and VM/CMS.
This is, like, 1995. And it's probably still they same today, tho
they replaced all the tvi910s with PCs emulating tvi910s.

Anyways, the final OS course required such insane familiarity with hex
that my officemate, given a TA job for the intro assembler course, was
worshipped and feared like a volcano god. Students would come to him
with printouts of programs that were abending, and he'd flip past the
assembler source to the hex dump. This was *easier* for him, because
you wouldn't be fooled by mistyped instructions like "LA R5,R1"
instead of "LR R5,R1."

Figuring out where and how you were ABENDing by looking at a page
of hex was, to the uninitiated, like predicting the outcome of the
next Superbowl by staring at static on your TV.

>Ed
-S
[Hiding from the apostrophe police]

666. Re: 130xe Ram upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 18:28:56 UTC
From: "David\\Julie Wilson" <cybrslider@home.com>
Message-ID: <I9Fb6.29836$bb.765177@news1.rdc1.tx.home.com>
Source record: 39189

Yes, I pulled all of the chips and reseated them all. No help there. I don't have any extra 1x256K chips to try to replace them one at a time. I guess I could try the old 1x64k chips that were replaced when the Rambo upgrade was installed to see if that improves the situation any.

I don't know where the processor was made. It doesn't have a 'made in' stamp on it. Just a part number. All the other 'big' chips were made in Japan or Korea.

I popped the case on the 130xe last night and it has 4 ram chips. 4464 is the part of the number on 'em.

You are correct in that the ram chips are soldered to the main board of the 130xe. Actually, 2 are and 2 aren't. At least, I think their not. They are higher above the main board than the other 2 chips and appear to be installed in some kind of metal tubes which in turn are soldered to the main board.

I don't believe removing chips that are soldered to the main board a trivial exercise either. I pretty much don't want to even attempt it at this point because the 130xe and the 800XL are the only two 8 bit's I've got left. One ain't working so good and if I try to de-solder the 130xe and mess it up, I'm without a for sure good machine.

Thanks for your input. I believe I'll try the old 64k chips in the 800XL and see what happens.

David

"Rick Cortese" <ricortes@netmagic.net> wrote in message
news:t6torj9qg771b7@corp.supernews.com...
> "David\Julie Wilson" <cybrslider@home.com> wrote in message
> news:Lyyb6.29480$bb.762868@news1.rdc1.tx.home.com...
> > Hi all.
> >
> > My 800XL has become just to darn flaky to use anymore. I have to boot it
> > about 10 or 15 times before it will completely boot and then it makes my
> > monitor roll for about 15 minutes until it gets warmed up. After that it
> > seems fine but, I would hate for it to fry my BB or something else. So,
I
> > dug out the 130xe that I bought new about 10 or so years ago. I haven't
> used
> > it but for about an hour or so in the past because I hate the freakin'
> > keyboard!
>
> I assume you've already pulled and reseated all the socketed chips on the

> mother board.
>
> You may want to try replacing the RAM chips one by one. You will be able
to
> check them with either a 64kx1 or 256kx1 chip. I've had problems like you
> describe with a badly done upgrade before: One of the pins on a RAM folded
> under and kind of looked like a 'J'. It made good'nuff contact that the
> machine mostly worked, but the failure mode was a lot like you describe.
>
> Other 'biggie' failure is if you have a processor that is Made in Mexico.
> <snip>
> > That brings me to my next question. How hard is it to upgrade the 130xe
to
> > 320k ram or more? On one 'net site it stated that you just have to
replace
> > the 4x64 chips with 4x256 chips to get to 320k. Is that true? Any clues
on
> > where I would get 4x256 ram chips? The fact the ram chips are soldered
to
> > the motherboard coupled with the fact that I haven't soldered or
> de-soldered
> > anything for about 10 years really sucks.
>
> I believe all 130XE's came w/o socketed RAM. That means you will either be
> piggybacking chips or removing 8 RAM chips from the mother board. Maybe
just
> me, but I don't consider that a trivial exercise.
>
> I have heard of some Atari computers other then the 600XL that used 4x
> chips, but all the 130XEs I have seen usee 2 banks<8 chips/bank> of 64kx1
> DRAMs.
>
>

667. Re: Paper tape readers for micros. (Re: I feel 31337!111!!)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 18:31:13 UTC
From: pausch@saaf.se
Message-ID: <94n71h$dq9$1@merope.saaf.se>
Source record: 39190
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

In article <3A6F0AA3.586A9EB5@fiberia.com>, <c64@fiberia.com> wrote:

> The 64'er magazine had a system that encoded hex code into
> strings that used all ascii chars plus a check sum.

Base-64 ??? Fortunately not ALL ASCII characters are used,
only most of the printable ones... :-)

> With a special program (which I had to type in the hard way first),
> you could type in these sequences without looking to the screen.
> If you made a mistake, you would hear a sound if it detected
> that the checksum didn't match.
> I typed in a complete macro assembler this way, I think it was about
> three pages of 4 columns each with the strings in a very tiny script.
> It took me days to finish it.
> And although it had the checksums, one mistake slipped through,
> and I had to run through the whole thing again to find the mistake.
>
> Luckily the internet became popular and we can download all
> those wonderfull programs in a blink!

OTOH even without the Internet, there are now scanners and OCR
software which almost has made printed paper a machine-readable
format.

--

Paul Schlyter, Swedish Amateur Astronomer's Society (SAAF)
Grev Turegatan 40, S-114 38 Stockholm, SWEDEN
e-mail: pausch at saaf dot se or paul.schlyter at ausys dot se
WWW: http://hotel04.ausys.se/pausch http://welcome.to/pausch

668. Transferring Atari files to PC-- need advice, help

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 20:33:02 UTC
From: Brian Siano <bsiano@bellatlantic.net>
Message-ID: <3A6F3AA3.B6AD2364@bellatlantic.net>
Source record: 39191

I have an old Atari 800 system, with an 810 and 1050 disk drive,
interface,
and a slewof old sisks. I'd really like to transfer the contents of the
disks--
old Atariwriter and ASCII files, actualy-- to my PC.

I'd heard that Xformer would allow me to hitch an 810 disk drive to my
PC, but
I've been unable to find a source for a cable.

Are there any Atari users out there who might be able to help me in
this?

669. Re: Paper tape readers for micros. (Re: I feel 31337!111!!)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 20:41:13 UTC
From: salfter@salfter.dyndns.org
Message-ID: <980369040.520061@chakotay.ncc74656.org>
Source record: 39192
Cross-posted to: alt.religion.kibology,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

In article <ao2b6.51036$lV5.814356@news2.giganews.com>,
Nick Bensema <nickb@fnord.io.com> wrote:
>In article <ouja6.2741$CP4.876134@typhoon2.ba-dsg.net>,
>Xcott Craver <sacraver@use.my.princeton.address> wrote:
>>Nick Bensema <nickb@fnord.io.com> wrote:
>>>I wonder why nobody invented paper tape readers for microcomputers,
>>
>> You kept this idea to yourself, didn't you? You had this idea
>> in the 80s but kept it to yourself while I had to "A9 02" for
>> three hours, didn't you? Oh, ho-ho boy, oh boy, ooOOOoooooh.
>
>Well, nobody would have listened; in early 1980 I was 2; in late 1989
>I was 12.
>
>And, having such bad eyesight as I did, I never even TRIED typing in
>those damn things. Well, I think I tried once and got like twelve
>lines in or so.

It's somewhat good typing practice, or at least BASIC programs were. Typing
in hex dumps is a bit different, but it was faster (for me, anyway) than
typing in the source code and assembling it. (You also didn't have to
translate the printed pseudo-ops into the (usually different) pseudo-ops
used by your assembler.)

>> At the very least I'm surprised that COMPUTE! and etc didn't print
>> something a little more intelligent than hex with a simple checksum.
>> They could have used alphanumerics to give each keypress 6 bits
>> rather than 4. This would have cut our typing time by *one fricken
>> third*, and take up considerably less space in their magazine.
>
>If I'm not mistaken, the Atari magazines weren't so smart. They had
>us type in decimal, meaning three keystrokes per byte.

Hex with a checksum per line and for the whole file was typical for Apple II
magazines. Nibble had two ways to go: a free checker published in every
issue that checked each line as you typed it, or an editor you could buy
from them that would check an entire program in one shot. Me being the
cheapskate I was, I rigged their free checker so it would check whole
programs. I sent it to them, but they weren't interested (gee, I wonder why
:-)). That hacked version has been useful for scanning/OCRing
programs...first time I tried that was in 1989 on a Mac IIx with an Apple

Scanner and OmniPage (or its predecessor if it had a different name back then), and it worked fairly well at weeding out OCR errors. (I really ought to scan in my Nibble collection sometime...paper doesn't last forever.)

>And as for an optical magazine- program scanner, I'd like to see someone
>design such a thing such that it would be easy to make, or mass-produce at
>reasonable prices, in the 80's. Because if it was possible, it's
>completely stupid that they didn't do it.

There was such a device, the Cauzin Softstrip reader. It was available for the Apple II, Mac, and x86 boxen, and a few magazines published some of their programs with it. (You could also print your own strips to make a "dead-tree backup" of your files.) It never really caught on, though. It wasn't too outrageously priced (under $200 IIRC), but I suspect that the market of people entering their software from magazines wasn't big enough to support it.

_/_
/ v \
(IIGS(Scott Alfter (remove Voyager's hull number to send email)
_^_/ http://salfter.dyndns.org
-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.0.4 (GNU/Linux)
Comment: For info see http://www.gnupg.org

iD8DBQE6bz6KVgTKos01OwkRAkchAJ9XE+QEqzvjQlL24m/zAKWJ/81bdgCgjkTJ
i1XTjAAvsVdfms86f1iwSz0=
=Qlr7
-----END PGP SIGNATURE-----

670. Re: 130xe Ram upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 20:46:36 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t6ufl03mtj8v9a@corp.supernews.com>
Source record: 39193

"David\Julie Wilson" <cybrslider@home.com> wrote in message
news:I9Fb6.29836$bb.765177@news1.rdc1.tx.home.com...
> Yes, I pulled all of the chips and reseated them all. No help there. I
don't
> have any extra 1x256K chips to try to replace them one at a time. I guess
I
> could try the old 1x64k chips that were replaced when the Rambo upgrade
was
> installed to see if that improves the situation any.

It will just look like a regular 800XL w/o memory expansion.
>
> I don't know where the processor was made. It doesn't have a 'made in'
stamp
> on it. Just a part number. All the other 'big' chips were made in Japan or
> Korea.

It will be Rockwell made in Mexico if it is the problem one.
>
> I popped the case on the 130xe last night and it has 4 ram chips. 4464 is
> the part of the number on 'em.

Thanks for the info. You are the first, first hand person to confirm this I
have come across. I had thought if there were any they were probably in
Europe or something.

671. re: a800win 2.7 & 2.7b

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 20:53:38 UTC
From: carmel_andrews@my-deja.com
Message-ID: <94nfcdqcm1@nnrp1.deja.com>
Source record: 39194

Having just used both a800win 2.7 & 2.7b, I am having a prob with the roms, If I boot without an image (disk) and basic is disabled, and i select memory test from the self test screen, everything is ok, but if i then install or load in a disk image, and later cold or warm boot the emulator it will jump to self test, and if you run the mem test the rom shows up as red (bad rom), I got the roms (xl,osb,5200 etc) from the links in david firths site (programmer of a800win), is there any reason for this or am i doing something or, or is there a bug in a800win that prevents the roms workinmg properly, I am also having a problem in using the omnimon rom image and qmeg rom images in a800win 2.7b
Does anyone know where i can get a rom image of the osa version of a800 o/s

yours atarily

carmel A

Sent via Deja.com
http://www.deja.com/

672. Re: 'Dead' Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 21:10:28 UTC
From: Geoff McHugh <mcpuffin@forty-seven.demon.co.uk>
Message-ID: <94ngbqrge1@nnrp1.deja.com>
Source record: 39195

In article <t6scb4isbecp0a@corp.supernews.com>,
"Rick Cortese" <ricortes@netmagic.net> wrote:

<snip>

> I'm looking at the schematic right now and asking myself "Why did they
do
> things like this?" Probably some engineering thing that only an
engineer
> would understand.
>
> They have 4 low value caps on the output side of the 7812 that could
have
> shorted. These are C70, C43, C42, 47 micro Frarad and C21 4.7 micro
Farad.
>
> C70, C43, and C42 are just forward of the TIP110 transistor mounted on
the
> heat sink.
>
> C21 is mounted near the front of the board next to a RCA CA3086
transistor
> array.
>
> As far as I can see, the only chips that have 12V being fed directly
into it
> w/o having a low value current limiting resistor <~47 Ohm> are the U22
> MC1733CP, U23 NE592, U24 CA311, chips. Kind of skeptical it could be
one of
> the, I mean the CA311 is just a little 8 pin dip/op amp thing. Putting
30
> watts through that if it failed would have made it glow like a xmas
tree
> bulb.
>
> First thing is to check the little caps I just mentioned for puffs.
Maybe
> hold the PC board up to a bright light and look for signs of browning
> fiberglass resin around the chips/caps I just mentioned.
>
> For ref, the area around the diodes in the voltage doubling circuits
is
> likely to be a taffy brown and that is the only place you should see
that
> condition on the board if they were mounted directly on the board vs

~1/2"
> above it.
>
> It is kind of risky, you will burn your finger for sure, but another
"If it
> was my thumb" kind of thing. I would plug a good transformer back in
after
> fixing the snipped leg of the 7812 and check each of the chips. Just
moisten
> a finger so you don't completely brand yourself and lightly touch the
chips.
> If there is a hot one, that is your culprit.
>

I have this strange feeling we're backtracking right back to where we started out :)

I fixed the 7812 and checked the 4 caps for puffiness - they look pretty much as I imagine capacitors should, so I doubt if it's them. The chips look ok and don't seem to even warm up when power is applied.

So I looked at the board, and the only place I can see any signs of heat are round the two diodes nestled among the 3 big caps at the back (CR15 and CR16) With power applied, and a licked fingertip, the lead into CR15 is hot enough (within seconds) to make an audible hiss as the saliva (and then my fingertip - you were right about getting branded!!) boiled away!

Now, does that sound like CR15 & 16 are the problem? They both give a different resistance when measured in both directions - swapping +ve & -ve probe - but boy were they hot!! My fingertip is still stinging ten minutes later!! :) Or does it point to some other possible cause?

--
Geoff

Sent via Deja.com
http://www.deja.com/

673. Re: Paper tape readers for micros. (Re: I feel 31337!111!!)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 21:37:23 UTC
From: John King <joki@eskimo.com>
Message-ID: <94ni5vgmg1@eskinews.eskimo.com>
Source record: 39196
Cross-posted to: alt.religion.kibology,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

"Xcott Craver" <sacraver@use.my.princeton.address> wrote in message news:wMnb6.9165$Jw.1845647@typhoon2.ba-dsg.net...

> >Besides, typing in BASIC programs was more fun, it taught me to program.

It helped teach me to type. It was slow and painful at first.

674. Re: The Atari Book Keeper ATR?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 21:51:38 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010124165138.12105.00001057@ng-fl1.aol.com>
Source record: 39097

1st you should get Typer's Toolbox from early Antic (
http://www.atarimagazines.com/); it has a DATA mode which does the line numbering and the "DATA" and the commas - you just type numbers and Return. I even added their checksum routine to mine eventually.
2nd The conversion table is 18 bytes beginning with the "52" & "24" around line 270-280-290 through the "155"; it is raw hardware key codes from the OS Manual. They can be redefined in the data statements;

52,24,29,27,35,51,53,48,43,31,30,26,50,34,12,14,28,155
del 4 5 6 N 7 8 9 Y 1 2 3 0 . ret - esc

The best and only thorough treatment I have seen on the internal keycode system was in Compute!'s 3rd Book of Atari.

D is 58 replace the 28
A is 63 " 35
T is 45 " 43
comma is 32 " 34
> chainsaw11 chainsaw11@my-deja.com replied:

>I tried the one you posted from computer shopper and it works great.

>not sure I understand the coding, If it is not ATASCII then what?

> like to change the period to a comma, the escape to a 'd',the no to a 'a',
> and the yes to a 't'. That way I can type in DATA statements

-Ron

Inform everyone that communications have completely broken down.

675. Re: 'Dead' Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 22:32:02 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t6ulqlqk92rn6c@corp.supernews.com>
Source record: 39098

"Geoff McHugh" <mcpuffin@forty-seven.demon.co.uk> wrote in message
news:94ngbqrge1@nnrp1.deja.com...
> In article <t6scb4isbecp0a@corp.supernews.com>,
> "Rick Cortese" <ricortes@netmagic.net> wrote:
> So I looked at the board, and the only place I can see any signs of heat
> are round the two diodes nestled among the 3 big caps at the back (CR15
> and CR16) With power applied, and a licked fingertip, the lead into
> CR15 is hot enough (within seconds) to make an audible hiss as the
> saliva (and then my fingertip - you were right about getting branded!!)
> boiled away!
>
> Now, does that sound like CR15 & 16 are the problem? They both give a
> different resistance when measured in both directions - swapping +ve &
> -ve probe - but boy were they hot!! My fingertip is still stinging ten
> minutes later!! :) Or does it point to some other possible cause?

I would expect them to be hot since there appears to be a dead short on the output circuitry of the 7812. The seemed to be working fine when you cut off the output leg of the 7812 anyway.

I hope you feel comfortable with pulling a few parts to isolate the short. I will try to really keep it simple. Start by pulling L6, the inductor right by the jumpers/heat sink and measure the resistance from the both solder pads and the output of the 7812 to ground.

If the 7812 output goes to ~6k or so and one side of the former 'home' of the inductor pads <not a real reading but what I see while the caps and stuff charge to the resistance testing voltage of my DVM> then it is the TIP110.

If it doesn't, look for inductor L4 up by the front of the board, next to the CA3086. Same basic procedure.

Since all the chips are running cool, I don't think it could be one of them. If they were blown, they would have been as hot as the power diodes. I mean a 30 watt soldering iron is pretty hefty. It's got to be a part that is capable of sinking one hell of a lot of current w/o glowing red. That kind of leads me to suspect the TIP agains, maybe a genuine short like a lead or solder goober, or maybe a shorted cap.

676. Re: Paper tape readers for micros. (Re: I feel 31337!111!!)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 22:41:50 UTC
From: sacraver@use.my.princeton.address
Message-ID: <OSIb6.604$pb6.125759@typhoon2.ba-dsg.net>
Source record: 39099
Cross-posted to: alt.religion.kibology,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

John King <joki@eskimo.com> wrote:
>
>> >Besides, typing in BASIC programs was more fun, it taught me to program.
>
>It helped teach me to type. It was slow and painful at first.

BASIC definitely did not help me learn to type. I will, however,
have a backup plan if 8 of my fingers are bitten off.

-S

[I learned to type by authoring hearty flames.]

677. Re: Atari800Win and Atari800Win Plus

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-24 23:49:31 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <r6qu6tsug1lapn82tmoq1au9cfqcbfl839@4ax.com>
Source record: 39100

The other Day "Richard Smith" <rsmith@NOSPAMplaneteer.com> wrote:

>Can anybody tell me if the "Atari800Win" project is still ongoing or if the
>"Atari800Win Plus" emulator has taken over ? Or do I need to keep up to date
>with both emulators now ?
>
Rich who writes Atari800win does still update it but less so these
days, time is a premium for him so who knows when / if he will get
time to work on it.

The plus project isn't a takeover, its a separate project based on the
source code of Atari800win. Personally I keep both upto date but its
more likely you will see newer updates from the excellent Plus
project.

Maybe Rich will answer this himself?
--

Give me a good playable old game rather than a pretty new one

678. Re: 130xe Ram upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 00:51:03 UTC
From: "David\\Julie Wilson" <cybrslider@home.com>
Message-ID: <XLKb6.30232$bb.769197@news1.rdc1.tx.home.com>
Source record: 39101

The 64k chips produced the same result. I put the 256K chips back in and the results were worse. I ran a program that checks for extra ram and reports how much memory the machine has. First run it said 576K. Second run it said 256K. Then it locked up. When I pushed reset, it went into self test mode. But not the normal way, it went right into the memory test. It tested about 34K, then cycled back to the beginning of the test, tested 34k again and cycled back. I turned it off at that point. I have another 800XL in storage somewhere. I think it doesn't have socketed chips though. But, at least it has a decent keyboard. That is, if it still works.

It was great actually giving you information!

Thanks again for your input.

David

"Rick Cortese" <ricortes@netmagic.net> wrote in message
news:t6ufl03mtj8v9a@corp.supernews.com...
> "David\Julie Wilson" <cybrslider@home.com> wrote in message
> news:I9Fb6.29836$bb.765177@news1.rdc1.tx.home.com...

> It will just look like a regular 800XL w/o memory expansion.

> It will be Rockwell made in Mexico if it is the problem one.
>
> Thanks for the info. You are the first, first hand person to confirm this
I
> have come across. I had thought if there were any they were probably in
> Europe or something.
>
>

679. ATR8000 Software

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 01:45:08 UTC
From: Boyd Staley <BoydStaley@att.net>
Message-ID: <3A6F84EC.D8A7B188@att.net>
Source record: 39102

I recently obtained a 64K ATR8000. Unfortunately it did not come with any of the original software (OSA+,CPM). I have not been able to find this anywhere on the net either. If someone could point me to it or email any of it to me it would be greatly appreciated.

Thanks,
Boyd

680. Info Wanted: Personal Peripherals Super Sketch

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 03:12:44 UTC
From: "Edward J. Smiley Jr." <smiley@chem.psu.edu>
Message-ID: <94o5j7epu1@nnrp1.deja.com>
Source record: 39103

Hi,
I have a Personal Peripherals Super Sketch pad complete in box
with the owners manual, warranty card, Sketch Pad, Cartridge, and
starter sketch packet. Can anyone give me information on it? From
what I have found, one site stated it was "extremely rare". Can anyone
help?

Thanks!

--
Edward J. Smiley Jr.

smiley@NOSPAMchem.psu.edu
(Remove NOSPAM)

Sent via Deja.com
http://www.deja.com/

681. Re: ATR8000 Software

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 04:07:37 UTC
From: patchell <patchell@silcom.com>
Message-ID: <3A6FA689.FEAE952D@silcom.com>
Source record: 39104

I have the CP/M...but it is on a 8 inch floppy (Yes, that is what I said, an eight inch floppy). Getting it onto another medium might be completely imposible. I still have an old 8 inch driver around here someplace. If nobody has anything that is more easily used, I can try to get that set up again. Also, on 8 inch floppies, I have the bios source and the source for the ATR rom. These are all original SWP disks.

Boyd Staley wrote:

> I recently obtained a 64K ATR8000. Unfortunately it did not
> come with any of the original software (OSA+,CPM). I have
> not been able to find this anywhere on the net either. If
> someone could point me to it or email any of it to me it
> would be greatly appreciated.
>
> Thanks,
> Boyd

--
-Jim
---
* Visit:http://www.silcom.com/~patchell/
*---
*I'm sure glad Merry Christmas comes just once a year
* -Yogi Yorgensen
---

682. FT: 2600, 5200, 7800, SMS, 8-bit, NES, blah blah blah...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 05:05:48 UTC
From: Joe Grand <jgrand@mindspring.com>
Message-ID: <3A6FB42C.78F77346@mindspring.com>
Source record: 39105
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.nintendo

Trade with me! Save me from eBay... :)

I'm looking for just about anything classic.. Particularly interested in
RCA Studio II and 2600 stuff.. Send me your trade lists if you're
interested, though.

Joe
jgrand@mindspring.com

ATARI 2600

Stellar Track
Gangster Alley
Final Approach
Kung-Fu Master (Activision, text)
Demons to Diamonds
Space Invaders (Sears, missing end label)
Kaboom!
Megamania

ATARI 5200

RealSports: Soccer

ATARI 7800

F-18 Hornet

NES

"Dog Bone" controller (NES-039)
Box & styrofoam for NES "Deluxe Set" (Console, Gun, ROB)

720
Alien Syndrome
Heavy Shreddin' (Complete)
Metroid
Skate or Die
T&C Surf Designs

California Games (Manual only)
Ice Hockey (Manual only)
Duck Tales (Manual only)

ODYSSEY 2

Speedway!/Spin-Out!/Crypto-Logic!

SEGA MASTER SYSTEM

Choplifter
Hang On/Astro Warrior

ATARI 8-BIT (XE)

Star Raiders
Miner 2049er (Blue casing, metallic silver label)
Miner 2049er (Blue casing, blue picture label)

683. Re: Paper tape readers for micros. (Re: I feel 31337!111!!)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 05:26:18 UTC
From: petekarl@online.no
Message-ID: <slrn96vedo.uba.petekarl@perkele.perkele>
Source record: 39106
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

c64@fiberia.com:

>The 64'er magazine had a system that encoded hex code into
>strings that used all ascii chars plus a check sum.

Oh, yeah, that system was extremely horrible. The one before was easier
(since it used hex code), but I guess they changed to get more compact.
Anyway, since it beeped when one entered incorrectly, and I had my C64
connected to the stereo, I switched on a TV program and typed, and
everytime I heard a beep, I just pressed DEL enough to remove the line,
and started over. I entered a number of programs from 64'er watching
TV...

>Luckily the internet became popular and we can download all
>those wonderfull programs in a blink!

It's withed mixed feelings I see this happen; it's nice not having to
type things in, but, on the other hand, you don't get the same direct
contact with source code any more. Like all the BASIC programs I
entered from magazines, they learnt out quite a bit of programming
techniques, and since I typed them in, I learnt them.

--
\\//
peter - iDOC= - http://www.softwolves.pp.se/idoc/

Statement concerning unsolicited e-mail according to Swedish law:
http://www.softwolves.pp.se/peter/reklampost.html

684. Re: Paper tape readers for micros. (Re: I feel 31337!111!!)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 05:29:52 UTC
From: petekarl@online.no
Message-ID: <slrn96veiv.uba.petekarl@perkele.perkele>
Source record: 39107
Cross-posted to: alt.religion.kibology,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Michael Black:

>There were also some attempts to distribute programs over the radio.

There has also been programs transmitted via TV, both terrestial and satellite. The German TV show ComputerClub on WDR started it, and then later a commercial company called Channel Videodat formed, transmitting over another German channel. They had a fixed schedule, and transmitted programs, news, and "online" magazines via satellite.

The problem was that since we lived in Sweden, we needed to get it via satellite, and that wasn't as reliable as one would've hoped, so we didn't always get the programs we set it to receive.

(This is a bit off-topic, since they didn't transmit C64 programs, they *did* however, at a time, transmit Amiga programs, but later went PC only).

--
\\//
peter - iDOC= - http://www.softwolves.pp.se/idoc/

Statement concerning unsolicited e-mail according to Swedish law:
http://www.softwolves.pp.se/peter/reklampost.html

685. Re: 130xe Ram upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 06:12:21 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <9tPb6.7860$TI3.2456576@typhoon.tampabay.rr.com>
Source record: 39108

The more you put in the XL like ram and other modifiecations the more amps
you need or the system will not boot.. Try a new power pack or make by
pulling one from an old IBM unit..
The IBM Power packs have Plenty of amps.. use a multitester to find the
5volts line (red) and ground (black)
and use the cord from an old Atari power pack. On the Atari cord there 2
lines 5volts and ground, the 5 volts has a white line on it.. Now
after its all done .. turn on the Atari first then the IBM power pack

Im able to boot my XL with 1 meg ramdisk, 512k ramdisk each with multi-os's
and Stereo upgrades and they last forever.. I too had the problem you are
having and it was the power.

Good Luck

"David\Julie Wilson" <cybrslider@home.com> wrote in message
news:Lyyb6.29480$bb.762868@news1.rdc1.tx.home.com...
> Hi all.
>
> My 800XL has become just to darn flaky to use anymore. I have to boot it
> about 10 or 15 times before it will completely boot and then it makes my
> monitor roll for about 15 minutes until it gets warmed up. After that it
> seems fine but, I would hate for it to fry my BB or something else. So, I
> dug out the 130xe that I bought new about 10 or so years ago. I haven't
used
> it but for about an hour or so in the past because I hate the freakin'
> keyboard!
>
> My 800XL had a 256k Rambo upgrade, and with Sparta X, I had about 35k to
> program with. With the 130xe, I can't get but about 30 or 31k. I've got
the
> config.sys to use banked for the X cart, just as I did with the 800XL.
With
> the 800XL I had a 440k ramdisk and still had some extra ram to play around
> with programming. With the 130xe the default for the ramdrive with the X
> cart is no ramdrive and I have it set that way but still only get the 30
to
> 31k. The config.sys I'm using is:
>
> DEVICE SPARTA BANKED 4 5
> DEVICE SIO
> DEVICE ATARIDOS
> DEVICE JIFFY
> SET CAR=B:CAR.SAV
> SET BASIC=B:BAS.SAV

> SET PATH= ;CAR:;A:>;B:>;C:>
> SET PROMPT=$L:$P>
>
> I guess this would really be better for compatibility with other systems
if
> I were to put anything I program out there for other users to utilize. If
I
> recall, with Dos 2.5, I had about 32k. But for my own use, I would really
> like to have the extra 3 or 4k back. I have lost the X cart manual, and
the
> one on the 'net doesn't have the chapter on the DEVICE's listed yet.
Anyone
> have any ideas what setting changes I could make to regain the 'lost' ram?
>
> That brings me to my next question. How hard is it to upgrade the 130xe to
> 320k ram or more? On one 'net site it stated that you just have to replace
> the 4x64 chips with 4x256 chips to get to 320k. Is that true? Any clues on
> where I would get 4x256 ram chips? The fact the ram chips are soldered to
> the motherboard coupled with the fact that I haven't soldered or
de-soldered
> anything for about 10 years really sucks.
>
>
>

686. Re: 400/800 Eprom cartridge??

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 06:38:27 UTC
From: Isaac Davis <idavis@my-deja.com>
Message-ID: <94ohl3$o1g$1@nnrp1.deja.com>
Source record: 39109

In article <Xns90311CB62tommindwarpedcom@207.126.101.97>,
tom@mindwarped.com (Tom Martin) wrote:
> Is there a way to burn rom images for 400/800 carts to an eprom. Put
that
> eprom in a blank cart and play the finished product in my 400/800?
If so
> how?
>
Tom,
You need a blank cartridge that is made for eproms. The production
carts from atari will not work with an eprom. There is something about
the lines. One is high when it should be low or something to that
effect. I have done it, and have a blank cart made for eproms. It holds
2716's I believe. I did manage to write a simple machine language
program that wrote my name to the screen. I burned it onto the eprom,
plugged it into the eprom cart and then plugged it in, and it worked.
One day I would love to write my own game on a cart.

I think that some people have the blanks for use with eproms. If anyone
knows of a good supply, I would like to buy a couple myself. Or if
someone would post how to modify the production carts to use eproms, I
would appreciate that also.
Good luck with it Tom.
--
isaac davis
idavis@my-deja.com

Sent via Deja.com
http://www.deja.com/

687. Adhesive tape readers for micros. (Re: I feel 31337!111!!)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 07:49:12 UTC
From: sacraver@use.my.princeton.address
Message-ID: <YTQb6.798$xn.254849@typhoon2.ba-dsg.net>
Source record: 39110
Cross-posted to: alt.religion.kibology,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

No, I'm not joking. I don't think they are.

http://www.cnn.com/2001/TECH/computing/01/24/storage.tape.idg/index.html

Can you imagine buying your kid Ultima CXXIV for Christmas,
and then accidentally wrapping the present using the tape
media?
-S

[Hey, and the man page for tr won't seem 30 years out of
date anymore!]

688. Re: Suggestions for a MyDOS update...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 09:02:49 UTC
From: melee5@my-deja.com
Message-ID: <94oq3nuqc1@nnrp1.deja.com>
Source record: 39112

Yeah, Lee will work.:) No one can claim any rights to the pass thru idea. That would have to be in a patent that has run out (17 years max). Same for design patent on case if one could even be issued. Real problem is money. I don't know about you, but I don't have a couple thousand to gamble away on such a project. And to what real end? SDX users claim it to 'be the best'. I've got it and rarely use it. I prefer MyDOS for compatability, stability, and it loads from hard drive faster than SDX can figure out what it wants to do at boot up. I guess it boils down to this - I don't see the pass thru cart as an answer to a question that's worthy - why?

You did mention that random extentsion popup bug. I've never seen it, I wonder if it was on an unstable machine?

Was their any significant enhanchments to 4.53/4 other than the 'numbered' .arx autorun.sys addition? I can't think of any, but I haven't yet found the good source code yet either. Thanks.

In article <94mda0$be5$1@nets3.rz.RWTH-Aachen.DE>,
nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:
> Howdy (do you have a name?)
>
> >The main problem with the 'smart' cartridge aproach and the pass thru
> >idea (SDX clone) is that there does not exist supplies of such a
board
> >or a case to hold one.
>
> But it can keep memlo very low. And a pass thrue cart shouldn't to
too hard to
> build. Problem is, who's got the rights? And are these the rights
to the
> design of the case, or the idea? In other words, if we redesign the
cases, are
> we allowed to build our own.
>
> What I forgot to mention is that sometimes when copying (but it
hasn't happened
> in years, so maybe it's limited to floppy drives or to one-floppy
drive
> systems) without extender, that MyDOS will add an extender. I have
NO clue
> where it gets the characters it than uses as extenders, but they
are 'normal'
> characters, a-z.
>

> CU Mathy van Nisselroy
>
>

Sent via Deja.com
http://www.deja.com/

689. Re: Suggestions for a MyDOS update...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 09:08:11 UTC
From: melee5@my-deja.com
Message-ID: <94oqdo$v4b$1@nnrp1.deja.com>
Source record: 39113

In article <t_Bb6.115560$JT5.4088570@news20.bellglobal.com>,
"Jeff Williams" <williaj@sympatico.ca> wrote:
> Maybe it's time MyDOS went under the OS ROM. It would solve your
memory
> problem. 400/800 use wouldn't be an issue either, since those
machines don't
> (generally) come with hard drives.
>
>
That's just what Sparta did and I think doing the same to MyDOS would be a big mistake. There is a surprizing number of programs and games that load in there and will not run with SpartaDOS. Moving the only other Double Density DOS for Atari machines under there leaves me cold. Just my opinion.

Sent via Deja.com
http://www.deja.com/

690. Re: ATR8000 Software

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 09:51:23 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3A6FF71B.7FA58356@ev1.net>
Source record: 39111

```
Boyd Staley wrote:
>
> I recently obtained a 64K ATR8000. Unfortunately it did not
> come with any of the original software (OSA+,CPM). I have
> not been able to find this anywhere on the net either. If
> someone could point me to it or email any of it to me it
> would be greatly appreciated.
>
Post this message to <comp.os.cpm>...someone there should be
able to help you...

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

691. Re: The Atari Book Keeper ATR?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 10:04:07 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <94otmo$1au$1@nnrp1.deja.com>
Source record: 39114

In article <20010124165138.12105.00001057@ng-fl1.aol.com>,
rhamiiton5@aol.comedy.com (RHamiIton5) wrote:
> 1st you should get Typer's Toolbox from early Antic (
> http://www.atarimagazines.com/); it has a DATA mode which does the
line
> numbering and the "DATA" and the commas - you just type numbers and
Return. I
> even added their checksum routine to mine eventually.
> 2nd The conversion table is 18 bytes beginning with the "52" & "24"
around line
> 270-280-290 through the "155"; it is raw hardware key codes from the
OS Manual.
> They can be redefined in the data statements;
>
> 52,24,29,27,35,51,53,48,43,31,30,26,50,34,12,14,28,155
> del 4 5 6 N 7 8 9 Y 1 2 3 0 . ret - esc
>
> The best and only thorough treatment I have seen on the internal
keycode system
> was in Compute!'s 3rd Book of Atari.
>
> D is 58 replace the 28
> A is 63 " 35
> T is 45 " 43
> comma is 32 " 34
> > chainsaw11 chainsaw11@my-deja.com replied:
>
> >I tried the one you posted from computer shopper and it works great.
>
> >not sure I understand the coding, If it is not ATASCII then what?
>
> > like to change the period to a comma, the escape to a 'd',the no to
a 'a',
> > and the yes to a 't'. That way I can type in DATA statements
>
> -Ron
>
> Inform everyone that communications have completely broken down.
>
Ahhhh I see! Thank you very much!
8-) Mo

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

692. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 10:13:55 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_980417587@rtfm.mit.edu>
Source record: 39115
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: January 7, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

An Atari 800XL used in a Czech hospital: http://www.asw.cz/~kubecj/aczhwho.htm

693. Re: Suggestions for a MyDOS update...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 12:27:37 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <94p63p$hd5$1@nets3.rz.RWTH-Aachen.DE>
Source record: 39116

Howdy Lee, folks

>No one can claim any rights to the pass thru
>idea.

That's good to hear.

>SDX users claim it to 'be the best'.

That's the same thing Windows and PC users say about there stuff.

>I don't see the pass thru cart as
>an answer to a question that's worthy - why?

Because sometimes I really would like to have something. And a MyDOS smart card would be just that thing. We don't really need a case. But if we do, we have a plastics institute here at the university with the newest injection moulding machines. (They have lots of visitors, and the manufacturors don't want these people to see old machines. :-))

>You did mention that random extentsion popup bug. I've never seen it,
>I wonder if it was on an unstable machine?

Not that I know of.

>Was their any significant enhanchments to 4.53/4 other than
>the 'numbered' .arx autorun.sys addition? I can't think of any, but I
>haven't yet found the good source code yet either. Thanks.

I never use MyDOS 4.53/4, I always use /3. The only difference between the two is that /4 is fixed at a minimum of 4 digits in the sectorcount. There should be a note with the 4.53/3 code on what was changed. I can send it to you if you want (remind me, I forget stuff like that). But the .arx thing has got to stay!!!!!!!!

CU Mathy van Nisselroy

694. Re: Suggestions for a MyDOS update...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 12:31:07 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <94p6ab$hd5$2@nets3.rz.RWTH-Aachen.DE>
Source record: 39117

Howdy Jeff, folks

>Maybe it's time MyDOS went under the OS ROM. It would solve your memory
>problem. 400/800 use wouldn't be an issue either, since those machines don't
>(generally) come with hard drives.

That would make it impossible to use TurboBASIC. I don't use it that often,
but...

There is/was a version of MyDOS that went under the OS ROM, IIRC it was version
3.016 (Charles Marslett, the original author, told me years ago).

CU Mathy van Nisselroy

PS but it could be hidden underneath BASIC or ACTION! or MAC65 too. (if you'ld
want that)

695. Re: Adhesive tape readers for micros. (Re: I feel 31337!111!!)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 13:10:45 UTC
From: Paul Ryan <pryan@ntlworld.com>
Message-ID: <7AVb6.4047$Z%5.99768@news2-win.server.ntlworld.com>
Source record: 39118
Cross-posted to: alt.religion.kibology,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

The same thing was used as an April Fool in Computer Buyer, over here in the
UK!

Paul

Xcott Craver wrote in message ...
> No, I'm not joking. I don't think they are.
>
>http://www.cnn.com/2001/TECH/computing/01/24/storage.tape.idg/index.html
>
> Can you imagine buying your kid Ultima CXXIV for Christmas,
> and then accidentally wrapping the present using the tape
> media?
> -S
>
> [Hey, and the man page for tr won't seem 30 years out of
> date anymore!]
>
>

696. Re: Suggestions for a MyDOS update...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 13:23:46 UTC
From: Matthias Belitz <Matthias.Belitz@gmx.net>
Message-ID: <3A7028E2.D2A10CDC@gmx.net>
Source record: 39119

Hello,

I dont remember exactly - was MyDos split in a DOS and a DUP part ?

Mathy Van Nisselroy schrieb:
>
> Howdy Lee, folks
>

> >SDX users claim it to 'be the best'.
>
> That's the same thing Windows and PC users say about there stuff.
>
> >I don't see the pass thru cart as
> >an answer to a question that's worthy - why?
>
> Because sometimes I really would like to have something. And a MyDOS smart
> card would be just that thing.

The advantage of a cartridge is, that it is always present with only
small consumption of convetional memory.
But there are some disadvantages, too.
- this means the development of hardware and hardware is expensive in
production and shipping ...
- you have to use FLASH-technology to make it easily upgradeable
...

Why not using some of the extended 130XE memory ? I am wondering, why
there is only such a small number of software (beside demos) using this
memory.
The main problem is that there are so much extensions out there, every
program has to check out, what pages are usable and then it takes the
one, you have your RAMDISK installed in :-(.
So it would be nice, to implement some memory-management:
The DOS would check the available pages and every compatible program
will get a page on request.
Any serious Atari-users out there without a 130XE-compatible memory
extension ?

Bye,

Matt

697. Re: Paper tape readers for micros. (Re: I feel 31337!111!!)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 13:47:55 UTC
From: pino+comp_sys_cbm@dohd.org
Message-ID: <slrn970bka.fdl.pino+comp_sys_cbm@mud.stack.nl>
Source record: 39120
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

It occurred to me that peter karlsson wrote in comp.sys.cbm:
> c64@fiberia.com:
> >Luckily the internet became popular and we can download all
> >those wonderfull programs in a blink!
>
> It's withed mixed feelings I see this happen; it's nice not having to
> type things in, but, on the other hand, you don't get the same direct
> contact with source code any more.

I see your point. I learned most of my BASIC programming skills from typing in programs. Not that I recall finishing one, that is.. Most of the time, I lost interest halfway down.

I had a couple of type-in-game books, which had an explanation of the source code alongside with it. I learned quite a bit of it (still do, actually, but not with BASIC anymore).

However, this doesn't stand with these HEX dumps, unless you know the opcodes by heart. I still don't (and I don't really feel myself inclined to learning them). In that case, the hex code (or even worse: the decimal BASIC-loaders!) doesn't make much sense - it's just a bunch of seemingly random numbers, then. This gets even worse with a more 'advanced' encoding of data using half the ASCII set. I don't think many people have learned anything from that.

Oh, the blissful days when I thought that writing a nice game only required one to enter "10 sys 2051". The satisfaction I got when this actually worked once, after I had just pressed reset.

Sadly, this includes the disgrace that my newly-found programming knowledge didn't quite work out on my friends C64..

--
Martijn van Buul - Pino@dohd.org - http://www.stack.nl/~martijnb/
Geek code: G-- - Visit OuterSpace: mud.stack.nl 3333
Kees J. Bot: The sum of CPU power and user brain power is a constant.

698. Re: 400/800 Eprom cartridge??

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 13:56:44 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t70c0en8397u0d@corp.supernews.com>
Source record: 39121

"Isaac Davis" <idavis@my-deja.com> wrote in message
news:94ohl3$o1g$1@nnrp1.deja.com...
> In article <Xns90311CB62tommindwarpedcom@207.126.101.97>,
> tom@mindwarped.com (Tom Martin) wrote:
> > Is there a way to burn rom images for 400/800 carts to an eprom. Put
> that
> > eprom in a blank cart and play the finished product in my 400/800?
> If so
> > how?
> >
> Tom,
> You need a blank cartridge that is made for eproms. The production
> carts from atari will not work with an eprom.

Mostly right, but if you get lucky there are a number of 'official' Atari carts that had a 28 pin mask ROM that work with 2764 EPROM, socketed too.

With all the ones I have seen, they take out the full 16k of cart address space even if they are only 8k carts.

I ate a bunch of Galaxian carts for experimenting: Did stuff like snipping copper traces to get the thing back to only 8k bite and burning a revision C BASIC. I also converted my old flaky ASM/ED cart from the 2 chip<2532?> version into a contiguous file that worked with the hacked Galaxian cart.

Every rev C BASIC cart I have seen uses the 24 pin ROM soldered directly to the board and a lot of the early stuff used two 4k ROMs.

I would guess the window for DOM where Atari was using the socketed 28 pin carts was probably only ~1983-1985.
<snip>
> I think that some people have the blanks for use with eproms. If anyone
> knows of a good supply, I would like to buy a couple myself. Or if
> someone would post how to modify the production carts to use eproms, I
> would appreciate that also.
> Good luck with it Tom.

I had multiple chances to buy sheets of cart PC boards for a couple of bucks and mostly passed it up. I did buy a few for maybe $2-$6 each. When they finally dumped the rest of the production, they were something like 8"x10" sheets of them for a couple of bucks each that you snapped apart like like saltine crackers.

IMHO: I've always liked carts, they fit in perfectly with a family computer where you need to have something a 5 year old could operate. I don't think it will fit with most of the current crowd for anything other then as a

hobby. We're getting old, kids grown, that kind of stuff.

699. Is Steven J Tucker on line?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 14:38:59 UTC
From: lbaeza@my-deja.com
Message-ID: <94pdq2$e2i$1@nnrp1.deja.com>
Source record: 39122

Hi Everybody!

I have a question for you.

A long time ago I sent an e-mail to APE's creator, Steven J Tucker
(classics@nacs.net).
No answer yet.
A couple of weeks ago, I sent him another e-mail. But guess what, no
answer yet!

Does anybody know if he replies the e-mails people send him?

He's got a for sale/trade section in his APE homepage.
I'm interested in buying some stuff from him, but don't know if
he is really interested in selling/trading Atari items...

Any information, please send it to lbaeza@yahoo.com or post it right
here!

Thanks for reading this.

Regards!

Dr. von Byte

PD: BTW, I use APE for Windows, and it's a great tool for my Atari!
Also, building the APE cable wasn't too difficult!

Sent via Deja.com
http://www.deja.com/

700. Atari Software for Sale

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 15:13:26 UTC
From: John Thackeray <john@tradeinpost.com>
Message-ID: <94pg0aqet3@uranium.btinternet.com>
Source record: 39124

Atari Software for Sale
John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
01952 462135
john@tradeinpost.com
www.tradeinpost.com

701. Re: Is Steven J Tucker on line?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 15:15:28 UTC
From: tom@mindwarped.com
Message-ID: <Xns90346FF1Btommindwarpedcom@207.126.101.97>
Source record: 39123

lbaeza@my-deja.com wrote in <94pdq2$e2i$1@nnrp1.deja.com>:

>Hi Everybody!
>
>I have a question for you.
>
>A long time ago I sent an e-mail to APE's creator, Steven J Tucker
>(classics@nacs.net).
>No answer yet.
>A couple of weeks ago, I sent him another e-mail. But guess what, no
>answer yet!
>
>Does anybody know if he replies the e-mails people send him?
>
>He's got a for sale/trade section in his APE homepage.
>I'm interested in buying some stuff from him, but don't know if
>he is really interested in selling/trading Atari items...
>
>Any information, please send it to lbaeza@yahoo.com or post it right
>here!
>
>Thanks for reading this.
>
>
>Regards!
>
>Dr. von Byte
>
>PD: BTW, I use APE for Windows, and it's a great tool for my Atari!
>Also, building the APE cable wasn't too difficult!
>
>
>Sent via Deja.com
>http://www.deja.com/
>
I bought the Warp OS online using a CC, and have been emailing him ever
since and have not recieved ONE reply. He has my money but I have no
upgrade yet.

702. Re: Adhesive tape readers for micros. (Re: I feel 31337!111!!)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 15:47:12 UTC
From: Ville Jouppi <vjouppi@sci.fi>
Message-ID: <hji07tgq6vnhp46ucpsl8fvg4ml988vcjg@4ax.com>
Source record: 39126
Cross-posted to: alt.religion.kibology,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On Thu, 25 Jan 2001 13:10:45 -0000, "Paul Ryan" <pryan@ntlworld.com> wrote:

>The same thing was used as an April Fool in Computer Buyer, over here in the
>UK!

.. but it isn't april now .. :-)

703. Re: Is Steven J Tucker on line?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 15:49:57 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t70iko8m5pdcad@corp.supernews.com>
Source record: 39125

<lbaeza@my-deja.com> wrote in message news:94pdq2$e2i$1@nnrp1.deja.com...
> Hi Everybody!
>
> I have a question for you.
>
> A long time ago I sent an e-mail to APE's creator, Steven J Tucker
> (classics@nacs.net).
> No answer yet.
> A couple of weeks ago, I sent him another e-mail. But guess what, no
> answer yet!
>
> Does anybody know if he replies the e-mails people send him?
>
> He's got a for sale/trade section in his APE homepage.
> I'm interested in buying some stuff from him, but don't know if
> he is really interested in selling/trading Atari items...
>
> Any information, please send it to lbaeza@yahoo.com or post it right
> here!
>
> Thanks for reading this.
>
>
> Regards!
>
> Dr. von Byte
>
> PD: BTW, I use APE for Windows, and it's a great tool for my Atari!
> Also, building the APE cable wasn't too difficult!
>
>
> Sent via Deja.com
> http://www.deja.com/

I just recently got an email from him <~2 months ago> explaining that he is *not* getting his email since he changed ISPs. His old ISP wasn't forwarding it.

IOW: Email to his old emailie may be going into a black hole somewhere.

704. Re: 800XL Computer Field Service Manual

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 15:57:59 UTC
From: pjr <pjr@yep.com>
Message-ID: <A3Yb6.3570$vc.90748@news6-win.server.ntlworld.com>
Source record: 39127

now sold, thanks

"paul r" <paul@NOSPAMstillavailable.co.uk> wrote in message
news:4WDa6.8842$vH6.140058@news6-win.server.ntlworld.com...
> For Sale
>
> Original 800XL Computer Field Service Manual from Atari (US) Corp,
FD100740
> Rev 02 June 1985
> Contains circuit diagrams, parts list, etc.
> Excellent Condition
>
> Price £5 (GB Pounds)
>
> if interested, please e-mail paul@NOSPAMstillavailable.co.uk (remove
NOSPAM
> first!)
>
>

705. SWAP: 800XL system for luggable 286

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 16:14:14 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <GbE3wSNWDFc6EwB0@lovecraft.demon.co.uk>
Source record: 39128

Seriously! For music stuff, I need a luggable 80286 or 80386 based system. It /must/ have ISA slots, ideally a gas-plasma display, and a 3.5" floppy drive. Doesn't matter about RAM, but 1Mb/20Mb HD would be the ideal minimum spec. Toshiba preferred, or one of those upright lunchbox designs. A bonus would be an MPU-401 MIDI interface, or something 100% compatible.

In return, you get 2 800XLs, one 256K model and one with a stereo sound mod, 1 65XE, 1 1050 disk drive, one XEP-80, some disks if you want them, and a beaten up Commodore 1084 monitor if you come and collect, though it doesn't really work for a long time ;)

(In case you're wondering, I'm hanging onto one 800XL to play Rescue on Fractalus. For a good laptop, I'll part with my other 1050 drive, though, giving you two drives).

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, DX7Mk1, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

706. Re: Info Wanted: Personal Peripherals Super Sketch

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 17:08:33 UTC
From: ejgnandt@my-deja.com
Message-ID: <94pmi8mvt1@nnrp1.deja.com>
Source record: 39129

Edward J. Smiley Jr. <smiley@chem.psu.edu> wrote:
> Hi,
> I have a Personal Peripherals Super Sketch pad complete in box
> with the owners manual, warranty card, Sketch Pad, Cartridge, and
> starter sketch packet. Can anyone give me information on it?

This product was meant to be a cheaper alternative to touch pads
like Koala, Atari Touch Tablet etc. Touch pads require hundreds of
micro-switches under the pad to sense your stylus/finger. Super Sketch
uses an drawing arm as input and sold for about half the price.
Unfortunately, it came out in 1984 when everything was collapsing.
Rarity? Maybe a 6 or 7 out of 10 for the cart. Hard to find, but
not impossible. I've seen a vendor (Ben Smith?) have the package for
sale at around $35-40 for a MIB.

Gene

Sent via Deja.com
http://www.deja.com/

707. Re: Adhesive tape readers for micros. (Re: I feel 31337!111!!)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 18:51:21 UTC
From: Otto Bahn <JGAULT@Tkennedy.mc.duke.edu>
Message-ID: <3A7075A9.1CD@Tkennedy.mc.duke.edu>
Source record: 39130
Cross-posted to: alt.religion.kibology,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Xcott Craver wrote:
>
> No, I'm not joking. I don't think they are.
>
> http://www.cnn.com/2001/TECH/computing/01/24/storage.tape.idg/index.html

M I C R O P R O N ! ! !

--oTTo--

708. Cincinnati Atari club revived

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 19:02:32 UTC
From: Sid Pacman <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.3.96.1010125133339.1823B-100000@shell1>
Source record: 39131

News item:

Cin'tari, the Atari users club for the Cincinnati area, has been revived as a club on Yahoo. Former members of the club can sign up by going to "www dot yahoo dot com" and searching the club list for "Cintari." (Registration with Yahoo is required.)

In only one week of existence a dozen Atarians have already joined the Yahoo club and over 50 messages have been posted. The atmosphere is reminiscent of the Atari-based BBSes that existed in the good ol' days of the 1980s. (If this works out over the long term, it might serve as a useful precedent for Atarians in other places where clubs have disappeared!)

>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

709. Eastern Front Comments

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 19:26:32 UTC
From: DCM01@USA.NET
Message-ID: <3a707baf.17746453@news.CIS.DFN.DE>
Source record: 39132

I recently acquired an Eastern Front cartridge and got into it a bit the past couple evenings. Crawford did quite a job on it and it deserves its acknowledgement as a true classic. It is particularly impressive with the detailed map and placenames etc. The nice map adds a quality to the game that would surely be missing in a blocky or poorly illustrated game, such as Avalon Hill's Guns of Fort Defiance.

If anyone knows where I might obtain instructions for Eastern Front please let me know. I websearched all over for them but can't find them on the Internet.

I specifically wondered if my strategy of occupying cities to cut off supplies to the Russian units was having an effect. Would also like to know if traveling theough squares adjacent to enemy troops exposes my units to damage and slows them down. Also the game will end on a certain date, but it hasn't really told me if I've won. Is there a way to "win," or is it just a question of capturing a bunch of cities.

710. Re: Is Steven J Tucker on line?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 19:29:31 UTC
From: Mike Rhoades <mike@atariguy.com>
Message-ID: <v8%b6.1488$ws2.93195@ord-read.news.verio.net>
Source record: 39133

I bought APE and some hardware off him last year, and I've always gotten a timely resopnse from him.

Mike
<lbaeza@my-deja.com> wrote in message news:94pdq2$e2i$1@nnrp1.deja.com...
> Hi Everybody!
>
> I have a question for you.
>
> A long time ago I sent an e-mail to APE's creator, Steven J Tucker
> (classics@nacs.net).
> No answer yet.
> A couple of weeks ago, I sent him another e-mail. But guess what, no
> answer yet!
>
> Does anybody know if he replies the e-mails people send him?
>
> He's got a for sale/trade section in his APE homepage.
> I'm interested in buying some stuff from him, but don't know if
> he is really interested in selling/trading Atari items...
>
> Any information, please send it to lbaeza@yahoo.com or post it right
> here!
>
> Thanks for reading this.
>
>
> Regards!
>
> Dr. von Byte
>
> PD: BTW, I use APE for Windows, and it's a great tool for my Atari!
> Also, building the APE cable wasn't too difficult!
>
>
> Sent via Deja.com
> http://www.deja.com/

711. Re: Atari800Win and Atari800Win Plus

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 19:36:43 UTC
From: Pairman <pairman@notrash.alberta.com>
Message-ID: <ff%b6.62386$FH5.4955025@news0.telusplanet.net>
Source record: 39134

After playing around with the plus, I really like it. It has to be the best emulator out there. My hats off to the guys for making it work so well.

"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message news:r6qu6tsug1lapn82tmoq1au9cfqcbfl839@4ax.com...
> The other Day "Richard Smith" <rsmith@NOSPAMplaneteer.com> wrote:
>
> >Can anybody tell me if the "Atari800Win" project is still ongoing or if the
> >"Atari800Win Plus" emulator has taken over ? Or do I need to keep up to date
> >with both emulators now ?
> >
> Rich who writes Atari800win does still update it but less so these
> days, time is a premium for him so who knows when / if he will get
> time to work on it.
>
> The plus project isn't a takeover, its a separate project based on the
> source code of Atari800win. Personally I keep both upto date but its
> more likely you will see newer updates from the excellent Plus
> project.
>
> Maybe Rich will answer this himself?
> --
>
> Give me a good playable old game rather than a pretty new one

712. Re: Info Wanted: Personal Peripherals Super Sketch

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 19:39:33 UTC
From: Pairman <pairman@notrash.alberta.com>
Message-ID: <Vh%b6.62387$FH5.4955376@news0.telusplanet.net>
Source record: 39135

Kewl, someone else with one.

"Edward J. Smiley Jr." <smiley@chem.psu.edu> wrote in message
news:94o5j7epu1@nnrp1.deja.com...
> Hi,
> I have a Personal Peripherals Super Sketch pad complete in box
> with the owners manual, warranty card, Sketch Pad, Cartridge, and
> starter sketch packet. Can anyone give me information on it? From
> what I have found, one site stated it was "extremely rare". Can anyone
> help?
>
> Thanks!
>
>
> --
> Edward J. Smiley Jr.
>
> smiley@NOSPAMchem.psu.edu
> (Remove NOSPAM)
>
>
> Sent via Deja.com
> http://www.deja.com/

713. Re: Suggestions for a MyDOS update...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 20:24:37 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010125152437.07533.00001118@ng-ct1.aol.com>
Source record: 39136

>nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) remarked:

>There is/was a version of MyDOS that went under the OS ROM, IIRC it was
>version 3.016 (Charles Marslett, the original author, told me years ago)

I think I had a copy of that somewhere on the 800; never used much and never had any docs. Switched to 4.5 when I got the 256K XL with a Ramdisk. What exactly were the 3.016 capabilities?

-Ron

Inform everyone that communications have completely broken down.

714. Re: 'Dead' Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 21:17:24 UTC
From: Geoff McHugh <mcpuffin@forty-seven.demon.co.uk>
Message-ID: <94q54p$5nv$1@nnrp1.deja.com>
Source record: 39137

In article <t6ulqlqk92rn6c@corp.supernews.com>,
"Rick Cortese" <ricortes@netmagic.net> wrote:

<snip>

> I would expect them to be hot since there appears to be a dead short
on the
> output circuitry of the 7812. The seemed to be working fine when you
cut off
> the output leg of the 7812 anyway.
>
> I hope you feel comfortable with pulling a few parts to isolate the
short. I
> will try to really keep it simple. Start by pulling L6, the inductor
right
> by the jumpers/heat sink and measure the resistance from the both
solder
> pads and the output of the 7812 to ground.
>
> If the 7812 output goes to ~6k or so and one side of the former 'home'
of
> the inductor pads <not a real reading but what I see while the caps
and
> stuff charge to the resistance testing voltage of my DVM> then it is
the
> TIP110.
>
> If it doesn't, look for inductor L4 up by the front of the board, next
to
> the CA3086. Same basic procedure.
>
> Since all the chips are running cool, I don't think it could be one of
them.
> If they were blown, they would have been as hot as the power diodes. I
mean
> a 30 watt soldering iron is pretty hefty. It's got to be a part that
is
> capable of sinking one hell of a lot of current w/o glowing red. That
kind
> of leads me to suspect the TIP agains, maybe a genuine short like a
lead or
> solder goober, or maybe a shorted cap.
>

Ok, I removed L6 (which appears to be a little blackened in the middle, around the area away from the pcb) and checked the resistance from each solder pad to the ground of the 7812 (centre pin) the resistance appears to be zero from both pads, and in fact, the resistance between the pads is zero, as is the resistance across the inductor (I was measuring everything by this stage!)

Then I tried removing L4. Looking from the front of the board, the resistance between the left hand solder pad and the centre pin of the 7812 is about 60 Ohms, and between the right hand solder pad and 7812 ground is zero. The resistance between the two solder pads of L4 is 500 Ohms, and the resistance across the inductor is zero (the inductors looked a bit like resistors, but are probably not related at all!!)

Is this pointing to a fault somewhere to the back of the board, round L6? What's next? start checking the caps?

(I didn't replace L6 before removing L4, does that make any difference?)

--
Geoff

Sent via Deja.com
http://www.deja.com/

715. Re: Atari800Win and Atari800Win Plus

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 21:50:04 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <94q71g$c5m$1@wrath.news.nacamar.de>
Source record: 39138

The good thing on the Plus-Project is, that no only the standard-hardware is emulated, but all the extensions hardware, like the dual-pokey (stereo) system or ATR-Diskimages up to 16MB (or more?). Or the ATARI-ST-Mouse...
One bug is still in this project: it capures no doubleclicks.

Mirko

"Pairman" <pairman@notrash.alberta.com> schrieb im Newsbeitrag news:ff%b6.62386$FH5.4955025@news0.telusplanet.net...
> After playing around with the plus, I really like it. It has to be the best
> emulator out there. My hats off to the guys for making it work so well.
>
>
> "Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
> news:r6qu6tsug1lapn82tmoq1au9cfqcbfl839@4ax.com...
> > The other Day "Richard Smith" <rsmith@NOSPAMplaneteer.com> wrote:
> >
> > >Can anybody tell me if the "Atari800Win" project is still ongoing or if
> the
> > >"Atari800Win Plus" emulator has taken over ? Or do I need to keep up to
> date
> > >with both emulators now ?
> > >
> > Rich who writes Atari800win does still update it but less so these
> > days, time is a premium for him so who knows when / if he will get
> > time to work on it.
> >
> > The plus project isn't a takeover, its a separate project based on the
> > source code of Atari800win. Personally I keep both upto date but its
> > more likely you will see newer updates from the excellent Plus
> > project.
> >
> > Maybe Rich will answer this himself?
> > --
> >
> > Give me a good playable old game rather than a pretty new one
>
>

716. Re: 130xe Ram upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 23:19:03 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-z0ljG6oOeDW6@localhost>
Source record: 39139

On Sun, 24 Jan 3901 18:28:56, "David\\Julie Wilson"
<cybrslider@home.com> wrote:

>
> You are correct in that the ram chips are soldered to the main board of the
> 130xe. Actually, 2 are and 2 aren't. At least, I think their not. They are
> higher above the main board than the other 2 chips and appear to be
> installed in some kind of metal tubes which in turn are soldered to the main
> board.

Sounds like turned pin chip sockets. These are about the best kind to
get. Question is, which bank are they on? easy way to find out is to
pull one out and turn the computer on. if it boots up fine, they are
not main memory and the upgrade will be eaiser.

As for the 800xl, I have seen mods on the memory chips from the
factory. A 100 ohm resistor was put into the dataline on each chip and
the track cut.
I have no idea why this was done.

James B

717. Re: Paper tape readers for micros. (Re: I feel 31337!111!!)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-25 23:22:17 UTC
From: alanjv@nospam.home.com
Message-ID: <3a705df3.8354408@news.iowact1.ia.home.com>
Source record: 39140
Cross-posted to: alt.religion.kibology,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On Tue, 23 Jan 2001 00:04:35 -0500, Michael Black
<blackm00@Gloria.CAM.ORG> wrote:

>Huh? There were paper tape readers for microcomputers in the early days.
>
>A reader was easy, a punch more difficult. There were programs
>distributed in the early days of micros on paper tape, because there
>were people with tape readers.

> Michael

Boy, that takes me back. My first comuter experience with computers
was with a TTY teletype machine; timeshared a PDP-8 (or was it a
PDP-11), 110 baud acoustical modem, one character at a time impact
printing, paper tape punch/reader. This is essentialy the machine you
see and hear briefly in"The Andromeda Strain". I wonder if anyone has
has TTY sound files available, or even a TTY (sound) emulator?

So, was there a paper tape punch/reader unit availabe and compatable
(or easily adaptable) with the C64?

Has anyone adapeted that CueCat thing and been able to read some of
those archaic barcode like data things?

Alan Jones

718. Re: 'Dead' Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-26 00:01:30 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t71fece49vgo6a@corp.supernews.com>
Source record: 39141

"Geoff McHugh" <mcpuffin@forty-seven.demon.co.uk> wrote in message
news:94q54p$5nv$1@nnrp1.deja.com...
> In article <t6ulqlqk92rn6c@corp.supernews.com>,
> "Rick Cortese" <ricortes@netmagic.net> wrote:
>
> <snip>
> Ok, I removed L6 (which appears to be a little blackened in the middle,
> around the area away from the pcb)

I hope this is the key observation.

> and checked the resistance from each
> solder pad to the ground of the 7812 (centre pin) the resistance
> appears to be zero from both pads, and in fact, the resistance between
> the pads is zero, as is the resistance across the inductor (I was
> measuring everything by this stage!)

Inductors here are just for filtering noise. They should be zero resistance,
but good to know it isn't burned out.<yet>

This kind of has me puzzled, but then you probably guessed that by now. I'm
thinking pull the TIP110.

I am more following heat then anything else. L6 only supplies the TIP110 and
C43 is the only part between it and the TIP110. Those should be the only
parts that could short if my schematic is right, nothing else there.

Just that it should have been like cutting a trace. There should be normal
on one side and shorted condition on the other. Very strange this didn't
happen.

I would remove the RFI shielding over the drives processor/RAM/ROM just to
be on the safe side. Atari in their wisdom appear to have routed the 12 V
output from the 7812 all the way to the front of the board (L4) and back to
the transisor on the heat sink. Could be a mechanical short with the metal
shieldling.
>
> Then I tried removing L4. Looking from the front of the board, the

Recheck the L6 pads with L4 removed. It kind of goes
part part part<singular>
7812--|--L4-----|----L6---|--TIP110---- spindle motor
part part

719. Re: Eastern Front Comments

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-26 00:03:03 UTC
From: Video61@webtv.net
Message-ID: <29451-3A70BEB7-18@storefull-172.iap.bryant.webtv.net>
Source record: 39142

hi,
i am addicted to the game for over 17 years.
occupying the cities lowers your in the hole points, the object is to lower the points as much as possible because invading russia is always a stupid idea, and the author has put your points in the hole to show you that it is impossible to go into the plus on points, you will notice a number with a minus sign next to it on your screen, that is the number to watch, it changes everytime after you make a move.
you must engage the russian troops to push as far into there territory as you can without getting cut off, watch out for the winter months, you will lose all of your troop strength, and you cannot win, so just entreanch your troops, and try not to get cut off, otherwise your troops will be eliminated.
also try and destroy as many russian units as possible, the best way is to blitz them in the opening move, then try, and surround them to cut them off so that they lose troop strengh.
to find out the troop streagnth just put the curser over a square, and push your joystick button,it will give you all of the units details.
the 1941 version is the hardest of the 2 games on board, do not let 1942 scare you, its actually easier if you blitz them hard enough in the right places on the line.
what the game is about is to show the futility of the whole eastern front, and what a waste of human beings it was.
there also was written a 1943, and a 1944, and also a scenario game, but they came on disk, and even as a dealer i was never able to get them in.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

720. Re: JPeG Viewer

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-26 00:08:32 UTC
From: rjespino@yahoo.com
Message-ID: <94qf5q$f7c$1@nnrp1.deja.com>
Source record: 39143

In article <3a6a1bf8.40684715@news.CIS.DFN.DE>,
DCM01@USA.NET (Daniel
Miller) wrote:
> I just tested A8jdpeg (the jpeg viewer) and it was very
impressive.
[snip]
> The viewer is reliable and easy to use. I though it
might need a front
> end pick and choose menu, but it is okay as it is. You
can use a
> wildcard to view the disk directory. It would be nice if you
could set
> it to automatically view the pictures, slideshow style.

Thanks
for the feedback, it is all appreciated. I agree with the need for a front
end, so that you don't have to type the filename in, and it is on my list of
things to do, although it might take a while as I'd like to get the colour
version working first.

A slideshow program would be quite easy to do, it
could automatically display all files with a .jpg extender on the disk. I
was just wondering if you (or anyone else) had any ideas on how to select the
display mode for the picture? One option would be to select the display mode
at the start and then let it display all images in that mode. Another would
be for the program to select the display mode randomly or circularly.

In
case anyone tried to download a copy of version 0.4 over the Xmas holidays
but couldn't get a working executable, there was a problem with Geocities
(where the executable was stored) adding some extra text to the end of files,
including binary files. This meant that the Atari executable got corrupted
when downloaded. I've fixed that problem by moving the pages to
http://rjespino.atari.org and http://rjespino.webhop.org

--
Raphael Espino
- rjespino@hotmail.com -□ □ □ □ □□ | Atari 8bit links pages,
http://rjespino.atari.org |□□ Ramdrive 1.0 ramdisk
---------- Join
The Atari 8-bit Computer WebRing at: ----------
------□
http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html□ ------

Sent via Deja.com
http://www.deja.com/

721. Re: Suggestions for a MyDOS update...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-26 00:45:55 UTC
From: llpwhite@cs.com
Message-ID: <20010125194555.01586.00001390@ng-fb1.news.cs.com>
Source record: 39144

>Maybe it's time MyDOS went under the OS ROM<

I can't remember the details, but before the XL machines there was a "Ramrod" for the 800 that contained "RomDos" which I think was a version of MyDos. Note this was not the RamRod XL 3-way OS switcher.

Anybody remember the details of this?

Larry

722. Re: Right hand cartridges?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-26 01:29:17 UTC
From: llpwhite@cs.com
Message-ID: <20010125202917.01586.00001398@ng-fb1.news.cs.com>
Source record: 39145

And the first commercially released right cartridge, the "Block" -- which was also the first cartridge "backup" program hardware device.

Did "KISS" require Basic? I never actually saw it, but seems like I remember a review that said it had to have Basic present. (?)

Larry

723. Re: Paper tape readers for micros. (Re: I feel 31337!111!!)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-26 01:55:56 UTC
From: revjack <revjack@revjack.net>
Message-ID: <94qlfceeb1@news1.Radix.Net>
Source record: 39146
Cross-posted to: alt.religion.kibology,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

In alt.religion.kibology Alan Jones <alanjv@nospam.home.com> wrote:

: Has anyone adapeted that CueCat thing and been able to read some of
: those archaic barcode like data things?

Not exactly, but here's an interesting dissection of the Cue Cat:

http://air-soldier.com/~cuecat/

--

_____
revjack@revjack.net

724. USB SIO2PC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-26 02:50:01 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <tB5c6.1111$FF3.9663@typhoon.sonic.net>
Source record: 39047

Linux kernel 2.4 came out recently, and touts full USB support
(you could do it before, but it wasn't built-into the old 2.2.x Kernel).

Would a USB-based SIO2PC cable make sense? (My main reason for wanting to
use USB over serial port is I don't have ENOUGH serial ports! Also,
xfers between a digital camera, MP3 player, and PDA would be much faster.)

-bill!

725. Re: 130xe Ram upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-26 03:10:39 UTC
From: "David\\Julie Wilson" <cybrslider@home.com>
Message-ID: <PU5c6.31376$bb.786219@news1.rdc1.tx.home.com>
Source record: 39048

I pulled one of the chips and it booted fine. Everything worked just like it
was a stock 64k 800XL.

I have to say one thing in favor of the 130xe. The display on the Magnavox
monitor is much better than it was with the 800XL even when it was working
good. I suppose that's due to the fact that the XL doesn't do a separate
chroma signal.

Now, where can I get those 4x256 chips? Anyone know?

Thanks
David

"James Bradford" <sup8pdct@mail.cth.com.au> wrote in message
news:olg28mVLDrMR-pn2-z0ljG6oOeDW6@localhost...
> On Sun, 24 Jan 3901 18:28:56, "David\\Julie Wilson"
> <cybrslider@home.com> wrote:
>
> >
> > You are correct in that the ram chips are soldered to the main board of
the
> > 130xe. Actually, 2 are and 2 aren't. At least, I think their not. They
are
> > higher above the main board than the other 2 chips and appear to be
> > installed in some kind of metal tubes which in turn are soldered to the
main
> > board.
>
> Sounds like turned pin chip sockets. These are about the best kind to
> get. Question is, which bank are they on? easy way to find out is to
> pull one out and turn the computer on. if it boots up fine, they are
> not main memory and the upgrade will be eaiser.
>
> As for the 800xl, I have seen mods on the memory chips from the
> factory. A 100 ohm resistor was put into the dataline on each chip and
> the track cut.
> I have no idea why this was done.
>
> James B

726. Re: Right hand cartridges?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-26 03:12:33 UTC
From: ejgnandt@my-deja.com
Message-ID: <94qpusoek1@nnrp1.deja.com>
Source record: 39049

In article <20010125202917.01586.00001398@ng-fb1.news.cs.com>,
llpwhite@cs.com (LLpwhite) wrote:
> And the first commercially released right cartridge, the "Block" --
which was
> also the first cartridge "backup" program hardware device.
>

I saw a product announcement of "The Block", but never saw one and
didn't know if it actually came out. Definitely had no clue that it was
was RSO. Thanks for that info.

> Did "KISS" require Basic?

Can't find any review of that one either. It was advertised for quite a
while so someone out there must have it or at least have used one.

Gene

Sent via Deja.com
http://www.deja.com/

727. Looking for disk based version of Mac65 by OSS

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-26 03:20:53 UTC
From: ronfucci@bellsouth.net
Message-ID: <3a70ecec.24056148@news.mia.bellsouth.net>
Source record: 39050

Is this available on the web ? tks

ron

728. Should I use PayPal?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-26 05:35:50 UTC
From: gp429@aol.com
Message-ID: <20010126003550.13687.00001300@ng-ci1.aol.com>
Source record: 39052

Hi I have a few classic computer magazines for sale for roughly $1 each. My question do people use PayPal enough to let potenial buyers to pay me via the PayPal system?

--thanx

729. Atari Website has moved!

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-26 06:06:59 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.21.0101252201130.6418-100000@shell.pacifier.com>
Source record: 39053
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.

e-mail: atari@benjamin.net

I've switched ISP's! Try www.pacifier.com/~atari or atari@pacifier.com
and as always www.atari.benjamin.net and atari@benjamin.net still work
but are being redirected to my new ISP and since I've moved, I have
revamped and updated my WebSite and all my WebPages. So Check it out
and, If you don't come see me today, come see me Tomorrow!

Click for WebSite!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
atari@pacifier.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit,
ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

730. Re: Should I use PayPal?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-26 07:30:33 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <94r92p$3pg$1@nnrp1.deja.com>
Source record: 39054

In article <20010126003550.13687.00001300@ng-ci1.aol.com>,
gp429@aol.com (Gp429) wrote:
> Hi I have a few classic computer magazines for sale for roughly $1
each. My
> question do people use PayPal enough to let potenial buyers to pay me
via the
> PayPal system?
>
> --thanx
>
When Paypal first started it was basically free, now from what I
understand they are charging a substantial fee. I've used Bidpay and it
seems okay, your buyer goes to www.bidpay.com and gives them all of
your info and all of their info and they use a credit card to buy a
money order online. They use western union, I'm not sure if they'll do
it for a non-auction sale though, you'll have to check.
Mo

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

731. Re: USB SIO2PC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-26 07:32:11 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <94r95s$3q6$1@nnrp1.deja.com>
Source record: 39055

In article <tB5c6.1111$FF3.9663@typhoon.sonic.net>,
William Kendrick <nbs@bolt.sonic.net> wrote:
> Linux kernel 2.4 came out recently, and touts full USB support
> (you could do it before, but it wasn't built-into the old 2.2.x
Kernel).
>
> Would a USB-based SIO2PC cable make sense? (My main reason for
wanting to
> use USB over serial port is I don't have ENOUGH serial ports! Also,
> xfers between a digital camera, MP3 player, and PDA would be much
faster.)
>
> -bill!
>
>
Thats not a bad idea! It would really make sense for the 1050-2-pc
cable which requires an external power supply, USB carries voltage
doesn't it?
Mo

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

732. Re: Atari 800XL cartridge format

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-26 07:55:52 UTC
From: tnewton856@aol.com
Message-ID: <20010126025552.15091.00000198@ng-fm1.aol.com>
Source record: 39056

There was an Atari video game console (the 5200?) that was based on a stripped-down Atari 400/800 design. Its cartridges <might> be interoperable with 400/800 ones - although I wouldn't want to bet the health of my Atari 800 on it.

The 2600 and 7800 are definitely incompatible with the 400/800.

733. Re: Looking for disk based version of Mac65 by OSS

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-26 09:07:34 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01c08777$f33700a0$3a264bd5@windows>
Source record: 39057

ronfucci@bellsouth.net schreef in artikel
<3a70ecec.24056148@news.mia.bellsouth.net>...
> Is this available on the web ? tks
>
> ron

I have it for you if you can't find it. Email me.

Richard

734. Re: 130xe Ram upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-26 10:00:07 UTC
From: melee5@my-deja.com
Message-ID: <94rhr5$b1g$1@nnrp1.deja.com>
Source record: 39058

In article <PU5c6.31376$bb.786219@news1.rdc1.tx.home.com>,
"David\\Julie Wilson" <cybrslider@home.com> wrote:
> I pulled one of the chips and it booted fine. Everything worked just
like it
> was a stock 64k 800XL.
>
> I have to say one thing in favor of the 130xe. The display on the
Magnavox
> monitor is much better than it was with the 800XL even when it was
working
> good. I suppose that's due to the fact that the XL doesn't do a
separate
> chroma signal.
>
> Now, where can I get those 4x256 chips? Anyone know?
>
> Thanks
> David
>

http://www.jdr.com has 256x4 ram chips, but I don't remember any upgrade using these chips. You'd be cutting new ground if you can pull it off. Bob Puff did a paper on the (8) 256x1 chip upgrade where you piggy back the new chips onto eight of the 'extended' memory chips on the mother board and then string pin one together and hook it in to the system with a logic chip somewhere (I forget exactly). Since this was on the XE system, I would think that paper would be the place to start such a project and then alter it to use (2) 256x4 chips instead. The paper used to be available on Puff's BBS, but I don't know if it is still up and running or not. Last time I tried, I couldn't get on, but the phone numbers were 716-247-7157 and 716-247-8355. Best of luck.

Sent via Deja.com
http://www.deja.com/

735. Re: Paper tape readers for micros. (Re: I feel 31337!111!!)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-26 11:12:21 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <94rm2l$3a1$1@plutonium.compulink.co.uk>
Source record: 39059

In article <94n71h$dq9$1@merope.saaf.se>, pausch@saaf.se (Paul Schlyter)
wrote:
> OTOH even without the Internet, there are now scanners and OCR
> software which almost has made printed paper a machine-readable
> format.
Except most magazines printed the listings over artwork that made it a
nightmare to read!

736. Re: Should I use PayPal?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-26 12:35:31 UTC
From: DCM01@USA.NET
Message-ID: <3a716d05.832441@news.CIS.DFN.DE>
Source record: 39060

A lot of people use Paypal. I personally do not like them because I dont wish to give them my credit card and have this and that transaction going on there where I have limited control. I am sure that Paypal is taking a significant chunk of your profit there too.

It is also annoying how many Paypal users will bid on auctions specifying payment by money order, and then email that they wish to use Paypal, in express disregard of the auction terms. If such a person succeeds in getting me or you to register with Paypal then I think they get a payment of like $5.00 from Paypal, so what Paypal is doing is making a salesforce and providing incentive to these annoying people to make a habit of ignoring auction terms.

In one case a Paypal user just declined to pay me when I told him I wasn't going to use Paypal.

On 26 Jan 2001 05:35:50 GMT, gp429@aol.com (Gp429) wrote:

>Hi I have a few classic computer magazines for sale for roughly $1 each. My
>question do people use PayPal enough to let potenial buyers to pay me via the
>PayPal system?

737. Re: Looking for disk based version of Mac65 by OSS

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-26 13:28:47 UTC
From: melee5@my-deja.com
Message-ID: <94ru28$k6s$1@nnrp1.deja.com>
Source record: 39061

In article <3a70ecec.24056148@news.mia.bellsouth.net>,
ronfucci@bellsouth.net wrote:
> Is this available on the web ? tks
>
> ron
>

Fte offers this one
http://www.umich.edu/~archive/atari/8bit/Languages/Assembly/m65v42.zip

cut and paste the link into your browser if you have to

Sent via Deja.com
http://www.deja.com/

738. Re: USB SIO2PC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-26 14:23:23 UTC
From: ebaiz@skyenet.net
Message-ID: <vLfc6.2881$Uo2.1258@newsfeed.slurp.net>
Source record: 39062

On 26 Jan 2001 02:50:01 , William Kendrick wrote:
>Linux kernel 2.4 came out recently, and touts full USB support
>(you could do it before, but it wasn't built-into the old 2.2.x Kernel).
>
>Would a USB-based SIO2PC cable make sense? (My main reason for wanting to
>use USB over serial port is I don't have ENOUGH serial ports! Also,
>xfers between a digital camera, MP3 player, and PDA would be much faster.)

Not a bad idea. You may want to talk to some of the retailers that sell
this cable and see if they can come up with one. But really, how often do
you use this cable? I am in the same boat as you and do not have a large
number of serial ports, but I just unhook a device from one and the
SIO2ST(PC) cable.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

739. Re: Should I use PayPal?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-26 14:23:25 UTC
From: ebaiz@skyenet.net
Message-ID: <xLfc6.2882$Uo2.1258@newsfeed.slurp.net>
Source record: 39063

On 26 Jan 2001 05:35:50 , Gp429 wrote:
>Hi I have a few classic computer magazines for sale for roughly $1 each. My
>question do people use PayPal enough to let potenial buyers to pay me via the
>PayPal system?

I use it and I love it. It is easy and a nice way to do transactions on the
NET. Lots of people are realizing this and are joining in on all the fun.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

740. Re: SWAP: 800XL system for luggable 286

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-26 14:45:59 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1010126094354.19611G-100000@mail1.wayne.edu>
Source record: 39064

You already mentione Toshiba so I assume you're familiar with the
6400/6600 family, but if you aren't that's what I would recommend.
They're about as close to indestructable as you can get for a computer in
a plastic housing. Toshiba had some earlier offerings (1100 or 1700?) in
a similar package but I'm not too familiar with them.

On Thu, 25 Jan 2001, Richard Kilpatrick wrote:

> Seriously! For music stuff, I need a luggable 80286 or 80386 based
> system. It /must/ have ISA slots, ideally a gas-plasma display, and a
> 3.5" floppy drive. Doesn't matter about RAM, but 1Mb/20Mb HD would be
> the ideal minimum spec. Toshiba preferred, or one of those upright
> lunchbox designs. A bonus would be an MPU-401 MIDI interface, or
> something 100% compatible.
>
> In return, you get 2 800XLs, one 256K model and one with a stereo sound
> mod, 1 65XE, 1 1050 disk drive, one XEP-80, some disks if you want them,
> and a beaten up Commodore 1084 monitor if you come and collect, though
> it doesn't really work for a long time ;)
>
> (In case you're wondering, I'm hanging onto one 800XL to play Rescue on
> Fractalus. For a good laptop, I'll part with my other 1050 drive,
> though, giving you two drives).
>
> Richard
> --
> Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
> Audio: SH101, DX7Mk1, JV50, D50, Falcon030, TR505 /,`.-'`' -. ;-;;,
> Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
> 'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia
>
>

741. Re: Atari 800XL cartridge format

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-26 14:50:38 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1010126094839.19611H-100000@mail1.wayne.edu>
Source record: 39065

I don't know that the 5200 was stripped down.. The 5200 cart code will run directly on the A-8 computer! The 5200 games were actually a little nicer than the A-8 cart equivalents, because the 5200 carts had access to more address space. I think the 5200 carts could have up to 24K of code, while the A-8 could only use 16K.

On 26 Jan 2001, TNewton856 wrote:

> There was an Atari video game console (the 5200?) that
> was based on a stripped-down Atari 400/800 design. Its
> cartridges <might> be interoperable with 400/800 ones -
> although I wouldn't want to bet the health of my Atari
> 800 on it.
>
> The 2600 and 7800 are definitely incompatible with the
> 400/800.
>
>
>

742. Re: Atari 800XL cartridge format

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-26 14:56:02 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1010126095404.19611I-100000@mail1.wayne.edu>
Source record: 39066

As long as I'm on the subject, HOW incompatible are the A-8 and the 7800?
Look at ballblazer and a few other games, TELL me those aren't exact
copies of the A-8 versions. Now, I don't know how we could exploit this,
as the 7800 has a graphics chip that the A-8 lacks, but the hardware MUST
be closely related.

On 26 Jan 2001, TNewton856 wrote:

> There was an Atari video game console (the 5200?) that
> was based on a stripped-down Atari 400/800 design. Its
> cartridges <might> be interoperable with 400/800 ones -
> although I wouldn't want to bet the health of my Atari
> 800 on it.
>
> The 2600 and 7800 are definitely incompatible with the
> 400/800.
>
>
>

743. Re: Should I use PayPal?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-26 14:58:14 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1010126095640.19611J-100000@mail1.wayne.edu>
Source record: 39067

Paypal is still basically free, to the "occasional" user. I think the cutoff point is receiving over $100 a month, after that you have to pay paypal to recieve any more payments. I don't think I like that, because if you sell a single thing in excess of $100, you're stuck paying. I haven't hit that limit with my account, so I'm still using them.

On Fri, 26 Jan 2001, chainsaw11 wrote:

> In article <20010126003550.13687.00001300@ng-ci1.aol.com>,
> gp429@aol.com (Gp429) wrote:
> > Hi I have a few classic computer magazines for sale for roughly $1
> each. My
> > question do people use PayPal enough to let potenial buyers to pay me
> via the
> > PayPal system?
> >
> > --thanx
> >
> When Paypal first started it was basically free, now from what I
> understand they are charging a substantial fee. I've used Bidpay and it
> seems okay, your buyer goes to www.bidpay.com and gives them all of
> your info and all of their info and they use a credit card to buy a
> money order online. They use western union, I'm not sure if they'll do
> it for a non-auction sale though, you'll have to check.
> Mo
>
> --
> Linux is like a wigwam, no gates, no windows just an apache inside! }:-}
>
>
> Sent via Deja.com
> http://www.deja.com/
>
>

744. Re: Atari 800XL cartridge format

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-26 16:18:31 UTC
From: Thomas Richter <thor@gibbs.math.tu-berlin.de>
Message-ID: <94s80n$r2j$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 39068

> ae2598@wayne.edu wrote:
> : As long as I'm on the subject, HOW incompatible are the A-8 and the 7800?
> : Look at ballblazer and a few other games, TELL me those aren't exact
> : copies of the A-8 versions. Now, I don't know how we could exploit this,
> : as the 7800 has a graphics chip that the A-8 lacks, but the hardware MUST
> : be closely related.

> The CPU is more-or-less the same, a 6502. In every other respect they
> were quite different machines. I've noticed the similarity as well. I
> suspect that the programmers wrote deliberately wrote BallBlazer so that
> it would be easily portable from the 400/800 to other platforms.

> A good way to show this would be to look at the version for the Commodore
> 64 (which I've never seen). If it looks similar to the Atari version,
> then it was also a straight-forward port to a different machine with a
> similar CPU.

I would rather say that BallBlazer wasn't written in a very portable way. It uses a lot of hardware tricks of the A800 to perform its task. For example, upwards/downwards scrolling is done by DLI-tricks, sidewards scrolling by using display list "on the fly" relocation. I've never seen the C64 version in real life, but I suspect that it must have been noticably slower. Not only due to the lower clock speed, but also due to the less powerful graphics engine.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

745. Re: Suggestions for a MyDOS update...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-26 16:31:04 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A71A648.4EB7B280@mail.uni-mainz.de>
Source record: 39069

Mathy Van Nisselroy schrieb:
>
> Howdy Jeff, folks
>
> >Maybe it's time MyDOS went under the OS ROM. It would solve your memory
> >problem. 400/800 use wouldn't be an issue either, since those machines don't
> >(generally) come with hard drives.
>
> That would make it impossible to use TurboBASIC. I don't use it that often,
> but...

[cut here]
There is also a 400/800 version of TB and besides there is version 3.2q
from Tom Hunt for Sparta DOS users... But, besides Turbo-Basic there
are quite a lot of other programs that would not like a MyDOS under OS
ROM. I remember having (had) difficulties with Bibo-DOS (famous german
DOS version) and many programs for the same reason. At the moment I
merely remember TB, CTB Runtime, most Jeff Potter programs (Apacview,
Jview, Degasview, IFF/ILBM Read, Gifncode, etc.), but I am sure there
are a lot more programs (games, demos, tools/applications, etc.) which
would not work with MyDOS under the OS ROM. My suggestions: fix the
bugs, patch/enhance the format option (option I) to show all possible
disk drive formats (90k, 130k, 180k, 360k, 720k, 1440k) and write a new
Ramdiskdriver, but leave MyDOS in normal RAM area. -Andreas

P.S. Yep, I like that .AR? feature from version 4.53, it makes Thorsten
Karwoth`s MyDOS Batchfile enhancement almost unnescessary... And for a
file-copier + file-sorter there is TOMS Navigator (written for MyDOS
4.50!) or the MyDOS File-selector (from Bill Kendrick)...
[cut here]

> There is/was a version of MyDOS that went under the OS ROM, IIRC it was version
> 3.016 (Charles Marslett, the original author, told me years ago).
>
> CU Mathy van Nisselroy
>
> PS but it could be hidden underneath BASIC or ACTION! or MAC65 too. (if you'ld
> want that)

746. Re: Suggestions for a MyDOS update...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-26 16:36:56 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A71A7A8.107785A0@mail.uni-mainz.de>
Source record: 39070

Flash Technology ?!?
Well, we are currently producing (in co-operation with Stefan Dorndorf)
512k Flash-EpRoms for the A8. They can be used as a cartridge (plugged
into the cart-slot) and they are divided into 64k blocks. The first
block is reserved for the OS (drivers, boot-software,
file+sector-copiers, etc.), the remaining blocks are free for any other
software... -Andreas

Matthias Belitz schrieb:
>
> Hello,
>
> I dont remember exactly - was MyDos split in a DOS and a DUP part ?
>
> Mathy Van Nisselroy schrieb:
> >
> > Howdy Lee, folks
> >
>
> > > >SDX users claim it to 'be the best'.
> > >
> > > That's the same thing Windows and PC users say about there stuff.
> > >
> > > >I don't see the pass thru cart as
> > > >an answer to a question that's worthy - why?
> > >
> > > Because sometimes I really would like to have something. And a MyDOS smart
> > > card would be just that thing.
>
> The advantage of a cartridge is, that it is always present with only
> small consumption of convetional memory.
> But there are some disadvantages, too.
> - this means the development of hardware and hardware is expensive in
> production and shipping ...
> - you have to use FLASH-technology to make it easily upgradeable
> ...
>
> Why not using some of the extended 130XE memory ? I am wondering, why
> there is only such a small number of software (beside demos) using this
> memory.
> The main problem is that there are so much extensions out there, every
> program has to check out, what pages are usable and then it takes the
> one, you have your RAMDISK installed in :-(.
> So it would be nice, to implement some memory-management:

> The DOS would check the available pages and every compatible program
> will get a page on request.
> Any serious Atari-users out there without a 130XE-compatible memory
> extension ?
>
> Bye,
>
> Matt

747. Re: Atari 800XL cartridge format

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-26 17:37:43 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t73dap6g015v99@corp.supernews.com>
Source record: 39071

"Bruce Clarke" <brclarke@island.islandnet.com> wrote in message
news:980522499.2979@news.islandnet.com...
> TNewton856 <tnewton856@aol.com> wrote:
> : There was an Atari video game console (the 5200?) that
> : was based on a stripped-down Atari 400/800 design. Its
> : cartridges <might> be interoperable with 400/800 ones -
> : although I wouldn't want to bet the health of my Atari
> : 800 on it.
>
> The 5200 was basically an Atari 400 in a very different case, with wacky
> analog controllers instead of digital. The software for the 5200 was
> usually identical to the 400/800 version except for obvious changes to the
> control input routines.

What happened was they eliminated the 6520 PIA and used the POKEY chip to
read the controllers instead of a keyboard.

OS was major stripped down other then some pretty standard stuff like
character set, chips initialization. I think I may have had a disagreement
with someone about the OS. They said it was an 8k OS and I said it was only
4k or something like that. Been too long now.

Possibly not the best idea that ever came out of Atari Corpse.

748. Re: FS: Action Cartridge + Manual + Action Toolkit - $40 +shipping

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-26 19:31:31 UTC
From: Mathias Naumann <Mathias-Naumann@netcologne.de>
Message-ID: <DtBxOmu0650SecxbuULh7UJzfcEQ@4ax.com>
Source record: 39072

Strngly interested!

On Tue, 23 Jan 2001 08:24:44 GMT, "Guju-Boy" <Guju-Das@hotmail.com>
wrote:

>Interested?
>
>reply to group and I will reply to you.
>
>
>

749. Classic Gaming Expo 2001 Announced!

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-27 10:14:24 UTC
From: jhardie@pipeline.com
Message-ID: <3a739e73.21800447@news.pipeline.com>
Source record: 39073
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,rec.games.vectrex,rec.games.video.arcade.collecting,rec.games.video.atari,rec.games.video.classic

Just wanted to let everyone know that the dates have been set for CGE 2001 and advance registration has already begun. Things are already shaping up for a great show, so stop on by the web-site for the latest news.

http://www.cgexpo.com

Hope to see you in Vegas!

John, Sean, Joe, & Tom

750. Re: Should I use PayPal?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-27 11:57:28 UTC
From: llpwhite@cs.com
Message-ID: <20010127065728.11346.00000241@ng-cn1.news.cs.com>
Source record: 39074

>do people use PayPal enough to let potenial buyers to pay me via the PayPal system?<

I've only used PayPal as a Buyer, so I can only speak from that side. It is so much more convenient than having to go buy and mail a money order. Most sellers (that I've dealt with, anyway) don't want checks, so that leaves a m.o. as the next cheapest instrument (not counting sending cash as an option). Bid Pay is a $5.00+ money order -- heck with that! I'm getting ready to sell a few things to reclaim my garage from Atari's, C64's, and Apples, so I'm going to be facing this same issue from the seller's side. But just think how great eBay has been -- "stuff" you wanted to get rid of; "stuff" you wanted to buy, and some really good deals at times, too!
My .02,
Larry

751. Re: 130xe Ram upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-27 12:05:51 UTC
From: llpwhite@cs.com
Message-ID: <20010127070551.11346.00000242@ng-cn1.news.cs.com>
Source record: 39075

> Bob Puff did a paper on the (8) 256x1 chip upgrade where you piggy back the new chips onto eight of the 'extended' memory <

Check at
http://trident.mcs.kent.edu/~clisowsk/

This site has a number of upgrades, including the Scott Peterson upgrades.
Larry

752. Re: USB SIO2PC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-27 12:11:47 UTC
From: llpwhite@cs.com
Message-ID: <20010127071147.11346.00000243@ng-cn1.news.cs.com>
Source record: 39076

>I am in the same boat as you and do not have a large number of serial ports, but I just unhook a device from one and the SIO2ST(PC) cable.<

Likewise. I have a 9-pin switchbox to switch from my PC external modem and my APE/SIO2PC cable. Of course If I wanted to use the modem and APE, I'd have a problem, but in 2 years, this hasn't come up.
Larry

753. Re: Atari800Win and Atari800Win Plus

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-27 15:33:19 UTC
From: dwebster@mediaone.net
Message-ID: <3a73e8d8.27435509@news.jacksonville.net>
Source record: 39077

On Wed, 24 Jan 2001 23:49:31 +0000, Paul Irvine
<mclane.dellos@btinternet.com> wrote:

>The other Day "Richard Smith" <rsmith@NOSPAMplaneteer.com> wrote:
>Rich who writes Atari800win does still update it but less so these
>days, time is a premium for him so who knows when / if he will get
>time to work on it.
>
>The plus project isn't a takeover, its a separate project based on the
>source code of Atari800win. Personally I keep both upto date but its
>more likely you will see newer updates from the excellent Plus
>project.
>
>Maybe Rich will answer this himself?

Wow, this is great, I didn't know about this Plus project, just
downloaded it. The best thing is you can alter the color pallete, so
finally I can play Star Raiders with the proper blue shields and stars
instead of that awful green (uh oh, here we go again!).

I am constantly amazed with the excellence of these emulators.
Imagine that my PIII is also an Atari VCS, Apple II, Atari 800, Atari
ST and Amiga. It's like having the best of everything all in one box.
My endless thanks to all who work on these.

754. Suche Spiele

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-27 16:00:32 UTC
From: Karl-Heinz Senger <charlysenger@t-online.de>
Message-ID: <94ur4p$ae6$07$1@news.t-online.com>
Source record: 39078

Hallo

Ich suche Spiele zum Runterladen fï¿½r dem Win800 XE Emulator, da mein 800ï¿½er XE den Geist aufgegeben hat!!! *HEUL*

Daher suche ich jetzt Spiele wie z.b. "River Raid" oder "Great American Road Race" oder auch alles andere egal was haupsache ich kann ich von den alten Zeiten Trï¿½umen!!! :-)

Danke im Vorraus

MFG Charly

755. Looking for Games

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-27 16:05:05 UTC
From: Karl-Heinz Senger <charlysenger@t-online.de>
Message-ID: <94urd9$s4k$03$1@news.t-online.com>
Source record: 39079

Hello

Iï¿½m looking for Games for the Win800 XE Emulator, because my good old 800ï¿½er XE is Dead!!

So iï¿½m looking for all Games i can Download from any sites......

Does anybody know were i can Download some Games like "River Raid" or "Great American Road Race"???

Iï¿½ll be very happy if somebody can help me!!! :-)

Very THX

Bye said Charly

756. Re: Suche Spiele

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-27 18:51:50 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01c08892$54930d60$b7023b3e@windows>
Source record: 39080

Karl-Heinz Senger <charlysenger@t-online.de> schreef in artikel
<94ur4p$ae6$07$1@news.t-online.com>...

> Hallo
>
>
> Ich suche Spiele zum Runterladen f�r dem Win800 XE Emulator, da mein
800�er
> XE den Geist aufgegeben hat!!! *HEUL*

Warum versuchst du nicht mal in Englisch zu fragen, dann hast du eine
bessere Chance. Wenn du kein Englisch kennst, schicke mir ein email, und
ich wird dir eine truckload an games emailen.

Richard (from the Netherlands :-)

757. Re: Looking for Games

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-27 18:52:37 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01c08892$7099bc20$b7023b3e@windows>
Source record: 39081

Karl-Heinz Senger <charlysenger@t-online.de> schreef in artikel
<94urd9$s4k$03$1@news.t-online.com>...
> Hello
>
> I�m looking for Games for the Win800 XE Emulator, because my good old
800�er
> XE is Dead!!

Uhm, please ignore my last post, he already asked in English :-)

Richard

758. custom DLI question

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-27 20:51:39 UTC
From: pjsmith@netins.net
Message-ID: <slrn976d6r.qlj.pjsmith@worf.netins.net>
Source record: 39082

I've set up a simple DLI to put two colors in the background on a graphics 8 screen. Is there anyway to get rid of the annoying flicker with a DLI when doing disk operations?

Thanks,

Phil

759. Re: custom DLI question

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-27 21:14:06 UTC
From: Mark Watson <news@foft.fsnet.co.uk>
Message-ID: <94vdel$f0h$1@newsg2.svr.pol.co.uk>
Source record: 39092

> I've set up a simple DLI to put two colors in the background on a graphics
> 8
> screen. Is there anyway to get rid of the annoying flicker with a DLI
> when doing disk operations?
Not tried this, but anyway here is my suggestion...

I think the flicker is due to a tight loop calling WSYNC in the disk
loading code. If you put the DLI a few scanlines higher and wait until
VCOUNT reaches the required value I reckon it will work.

Let me know if this works,

Mark

760. Re: Atari 800XL cartridge format

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-27 22:26:15 UTC
From: Anthony Rudzki <arudzki1@home.com>
Message-ID: <bWHc6.11225$49.1544679@news1.rdc2.pa.home.com>
Source record: 39083

>
> OS was major stripped down other then some pretty standard stuff like
> character set, chips initialization. I think I may have had a disagreement
> with someone about the OS. They said it was an 8k OS and I said it was
only
> 4k or something like that. Been too long now.
>
Must have been pretty close since there ARE 5200 games that were released in
the pirate world by Glen the 5200man...(?) The OS addresses and hardware
addresses must have been similar but different to allow someone to change
them and make 5200 games run on the 400/800/800xl....

> Possibly not the best idea that ever came out of Atari Corpse.

They were a talented group, but forward thinking and market awareness was
NOT their specialty.....

tony

761. Re: Atari 800XL cartridge format

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-28 00:40:50 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t76qg3b3kef63d@corp.supernews.com>
Source record: 39084

"Anthony Rudzki" <arudzki1@home.com> wrote in message
news:bWHc6.11225$49.1544679@news1.rdc2.pa.home.com...
>
> >
> > OS was major stripped down other then some pretty standard stuff like
> > character set, chips initialization. I think I may have had a
disagreement
> > with someone about the OS. They said it was an 8k OS and I said it was
> only
> > 4k or something like that. Been too long now.
> >
> Must have been pretty close since there ARE 5200 games that were released
in
> the pirate world by Glen the 5200man...(?) The OS addresses and hardware
> addresses must have been similar but different to allow someone to change
> them and make 5200 games run on the 400/800/800xl....

Right, I would have to review the docs as I havent' seen them in a decade,
but other then their not being a PIA chip, I think all but one of the other
chips was at the same address as in the 400/800 series.

They are so close in nature, I almost bet you could put a toggle switch in
an 800XL to switch it to a 5200 OS and memory map.

>
> > Possibly not the best idea that ever came out of Atari Corpse.
>
> They were a talented group, but forward thinking and market awareness was
> NOT their specialty.....

Thinking about it, I almost wonder if the 5200 was meant to be the 2600 VCS
replacement and was done before the XL series. Not necessarily when they
were released to the public, but someone doing a 2nd generation single board
6502 based replacement of the 2600 based on 400/800 parts, someone else
saying "Let's put the PIA back in and leave the keyboard, then call it a
1200XL".
>

762. Re: Should I use PayPal?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-28 02:00:00 UTC
From: nospam@where.org
Message-ID: <nospam-2701011959380001@3c2-172.terracom.net>
Source record: 39086

> so what Paypal is
> doing is making a salesforce and providing incentive to these annoying
> people to make a habit of ignoring auction terms.
>

Yep. Fishing for the five bucks.

> In one case a Paypal user just declined to pay me when I told him I
> wasn't going to use Paypal.

Aw shucks, no fishies. They cast their rod elsewhere.

But hey, these same folks probably surf to click banners for pennies an hour.

Best thing to do with these people is get auction credit, and send lots of complaint email to eBay. "Not a registered user" for our pay "pal" appears soon.

An email eBay sent me a week ago (powersellers newsletter) had this damage control spin piece about Paypal being "investigated" by the BBB for too many customer complaints. I just laughed. Never used 'em. Never will.

763. Re: Info Wanted: Personal Peripherals Super Sketch

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-28 02:43:40 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A73875C.5C9E6395@compuserve.com>
Source record: 39085

"Edward J. Smiley Jr." wrote:

> Hi,
> I have a Personal Peripherals Super Sketch pad complete in box
> with the owners manual, warranty card, Sketch Pad, Cartridge, and
> starter sketch packet. Can anyone give me information on it? From
> what I have found, one site stated it was "extremely rare". Can anyone
> help?
>
> Thanks!
>
> --
> Edward J. Smiley Jr.
>
> smiley@NOSPAMchem.psu.edu
> (Remove NOSPAM)
>
> Sent via Deja.com
> http://www.deja.com/

They aren't that rare. I have about 200 left, new in shrinkwrap box. I also made a disk to convert from SSK format to Micro Illustrator, with a 4 gray print routine. I intend to do more updating of the software one of these days.

Rick D.

764. Re: 130xe Ram upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-28 03:38:44 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A739444.4A54E528@compuserve.com>
Source record: 39087

> DJW:My 800XL has become just to darn flaky to use anymore.

RLD:Try swapping the power supply with another one.If the problem persists, then it could be the components associated with the power section for video:L5, C15, C61. Try pressing them. Try the monitor with something else, like a VCR.

> DJW:With the 130xe the default for the ramdrive with the X
> cart is no ramdrive and I have it set that way but still only get the 30 to
> 31k.

> RLD:Could be a bad bit in a memory select I.C.:U6-NCRF815103, CO25953(PAL IC).

> DJW: How hard is it to upgrade the 130xe to 320k ram or more?

RLD:I don't have any upgrade info for the (2)4bit (X 128K) ram chip XEs, but a European Atarian might.

Rick D.

765. Re: ATR8000 Software

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-28 04:10:22 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A739BAE.C224460C@compuserve.com>
Source record: 39088

Boyd Staley wrote:

> I recently obtained a 64K ATR8000. Unfortunately it did not
> come with any of the original software (OSA+,CPM). I have
> not been able to find this anywhere on the net either. If
> someone could point me to it or email any of it to me it
> would be greatly appreciated.
>
> Thanks,
> Boyd

If you are going to use the ATR for the Atari, then you don't need either. Any A8 DOS and Software will work with the drives/printers attached according to it abilities. Modems do need the ATR handler, but I have found it to have a bug. MYDOS and Sparta DOS are recommended.

If you REALLY want to do CP/M with the ATR, I have it available for $6.00 for the 2 disk set. You must have at least 1 double sided dbl dens 5 1/4" drive on the ATR.I also have the ATR-SIG newsletter collection for $7.00. The CPMUG library(~'90) directory disks, and programs made to run on the ATR in the group library.

Rick D.

766. Re: custom DLI question

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-28 04:17:59 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A739D77.6CA0A3C8@compuserve.com>
Source record: 39089

PHIL SMITH wrote:

> I've set up a simple DLI to put two colors in the background on a graphics 8
> screen. Is there anyway to get rid of the annoying flicker with a DLI when
> doing disk operations?
>
> Thanks,
>
> Phil

In your DLI, after your changes, use STA WSYNC to make the video wait until the beam is off the screen.
The value in A doesn't matter, WSYNC=54282. See Computes Mapping the Atari.

Rick D.

767. Re: Should I use PayPal?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-28 04:27:16 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A739FA4.9295B0E3@compuserve.com>
Source record: 39090

Gp429 wrote:

> Hi I have a few classic computer magazines for sale for roughly $1 each. My
> question do people use PayPal enough to let potenial buyers to pay me via the
> PayPal system?
>
> --thanx

I too have only used Paypal as a buyer, and so far, if the seller is VERIFIED, then it works great. Its cheaper than having to buy a M.O.(Not from MY bank, but the Post Office), stamp, time,etc. I may oneday soon start to use it as a seller. Yea, they have my c card on file, but so do other places.

Rick D.

768. Dr. Who Adv, was Basic Problems

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-28 04:47:40 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A73A46C.2CA9F1FD@compuserve.com>
Source record: 39091

Daffy Duck wrote:

> Hello - You're my only hope...
>
> All of the sprites used are just a custom character set, and
> these appear to be corrupted by the time the game starts.
>
> I figure it must be a memory problem as when I cut a load of
> the code out, half of the rooms work perfectly, with the characters
> looking correct. But when all the rooms are defined in the BASIC code
>
> the custom character set is corrupted.
>
> jez.

I looked at the code, and found that there are several places where a subroutine is called, but in the subroutine, a goto is done instead of a return. This leaves bytes on the BASIC stack that dont go away. The best fix is to fix the code. The next best is at line 300, add at the beginning "POP:POP:". This forces two levels of returns/for nexts off of the stack and stop eating ram.

The Loader program could find a place to load the charset by looking at 106, and subtracting 4:POKE 106,PEEK(106)-4):GR.0". Peek(106) becomes the start of the chset:POKE 756,peek(106). This leaves the max ram available for room /program data.

Rick D.

769. Re: Should I use PayPal?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-28 05:13:00 UTC
From: Don <dons@qnet.com>
Message-ID: <3A73AA5C.7452DCF5@qnet.com>
Source record: 39093

Tom Buckner wrote:

> > so what Paypal is
> > doing is making a salesforce and providing incentive to these annoying
> > people to make a habit of ignoring auction terms.
> >
>
> Yep. Fishing for the five bucks.
>
> > In one case a Paypal user just declined to pay me when I told him I
> > wasn't going to use Paypal.
>
> Aw shucks, no fishies. They cast their rod elsewhere.
>
> But hey, these same folks probably surf to click banners for pennies an hour.
>
> Best thing to do with these people is get auction credit, and send lots of
> complaint email to eBay. "Not a registered user" for our pay "pal" appears
> soon.

You really cant complain if the auction says credit only then you have no choice. Its either pay by credit card or dont bid. There is nothing that says a seller has to take CASH. The seller can set the payment type. If he or she wants Pesos then you pay in Pesos. Its up to us bidders to read the fine print.

>
>
> An email eBay sent me a week ago (powersellers newsletter) had this damage
> control spin piece about Paypal being "investigated" by the BBB for too
> many customer complaints. I just laughed. Never used 'em. Never will.

I use Paypal services all the time with out any problems. As for the BBB invetigating Paypal who really cares the BBB cant shut you down. The BBB only suggest to consumers what services to use and not to use. Ive seen businesses with 100s of complaints of file with the BBB and their still in business. Anyone could file a complaint with the BBB even if its petty.

Don

770. Re: custom DLI question

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-28 06:10:33 UTC
From: Ken Siders <see_message@columbus.rr.com>
Message-ID: <tJOc6.1914$pS3.185909@newsread1.prod.itd.earthlink.net>
Source record: 39095

If the flickering is the top, you need to install and immediate VBI to set
the color registers. They are set by the OS in a deferred VBI which
doesn't execute during I/O (when CRITIC flag is set). DLI's are still
executed during DLI's IIRC. You could also probably put a dli at the
very top of the screen on one of the blank lines. Note that doing too
much in an immediate VBI or DLI can interfere with serial disk i/o.

--Ken
atarieightbit@columbus.rr.com
change the eight to an 8 to reply.

"PHIL SMITH" <pjsmith@netins.net> wrote in message
news:slrn976d6r.qlj.pjsmith@worf.netins.net...
> I've set up a simple DLI to put two colors in the background on a graphics
8
> screen. Is there anyway to get rid of the annoying flicker with a DLI
when
> doing disk operations?
>
> Thanks,
>
> Phil
>

771. Re: Atari 800XL cartridge format

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-28 06:32:33 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-lv8UdLGnfqIo@a92.work.in.com.au>
Source record: 39096

On Thu, 1 Jan 1970 02:59:59, "Rick Cortese" <ricortes@netmagic.net>
wrote:

> "Anthony Rudzki" <arudzki1@home.com> wrote in message
> news:bWHc6.11225$49.1544679@news1.rdc2.pa.home.com...
> >
> > >
> > > OS was major stripped down other then some pretty standard stuff like
> > > character set, chips initialization. I think I may have had a
> disagreement
> > > with someone about the OS. They said it was an 8k OS and I said it was
> > only
> > > 4k or something like that. Been too long now.
> > >
> > Must have been pretty close since there ARE 5200 games that were released
> in
> > the pirate world by Glen the 5200man...(?) The OS addresses and hardware
> > addresses must have been similar but different to allow someone to change
> > them and make 5200 games run on the 400/800/800xl....
>
> Right, I would have to review the docs as I havent' seen them in a decade,
> but other then their not being a PIA chip, I think all but one of the other
> chips was at the same address as in the 400/800 series.
>
> They are so close in nature, I almost bet you could put a toggle switch in
> an 800XL to switch it to a 5200 OS and memory map.

Moveing the hardware chip locations would require work. A new Pal MMU
at least. The 5200 has moved the hardware chip locations around,
except for antic. There is also the problem to getting the cart
connector going.

James B

772. Re: Classic Gaming Expo 2001 Announced!

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-28 07:20:16 UTC
From: Brett Walach <vectrex@inil.com>
Message-ID: <3a73aced$0$70807$272ea4a1@news.execpc.com>
Source record: 39094
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,rec.games.vectrex,rec.games.video.arcade.collecting,rec.games.video.atari,rec.games.video.classic

John Hardie wrote:
>Just wanted to let everyone know that the dates have been set for CGE
>2001 and advance registration has already begun. Things are already
>shaping up for a great show, so stop on by the web-site for the latest
>news.
>
>http://www.cgexpo.com

"Classic Gaming Expo 2001® dates have been set for Saturday and Sunday,
August 11-12, 2001."

Ooh, looks like I have more time than I thought. Sweet. MMC, here we come.

Sincerely,
Brett Walach

```
/*******************************\
|* "Brett's Vectrex Preserve"
|* http://www.PlayVectrex.com
|* Vectrex@inil.com
|* Hangout @ Rec.Games.Vectrex
\*******************************/
```

773. Re: 130xe Ram upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-28 09:32:25 UTC
From: "David\\Julie Wilson" <cybrslider@home.com>
Message-ID: <JGRc6.35433$bb.814152@news1.rdc1.tx.home.com>
Source record: 38997

"Richard Detlefsen" <"74766,1561"@compuserve.com> wrote in message
news:3A739444.4A54E528@compuserve.com...
> > DJW:My 800XL has become just to darn flaky to use anymore.
>
> RLD:Try swapping the power supply with another one.If the problem
persists, then
> it could be the components associated with the power section for video:L5,
C15,
> C61. Try pressing them. Try the monitor with something else, like a VCR.

The monitor works perfectly with the 130xe.
>
>
> > DJW:With the 130xe the default for the ramdrive with the X
> > cart is no ramdrive and I have it set that way but still only get the 30
to
> > 31k.
>
> > RLD:Could be a bad bit in a memory select I.C.:U6-NCRF815103,
CO25953(PAL IC).

I changed the first line in the config.sys from DEVICE SPARTA BANKED to USE
BANKED, then added DEVICE SPARTA BANKED. I got my 35k back!

> > DJW: How hard is it to upgrade the 130xe to 320k ram or more?
>
> RLD:I don't have any upgrade info for the (2)4bit (X 128K) ram chip XEs,
but a
> European Atarian might.

Thanks for the advice. I appreciate the input.
>
> Rick D.

David
>
>
>
>

774. Re: Should I use PayPal?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-28 12:42:32 UTC
From: Brad <corbulo@mind_ATARI_spring.com>
Message-ID: <B6997DE8.1ADF%corbulo@mind_ATARI_spring.com>
Source record: 38998

in article 3A73AA5C.7452DCF5@qnet.com, Don at dons@qnet.com wrote on 1/28/01
12:13 AM:

>
>
> Tom Buckner wrote:
>
>>> so what Paypal is
>>> doing is making a salesforce and providing incentive to these annoying
>>> people to make a habit of ignoring auction terms.
>>>
>>
>> Yep. Fishing for the five bucks.
>>
>>> In one case a Paypal user just declined to pay me when I told him I
>>> wasn't going to use Paypal.
>>
>> Aw shucks, no fishies. They cast their rod elsewhere.
>>
>> But hey, these same folks probably surf to click banners for pennies an hour.
>>
>> Best thing to do with these people is get auction credit, and send lots of
>> complaint email to eBay. "Not a registered user" for our pay "pal" appears
>> soon.
>
> You really cant complain if the auction says credit only then you have no
> choice.
> Its either pay by credit card or dont bid. There is nothing that says a
> seller
> has to take CASH. The seller can set the payment type. If he or she wants
> Pesos
> then you pay in Pesos. Its up to us bidders to read the fine print.
>
>>
>>
>> An email eBay sent me a week ago (powersellers newsletter) had this damage
>> control spin piece about Paypal being "investigated" by the BBB for too
>> many customer complaints. I just laughed. Never used 'em. Never will.
>
> I use Paypal services all the time with out any problems. As for the BBB
> invetigating Paypal who really cares the BBB cant shut you down. The BBB only
> suggest to consumers what services to use and not to use. Ive seen businesses
> with 100s of complaints of file with the BBB and their still in business.
> Anyone

> could file a complaint with the BBB even if its petty.
>
> Don
>
>
I've sold on eBay (even get one of the sellers newsletters, don't remember anything about PayPal being investigated. Maybe different newsletter? Maybe missed it?) and I like PayPal, BC when I use it, I know I'll get paid. Seems for some reason these days, if someone has to pay by MO for Personal check or something, they never get around to it(?!) and end up stiffing me.
At this point, knock on wood (ouch! as he pounds his head against the desk), I've never been stiffed by a PayPal or Billpoint buyer.
I'd bet a lot of the grousing about PayPal is sour grapes that PayPal was once free and now charges (which was, BTW, always stated in the signup document).

BTW, whoever started this, great troll! You have this "discussion" going on at least three other groups I've noticed so far.

My 2c, IMHO, YMMV, etc,etc.
Brad
(Remove _ATARI_ to reply email)

775. FS: Atari 2600 5200 & 8 Bit items

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-28 13:08:13 UTC
From: GENE EHRICH <gene@ehrich.com>
Message-ID: <1RUc6.47870$8V6.5411327@typhoon.tampabay.rr.com>
Source record: 38999
Cross-posted to: alt.atari.2600,alt.games.atari,comp.sys.atari.8bit,rec.games.video.atari

I have lots of old Atari items including 2600 and 5200 cartridges and lots of 8 Bit Atari Software for sale on my Atari pages on my web site listed below:

--
http://www.voicenet.com/~generic
On-Line Computer & Video Game Garage Sale
gene@ehrich.com

776. Re: Looking for Games

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-28 17:36:37 UTC
From: ebaiz@skyenet.net
Message-ID: <FMYc6.4386$Uo2.15061@newsfeed.slurp.net>
Source record: 39000

On 27 Jan 2001 17:05:05 , "Karl-Heinz Senger" wrote:
>Hello
>
>I�m looking for Games for the Win800 XE Emulator, because my good old 800�er
>XE is Dead!!
>
>So i�m looking for all Games i can Download from any sites.....
>
>Does anybody know were i can Download some Games like "River Raid" or "Great
>American Road Race"???
>
>I�ll be very happy if somebody can help me!!! :-)

Try these sites:

http://www.atariworld.com/8bit/atrfiles.html
http://atari.webjump.com/atari0.html
http://cth.tzo.com/Emulator/ROMs.html

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

777. Re: Atari 800XL cartridge format

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-28 18:03:05 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t78ni9js4ktb34@corp.supernews.com>
Source record: 39001

"James Bradford" <sup8pdct@mail.cth.com.au> wrote in message
news:olg28mVLDrMR-pn2-lv8UdLGnfqIo@a92.work.in.com.au...
> On Thu, 1 Jan 1970 02:59:59, "Rick Cortese" <ricortes@netmagic.net>
> wrote:
>
> > "Anthony Rudzki" <arudzki1@home.com> wrote in message
> > news:bWHc6.11225$49.1544679@news1.rdc2.pa.home.com...
<snip>
> > They are so close in nature, I almost bet you could put a toggle switch
in
> > an 800XL to switch it to a 5200 OS and memory map.
>
> Moveing the hardware chip locations would require work. A new Pal MMU
> at least. The 5200 has moved the hardware chip locations around,
> except for antic. There is also the problem to getting the cart
> connector going.

Actually, someone in here reported that was how "Glen the 5200 man" did all the ports. Just had a 130XE with a bunch of wires running around that worked as a 5200. I don't think it involved burning a new PAL, probably just bending out a few pins of the 74LS138 on the 130XE and the !CS pins on the LSI chip in question.

Take a look at an 800xl schematic and how they did the hardware memory decoding if you get a chance. It actually doesn't take place in the PAL down to the 2k hardware area, it takes place on the 74LS138. I use this to my advantage for most of my hacks.

Even something like a hardware hack to move all the existing LSI chips to a single page would be trivial, it is just the rewrite of the OS and incompatibilty with everything erver written that would stop people.

778. Re: Atari 800XL cartridge format

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-28 23:12:02 UTC
From: Anthony Rudzki <arudzki1@home.com>
Message-ID: <6H1d6.16882$49.2106380@news1.rdc2.pa.home.com>
Source record: 39002

> Even something like a hardware hack to move all the existing LSI chips to
a
> single page would be trivial, it is just the rewrite of the OS and
> incompatibilty with everything erver written that would stop people.
>
Actually not even a 'rewrite' per say, more like replacing the DEFINES at
the start of the code.

tony

779. Re: 400/800 Eprom cartridge??

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-29 03:24:45 UTC
From: patchell <patchell@silcom.com>
Message-ID: <3A74E27D.D573350F@silcom.com>
Source record: 39003

The proms in an Atari cartridge do not have a standard eprom pinout. What I did was design my own cartridge boards and an eprom programmer (this was 20 years ago). Just for the heck of it, I even put a cartridge interface on the eprom programmer to make reading images easier (I didn't have to take the cartridges apart or do any other funny business like I did when I used the cartridge slots in the Atari).

Here are some pictures of what I did:
http://www.silcom.com/~patchell/atari/photos.html

Now of course, I didn't exactly tell you how to do it. Most unfortunate, I have lost the schematics for all of this stuff, so it can't be recreated :-(. Not even too sure if any of the stuff even works any longer....

But, if you can find the hardware/software documentation that Atari sold to potoential developers, all of the information you need to make your own cartridges is in there (this is the documentation that I used).

Tom Martin wrote:

> Is there a way to burn rom images for 400/800 carts to an eprom. Put that
> eprom in a blank cart and play the finished product in my 400/800? If so
> how?

--
-Jim
----
* Visit:http://www.silcom.com/~patchell/
*---
*I'm sure glad Merry Christmas comes just once a year
* -Yogi Yorgensen
----

780. Re: 130xe Ram upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-29 05:19:53 UTC
From: wertz321@aol.com
Message-ID: <20010129001953.25912.00001191@ng-mq1.aol.com>
Source record: 39004

Best Electronics has all the atari parts you will ever need.http://www.best-electronics-ca.com/

781. Re: Atari 800XL cartridge format

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-29 10:26:20 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-6Bh4uJSw5ddw@localhost>
Source record: 39005

On Thu, 1 Jan 1970 02:59:59, "Rick Cortese" <ricortes@netmagic.net>
wrote:

> "James Bradford" <sup8pdct@mail.cth.com.au> wrote in message
> news:olg28mVLDrMR-pn2-lv8UdLGnfqIo@a92.work.in.com.au...
> > On Thu, 1 Jan 1970 02:59:59, "Rick Cortese" <ricortes@netmagic.net>
> > wrote:
> >
> > > "Anthony Rudzki" <arudzki1@home.com> wrote in message
> > > news:bWHc6.11225$49.1544679@news1.rdc2.pa.home.com...
> <snip>
> > > They are so close in nature, I almost bet you could put a toggle switch
> in
> > > an 800XL to switch it to a 5200 OS and memory map.
> >
> > Moveing the hardware chip locations would require work. A new Pal MMU
> > at least. The 5200 has moved the hardware chip locations around,
> > except for antic. There is also the problem to getting the cart
> > connector going.
>
> Actually, someone in here reported that was how "Glen the 5200 man" did all
> the ports. Just had a 130XE with a bunch of wires running around that worked
> as a 5200. I don't think it involved burning a new PAL, probably just
> bending out a few pins of the 74LS138 on the 130XE and the !CS pins on the
> LSI chip in question.
>
> Take a look at an 800xl schematic and how they did the hardware memory
> decoding if you get a chance. It actually doesn't take place in the PAL down
> to the 2k hardware area, it takes place on the 74LS138. I use this to my
> advantage for most of my hacks.
>
> Even something like a hardware hack to move all the existing LSI chips to a
> single page would be trivial, it is just the rewrite of the OS and
> incompatibilty with everything erver written that would stop people.

I know all of that, but is the hardware area of the 5200 still in that
2k regon? I don't think it is.

James B

782. Re: Atari 800XL cartridge format

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-29 10:26:27 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-dtT0ivCh78jC@localhost>
Source record: 39006

On Sun, 28 Jan 3901 23:12:02, "Anthony Rudzki" <arudzki1@home.com>
wrote:

> > Even something like a hardware hack to move all the existing LSI chips to
> a
> > single page would be trivial, it is just the rewrite of the OS and
> > incompatibilty with everything erver written that would stop people.
> >
> Actually not even a 'rewrite' per say, more like replacing the DEFINES at
> the start of the code.

If One had the orginal source code :)

James B

783. Re: Suggestions for a MyDOS update...

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-29 10:31:05 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <953gp9csm1@nets3.rz.RWTH-Aachen.DE>
Source record: 39007

Howdy Lee, folks

>Was their any significant enhanchments to 4.53/4 other than
>the 'numbered' .arx autorun.sys addition? I can't think of any, but I
>haven't yet found the good source code yet either. Thanks.

Here's what I found. It's the READ.ME file that came with the 4.53/3 source
code.

CU Mathy van Nisselroy

PS is David stil around???

MyDOS version 4.53/3 changes

David R. Eichel 12/31/89

Except for the following 3 things, MyDOS 4.53/3 is functionally
identical to MyDOS 4.50. As such I won't try to recreate the entire
manual, I'll just cover the differences.

You'll probibly first notice that this version defaults to a 3
character file length/free sector count instead of MyDOS's normal 4.
This allows it to function with programs that check for the end of the
directory improperly, like TextPro, SpeedScript and the new Antic
Music Processor. Four and five character file lengths/frees will
still be displayed if needed

Secondly you'll notice that there isn't any AUTORUN.SYS file.
V.4.53/3 now allows multiple AUTORUNs at boot up. Any file with the
extender ".AR?" will be loaded and run like an AUTORUN.SYS. It will
do this for up to ten files (*.AR0 through *.AR9). The 8 character
main filename can be anything you want, only the extender will be
checked.

Lastly those of us who own Atari 800s that've been expanded with
Axlon type memory upgrades will be happy to know that v.4.53/3 now
functions properly with our computer's RAMdisk.

The only difference between v.4.50 and v.4.53/3 as far the user
is concerned is when using a custom RAMdisk format instead of a
predefined one. With v.4.53/3, instead of entering a zero as the
last number in the sequence for an XE type RAMdisk and an FF for an
AXLON type. You must now enter an FF for the XE and a 0 for Axlon
types. This is just the opposite of what it was in v.4.50 because
that last number is now an AND'd number instead of an ORA'd number.
Sorry about the confusion, but it was the easiest way to get the

Axlon as well as the XE RAMdisk to function properly. This is ONLY if you use a custom format. The predefined sequences (numbers 0, 1, 2 & 5) function (externally) just like they do in v.4.50.

A (not too) short history of this MyDOS

I've been working on this since sometime shortly after v.4.50 was released. It has gone through many stages and much testing of each. The were, in order:

V.4.50/3

-my origional hack which added the 3 character file length default.

This dates from March 1989 and was never released.

V.4.51/3

-I wasn't aware of the Axlon problem when I did 4.50/3. I just thought I was messing something up when it didn't work right. When I bothered to look at the code I found that v.4.50 was using $FF as the main RAM bank number, the correct number is 0. Fixing that wasn't a problem. But (there will always be a "but") I found it was loading the accumulator from the bank select address and treating it as something meaningful. This works with the XL/XE series but that address is write only with an Axlon upgrade so its read data is anything but meaningful. It then ORA'd that number with another to select the main bank by toggling bits on, however ("but"'s upperclass cousin) I needed to turn bits off, not on. There simply isn't anything you can ORA a number with to get 0. So after much agonizing about changing something that was specifically referred to in the origional docs, namely the critical last byte of custom RAMdisk setup, I modified the RAMdisk code to work properly by using an AND, which is why that last byte is now exactly opposite of what the docs say it should be.

The 2 column directory listing was now printed into fixed columns. V.4.50/3 just used spaces and 4 or 5 character files lengths caused the columns to wander. Absolute column positions fixed this.

The multiple autorun feature was also new to this version.

Its LoMEM was $1F06 which is 29 bytes bigger than the origional 4.50's $1EE9. This was actually a little too high. Some handlers you might want to use require a LoMEM of $1F00 or lower.

This version was released to selected members of my local users group for beta testing in August.

MyDOS v.4.52/3

-While working on an "imporved" version of Mr.Marslett's new v.4.51 I found several spots where optimizing the code would save

critical bytes of memory. I became a bit discouraged during my efforts on this improved 4.51, it seemed that every time I looked at the code it became larger, so to give myself a break I started adding the optimization changes I put in 4.51 to my version 4.51/3. As a result of this I brought its LoMEM down past $1F00 to $1EF3 which is only 10 bytes bigger than 4.50.

This version dates to the end of November and was never released.

MyDOS v.4.53/3

-The only bug I introduced to 4.50 was back in 4.51/3. It was a cosmetic one which involved what happened if you hit break during a 2 column directory listing. If the 1st column had already been printed before the break, the next list would start in the 2nd column.

V.4.53/3 fixes this.

I really wanted to bring the LoMEM down to 4.50's $1EE9 (its still $1EF3). Rather than keep playing around trying to find more RAM resident code to optimize, I decided to bend to the wishes of those who've asked me to release it as it is.

However I hold the option of releasing another version if I can find those other 10 bytes.

Notes about the source code

When I started working on v.4.50 I wasn't interested in making it a archeological dig. Code that was changed was changed and code that was removed was removed. I put a comment field at the end of every line I changed, at least an empty one, but that was about it. Since then I realized the usefulness of having what I've done flagged in some unique way. So I started retrofitting the code with an inverse space in the 1st position of the comment field of each line I've changed. I also endevored to re-add those deleted lines in commented-out form.
I have an assembly listing of the DOS code so its source is probibly pretty complete as far restoring deleted code and inverse spaces is concerned. However I don't have a list of DUP so I had to rely on a combination of memory and file comparison. Because of this there is a greater chance of the DUP source being incomplete as far as comment archeology goes.
This only concerns comments, all of the actual DOS & DUP code is there, complete and ready to assemble using MAC/65.

Changes to the new RAMboot

This new version of the file allows you to select which functions it performs when you load it.

Pressing the 1 key will cause the program to exit without doing anything. This is useful for rebooting without losing the contents of

your RAMdisk.

Pressing the 2 key will just format the defined RAMdisk type and exit. Use this to get the maximum ammount of RAMdisk space available to you.

Pressing 3 formats the Ramdisk, copies DUP.SYS to it and sets up MEM.SAV but does NOT copy the files from the RAMDISK: subdirectory into it. This is to speed up booting from a disk with a RAMDISK: subdirectory when you don't really need its files in you RAMdisk.

Pressing any other key, or none at all, makes it function just like the pervious version of RAMBOOT.

784. Atari to VGA. Found something.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-29 11:02:10 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <953iji$ed6$2@nets3.rz.RWTH-Aachen.DE>
Source record: 39024

Howdy folks

For those of us wanting to connect there composite signals to a VGA monitor, check out www.z64.com and click on V-BOX. It's 69 USdollars, but it might be worth the money.

I just found a mention of this thing (by it's developer it seems) in the c.s.cbm group.

Apperently it automatically detects NTSC or PAL.

CU Mathy van Nisselroy

785. eBay

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-29 11:06:09 UTC
From: "David\\Julie Wilson" <cybrslider@home.com>
Message-ID: <B8cd6.36575$bb.829195@news1.rdc1.tx.home.com>
Source record: 39008

Check this out if you want a good laugh.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1211039865

David

786. Re: Atari 800XL cartridge format

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-29 13:20:35 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t7arcinsell353@corp.supernews.com>
Source record: 39009

"James Bradford" <sup8pdct@mail.cth.com.au> wrote in message
news:olg28mVLDrMR-pn2-6Bh4uJSw5ddw@localhost...
> On Thu, 1 Jan 1970 02:59:59, "Rick Cortese" <ricortes@netmagic.net>
> wrote:
<snip>
> I know all of that, but is the hardware area of the 5200 still in that
> 2k regon? I don't think it is.

Yeap. I can't remember where I saw it first; if I disassembled a 5200
cart<Berzerk> and noticed all the banging on the hardware registers in the
same area or if I found some docs on the 5200, but same layout.

Just something silly like POKEY is at $D300 instead of the PIA, can't
remember what off hand.

So I think all you need to do is switch one LSI chip position and maybe
disable the PIA in the process, activate the 5200 OS. You would have to get
some way of loading files or have a 5200 cart connector wired in. I think
Bill Wilkinson said the 5200<or was it 7800?> actually had some primitive
I/O ability that would have allowed it to hook up to a drive. I never got
that far into disasembly of the OS to find it.

787. W: 8-bit Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-29 14:01:21 UTC
From: Thomsen <twh1@gmx.de>
Message-ID: <3A7577B1.B59AE915@gmx.de>
Source record: 39010

Howd Atarians!

I'm looking for an old but still working atari computer, perhaps an ATARI 130XE.

Well, I'm located in Germany, so if any german guy would sell his old thing to me, it would be great!

thx!

MANY GRTXs to all atari fans WORLDWIDE!!

788. Re: eBay

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-29 14:32:22 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3A757EF6.3F16019A@pcisys.net>
Source record: 39011

Boy, that guy is smoking some serious crack, dropping acid, taking LSD,
and snorting some angel dust!!

I pitty the fool who dumb enough to bid on that.

Glenn Bruner
brunergs@pcisys.net

David\\Julie Wilson wrote:

> Check this out if you want a good laugh.
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1211039865
>
> David

789. Re: eBay

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-29 14:44:51 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1010129094313.27998D-100000@mail3.wayne.edu>
Source record: 39012

The sad thing is, someone will probably bid on it. REALLY suspicious auction though, a seller with NO feedback, supposedly NIB equipment, but no pictures and a lousy description..

Hell, I have a NIB 800XL, I should put it on there for $500, it would be a bargain!

On Mon, 29 Jan 2001, David\Julie Wilson wrote:

> Check this out if you want a good laugh.
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1211039865
>
> David
>
>
>
>
>

790. Re: W: 8-bit Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-29 15:00:18 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <MFgV3vACWYd6Ew4b@lovecraft.demon.co.uk>
Source record: 39013

Once upon a time <3A7577B1.B59AE915@gmx.de>, Thomsen <twh1@gmx.de>
grabbed chalk and scrawled:
>Well, I'm located in Germany, so if any german guy would sell his old
>thing to me, it would be great!

Don't you think he might miss it? Perhaps you should ask for his
computer instead...

Richard
--
Retrotech status: 3x800XL, 65XE, 2600, Lynx II |\ _,,,---,,_
Audio: SH101, DX7, JV50, D50, Falcon030, TR505, S50 /,`.-'`' -. ;-;;,
Visual: CLD-D925. Richard<at>lovecraft.demon.co.uk |,4-))-,_. ,\ (`'::.
'Motives' - http://www.lovecraft.demon.co.uk '----''(_/--' `-'_)Morticia

791. Re: Looking for Games

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-29 19:28:29 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <xvjd6.221$1t5.8868@typhoon.sonic.net>
Source record: 39014

Karl-Heinz Senger <charlysenger@t-online.de> wrote:
: Hello

: I'm looking for Games for the Win800 XE Emulator, because my good old 800'er
: XE is Dead!!

http://www.newbreedsoftware.com/xlsearch/

Over 20,000 files on about a dozen FTP and websites is indexed.
Many files with pretty good descriptions (I wish it were more (hint!))

-bill!

792. Re: USB SIO2PC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-29 19:32:00 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <Qyjd6.2$mW6.87@typhoon.sonic.net>
Source record: 39015

Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:

: Not a bad idea. You may want to talk to some of the retailers that sell
: this cable and see if they can come up with one. But really, how often do
: you use this cable? I am in the same boat as you and do not have a large
: number of serial ports, but I just unhook a device from one and the
: SIO2ST(PC) cable.

I REALLY hate unhooking cables. My PC (as with many others, I'm sure)
has a veritable rat's nest living behind it.

I have a UPS (which NEEDS a dedicated serial port!), Palm cradle
(which I like to keep hooked up, too), and digital camera (which I use a lot).

Of course, that means I have one free, but before I got DSL back, I was
stuck using a modem, so all four were being used simultaneously. :)

My biggest problem with PC's is IRQs. I tried downloading photos off of
my camera while I happened to be backing up my Palm pilot, and the photo
program crashed (which is RARE for Linux!... although it IS a Gnome tool ;))

If USB will help keep issues like this from occuring (will it?), then that'd
be reason enough. :)

-bill!

793. Re: 'Dead' Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-29 20:24:54 UTC
From: Geoff McHugh <mcpuffin@forty-seven.demon.co.uk>
Message-ID: <954jiadjf1@nnrp1.deja.com>
Source record: 39016

In article <t71fece49vgo6a@corp.supernews.com>,
"Rick Cortese" <ricortes@netmagic.net> wrote:
<snip>

(Busy weekend out of the way)

> I would remove the RFI shielding over the drives processor/RAM/ROM
just to
> be on the safe side. Atari in their wisdom appear to have routed the
12 V
> output from the 7812 all the way to the front of the board (L4) and
back to
> the transisor on the heat sink. Could be a mechanical short with the
metal
> shieldling.
> >
> > Then I tried removing L4. Looking from the front of the board, the
>
> Recheck the L6 pads with L4 removed. It kind of goes
> part part part<singular>
> 7812--|--L4-----|----L6---|--TIP110---- spindle motor
> part part

I removed the RFI shielding, which didn't make any difference, and
checked around for any obvious signs of solder traces making unwanted
contact, but saw nothing glaringly obvious.

I checked the above route from the 7812 to the TIP110 as follows

(looking from the front of the drive)

7812 output --> L4 right hand solder pad 0 Ohms
L4 right hand solder pad --> L4 left hand solder pad ~60 Ohms
L4 left hand solder pad --> L6 right hand solder pad ~500 Ohms
L6 right hand solder pad --> L6 left hand solder pad 0 Ohms
L6 left hand solder pad --> TIP110 left hand leg ~60 Ohms

In the interests of measuring everything, in case I picked the wrong
path :) I also get

7812 output --> L4 left pad ~60 Ohms
L4 right pad --> either L6 pad 0 Ohms
either L6 pad --> TIP110 right hand leg ~60 Ohms

I think that covers all ways through the path above, given that both
pads of L6 appear to be shorted to ground.

I'm going to have a closer look at the pcb and see if I can't see
something obvious connecting to ground.

You'll be glad to hear that I'll have to give you a break from all this
for a while, I'm going to be working away from home for the next couple
of weeks, starting Wednesday (I'll be back for the weekend, but will
most likely be busy then too) and while I should have a net connection,
I'm not going to be carrying the 1050, multimeter and soldering iron
through an airport metal detector :)

I hope the above helps narrow this thing down a bit further...

--
Geoff

Sent via Deja.com
http://www.deja.com/

794. Re: 'Dead' Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-29 21:15:22 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t7bn6qp8g6f1b2@corp.supernews.com>
Source record: 39017

"Geoff McHugh" <mcpuffin@forty-seven.demon.co.uk> wrote in message
news:954jiadjf1@nnrp1.deja.com...
> In article <t71fece49vgo6a@corp.supernews.com>,
> "Rick Cortese" <ricortes@netmagic.net> wrote:
> <snip>

Just a bit of info, since we aren't using the same DVMs, we will get
different resistances. My DVM always reads ~10x the resistance yours does.

I honestly thing you may have two problems here when I look at the results.
> > part part part<singular>
> > 7812--|--L4-----|----L6---|--TIP110---- spindle motor
> > part part
<snip>
> 7812 output --> L4 right hand solder pad 0 Ohms

same
> L4 right hand solder pad --> L4 left hand solder pad ~60 Ohms

Close to infinate with L4 removed ~same
> L4 left hand solder pad --> L6 right hand solder pad ~500 Ohms

Infinate ~same
> L6 right hand solder pad --> L6 left hand solder pad 0 Ohms

****
Infinate!
****

> L6 left hand solder pad --> TIP110 left hand leg ~60 Ohms

about the same.
>
> In the interests of measuring everything, in case I picked the wrong
> path :) I also get
>
> 7812 output --> L4 left pad ~60 Ohms

Near infinate
> L4 right pad --> either L6 pad 0 Ohms

Should be L6 Right to L4 Right 0 Ohms
L6 Left to L4 Right > 0 Ohms.

Double check me, but I think this elimnates everything between the 7812 and
L4.

That leaves us to C42, C21 as the leading suspects. There's a bunch of other low value ones in there, but I don't believe they could have shorted w/o exploding.

Before you do any more pulling, with L4 removed, you should power up the drive again and check for 12V on the output of the 7812 and one of the L4 solder pads.
> either L6 pad --> TIP110 right hand leg ~60 Ohms

Remove and test in order
>
> I think that covers all ways through the path above, given that both
> pads of L6 appear to be shorted to ground.

No L6 is connected directly to the center leg of the TIP110. If you get 0 Ohms the left leg, your TIP110 has gone to electric lala land.
>
> I'm going to have a closer look at the pcb and see if I can't see
> something obvious connecting to ground.
>
> You'll be glad to hear that I'll have to give you a break from all this
> for a while, I'm going to be working away from home for the next couple
> of weeks, starting Wednesday (I'll be back for the weekend, but will
> most likely be busy then too) and while I should have a net connection,
> I'm not going to be carrying the 1050, multimeter and soldering iron
> through an airport metal detector :)

Have fun!
>
> I hope the above helps narrow this thing down a bit further...
>
> --
> Geoff
>
>
> Sent via Deja.com
> http://www.deja.com/

795. Re: eBay

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-29 21:53:18 UTC
From: Mike Rhoades <mike@atariguy.com>
Message-ID: <iDld6.1568$ws2.99911@ord-read.news.verio.net>
Source record: 39018

Wow...if I can get those prices, I just might sell off my entire collection
of 8bit stuff. But then, what would I do for fun?

Mike

"David\Julie Wilson" <cybrslider@home.com> wrote in message
news:B8cd6.36575$bb.829195@news1.rdc1.tx.home.com...
> Check this out if you want a good laugh.
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1211039865
>
> David
>
>
>

796. a question about M.U.L.E. on the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-30 00:00:40 UTC
From: Ken Lee <ken.lee@sitraka.com>
Message-ID: <3A760428.A8483A7A@sitraka.com>
Source record: 39019

Hello. Back in the day when I was a C64 user, and I played and loved a game called M.U.L.E. After researching it a little recently, I discovered that it was also made for the NES and the Atari 800. I've seen screenshots of the Nintendo version, and it looks quite different (in a bad way), but the Atari version looked quite nice (as far as nice can be with M.U.L.E.).

Was the game released for the Atari as a cartridge? I can't seem to find any definite answers on that. For those who saw/played it on a Commodore 64, was it much different? Based on screenshots I've seen they look almost identical, except for the colour palette. Anyway, I don't know much about the Atari home computer line, so introductory explanations are welcome.

I'm interested to know... since the Atari 800 had 4 joystick ports built in, hunting around for one would result in an easy way for four people to play M.U.L.E. simultaneously. (I know I could get an old C64, or get an emulator for my Mac, but I think four people playing the game in the living room is a lot more appealing ;)

Thanks in advance,
Ken

797. Re: 'Dead' Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-30 00:09:16 UTC
From: Geoff McHugh <mcpuffin@forty-seven.demon.co.uk>
Message-ID: <9550n5$qf4$1@nnrp1.deja.com>
Source record: 39020

In article <t7bn6qp8g6f1b2@corp.supernews.com>,
"Rick Cortese" <ricortes@netmagic.net> wrote:
<snip>
>
> That leaves us to C42, C21 as the leading suspects. There's a bunch
of other
> low value ones in there, but I don't believe they could have shorted
w/o
> exploding.
>
> Before you do any more pulling, with L4 removed, you should power up
the
> drive again and check for 12V on the output of the 7812 and one of
the L4
> solder pads.

I did this, with both L4 & L6 removed, and got 12v on the output of the
7812 and the right pad of L4, I assume that is a good thing? :)

> > either L6 pad --> TIP110 right hand leg ~60 Ohms
>
> Remove and test in order

Before I make a catastrophic error, remove and test what in order, C42
& C21? I don't want to rip out more than I have to, or make things
worse! :) And should I put L6 & L4 back before doing anything else?

> > I think that covers all ways through the path above, given that both
> > pads of L6 appear to be shorted to ground.
>
> No L6 is connected directly to the center leg of the TIP110. If you
get 0
> Ohms the left leg, your TIP110 has gone to electric lala land.

I doubt I'll get a chance to remove anything until at least the
weekend, maybe even the following one...

--
Geoff

Sent via Deja.com
http://www.deja.com/

798. Re: a question about M.U.L.E. on the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-30 00:19:49 UTC
From: Jon-paul <pockets@cix.co.uk>
Message-ID: <95515u$2cf$1@plutonium.compulink.co.uk>
Source record: 39021

I've seen it on disk and cassette, never cart over here in the UK, When i saw it at all!

i would like an 800 with 48k so i can have 3 friends play it with me when we have our next worms fest!

You can have up to 3 players on an XL if you have a paddle in one port, and joystick in the other. its a palava though

Ken Lee <ken.lee@sitraka.com> wrote in message news:3A760428.A8483A7A@sitraka.com...
> Hello. Back in the day when I was a C64 user, and I played
> and loved a game called M.U.L.E. After researching it a little
> recently, I discovered that it was also made for the NES
> and the Atari 800. I've seen screenshots of the Nintendo
> version, and it looks quite different (in a bad way), but
> the Atari version looked quite nice (as far as nice can be
> with M.U.L.E.).
>
> Was the game released for the Atari as a cartridge? I can't
> seem to find any definite answers on that. For those who
> saw/played it on a Commodore 64, was it much different? Based
> on screenshots I've seen they look almost identical, except
> for the colour palette. Anyway, I don't know much about the
> Atari home computer line, so introductory explanations are
> welcome.
>
>
> I'm interested to know... since the Atari 800 had 4 joystick
> ports built in, hunting around for one would result in an
> easy way for four people to play M.U.L.E. simultaneously.
> (I know I could get an old C64, or get an emulator for my
> Mac, but I think four people playing the game in the living
> room is a lot more appealing ;)
>
> Thanks in advance,
> Ken

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.228 / Virus Database: 109 - Release Date: 18/01/01

799. Re: eBay

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-30 00:22:11 UTC
From: Jon-paul <pockets@cix.co.uk>
Message-ID: <9551ab$2hn$1@plutonium.compulink.co.uk>
Source record: 39022

someone was asking £300 for what was apparently a mint in box XE games system!

Some people just don't seem to be hip to the program.

jp

David\Julie Wilson <cybrslider@home.com> wrote in message
news:B8cd6.36575$bb.829195@news1.rdc1.tx.home.com...
> Check this out if you want a good laugh.
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1211039865
>
> David
>
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.228 / Virus Database: 109 - Release Date: 17/01/01

800. Re: 'Dead' Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-30 01:00:20 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t7c4cosuj0pf09@corp.supernews.com>
Source record: 39023

"Geoff McHugh" <mcpuffin@forty-seven.demon.co.uk> wrote in message
news:9550n5$qf4$1@nnrp1.deja.com...
> In article <t7bn6qp8g6f1b2@corp.supernews.com>,
> "Rick Cortese" <ricortes@netmagic.net> wrote:
> <snip>
> >
> > That leaves us to C42, C21 as the leading suspects. There's a bunch
> of other
> > low value ones in there, but I don't believe they could have shorted
> w/o
> > exploding.
> >
> > Before you do any more pulling, with L4 removed, you should power up
> the
> > drive again and check for 12V on the output of the 7812 and one of
> the L4
> > solder pads.
>
> I did this, with both L4 & L6 removed, and got 12v on the output of the
> 7812 and the right pad of L4, I assume that is a good thing? :)

Absolutely! Means all those parts in between the 9VA jack and the L4 are
working. We knew a lot of them were working from snipping the output
terminal of the 7812 anyway, but this is a double positive and adds a
handful of parts into the "Test Good" side of the ledger.
>
> > > either L6 pad --> TIP110 right hand leg ~60 Ohms
> >
> > Remove and test in order
>
> Before I make a catastrophic error, remove and test what in order, C42
> & C21? I don't want to rip out more than I have to, or make things
> worse! :) And should I put L6 & L4 back before doing anything else?

I wouldn't, but this is where your own judgement comes into play. Remember I
am the guy who got your thumb branded.

C42 and C21 are really pedestrian parts, you could step on a transistor
radio and get 5-6 ones just like them. I really wouldn't worry about losing
them. If you are careful, you could just remove them, check the resistance
across their pins and see if it is anything other then a dead short. Really
if you had a capacitance meter instead of a DVM it would be better.

With your DVM you should see ~0 resistance when you first apply the probes
and it will steadily climb to infinite resistance.

The alternative procedure would be to jumper L4 for now and make sure it is something between L4 and L6. You could just stick a piece of wire in where L4 used to go, apply power and see if you still get 12V.

I think you can see what we are doing here. We are kind of going along the 12V circuit in inchworm fashion. Removing L4 and L6 just isolated the 12V into sections so we could check each section individually and narrow the suspect parts down.

So if you put L4 back in <or jumper it> and test for 12V, it is just making doubly sure the fault<one anyway> is between L4 and L6. Completely up to you as the results are valuble for isolating the problem.

Don't touch the diodes again if you don't get 12V on both sides of L4 though.<grin>
>
> > > I think that covers all ways through the path above, given that both
> > > pads of L6 appear to be shorted to ground.
> >
> > No L6 is connected directly to the center leg of the TIP110. If you
> get 0
> > Ohms the left leg, your TIP110 has gone to electric lala land.
>
> I doubt I'll get a chance to remove anything until at least the
> weekend, maybe even the following one...

No hurry, I think you have it cornered now.

801. Re: Atari 800XL cartridge format

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-30 01:17:42 UTC
From: gozarcollins.hotmail@NoSpam.com
Message-ID: <2Yhd6A+8AwLA092yn@NoSpam.com>
Source record: 39036

In article <t7arcinsell353@corp.supernews.com>,
"Rick Cortese" <ricortes@netmagic.net> wrote:
>So I think all you need to do is switch one LSI chip position and maybe
>disable the PIA in the process, activate the 5200 OS. You would have to get
>some way of loading files or have a 5200 cart connector wired in. I think
>Bill Wilkinson said the 5200<or was it 7800?> actually had some primitive
>I/O ability that would have allowed it to hook up to a drive. I never got
>that far into disasembly of the OS to find it.

Now this would be a cool hack! I've got several 5200 carts, just haven't
looked for a 5200 to play them on. Are there any games for the 5200
that don't have a computer counterpart?

--
Ryan 'Gozar' Collins

802. Instructions for "HS 6502 monitor" wanted (From German mag)

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-30 08:03:19 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01c08a93$3edbed40$35003b3e@windows>
Source record: 39025

In the "good old days" I used a nive little "monitor" program called "HS 6502" (or was it "HC 6502". I believe it was from the German "Homecomputer" magazine.

But I can't remember the commands! Particularly, the "load file into memory" command.

Can anybody help me out on this one?

Richard Douwes

803. Re: custom DLI question

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-30 09:30:54 UTC
From: Thomas Richter <thor@gibbs.math.tu-berlin.de>
Message-ID: <9561ke$9pq$5@mamenchi.zrz.TU-Berlin.DE>
Source record: 39026

```
> If the flickering is the top, you need to install and immediate VBI to set
> the color registers. They are set by the OS in a deferred VBI which
> doesn't execute during I/O (when CRITIC flag is set). DLI's are still
> executed during DLI's IIRC. You could also probably put a dli at the
> very top of the screen on one of the blank lines. Note that doing too
> much in an immediate VBI or DLI can interfere with serial disk i/o.

It also depends on the Os release. Os/A had a bug that disabled DLIs
within the SIO routine. There's not much you can do about it, except maybe
to re-enable it within a custom SER-IN interrupt. This bug was AFAIK fixed
in Os/B, and it definitely *is* fixed in the XL-Os. Except that, I would also
recomend to follow the hint above, i.e. re-load the hardware register from
the corresponding shadow register in a *small* immediate VBI routine.

A "STA VSYNC" might not always help since the Os uses the same register for
a controlled delay here and there, causing your VBI to jump down by one line.

You might want to try whether you can get away without a STA VSYNC at all.
Since ANTIC eats a lot of CPU time in Gr.8/ANTIC F, you might place loading
the Akku early in the DLI, and store it in the hardware register right at the
end of it such that the electron beam is no longer visible. You may get away
with several NOPs and careful timing.

DLI:
PHA
LDA #$34 ;suppose you want to store "red" in background
NOP
NOP
NOP
STA $D01A ;COLBK
PLA
RTI

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_______ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____
```

804. Re: USB SIO2PC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-30 09:44:11 UTC
From: Matthias Belitz <Matthias.Belitz@gmx.net>
Message-ID: <3A768CEB.93427E43@gmx.net>
Source record: 39027

Hello,

[usb to a8]

I think, it will be (almost) impossible for some reasons:

- IMHO USB is a real shared bus with a defined protocol, not just a serial line, where you can do, what you want

- the Atari8 uses some additional lines , which are only simulated with an abuse of some signal lines of the serial port

So the interface must provide "some intelligence" - I don't know, if one could handle that without the use of special usb-protocol chips. And if I remember correctly, they were not commonly available.

Bye,
Matt

805. Re: Atari to VGA. Found something.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-30 09:44:52 UTC
From: "David\\Julie Wilson" <cybrslider@home.com>
Message-ID: <o2wd6.39108$bb.842165@news1.rdc1.tx.home.com>
Source record: 39028

I read in apple II news group posts also. I've seen mention of this device there also. Try the following link for the exact same product for only $55 US.

http://www.baysoftgames.com/baysoftgames/vbox.html

David

"Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message news:953iji$ed6$2@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> For those of us wanting to connect there composite signals to a VGA monitor,
> check out www.z64.com and click on V-BOX. It's 69 USdollars, but it might be
> worth the money.
>
> I just found a mention of this thing (by it's developer it seems) in the
> c.s.cbm group.
>
> Apperently it automatically detects NTSC or PAL.
>
> CU Mathy van Nisselroy
>

806. Re: a question about M.U.L.E. on the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-30 12:13:48 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <18bd7tkbvi2oqgbq5gs47s0n6uj49bcpp8@4ax.com>
Source record: 39029

The other Day Ken Lee <ken.lee@sitraka.com> wrote:

>Hello. Back in the day when I was a C64 user, and I played
>and loved a game called M.U.L.E.

Didn't we all.. :-)
>
>Was the game released for the Atari as a cartridge?

No, not in the UK anyway...

>For those who saw/played it on a Commodore 64, was it much
>different? Based on screenshots I've seen they look almost
>identical, except for the colour palette.

Basically that's the only difference bar a slightly smaller screen
size on the C64 and a more crisp tune on the Atari.

>Anyway, I don't know much about the
>Atari home computer line, so introductory explanations are
>welcome.
>
The Atari's control of the display was miles ahead of it's time so
special effects like lots of different screen resolutions on the
screen were very easy to do via Display List Interrupts (DLI's).

Sadly the Atari was not as well endowed in the sprite department (it
is older than the C64) hence Green Beret was almost cancelled for the
Atari due to (strangely) the trousers etc on the main character.

It was released in the end but that's where you can see a difference
between machines.
>
>I'm interested to know... since the Atari 800 had 4 joystick
>ports built in, hunting around for one would result in an
>easy way for four people to play M.U.L.E. simultaneously.
>(I know I could get an old C64, or get an emulator for my
>Mac, but I think four people playing the game in the living
>room is a lot more appealing ;)

Yes, its a nice multi player game..

And thankfully you didn't as a C64 owner decide that the game was
released on the C64 then ported to the Atari, lots of C64 owners
(myself excluded) seem to think all the old games were released for
their machine and everyone else copied them :-)

Whilst a lot of old stuff came from the Apple a fair bit was written
for the Atari then ported on :-)
--

Give me a good playable old game rather than a pretty new one

807. Re: W: 8-bit Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-30 13:04:27 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <956e4r$lo9$1@nets3.rz.RWTH-Aachen.DE>
Source record: 39030

Howdy Thomsen

>I'm looking for an old but still working atari computer, perhaps an
>ATARI 130XE.
>
>Well, I'm located in Germany, so if any german guy would sell his old
>thing to me, it would be great!

Try http://abbuc.da.ru, click on WEITER.

Then check out the small adds "INSERAT" in the column at the left.
If you like the site, maybe you can become a member of the ABBUC.

CU Mathy van Nisselroy

808. Re: eBay

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-30 14:18:12 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1010130091701.25718D-100000@mail2.wayne.edu>
Source record: 39031

You'd surely have enough money to not have to worry about what to do for
fun :) Robin Leach would be your permanent houseguest!

On Mon, 29 Jan 2001, Mike Rhoades wrote:

> Wow...if I can get those prices, I just might sell off my entire collection
> of 8bit stuff. But then, what would I do for fun?
>
> Mike
>
> "David\Julie Wilson" <cybrslider@home.com> wrote in message
> news:B8cd6.36575$bb.829195@news1.rdc1.tx.home.com...
> > Check this out if you want a good laugh.
> >
> > http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1211039865
> >
> > David
> >
> >
> >
>
>
>
>

809. Re: Classic Gaming Expo 2001 Announced!

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-30 14:29:53 UTC
From: Carl Forhan <forhan@my-deja.com>
Message-ID: <956j4o$233$1@nnrp1.deja.com>
Source record: 39032
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,rec.games.vectrex,rec.games.video.arcade.collecting

In article <3a739e73.21800447@news.pipeline.com>,
jhardie@pipeline.com (John Hardie) wrote:
> Just wanted to let everyone know that the dates have been set for CGE
> 2001 and advance registration has already begun. Things are already
> shaping up for a great show, so stop on by the web-site for the latest
> news.
>
> http://www.cgexpo.com
>
> Hope to see you in Vegas!

You know I will be there. I'm already looking forward to another great
show... you guys really pull it all together and make everything run
smoother than most people realize.

Look for NEW 2001 releases for the Jag and Lynx at CGE2K1 from Songbird!

--
Carl Forhan
Songbird Productions
http://songbird.atari.net

Sent via Deja.com
http://www.deja.com/

810. Re: W: 8-bit Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-30 18:27:35 UTC
From: thomsen <twh1@gmx.de>
Message-ID: <6r1e7t0h3sea9ti325g42lsuu0na4pqv52@4ax.com>
Source record: 39033

On Mon, 29 Jan 2001 15:00:18 +0000, Richard Kilpatrick
<richard@lovecraft.demon.co.uk> wrote:

>Once upon a time <3A7577B1.B59AE915@gmx.de>, Thomsen <twh1@gmx.de>
>grabbed chalk and scrawled:
>>Well, I'm located in Germany, so if any german guy would sell his old
>>thing to me, it would be great!
>
>Don't you think he might miss it? Perhaps you should ask for his
>computer instead...

okey, funny play of words :-) .... well, I will try it again:

anybody out there, who is gonna help me to get a second (meaning of
third) chance for an old atarian??

thx, a lot!

-thomsen

811. Re: Text Editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-30 18:56:30 UTC
From: thomsen <twh1@gmx.de>
Message-ID: <jd3e7tcjl705hcdn7htnngtrt4tt2evoan@4ax.com>
Source record: 39034

On Sat, 13 Jan 2001 00:45:38 GMT, "me" <me@aol.com> wrote:

>My mind went blank after 20 years.... What do I use to edit (add lines) to
>the startup.bat file in spartados. I can't seem to remember using any kind
>of text editor on the 8 bit.

as for me, I used some years ago the "Compy Shop Text Editor". AFAIK
it was a freeware tool.

This prog was a *Real* Editor. You could start it within of any OS by
simply typing "EDIT" he, he ... ok, it's only in 40col screen but had
some easy menu structures and key-macro's built in...

well ask me, if you wan't a copy.I have to search it if you really
want have a look on the editor.
-thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Business Computer Science
Technical University of Ilmenau

812. Re: Should I use PayPal?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-30 22:07:32 UTC
From: ejgnandt@my-deja.com
Message-ID: <957dutsrk1@nnrp1.deja.com>
Source record: 39035

In article <3a716d05.832441@news.CIS.DFN.DE>,
DCM01@USA.NET (Daniel Miller) wrote:
> A lot of people use Paypal. I personally do not like them because I
> dont wish to give them my credit card and have this and that
> transaction going on there where I have limited control.

Paypal has done millions of transactions and I've never heard of someone losing money. As far as giving out a credit card number to a reputable company on the net, its far safer than lot of transactions that people do in person or over the phone. Think about it when you hand over the plastic to someone at a restaurant or bar. A lot of numbers get stolen that way.

> I am sure that Paypal is taking a significant chunk of your profit
> there too.

Fee schedule: ($5 is maximum fee)
< 15 30 cents
> $15 30 cents + 1.6% for balance or checking
> $15 30 cents + 2.2% for credit cards

Adds up to about $1 for a $50 item or $2 for a $100 item. I would gladly pay the seller's fee than trudge down to the PO for these amounts. Or, why not split the fee with the buyer? The seller gets his money immediately and is able to ship right away, so Paypal is to his advantage also.

Later
EJG

Sent via Deja.com
http://www.deja.com/

813. Re: USB SIO2PC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-30 22:58:17 UTC
From: gozarcollins.hotmail@NoSpam.com
Message-ID: <Jc0d6A+8AMUA092yn@NoSpam.com>
Source record: 38960

In article <3A768CEB.93427E43@gmx.net>,
Matthias Belitz <Matthias.Belitz@gmx.net> wrote:
>[usb to a8]
>So the interface must provide "some intelligence" - I don't know, if
>one could handle that without the use of special usb-protocol chips. And
>if I remember correctly, they were not commonly available.

You could look at some of those USB->Serial adapters and see what kind of
intelligence is in them.

This would almost be a worthwhile project, except I think the cost would
not make it worth it.

--
Ryan 'Gozar' Collins

814. FA Atari 800xl System

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-31 00:25:58 UTC
From: Ann <ann@buryds.com>
Message-ID: <pYId6.11517$YT3.290933@news6-win.server.ntlworld.com>
Source record: 39037

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=1211515056

815. FA : Atari touchpad + Atariartist cart !!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-31 01:16:44 UTC
From: Jorge Canelhas <dirty.fly@teleweb.pt>
Message-ID: <957oq4$8g8$1@srvlis16.teleweb.pt>
Source record: 39038

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1211530181

816. Is the BasicXE manual available on the web ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-31 02:27:48 UTC
From: ronfucci@bellsouth.net
Message-ID: <3a77780d.5271133@news.atl.bellsouth.net>
Source record: 39039

tks

ron

817. Re: Classic Gaming Expo 2001 Announced!

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-31 02:55:16 UTC
From: nymechanicalbr08 <nymechanicalbr08@rodeocowgirl.zzn.com>
Message-ID: <957uqgbmp1@nnrp1.deja.com>
Source record: 39040
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,rec.games.vectrex,rec.games.video.arcade.collecting

```
i will be there for sure i promise this will be my first cge i hope i
like it, i hope everyone comes so i can meet everyone!

--
Sara
SaraAB on IRC
Proud winner of the scary game awards "Worst original Video"
"Conversions make baby jesus cry"

Sent via Deja.com
http://www.deja.com/
```

818. Best graphics for an Atari 8-bit game

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-31 03:49:11 UTC
From: NX <nospam@nospam.com>
Message-ID: <9581vl$3es$1@bob.news.rcn.net>
Source record: 39041

I've been trying to figure out exactly what the Atari 8-bit line's limitations were when it came to graphics. Seems that after the Atari 5200 fizzled not many 8-bit games really pushed the envelope and then the ST came out and 8-bit development kinda stopped. The Lucas Arts games (Edilon, REscue on Frac. etc) were impressive examples of what the 8-bit line could do. Any others?

Just wondering what people's opinions were on this one.

819. Re: Should I use PayPal?

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-31 04:09:40 UTC
From: gp429@aol.com
Message-ID: <20010130230940.22153.00000090@ng-cq1.aol.com>
Source record: 39042

I appreciate everyone's input. From what I've read on the subject using Paypal would be a lot easier to use then sending some a m.o. or ck for an amout of $1 - $2. With this in mind I have some Creative Computing magazines for sale each $2.
vol. 11 #6
vol. 11 #7
vol. 11 #8
vol. 11 #10
vol. 11 #11
vol. 11 #12

...more to come w/ old school Compute! magazines @ $1 each.

--thanx

820. Help me identify this Atari 8-bit baseball game

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-31 04:50:26 UTC
From: Chad Hendrickson <hendrickson22@REMOVEhome.com>
Message-ID: <mQMd6.97886$g6.43209437@news1.elmhst1.il.home.com>
Source record: 39043

I remember playing a very cool baseball game on my Atari 800. The 3D perspective of the field was from the first base side. So when looking at the field, home plate was to the left, first base on the bottom, second base on the right, and third base at the top.

What game is this?

Thanks,
Chad

821. Re: Best graphics for an Atari 8-bit game

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-31 05:33:25 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <FsNd6.159$mW6.7191@typhoon.sonic.net>
Source record: 39044

NX <nospam@nospam.com> wrote:
: I've been trying to figure out exactly what the Atari 8-bit line's
: limitations were when it came to graphics. Seems that after the Atari 5200
: fizzled not many 8-bit games really pushed the envelope and then the ST came
: out and 8-bit development kinda stopped. The Lucas Arts games (Edilon,
: REscue on Frac. etc) were impressive examples of what the 8-bit line could
: do. Any others?

You need to check out some of the incredible graphics in the games
and (more typically) demos that came out of Europe in the late 80's
through mid 90's (and probably trickling out still today)

-bill!

822. Re: Atari to VGA. Found something.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-31 07:47:27 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <958fugonb1@nnrp1.deja.com>
Source record: 39045

In article <o2wd6.39108$bb.842165@news1.rdc1.tx.home.com>,
"David\\Julie Wilson" <cybrslider@home.com> wrote:
> I read in apple II news group posts also. I've seen mention of this
device
> there also. Try the following link for the exact same product for
only $55
> US.
>
> http://www.baysoftgames.com/baysoftgames/vbox.html
>
> David
>
> "Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in
message
> news:953iji$ed6$2@nets3.rz.RWTH-Aachen.DE...
> > Howdy folks
> >
> > For those of us wanting to connect there composite signals to a VGA
> monitor,
> > check out www.z64.com and click on V-BOX. It's 69 USdollars, but
it might
> be
> > worth the money.
> >
> > I just found a mention of this thing (by it's developer it seems)
in the
> > c.s.cbm group.
> >
> > Apperently it automatically detects NTSC or PAL.
> >
> > CU Mathy van Nisselroy
> >
>
>
This is really cool although the price tag isn't that hot. I'd like to
find some schematics and a part list to put one together that doesn't
cost so much. Yes, I'm part Jewish.
Mo

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

823. Re: Best graphics for an Atari 8-bit game

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-31 08:09:25 UTC
From: xxcalone@earthlink.net
Message-ID: <VKPd6.289$v16.49760@newsread1.prod.itd.earthlink.net>
Source record: 39046

In article <9581vl$3es$1@bob.news.rcn.net>, "NX" <nospam@nospam.com> wrote:
>I've been trying to figure out exactly what the Atari 8-bit line's
>limitations were when it came to graphics. Seems that after the Atari 5200
>fizzled not many 8-bit games really pushed the envelope and then the ST came
>out and 8-bit development kinda stopped. The Lucas Arts games (Edilon,
>REscue on Frac. etc) were impressive examples of what the 8-bit line could
>do. Any others?
>
>Just wondering what people's opinions were on this one.
>
>

Definitely the LucasArts games... Since most games were ported from the C64,
they ended up looking pretty sad next to the C64 counterparts and were meant
for the C64's strengths (better music, more usable colors). Ballblazer was a
stunner and my Commodore friends were jealous at how bad the C64 version was.

824. Re: Best graphics for an Atari 8-bit game

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-31 09:41:16 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <bcRd6.745$lS6.16634@news1.oke.nextra.no>
Source record: 38947

> Definitely the LucasArts games... Since most games were ported from the
C64,
> they ended up looking pretty sad next to the C64 counterparts and were
meant
> for the C64's strengths (better music, more usable colors). Ballblazer
was a
> stunner and my Commodore friends were jealous at how bad the C64 version
was.

Hmmm. Are you sure about this ? I think Behind Jaggi Lines (later Rescue on Fractalus) was released and developed on Atari's. I got the impression you were joking as I had exactly the opposite experience. The C64 version ran slower, with less colour and less dynamic music (specially in Ballblazer, Ballblaster)

825. Re: Best graphics for an Atari 8-bit game

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-31 09:57:11 UTC
From: thomsen <twh1@gmx.de>
Message-ID: <p0of7tckc3gq3hofaoa0kdls0qekhejd17@4ax.com>
Source record: 38948

On Wed, 31 Jan 2001 10:41:16 +0100, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

>> stunner and my Commodore friends were jealous at how bad the C64 version
>was.
>
>Hmmm. Are you sure about this ? I think Behind Jaggi Lines (later Rescue on
>Fractalus) was released and developed on Atari's. I got the impression you
>were joking as I had exactly the opposite experience. The C64 version ran
>slower, with less colour and less dynamic music (specially in Ballblazer,
>Ballblaster)

let's check the games, lucasfilm released on 8-bit atari:

*rescue on fractalus (definitively first on 8-bit atari, an experiment
of a startrek-movie animation guys)
*koronis rift (I think it's virtual fractalus II with some enhancments
in graphics and speed)
*eidolon (well, the last fractal-based product...hmm hard to say which
platform was the first)
*ballblazer (at all much better than the c64 version, and for sure
first on atari)

hmm no more games from lucasfilm on atari side?
-thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Business Computer Science
Technical University of Ilmenau

826. News at my carts' info page

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-31 10:41:54 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3A77EBF2.CC888533@asw.cz>
Source record: 38949

Hello!

I've put some pictures of PCBs of atari cartridges on my web site. I
also made schematics of one of the OSS supercarts. As I'm not an HW guy,
could somebody with knowledge of electronics check the schematics for
correctness?

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

827. Re: Best graphics for an Atari 8-bit game

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-31 11:22:40 UTC
From: Thomas Richter <thor@gibbs.math.tu-berlin.de>
Message-ID: <958si0$4ov$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 38950

> On Wed, 31 Jan 2001 10:41:16 +0100, "Vidar \"Hawk\" Olavesen"
> <olavese@online.no> wrote:

> *rescue on fractalus (definitively first on 8-bit atari, an experiment
> of a startrek-movie animation guys)

IIRC, the spin-off of an atari/lucasfilms coorperation.

> *koronis rift (I think it's virtual fractalus II with some enhancments
> in graphics and speed)
> *eidolon (well, the last fractal-based product...hmm hard to say which
> platform was the first)
> *ballblazer (at all much better than the c64 version, and for sure
> first on atari)

> hmm no more games from lucasfilm on atari side?

Good question. Did "Labyrinth" ever appear on the Atari? There's a commercial
for this game in a Koronis Rift level. (-; There is a C64 version at least,
it's some kind of a "LucasArts" adventure, maybe the first one. I'd guess it's
earlier than "Maniac Manison", but I don't know either.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

828. Re: Best graphics for an Atari 8-bit game

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-31 11:31:01 UTC
From: thomsen <twh1@gmx.de>
Message-ID: <hltf7to5ti3d2je7kskudovq4isim3rigj@4ax.com>
Source record: 38951

On 31 Jan 2001 11:22:40 GMT, Thomas Richter
<thor@gibbs.math.tu-berlin.de> wrote:

>> hmm no more games from lucasfilm on atari side?
>Good question. Did "Labyrinth" ever appear on the Atari? There's a commercial
>for this game in a Koronis Rift level. (-; There is a C64 version at least,
>it's some kind of a "LucasArts" adventure, maybe the first one. I'd guess it's
>earlier than "Maniac Manison", but I don't know either.

I did read the book "Das Lucasfilm Games Buch" (what innovative name
g). It says something about "The Labyrinth" and is in fact, the
first SCUMM based adventure made by Lucasfilm.

This book describe the rise and fall of lucasfilm/atari games. And the
very last product was "The Eidolon". After this, lucasfilm never
developed any other atari games....
-thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Business Computer Science
Technical University of Ilmenau

829. Re: Best graphics for an Atari 8-bit game

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-31 12:16:05 UTC
From: Manuel Polik <manuel.polik@tenovis.com>
Message-ID: <3A780205.FEDD46D9@tenovis.com>
Source record: 38952

thomsen wrote:

> This book describe the rise and fall of lucasfilm/atari games. And the
> very last product was "The Eidolon". After this, lucasfilm never
> developed any other atari games....
> -thomsen

Wasn't there any Epyx<->Lucasfilm relation, too? I know that Aric
Wilmunder worked for Epyx prior to Lucas and I believe that Epyx either
ported the Atari versions to the C64 or vice versa.

Greetings,
Manuel

830. Re: Atari to VGA. Found something.

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-31 13:44:26 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9594rq$k8i$1@nets3.rz.RWTH-Aachen.DE>
Source record: 38953

Howdy Mo

>I'd like to
>find some schematics and a part list to put one together that doesn't
>cost so much. Yes, I'm part Jewish.
>Mo

I'm not Jewish, but I stil think it's a hefty price.

>Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Great tag line.

CU Mathy van Nisselroy

831. Re: Best graphics for an Atari 8-bit game

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-31 14:54:27 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1010131095254.3971E-100000@mail1.wayne.edu>
Source record: 38954

It may not have cornered the graphics market, but I'd vote for Alternate Reality. The graphics weren't BAD by any means, and in terms of depth and playability I don't think they have any equal.

On Wed, 31 Jan 2001, William Kendrick wrote:

> NX <nospam@nospam.com> wrote:
> : I've been trying to figure out exactly what the Atari 8-bit line's
> : limitations were when it came to graphics. Seems that after the Atari 5200
> : fizzled not many 8-bit games really pushed the envelope and then the ST came
> : out and 8-bit development kinda stopped. The Lucas Arts games (Edilon,
> : REscue on Frac. etc) were impressive examples of what the 8-bit line could
> : do. Any others?
>
> You need to check out some of the incredible graphics in the games
> and (more typically) demos that came out of Europe in the late 80's
> through mid 90's (and probably trickling out still today)
>
> -bill!
>
>

832. FA: New/Sealed Atari 400/800/XL/XE Games

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-31 15:40:48 UTC
From: Richard Smith <rsmith@NOSPAMplaneteer.com>
Message-ID: <vKXd6.8465$Oe.38243@tor-nn1.netcom.ca>
Source record: 38955
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

I have the following games up for auction on Ebay:

Atari 400/800/XL Atlantis (new/sealed)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1210635288

Atari 400/800 Crossfire Cartridge (new/sealed)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1210635943

Atari 400/800/XL/XE Final Legacy (new/sealed)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1210636519

Atari XL/XE Food Fight Cartridge (new/sealed)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1210637204

Thanks for looking.

Richard.
--
Please remove the "NOSPAM" from my address if replying via email.

833. Re: Help me identify this Atari 8-bit baseball game

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-31 19:12:27 UTC
From: olgraf@gmx.net
Message-ID: <r2o959.sl1.ln@gmx.net>
Source record: 38956

In article <mQMd6.97886$g6.43209437@news1.elmhst1.il.home.com>,
"Chad Hendrickson" <hendrickson22@REMOVEhome.com> writes:
> I remember playing a very cool baseball game on my Atari 800. The 3D
> perspective of the field was from the first base side. So when looking at
> the field, home plate was to the left, first base on the bottom, second base
> on the right, and third base at the top.
>
> What game is this?

Sounds like Star League Baseball. Can you remember
trivias between innings?

--
Oliver Graf, Oberhofstr. 11, D-44575 Castrop-Rauxel, Germany
Phone: +49 2305 14230 - http://www.casbah.tupma.de

"If I hadn't seen such riches I could live with being poor." - James

834. Re: Best graphics for an Atari 8-bit game

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-31 19:38:27 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3A7869B2.B4BF409@t-online.de>
Source record: 38957

> Wasn't there any Epyx<->Lucasfilm relation, too?

Epyx was the distributor for all Lucasfilm games in US and Canada.

Andre

835. Re: Best graphics for an Atari 8-bit game

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-31 21:52:57 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <ZO%d6.7$YT.662@typhoon.sonic.net>
Source record: 38958

ae2598@wayne.edu wrote:
: It may not have cornered the graphics market, but I'd vote for Alternate
: Reality. The graphics weren't BAD by any means, and in terms of depth and
: playability I don't think they have any equal.

Definitely excellent use of DLIs and pretty rainbowy colors in the
buildings. :) A gorgeous game.

-bill!

836. Re: Best graphics for an Atari 8-bit game

Newsgroup: comp.sys.atari.8bit
Date: 2001-01-31 22:43:32 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <oy0e6.11$YT.923@typhoon.sonic.net>
Source record: 38959

thomsen <twh1@gmx.de> wrote:

: *rescue on fractalus (definitively first on 8-bit atari, an experiment
: of a startrek-movie animation guys)

Loren Carpenter... See "1980" on this page:

http://www.visualfx.com/milestones.htm

They mention creation of Rescue of Fractulus as a 'milestone'! :)

A little more info on Loren (brief web search):

Applications of Fractals - Special Effects
http://library.thinkquest.org/26242/full/ap/ap18.html

UW CSE Alumnus and Pixar Co-Founder Loren Carpenter
http://www.cs.washington.edu/homes/lazowska/impact/carpenter.html

The Genesis scene in Star Trek II: Wrath of Khan was conceptualized
and directed by Alvy Ray Smith (currently/recently at Microsoft).

Loren worked with, amother other people, Tom Duff, who I saw speak
at a Comp. Sci. colloqueum at Sonoma State University while I was there.
Loren did the fractal terrain, Tom did the moon.

One problem that Tom said occured during the rendering and filming of the
Genesis sequence was that, since it was random, at one point, the camera
flew THROUGH one of the fractal mountains. They had to re-render that
portion with a piece of code that would 'squish' the mountain out of
the way. It took almost as long to re-render that part as it did the
entire sequence. :)

Another problem they all had was that the Genesis scene was choreographed
from beginning to end, and was created as one long, beautiful sequence.
Then the editor of the movie decided to break it up (unnecessarily!)
by throwing a picture of the Enterprise crew looking impressed. :)

We need more (modern) games like Rescue on Fractulus. Doom/Quake
style games with man-made structures, and Heavy Gear style games with
lever-designer-designed landscapes aren't as interesting.

Hrmm... 3D fractal lunar lander? :)

-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/bill/

837. PhillyClassic 2001 UPDATE: 01.31.2001

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-01 02:36:20 UTC
From: Chuck Whitby <intv-sama@worldnet.att.net>
Message-ID: <3A4FEBCC.85F6BA6@worldnet.att.net>
Source record: 38961
Cross-posted to: rec.games.video.sega,rec.games.vectrex,comp.sys.cbm,comp.sys.atari.8bit

** PhillyClassic 2001, The East Coast Classic Gamer's Event! **
** http://www.phillyclassic.com **

** UPDATE: 01.31.2001 **

Table spaces are becoming EXTREMELY limited so if you're planning on attending and are debating getting a table, MAKE YOUR DECISION SOON! :)

Randy Femrite is going to bring down all sorts of neat Jaguar items to show off like a Jaguar Rotary Controller, Battlesphere, Skyhammer, and a XE/Jag controller interface!

** UPDATE: 01.22.2001 **

Hasbro has sent us a lot of games to be given away at the convention! Thanks Hasbro!

Michael Roberts has donated a TON of Star Wars handheld games for us to give away at PhillyClassic. Thanks Michael!!

** UPDATE: 01.10.2001 **

Digital Press has graciously donated MANY Digital Press 6 guides to be given away at PhillyClassic! Thanks Joe and everyone else at DIGITAL PRESS!

We rented another 1000sq ft room for the convention, bringing the total up to 3000 square feet!!

More and more sponsors are contacting us EVERY DAY meaning more chances for everyone to leave PhillyClassic 2001 with a GREAT prize!

Classic Gaming Expo and PhillyClassic have teamed up to bring you the best gaming experience you can get on the east coast!

John Hardie and Sean Kelly are graciously donating items for us to give away at the convention. When you hear the names Hardie and Kelly, you know they've gotta be good!

Ticket prices are currently $6 in advance, and $7.50 at the door. Tables to setup your goodies on are $10 per table. Tickets will be on preorder until March 30th, 2001. Just remember, we're a non-profit event, every cent we make on PhillyClassic goes right back into the convention!

This year's tickets are pretty nifty! Marc has made Intellivision carts into our tickets that hang from you neck! Really neat!

** UPDATE: 12.23.2000 **

Sponsors are pouring in, which means more chances for everyone to walk away from the convention with a great FREE item!!

T-shirts will soon be available for pre-order. These spiffy shirts feature the PhillyClassic logo and some classic game logos! Be sure to put an order in as soon as they're available!

Randy Crihfield of Hozer Video Games has donated some new Atari 2600 games to be given away! Thanks Randy!

Jeff Folejewski will be bringing MANY (as in more than 5) full-size coin-op arcade games! All games will be set on free-play and a tournament will be held on his Joust machine!

Good Deal Games has also chosen to donate some of their new Sega CD games to be given away at PhillyClassic! Thanks Good Deal Games!!

** UPDATE: 10.30.2000 **

Van Burnham, editor of Wired magazine and author of Supercade (www.supercade.com) has confirmed she will be attending PhillyClassic! She's a great video game buff and a wonderful person to talk to!

Be sure to bring all your spare games and systems, we will be holding another auction this year! Last year people who auctioned items off made a LOT of money, and it's a good way to part out some of the extra items you don't need!

** UPDATE: 10.15.2000 **

Chad Schell of Schell's Electronics has donated an Intellicart to be given away as a prize at PhillyClassic!! Thanks Chad!

Tickets for PhillyClassic are now on sale!! The price for admission is $6 for both days, and $10 per table you wish to use to setup on. Just remember, any money taken in from the attendees is not used as profit for any of the organizers; it's used to pay for everything used to setup the event. In case of any spill over money it will be used towards next years event!!

If you have any items in particular you're wanting to pick up or to part with, be sure to e-mail Jeff Folejewski and let him know so he can add your list to our PhillyClassic webpage!

** INITIAL POST: 9.26.2000 **

David Newman, Chuck Whitby, Marc Pallante, and Jeff Folejewski are proud to present PhillyClassic 2001!! The first PhillyClassic was such a success we had no choice but to do it again!

This year's event promises to be nothing but BIGGER and BETTER!

Website is now up and LIVE, complete with:
* Information/scheduled events
* Hotel accomodation info/online reservations
* Driving directions and interactive maps
* Ticket information
* How To Link to Us banners/ads available for
YOUR classic game related site!

The weekend of April 20th and 21st will be one to remember as classic
gamers unite for a weekend of hardcore gaming!

Planned events include casual trading/selling, *tournaments*,
auction, show-and-tell, a guest speaker or two, and a
general good time by all!

We have rented a 2000! sq ft conference room at the Sheraton
Suites for the event, which means enough room for a lot of
people to come and setup the pride and joy of their collections,
and even a little tradebait!

The tentative times are as follows:

Friday: 5pm - ?? -- First Day, Setup, Meet and Greet, Informal
Trading and Game Playing
Saturday: 9am - 5:00pm -- MAIN DAY

If you have any questions about the event, PLEASE e-mail:
David Newman (davidnewman@adelphia.net)
Chuck Whitby (intv-sama@worldnet.att.net)
Jeff Folejewski (adventurevision@yahoo.com)
Marc Pallante (marc@classicgamer.net)

If you plan on attending, please
purchase your tickets early and make those hotel reservations!

Thank you very much!
-PhillyClassic 2001 Staff

www.phillyclassic.com
--
ï¿½ï¿½ Chuck Whitby ï¿½ï¿½
-->Intellivision Gaming Network<--
www.geocities.com/intellydood

** PhillyClassic 2001 **
The East Coast Classic Gamer Event
** www.phillyclassic.com **

838. Re: Help me identify this Atari 8-bit baseball game

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-01 03:17:56 UTC
From: Chad Hendrickson <hendrickson22@REMOVEhome.com>
Message-ID: <Ez4e6.99275$g6.43823694@news1.elmhst1.il.home.com>
Source record: 38962

"Oliver Graf" wrote ...
> "Chad Hendrickson" writes:
> > I remember playing a very cool baseball game on my Atari 800. The 3D
> > perspective of the field was from the first base side. So when looking
at
> > the field, home plate was to the left, first base on the bottom, second
base
> > on the right, and third base at the top.
> >
> > What game is this?
>
>
> Sounds like Star League Baseball. Can you remember
> trivias between innings?
>

Yes! That's it! Thank you...

I remember really liking that game... I'll have to load it up on my 130XE
and give it another go!

839. MAC/65 docs for shareware version

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-01 04:36:17 UTC
From: atrionfo@my-deja.com
Message-ID: <95ap42pba1@nnrp1.deja.com>
Source record: 38963

I downloaded the OSS MAC/65 shareware version from UMICH. However, it didn't come with docs and UMICH didn't seem to have them. Am I overlooking them? Where do I get them?

Adam Trionfo

Sent via Deja.com
http://www.deja.com/

840. Re: a question about M.U.L.E. on the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-01 04:53:29 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <auph7tk2eoibmk70lp73uu7moq78ukgfmu@4ax.com>
Source record: 38964

On Mon, 29 Jan 2001 19:00:40 -0500, Ken Lee <ken.lee@sitraka.com>
drooled an embarassing wet spot in his lap as he typed:

>Hello. Back in the day when I was a C64 user, and I played
>and loved a game called M.U.L.E. After researching it a little
>recently, I discovered that it was also made for the NES
>and the Atari 800. I've seen screenshots of the Nintendo
>version, and it looks quite different (in a bad way), but
>the Atari version looked quite nice (as far as nice can be
>with M.U.L.E.).
>
>Was the game released for the Atari as a cartridge? I can't
>seem to find any definite answers on that. For those who
>saw/played it on a Commodore 64, was it much different? Based
>on screenshots I've seen they look almost identical, except
>for the colour palette. Anyway, I don't know much about the
>Atari home computer line, so introductory explanations are
>welcome.
>
>
>I'm interested to know... since the Atari 800 had 4 joystick
>ports built in, hunting around for one would result in an
>easy way for four people to play M.U.L.E. simultaneously.
>(I know I could get an old C64, or get an emulator for my
>Mac, but I think four people playing the game in the living
>room is a lot more appealing ;)

There are some differences between the C64 and Atari 8-bit versions...

1) Atari version was indeed able to play up to 4 players
simultaneously using joysticks. The C64 must relegate two of the
players in a four player tournament to use the keyboard.

2) Graphics were enhanced some on the 8-bit Atari version. Most
notably in the display-list interrupts that allowed shading in the
title screen and in the ships.

3) The 8-bit Atari version was written first by Dani (nee Dan) Bunten
(R.I.P.), brother Bill, Alan Watson and Jim Rushing, and was released
as a disk-based game by Ozark Softscape, distributed by Electronic
Arts in 1983. It was ported to the C64 the same year by Ozark/EA, the
IBM PC Jr. in 1985 by IBM, and the NES in 1990 by Mindscape.
Unofficial versions also exist for the MSX-1 and PC-8801 Mk. II.

Ironically, your planet's name is "Irata" (Atari spelled backwards) in
all official versions.

>
>Thanks in advance,
>Ken

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

841. Re: Re: WOW !!! The french Are buying Atari !!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-01 04:59:34 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <t4rh7tgsa585vhsrf6skf09eiabl30hd4i@4ax.com>
Source record: 38965

On Fri, 19 Jan 2001 16:24:41 -0500, <ae2598@wayne.edu> drooled an embarassing wet spot in his lap as he typed:

>Anyone around here heard about this? It was posted on
>rec.games.video.arcade.collecting

Yep. Hasbro wanted to ditch Atari after reporting large losses... so they found an interested buyer in Infogrames, who agreed to snap them up at a price tag that'll leave Hasbro with $71 million more than they paid for Atari in the first place.

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

842. Re: Best graphics for an Atari 8-bit game

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-01 08:09:15 UTC
From: nguyenpatrick@hotmail.com
Message-ID: <95b5h6$it6$1@carroll.library.ucla.edu>
Source record: 38966

I think you misread my post... LucasArts games were far superior on the Atari 8-bits over the C64 machines. However, most other games tended to look and sound better than the 8-bit machines.

In article <bcRd6.745$lS6.16634@news1.oke.nextra.no>, "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
>> Definitely the LucasArts games... Since most games were ported from the >C64,
>> they ended up looking pretty sad next to the C64 counterparts and were >meant
>> for the C64's strengths (better music, more usable colors). Ballblazer >was a
>> stunner and my Commodore friends were jealous at how bad the C64 version >was.
>
>Hmmm. Are you sure about this ? I think Behind Jaggi Lines (later Rescue on >Fractalus) was released and developed on Atari's. I got the impression you >were joking as I had exactly the opposite experience. The C64 version ran >slower, with less colour and less dynamic music (specially in Ballblazer, >Ballblaster)
>
>
>

843. Houston area BBS?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-01 08:48:54 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <95b7tk$57a$1@nnrp1.deja.com>
Source record: 38968

Does anyone know of a BBS in the Houston area? I'm trying to find
something in the 713 or 281 area codes. Thanx
Mo

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

844. Re: Best graphics for an Atari 8-bit game

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-01 08:56:08 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <lv9e6.1512$lS6.31948@news1.oke.nextra.no>
Source record: 38967

> I think you misread my post... LucasArts games were far superior on the
Atari
> 8-bits over the C64 machines. However, most other games tended to look
and
> sound better than the 8-bit machines.
Okay! Since most games at all, not only Lucasfilms. Got it! Sounded strange.

845. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-01 13:26:29 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_981033948@rtfm.mit.edu>
Source record: 38969
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: January 7, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

An Atari 800XL used in a Czech hospital: http://www.asw.cz/~kubecj/aczhwho.htm

846. MAE

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-01 13:33:38 UTC
From: Konrad Kokoszkiewicz <draco@piwo.bl.pg.gda.pl>
Message-ID: <3A7965B2.FAA8585@piwo.bl.pg.gda.pl>
Source record: 38970

Hi

is there a newer version of MAE available? Did anyone
hear anything from its developer past two years?

847. Re: MAC/65 docs for shareware version

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-01 15:47:32 UTC
From: melee5@my-deja.com
Message-ID: <95c0eg$p7t$1@nnrp1.deja.com>
Source record: 38971

In article <95ap42pba1@nnrp1.deja.com>,
atrionfo@my-deja.com wrote:
> I downloaded the OSS MAC/65 shareware version from UMICH. However, it
> didn't come with docs and UMICH didn't seem to have them. Am I
> overlooking them? Where do I get them?
>
> Adam Trionfo
>
> Sent via Deja.com
> http://www.deja.com/
>

http://www7.ewebcity.com/atari

Sent via Deja.com
http://www.deja.com/

848. Re: Atari 800XL cartridge format

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-01 18:41:04 UTC
From: Bill Hutchison <billh@microware.com>
Message-ID: <3A79ADC0.8D807DA6@microware.com>
Source record: 38972

All,

Does anyone know what exactly needs to be done to work a 5200 cart rom image to load on a 8-bit?

The Atari-History site has a bunch of 5200 roms I'd love to get running on my 800. And cgexpo.com has the rom image of the 5200 Tempest.

I found the A.N.A.L.O.G. articles about going from 8-bit code to 5200... But has anyone seen any way to take the raw 5200 rom image and work it into a loaded 8-bit file?

-Bill

http://www.atari-history.com/archives/roms.html

Anthony Rudzki wrote:
>
> >
> > OS was major stripped down other then some pretty standard stuff like
> > character set, chips initialization. I think I may have had a disagreement
> > with someone about the OS. They said it was an 8k OS and I said it was
> only
> > 4k or something like that. Been too long now.
> >
> Must have been pretty close since there ARE 5200 games that were released in
> the pirate world by Glen the 5200man...(?) The OS addresses and hardware
> addresses must have been similar but different to allow someone to change
> them and make 5200 games run on the 400/800/800xl....
>
> > Possibly not the best idea that ever came out of Atari Corpse.
>
> They were a talented group, but forward thinking and market awareness was
> NOT their specialty.....
>
> tony

849. Re: MAC/65 docs for shareware version

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-01 19:38:12 UTC
From: atrionfo@my-deja.com
Message-ID: <95cdv3$6t0$1@nnrp1.deja.com>
Source record: 38974

Thanks! Exactly what I was looking for.

Adam

Sent via Deja.com
http://www.deja.com/

850. Organize Problem..

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-01 19:39:14 UTC
From: thomsen <twh1@gmx.de>
Message-ID: <ejej7tsmmvq2rpthvo02gmmp5pt8l08khp@4ax.com>
Source record: 38973

Howdy Atarians!

After collecting thousands of 8-bit Atari software I have the problem
in organizing all those types of binary data.

What's your concept (i.e. filestructure) to get all those various
file-types to reconcile?

virtual HDs, .DCM, .ATR, .EXE, .COM, .BIN, Module files, MegaImages.
Real Disks...
various emulators, ape and so on..

?
-thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Business Computer Science
Technical University of Ilmenau

851. Re: Help me identify this Atari 8-bit baseball game

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-01 19:53:00 UTC
From: olgraf@gmx.net
Message-ID: <sqec59.rfl.ln@gmx.net>
Source record: 38976

In article <Ez4e6.99275$g6.43823694@news1.elmhst1.il.home.com>,
"Chad Hendrickson" <hendrickson22@REMOVEhome.com> writes:
>
> "Oliver Graf" wrote ...
>> "Chad Hendrickson" writes:
>> > I remember playing a very cool baseball game on my Atari 800.
>> > [...]
>> > What game is this?
>>
>> Sounds like Star League Baseball.
>
> Yes! That's it! Thank you...
>
> I remember really liking that game... I'll have to load it up on my 130XE
> and give it another go!

Great game at that time. I remember myself spending
many weeks with it (instead of practicing the real
game).

--
Oliver Graf, Oberhofstr. 11, D-44575 Castrop-Rauxel, Germany
Phone: +49 2305 14230 - http://www.casbah.tupma.de

"If I hadn't seen such riches I could live with being poor." - James

852. Re: Atari 800XL cartridge format

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-01 20:02:34 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-fUdqRNWTgg1s@draco.ames.pacbell.net>
Source record: 38975

where is the image for Tempest? been looking and cant find it, could
you post a url?

Ken

On Thu, 1 Feb 2001 18:41:04, Bill Hutchison <billh@microware.com>
wrote:

> All,
>
> Does anyone know what exactly needs to be done to work a 5200 cart rom image to
> load on a 8-bit?
>
> The Atari-History site has a bunch of 5200 roms I'd love to get running on my
> 800. And cgexpo.com has the rom image of the 5200 Tempest.
>
> I found the A.N.A.L.O.G. articles about going from 8-bit code to 5200... But
> has anyone seen any way to take the raw 5200 rom image and work it into a loaded
> 8-bit file?
>
>
> -Bill
>
>
>
> http://www.atari-history.com/archives/roms.html
>
>
> Anthony Rudzki wrote:
> >
> > >
> > > OS was major stripped down other then some pretty standard stuff like
> > > character set, chips initialization. I think I may have had a disagreement
> > > with someone about the OS. They said it was an 8k OS and I said it was
> > only
> > > 4k or something like that. Been too long now.
> > >
> > Must have been pretty close since there ARE 5200 games that were released in
> > the pirate world by Glen the 5200man...(?) The OS addresses and hardware
> > addresses must have been similar but different to allow someone to change
> > them and make 5200 games run on the 400/800/800xl....
> >
> > > Possibly not the best idea that ever came out of Atari Corpse.
> >
> > They were a talented group, but forward thinking and market awareness was

> > NOT their specialty.....
> >
> > tony

853. Re: Atari 800XL cartridge format

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-01 20:19:25 UTC
From: Bill Hutchison <billh@microware.com>
Message-ID: <3A79C4CD.4280CAFE@microware.com>
Source record: 38977

I found it here:

http://www.cgexpo.com/tempest.html

Do you know how to get it working on a 8-bit?

-Bill

kenames@pacbell.net wrote:
>
> where is the image for Tempest? been looking and cant find it, could
> you post a url?
>
> Ken
>
> On Thu, 1 Feb 2001 18:41:04, Bill Hutchison <billh@microware.com>
> wrote:
>
> > All,
> >
> > Does anyone know what exactly needs to be done to work a 5200 cart rom image to
> > load on a 8-bit?
> >
> > The Atari-History site has a bunch of 5200 roms I'd love to get running on my
> > 800. And cgexpo.com has the rom image of the 5200 Tempest.
> >
> > I found the A.N.A.L.O.G. articles about going from 8-bit code to 5200... But
> > has anyone seen any way to take the raw 5200 rom image and work it into a loaded
> > 8-bit file?
> >
> >
> > -Bill
> >
> >
> >
> > http://www.atari-history.com/archives/roms.html
> >
> >
> > Anthony Rudzki wrote:
> > >
> > > >
> > > > OS was major stripped down other then some pretty standard stuff like
> > > > character set, chips initialization. I think I may have had a disagreement
> > > > with someone about the OS. They said it was an 8k OS and I said it was
> > > only

> > > > 4k or something like that. Been too long now.
> > > >
> > > Must have been pretty close since there ARE 5200 games that were released in
> > > the pirate world by Glen the 5200man...(?) The OS addresses and hardware
> > > addresses must have been similar but different to allow someone to change
> > > them and make 5200 games run on the 400/800/800xl....
> > >
> > > > Possibly not the best idea that ever came out of Atari Corpse.
> > >
> > > They were a talented group, but forward thinking and market awareness was
> > > NOT their specialty.....
> > >
> > > tony

854. Atari Website has moved!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-01 20:55:53 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.21.0102011252180.17705-100000@shell.pacifier.com>
Source record: 38978
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.
Fell free and E-Mail me in the mean time and I'll get back to you.

e-mail: atari@benjamin.net

I've switched ISP's! Try www.pacifier.com/~atari or atari@pacifier.com
and as always www.atari.benjamin.net and atari@benjamin.net still work
but are being redirected to my new ISP and since I've moved, I have
revamped and updated my WebSite and all my WebPages. So Check it out
and, If you don't come see me today, come see me Tomorrow!

Click for WebSite!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
atari@pacifier.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit,
ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

855. FS: Atari 800XL system

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-01 20:57:21 UTC
From: glotto@med.wayne.edu
Message-ID: <95cijhnfp1@cwis-1.wayne.edu>
Source record: 38979

Hey guys.
I have a complete working Atari 800XL system for sale. It comes with:
-800xl unit
-two disk drives (one with Happy (tm) modification)
-3 disk banks full of games
-Star 10x printer
-Multiple cartridge games
-two joysticks
-roller ball controller (does not work, may need new cord)
-a large box full o' books and documentation for the 800xl system and a couple of the games.

Please email with an offer or if you would like additional info or a pic.
-greg

856. Seattle Atari 2600 Championship

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-01 23:48:36 UTC
From: tenthings@my-deja.com
Message-ID: <95cskhljv1@nnrp1.deja.com>
Source record: 38980

```
Atari 2600 Championship
Sunday February 25th, 2001
Registration and practice 1pm
Contest begins at 2pm
NW Classic Games Enthusiasts Annual Meeting and Exposition
Saturday February 24th, 2001 10am-5pm
```

The Atari 2600 was the video game system with the fake wood grain accents that revolutionized the home video game market. It was the precursor to the Nintendo, Sega, and Playstation systems that are popular today. While the Atari 2600 is nothing short of a dinosaur compared to modern video games, it's archaic 8 bit technology continues to endear itself to those who grew up playing crude versions of Asteroids, Pac-Man, Space Invaders, Centipede and others on their 2600 systems.

The 5th annual Atari 2600 Championship has become one of the most anticipated local events for anyone interested in 70's and 80's nostalgia. What began as a small event back in 1996 has grown with each year. The last competition attracted more than 30 contestants from around the Pacific Northwest and dozens more came to watch and cheer on the participants during the head-to-head competition.

The contest is open to any and all who want to test their old school video game skills but only 12 uber-geeks will make it to the semi-finals. From there, the competition really heats up as, round by round, more contestants are eliminated until there are only two left—one of those will become the 2001 Atari 2600 Champion

```
There will be 6 games chosen for the contest, the names of which will
not be revealed until the day of the championship. The super-secret
mystery game will determine the winner but the identity of that game
will remain unknown until the moment of truth!
```

The entrance fee is $5 ($8 with a special edition commemorative t-shirt). Prizes will be given to the 12 semi-finalists—with additional prizes for the top three finishers.

The 5th Annual Atari Championship will be held at Hi*Score Arcade (612 E. Pine St), Capitol Hill's only arcade, featuring video games and pinball machines from the 70's-present.

```
In association with the 5th Annual Atari Championship, The Northwest
Classic Games Enthusiasts will be holding their annual meeting and
exposition on February 24th. This is a chance for classic games
enthusiasts to buy, sell, and trade games and to show off their rare
```

classic games and consoles collections. The meeting takes place at: 308 Fourth Avenue South, Kirkland, WA, from 10am-5pm, February 24th.

Contact Beth Fell at 206.860.8839 or e-mail beth@hiscorearcade.com
612 E. Pine St. Seattle, WA 98122

Sponsors: Hi*Score Arcade, Seattle Weekly, Tablet Newspaper, NW Classic Games Enthusiasts, TwinGalaxies.com, and Atari2600.com

Sent via Deja.com
http://www.deja.com/

857. Re: Best graphics for an Atari 8-bit game

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-02 01:03:35 UTC
From: Manuel Polik <cybergoth@nexgo.de>
Message-ID: <3A7A0767.AB0FEAAA@nexgo.de>
Source record: 38981

Patrick P.H. Nguyen" wrote:

> I think you misread my post... LucasArts games were far superior on the Atari
> 8-bits over the C64 machines. However, most other games tended to look and
> sound better than the 8-bit machines.

Uhm... maybe I'm telling you something new now, but: The C64 is 8 Bit,
too :-)

Greetings,
Manuel

858. Re: Classic Gaming Expo 2001 Announced!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-02 03:44:14 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3A7A2D0E.B9F8AA06@pcisys.net>
Source record: 38982
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,rec.games.vectrex,rec.games.video.arcade.collecting

I'm going to do my best to be there.

Glenn Bruner
brunergs@pcisys.net

nymechanicalbr08 wrote:

> i will be there for sure i promise this will be my first cge i hope i
> like it, i hope everyone comes so i can meet everyone!
>
> --
> Sara
> SaraAB on IRC
> Proud winner of the scary game awards "Worst original Video"
> "Conversions make baby jesus cry"
>
> Sent via Deja.com
> http://www.deja.com/

859. Re: Best graphics for an Atari 8-bit game

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-02 03:48:14 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3A7A2DFE.DEF2ED30@pcisys.net>
Source record: 38983

I have to agree with Bill, the European's have pushed the envelope when it came to graphics on the 8bit!

Zybex is one of my favorite examples. Alternate Reality is one of my favorites on

the US side. And the APAC brought even more detailed color pictures to the 8bit.

Glenn Bruner
brunergs@pcisys.net

William Kendrick wrote:

> NX <nospam@nospam.com> wrote:
> : I've been trying to figure out exactly what the Atari 8-bit line's
> : limitations were when it came to graphics. Seems that after the Atari 5200
> : fizzled not many 8-bit games really pushed the envelope and then the ST came
> : out and 8-bit development kinda stopped. The Lucas Arts games (Edilon,
> : REscue on Frac. etc) were impressive examples of what the 8-bit line could
> : do. Any others?
>
> You need to check out some of the incredible graphics in the games
> and (more typically) demos that came out of Europe in the late 80's
> through mid 90's (and probably trickling out still today)
>
> -bill!

860. Re: News at my carts' info page

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-02 04:11:03 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3A7A3357.616112BE@pcisys.net>
Source record: 38984

Jindrich,

You have a good start on the schematics. Here are some additions I can recommend
to make it a complete and well detailed schematic:

- Add the values of the resistor (value in ohms) and capacitors (in Farads)
- If you need help, email me the colors on the resitor and the numbers on the caps

- IC part numbers for the chips (74LSXX?; 74HCXX?) - maybe use a table on the schematic with part reference (U1, U2, etc) and the part number next to it.

- I would replace PHI2 with B02 (with a slash through the zero). I know that this is what was used in Mapping the Atari, but B02 is the label Atari used. Stands for Buffered Phase 2.

- Add pin #'s to the chips and what pins they connect to on the ROM.

- Replace the IO1 with chip references like U1, U2, U3, etc.

Hope this helps. I don't want to sound critical of your schematic, it's just nice to have a schematic that gives a detailed picture of the circuit and its make up of parts.

Glenn Bruner
brunergs@pcisys.net
www.geocities.com/glenn_b18

Jindrich Kubec wrote:

> Hello!
>
> I've put some pictures of PCBs of atari cartridges on my web site. I
> also made schematics of one of the OSS supercarts. As I'm not an HW guy,
> could somebody with knowledge of electronics check the schematics for
> correctness?
>
> --
> Jindroush <kubecj@asw.cz>
> See http://www.asw.cz/~kubecj for Atari 8bit utils!

861. Re: Classic Gaming Expo 2001 Announced!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-02 06:29:52 UTC
From: cromero@romero.org
Message-ID: <Xwse6.81296$Wq1.34384804@nnrp5-w.sbc.net>
Source record: 38985
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,rec.games.vectrex,rec.games.video.arcade.collecting

I will be there with the Vectrex display items again. Maybe my D size drawings will make it on the walls this year.

Anyone going from the SF bay area? Maybe we can share a ride. If I drive I may take the display stand as well for all to see.

Chris

"Glenn Bruner" <brunergs@pcisys.net> wrote in message news:3A7A2D0E.B9F8AA06@pcisys.net...
> I'm going to do my best to be there.
>
> Glenn Bruner
> brunergs@pcisys.net
>
> nymechanicalbr08 wrote:
>
> > i will be there for sure i promise this will be my first cge i hope i
> > like it, i hope everyone comes so i can meet everyone!
> >
> > --
> > Sara
> > SaraAB on IRC
> > Proud winner of the scary game awards "Worst original Video"
> > "Conversions make baby jesus cry"
> >
> > Sent via Deja.com
> > http://www.deja.com/
>

862. FS: UK Atari bits.

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-02 14:04:14 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <t20t7WAe5re6Ew3Y@lovecraft.demon.co.uk>
Source record: 38986

I've got to sell something to pay for more music gear!

So: Atari 65XE, 800XL 256K, 800XL with not functioning stereo upgrade
(it works, just the stereo doesn't seem to behave) and 2nd PIA, one
1050, some software, XEP-80.

Need about ï¿½50 (it's for a Roland MPU-401 interface and wavetable card),
it's in Scotland.

(And I'm keeping an 800XL, 1050 and 1010 so I'm not out of the 8-bit
entirely :))

Richard
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, TR505, Falcon030, DX7 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

863. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-02 14:24:19 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/vendev_981123848@rtfm.mit.edu>
Source record: 38987
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: January 27, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: Introduction

Conventions
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All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" PD/freeware/shareware developers should also be listed.
Persons or entities holding rights to products, but not selling or supporting
them in any way, are NOT listed here.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, PD/freeware/
shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the
developer are listed. No product can be developed by more than one
developer. No prices are given.
```

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Super-Brief Copyright Primer

Commerical software - protected by copyright, may not be copied except for personal archival purposes
Shareware -protected by copyright, may be freely copied and distributed, shareware payment required for continued use
Freeware - protected by copyright, may be freely copied and distributed, no payment required for continued use
Public Domain software - NOT protected by copyright, anyone may do anything with it, period.

Software is protected by copyright from the moment of creation. No copyright notice is required for copyright protection. Software does not enter the Public Domain unless explicitly released to the PD *by the copyright owner*.

My article "Intellectual Property Protection for Computer Software" appeared in Atari Classics, 3(1), 1994, pp. 4-7, or see:
http://www.library.carleton.edu/staff/michael/acarticle.html

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

"Hi!" to Marek Tomczyk, who has supplied so much information from Germany.
"Hi!" to Alex Martin, who has done the same for the land of Poland.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen)
519 W. Fourth Street

Antioch, CA 94509
USA
(925) 777-1160
Store Hours: 11-6pm Tuesday thru Saturday
mailto:4jays@ccnet.com
http://www.4jays.com/
Vendor: used hardware and software

8-Bits Forever (book)
See: GFH Marketing

A-ONE Magazine - Atari Online News, Etc.
Dana P. Jacobson -- Editor
mailto:dpj@atarinews.org
http://www.AtariNews.org/
Publisher: A-ONE online magazine. weekly

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (718) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
USA
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair Shop.

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Associated Enterprises
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
mailto:DCBBERRY@aol.com (Dave Berry)
mailto:halling@silcom.com (Vic Halling)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari Bit Byter User Club e.V. (ABBUC)
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
Mailbox: +49 5439 92592
Online: Mon.-Fri.: 19.00h - 06.45h (MEZ)
Sat.+Sun.: 15.00h - 06:45h (MEZ)
mailto:wburger@cityweb.de
http://abbuc.da.ru/
Developer: wide variety including: SIO2PC(SIO2ST)-Interface, PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply (SPS), 8-Channel dig. Voltmeter (DVM), XL Switching Interface, Speedy 1050 upgrade, RomDisk. also available: QMEG+ 4.0.
Has obtained rights to many products including: KE-Soft, Klaus Peters Elektronik, AMC-Verlag
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

ATARIX (paper magazine)
See: Satantronic

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: PD/freeware/shareware

The Atari Warehouse
c/o Richard Smith
Barrie Ontario
Canada

mailto:rsmith@planeteer.com
http://toronto.planeteer.com/~rsmith/atari.htm
Vendor: commercial software, some hardware

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

---

Subject: B

B&C ComputerVisions
5917 Stope Way
El Dorado, CA 95623-4716
USA
tel: (530) 295-9270
FAX: (530) 295-9271
mailto:myatari2@juno.com
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware.
MAJOR ATARI PARTS SOURCE

Krzysztof Balicki
mailto:kbalicki@univ.rzeszow.pl
http://www.a800win.atari-area.prv.pl/ (slow main site)
http://users.swing.be/Atari800winPL/ (fast mirror site)
Developer: Atari800Win Plus 2.7b

Ullrich von Bassewitz
mailto:mailto:uz@cc65.org
http://www.cc65.org/
Developer: cc65 2.6.0 - C crosscompiler / crossassembler combo for 6502
systems, including the 8-bit Atari

Marlin Bates, IV (Fuji-dom)
96 W. Arcade St.
Stockton, CA 95204-4405
USA
mailto:mbates4@gte.net
http://home1.gte.net/mbates4/
Vendor: used hardware, used software

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
mailto:bestelec@concentric.net
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software)
Na Hrebenkach 42
15000 Praha
Czech Republic
mailto:olda@jrc.cz (c/o Oldrich Rezler)
Developer: BW-DOS 1.30, Multi Dash
(it is pronounced "Bay Vay Dos")

Adam Bienias
Poland
mailto:adam@nautilus.com.pl
http://www.try2emu.cavern.com.pl/sap/
Developer: SAP -- Slight's Atari Player

Steve Birmanns and Matthias Belitz (3/00)
Germany
mailto:Stefan@Birmanns.de
mailto:Matthias.Belitz@gmx.de
http://www.birmanns.de/atari/
Developers: MSC IDE Harddisk-Controller

Bit Busters Computer Group
Poland
Aleksander Martin (Alex), Piotr Kielczyk (Pet), Pawel Szewczyk (Replay),
Tomasz Zdulski (Zulus), Pawel Sikorski (Sikor), Michal Szpilowski (Miker)
http://www.bitbusters.topnet.pl/
Developer: Bobsland (Intro), Extract (Graphic Collection), More! (Intro),
Sheol (Demo Disk), Timless Announcement (Demo), Waves (Intro)

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Bravo Sierra Computers (BSC) (Ben Smith)
USA
tel: (503) 256-9974 24hrs
mailto:atari@benjamin.net or mailto:atari@pacifier.com or
http://www.atari.benjamin.net/ or http://www.pacifier.com/~atari/
Vendor: used/new hardware/software/books/accessories

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals,
Mathematics, Fractals

Roland Buehler
Engelgasse 21
D-72348 Rosenfeld-Bickelsberg
Germany
tel: +49 -(0) 7428-1260
Developer: PC SLOT: Schematics + handler software, PC Herc Card,
ISA<->Atari interface card, Connector for above

B. Utschig
This address has been reported invalid. Confirmations???
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

A DIFFERENT ADDRESS TO TRY?:
B. Utschig (vendor)
Suite G-304
208 SW 319th Lane
Federal Way, WA 98023
USA

Subject: C

C&T ComputerActive (Rusty Cryer)
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: PD/freeware/shareware

Sidney Cadot
mailto:sidney@ch.twi.tudelft.nl
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software
USA
mailto:alicat@earthlink.net
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,

3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix: Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not, Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5, Stellar Rescue, Teleport, Strip Dice Blackjack, Lights Out

Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
mail: itayc at cs.huji.ac.il
http://www.cs.huji.ac.il/~itayc
Developer: Ice-T XE v2.72 (128K XL/XE), Ice-T 800 v1.1 (48K), The Wall, Sirtoot, Joust patcher

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay Software Services
9127 Hwy 25 APT E
Monticello, MN 55362
USA
mailto:serflaten@usinternet.com
Developer: games, and other software, including Solitaire

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Classics
RR 1 Box 117
Cabool MO 65689-9504
USA
tel: (417) 469-4571
Vendor: used hardware
Repair Shop.

COMPUTER FLOHMARKT (print magazine / newspaper)
See: Verlag Thomas Eberle (in the "V" section)

Computer Games Plus
PO Box 6144
Orange, CA 92861
USA
tel: (714) 639-8189

mailto:cgp@digitaldeluge.com
http://www.digitaldeluge.com/gamesplus/
Vendor: commercial software

Computer Software Services (CSS) (Bob Puff)
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (716) 429-5639
mailto:nleaudio@nleaudio.com
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc, SuperArc, Disk Communicator, MYDOS 4.50,
BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Computer STudio (Sheldon H. Winick)
40 Westgate Parkway Suite H
Asheville, NC 28806
USA
tel: (704) 251-0201 / 800-253-0201
mailto:s.winick@worldnet.att.net
Vendor: hardware and software

Creative Micro Designs, Inc. (CMD)
P.O. Box 646
15 Benton Drive
East Longmeadow, MA 01028-0646
USA
Orders: 1-800-638-3263
Info/Support: 1-413-525-0023
FAX: 1-413-525-0147
mailto:support@cmdweb.com / mailto:sales@cmdweb.com
http://www.cmdweb.com/
Vendor: a major Commodore products vendor. Sells new Commodore brand
monitors, ideal for the 8-bit Atari

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904

mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyberpeeps
United Kingdom
mailto:David@cyberpeeps.freeserve.co.uk
http://www.cyberpeeps.freeserve.co.uk/
Vendor: some hardware and software

Subject: D

Dadgum Games
P.O. Box 1154
Issaquah, WA 98027-1154
USA
tel: 1-888-313-4699 (orders only)
tel: 425-313-4699
mailto:sales@dadgum.com
http://www.dadgum.com/
Publisher: Halcyon Days: Interviews with Classic Computer and Video Game Programmers (software for Mac or PC)

D'Antiques (Dan Dotson and Marilyn Saul)
PO Box 40751
Tucson, AZ 85717-0751
USA
tel/FAX: (888) 860-0582 (toll-free, US only) or +1 (520) 881-0582
mailto:dand1@dantiques.com
http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

DATABYTE Hard- & Softwareservice / FAUST Internetservice
Bramfelder Chaussee 297
22177 Hamburg
Germany
Tel.: +49 40 63 29 58 55
Fax: +49 40 63 29 58 56
mailto:info@dbyte.de
http://www.dbyte.de/
Vendor: hardware and software
Developer: Wordprocessors Text-800 and Text-130, Briefkopf 1029 (Publishing Software), Makler & El Bordello (strategic games like Kaiser or Hanse)

DGS
See: Dean Garraghty

Digital Data Factory (Edward Williams)
200 Crestview Dr Apt 62
Jacksonville AR 72076-4068
USA
(501) 985-2082
Used hardware
Repair Shop.

Digital Force
Mario Trams
An der Eiche 1
D-09577 Lichtenwalde
Germany/Saxony
mailto:Mario.Trams@informatik.tu-chemnitz.de
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (a 65C816 Extension for the ATARI XL/XE)

Digital World (Sam Gunda)
711 W Army Trail Blvd
Addison IL 60101-3187
USA
tel: (630) 543-9000
Vendor: new hardware (very limited supply, includes XF551s, XDM121s)
Repair Shop.

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair Shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772

Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
USA
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
USA
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
USA
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Emulators Inc. (Derek Mihocka)
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
mailto:info@emulators.com
http://www.emulators.com/
Developer: ST Xformer 3.0, PC Xformer Classic, PC Xformer 2000, Xformer Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
USA
Vendor: commercial software

Raphael James Espino
United Kingdom
mailto:rjespino@hotmail.com
http://rjespino.atari.org or http://rjespino.webhop.org
Developer: a8jdpeg 0.4 (JPEG viewer),
Ramdrive v1.0 (DOS-independent ramdisk utility)

Evangelo's Wares (Angelo Vahatouras)
Elizabeth NJ 07208

USA
tel: (908) 558-0383
mailto:VangelisV@AOL.com
http://vangelisv.safeshopper.com/
Vendor: commercial software. "has over 1,000 titles for the Atari 8 & 16 bit machines, IBM, Amiga, C-64-128 and Used Musical Instruments. Mailorder ONLY! No Store front."

EXMINSY
Kubikova 1180
182 00 Praha 8
Czech Republic
tel+fax 02/859 2980
mailto:semecky@saul-is.cz
http://www.mujweb.cz/www/semecky
Vendor: commercial software, +

Subject: F

Far North Atari Computers (Frank Stallings)
515 Craig Avenue
Fairbanks, Alaska 99701
USA
tel: 907-456-3700
mailto:farnorth@ptialaska.net or mailto:farnorth@polarnet.com
Vendor: new and used hardware and software, PD/freeware/shareware

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

FIRMA MILENG
c/o W. Schul (?)
Gollinerstr. 37
D-12689 Berlin
Germany
Vendor: various 8-bit hardware and software

David Firth
United Kingdom
mailto:david@signus.demon.co.uk
http://www.signus.demon.co.uk/
Developer: Alien Encounter, Superman, Test Computer Language (TCL), UltraSpeed Copier 2.3, 1050 Menu, Atari800 Emulator 0.8.6

Flashback Classic Video Games
See: Games + (Games Plus)

Ron Fries
USA
mailto:rfries@tcmail.frco.com
Developer: POKEYSND 2.0: POKEY Chip Sound Emulation Library
ftp://members.aol.com/atari800xl/pokey20.zip

Subject: G

Paul Gallier (Panther)
USA
mailto:panther@strangeworld.com
http://www.pacificnet.net/~panther/Atari/
Developer: ADIR.ZIP - Atari 8-bit ATR/DSK file viewer/extractor

Games + (Games Plus) / Flashback Classic Video Games (James Mitchell)
4501 E Thomas Rd 1216 W University
Phoenix AZ 85018 ** OR ** Mesa AZ 85201
USA USA
tel: (602) 840-8866 after 10:00 am (602) 890-0556
tel: 1-888-73-GAMES
FAX: (602) 840-8838
mailto:gamespls@micronerd.com
http://www.micronerd.com/
Vendor: new/used hardware, new/used software

Dean Garraghty Software (DGS) (all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone/Fax: +44-(0)-1302-855026 (9am - 7pm BST/GMT only please!)
mailto:dgs@clara.net
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast, Demo Maker
Publisher: News-Paper, News-Disk (back issues available)

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
Germany ?
Developer: XL-it! 0.20
A win95 frontend by mailto:e9326116@stud1.tuwien.ac.at (Roland Gimpl)

is located at http://stud1.tuwien.ac.at/%7Ee9326116/atari/
Another one is at http://opossum.ml.org/~atlan/emu/index.htm

GMG - Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan Cmarko)
c/o Marek Chorvat
Polna 11
974 05 B.Bystrica
Slovakia
mailto:mchorvat@econ.umb.sk
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro, HTML converter/viewer 1.3, Implosion demo, Quick formatter 1.0, Dynakillers, Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor, Mega Color Editor, Wanted megademo, Bristly hedgehog music collection, Robot Assault intro, Risa Zla intro, Street fighter II demo,

Roy Goldman
3440 Ramona, Apt 14
Palo Alto, CA 94306
USA
(650) 565-8113
FAX: (603) 676-3116 (efax)
mailto:royg@cs.stanford.edu
http://www-db.stanford.edu/~royg/
Developer: Daisy-Dot III

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
mailto:RGorexxx@aol.com
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE, GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies, Guntris, Tag!

Subject: H

Norbert HALEY
Poste Restante
P.O.Wellesley St.
Auckland
New Zealand
mailto:norb@kcbbs.gen.nz
http://members.tripod.com/~apd2/catweasl.htm

Developer: Catweasel Advanced Floppy Controller (8-bit ISA card for PC)

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research
40 Wiley Ln
Woodstock NY 12498-1228
USA
Developer: composite/S-Video ->15.75 KHz RGB decoder

John Harris
USA
mailto:jharris@poboxes.com
Developer: the MAE assembler 1.1 (also wrote: Jawbreaker, Frogger, Hackers)
ftp://ftp.pulsarinteractive.com/pub/

Highlander (Raimund Altmayer)
Konz,
Germany
mailto:highland@t-online.de
http://home.t-online.de/home/highland/
Developer: He has coded man utilities and nice little programms for many
tasks, IDE hard disk interface, 800XL-DJ (800XL-DeeJay)

Mike Hill
USA
mailto:mhill@one.net
http://w3.one.net/~mhill/
Developer: Pokey 0.62 (800/800XL/5200 emulator for MSDOS),
Printer Port Pokey Sound Card

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [ZIP CODE???]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Horizon Computers
3431 S Federal Blvd Ste G
Englewood CO 80110-1826
USA
tel: (303) 762-8080
Vendor: hardware and software
Repair Shop.

Howard W. Sams & Co.
2647 Waterfront Parkway, East Drive, Suite 100

Indianapolis, IN 46214-2041
USA
tel: (800) 255-6989
mailto:csmgr@hwsams.com
http://www.hwsams.com/
Developer: PHOTOFACTs (schematics) for the: 1025, 1050, 130XE, 400, 800,
800XL, 810

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

Tom Hunt (Closer To Home)
USA
http://cth.dtdns.net/
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
mailto:tomhunt@bright.net
Developer: The Armorizer, BBS Programs, Check CRC32,
Disk Fragmentation Utility, The Long Interger Library, M.T.O.S., RC4 Encryptor,
Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell,
Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler,
The PC-Gateway (allows you to use your old computer or dumb terminal to access
the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an
8-bit bbs on the internet), AT Term (ATASCII terminal emulator for Windows)

Subject: I

The Independent Eight Bit Association (IEBA)
Harrowden
39 High Street
Sutton-in-the-Isle
Ely
Cambridgeshire
CA6 2RA
United Kingdom
tel: 01353 777006
FAX: 01353 777766
mailto:ieba@spheroid.demon.co.uk (Brian Watson, Publicity Officer)
Publisher: The Independent Eight Bit Association Directory, Fourth Edition
(revised) Winter 1997; IEBA Newsletter

Subject: J

Jeff Jackson
USA
mailto:jeff@jeff-jackson.com
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

Jay Software (Jan Krupka and Stanislav Opichal)
Czech Republic
http://www.inf.upol.cz/~krupkaj/jay/
http://www.inf.upol.cz/~krupkaj/jay/atari8.htm
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
USA
Vendor: ????

JRC Interactive
Naskove 3
150 00 Praha 5
Czech Republic
Tel: + 420 2 57189515, +420 2 57189516
Fax: + 420 2 526424
mailto:Interactive@jrc.cz or mailto:atari@jrc.cz
http://www.jrc.cz/ or http://www.jrc.cz/atari/
Developer: Turbo Tape / Turbo 2000, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
USA
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
USA
Vendor: PD/freeware/shareware

K-Products (Bob Klaas)
4267 W. Midway Dr.
Salt Lake City, Ut. 84122
USA
tel: (801) 967-8738
mailto:bobkla19@sisna.com
Vendor: new and used hardware and software

Developer: Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software, TurBoss! High Speed O/S, KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, 1050 US Doubler (USD), DK-Utilities for the Black Box and the MIO Repair Shop. (computers, disk drives, MIO)

Nick Kennedy
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
mailto:nkennedy@cswnet.com
http://www.cswnet.com/~nkennedy/
Developer: SIO2PC 4.19

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
USA
Vendor: PD/freeware/shareware

Konrad M.Kokoszkiewicz (Draco)
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
+48 501 125 498
mailto:draco@mi.com.pl
http://www.atari.org.pl/~draco/
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol description, A proposed standard for Atari executable relocatable file, DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s, CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX, TRACE, XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo 2.0, EmuXL v0.32 (emulator for Falcon030)

Jindrich Kubec (Jindroush)
Czech Republic
mailto:kubecj@asw.cz
http://www.asw.cz/~kubecj/
Developer: Acvt v1.04 (PC), Adir v0.62 (PC), AExt v1.00 (PC), AutoRBas v1.00 (ATARI), Bas2Boot v1.01 (PC+ATARI), BasLoad v1.00 (ATARI), Boot2Atr v0.96 (PC), ChkBas v1.04 (PC), ChkBoot v0.96 (PC), ChkExe v2.62 (PC), ChkRom v1.00 (PC), Exe2Tur v0.95 (PC), Rom2Exe v1.01 (PC+ATARI), SidLoad v1.06 (ATARI), Tur2Exe v0.95 (PC), Tur2Wav v0.95 (PC), Unix2Atr v0.95 (PC), Wav2Tur v0.95 (PC)

Subject: L

L&Y Electronics
14824 Build America Drive
Woodbridge, VA 22191

USA
tel: (703) 494-3444
Vendor: new/used hardware, new/used software

Chris Lam
United Kingdom
mailto:chris@chrislam.co.uk
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for the Apple Mac,
Rainbow 1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000

Rich "Twist" Lawrence
USA
mailto:rich@kesmai.com
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.6c (Atari 8-bit emulator for Win9X/NT)

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Derek Ledbetter
USA
mailto:derekl@mail.serve.com
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari 800 Emulator for the Mac 0.9.9h, developement release 2

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
USA
mailto:earl.halliwell@dyess.af.mil
mailto:e.halliwell@genie.com
http://www.atarihq.com/jeo/
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

Subject: M

MacFalkner (Andre Bertram)
Germany
mailto:macfalkner@aol.com
http://www.macfalkner.de/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS,
Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502

Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software:
MEMDRV10

Ivan Mackintosh
United Kingdom
mailto:ivan@rcp.co.uk
http://dales.rmplc.co.uk/ivan/atari/
Developer: ImageMan 0.3, Monitor 1.1, XFD2ATR, ADIR, ROBC2DOS

Charles Marslett
USA
mailto:cmarslett@excite.com
Developer: A65 (assembler), MYDOS 4.53

Alex Martin
Poland
mailto:alex6502@friko.onet.pl
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static-memory expansion (backuped with lithium battery),
65c816 CPU exchange project, SIO2PC cables, MIDI interfaces, & the like

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for
SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine
c/o Freddy Offenga
Paardebloemstraat 53-3
6841 BT Arnhem
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
mailto:F.Offenga@student.kun.nl
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

Microcode Solutions
USA
mailto:msdei@ctaz.com
http://www.ctaz.com/~msdei
Developer: ACE (Atari Console Emulator - Amiga software), WACKE ("Weightless
Atari Computer Keepsake Emulator - Macintosh software)

Micro Discount (Derek Fern)
12/99-- Nir Dary wrote: i Called him and talked to him over the phone...
he said that after christmas he will put up a web site..
Micros discount had closed out but he still have lots of atari items
stocked...
265 Chester Road

Streetly
West Midlands
B74 3EA
England
tel: 0121-353-5730 (or international +44 021 353 5730) 4pm-8pm Mon-Fri
FAX: 0121-352-1669
Vendor: new/used hardware, commercial software
Developer: Print Works (text processor for 1029 printer), Tagalon,
Tube Baddies, The Last Guardian, Zybex (in POKEY/GUMBY Stereo),
G.M Transfer Cable (SIO2PC compatible), 1050-2-PC Cable
MAJOR ATARI PARTS SOURCE

Moonsoft
See: Black Moon Systems

David Moore
8023 N. Berkeley Ave #2
Portland, Ore 97203
USA
tel: (503) 289-9699
mailto:dwmoar@teleport.com
Repair Shop.

More Than Games (Rick Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
mailto:74766.1561@compuserve.com
mailto:rldetlefsen@delphi.com
http://people.delphi.com/rldetlefsen/
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MS-Software (Mirko Sobe)
H.-Jentsch.Str. 7
D-03172 Guben
Germany
mailto:atarixle@hotmail.com
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, BOSS X, JIL

MTS Creations
P.O. Box 56762
Chicago, IL 60656
USA
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
USA

Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
USA
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
USA
Developer: Print Shop icons

New Breed Software
c/o William Kendrick
1509 Cypress Lane
Davis, CA 95616-1317
USA
FAX: 1 (530) 325-9588
mailto:bill@newbreedsoftware.com
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. XL Search (Internet search engine
for Atari files). utilities: Super-IRG Font Editor (SIFE), File Selector,
MuxChat, Colorizer, DigiPlay Menu

Nelson Nieves
USA
mailto:nelson@dropmail.com
http://www.celebritybase.net/atari8/
Developer: SpartaDOS tools: Undelete, DualTest, xErase, Delete Tree, xType,
Check Disk, Clear Memory (Main Bank only), Reset, SpartaDOS X On, Cls,
TS (Text Search)

No Frills Software
800 East 23rd St.
Kearney, NE 68847
USA
Developer: Converter, Converter Companion, P.S. Users Utility Disk,
PrintShop graphics

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
USA

tel: (703) 425-5030
Vendor: PD/freeware/shareware

Subject: O

OMC Games (James Garvin)
P.O. Box 8107
Austin, TX 78713
USA
mailto:omcinfo@omcgames.com
http://www.omcgames.com/
Developer: The Assassin. Release Date: 3rd or 4th Quarter '99

Subject: P

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
USA
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
USA
tel: (815) 633-6300
Repair Shop.

James R. Parish
mailto:JRParish@J-Com.net
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

PD-Magazin / PD-Mag / PD World Versand
c/o Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: various software (PD-MAG-CLUB), some hardware;
Power Per Post products and ATARImagazin rights
Publisher: PD-Magazin (disk magazine: 2 DS disks, 6 per year)

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
USA
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)

Vendor: used hardware
Repair Shop.

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
USA
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

Burkhard Rau (HCRBurk)
Germany
mailto:BR@HCRBurk.de
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari), ATARI FileManagement 1.5 0128 (WIN 95/98/NT)

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
USA
tel: (504) 388-5248
FAX: (504) 388-5263
mailto:tom@ready.rsip.lsu.edu
http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software systems design, developement, and coding; Media conversion from magnetic to optical and imaging; Consulting on system purchases and requirements; Film production from short to feature length

Redmond Cable
15331 N.E. 90th St.
Redmond, WA 98052
USA
Phone:(425) 882-2009
Fax: (425) 883-1430
mailto:info@redcab.com
http://www.redcab.com/pages/atari.html
Developer: new hardware: sells come Atari-specific cables

Matthias 'Hias' Reichl
mailto:hias@horus.com
http://www.horus.com/~hias/atari/
Developer: AtariDsk V1.2 (read, write and format DD 180K Atari disks on the PC), MyPDOS V2.1 (small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks)

Ronnie Riche
See: Dale F. Wooster for TextPRO documentation
1700 Aycock St.
Arabi, LA 70032
USA
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
USA
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
USA
Vendor: PD/freeware/shareware

Satantronic
Lubo ROBA
Poste restante
Posta 1
04001 Kosice
SLOVAKIA
mailto:xi@napri.sk (-XI-)
http://www.napri.sk/web/satantronic/
Developer: Demo: Te.mod. Game: Jurassic Park II. Utils: Paradox,
Mad editor.
Publisher: ATARIX - paper magazin in Slovak language

Bo Schreurs
The Netherlands
mailto:stack@home.nl
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
mailto:ernest@wxs.nl
http://home.planet.nl/~ernest/
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm
archive to SIO2PC archive converter), WAV2CAS (Digital Cassette Image system),
CAS2WAV (Create a clean .wav file from a Digital Cassette Image),
POOLDISK TOO (PD/freeware/shareware CD-ROM)

Shadow Software (David Hunt, The Shadow)
16016 SE Division St PMB 19
Portland OR 97236-1999
USA
mailto:the_shadow@portland.cc (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
Developer: Carina BBS 2.6

Ken Siders
USA
mailto:atari8bit AT columbus DOT rr DOT com
http://jump.to/atari or http://home.columbus.rr.com/ksiders/atari.htm
Developer: Utilities: ATRUTILS.ZIP (PC utilities),
AtrUtil.zip Ver 1.13(Win95 utility), ATRSRC.ZIP (PC utilities),
ATRDir (PC utility), SortATR (PC utility), MakeATR (PC utility),
UnMakATR (PC utility), ATRExtr (PC utility), FIXROM (PC Utility),
High Speed Menu, DiskFormer, Flash40, Flash80, Flick80, A.Writer+ Super Menus.
Development Software: KAsm65 V2.51, KLink65 1.51,
KLink65 0.07 Cross Linker for MSDOS (PC Executable), KEdit, Project ICE
(Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Burger Boy, PacMunch Jr, Mr. Fish, Circle of Richness

Sikor Soft
c/o Pawel Sikorski
1-go Sierpnia 28 m. 64
02134 Warszawa
Poland
Developer: Cyborg, Fire Stone, Tekblast, Sexy Six, Mr. Proper

Mark Simonson
USA
mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts

SINTECH
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033
mailto:sintech@online.de
http://www.sintech.onlinehome.de/
Vendor: commercial software

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

Len Spencer
2513 Healy Dr
Orlando FL 32818-3109
USA
mailto:lenspencer@aol.com
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces), Forem-XE Pro 5.4 (BBS program)

ST Informer (online magazine)
See: MacDonald Associates

STAK, La Revista Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
mailto:at_kiwi@mailxoom.com
http://stak.atari.org/
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Petr Stehlik
Czech Republic
mailto:pstehlik@sophics.cz
http://joy.sophics.cz/a800.htm or http://atari800.atari.org/
Developer: Atari800 1.0.6 emulator source code, plus binaries:
Atari800 for TOS compatible machines (Falcon030, TT030, clones),
Atari800 for MS-DOS (Windows 9x, OS/2) v1.0.5,
Atari800 for Linux (both SVGAlib and X11) v1.0.4

SteveR's Classic Cartridges (Steve Reed)
USA
mailto:steverd@cet.com
http://prowlers.net/stever
BBS: Prowler's DOMAIN 509-327-8922 9-lines 18.0+GIGS
Vendor: used hardware and software

STeve's Computer Technology
405 Main Street
Woodland, CA 95695
USA
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
mailto:steves@woodland.net
http://www.atarionline.com/
Vendor: new/used hardware, new/used commercial software

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169
FAX: +61 7 54969056
mailto:sup8pdct@mail.cth.com.au
ftp://www.closer.brisnet.org.au/atari8cd/ (POOLDISK CD-ROM online)
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
USA
Vendor/Developer: education related

Telegames
Box 901
Lancaster, TX 75146
USA
Orders: (972) 224-7200
Cust Service: (972) 228-0690
FAX: (972) 228-0693
http://www.telegames.com/
Vendor: commcerial software

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527
Toronto, Ontario
Canada, M2N 6M2
tel: (416) CALL-TAF
BBS: (416) 421-8999
mailto:schrist@interlog.com (Stephen Christian)
http://www.interlog.com/~schrist/taf/
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
USA
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Triple SSS (William Moeller & Michael Schoedel)
720 Rennie Street
Hamilton, Ontario
Canada L8H 3R2
Vendor: PD/freeware/shareware

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven J. Tucker
9731 Sunrise Blvd Apt 33
North Royalton OH 44133-3445

USA
tel: (216) 237-5308
mailto:classics@nacs.net
http://www.nacs.net/~classics/
Developer: APE, the Atari Peripheral Emulator: Ape'98 and ProSystem'98 v1.20, Ape & ProSystem 1.17 DOS, APE Warp+ OS, Imagic 1.06 95/NT--the Atari Disk Image Conversion System for 9x/NT, Imagic 1.06 DOS--the Atari Disk Image Conversion System for DOS

TWAUG (Tyne & Wear Atari User Group)
c\o J. Matthewson
80 George Road
Wallsend
Tyne & Wear
NE28 6BU
England
mailto:max@gerum.freeserve.co.uk (Max Gerum)
mailto:a.b.t@zetnet.co.uk (Alan Turnbull)
mailto:jlmatt@twaug.freeserve.co.uk (John)
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson (book, in 2 volumes) #6.00 plus the following P&P:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print+disk magazine)
Newsletter and disk prices are as follows:-
Single Copy 6 Copies
UK 2.50 pounds 12.50 pounds
Europe 2.50 pounds 13.50 pounds
Overseas 3.50 pounds 16.00 pounds

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Verlag Thomas Eberle
Postfach 66
D-75433 Maulbronn

Germany
Publisher: COMPUTER FLOHMARKT (print magazine / newspaper) (bi?)monthly

Video 61 & Atari Sales (Lance Ringquist)
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
FAX: (651) 449-0488
BBS: (651) 462-3680
mailto:Video61@webtv.net
http://www.atarisales.com/
http://cth.dtdns.net/pro/pro1.html (BBS Express! Pro)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): MYDOS 4.5, Ultra Translator,
Amazemaze, Hearts, Montana Solitaire, Checkers, Jailbreak, Ricochet,
Sharp Shoooter, My Jong, Paddle Wars, Bumpers, Lights Out, Puzzler,
Paddle Pack, Puzzled, Twin Pack:Battle Ship/Jump the Pegs, Solitaire,
Video Slots, Desmonds Dungeons, Dungeonlords, Maze War, Dan Strikes Back,
Elevator Man, Plaqueman, Zybex, Mah Jong, Monopoly, Mr. Robot & His Robot
Factory, Dinky Doo, Concentration, Tetris II, Clash of the Kings, Smush,
Midas Maze, Lord of the Orb, Rally Speedway, BBS Express! Professional 6.0b,
SpartaDOS 3.3c (also 3.3a, 3.3b)

Video Game Depot
130 Hoffman Lane
Islandia, NY 11722
USA
tel: 516-582-5663
FAX: 800-327-0455
mailto:Sales@videogamedepot.com
http://www.videogamedepot.com/
Vendor: new hardware and commercial software (small selection)

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (440) 843-8815 24hrs
mailto:VideoGameAdvantage@DittosRush.com
http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
tel: (412) 7841-2241 5pm-8pm eastern time only
mailto:vidgame@earthlink.net

Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vintage Micro-Computers (Jon Lucas)
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
mailto:Vintage_Micro@yahoo.com
http://pw1.netcom.com/~jonart/VMC/
Vendor: hardware and software

Vogtlander (Helmut Weidner)
Otto-Nuschke Strabe 45
08485 Lengenfeld
GERMANY
tel: +49 37606 2688
Vendor: hardware and software

Subject: W

Wacko Software
The Netherlands
mailto:ellman@xs4all.nl
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, BobTerm 1.2 and several others

Subject: Z

Z Systems
USA
mailto:zsystem@freeyellow.com
http://www.freeyellow.com/members2/zsystem/
Vendor: new and used hardware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731-0240
USA
tel: (609) 971-5807
mailto:shamroc@webspan.net
http://www.webspan.net/~shamroc/
Vendor: commercial software (some L.K Avalon games), PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

864. Re: Classic Gaming Expo 2001 Announced!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-02 17:09:03 UTC
From: Dosius the Usotsuki <usotsuki_m3@yahoo.co.jp>
Message-ID: <95epj5$81i$1@nnrp1.deja.com>
Source record: 38988
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,rec.games.vectrex,rec.games.video.arcade.collecting

In article <957uqgbmp1@nnrp1.deja.com>,
nymechanicalbr08 <nymechanicalbr08@rodeocowgirl.zzn.com> wrote:
> i will be there for sure i promise this will be my first cge i hope i
> like it, i hope everyone comes so i can meet everyone!
>
> --
> Sara
> SaraAB on IRC
> Proud winner of the scary game awards "Worst original Video"
> "Conversions make baby jesus cry"
>
> Sent via Deja.com
> http://www.deja.com/
>
·_·’’’

It's really, after all, the classics that endure. Ms. Pac-Man, Galaga,
and even Vs. Super Mario Bros. will tromp all over Police Trainer, MK4,
and all that other BS.
--
Dosius - hobbyist computer programmer and translator
"Apple II-wa ore-no kompyuuta da-yo!"

(And no, I don't live in Japan, I just like having a .jp e-mail address)

Sent via Deja.com
http://www.deja.com/

865. Yahoo auction, this stikes me as a bit optomistic!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-02 17:33:03 UTC
From: Pockets <pockets@DUMMYcix.co.uk>
Message-ID: <95er0b$c0i$1@plutonium.compulink.co.uk>
Source record: 38989

http://page.auctions.yahoo.com/uk/auction/46069490

I dunno whether to laugh, cry, or run to the hills?

866. Re: Classic Gaming Expo 2001 Announced!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-02 19:38:26 UTC
From: digitalpress <digitalpress@email.com>
Message-ID: <95f2bhgpp1@nnrp1.deja.com>
Source record: 38990
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,rec.games.vectrex,rec.games.video.arcade.collecting

In article <3a739e73.21800447@news.pipeline.com>,
jhardie@pipeline.com (John Hardie) wrote:
> Hope to see you in Vegas!
> John, Sean, Joe, & Tom

2001 is Digital Press' 10 Year Anniversary, we've got lots of surprises
for the CG Expo this year as well. You won't want to miss it.

Joe
--
DIGITAL PRESS - Conquering this planet for TEN years
Reviews - ROMS - FAQS - Chat - Collector's Guide
http://www.digitpress.com

Sent via Deja.com
http://www.deja.com/

867. Bubble Bobble or Rainbow Islands for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-02 22:18:21 UTC
From: Tom Rosso <audiophilia@qwest.net>
Message-ID: <YkGe6.2431$FZ1.367150@news.uswest.net>
Source record: 38991

Hello,
I'm getting ready to get rid of my ST because I need the desk space. But, before I'm do, I was hoping I could find Bubble Bobble for my 800XL. Or maybe even Rainbow Islands. I've checked on a few web sites but haven't found them. Anybody know if these games were ever ported to the 8-bit?
-Tom

868. Re: Help me identify this Atari 8-bit baseball game

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-03 02:03:46 UTC
From: SWR <nospam@thanks.com>
Message-ID: <09pm7to7k0iuth9eatejmebvrjj5fqpda4@4ax.com>
Source record: 38992

Star League Baseball is still my favorite all-time sports game. I
remember playing that game for hours everyday. I bought it BEFORE
I even owned an atari computer. It was that game that made me buy an
atari 800XL just to play it. Back then the 800XL needed a 'translator'
disk to play it. Star League Football was pretty good too. I wonder
why the creator of those games (GameStar) moved on to
other things after their release?

>>> Sounds like Star League Baseball.
>>
>> Yes! That's it! Thank you...
>>
>> I remember really liking that game... I'll have to load it up on my 130XE
>> and give it another go!
>
>Great game at that time. I remember myself spending
>many weeks with it (instead of practicing the real
>game).

869. Re: Best graphics for an Atari 8-bit game

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-03 06:00:01 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <B7Ne6.176$Tf1.7074@typhoon.sonic.net>
Source record: 38993

Glenn Bruner <brunergs@pcisys.net> wrote:
: Zybex is one of my favorite examples.

Zybex is alright... it doesn't push the envelope, though... it's just
160x96 four-color mode with some sprites... Nicely drawn graphics, though!

: And the APAC brought even more detailed color pictures to the 8bit.

Then came ColorView mode (80x192 4096-colors and 160x192 64-colors),
and HIP mode (160x192 32-greyshade or something)... both of which are
interlaced, like APAC mode often is.

(For some reason, the european demos I've seen that use APAC don't
interlace it! Anyone know why???)

The graphics I'm talking about in demos, though, are stuff like this:

http://www.s-direktnet.de/homepages/k_nadj/reallyunreal/picindex.html
http://www.napri.sk/web/satantronic/Screens.htm
http://www.geocities.com/SiliconValley/Vista/6084/joyride1.gif
http://rak.isternet.sk/lego/gmg/products.htm
http://www.newbreedsoftware.com/bill/atari800/hip16tro.gif

Grab some stuff here, and elsewhere!

http://fornax.elf.stuba.sk/pub/atari/8bit/DEMOS/

-bill!

870. Re: Classic Gaming Expo 2001 Announced!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-03 07:00:55 UTC
From: shertz43@hotmail.com
Message-ID: <95gab6hon1@nnrp1.deja.com>
Source record: 38994
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,rec.games.vectrex,rec.games.video.arcade.collecting

In article <95f2bhgpp1@nnrp1.deja.com>,
digitalpress <digitalpress@email.com> wrote:
> In article <3a739e73.21800447@news.pipeline.com>,
> jhardie@pipeline.com (John Hardie) wrote:
> > Hope to see you in Vegas!
> > John, Sean, Joe, & Tom
>
> 2001 is Digital Press' 10 Year Anniversary, we've got lots of surprises
> for the CG Expo this year as well. You won't want to miss it.
>
> Joe
> --
> DIGITAL PRESS - Conquering this planet for TEN years
> Reviews - ROMS - FAQS - Chat - Collector's Guide
> http://www.digitpress.com
>
> Sent via Deja.com
> http://www.deja.com/
>

Last year I brought my Laserdisc arcade collection to last years CGE and
I had a blast. This year I will be bringing even more Laserdisc games
for all who want to play at this years CGE. It's going to be HUGE!!

-steve

Sent via Deja.com
http://www.deja.com/

871. Re: Classic Gaming Expo 2001 Announced!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-03 07:43:04 UTC
From: Jeff Kinder <jeff@dragons-lair-project.com>
Message-ID: <95gcq8jae1@nnrp1.deja.com>
Source record: 38995
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,rec.games.vectrex,rec.games.video.arcade.collecting

In article <95gab6hon1@nnrp1.deja.com>,
shertz43@hotmail.com wrote:
> In article <95f2bhgpp1@nnrp1.deja.com>,
> digitalpress <digitalpress@email.com> wrote:
> > In article <3a739e73.21800447@news.pipeline.com>,
> > jhardie@pipeline.com (John Hardie) wrote:
> > > Hope to see you in Vegas!
> > > John, Sean, Joe, & Tom
> >
> > 2001 is Digital Press' 10 Year Anniversary, we've got lots of
surprises
> > for the CG Expo this year as well. You won't want to miss it.
> >
> > Joe
> > --
> > DIGITAL PRESS - Conquering this planet for TEN years
> > Reviews - ROMS - FAQS - Chat - Collector's Guide
> > http://www.digitpress.com
> >
> > Sent via Deja.com
> > http://www.deja.com/
> >
>
> Last year I brought my Laserdisc arcade collection to last years CGE
and
> I had a blast. This year I will be bringing even more Laserdisc games
> for all who want to play at this years CGE. It's going to be HUGE!!
>
> -steve

Yes,.... Steve's laser disc game collection was a big hit amoungst the
laser game fans out there. I'll be going to this years show again as
well of most of the D-L-P staff. Looking forward to seeing everyone
again.

-jeff

Jeff Kinder
jeff@dragons-lair-project.com

Site: http://www.dragons-lair-project.com
Chat: #lasergames on irc.enterthegame.com

Sent via Deja.com
http://www.deja.com/

872. Re: Atari 8bit and packet radio

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-03 17:12:27 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <981220671.6834.0.pluto.d4ee0f47@news.demon.nl>
Source record: 38996

I used an Kantronics KPC-3 with Bobterm to do packet radio but I wasn't that usefull I think a real modem and protocoll would be better, I heard someone in Poland has build something like that...

TXG
"Glenn Bruner" <brunergs@pcisys.net> wrote in message news:3A6E3E72.F9B1FD39@pcisys.net...
> Dan,
>
> Thanks for the info. I did check with this last night.
>
> I wish I could remember the model # of the TNC that the program works
> with.
>
> Glenn
>
> Daniel Miller wrote:
>
> > Here is another Antic article on the general subject, from
> > www.atarimagazines.com. The Jacksonville Florida user group (JACE) was
> > involved with this stuff. There is an old list of resources at the
> > end.
> >
> > [Digital Antic] VOL. 4, NO. 7 / NOVEMBER 1985 / PAGE 36
> > RADIO ATARI CALLING
> >
> > Ham satellites, slow scan video, repeater stations, and more...
> >
> > by GIGI BISSON, Antic Assistant Editor
> >
> > Listen to Jack McKirken for a while, and you wonder how amateur radio
> > enthusiasts ever got by without personal computers.
> >
> > "Why should you have to hand-turn your antenna to track a satellite
> > transmission, when your computer can do it?," says McKirken. He's an
> > Ohioan who formerly edited Ad Astra, the users newsletter for ham
> > Atarians. "Anything a ham can do, a ham with a computer can do
> > better," he says. "Using the computer to control radio hardware is
> > another job where the Atari shines."
> >
> > Hook up a short wave radio to your Atari and you could end up with a
> > slow scan television station, a chance to eavesdrop on the space
> > shuttle, and friends all over the world.
> >

> > You could also end up with an expensive, obsessive, but fascinating
> > hobby. "Oh gosh, ham radio is just as bad as computing," says McKirken
> > with a laugh, "And if you combine the two..."
> >
> > GOOD BUDDIES
> >
> > They work together as a team, performing feats that neither could do
> > alone. When you combine ham radio and a computer you get (pardon the
> > pun) a computer that likes to show off.
> >
> > "There are several million hams worldwide. A vast majority of them
> > have computer equipment." says Russell Grokett, chairman of JACE, the
> > Jacksonville, Florida Atari users group. JACE has what is probably the
> > largest and most active amateur radio special interest group (SIG) in
> > Ataridom right now.
> >
> > Even during simple voice transmissions, hams are increasingly reliant
> > on computers to boost the mileage of their radios by controlling
> > antennas and helping them home in on signals. The computer can figure
> > the maximum or minimum frequencies and decide which is the best radio
> > band to operate on. Hams with computers can even track a moving
> > satellite for the clearest possible signal.
> >
> > Currently, the most popular use of computerized ham radio is Radio
> > Teletype (RTTY), the ham's equivalent of the computer
> > telecommunications network--without phone bills. Hams with computers
> > upload and download programs, particpate in SIGS and operate bulletin
> > board services.
> >
> > RTTY computing is only as complicated as you let it get. You could
> > start with $100 in used equipment, or a $5,000 base station. "Your
> > antenna can be anything from a simple piece of copper wire to massive
> > aluminum arrays that threaten to cave in the roof of your house,"
> > McKirken says.
> >
> > But hams still insist that no matter how much hardware they
> > accumulate, RTTY is still cheaper than paying through the nose for
> > "online time". At a peak speed of 300 baud, however, it's much slower
> > than 1200 baud telecommunications. The other difference between
> > "online" and "on-the-air" is privacy. Anyone with a radio can plug in
> > and listen to ham conversations.
> >
> > HAM ATARI
> >
> > It probably comes as a surprise to most people that Atari computers
> > are very popular among RTTY hams. Especially well-liked are the old
> > Atari 800 and 400 models--which were extremely well-shielded against
> > radio interference.
> >
> > Shielding is important because computers customarily generate lots of

> > radio "noise". This noise can totally jam the sensitive receiver of a
> > nearby ham radio.
> >
> > The metal casing inside the Atri 800 and 400 prevents interference
> > "leakage." Though the newer XL and XE models do not have this
> > shielding, they also work pretty well with ham radio-- a lot better
> > than many other popular brands of computer. (Shielding an XL or XE
> > yourself requires soldering copper sheeting to your main circuit
> > board, or encasing the entire computer in metal. Whether or not you'd
> > need to shield your XL/XE depends on your specific system.)
> >
> > LICENSE, PLEASE
> >
> > If you want to operate your own station, instead of merely listening
> > in on other ham transmissions, you must obtain an Amateur Radio
> > License. A Technician Class license requires greater technical
> > knowledge than Novice, the lowest rating. But you don't need to be
> > able to send Morse code any faster just five words per minute. And a
> > Technician licensee gets many more privileges.
> >
> > For more information on obtaining a license, contact a local ham radio
> > store. There's also likely to be at least one ham in your local
> > computer users group. If not, contact the American Radio Relay League.
> > (See address at end of article.)
> >
> > REACHING OUT
> >
> > Disaster aid has traditionally been very big with hams. During the
> > massive forest fires in California this summer, hams used portable
> > stations to assist firefighters in the field, allowing communication
> > between fire crews who couldn't see each other through the thick
> > smoke.
> >
> > When power and phone lines are knocked out during a widespread
> > emergency, many battery-operated stations stay on the air and transmit
> > important messages. Through it all, independent, computer-operated
> > repeater stations would keep the communications network going.
> >
> > Packet communication networks: the hams' version of LANs (Local Area
> > Networks) exist on the east and west coast and will eventually extend
> > across the US according to Grokett.
> >
> > These packet networks are made up of "repeater stations" that receive
> > a transmission and re-transmit it at higherpower. This can dramaticlly
> > increase the range of less-expensive ham radios.
> >
> > Repeater station are usually computer controlled. Most of them are
> > volunteer projects of ham radio organizations. But usually any
> > licensed amateur is allowed to use the repeater.
> >

> > Grokett's JACE group and other ham organizations have subsidized seven
> > OSCARs (Orbiting Satellites Carrying Amateur Radio) over the years.
> > AMSAT, an amateur satellite construction group, builds them, and the
> > space shuttle launches them. Anyone with a ham radio and a computer
> > can use the satellites to communicate around the world.
> >
> > Hams with computes can even listen in on NASA conversations on the
> > space shuttle. The computer helps a radio antenna stay precisely
> > focused on the shuttle as it zips through the athmosphere at 17,000
> > miles per hour.
> >
> > SLOW SCAN
> >
> > The next wave in ham computing is slow scan television. This lets
> > computers send and receive color video pictures over the airwaves.
> > Red, blue and green separations are made of each image (as in a photo
> > negative) and each is sent individually over the airwaves, then
> > reassembled by the computer into a complete picture.
> >
> > Slow scan lives up to its name, however, at a sluggish eight seconds
> > per picture transmission. (Regular television transmission speed is 30
> > pictures per secund.) The final image has about half the resolution of
> > regular television.
> >
> > The slow scan technique was used to send the first photographs of
> > space back from the Pioneer--in fact an amateur radio enthusiast
> > developed the technique for NASA back in 1958.
> >
> > Hams have always been involved with experimental uses of radio, and
> > the computer is bringing new levels of sophistication to the hobbyist.
> > For example, McKirken is currently collaborating on the development of
> > a commercial program that, when combined with an 850 interface and an
> > ST 980 Yaesu radio modem, will enable any Atari with 32K or more to
> > take complete control of the radio.
> >
> > The computer will turn the radio on and off, show a graphic s-meter
> > (representation of signal strength) on the screen, and even push the
> > mike to talk. Such programs enable the user to recieve and send
> > messages even if they're not home, much the same way as a timer turns
> > your lights on while you're on vacation.
> >
> > And sometimes the computer is just used as a computer. When hams have
> > contests to see how many countries and people they can reach in a
> > given weekend, computers are used to sort out the mountains of
> > resulting paperwork and compile statistics.
> >
> > The computer is also used to set up parabolic bases that enable hams
> > to pick up commercial satallite TV transmissions in their back yards.
> >
> > About the only thing hams don't do with computers is play

> > games--unless you consider the on-air radio chess network.
> >
> > "The big thing about ham is it has always been and always will be
> > amateur," says Crokett, who, when not operating his computer radio
> > network works for AT&T. "It's not allowed to become a profit-making
> > thing," he says.
> >
> > FOR MORE HELP
> >
> > If you're interested in getting started in ham computing, here are
> > some places to consult for more information :
> >
> > American Radio Relay League
> > This 66-year-old, 100,000-member, worldwide organization is the
> > premier resource for anyone interested in getting involved with
> > computer-aided amateur radio. ARRL publishes a monthly magazine, is
> > involved with ham education and keeps an eye on FCC regulations:
> >
> > ARRL
> > 225 Main Street
> > Newington, Conn. 06111
> > (203) 666-1541.
> >
> > Atari Microcomputer Network
> > This Atari-and-radio users organization is reorganizing after a period
> > of inactivity. They used to publish the Astra newsletter and offered a
> > selection of public domain software. For information or advice, drop
> > in on their international, on-the-air meeting--Sundays at 1600
> > Universal Coordinated Time (UTC) on frequency 14.325 MHz.
> >
> > HAMNET
> > The CompuServe ham radio special interest group welcomes your
> > questions. Just type in GO HAM II after you have logged onto
> > CompuServe.
> >
> > RTTY Today
> > This book is a good reference source for beginners and is available
> > for $8.95 plus $1.75 postage from:
> > Universal Electronics
> > 4555 Groves Road, Suite 13
> > Columbus, OH 43232
> > (614) 866-4605.
> >
> > JACE
> > The Jacksonville, Florida Atari user's group is a good source of
> > public domain ham software. Out-of-state members are invited, Call
> > their 24-hour BBS (FOREM 300/1200 baud) at (904) 733-4515. The sysop
> > is a ham who may be able to answer your questions. Or write: Russell
> > Grokett, 1187 Dunbar Court. Orange Park, FL 32073
> >

> > Computers and Amateur Radio
> > This bi-monthly newsletter about using amateur radio with personal
> > computers costs $6 a year:
> > Kantronics
> > 1202 E. 23rd Street
> > Lawrence, Kansas 66044
> > (913) 842-7745
> >
> > Return to issue index
>

873. Re: News at my carts' info page

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-03 17:43:23 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <981222516.7452.0.pluto.d4ee0f47@news.demon.nl>
Source record: 38897

Hi,

Do you also have the schematic for SDX, Diamond GOS and or EXPRESS! ???

Secondly, may be you can post de-soldered pcb pictures this way it's easy to create schematics of the cartridges...

TXG

"Jindrich Kubec" <kubecj@asw.cz> wrote in message news:3A77EBF2.CC888533@asw.cz...
> Hello!
>
> I've put some pictures of PCBs of atari cartridges on my web site. I
> also made schematics of one of the OSS supercarts. As I'm not an HW guy,
> could somebody with knowledge of electronics check the schematics for
> correctness?
>
> --
> Jindroush <kubecj@asw.cz>
> See http://www.asw.cz/~kubecj for Atari 8bit utils!

874. problems with atari 800win plus 2.7&2.7b

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-03 18:56:38 UTC
From: carmel_andrews@my-deja.com
Message-ID: <95hk94$fi2$1@nnrp1.deja.com>
Source record: 38898

Need help urgently!!!

Having just used both a800win 2.7 & 2.7b, I am having a prob with the roms, If I boot without an image (disk) and basic is disabled, and i select memory test from the self test screen, everything is ok, but if i then install or load in a disk image, and later cold or warm boot the emulator it will jump to self test, and if you run the mem test the rom shows up as red (bad rom), I got the roms (xl,osb,5200 etc) from the links in david firths site (programmer of a800win), is there any reason for this or am i doing something or, or is there a bug in a800win that prevents the roms workinmg properly, I am also having a problem in using the omnimon rom image and qmeg rom images in a800win 2.7b
Does anyone know where i can get a rom image of the osa version of a800 o/s

yours atarily

carmel A

Sent via Deja.com
http://www.deja.com/

875. cheat on atari 8bit and lynx games on pc

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-03 18:59:59 UTC
From: carmel_andrews@my-deja.com
Message-ID: <95hkfcfkc1@nnrp1.deja.com>
Source record: 38899

Hello Atarifreaks, hows the atari going, keep the faith and keep the atari hummy

Anyway is there anyone out there in atari-cyberspace that is interested in cheating on the atari games thru emulators (like a800win, handy etc etc...) then read on

Recently I downloaded a couple of utilities from the internet, they are called game trainers, similar to pro action replay on the megadrive/snes etc

the best one i've used at the moment is game wiz 32 which allows you to find addresses for lives, energy etc etc, not just on pc games but also the games running thru emulators

Their is only one problem with this programme, if you are using it thru 8bit emulators thru win 9x, it disables the save feature for some reason, however it doesnt stop you manually writing down the addresses for the games and then, when your not using the emulator go load up game wiz, even though you havent got any addresses, press or select the add button, type in the addresses and the label (what the cheat does) and continue the process untill you have entered all the cheats for that game (do not insert the variable/value) select save, delete the prog manager entry, type in name of emulator followed by hyphen and the name of program, it will save, now all you do is reload the emulator and the game you found cheats for, pause the emulator or get back into windows, go to game wiz, select program select, select of the emulator you have chosen, and press ok, go to the load icon and select the file of the game you wish to cheat on, if you have selected freeze value, unfreeze it, go back to the emulator play the game for 2 secs. pause it and the emu go back to game wiz and select the entries , youll now notice that values have now been assigned freeze the values or enter new ones and freeze new values and go back to your game and you will now have the cheats installed, beware though that when you reinitialize the game it might store the location for lives energy etc in a different location, this is true of some lynx games i've being playing... I am currently looking at a few other game trainers

Getting back to you soon

Happy Atari'ng

Carmel

Sent via Deja.com
http://www.deja.com/

876. Alternate Reality Question -- Rainbow for the Mac?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-03 20:47:35 UTC
From: James <jamesnospam@rcn2.net>
Message-ID: <3A7C6E60.239F@rcn2.net>
Source record: 38900

I am interested in people's experiences playing Alternate Reality using Chris Lam's Rainbow emulator for the Macintosh platform. Since Chris requires his software to be registered before one can save or modify disk images, I can't thoroughly test either The City or The Dungeon without registering. Of course, I'd like to know how well the game plays before I register. ;)

If you've successfully played AR under Rainbow for the Mac, please fire off a reply here describing your experiences. I know some other emulators have a very hard time with entering and leaving the various shops, banks, inns, taverns, etc. in the game... do problems like this show up under the Mac version of Rainbow?

Any help would be appreciated...

J.

Note: Email sent to the above address will bounce. The modified username and incorrect IP address are to prevent me from receiving any more unsolicited email ads courtesy of newsgroup scanbots. Please send any replies to the forum in which this post was read. Thank you. :)

877. Re: News at my carts' info page

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-03 20:55:44 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3A7C7050.C677ABC7@asw.cz>
Source record: 38901

TXG wrote:
> Do you also have the schematic for SDX, Diamond GOS and or EXPRESS! ???
>
> Secondly, may be you can post de-soldered pcb pictures this way it's easy to
> create schematics of the cartridges...

I don't have any supercartridge. Nir sent me those PCBs and I made
schematics from them.

But, making schematics for SDX is of no sense, because there is code in
PAL, which is unknown. I made some changes to my page about SDX
bank-switching logic. I will post them on monday.

Bye,

878. Re: Best graphics for an Atari 8-bit game

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-03 21:14:21 UTC
From: Daniel Ko&#65533;mi&#65533;ski <dely@atari.org>
Message-ID: <95kej3$c7g$1@news.tpi.pl>
Source record: 38915

Hello !

> The graphics I'm talking about in demos, though, are stuff like this:
>
> http://www.s-direktnet.de/homepages/k_nadj/reallyunreal/picindex.html
[cut]

or http://www.atari-area.net/pliki/dema/atr/atr.htm
http://www.atari-area.net/pliki/dema/com/com.htm

tons of gfx in RIP format:
http://www.atari-area.net/scena/rip.htm

--
Pozdrawiam

dely/aarea

Atari 130XE 320 KB Stereo
Qmeg OS+ 4.4 LDW 2000 XC 12

Ten e-mail zosta&#65533; sprawdzony pod wzgl&#65533;dem wyst&#65533;powania wirus&#65533;w najnowsz&#65533;
wersj&#65533; programu AVG
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.230 / Virus Database: 111 - Release Date: 01-01-25

879. Re: Best graphics for an Atari 8-bit game

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-03 21:28:26 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3a7c7784_1@news.iglou.com>
Source record: 38902

```
William Kendrick wrote in message ...
>(For some reason, the european demos I've seen that use APAC don't
>interlace it! Anyone know why???)
Probably because the flickering would be even worse at 50 Hz than it is
at 60.
```

880. Re: Seattle Atari 2600 Championship

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-04 04:14:44 UTC
From: DCM01@USA.NET
Message-ID: <3a7cd6d6.2483677@news.CIS.DFN.DE>
Source record: 38903

These guys have been hanging onto that VCS for 25 years, and it is
time to upgrade to an Atari 8bit, ahaha!

On Thu, 01 Feb 2001 23:48:36 GMT, tenthings@my-deja.com wrote:

>Atari 2600 Championship
>Sunday February 25th, 2001
>Registration and practice 1pm
>Contest begins at 2pm
>NW Classic Games Enthusiasts Annual Meeting and Exposition
>Saturday February 24th, 2001 10am-5pm

881. Re: Best graphics for an Atari 8-bit game

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-04 04:20:56 UTC
From: DCM01@USA.NET
Message-ID: <3a7cd7bb.2712515@news.CIS.DFN.DE>
Source record: 38904

I would have to join in with the Alternate Reality crowd. The
capabilities of the 8bit were tweaked in so many ways to display that
world.

Cavernia is a later game with great graphics, some of them a little
too distracting. Tube Baddies has great graphics.

On Tue, 30 Jan 2001 22:49:11 -0500, "NX" <nospam@nospam.com> wrote:

>I've been trying to figure out exactly what the Atari 8-bit line's
>limitations were when it came to graphics. Seems that after the Atari 5200
>fizzled not many 8-bit games really pushed the envelope and then the ST came
>out and 8-bit development kinda stopped. The Lucas Arts games (Edilon,
>REscue on Frac. etc) were impressive examples of what the 8-bit line could

882. Re: No picture on my 400

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-04 06:49:00 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A7CFB5C.DEA2601F@compuserve.com>
Source record: 38905

Richard Davis wrote:

> Hi everyone,
> Can someone point me in the right direction to fix this. I recently got
> a working Atari 400 (UK version) and it worked great. Played with it for a
> couple of days then put it in the loft for 2 weeks. I got it down tonight
> and it fired up ok (I get a power light and the keys click) but the best
> picture I get on the TV is a black screen with diagonal lines. Has the RF
> blown or does something need reseating?
>
> Thanks for any help.
>
> Richard
>
> P.S I know this is a second post. Sorry.

Sound like loss of hsync. Does the tv have an adjustment? May need a tweak.
or
Usual things:make sure the channel switch is right.
May need to tweak the rf modulator.
May need to reseat the boards/chips.
Make sure cart sockets are clean.
Antic, CTIA(GTIA), CD4058 thru to RF modulator are involved in color and hsync.

Rick D.

883. Re: Houston area BBS?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-04 12:16:46 UTC
From: Christopher Friend <chfriendNS@NScharter.net>
Message-ID: <t7qi3gs8cn56a@corp.supernews.com>
Source record: 38906

chainsaw11 wrote in message <95b7tk$57a$1@nnrp1.deja.com>...
>Does anyone know of a BBS in the Houston area? I'm trying to find
>something in the 713 or 281 area codes. Thanx

Goto http://www.usbbs.org and you can view the Texas version of the
list...Lists dialup and Telnet BBS's

884. Bug in Thrust!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-04 15:21:12 UTC
From: thomsen <twh1@gmx.de>
Message-ID: <4msq7to0p3t7dl8dps9hiceuki4m40qdoi@4ax.com>
Source record: 38907

Howdy *.*!

Did you know, that there is a nasty bug in a game called "Thrust"...
well, a really nice game but this BUG!!

a little description: if you messed up your last life and start to
enter yourself in the highscore list and your name is spelled with a
"M" character .... you can't do!!

try to set up a new record and type "m" ... nothing appear. There is
no "m"-character support.. :-)

hmpf, too bad i'm called now "thosen" instead of "thomsen" :-(
-thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Business Computer Science
Technical University of Ilmenau

885. Centipede from Hasbro quality

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-04 15:28:01 UTC
From: Jindroush <kubecj@asw.cz>
Message-ID: <95jsdvch1@nnrp1.deja.com>
Source record: 38908

Hello!

Althought it may be off-topic:

Is the hyper-modern version of Centipede by Hasbro worth playing?

Bye,
Jindroush
--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit
utils!

Sent via Deja.com
http://www.deja.com/

886. Re: Centipede from Hasbro quality

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-04 16:39:45 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <va1r7t8tmgqp85oedimat32r42tcccqb0f@4ax.com>
Source record: 38909

The other Day Jindroush <kubecj@asw.cz> wrote:

>Hello!
>
>Althought it may be off-topic:
>
>Is the hyper-modern version of Centipede by Hasbro worth playing?

Not really, its certainly prettier but as with all the Hasbro things I
have seen it lacks the 'just one more go'.

Back in time did a review on it a while back.
--

. Never argue with an idiot, they bring you down to their level
and then beat you with experience

887. Re: Bug in Thrust!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-04 16:41:09 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <ef1r7t8r7o77pdi38vadagunajn831tkf8@4ax.com>
Source record: 38910

The other Day thomsen <twh1@gmx.de> wrote:

>Howdy *.*!
>
>Did you know, that there is a nasty bug in a game called "Thrust"...
>well, a really nice game but this BUG!!

The better version is the original C64 one...No bugs :-)

Really is a nice game too...
--

. Never argue with an idiot, they bring you down to their level
and then beat you with experience

888. 2600s, 5200, XEGS and 1200XL on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-04 17:19:15 UTC
From: snarfblat@my-deja.com
Message-ID: <95k2ug$4lj$1@nnrp1.deja.com>
Source record: 38911

I've posted some Atari stuff for sale on eBay:

Atari 5200:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?
ViewItem&item=1212376003&r=0&t=0&showTutorial=0&ed=981849726&indexURL=0&
rd=1

Atari 2600s:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?
ViewItem&item=1212374717&r=0&t=0&showTutorial=0&ed=981849400&indexURL=0&
rd=1

Atari 1200XL:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?
ViewItem&item=1212379539&r=0&t=0&showTutorial=0&ed=981850535&indexURL=0&
rd=1

XEGS:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?
ViewItem&item=1212378660&r=0&t=0&showTutorial=0&ed=981850316&indexURL=0&
rd=1

Rob

Sent via Deja.com
http://www.deja.com/

889. Re: Bug in Thrust!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-04 17:50:24 UTC
From: thomsen <twh1@gmx.de>
Message-ID: <ra5r7togm8gkgg2olubbhqcq6p0nl643bn@4ax.com>
Source record: 38912

On Sun, 04 Feb 2001 16:41:09 +0000, Paul Irvine
<mclane.dellos@btinternet.com> wrote:

>>Howdy *.*!
>>
>>Did you know, that there is a nasty bug in a game called "Thrust"...
>>well, a really nice game but this BUG!!
>
>The better version is the original C64 one...No bugs :-)
>
>Really is a nice game too...

you're right! The game handling is pretty difficult with the keyboard control and somewhat dumb ... setting the control to select and option key! My theory is, that this was the only way to give the atari the same keyboard control as the c64 version, because the keyboard handling of 8-bit atari didn't support more than one key at the same time...

-thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Business Computer Science
Technical University of Ilmenau

890. right mouse-key?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-04 17:52:16 UTC
From: thomsen <twh1@gmx.de>
Message-ID: <3j5r7tofqbnv8qi5qh39t07o1gutmj3tfc@4ax.com>
Source record: 38913

Howdy *.*!

Is it posible to check out whenever the right or the left mouse button
was pressed in combination with a Atari ST mouse w/o hardware
modifications?
-thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Business Computer Science
Technical University of Ilmenau

891. Re: Yahoo auction, this stikes me as a bit optomistic!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-04 18:08:32 UTC
From: ejgnandt@my-deja.com
Message-ID: <95k5qt$6nu$1@nnrp1.deja.com>
Source record: 38914

>
> I dunno whether to laugh, cry, or run to the hills?
>

He has a negative rating, very little description and no pictures.
Would be foolish to bid on such an auction. Also, the package would
have to contain some very rare items to justify even the opening bid.

Sent via Deja.com
http://www.deja.com/

892. Take a look!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-04 20:56:06 UTC
From: Ian Marshall <ian@imarshall.karoo.co.uk>
Message-ID: <95kfi7$k9c$1@newsreaderg1.core.theplanet.net>
Source record: 38916

Come on in and take a look at www.retrocomputergallery.com

go on you know you want to!!

893. Printing the Unprintable

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-04 21:54:39 UTC
From: llpwhite@cs.com
Message-ID: <20010204165439.09464.00000621@ng-fb1.news.cs.com>
Source record: 38917

Since getting a laser printer a year or so ago, I continue to have problems printing inverse and other special characters -- usually in BASIC listings. I now print through APE 95/98 100%, and it does allow stripping the high bit and provides EOL -> CR/LF conversions, but that only solves part of the problems. I wrote a Q&D BASIC program to handle all of the nasties, but that still requires LISTing the program to be printed then running my printer program to print the actual listing on my laser. Not the most cumbersome situation, but certainly not as transparent as I'd like. Anyone aware of any better solution (not involing buying another printer).
Larry

894. 800XL hardware & softare for sale

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-05 01:13:56 UTC
From: Ken Newkirk <knewkirk5@home.com>
Message-ID: <o7nf6.81501$P5.2233855@news1.rdc1.il.home.com>
Source record: 38918

I have some Atari 800XL hardware and software for sale.
If interested please reply to scoutken_99@yahoo.com
I will send a list.

895. Re: Printing the Unprintable

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-05 01:52:35 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010204205235.25334.00000836@ng-fg1.aol.com>
Source record: 38919

>llpwhite@cs.com (LLpwhite) asks:

>Since getting a laser printer a year or so ago, I continue to have problems
>printing inverse and other special characters -- usually in BASIC listings.

Hi Larry;
I don't think this has been solved; I have not found a G colon type handler for anything except the old 9 pins. I have to List the file and either use an A8 Basic program to rotate and expand the dots for the 24 pin or try a PC app with the A8 true type fonts which do not have the inverse & control chars in the correct location.

-Ron

Inform everyone that communications have completely broken down.

896. FS: Atari Computer related literature

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-05 02:47:58 UTC
From: otakuvidiot@hotSPAMMYmail.com
Message-ID: <903ED3FC0otakuvidiothotSPAMMY@64.154.60.100>
Source record: 38920

Retrotaku / Zer0-Byte Bookstore offers the following antique computer and videogame books for purchase.

If you are interested in any of the titles, please send an e-mail to retrotaku@otakuboy.com to inquire about availability, or if you have any questions.

Thank you for perusing the list.

[000005] Scanlon, Leo J.. 6502 SOFTWARE DESIGN. Indianapolis, In, Usa: Howard W. Sams, 1980. First Edition. 8vo - over 7" - 9" tall. Soft Cover. Fair / No Jacket. A very good introduction to the 6502 microprocessor, a popular 8-bit chip in the early 1980s, used in _many_ computer systems including a number of Apple systems, the Commodore 64 and the Nintendo Entertainment System. Great information on pinouts, how to address the chip, register controls, and much more. Listed as a 6502.org MUST-READ. ON CONDITION: Shelf-worn and creased on many pages. A number of pages were held together via paper-clips. (Grrr..) Many of the passages are highlighted and there are some pencil notes here and there.
$8.00

[000026] Glossbrenner, Alfred. THE COMPLETE HANDBOOK OF PERSONAL COMPUTER COMMUNICATIONS. New York, New York, USA: St. Martin's Press, 1983. First Trade. 8vo - over 7" - 9" tall. Hard Cover. Very Good / Good. Special Edition, printed for industry. This book explains how to get online and get into the wonderful world of BBSs, circa 1983. If you remember the computers from the time -- XT, Commodore 64, Apple // series, CoCo, etc. Goes into remarkable detail on the services of the time, the various communications protocols in-use and upcoming. ON CONDITION: Spine upper and lower edges are bent from shelf placement. Dust jacket creased along edges. Also, a "Compliments of Hayes" sticker is affixed on front, but this may not be a defect, depending on your opinion. First page is stamped with a "from the library of" stamp. Visit http://otakuboy.com
$9.00

[000028] Williamson, Mickey. ARTIFICIAL INTELLIGENCE FOR MICROCOMPUTERS. New York, New York, USA: Brady Communications Company, Inc., 1986. First Edition. 8vo - over 7" - 9" tall. Half-Leather. Text Book. Very Good / No Jacket. Ready to turn your business into an AI heaven? Want to walk into the office and hear, "Hello, Commander. Computer reporting". This book will explain the 1986-state of AI and where it's going. The focus, as I said, is how you can use it in your business. ON CONDITION: One dent on upper spine and slight wearing on spine where it connects to front cover. Very clean. Visit http://otakuboy.com
$7.00

[000003] Sippl, Charles J. , Roger J.. Computer Dictionary & Handbook. Indianapolis, In, Usa: Howard W. Sams, 1980. 3rd Edition. 8vo - over 7" - 9" tall. Hard Cover. Very Good / No Jacket. Large dictionary of computer terms. Contains a vast introduction to computers and various languages of the time. Of large interest to someone who wants definitions of computer terms from the era -- programmers of classic systems, early languages, obsolete CPUs, etc. Contains a few predictions on the future of computers. ON CONDITION: Back cover has very light, vertical scuffle mark along height. Upper right corner of back cover has small marks where adhesive glue affixed original price tag. Upper left corner of back cover is pressed. To the left of the title page is a small punch mark into the binding, which is not visible elsewhere. Otherwise, general shelf-wear. Visit http://otakuboy.com
$11.50

[000029] McClellan, Stephen T.. THE COMING COMPUTER INDUSTRY SHAKEOUT. New York, New York, USA: John Wiley & Sons, 1984. First Edition. 8vo - over 7" - 9" tall. Hard Cover. Very Good / Fair. A really neat tour of the computer industry in the early 80s. All the old favorites and players are here, from AT&T and IBM and DEC to Commodore, Atari, Tandy, Apple (right on the cusp of the Macintosh birth, no less!!!) . Mr. McClellen is warning you, though. "THE COMPUTER INDUSTRY IS GONNA FREAK!" Turns out, he was partly right. ON CONDITION: The dust jacket has bent and slightly creased along its edges. The front of the jacket is foil-stamped, and some of the foil has flecked off in tiny areas and tarnished on one part of the back jacket. Also, bottom left of back jacket has its coating torn, harming some of the text underneath. Book itself has slight shelf-wear on bottom of spine. Visit http://otakuboy.com
$8.00

[000030] Martin, James. DESIGN AND STRATEGY FOR DISTRIBUTED DATA PROCESSING. Englewood Cliffs, New Jersey, Usa: Prentice Hall, 1981. First Edition (?). 8vo - over 7" - 9" tall. Hard Cover. Text Book. Good / Fair. Is James Martin a MAGICIAN? ! You might think so, especially if you check out the picture of him on the back in Conjure-pose. Here he is in a book (one of many) where he extolls of the virtues (in excrutiating detail) of distributed computing. And, yes, this is way before SETI, way before multi-processing PCs running Windows 2000. So, this guy just might be a magician or at least some kind of prophet. ON CONDITION: Dust jacket is creased and torn around edges. It is intact. Books seems to have been stored at an angle. As such, the whole of the book is twisted a bit on the spine. No pages are torn, but the spine has no doubt weakened. Visit http://otakuboy.com
$8.00

[000031] Schreiber, Linda M.. ADVANCED PROGRAMMING TECHNIQUES FOR YOUR ATARI. Blue Ridge Summit, Pennsylvania, USA: Tab Books, 1983. First Edition. 8vo - over 7" - 9" tall. Soft Cover. Very Good / No Jacket. A very nuts-and-bolts Atari programming book geared toward Atari's first foray into the world of home PCs -- the Atari 400 and 800s. Covers graphics (ANTIC, specifically) , animation, voice programs, BASIC, disk drive usage,

among other things. Includes some nifty programs. And remember: All this can be typed write into one of those Atari 8-bit emulators about the Net. Has a nifty pic of an Atari 800 on the front cover. ON CONDITION: Edge-wear and shelf-worn. Mainly light creasing along spine edges. Otherwise, very clean. Visit http://otakuboy.com
$15.00

[000032] Allan, Boris. POCKET GUIDE: LOGO. Bath, England, United Kingdom: Pitman Publishing, 1984. First Edition. 32mo - over 4" - 5" tall. Spiral. Very Good / No Jacket. A pocket reference guide for that grand, old, "easy" language LOGO. You remember; the one with the turtles that drew lines across your screen. Old programmers know that LOGO is a powerful language with a deceptively simple syntax. This booklet references the entire language. Get the book, download a development environment like WinLogo, and go to town. ON CONDITION: Portion of the original price tag is on front. A minor bubble on the back panel and some light pencil marks on back panel. Visit http://otakuboy.com
$11.00

[000033] Stine, Megan and H. William. MICRO ADVENTURE NO. 2 JUNGLE QUEST. New York, New York, USA: Scholastic, 1984. First Edition. 12mo - over 6" - 7" tall. Mass Market Paperback. Good / No Jacket. Scarce - 1984 -- Computers were "the future" and kids could have it all for them if they'd just learn how to program. This books brings kids through an adventure in which small BASIC programs kids would enter into computers from the era woud help save the world! ON CONDITION: Slight creases down edge of spine and front cover. Another crease near the spine on the front cover. Both creases crawl along the length of the book. Small dent in the upper back cover. Otherwise, general shelf-wear. Visit http://otakuboy.com
$11.00

[000038] Conway, Gerry. ATARI FORCE #11 "By Blackjak Betrayed!". ill. Lopez, Jose Luis Garcia. New York, New York, USA: DC Comics, 1984. First Edition. 4to - over 9" - 12" tall. Saddle Stitched. Very Good / No Jacket. Long live ATARI FORCE! During the first set of videogame heydeys, Atari and DC Comics teamed up to bring a set of stories to the comics pages. Mini-Atari Force issues were distributed with some games. In the comics shops, full-size issues were available with a continuing storyline. In this issue, Blackjak betrays the Force ... But WHY? ON CONDITION: Very small creases near edges of stapes. Otherwise, pretty clean. Color is good. Visit http://otakuboy.com
$8.00

[000039] Conway, Gerry. ATARI FORCE #2 - "Dart Vs. the Warbeast". ill. Lopez, Jose Luis Garcia. New York, New York, USA: DC Comics, 1984. First Edition. 4to - over 9" - 12" tall. Saddle Stitched. Very Good / No Jacket. Long live ATARI FORCE! During the first set of videogame heydeys, Atari and DC Comics teamed up to bring a set of stories to the comics pages. Mini-Atari Force issues were distributed with some games. In the comics shops, full-size issues were available with a continuing storyline. In this issue, we meet some of the team's mortal enemies. Also has a profile of

"Champion". BONUS: Ad for TREASURES OF TARMIN for the Intellivision. ON CONDITION: Some light creases around covers, mostly around edges of staples.Visit http://otakuboy.com
$8.00

[000040] Conway, Gerry. ATARI FORCE #3 - "Pakrat Goes WILD!". ill. Lopez, Jose Luis Garcia. New York, New York, USA: DC Comics, 1984. First Edition. 4to - over 9" - 12" tall. Saddle Stitched. Very Good / No Jacket. Long live ATARI FORCE! During the first set of videogame heydeys, Atari and DC Comics teamed up to bring a set of stories to the comics pages. Mini-Atari Force issues were distributed with some games. In the comics shops, full-size issues were available with a continuing storyline. In this issue, we meet some of the team's mortal enemies. Also has profiles of "Dart", "Babe", "Morphea". BONUS: Full of ads for classic videogames: Frogger, Q*Bert, Pole Position, Popeye, War Room and Masters of The Universe. ON CONDITION: Some light creases around covers, mostly around edges of staples. Visit http://otakuboy.com
$8.00

[000048] Various. ANALOG COMPUTING - DECEMBER 1984. Cherry Valley, Massachusetts, USA: Analog 400/800 Corporation, 1984. First Edition. 4to - over 9" - 12" tall. Saddle Stitched. Magazine. Very Good / No Jacket. 1984 was high-life for Atari Computers. Think about it. The XL series were riding strong and all those nifty new XE systems were just about ready to debut with their 6502c and FREDDY chips. You Atari fans know what I'm talking about. ANALOG was the BIBLE of that Atari fandom. And this issue is no exception. This one's a Christmas issue, with all kinds of ideas of what to stuff in stockings. Big article on Atari-style FORTH in here, too, along with a weather utility program and a game. BONUS piece is the big center spread ad for the OKIMATE 10, the first really low-cost color printer for home computers. Can you say, "Thermal Transfer"? I knew you could. ON CONDITION: The cover is a bit loose from the staples; you can't so much see it as you can feel it. There is an overall warp to the magazine and some creases along the spine. Visit http://otakuboy.com
$8.00

[000049] Various. ANTIC - DECEMBER 1985. San Francisco, California, USA: Antic Publishing, 1985. First Edition. 4to - over 9" - 12" tall. Saddle Stitched. Magazine. Very Good / No Jacket. CES Buzz. That highlights this issue of ANTIC that hit the stands right before CES'85. What would Tramiel do? Perhaps an enhanced 800XL for 1985? Maybe a whole new direction for Atari computers. This issue has an interview with Jack Tramiel, then-chairman of Atari. Look over the predictions. How many came true? Sample question: "Are you actually saying that within three years Atari is going to market a small, user-friendly computers with the power of a VAX?" Of course, we know the history. But this interview defines it more clearly. Also, ANTIC's ever-popular Software Library. ON CONDITION: Very light bumping on outer corners. The binding is tight and seems a bit warped as this issue inserts a thick card into the binding. Also, some color fade on covers and slight browning on some interior pages. Visit

http://otakuboy.com
$8.00

[000053] Various. ANALOG COMPUTING - FEBRUARY 1985. Cherry Valley, Massachusetts, USA: Analog 400/800 Corporation, 1984. First Edition. 4to - over 9" - 12" tall. Saddle Stitched. Magazine. Very Good / No Jacket. ANALOG Mag was one of those Atari Magazines that rolled on during 1985. And why not? The new Ataris were out and it looked like a new set of 16-bit machines based on Motorolas powerhouse 68000 were set to debut at January CES. Wow. Analog kept us all in suspense and in tune! In tune how? Well, how about this issue with all the programming exercise and examples, including the ever-popular Ask Mr. Forth. Not to mention the really cool adventure game -- programmed and ready for you to type in BASIC -- based on a writer's adventures at Vandenberg. ON CONDITION: Very slight bumping and wear on the outer corners. Otherwise, a very clean copy with vibrant color. Visit http://otakuboy.com
$8.25

[000057] Various. ENTER - JANUARY/FEBRUARY 1985. New York, New York, USA: Children's Television Workshop, 1985. First Edition. 4to - over 9" - 12" tall. Saddle Stitched. Magazine. Very Good / No Jacket. For a short, short time, the Children's Television Workshop even got a bit of techno-buzz in the mid 1980s. ENTER was a magazine geared toward educating kids about the wonders computers. But what could have been a large, preachy magazine about how computers are changing classrooms, is really a neat sensa-wonder publication about super cool things to do with your computers. This ish? 1984-In-Review! The year's "Greats & Glitches". Also, a neat piece on which companies are producing the dreaded "Q*Bert Clones". Plus, a big feature on what laserdisc players are going to do to arcades. Remember Dragon's Lair? ON CONDITION: Shelf-wear along the spine on both covers and along top of front cover. Slight bump on lower right cover. Visit http://otakuboy.com
$8.00

[000074] Atari, Incorporated. ATARI PORTFOLIO QUICK REFERENCE CARD. Sunnyvale, California, Usa: Atari Coporation, 1989. First Edition. 12mo - over 6" - 7" tall. Very Good / No Jacket. Unpaginated - FOLD OUT - Atari was certainly dynamic, wasn't it. After first creating one of the most successful home videogame systems ever -- not to mention their wildly popular computers -- they go on to create a really sturdy PDA-before-there-were-PDAs. The Portfolio was a nifty little handheld that ran a very sturdy and clean version of DOS, all in memory, for a pretty decent price. People gobbled them up. It's sad that Atari was eventually gobbled up -- and with it any hopes of a newer/bigger/faster Portfolio. But now they're appearing at thrift stores and antique houses. And, blazes, many of them still work. Fortunately, this Atari Portfolio Quick Reference Card will get you up and running in no time. It covers all the apps -- the calculator, address book, diary/calendar, text editor and worksheet -- not to mention the Mini-Lotus-1-2-3 and all of its functions. ON CONDITION: One slight crease in the middle of the first fan-fold. Also a small bump on one upper, front cover. Visit http://otakuboy.com

$9.00

[000083] Various. COMPUTE!. Greensboro, North Carolina, USA: COMPUTE Publications, Incorporated, 1985. First Edition. 4to - over 9" - 12" tall. Soft Cover. Magazine. Very Good / No Jacket. The big mag that wrapped up all the computing news from the mid-80s? (I mean, of course, aside from those stuffy magazines like InfoWorld.) COMPUTE! It covered everything 8-bit: Atari, Apple, Commodore. This issue contains -- ahem -- "TURBOTAPE: SAVE AND LOAD CASSETTE AT DISK SPEEDS" for the Commodore 64 and Vic-20. Other features: a lamentation over 1984's CES (how sucky it was), "1984 revisited" visits the hi- and lo-lights, plus a bunch of classic game ads, include Bally/Midway's foray into home gaming, and a _really bad_ ad for Summer Games from EPYX. Also: Enhanced Applesoft input. ON CONDITION: Very nice. Slight foxing on the upper left front cover. Otherwise, clean with good color and crisp conditions. Visit http://otakuboy.com
$10.00

If you are interested in any of the titles, please send an e-mail to retrotaku@otakuboy.com to inquire about availability. Please see otakuboy.com for full terms.

Again, thanks for perusing the list.

Homepage: http://www.otakuboy.com
AbeBooks page:
http://dogbert.abebooks.com/abe/BooksBrowse?vendorclientid=498813&page=CLIENT

Cheers,

O_v

Antique Computer and Videogame Books and Ephemera!
http://www.otakuboy.com

Featured title: TI-99/4a USER'S REFERENCE GUIDE - 1981

897. Re: JPeG Viewer

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-05 03:12:32 UTC
From: DCM01@USA.NET
Message-ID: <3a7e1746.14657988@news.CIS.DFN.DE>
Source record: 38921

The JPeG format was designed for photographic images, as opposed to
computer artwork. The 16 grayshade skinny pixel mode is your best mode
for photographic images. So the slideshow program should automatically
offset each picture left and up to display the center 160 x 96 block,
or however big a block you can squeeze on the visible screen.

The slideshow should advance immediately on pushing the space bar, and
auto-advance after 45 seconds.

That's what I think!

On Fri, 26 Jan 2001 00:08:32 GMT, rjespino@yahoo.com wrote:

>A slideshow program would be quite easy to do, it
>could automatically display all files with a .jpg extender on the disk. I
>was just wondering if you (or anyone else) had any ideas on how to select the
>display mode for the picture? One option would be to select the display mode
>at the start and then let it display all images in that mode. Another would
>be for the program to select the display mode randomly or circularly.

>case anyone tried to download a copy of version 0.4 over the Xmas holidays
>but couldn't get a working executable, there was a problem with Geocities
>(where the executable was stored) adding some extra text to the end of files,
>including binary files. This meant that the Atari executable got corrupted
>when downloaded. I've fixed that problem by moving the pages to
>http://rjespino.atari.org and http://rjespino.webhop.org

898. Re: Re: Best graphics for an Atari 8-bit game

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-05 04:41:34 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <t9bs7t4sgpqb6j08jc8ogoqfborvjt5qo5@4ax.com>
Source record: 38922

On Sat, 03 Feb 2001 06:00:01 GMT, William Kendrick
<nbs@bolt.sonic.net> drooled an embarassing wet spot in his lap as he
typed:

>Glenn Bruner <brunergs@pcisys.net> wrote:
>: Zybex is one of my favorite examples.
>
>Zybex is alright... it doesn't push the envelope, though... it's just
>160x96 four-color mode with some sprites... Nicely drawn graphics, though!
>
>
>: And the APAC brought even more detailed color pictures to the 8bit.
>
>Then came ColorView mode (80x192 4096-colors and 160x192 64-colors),
>and HIP mode (160x192 32-greyshade or something)... both of which are
>interlaced, like APAC mode often is.
>
>(For some reason, the european demos I've seen that use APAC don't
>interlace it! Anyone know why???)
>
>
>The graphics I'm talking about in demos, though, are stuff like this:
>
> http://www.s-direktnet.de/homepages/k_nadj/reallyunreal/picindex.html

Graphics 9, which has 16 shades of one colour anyway. Still, very
nice effects in that demo, but graphically nothing the 8-bit wasn't
capable of out of the box.

> http://www.napri.sk/web/satantronic/Screens.htm

Fire and Plasma, again, Graphics 9. Big Chaos/Worms, graphics 0,
realtime redefined characters. The rest though are very impressive.
DLIs/HBIs? Altering the palette once or more per scanline, maybe?

> http://www.geocities.com/SiliconValley/Vista/6084/joyride1.gif

Not bad; 8 colours. DLI, probably.

> http://rak.isternet.sk/lego/gmg/products.htm

Okay, these guys know their stuff without a doubt.

> http://www.newbreedsoftware.com/bill/atari800/hip16tro.gif

I've seen this one. It's done with palette swapping every vsync.

>Grab some stuff here, and elsewhere!
>
> http://fornax.elf.stuba.sk/pub/atari/8bit/DEMOS/
>
>-bill!

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

899. Re: Centipede from Hasbro quality

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-05 04:43:49 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <6obs7to2vvejgm21rqe478hlv6l0q85dpt@4ax.com>
Source record: 38923

On Sun, 04 Feb 2001 15:28:01 GMT, Jindroush <kubecj@asw.cz> drooled an embarassing wet spot in his lap as he typed:

>Hello!
>
>Althought it may be off-topic:
>
>Is the hyper-modern version of Centipede by Hasbro worth playing?
>
>Bye,
>Jindroush

It's okay. It screams "Blatant cash-in on retrogaming!" but by itself it's not bad. Buy it discount if you can; it isn't worth full sticker price by any means.

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

900. Re: No picture on my 400

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-05 06:40:35 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <95lht2$4d1$1@nnrp1.deja.com>
Source record: 38924

In article <3A7CFB5C.DEA2601F@compuserve.com>,
Richard Detlefsen <"74766,1561"@compuserve.com> wrote:
> Richard Davis wrote:
>
> > Hi everyone,
> > Can someone point me in the right direction to fix this. I
recently got
> > a working Atari 400 (UK version) and it worked great. Played with
it for a
> > couple of days then put it in the loft for 2 weeks. I got it down
tonight
> > and it fired up ok (I get a power light and the keys click) but the
best
> > picture I get on the TV is a black screen with diagonal lines. Has
the RF
> > blown or does something need reseating?
> >
> > Thanks for any help.
> >
> > Richard
> >
> > P.S I know this is a second post. Sorry.
>
> Sound like loss of hsync. Does the tv have an adjustment? May need
a tweak.
> or
> Usual things:make sure the channel switch is right.
> May need to tweak the rf modulator.
> May need to reseat the boards/chips.
> Make sure cart sockets are clean.
> Antic, CTIA(GTIA), CD4058 thru to RF modulator are involved in color
and hsync.
>
> Rick D.
>
>
Same thing happened with my 800xl, turned out to be the power supply.
Corteze pointed me in the right direction on that one. I'd try a
different PSU before you go touching the chips (remember static
elctricity!).
Mo

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

901. FA: SIO2PC on ebay (connect Atari to your PC)

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-05 08:05:20 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <95lms0$c39$1@korweta.task.gda.pl>
Source record: 38925

Check it out at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1212742296

j131

902. FA : ATARI Touch Tablet

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-05 09:56:44 UTC
From: Jorge <dirty.fly@teleweb.pt>
Message-ID: <wNuf6.15$uV6.1427@nreader1.kpnqwest.net>
Source record: 38926

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1211530181

903. Re: right mouse-key?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-05 11:54:59 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <95m4ajgvj3@nets3.rz.RWTH-Aachen.DE>
Source record: 38927

Howdy Thomsen

>Is it posible to check out whenever the right or the left mouse button
>was pressed in combination with a Atari ST mouse w/o hardware
>modifications?

No it is not. You need a small modification (just one resistor somewhere, if you're lucky, you can press it into the connector that internally connects the mouse cable to the PCB) to be able to read out the right mouse button on the 8 bit Atari. The mod. is described in ABBUC magazin twice. (I believe one is on number 29).

CU Mathy van Nisselroy

904. Re: right mouse-key?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-05 12:23:24 UTC
From: thomsen <twh1@gmx.de>
Message-ID: <6n6t7to6q2n64krljvh5ms60mm4hv3uoik@4ax.com>
Source record: 38928

On 5 Feb 2001 11:54:59 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:

>No it is not. You need a small modification (just one resistor somewhere, if >you're lucky, you can press it into the connector that internally connects the >mouse cable to the PCB) to be able to read out the right mouse button on the 8 >bit Atari. The mod. is described in ABBUC magazin twice. (I believe one is on >number 29).

could you be more specific? I don't have acces to ABBUC magazine number 29. Where can I find this articel?

Are there any programms, which are able to use the right mouse button?
-thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Business Computer Science
Technical University of Ilmenau

905. 800 Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-05 12:45:56 UTC
From: llpwhite@cs.com
Message-ID: <20010205074556.03774.00000815@ng-cj1.news.cs.com>
Source record: 38929

I recently acquired an 800. I got rid of my original 800 around 1985 when the 130XE's came out. Forgot how big these BIG these things are! But also re-confirmed my opinion that the stock 800's have the best displays of any Atari computer. It really is better than my "tricked-up" 130 or 800XL with the Super Video mods. But my real question: was there more than one keyboard used in the 800's? I don't remember my first 800 having the feel of this one (long stroke, very firm touch). Works great -- perhaps I've just forgotten after so many years of 130XE's.
Larry

906. Re: 800 Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-05 12:52:59 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <Lmxf6.18643$s12.2587674@news02.optonline.net>
Source record: 38930

I've said this so many times in the past that somebody is going to tell me to shut up!

The 800's keyboard was the best I've ever used. Period.

I'm settling for a couple of Focus 2001s to go with the PCs I have in the house now :).

Take care.

Alan
"LLpwhite" <llpwhite@cs.com> wrote in message news:20010205074556.03774.00000815@ng-cj1.news.cs.com...
> I recently acquired an 800. I got rid of my original 800 around 1985 when the
> 130XE's came out. Forgot how big these BIG these things are! But also
> re-confirmed my opinion that the stock 800's have the best displays of any
> Atari computer. It really is better than my "tricked-up" 130 or 800XL with the
> Super Video mods. But my real question: was there more than one keyboard used
> in the 800's? I don't remember my first 800 having the feel of this one (long
> stroke, very firm touch). Works great -- perhaps I've just forgotten after so
> many years of 130XE's.
> Larry

907. What EPROM's can be used for making 400/800 & 2600 carts?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-05 13:03:16 UTC
From: Christopher Friend <chfriendNS@NScharter.net>
Message-ID: <t7t96l6n76b2df@corp.supernews.com>
Source record: 38931

Title says it all...I want to build an EPromr v2 but it will only support 2764 and above without modifications...Will these work or do I have to use 2716 or 2732 chips?

908. FA: New Atari Software and Books

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-05 14:52:27 UTC
From: Richard Smith <rsmith@NOSPAMplaneteer.com>
Message-ID: <HdAf6.290$D3.2061@tor-nn1.netcom.ca>
Source record: 38933
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

I have the following items up for auction on Ebay:

Atari 400/800/XL/XE Final Legacy (new/sealed))
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1210636519

Atari XL/XE Food Fight Cartridge (new/sealed)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1210637204

Atari 400/800/XL Atlantis (new/sealed)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1212442370

Atari 400/800 Story Machine (new/sealed)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1212446295

Atari 400/800/XL Facemaker by Spinnaker (new)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1212447013

Atari 400/800/XL Delta Drawing (new/sealed)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1212447591

Atari 400/800/XL Fraction Fever (new/sealed)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1212448000

Atari 400/800 Football (new/sealed)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1212448233

Atari Basic Learning by Using Book (new)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1212448830

Atari 101 Programming Tricks Book (new)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1212449327

Atari 400/800/XL Aerobics Diskette (complete)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1212449908

Atari 400/800 Crossfire Cartridge (new)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1212450226

Atari 400/800 Centipede (new)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1212458429

Thanks for looking !

Richard.
--
Please remove the "NOSPAM" from my address if replying via email.

909. Re: 800 Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-05 15:17:24 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <95mg64$lo4$1@mohawk.hwcn.org>
Source record: 38932

LLpwhite (llpwhite@cs.com) wrote:
: I recently acquired an 800. I got rid of my original 800 around 1985 when the
: 130XE's came out. Forgot how big these BIG these things are! But also
: re-confirmed my opinion that the stock 800's have the best displays of any
: Atari computer. It really is better than my "tricked-up" 130 or 800XL
with the
: Super Video mods. But my real question: was there more than one keyboard used
: in the 800's? I don't remember my first 800 having the feel of this one (long
: stroke, very firm touch). Works great -- perhaps I've just forgotten after so
: many years of 130XE's.
: Larry

They did bring out a few different keyboards with the 800, just as in the
800XL I believe. However, I do think they were all of great quality, but I
could see there being a slight difference in feel.

910. Mercenary - Anybody have a copy that works with Atari800win ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-05 15:41:01 UTC
From: Richard Smith <rsmith@NOSPAMplaneteer.com>
Message-ID: <IdAf6.291$D3.2061@tor-nn1.netcom.ca>
Source record: 38934

Does anybody have a copy of Mercenary that will work with atari800win (or atari800win plus) ?? Both copies that I have will crash the emulator if you board the ship near where you crash landed and then press 3 to get going.

Thanks,

Richard.
--
Please remove the "NOSPAM" from my address if replying via email.

911. Re: What EPROM's can be used for making 400/800 & 2600 carts?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-05 17:01:59 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t7tmve4vch3vc5@corp.supernews.com>
Source record: 38935

"Christopher Friend" <chfriendNS@NScharter.net (Remove NS)> wrote in message news:t7t96l6n76b2df@corp.supernews.com...
> Title says it all...I want to build an EPromr v2 but it will only support
> 2764 and above without modifications...Will these work or do I have to use
> 2716 or 2732 chips?

Yes if you can get the burner to work. A lot of 3rd party outfits made 2764 EPROM cart boards for the Atari. In my experience rumaging around various surplus warehouses in Silly Con Valley, they were the most produced/easiest to find. They default to 16k ROM/2 EPROMs but this isn't a problem for most applications. It just means you have 8k less RAM on an expanded system which isn't a real problem. If it is a problem for your application, you just have to cut a trace or two on the cart circuit board, trivial.

912. PhillyClassic 2001 UPDATE: 02.05.2001

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-05 17:28:28 UTC
From: Chuck Whitby <intv-sama@worldnet.att.net>
Message-ID: <3A2D244F.F6867028@worldnet.att.net>
Source record: 38936
Cross-posted to: rec.games.video.sega,rec.games.vectrex,comp.sys.cbm,comp.sys.atari.8bit

** PhillyClassic 2001, The East Coast Classic Gamer's Event! **
** http://www.phillyclassic.com **

** UPDATE: 02.04.2001 **

Tables are now * SOLD OUT *. Thanks to everyone who purchased one.
Just because you can't get a table doesn't mean you
shouldn't come! Be sure to attend and check out all sorts of
cool classic games!

The t-shirts are almost done and are going to go to the printer
soon! We think they look really cool!

The tournament list has been added to the PhillyClassic website!
Games range from the 2600 up to the Playstation 2! Each tournament
will be accompanied by a great prize package thanks to all our
sponsors!!

** UPDATE: 01.31.2001 **

Table spaces are becoming EXTREMELY limited so if you're planning
on attending and are debating getting a table, MAKE YOUR DECISION
SOON! :)

Randy Femrite is going to bring down all sorts of neat Jaguar
items to show off like a Jaguar Rotary Controller, Battlesphere,
Skyhammer, and a XE/Jag controller interface!

** UPDATE: 01.22.2001 **

Hasbro has sent us a lot of games to be given away at the
convention! Thanks Hasbro!

Michael Roberts has donated a TON of Star Wars handheld games
for us to give away at PhillyClassic. Thanks Michael!!

** UPDATE: 01.10.2001 **

Digital Press has graciously donated MANY Digital Press 6 guides
to be given away at PhillyClassic! Thanks Joe and everyone else
at DIGITAL PRESS!

We rented another 1000sq ft room for the convention, bringing the
total up to 3000 square feet!!

More and more sponsors are contacting us EVERY DAY meaning
more chances for everyone to leave PhillyClassic 2001
with a GREAT prize!

Classic Gaming Expo and PhillyClassic have teamed up to bring you the best gaming experience you can get on the east coast!

John Hardie and Sean Kelly are graciously donating items for us to give away at the convention. When you hear the names Hardie and Kelly, you know they've gotta be good!

Ticket prices are currently $6 in advance, and $7.50 at the door. Tables to setup your goodies on are $10 per table. Tickets will be on preorder until March 30th, 2001. Just remember, we're a non-profit event, every cent we make on PhillyClassic goes right back into the convention!

This year's tickets are pretty nifty! Marc has made Intellivision carts into our tickets that hang from you neck! Really neat!

** UPDATE: 12.23.2000 **

Sponsors are pouring in, which means more chances for everyone to walk away from the convention with a great FREE item!!

T-shirts will soon be available for pre-order. These spiffy shirts feature the PhillyClassic logo and some classic game logos! Be sure to put an order in as soon as they're available!

Randy Crihfield of Hozer Video Games has donated some new Atari 2600 games to be given away! Thanks Randy!

Jeff Folejewski will be bringing MANY (as in more than 5) full-size coin-op arcade games! All games will be set on free-play and a tournament will be held on his Joust machine!

Good Deal Games has also chosen to donate some of their new Sega CD games to be given away at PhillyClassic! Thanks Good Deal Games!!

** UPDATE: 10.30.2000 **

Van Burnham, editor of Wired magazine and author of Supercade (www.supercade.com) has confirmed she will be attending PhillyClassic! She's a great video game buff and a wonderful person to talk to!

Be sure to bring all your spare games and systems, we will be holding another auction this year! Last year people who auctioned items off made a LOT of money, and it's a good way to part out some of the extra items you don't need!

** UPDATE: 10.15.2000 **

Chad Schell of Schell's Electronics has donated an Intellicart to be given away as a prize at PhillyClassic!! Thanks Chad!

Tickets for PhillyClassic are now on sale!! The price for admission is $6 for both days, and $10 per table you wish to use to setup on. Just remember, any money taken in from the attendees is not used

as profit for any of the organizers; it's used to pay for everything
used to setup the event. In case of any spill over money it will be
used towards next years event!!

If you have any items in particular you're wanting to pick up or to
part with, be sure to e-mail Jeff Folejewski and let him know so he
can add your list to our PhillyClassic webpage!

** INITIAL POST: 9.26.2000 **

David Newman, Chuck Whitby, Marc Pallante, and Jeff Folejewski
are proud to present PhillyClassic 2001!! The first
PhillyClassic was such a success we had no choice but to do it again!
This year's event promises to be nothing but BIGGER and BETTER!

Website is now up and LIVE, complete with:
* Information/scheduled events
* Hotel accomodation info/online reservations
* Driving directions and interactive maps
* Ticket information
* How To Link to Us banners/ads available for
YOUR classic game related site!

The weekend of April 20th and 21st will be one to remember as classic
gamers unite for a weekend of hardcore gaming!

Planned events include casual trading/selling, *tournaments*,
auction, show-and-tell, a guest speaker or two, and a
general good time by all!

We have rented a 2000! sq ft conference room at the Sheraton
Suites for the event, which means enough room for a lot of
people to come and setup the pride and joy of their collections,
and even a little tradebait!

The tentative times are as follows:

Friday: 5pm - ?? -- First Day, Setup, Meet and Greet, Informal
Trading and Game Playing
Saturday: 9am - 5:00pm -- MAIN DAY

If you have any questions about the event, PLEASE e-mail:
David Newman (davidnewman@adelphia.net)
Chuck Whitby (intv-sama@worldnet.att.net)
Jeff Folejewski (adventurevision@yahoo.com)
Marc Pallante (marc@classicgamer.net)

If you plan on attending, please
purchase your tickets early and make those hotel reservations!

Thank you very much!
-PhillyClassic 2001 Staff

www.phillyclassic.com
--
ï¿½ï¿½ Chuck Whitby ï¿½ï¿½
-->Intellivision Gaming Network<--
www.geocities.com/intellydood

** PhillyClassic 2001 **
The East Coast Classic Gamer Event
** www.phillyclassic.com **

913. Re: Mercenary - Anybody have a copy that works with Atari800win ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-05 19:40:36 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <qa0u7tcjnm3n4og6sqiq68gib30i49kqrv@4ax.com>
Source record: 38937

The other Day "Richard Smith" <rsmith@NOSPAMplaneteer.com> wrote:

>Does anybody have a copy of Mercenary that will work with atari800win (or
>atari800win plus) ?? Both copies that I have will crash the emulator if you
>board the ship near where you crash landed and then press 3 to get going.
>
>Thanks,
>
>Richard.

Just tried it...Mine works fine, purchased the Dart after I crashed
and flew it around quite a bit without a crash.

Copy in your postbox..
--

. Never argue with an idiot, they bring you down to their level
and then beat you with experience

914. Re: 800 Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-05 20:39:20 UTC
From: Richard Daley <richard.daley@tesco.net>
Message-ID: <95n30d$8ki$1@barcode.tesco.net>
Source record: 38938

There were at least 2 types of keyboard in the 800 over here in the UK, as I have found out when trying to repair them, the keys are the same to look at, but the spacing under the keys is different re the shift keys in particular. They are both good, but certainly not the same in action

Richard

"Alan Sharkis" <asharkis@optonline.net> wrote in message news:Lmxf6.18643$s12.2587674@news02.optonline.net...
> I've said this so many times in the past that somebody is going to tell me
> to shut up!
>
> The 800's keyboard was the best I've ever used. Period.
>
> I'm settling for a couple of Focus 2001s to go with the PCs I have in the
> house now :).
>
> Take care.
>
> Alan
> "LLpwhite" <llpwhite@cs.com> wrote in message
> news:20010205074556.03774.00000815@ng-cj1.news.cs.com...
> > I recently acquired an 800. I got rid of my original 800 around 1985
when
> the
> > 130XE's came out. Forgot how big these BIG these things are! But also
> > re-confirmed my opinion that the stock 800's have the best displays of
any
> > Atari computer. It really is better than my "tricked-up" 130 or 800XL
> with the
> > Super Video mods. But my real question: was there more than one
keyboard
> used
> > in the 800's? I don't remember my first 800 having the feel of this one
> (long
> > stroke, very firm touch). Works great -- perhaps I've just forgotten
> after so
> > many years of 130XE's.
> > Larry
>
>

915. Re: 800 Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-05 21:22:59 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <E9uXZMHzmxf6Ew6q@lovecraft.demon.co.uk>
Source record: 38939

Once upon a time <95n30d$8ki$1@barcode.tesco.net>, Richard Daley
<richard.daley@tesco.net> grabbed chalk and scrawled:
>There were at least 2 types of keyboard in the 800 over here in the UK, as I
>have found out when trying to repair them, the keys are the same to look at,
>but the spacing under the keys is different re the shift keys in particular.
>They are both good, but certainly not the same in action

Three, if you count the membrane type ;)

Richard
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, TR505, Falcon030, DX7 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

916. Re: Houston area BBS?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-05 21:43:39 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <95n6q9$jg3$1@nnrp1.deja.com>
Source record: 38940

In article <t7qi3gs8cn56a@corp.supernews.com>,
"Christopher Friend" <chfriendNS@NScharter.net (Remove NS)> wrote:
>
> chainsaw11 wrote in message <95b7tk$57a$1@nnrp1.deja.com>...
> >Does anyone know of a BBS in the Houston area? I'm trying to find
> >something in the 713 or 281 area codes. Thanx
>
> Goto http://www.usbbs.org and you can view the Texas version of the
> list...Lists dialup and Telnet BBS's
>
>
Hey thanks! I tried one out last night and it was great! Just like the
'80s and Compuserve again!
Mo

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

917. 6502C Pinout

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-05 22:11:46 UTC
From: Jeff Williams <williaj@sympatico.ca>
Message-ID: <CyFf6.56768$Pm2.1186820@news20.bellglobal.com>
Source record: 38941

Not having an XL/XE schematic anymore, I'd appreciate it if someone who did could post the pinout for the 6502C cpu.

918. Floppy Board

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-05 23:18:20 UTC
From: "David\\Julie Wilson" <cybrslider@home.com>
Message-ID: <0xGf6.50170$bb.936136@news1.rdc1.tx.home.com>
Source record: 38942

Hello all,

Does anyone have a Black Box with a Floppy board installed that they have successfully used a standard 3.5 floppy drive with? The BB "recognizes" a drive is there but I can't format, read, or write to the drive. I have tried 3 drives to no avail. I put the ribbon cable together as described in the manual. It looks good. I've tried all the jumper settings on the drive, all of the device settings on the BB (i.e., D0, D1, etc.) but all I can get out of the BB Floppy formatter is 'Write Protected or Bad Disk'. I've tried disks that were already formatted with a PC, out of the box new disks, old disks, black disks, grey ones, etc.

Oh yeah, I did check the disks. They were not write protected.

I appreciate the help! Thanks

David

919. Re: 800 Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-06 01:18:24 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010205201824.23316.00000867@ng-cn1.aol.com>
Source record: 38943

>llpwhite@cs.com (LLpwhite) asked:

>I don't remember my first 800 having the feel of this one (long stroke, very
> firm touch). Works great -- perhaps I've just forgotten after so
>many years of 130XE's.

I've never seen any KB variation; I think you have just forgotten its really excellent quality. It was even better when you upgraded from a 400. That 800 is still my model of choice for color brightness also, even on a plain RF TV!

-Ron

Inform everyone that communications have completely broken down.

920. Re: Is Steven J Tucker on line?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-06 02:02:19 UTC
From: tom@mindwarped.com
Message-ID: <Xns903FD7ECFtommindwarpedcom@207.126.101.97>
Source record: 38945

tom@mindwarped.com (Tom Martin) wrote in <Xns90346FF1Btommindwarpedcom@207.126.101.97>:

>I bought the Warp OS online using a CC, and have been emailing him ever
>since and have not recieved ONE reply. He has my money but I have no
>upgrade yet.
>

update:

Well I got ONE reply he said he droped it in the mail, but that was 10 days ago. We live less than 200 miles apart even the US mail can not be that slow

921. Action! art differences

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-06 02:48:19 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3A7F65F3.CAF6F1A2@one.net>
Source record: 38944

I've seen two different color Action! carts. One is the black with yellow label and the other is orange with a yellow label.

Is there a difference betwen them other than the color?

-Bob

922. Justin Wilder - Atari Community?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-06 03:44:47 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010205224447.25341.00000922@ng-fg1.aol.com>
Source record: 38946

Does anyone know if Justin Wilder is still around anywhere? I had found his Disk Mend from Sep '85 on a web page and used it when double density was needed. He basically did a rewrite of Analog's Disk Tool by Tony Messina and produced a very capable sector editor and general disk utility. If Mr Wilder is still around, we would like to send him some added mods like the disassembler.

extract from the docs:
> A 1953 graduate of the University of Michigan, Justin E. Wilder is a Senior Project Engineer for Johnson Controls, Inc. He purchased his Atari 800 in 1980, and his Ultimate Renumber Utility was in the Atari Program Exchange. He's a member of Indiana-Michigan Atari Group Exchange (IMAGE) users' group.>
-Ron

Inform everyone that communications have completely broken down.

923. Re: Action! art differences

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-06 03:54:28 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010205225428.25341.00000923@ng-fg1.aol.com>
Source record: 38847

Don't believe so; OSS started with the orange in mag ads of '83 and then I think some grey before the black with yellow labels. Not completely certain how many ROM revisions existed.

>Bob Ryan ryanr@one.net asked:

>I've seen two different color Action! carts. One is the black with
>yellow label and the other is orange with a yellow label.
>
>Is there a difference betwen them other than the color?

-Ron

Inform everyone that communications have completely broken down.

924. Re: 6502C Pinout

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-06 06:54:02 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3A7F9F89.AAC187BE@asw.cz>
Source record: 38848

Jeff Williams wrote:
>
> Not having an XL/XE schematic anymore, I'd appreciate it if someone who did
> could post the pinout for the 6502C cpu.

Both schematics and pinouts or on my homepage. (Atari/hardware info)

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

925. Re: 6502C Pinout

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-06 09:57:42 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3A7FCA96.C26DF065@asw.cz>
Source record: 38849

Jindrich Kubec wrote:
> Both schematics and pinouts or on my homepage. (Atari/hardware info)

Stupid me. Of course it should say: 'are on my homepage'. :)

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

926. Difference in 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-06 11:13:17 UTC
From: thomsen <twh1@gmx.de>
Message-ID: <ovmv7tggslnf80n2ui9931fjj3ad5j6e62@4ax.com>
Source record: 38850

Howdy *.*!

While looking around in the net for buying an new atari for myself,
somebody would sell me an english version.

Are there any differences between standard-european and english
version? Only Power-Supply?
-thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Business Computer Science
Technical University of Ilmenau

927. Re: Difference in 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-06 11:34:52 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <95ongs$d8r$1@plutonium.compulink.co.uk>
Source record: 38851

In article <ovmv7tggslnf80n2ui9931fjj3ad5j6e62@4ax.com>, twh1@gmx.de (thomsen) wrote:

> Howdy *.*!
>
> While looking around in the net for buying an new atari for myself,
> somebody would sell me an english version.
>
> Are there any differences between standard-european and english
> version? Only Power-Supply?
> -thomsen

Different version of PAL? I think UK PAL is different to German PAL in the audio department.

928. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-07 10:17:44 UTC
From: Steve Rodgers <stevenr_@yahoo.com>
Message-ID: <n5828to60jasrt636kcgd7ruo4co1362go@4ax.com>
Source record: 38859

This guy had it for sale...

http://www.atarihq.com/wwwboard/messages/1203.html

On Tue, 06 Feb 2001 22:55:59 -0500, "JTKirk (a.k.a. machf)"
<no_me_j.j_t_kirk@geocities.com> wrote:

>OK, I'm NOT mad. I had a friend at school who had Microprose's
>Gunship for the Atari 8-bit... a two-sided disk or two single-sided
>ones, I don't remember. He offered to sell it to me (we were
>finishing school and he was leaving for Germany), but I only had a
>tape recorder at that time. I couldn't contact him after that,
>and so far I haven't found anyone else who has seen this game.
>But it does exist. No, I didn't see "Tomahawk" and mistook it
>for "Gunship" - I know the difference! This one even looked like
>the verions of Gunship for other platforms (so just imagine that).
>I found further proof of its existance in the manual for the ST
>version that another friend had, the manual had instructions for
>several platforms, *including* the Atari 8-bit. Now that I mention
>manuals, the 8-bit version this friend had may have been a pirate
>copy, I remember him asking another friend to lend him his manual
>from the C-64 version of Gunship to photocopy it when he first got
>the game...
>So, an\yone out there who has it or at least has seen it? (I
>believe Lance has...)

929. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-07 10:46:41 UTC
From: dwebster@mediaone.net
Message-ID: <3a8127bd.326491627@news.jacksonville.net>
Source record: 38853

On Tue, 06 Feb 2001 22:55:59 -0500, "JTKirk (a.k.a. machf)"
<no_me_j.j_t_kirk@geocities.com> wrote:

>OK, I'm NOT mad. I had a friend at school who had Microprose's
>Gunship for the Atari 8-bit... a two-sided disk or two single-sided
>ones, I don't remember. He offered to sell it to me (we were
>finishing school and he was leaving for Germany), but I only had a
>tape recorder at that time. I couldn't contact him after that,
>and so far I haven't found anyone else who has seen this game.
>But it does exist. No, I didn't see "Tomahawk" and mistook it
>for "Gunship" - I know the difference! This one even looked like
>the verions of Gunship for other platforms (so just imagine that).
>I found further proof of its existance in the manual for the ST
>version that another friend had, the manual had instructions for
>several platforms, *including* the Atari 8-bit. Now that I mention
>manuals, the 8-bit version this friend had may have been a pirate
>copy, I remember him asking another friend to lend him his manual
>from the C-64 version of Gunship to photocopy it when he first got
>the game...
>So, an\yone out there who has it or at least has seen it? (I
>believe Lance has...)

Are you sure? I don't recall Gunship being ported to the 8 bit.

930. Re: What EPROM's can be used for making 400/800 & 2600 carts?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-07 10:57:26 UTC
From: Christopher Friend <chfriendNS@NScharter.net>
Message-ID: <t82aiqr24fn5b1@corp.supernews.com>
Source record: 38852

>Never seen 2600 printed circuit boards for sale now that you mention it. I
>don't know if all 2600 carts had the ROMs soldered or socketed. The few I
>have pulled about had a ROM soldered directly to the PC board.
>
>For some development work I did I found some low profile ZIF sockets so the
>ROMs would clear the cart slot. I imagine you could do something like that
>to a 2600 cart if you were really up for it.

My bad...I should've put my question under the part about the EPROM's....I
meant to ask if the 2764 chips could be used to burn a 2600 game or is the
2600 going to need the older 2702/2704/2708/2716 chips for the machine to
read in the program from the chip?

931. Re: USB SIO2PC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-07 11:57:30 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <95rd7akhk1@nets3.rz.RWTH-Aachen.DE>
Source record: 38854

Howdy folks

>Matthias Belitz <Matthias.Belitz@gmx.net> wrote:
>>[usb to a8]
>>So the interface must provide "some intelligence" - I don't know, if
>>one could handle that without the use of special usb-protocol chips. And
>>if I remember correctly, they were not commonly available.
>
>You could look at some of those USB->Serial adapters and see what kind of
>intelligence is in them.
>
>This would almost be a worthwhile project, except I think the cost would
>not make it worth it.

Or somebody could develope a USB interface for the Atari 8 bit. This way you
don't need an APE or SIO2PC cable. Just a USB2USB cable. Which can be had
everywhere.

CU Mathy van Nisselroy

932. Re: Best graphics for an Atari 8-bit game

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-07 12:10:04 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <95rduskhk2@nets3.rz.RWTH-Aachen.DE>
Source record: 38855

Howdy Bill, folks

>Now if only we could do full motion video out of them! >:^)

In one of the C=Hacking issues (It's an online magazin for the C64 and C128 community) there was an article about real time video.

Now if the C64 with it's 0.9xx MHz processor can do it, why not the Atari at roughly twice that speed.

CU Mathy van Nisselroy

PS the article was IIRC by Nate Dannenberg, which is a well known hardware developer. He even commected a webcam/netcam (parallelport version) to his C64.

933. Re: right mouse-key?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-07 12:17:04 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <95rec0khk3@nets3.rz.RWTH-Aachen.DE>
Source record: 38856

Howdy Andreas, folks

>the only A8 game (I know) which supports the right mouse button is
>Bombdown. A german Minesweep/er clone... -Andreas
>
>P.S. Maybe there are more games, but most software works with one mouse
>button (A8 joysticks also have merely one button!)...

There was a version of Operation Blood (on other computers known as Operation Wolf) by ANG software that will work with the ST mouse. IIRC there where two versions, one worked with joystick and mouse, the other worked with the lightgun.

There are probably more games by ANG (try Best Electronics or MArkus Romer, Andreas should know more about where ANG software can be had) that can use the mouse.

Two mouse buttons are nice to have in games like Bombdown. One button was for 'I think this is not a bomb', the other for 'I think this is a bomb' IIRC.

CU Mathy van Nisselroy

934. Re: right mouse-key?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-07 12:18:35 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <95reerkhk4@nets3.rz.RWTH-Aachen.DE>
Source record: 38857

Howdy Thomsen

>could you be more specific? I don't have acces to ABBUC magazine
>number 29. Where can I find this articel?

It's probably on the PoolDisk (I or II) CD.
If not, try the internet. Maybe even on http://abbuc.da.ru

CU Mathy van Nisselroy

935. Re: BAD TRADER update

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-07 12:28:22 UTC
From: Larry Tipton <larryhokie@mindspring.com>
Message-ID: <95rejtmri1@slb0.atl.mindspring.net>
Source record: 38858
Cross-posted to:
alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

Ugh! Lou strikes again. I see he still lives in PA. He tried to rip me off several years ago. I eventually contacted him by phone and he shipped me the items. The games were in bad shape. The Neo*Geo CD worked ok. The guy shipped the unit in the original box without any packing materials. The unit got banged up a bit and when I opened the box the CD lid had sprung. I was able to snap it back together. I had sent him a money order for the items. I waited over two months before contacting him by phone. I had no other choice as he had dropped his email account. I was able to get his number by calling information and giving the phone company the mailing address. He did not show any sign of remorse, he gave me a lame excuse that a friend had borrowed the system. A couple years later he denied ever doing business with me until I refreshed his memory with all of the little details, even then he said that everything was in good shape and that even though the game discs were full of scratches I should not care since the games still worked. He is not to be trusted.

LT

"Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message
news:zTSa6.14390$wt2.171537@news1.oke.nextra.no...
> Lou Spear at LouSpear2000@aol.com
>
> Owes me 3 DC games and has a nasty mouth
> Carrier - $15
> Dynamite Cop - $12
> Star Wars Racer - $18
>
> Lou Spear II
> 3430 South 5th Ave
> APT 115
> Whitehall, PA 18052
> USA
>
>
>
>

936. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-07 12:46:46 UTC
From: thomsen <twh1@gmx.de>
Message-ID: <msg28tgs5qb5umtuta80v6ctsr1hrusfcg@4ax.com>
Source record: 38860

On Wed, 07 Feb 2001 10:17:44 +0000, Steve Rodgers <stevenr_@yahoo.com>
wrote:

>This guy had it for sale...
>
>http://www.atarihq.com/wwwboard/messages/1203.html
>
>On Tue, 06 Feb 2001 22:55:59 -0500, "JTKirk (a.k.a. machf)"
><no_me_j.j_t_kirk@geocities.com> wrote:

Wow! Very interesting!

Somebody could generate an .atr of gunship?
-thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Business Computer Science
Technical University of Ilmenau

937. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-07 13:26:57 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <fpi28tosa3m991o4tft6k4nuc6u7qcdv4r@4ax.com>
Source record: 38861

The other Day "JTKirk (a.k.a. machf)" <no_me_j.j_t_kirk@geocities.com>
wrote:

>OK, I'm NOT mad. I had a friend at school who had Microprose's
>Gunship for the Atari 8-bit... a two-sided disk or two single-sided
>ones, I don't remember.

>Now that I mention
>manuals, the 8-bit version this friend had may have been a pirate
>copy, I remember him asking another friend to lend him his manual
>from the C-64 version of Gunship to photocopy it when he first got
>the game...
>So, an\yone out there who has it or at least has seen it? (I
>believe Lance has...)

Nope, never saw it in real or naughty form and I think I have seen an
awful lot of titles over the years. Having had a mega collection of
titles myself and worked for a major UK Atari dealer throughout the
8bits lifetime, reviewed for Atari User *and* had fairly good links
with the UK crackers of the time I really can't think what he had?

Did you ever see it running on an 8bit Atari?

I only ever saw it on the C64..
--

. Never argue with an idiot, they bring you down to their level
and then beat you with experience

938. Atari 400 found in attic

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-07 15:32:20 UTC
From: smalls <rsmall30@home.com>
Message-ID: <8Udg6.90647$P5.2364912@news1.rdc1.il.home.com>
Source record: 38862

I pulled an old Atari 400 out of the attic, seems to work but can't get joystick to work in no.1 slot, found eight (PacMAn, Missle Command, Space Invaders, Centipede, ET Phone Home, DonkeyKong, Star Raiders, and a Bascic Computing Language) working atari original cartridges with it but the second source cartriges (Coconuts, Atlantis, Frogger,Jungle Hunt, Q-Bert, Congo Bongo, andBig Five Software Cartridge of Miner2020?) don't seem to work or I don't remember how.
Is there any thing I can do with it?

939. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-07 16:07:08 UTC
From: carmel_andrews@my-deja.com
Message-ID: <95rrr4$j2t$1@nnrp1.deja.com>
Source record: 38864

Hello paul, hows the atari going, keep the faith

Anyway re: gunship on the a8

I remember microprose doing some ad's for an a8 version, don't ask me where, they might have released it in eu but not uk,

just out of interest which MAJOR uk atari dealer did you work for, was it sillica shop (UK's biggest) or was it atari world/software express or the firm, i think they were in leicester called A+B computers or something, or possibly chips in worthing (Uk distributors of 1050 isp u/g) these are the only ones i remember or know of

yours atarily

carmel A
>

Sent via Deja.com
http://www.deja.com/

940. Re: What EPROM's can be used for making 400/800 & 2600 carts?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-07 16:19:07 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t82t70n58lgb86@corp.supernews.com>
Source record: 38863

"Christopher Friend" <chfriendNS@NScharter.net (Remove NS)> wrote in message
news:t82aiqr24fn5b1@corp.supernews.com...
> >Never seen 2600 printed circuit boards for sale now that you mention it.
I
> >don't know if all 2600 carts had the ROMs soldered or socketed. The few I
> >have pulled about had a ROM soldered directly to the PC board.
> >
> >For some development work I did I found some low profile ZIF sockets so
the
> >ROMs would clear the cart slot. I imagine you could do something like
that
> >to a 2600 cart if you were really up for it.
>
>
> My bad...I should've put my question under the part about the EPROM's....I
> meant to ask if the 2764 chips could be used to burn a 2600 game or is the
> 2600 going to need the older 2702/2704/2708/2716 chips for the machine to
> read in the program from the chip?

It would probably be the way to go. The older chips are actually more pricey
then the newer ones and they required some odd programming voltages. It
would need an adapter of course to account for the different number of pins
and take care of extra address lines.

How someone did it would just be a matter of style. I remember one
design<not for carts> I did just used one of those 4 slide switches in an 8
pin dip to select one of 16 binary weighted outputs. One of the guys I
worked with just looked down and spit on the ground<embellished but not by
much>, not very tolerant of any style but his own. His weapon of choice was
~$15 thumb wheel switch with numerical readout and binary output pins.

941. Re: Best graphics for an Atari 8-bit game

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-07 20:08:22 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <WWhg6.6$S25.838@typhoon.sonic.net>
Source record: 38865

Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote:

: PS the article was IIRC by Nate Dannenberg, which is a well known hardware
: developer. He even commected a webcam/netcam (parallelport version) to his
: C64.

This is awesome...

http://home.kscable.com/natedac/quickscan.html

Worthy of being on slashdot. ;) Anyone consider doing something like
this for the Atari?

-bill!

942. Re: BAD TRADER update

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-07 20:27:52 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <nbig6.9213$IS6.168121@news1.oke.nextra.no>
Source record: 38866
Cross-posted to:
alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

He claims I am the bad one and that he has sent the games AND returned the money. Nothing at all is what I got for my $48. Is he as bad as Terry Ortman ? (Where has he gone ?)

"Larry Tipton" <larryhokie@mindspring.com> wrote in message news:95rejtmri1@slb0.atl.mindspring.net...
> Ugh! Lou strikes again. I see he still lives in PA. He tried to rip me off
> several years ago. I eventually contacted him by phone and he shipped me the
> items. The games were in bad shape. The Neo*Geo CD worked ok. The guy
> shipped the unit in the original box without any packing materials. The unit
> got banged up a bit and when I opened the box the CD lid had sprung. I was
> able to snap it back together. I had sent him a money order for the items.
> I waited over two months before contacting him by phone. I had no other
> choice as he had dropped his email account. I was able to get his number by
> calling information and giving the phone company the mailing address. He
> did not show any sign of remorse, he gave me a lame excuse that a friend had
> borrowed the system. A couple years later he denied ever doing business
> with me until I refreshed his memory with all of the little details, even
> then he said that everything was in good shape and that even though the game
> discs were full of scratches I should not care since the games still worked.
> He is not to be trusted.
>
> LT
>
> "Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message
> news:zTSa6.14390$wt2.171537@news1.oke.nextra.no...
> > Lou Spear at LouSpear2000@aol.com
> >
> > Owes me 3 DC games and has a nasty mouth
> > Carrier - $15
> > Dynamite Cop - $12
> > Star Wars Racer - $18
> >
> > Lou Spear II
> > 3430 South 5th Ave

> > APT 115
> > Whitehall, PA 18052
> > USA
> >
> >
> >
> >
>
>

943. FS: ATARI 800XL with stuck key

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-07 20:59:44 UTC
From: glotto@med.wayne.edu
Message-ID: <95sd00$av0$1@cwis-1.wayne.edu>
Source record: 38867
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

Hi guys. I have a 800 xl with a stuck "L" key (if i remember right). It appears the computer works fine except for that one problem. It goes into basic mode and goes into test mode when you power it up. What is it worth? I dunno. Make an offer. Comes with no cables, games or other wires.
-greg

944. FS: ATARI 2600 and 25 carts

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-07 21:04:07 UTC
From: glotto@med.wayne.edu
Message-ID: <95sd87$av0$2@cwis-1.wayne.edu>
Source record: 38868
Cross-posted to: alt.atari.2600vcs,comp.sys.atari.8bit,rec.games.video.atari

Hi guys.
I have a 2600 in great condition. comes with power cord, tv cord, and two joysticks.
comes with these carts.
Dragon fire
centipede
star raiders (with manual)
combat
frogger
venture
space invaders (with manual)
Raiders of the Lost ark (with manual)
super breakout
ET
Mario Bros.
Warlords (with manual)
Spider Fighter
Superman
Pacman
Baseball (with manual)
video pinball
berzerk
bangaroo
stampede
defender
deamons to diamonds (with manual)
deadly duck (with manual)
fishing derby
vanguard

Please email me with an offer.
-greg

945. FS: ATARI 7800 with 4 carts

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-07 21:07:01 UTC
From: glotto@med.wayne.edu
Message-ID: <95sddl$av0$3@cwis-1.wayne.edu>
Source record: 38869
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

hey guys.
I have a 7800 that may or may not work... i dont have the power cord. Comes with Joust, digdug, pole position II, and rampage. Make me an offer.
-greg

946. Re: Hooking a 130XE to a 1040ST

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-07 21:35:42 UTC
From: ebaiz@skyenet.net
Message-ID: <Ocjg6.2776$JS2.3822@newsfeed.slurp.net>
Source record: 38870

On 7 Feb 2001 01:49:00 -, Carey Christenson wrote:
>Anyone,
> Does anyone know how to hook a 1040ST to a 130XE atari
>computer?????? I have heard the SIO2ST (which I did not know existed,
>I have heard of the SIO2PC) or the ST XFORMER will work but where do
>I get one of these cables or plans to build one??????? Any help would
>be greatly appreciated. You can E-mail me at firest@williams-net.com
>or post your answer here on this newsgroup.

The SIO2ST and the SIO2PC are actually the same cable. There is a program that allows a Falcon, TT or one of the clones to be hooked up to a 130XE or an 800 XL computer. The Atari computer would then be a file server for the 8-bit computer. I am not sure if the program works with a ST, but it would be worth a try. It might work. The Xfomer cable, which I have also, allows hook up of an 8-bit drive to a ST using the Atari version of the Xformer 8-bit emulator. I have done this many times with great success.

For more information, goto the sites below:

http://wwwstud.ira.uka.de/~s_tomczy/dj800.html
http://home.t-online.de/home/tgrasel/restarte.htm

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

947. Re: Atari 400 found in attic

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-07 21:35:45 UTC
From: ebaiz@skyenet.net
Message-ID: <Rcjg6.2777$JS2.3822@newsfeed.slurp.net>
Source record: 38871

On 7 Feb 2001 15:32:20 G, "smalls" wrote:
>I pulled an old Atari 400 out of the attic, seems to work but can't get
>joystick to work in no.1 slot, found eight (PacMAn, Missle Command, Space
>Invaders, Centipede, ET Phone Home, DonkeyKong, Star Raiders, and a Bascic
>Computing Language) working atari original cartridges with it but the second
>source cartriges (Coconuts, Atlantis, Frogger,Jungle Hunt, Q-Bert, Congo
>Bongo, andBig Five Software Cartridge of Miner2020?) don't seem to work or I
>don't remember how.
>Is there any thing I can do with it?

First ofall, I would get it repaired. It is too good of a computer/game
machine to have it just rot in an attic. Send it to one of the retailers
below:

http://www.vme.net/dvm/aty/
http://www.best-electronics-ca.com/
http://www.myatari.com/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

948. Re: Atari 400 found in attic

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-07 22:04:30 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a820b13$0$1512$53a6afc1@news.erinet.com>
Source record: 38877

I'd suggest the joystick may be the problem.
It is easy to open it up and see if any of the wires have come undone
from the pins they go on.
Then you might also plug in the BASIC cart you have and type
something like.
10 X=STICK(0)
(STICK(0) reads joyport 1)
20 Y=STRIG(0)
(STRIG(0) reads fire button of joyport 1)
30 ? X,Y
40 GOTO 10
You should get 15 0 until you move the stick or press the button.
The button should make the second number = 1.
Left 11
Right 7
down 13
Up 14.
and other numbers for diagonals.
Good Luck
Russg

949. Re: BAD TRADER update

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-07 23:02:09 UTC
From: nightdriver@itari.net
Message-ID: <3a81cf2c.1190094@news.netnitco.net>
Source record: 38873
Cross-posted to:
alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

"Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:

>He claims I am the bad one and that he has sent the games AND returned the
>money. Nothing at all is what I got for my $48. Is he as bad as Terry Ortman
>? (Where has he gone ?)

HAHA! I haven't heard that name in a long time :) Someone probably
tracked him down and put him out of his misery.

Remember the bot that posted all the old Atari computers he had for
sale once a month? He used to post the original retail price and then
his price which was like $100 less.

I used to love reading about all his millions of dollars, Rolls Royce
cars ect. The best part was all the lawsuits. He'd screw someone and
when they complained he'd claim to have a lawsuit pending against
them.

Someone did a good job tracking him down. They put up a message forum
devoted to him along with pictures of his run down parents house
(where he lives) along with a picture of his Rolls Royce...an 80's
Mustang on blocks. They even had police mug shots of him online along
with his entire police record.

I kinda miss the entertainment he brought to these newgroups.

George

SPAMBLOCK: change itari.net to atari.net

http://ww2.netnitco.net/users/vairxprt/index.htm

950. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-07 23:15:07 UTC
From: dwebster@mediaone.net
Message-ID: <3a81d713.371384431@news.jacksonville.net>
Source record: 38872

On Wed, 07 Feb 2001 16:07:08 GMT, carmel_andrews@my-deja.com wrote:

>Hello paul, hows the atari going, keep the faith
>
>Anyway re: gunship on the a8
>
>I remember microprose doing some ad's for an a8 version, don't ask me
>where, they might have released it in eu but not uk,
>

I remember the ads too, they had announced Gunship and a couple of
other titles for the 8bit, but they never say the light of day...

951. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-08 00:05:15 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <fml38tcptudjqidnlb0i5t7jq8hcd5rj0v@4ax.com>
Source record: 38875

The other Day carmel_andrews@my-deja.com wrote:

>Hello paul, hows the atari going, keep the faith
>
I will :-)

>Anyway re: gunship on the a8
>
>I remember microprose doing some ad's for an a8 version, don't ask me
>where, they might have released it in eu but not uk,
>
Well I did a review of the Microprose lineup at the time for a mag and
Gunship wasn't in it, I got back preview disks and a nice thank you
from them afterwards and still no sign.

>just out of interest which MAJOR uk atari dealer did you work for, was
>it sillica shop (UK's biggest) or was it atari world/software express
>or the firm, i think they were in leicester called A+B computers or
>something, or possibly chips in worthing (Uk distributors of 1050 isp
>u/g) these are the only ones i remember or know of

Nope, not Silica, Maplin ...We had a good connection with Atari as 1.
they were just down the road in Slough and 2. we hosted an Atari mag
as well. The fact we brought shed loads of hardware from them also
might have made a good impact too :-)

It's through Maplin that I ended up writing for Atari User, they
needed a tech manual and guess who was tech Atari sales :-)

Maplin were big dealers for the 8bit at the time although the buyer
for all the shops called Ron made a terrible hash of stock quantities
so we had mountains of Temple of Apshai's doing nothing (I used them
for blanks in the end). Maplin also had the ability unlike other
places to offer 3rd party ram upgrades and in house electronic
projects like digitisers etc.

Some of the big Atari folk were also customers, Adam Billyard of
Elektra & Chop suey fame often demo'ed bits like Bellum in the shop
and a certain Mr Mclean purchased his 810 there :-)

--

. Never argue with an idiot, they bring you down to their level
and then beat you with experience

952. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-08 00:05:16 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <uqm38t01meiq1i0pqrf7h42e8eeg5ku8gq@4ax.com>
Source record: 38874

The other Day thomsen <twh1@gmx.de> wrote:

>On Wed, 07 Feb 2001 10:17:44 +0000, Steve Rodgers <stevenr_@yahoo.com>
>wrote:
>
>>This guy had it for sale...
>>
>>http://www.atarihq.com/wwwboard/messages/1203.html
>>
>>On Tue, 06 Feb 2001 22:55:59 -0500, "JTKirk (a.k.a. machf)"
>><no_me_j.j_t_kirk@geocities.com> wrote:
>
>Wow! Very interesting!
>
>Somebody could generate an .atr of gunship?
>-thomsen

I still think you guys are going to be in for a disappointment in the
end..
--

. Never argue with an idiot, they bring you down to their level
and then beat you with experience

953. Re: BAD TRADER update

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-08 00:34:39 UTC
From: otakuvidiot@hotSPAMMYmail.com
Message-ID: <9041C250DotakuvidiothotSPAMMY@64.154.60.100>
Source record: 38876
Cross-posted to:
alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

Whilst reliving childhood traumas, O_v spied vairxpert's 07 Feb 2001
message...

>Someone did a good job tracking him down. They put up a message forum
>devoted to him along with pictures of his run down parents house
>(where he lives) along with a picture of his Rolls Royce...an 80's
>Mustang on blocks. They even had police mug shots of him online along
>with his entire police record.

WOW! I'd love to see this web site! I wonder if it's still out there!

--
O_v

Antique Computer and Videogame Books and Ephemera!
http://www.otakuboy.com

Featured title: TI-99/4a USER'S REFERENCE GUIDE - 1981

954. Re: BAD TRADER update

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-08 03:16:24 UTC
From: Jon <johnhi@nospam.epix.net>
Message-ID: <MPG.14ebd9ffab0ba0089896e0@news.epix.net>
Source record: 38878
Cross-posted to:
alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

In article <3a81cf2c.1190094@news.netnitco.net>, nightdriver@itari.net
says...
> "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
>
> >He claims I am the bad one and that he has sent the games AND returned the
> >money. Nothing at all is what I got for my $48. Is he as bad as Terry Ortman
> >? (Where has he gone ?)
>
> HAHA! I haven't heard that name in a long time :) Someone probably
> tracked him down and put him out of his misery.
>
> Remember the bot that posted all the old Atari computers he had for
> sale once a month? He used to post the original retail price and then
> his price which was like $100 less.
>
> I used to love reading about all his millions of dollars, Rolls Royce
> cars ect. The best part was all the lawsuits. He'd screw someone and
> when they complained he'd claim to have a lawsuit pending against
> them.
>
> Someone did a good job tracking him down. They put up a message forum
> devoted to him along with pictures of his run down parents house
> (where he lives) along with a picture of his Rolls Royce...an 80's
> Mustang on blocks. They even had police mug shots of him online along
> with his entire police record.
>
> I kinda miss the entertainment he brought to these newgroups.
>
>

You're kidding right? Have you forgotten the flames, complaints and
general cussing in the group?

--
Please remove "nospam" to reply by email.

955. I'm singing the Atari800Win Booting Blues

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-08 03:31:57 UTC
From: Jamn
Message-ID: <Poog6.1454$D3.5621@tor-nn1.netcom.ca>
Source record: 38879

Hello All;

I have an issue with Atari800win 2.6c, Atari800Winplus 2.7 and 2.7b and booting some double density disk images in .atr format.

I have been able to successfully convert some atari disks over to .atr format. The atari disks were in double density format, consisting of SpartaDos 3.2d, and MyDOS 4.5.

The .atr images are double density, 180k in size each, and boot fine under Atari800Win 2.5c.

When I attempt to boot them under the above "problem" programs, the SparaDOS disk crashes the emulator (ala pop up crash message), and the MYDOS disk gives me continuous boot error messages.

Other images in Density 1 and 1.5 seem to boot fine.

I have converted several disks in the past using my 5 1/4" PC drive with no problems until now. All of my images run fine under 2.5c, however, I like the faster disk I/O (without SIO turned on) of the newer emulator versions.

I am curious if anyone else has seen this problem before, or if anyone is interested in testing my disk images on their set-up. I can e-mail them upon request.

Thanks in advance for your ideas.

Regards,

...Jamn

956. Re: FS: ATARI 800XL with stuck key

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-08 04:39:22 UTC
From: Max Volume <maxvolume@my-deja.com>
Message-ID: <95t7tq$sa9$1@nnrp1.deja.com>
Source record: 38880
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

In article <95sd00$av0$1@cwis-1.wayne.edu>,
glotto@med.wayne.edu (Greg) wrote:
> Hi guys. I have a 800 xl with a stuck "L" key (if i remember right).
It
> appears the computer works fine except for that one problem. It goes
into
> basic mode and goes into test mode when you power it up. What is it
worth? I
> dunno. Make an offer. Comes with no cables, games or other wires.
> -greg

I dunno... shipping? I've got a boxed 600XL with no power supply, and
I'm sure I'll run across an 800XL someday, but if you'll let it go for
the cost of shipping, I'll take it.

Thanks,

Max

--
20 Years into the Past.

Sent via Deja.com
http://www.deja.com/

957. Re: I'm singing the Atari800Win Booting Blues

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-08 07:47:56 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3A824F2B.54E49D1C@asw.cz>
Source record: 38881

Jamn wrote:

If the DD images have 184336 bytes, they're invalid. DD images must be
183952 bytes long. Maybe that's the problem.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

958. Looking for Koala software

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-08 13:41:50 UTC
From: ronfucci@my-deja.com
Message-ID: <95u7mskjq1@nnrp1.deja.com>
Source record: 38882

Looking for help to find software for the Koala pad on the web. tks

ron

Sent via Deja.com
http://www.deja.com/

959. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-08 15:21:13 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_981645562@rtfm.mit.edu>
Source record: 38883
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: January 7, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

An Atari 800XL used in a Czech hospital: http://www.asw.cz/~kubecj/aczhwho.htm

960. Re: Best graphics for an Atari 8-bit game

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-08 20:47:37 UTC
From: Daniel Kozminski <dely@horror.mirage.com.pl>
Message-ID: <95v092$r1m$1@news.tpi.pl>
Source record: 38884

Hello

> To find examples look somewhere at
> www.atari-area.pl and click on graphics (GFX) there... -Andreas

www.atari-area.NET ! link to rip`s: http://www.atari-area.net/scena/rip.htm

greetz

dely

961. Re: BAD TRADER update

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-08 22:06:42 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <SLEg6.35$%g3.47450@news02.optonline.net>
Source record: 38885
Cross-posted to:
alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

Heck, I remember a similar incident back before there was a group.

Mr. "Starfleet" horned in on a conversation some guys were having on a
netted Carina BBS about combo floppy drives (the 3.5" and 5.25" in one unit)
and Terry said he could get them for some ridiculously high price. When
somebody complained that the price was too high, Terry threw the usual
tantrum.

But let's not talk too much about him. He may reappear :)

Alan
"Jon" <johnhi@nospam.epix.net> wrote in message
news:MPG.14ebd9ffab0ba0089896e0@news.epix.net...
> In article <3a81cf2c.1190094@news.netnitco.net>, nightdriver@itari.net
> says...
> > "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
> >
> > >He claims I am the bad one and that he has sent the games AND returned
the
> > >money. Nothing at all is what I got for my $48. Is he as bad as Terry
Ortman
> > >? (Where has he gone ?)
> >
> > HAHA! I haven't heard that name in a long time :) Someone probably
> > tracked him down and put him out of his misery.
> >
> > Remember the bot that posted all the old Atari computers he had for
> > sale once a month? He used to post the original retail price and then
> > his price which was like $100 less.
> >
> > I used to love reading about all his millions of dollars, Rolls Royce
> > cars ect. The best part was all the lawsuits. He'd screw someone and
> > when they complained he'd claim to have a lawsuit pending against
> > them.
> >
> > Someone did a good job tracking him down. They put up a message forum
> > devoted to him along with pictures of his run down parents house
> > (where he lives) along with a picture of his Rolls Royce...an 80's
> > Mustang on blocks. They even had police mug shots of him online along
> > with his entire police record.
> >
> > I kinda miss the entertainment he brought to these newgroups.
> >

> >
>
> You're kidding right? Have you forgotten the flames, complaints and
> general cussing in the group?
>
>
>
> --
> Please remove "nospam" to reply by email.

962. black box questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-09 01:41:39 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3A834AD3.177ABDDF@one.net>
Source record: 38886

I just picked up a used black box. I didn't get any docs, but I have found the CSS web pages.

My question concerns the power for the board. The power connector is unique. To see a couple of pictures go here:

http://cerebro.cs.xu.edu/~ryanr/atari/blackbox/blackbox.html

Did the Black Box come with its own power supply? How do I provide power to the board?

-Bob

963. Re: Atari 400 found in attic

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-09 02:08:54 UTC
From: atrionfo@my-deja.com
Message-ID: <95vjfisdt1@nnrp1.deja.com>
Source record: 38887

> First ofall, I would get it repaired. It is too good of a
> computer/game machine to have it just rot in an attic.

What?!? If it IS broken , and you DO want to use your Atari, it will be far cheaper for you to get another Atari computer than to get the Atari 400 fixed. Post a message, or look on eBay. Get an 800XL or something, it has 64K RAM and a REAL keyboard (just for starters!).

Your cartridges are probably just dirty. Clean of the contacts and they will probably work again.

Adam

Sent via Deja.com
http://www.deja.com/

964. about some games

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-09 08:45:05 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3A83AE10.283993AC@siemens.at>
Source record: 38888

Hi,

Some games I liked most in the good old days are never mentioned here.
So here's some questions on them :

Spy's demise (Penguin) :

I've never figured out the meaning of the secret messages and I found
no clue in the manual. Anybody out there able to enlighten me ?

Rails West and Fortress (both SSI) :

Of these I never have been able to get hold of the originals.
I still would like to buy them if available anywhere. If not, does
anybody know where I could get at least the manuals ?

Gerhard

965. Some questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-09 10:19:09 UTC
From: dunxuk@aol.com
Message-ID: <20010209051909.07438.00000135@ng-cp1.aol.com>
Source record: 38889

Can anyone help me with these - I'm trying to amalgamate several busted machines into one good one...

Can I prise off the keys on an XE to clean them up? They seem very firmly attached and I don't want to break them.

What supply and polarity does the XL-style disk drive need (1050?).

Is there anywhere I can get SIO cables? I'm in the UK.

Thanks everyone!

966. How to remove motherboard from 800xl case

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-09 12:02:16 UTC
From: ronfucci@my-deja.com
Message-ID: <960m84$n6b$1@nnrp1.deja.com>
Source record: 38890

It's easy enough to remove the keyboard, but I can't see how to remove the motherboard from the case. I want to replace the OS rom. It appears that the metal protective shield over the motherboard attaches from the bottom of the motherboard with screws. How is the motherboard anchored to the case ? Thanks for any help.

ron

Sent via Deja.com
http://www.deja.com/

967. Re: How to remove motherboard from 800xl case

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-09 12:51:19 UTC
From: "David\\Julie Wilson" <cybrslider@home.com>
Message-ID: <bJRg6.59008$bb.998499@news1.rdc1.tx.home.com>
Source record: 38891

When you have the case opened up and the keyboard removed, there may be some screws that go through the metal shield, through the mother board, into the bottom of the case. There are also at least two screws that go through the motherboard only. On the one I'm looking at, there is one screw between the joystick ports and one by the power supply port. There are no screw holes underneath the metal shield. The one I'm looking at doesn't have any screws to hold the metal shield together. I can't recall for sure if any go down through the motherboard from the top. Of course, if you see only screw threads protruding up through the shield, then there aren't any that go down into the case. Hope this helps.

David

<ronfucci@my-deja.com> wrote in message news:960m84$n6b$1@nnrp1.deja.com...
> It's easy enough to remove the keyboard, but I can't see how to remove
> the motherboard from the case. I want to replace the OS rom. It
> appears that the metal protective shield over the motherboard attaches
> from the bottom of the motherboard with screws. How is the
> motherboard anchored to the case ? Thanks for any help.
>
> ron
>
>
> Sent via Deja.com
> http://www.deja.com/

968. Re: black box questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-09 13:02:12 UTC
From: "David\\Julie Wilson" <cybrslider@home.com>
Message-ID: <oTRg6.59009$bb.998773@news1.rdc1.tx.home.com>
Source record: 38892

Yes, the BB did come with it's own power supply. Here are the specs on the one that came with my BB:

120VAC 60 HZ .45A

Pin 1 ground
Pin 2 ground
Pin 3 +5v DC 1.8A
Pin 4 -5V DC .05A
Pin 5 NC
Pin 6 12V DC .5A

The connector on the end that plugs into the BB looks much like a standard PC power supply connector BUT it is not. I can't describe it very well. The connector attached to the BB is flat on the top. On the underside, it is flat up to the end and then it has a kind of 'hook' at the end on the underside. The connector on the power supply has the is the same thing basically. It is made to lock into the power connector on the BB. I don't know which pins are used from the power supply. The wires coming out of the power supply that hook up to the connector are (as the wires are facing you) Blue, Red, Black, White. That is the way they hook into the connector on the BB. I would guess that wires from different power supplies are different. I'm no electronics person by any means.

"Bob Ryan" <ryanr@one.net> wrote in message news:3A834AD3.177ABDDF@one.net...
> I just picked up a used black box. I didn't get any docs, but I have
> found the CSS web pages.
>
> My question concerns the power for the board. The power connector is
> unique. To see a couple of pictures go here:
>
> http://cerebro.cs.xu.edu/~ryanr/atari/blackbox/blackbox.html
>
> Did the Black Box come with its own power supply? How do I provide power
> to the board?
>
>
> -Bob

969. WTD:800XL Disk Software

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-09 13:20:10 UTC
From: veggos@my-deja.com
Message-ID: <960qq4qof1@nnrp1.deja.com>
Source record: 38894

Has anybody any kind of disk software (copies or originals) for sale in a reasonable price? Europeans only please,mail expenses from the US are too big! I own an 800XL with 1050,but have absolutely nothing for working with it! I live in GREECE.

Sent via Deja.com
http://www.deja.com/

970. Re: Atari 400 found in attic

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-09 13:22:37 UTC
From: smalls <rsmall30@home.com>
Message-ID: <xaSg6.99557$P5.2442921@news1.rdc1.il.home.com>
Source record: 38893

```
Thanks for the info, I think I'll stick with IBM for now
"smalls" <rsmall30@home.com> wrote in message
news:8Udg6.90647$P5.2364912@news1.rdc1.il.home.com...
> I pulled an old Atari 400 out of the attic, seems to work but can't get
> joystick to work in no.1 slot, found eight (PacMAn, Missle Command, Space
> Invaders, Centipede, ET Phone Home, DonkeyKong, Star Raiders, and a Bascic
> Computing Language) working atari original cartridges with it but the
second
> source cartriges (Coconuts, Atlantis, Frogger,Jungle Hunt, Q-Bert, Congo
> Bongo, andBig Five Software Cartridge of Miner2020?) don't seem to work or
I
> don't remember how.
> Is there any thing I can do with it?
>
>
```

971. Re: Best graphics for an Atari 8-bit game

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-09 14:21:33 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A83FCED.FE6525D3@mail.uni-mainz.de>
Source record: 38895

```
Hello Bill,
do you also need the HIP+RIP viewer (from MADteam) ?!?
If so, I can e-mail it to you... -Andreas

William Kendrick schrieb:
>
> Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:
> : Well,
> : another good mode is RIP (enhanced HIP). Uses Gr. 9 + Gr. 10 in
> : interlaced mode (plus overscan sometimes). Thats 160x240
> : (interlace+overscan) with 9 colors and 16 luminances. These pictures
> : look mostly like having 16-32 colors (plus different shades!) and are
> : really impressive !! To find examples look somewhere at
> : www.atari-area.pl and click on graphics (GFX) there... -Andreas
>
> I have a few RIPs that I took screenshots of with Atari800 (using the
> interlaced screenshot). I'll be putting them up on the web soon for
> people to look at. They look pretty damned good!
>
> Now if only we could do full motion video out of them! >:^)
>
> -bill!
```

972. Re: right mouse-key?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-09 14:39:16 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A840114.D2480F75@mail.uni-mainz.de>
Source record: 38896

Well,
I guess it was me who wrote that list. Thats what I remember at the
moment (old and lazy brain):

- Shanghai (Activision)
- Geisterschloss (KE-Soft, PD now!)
- The Brundles (KE-Soft)
- The Brundles Editor (KE-Soft, PD now!)
- Minesweeper (Power per Post)
- Bombdown (Roemer of Uno); PD-demo avaiable!
- Operation Blood (ANG/Mirage)
- Operation Blood II/Special Forces (ANG/Mirage)
- many PD programs from KE-Soft`s ZONG magazine
(10-12 little programs)
- some PD programs from Bellcom library (KK...)
- a little calculator from AMC Verlag (PD)
- another calculator - more professional (PD)
- Multi-Mouse System (PD)
- MOS - Multi-Operating System (from ABBUC magazine)
- Mouse Utility Disk (many drivers from KE-Soft,
now PD)
- G.O.E. (Graphic Operating Environment; PD)
- Diamond GOS (version 1, 2 and 3; freeware now!)
- BOSS-XE and BOSS-X (Freeware now!)
- many more PD programs I do not remember right now...
(some 3-5 programs from my friend Highlander Soft)

Maybe someone can create a list that covers a) all known Mouse programs,
b) Paddle programs, c) Lightgun/Pen programs d) Touch Tablet/Koala Pad
programs,
e) CX-85 numeric key programs f) programs for other input devices (Sega
controller, VCS Keypad, Trackball, etc.) This list would not be so big,
since most programs were/are written for Joystick or Keyboard...
-Andreas

Daniel Miller schrieb:
>
> Someone once posted a list of 8bit Atari games which utilized, or had
> the option of utilizing, a mouse. Did anyone save that? I will put it
> up on my web-page if someone has it.
>
> On Tue, 06 Feb 2001 15:28:08 +0100, Andreas Magenheimer
> <magea000@mail.uni-mainz.de> wrote:
>
> >Well,

> >the only A8 game (I know) which supports the right mouse button is
> >Bombdown. A german Minesweep/er clone... -Andreas
> >
> >P.S. Maybe there are more games, but most software works with one mouse
> >button (A8 joysticks also have merely one button!)...

973. Re: Looking for Koala software

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-09 14:49:25 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A840375.C339C488@mail.uni-mainz.de>
Source record: 38797

Well,
why not ask me for a PD disk ?!? I have collected some programs for
Koala Pad and/or Atari Touch Tablet. All programs can be found on one
Medium/Dual density disk (2 sides) and are -to my knowledge- PD. Most
programs are of course painting tools or Paddle programs that also work
with the Koala Pad... -Andreas

P.S.: Just email me, if you are interested. I also have a disk full of
mouse programs, another one full of Paddle programs and a last one full
of Lightgun/Lightpen programs... (no Trackball or CX-85 PD disk yet!)

ronfucci@my-deja.com schrieb:
>
> Looking for help to find software for the Koala pad on the web. tks
>
> ron
>
> Sent via Deja.com
> http://www.deja.com/

974. Re: I'm singing the Atari800Win Booting Blues

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-09 17:54:30 UTC
From: Jamn
Message-ID: <o7Wg6.1983$D3.8651@tor-nn1.netcom.ca>
Source record: 38798

The images are indeed 184336 bytes in length. And so, I think you're on to something. Strange that they work in 2.5c tho...

So my question now is, how to I create and blank DD atr image that I can use?

...Jamn

"Jindrich Kubec" <kubecj@asw.cz> wrote in message news:3A824F2B.54E49D1C@asw.cz...
> Jamn wrote:
>
> If the DD images have 184336 bytes, they're invalid. DD images must be
> 183952 bytes long. Maybe that's the problem.
>
> --
> Jindroush <kubecj@asw.cz>
> See http://www.asw.cz/~kubecj for Atari 8bit utils!

975. Re: WTD:800XL Disk Software

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-09 21:34:52 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010209163452.20506.00000157@ng-fu1.aol.com>
Source record: 38799

> veggos@my-deja.com asked:

>Has anybody any kind of disk software (copies or originals) for sale
(snip)
> I own an 800XL with 1050, but have nothing for use with it! in GREECE.

For a little time and even less money, you can receive software electronically.
http://www.redshift.com/~cdyson/atari.html

This site has plans for cables connecting your XL to an internet machine.

-Ron

Inform everyone that communications have completely broken down.

976. Re: about some games

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-09 23:39:22 UTC
From: ebaiz@skyenet.net
Message-ID: <Kc%g6.546$vV4.4511@newsfeed.slurp.net>
Source record: 38800

On 9 Feb 2001 09:45:05 +, Janka Gerhard wrote:
>Hi,
>
>Some games I liked most in the good old days are never mentioned here.
>So here's some questions on them :
>
>Spy's demise (Penguin) :
>
>I've never figured out the meaning of the secret messages and I found
>no clue in the manual. Anybody out there able to enlighten me ?
>
>Rails West and Fortress (both SSI) :
>
>Of these I never have been able to get hold of the originals.
>I still would like to buy them if available anywhere. If not, does
>anybody know where I could get at least the manuals ?

You may try this site. It has alot of 8-bit manuals/docs/hint....

http://www.crestviewfl.com/~richard/atari-docs.htm

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

977. Re: right mouse-key?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-10 01:24:10 UTC
From: DCM01@USA.NET
Message-ID: <3a8497bb.4351478@news.CIS.DFN.DE>
Source record: 38802

Okay! I put up the list of mouse-supporting games on the WWW. You can
get to it through my 8bit links page.

http://linux.tc3net.com/velcro/8bitlnks.html

On Fri, 09 Feb 2001 15:39:16 +0100, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>I guess it was me who wrote that list.

978. Re: Looking for Koala software

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-10 01:32:35 UTC
From: ronfucci@bellsouth.net
Message-ID: <3a849948.3700060@news.atl.bellsouth.net>
Source record: 38803

Thank you for your reply Andreas. I was hoping to find Koala Micro
Illustrator or Koala Painter.

ron

On Fri, 09 Feb 2001 15:49:25 +0100, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>Well,
>why not ask me for a PD disk ?!? I have collected some programs for
>Koala Pad and/or Atari Touch Tablet. All programs can be found on one
>Medium/Dual density disk (2 sides) and are -to my knowledge- PD. Most
>programs are of course painting tools or Paddle programs that also work
>with the Koala Pad... -Andreas
>
>P.S.: Just email me, if you are interested. I also have a disk full of
>mouse programs, another one full of Paddle programs and a last one full
>of Lightgun/Lightpen programs... (no Trackball or CX-85 PD disk yet!)
>
>
>
>ronfucci@my-deja.com schrieb:
>>
>> Looking for help to find software for the Koala pad on the web. tks
>>
>> ron
>>
>> Sent via Deja.com
>> http://www.deja.com/

979. Re: black box questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-10 02:16:29 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3A84A47D.33763D76@one.net>
Source record: 38801

Thanks for the reply. The guy I bought it from says he doesn't have a
power supply for it.

Looks like I'll have to give Bob a call on Monday and see if he'll sell
me one.

-Bob

David\\Julie Wilson wrote:
>
> Yes, the BB did come with it's own power supply. Here are the specs on the
> one that came with my BB:
>
> 120VAC 60 HZ .45A
>
> Pin 1 ground
> Pin 2 ground
> Pin 3 +5v DC 1.8A
> Pin 4 -5V DC .05A
> Pin 5 NC
> Pin 6 12V DC .5A
>
> The connector on the end that plugs into the BB looks much like a
> standard PC power supply connector BUT it is not. I can't describe it very
> well. The connector attached to the BB is flat on the top. On the underside,
> it is flat up to the end and then it has a kind of 'hook' at the end on the
> underside. The connector on the power supply has the is the same thing
> basically. It is made to lock into the power connector on the BB. I don't
> know which pins are used from the power supply. The wires coming out of the
> power supply that hook up to the connector are (as the wires are facing you)
> Blue, Red, Black, White. That is the way they hook into the connector on the
> BB. I would guess that wires from different power supplies are different.
> I'm no electronics person by any means.
>
> "Bob Ryan" <ryanr@one.net> wrote in message
> news:3A834AD3.177ABDDF@one.net...
> > I just picked up a used black box. I didn't get any docs, but I have
> > found the CSS web pages.
> >
> > My question concerns the power for the board. The power connector is
> > unique. To see a couple of pictures go here:
> >
> > http://cerebro.cs.xu.edu/~ryanr/atari/blackbox/blackbox.html
> >
> > Did the Black Box come with its own power supply? How do I provide power

> > to the board?
> >
> >
> > -Bob

980. 800XL Rom: socketed or soldered ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-10 03:53:04 UTC
From: ronfucci@bellsouth.net
Message-ID: <3a84babb.12264861@news.atl.bellsouth.net>
Source record: 38804

Did any version of the 800xl support a socketed rom ? I have an
Omnimon XL rom to install and I want to determine install options. tks

ron

981. Re: 800XL Rom: socketed or soldered ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-10 04:35:52 UTC
From: llpwhite@cs.com
Message-ID: <20010209233552.15213.00000270@ng-fb1.news.cs.com>
Source record: 38805

>Did any version of the 800xl support a socketed rom ? <

I would say that 95% of the U.S. models were socketed. The only soldered ones that I have seen were from Taiwan -- some of the last 800XL's produced.

Larry

982. FREE Atari Software with Hardware Purchase!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-10 05:27:50 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.21.0102092124030.20641-100000@shell.pacifier.com>
Source record: 38806
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.
Fell free and E-Mail me in the mean time and I'll get back to you.

e-mail: atari@benjamin.net

Buy Atari Hardware and receive free Atari Software. Make me an offer
on which Software you wan't. Offer is less likely with cheaper
Hardware Purchase. Redeem offer in E-Mail, please.

I've switched ISP's! Try www.pacifier.com/~atari or atari@pacifier.com
and as always www.atari.benjamin.net and atari@benjamin.net still work
but are being redirected to my new ISP and since I've moved, I have
revamped and updated my WebSite and all my WebPages. So Check it out
and, If you don't come see me today, come see me Tomorrow!

Click for WebSite!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
atari@pacifier.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit,
ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

983. Re: a8jdpeg: JPEG viewer for the Atari 8-bit version 2

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-10 07:08:00 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <t89q643cm7qr5f@corp.supernews.com>
Source record: 38807

Hello Raphael James Espino,

I was looking thru one of these Atari 8-bit newsgroups where
I read the title "a8jdpeg: JPEG viewer for the Atari 8-bit
version 2" which I clicked on it to find out the information.

Unfortunately it was "timed-out" for me.

By the way I still have my Atari 800XL Computer stored in
a protective storage box inside a cool dry closet.

I have worked hard to preserve my software for that system
while I have "advanced" on to a Win95 Pentium PC.

If you have a8jdpeg available as a download than please
post here the web site address to download it.

If this JPEG viewer for the Atari 8-bit is merely stored on
your hard drive and not at a web site, than please post it in
the alt.binaries.comp.atari8bit newsgroup.

I would like to have a8jdpeg on file just in case I might need
it.

Thank you very much,

Wally

984. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-10 07:12:22 UTC
From: "JTKirk (a.k.a. machf)" <no_me_j.j_t_kirk@geocities.com>
Message-ID: <t2j98tg6o9vhb5qbh31uuvdpg6t23nmm30@4ax.com>
Source record: 38808

On Wed, 07 Feb 2001 13:26:57 +0000, Paul Irvine <mclane.dellos@btinternet.com>
wrote:

>
>Nope, never saw it in real or naughty form and I think I have seen an
>awful lot of titles over the years. Having had a mega collection of
>titles myself and worked for a major UK Atari dealer throughout the
>8bits lifetime, reviewed for Atari User *and* had fairly good links
>with the UK crackers of the time I really can't think what he had?
>
>Did you ever see it running on an 8bit Atari?
>
Yes, I did... that's why I said I'm sure it wasn't any other one.
Tried it for a little while at his some too. And my cousin-in-law
was with me that day, so he saw it too (but wasn't interested in
it at that time, either).
That friend was German. Maybe he got it in one of his travels?

>I only ever saw it on the C64..

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

985. Re: about some games

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-10 09:37:16 UTC
From: "David\\Julie Wilson" <cybrslider@home.com>
Message-ID: <gZ7h6.62252$bb.1014480@news1.rdc1.tx.home.com>
Source record: 38809

Check this link to ebay

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1213547158

On of the games offered in this auction is Rails West.

David

"Janka Gerhard" <gerhard.janka@siemens.at> wrote in message
news:3A83AE10.283993AC@siemens.at...
> Hi,
>
> Some games I liked most in the good old days are never mentioned here.
> So here's some questions on them :
>
> Spy's demise (Penguin) :
>
> I've never figured out the meaning of the secret messages and I found
> no clue in the manual. Anybody out there able to enlighten me ?
>
> Rails West and Fortress (both SSI) :
>
> Of these I never have been able to get hold of the originals.
> I still would like to buy them if available anywhere. If not, does
> anybody know where I could get at least the manuals ?
>
> Gerhard

986. Re: Best graphics for an Atari 8-bit game

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-10 10:37:54 UTC
From: thomsen <twh1@gmx.de>
Message-ID: <if6a8t420ug3u4fcvkqgvrksq8gc3iitb1@4ax.com>
Source record: 38810

On Fri, 09 Feb 2001 15:21:33 +0100, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>Hello Bill,
>do you also need the HIP+RIP viewer (from MADteam) ?!?
>If so, I can e-mail it to you... -Andreas

just post it in comp.sys.atari binary newsgroup...
-thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Business Computer Science
Technical University of Ilmenau

987. Re: 800XL Rom: socketed or soldered ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-10 13:55:17 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.30.0102100847320.1679-100000@moose.erie.net>
Source record: 38811

Ah, yes! I remember those last 5% well!

I used to do RAM upgrades and other modifications to the Atari
8-bits. Having set a price based on all the chips being socketed I was
surpised when I got the first one without sockets. After desoldering all
the RAM chips and installing sockets I thinkI made about 25 cents an hour
on that one!!!

On 10 Feb 2001, LLpwhite wrote:

> >Did any version of the 800xl support a socketed rom ? <
>
> I would say that 95% of the U.S. models were socketed. The only soldered ones
> that I have seen were from Taiwan -- some of the last 800XL's produced.
>
> Larry
>

988. Re: WTD:800XL Disk Software

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-10 14:05:37 UTC
From: veggos@my-deja.com
Message-ID: <963hre$1t4$1@nnrp1.deja.com>
Source record: 38812

In article <20010209163452.20506.00000157@ng-fu1.aol.com>,
rhamiiton5@aol.comedy.com (RHamiIton5) wrote:
> > veggos@my-deja.com asked:
>
> >Has anybody any kind of disk software (copies or originals) for sale
> (snip)
> > I own an 800XL with 1050, but have nothing for use with it! in
GREECE.
>
> For a little time and even less money, you can receive software
electronically.
> http://www.redshift.com/~cdyson/atari.html
>
> This site has plans for cables connecting your XL to an internet
machine.
>
> -Ron
>
> Inform everyone that communications have completely broken down.
>
Thanks very much for helping me!!
Cheers!

Sent via Deja.com
http://www.deja.com/

989. Re: a8jdpeg: JPEG viewer for the Atari 8-bit version 2

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-10 14:43:56 UTC
From: Daniel Ko&#65533;mi&#65533;ski <dely@atari-area.net>
Message-ID: <963jmn$l70$1@news.tpi.pl>
Source record: 38813

> If you have a8jdpeg available as a download than please
> post here the web site address to download it.

http://members.nbci.com/rjespino/atari.html

gtx

dely

990. Journey to infinity - to save Kennedy

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-10 16:11:35 UTC
From: tonym04@aol.com
Message-ID: <20010210111135.17163.00000739@ng-fi1.aol.com>
Source record: 38814

Anyone remember this title from the 1980's? I think it was available for Atari 800XL and C64. If anyone out there has this disk W/instructions, email me direct if you are interested in selling it. If its cheap enough, I might be interested.

Thanks
Tony

991. Re: Centipede from Hasbro quality

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-10 16:58:25 UTC
From: mcurrent@carleton.edu
Message-ID: <t8asphbud7oj49@news.supernews.com>
Source record: 38815

In article <95jsdvch1@nnrp1.deja.com>, kubecj@asw.cz says...
>
>Is the hyper-modern version of Centipede by Hasbro worth playing?

I bought that, mostly for the Atari logo I guess. Before Hasbro went and distorted the Fuji symbol, what was the point of that? Anyway, I found the "adventure" game, which is most of what you get, to be entertaining for a while. There's also a 3-D version of the original game, where the 2D playfield is sort of tilted away from you at 45 degrees. I think I found that more fun than the adventure.

The game also won't install on my own PC, an AMD K6-350, but that may just be my particular PC.

-Michael

992. For Dutch Atarians: 8-bit hardware for trade

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-10 17:54:27 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01c0938a$a4c94e40$f0113b3e@windows>
Source record: 38816

Voor belangstellende nederlandse Atari achtbitters heb ik nog wat spullen dit ik zelf eigenlijk niet meer nodig heb. Misschien zit jij er om te springen?

Dingen zoals 2 1050's, een 600XL, ATIN Centronics printer interface, SIO2PC interface, etc....

Wie met een goed verhaal komt kan deze in principe "gratis lenen", of tegen een kleine vergoeding, iets leuks te ruil enz. enz.

Misschien heeft iemand nog een Schneider Euro PC (of XT/AT) te ruil (die zoek ik nog voor aan de wand :-) (ja, echt.....)

Groeten,

Richard

993. Re: black box questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-10 19:06:06 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <981833396.10351.0.pluto.d4ee0f47@news.demon.nl>
Source record: 38817

> Yes, the BB did come with it's own power supply. Here are the specs on the
> one that came with my BB:
>
> 120VAC 60 HZ .45A
>
> Pin 1 ground
> Pin 2 ground
> Pin 3 +5v DC 1.8A
> Pin 4 -5V DC .05A
> Pin 5 NC
> Pin 6 12V DC .5A
>
> The connector on the end that plugs into the BB looks much like a
> standard PC power supply connector BUT it is not. I can't describe it very
> well. The connector attached to the BB is flat on the top. On the
underside,
> it is flat up to the end and then it has a kind of 'hook' at the end on
the
> underside. The connector on the power supply has the is the same thing
> basically. It is made to lock into the power connector on the BB. I don't
> know which pins are used from the power supply. The wires coming out of
the
> power supply that hook up to the connector are (as the wires are facing
you)
> Blue, Red, Black, White. That is the way they hook into the connector on
the
> BB. I would guess that wires from different power supplies are different.
> I'm no electronics person by any means.

I own two Black-boxes that use an PC powersupply, but I have other voltages:

GND +5V +12V -12V and NO -5V. This voltage is only used for the RS232C port.
It would work with +5V and -5V but the original specs would need +12V
and -12V/

When using a PC powersupply you can also use it for you computer and
harddisk(s). My BBS run's for 3 years now stable on a PC powersupply 130XE
(1Mb) + Black-box + 140Mb

The Underground Node #472 BBS +31-416-561927 24hr/7days Running BBS
Pro! 5.0b

TXG

TXG

994. Re: Some questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-10 19:08:12 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <981833397.10351.1.pluto.d4ee0f47@news.demon.nl>
Source record: 38818

I have done this several times with my 130XE/65XE and 800XE computers never had an keyboard that could not be cleaned.

The most fragile on a XE keyboard is the flat cable that connects it to the motherboard.

TXG
"DunxUK" <dunxuk@aol.com> wrote in message
news:20010209051909.07438.00000135@ng-cp1.aol.com...
> Can anyone help me with these - I'm trying to amalgamate several busted
> machines into one good one...
>
> Can I prise off the keys on an XE to clean them up? They seem very firmly
> attached and I don't want to break them.
>
> What supply and polarity does the XL-style disk drive need (1050?).
>
> Is there anywhere I can get SIO cables? I'm in the UK.
>
> Thanks everyone!
>

995. GOTCHA computer gaming is back on-line! Please help.

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-10 22:41:42 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <Gsjh6.97633$Tl3.19294138@typhoon.tampabay.rr.com>
Source record: 38819
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.amiga.games,comp.sys.atari.8bit,comp.sys.cbm

Hi all,

If you haven't noticed, the GOTCHA (Gaming Obsession Throughout Computer History Association) website has been down for over a week. This is because my (X) host, Emuclassics, has been down for that long and is still down. You can imagine how upset I am about this!

I have just completed the move to ClassicGaming.com. GOTCHA's new address is:

http://www.classicgaming.com/gotcha

Please update any links you have to my site and please help spread the word about the move. It's very disturbing to lose a home you've lived in for over two years...even if it is a digital home.

For those unfamiliar with GOTCHA, it is the home of:

The GOTCHA Awards
The Official Computer Game Collector's List
The Complete list of EA Flat Box Games (and box scans)
Much, much more...

Thank you in advance,
Hugh

996. The Digital A.N.A.L.O.G. Archive?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-11 00:57:59 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010210195759.12267.00000216@ng-ft1.aol.com>
Source record: 38820

Has anyone heard from Cyberroach? I have been able to reach his
http://www.cyberroach.com/analog/
Digital Analog Project for several days!

-Ron

Inform everyone that communications have completely broken down.

997. Re: Atari 400 found in attic

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-11 02:20:21 UTC
From: snk2112@aol.com
Message-ID: <20010210212021.19480.00000437@ng-mp1.aol.com>
Source record: 38821

>d
>source cartriges (Coconuts, Atlantis, Frogger,Jungle Hunt, Q-Bert, Congo
>Bongo, andBig Five Software Cartridge of Miner2020?) don't seem to work or I
>don't remember how.
>Is there any thing I can do with it?
>
>
>

you could trade them off to me !!!

but i do have a spair boxed 800 if you need one
Danno

iron chef microwave/junkfood

don't worry ,, we're not alien spies sent to kidnap you or any thing ,,,,
"it's a HAND grenade "

998. Re: ATR8000 Software

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-11 02:47:42 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A85FD4D.C7E618BB@compuserve.com>
Source record: 38822

As per several requests, here is a listing of the ATR-8000 SIG
(Printed)Newsletters:

1)(Jan84)MYDOS patches(3.12/3.08), DDINIT help.

2)(Feb84)Copwer software ready for CP/M ramdisk, ZCPR, Using UC1: for BBS,
Dual console BYE, Programs compatible with CPM 2.2, drive rate.

3)(Mar84)More ZCPR, MYDOS 3.16/3.011, Replacing Z80 CTC chip relating to
ATR disk errors and A8 error 140, download code to ATR, using 850 as CPM BBS
with up to 3 ATRs(3 BBSes at once).

4)(Apr84)450 baud from 300 baud modem, MSDOS on DS disk, 80 column ATRMONs,
issue 3 error.

5)(May84)Copower now made for 11 CPM systems, MSDOS 2.1, DT-80 atrmon cart,
RBBS package, MYDOS 3.18/3.013, searching for reliable 9600 baud modem
program.

6)(Jun84)Omnimon, Ramrod, RDOS-MYDOS runs under BXL cart. CPM lib has 73
disks(bright stars 8").

7)(Jul84)Omniview, using Atari with 2 ATRs+4 modems& copwer.

8)(Aug84)Lightning strike takes out ATR system but not Atari, protection,
MSDOS gets folders like MYDOS, New CPM and fixes, ZCPR3.

9)(Sep84)Rev:Word Machine, CPM 2.2 and 1 drive, Big Board disk 10-utilities.

10)(Oct84)Copower, ATR overview, C64 version of Atr(and others?), hard drive
soon, SC622 disassembler, ZCPR.

11)(Nov84)Bit 3 80 column card(800), Flight Sim II, Chameleon, 8" drives.

12)(Jan85)ATR8500-hot new changes, hard disk, Copower Plus, RBBS clock
software, 90 disk CPMUG Lib, write errors on copy.

13)(Aug85)ATR-8000-an Atari peripheral device, uses for ATR in CPM mode,
copower-cpm86 & 1 meg of ram.

14)(Oct85)Using CPM, nsweep, reconfiguring the atr and drives.

15)(Nov85)Comparing MYDOS to Nsweep, a little on the 8500.

16)(Feb86)Letters and Answers.

Thats it.

Rick D.

999. Re: 800XL Rom: socketed or soldered ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-11 03:02:18 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A8600BA.9912CCB5@compuserve.com>
Source record: 38823

ronfucci@bellsouth.net wrote:

> Did any version of the 800xl support a socketed rom ? I have an
> Omnimon XL rom to install and I want to determine install options. tks
>
> ron

I have opened up many, many 800XLs, to upgrade and repair, and found that
if there is a combination of socketed and not, Atari did it. If the
socket was available, it got put in, other wise the chip got soldered in.
No way to tell except to open it.

Rick D.

1000. Re: a8jdpeg: JPEG viewer for the Atari 8-bit version 2

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-11 03:42:47 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <t8c2hb88k7vs47@corp.supernews.com>
Source record: 38824

Hello Daniel Ko&#65533;mi&#65533;ski <dely@atari-area.net>,

I wrote in my message:
>
> > If you have a8jdpeg available as a download than please
> > post here the web site address to download it.
>

Than you responded with:
>
> http://members.nbci.com/rjespino/atari.html
>
Thank you for providing this hyperlink to your site.

Wally

1001. FS: Atari related books and literature

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-11 04:34:12 UTC
From: otakuvidiot@hotSPAMMYmail.com
Message-ID: <9044E2878otakuvidiothotSPAMMY@64.154.60.100>
Source record: 38825
Cross-posted to: rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.8bit

Retrotaku / Zer0-Byte Bookstore offers the following antique computer and videogame books for purchase.

If you are interested in any of the titles, please send an e-mail to retrotaku@otakuboy.com to inquire about availability, or if you have any questions. Full purchase terms are available on the web site: http://www.otakuboy.com

Thank you for perusing the list.

[000098] Winston, Patrick H.; Prendergast, Karen A. (Editors). THE AI BUSINESS - COMMERCIAL USES OF ARTIFICIAL INTELLIGENCE. Cambridge, Massachusetts, USA: The MIT Press, 1984. First Edition. 8vo - over 7" - 9" tall. Cloth. Very Good / Good. Many books on artificial intelligence are couched in theory, what could be. But THE AI BUSINESS is not focused on what could be, they focus on what can be -- for the most part. This book is about commericial applications of then-current Artificial Intelligence programs. What's especially neat about the book is many people from well knowns companies like Atari and IBM wrote these essays. There are also histories of various programming languages and applications, including XCON, Caduceus, WAVE, and PUMA. Also, Artificial Intelligence and Gaming! ON CONDITION: Book is in good, clean condition. The dust jacket is a bit banged up. The light pencil marks on the interior, front end-papers. Have not found marks inside the book.
$12.75

[000003] Sippl, Charles J. , Roger J.. Computer Dictionary & Handbook. Indianapolis, In, Usa: Howard W. Sams, 1980. 3rd Edition. 8vo - over 7" - 9" tall. Hard Cover. Very Good / No Jacket. Large dictionary of computer terms. Contains a vast introduction to computers and various languages of the time. Of large interest to someone who wants definitions of computer terms from the era -- programmers of classic systems, early languages, obsolete CPUs, etc. Contains a few predictions on the future of computers. ON CONDITION: Back cover has very light, vertical scuffle mark along height. Upper right corner of back cover has small marks where adhesive glue affixed original price tag. Upper left corner of back cover is pressed. To the left of the title page is a small punch mark into the binding, which is not visible elsewhere. Otherwise, general shelf-wear. Visit http://otakuboy.com
$11.50

[000005] Scanlon, Leo J.. 6502 SOFTWARE DESIGN. Indianapolis, In, Usa: Howard W. Sams, 1980. First Edition. 8vo - over 7" - 9" tall. Soft Cover. Fair / No Jacket. A very good introduction to the 6502 microprocessor, a popular 8-bit chip in the early 1980s, used in _many_ computer systems including a number of Apple systems, the Commodore 64 and the Nintendo Entertainment System. Great

information on pinouts, how to address the chip, register controls, and much more. Listed as a 6502.org MUST-READ. ON CONDITION: Shelf-worn and creased on many pages. A number of pages were held together via paper-clips. (Grrr..) Many of the passages are highlighted and there are some pencil notes here and there.
$8.00

[000026] Glossbrenner, Alfred. THE COMPLETE HANDBOOK OF PERSONAL COMPUTER COMMUNICATIONS. New York, New York, USA: St. Martin's Press, 1983. First Trade. 8vo - over 7" - 9" tall. Hard Cover. Very Good / Good. Special Edition, printed for industry. This book explains how to get online and get into the wonderful world of BBSs, circa 1983. If you remember the computers from the time -- XT, Commodore 64, Apple // series, CoCo, etc. Goes into remarkable detail on the services of the time, the various communications protocols in-use and upcoming. ON CONDITION: Spine upper and lower edges are bent from shelf placement. Dust jacket creased along edges. Also, a "Compliments of Hayes" sticker is affixed on front, but this may not be a defect, depending on your opinion. First page is stamped with a "from the library of" stamp. Visit http://otakuboy.com
$9.00

[000028] Williamson, Mickey. ARTIFICIAL INTELLIGENCE FOR MICROCOMPUTERS. New York, New York, USA: Brady Communications Company, Inc., 1986. First Edition. 8vo - over 7" - 9" tall. Half-Leather. Text Book. Very Good / No Jacket. Ready to turn your business into an AI heaven? Want to walk into the office and hear, "Hello, Commander. Computer reporting". This book will explain the 1986-state of AI and where it's going. The focus, as I said, is how you can use it in your business. ON CONDITION: One dent on upper spine and slight wearing on spine where it connects to front cover. Very clean. Visit http://otakuboy.com
$7.00

[000029] McClellan, Stephen T.. THE COMING COMPUTER INDUSTRY SHAKEOUT. New York, New York, USA: John Wiley & Sons, 1984. First Edition. 8vo - over 7" - 9" tall. Hard Cover. Very Good / Fair. A really neat tour of the computer industry in the early 80s. All the old favorites and players are here, from AT&T and IBM and DEC to Commodore, Atari, Tandy, Apple (right on the cusp of the Macintosh birth, no less!!!) . Mr. McClellen is warning you, though. "THE COMPUTER INDUSTRY IS GONNA FREAK!" Turns out, he was partly right. ON CONDITION: The dust jacket has bent and slightly creased along its edges. The front of the jacket is foil-stamped, and some of the foil has flecked off in tiny areas and tarnished on one part of the back jacket. Also, bottom left of back jacket has its coating torn, harming some of the text underneath. Book itself has slight shelf-wear on bottom of spine. Visit http://otakuboy.com
$8.00

[000030] Martin, James. DESIGN AND STRATEGY FOR DISTRIBUTED DATA PROCESSING. Englewood Cliffs, New Jersey, Usa: Prentice Hall, 1981. First Edition (?). 8vo - over 7" - 9" tall. Hard Cover. Text Book. Good / Fair. Is James Martin a MAGICIAN? ! You might think so, especially if you check out the picture of him

on the back in Conjure-pose. Here he is in a book (one of many) where he extolls of the virtues (in excrutiating detail) of distributed computing. And, yes, this is way before SETI, way before multi-processing PCs running Windows 2000. So, this guy just might be a magician or at least some kind of prophet. ON CONDITION: Dust jacket is creased and torn around edges. It is intact. Books seems to have been stored at an angle. As such, the whole of the book is twisted a bit on the spine. No pages are torn, but the spine has no doubt weakened. Visit http://otakuboy.com
$8.00

[000031] Schreiber, Linda M.. ADVANCED PROGRAMMING TECHNIQUES FOR YOUR ATARI. Blue Ridge Summit, Pennsylvania, USA: Tab Books, 1983. First Edition. 8vo - over 7&#65533;" - 9&#65533;" tall. Soft Cover. Very Good / No Jacket. A very nuts-and-bolts Atari programming book geared toward Atari's first foray into the world of home PCs -- the Atari 400 and 800s. Covers graphics (ANTIC, specifically) , animation, voice programs, BASIC, disk drive usage, among other things. Includes some nifty programs. And remember: All this can be typed write into one of those Atari 8-bit emulators about the Net. Has a nifty pic of an Atari 800 on the front cover. ON CONDITION: Edge-wear and shelf-worn. Mainly light creasing along spine edges. Otherwise, very clean. Visit http://otakuboy.com
$15.00

[000032] Allan, Boris. POCKET GUIDE: LOGO. Bath, England, United Kingdom: Pitman Publishing, 1984. First Edition. 32mo - over 4" - 5" tall. Spiral. Very Good / No Jacket. A pocket reference guide for that grand, old, "easy" language LOGO. You remember; the one with the turtles that drew lines across your screen. Old programmers know that LOGO is a powerful language with a deceptively simple syntax. This booklet references the entire language. Get the book, download a development environment like WinLogo, and go to town. ON CONDITION: Portion of the original price tag is on front. A minor bubble on the back panel and some light pencil marks on back panel. Visit http://otakuboy.com
$11.00

[000033] Stine, Megan and H. William. MICRO ADVENTURE NO. 2 JUNGLE QUEST. New York, New York, USA: Scholastic, 1984. First Edition. 12mo - over 6&#65533;" - 7&#65533;" tall. Mass Market Paperback. Good / No Jacket. Scarce - 1984 -- Computers were "the future" and kids could have it all for them if they'd just learn how to program. This books brings kids through an adventure in which small BASIC programs kids would enter into computers from the era woud help save the world! ON CONDITION: Slight creases down edge of spine and front cover. Another crease near the spine on the front cover. Both creases crawl along the length of the book. Small dent in the upper back cover. Otherwise, general shelf-wear. Visit http://otakuboy.com
$11.00

[000038] Conway, Gerry. ATARI FORCE #11 "By Blackjak Betrayed!". ill. Lopez, Jose Luis Garcia. New York, New York, USA: DC Comics, 1984. First Edition. 4to - over 9&#65533;" - 12" tall. Saddle Stitched. Very Good / No Jacket. Long live ATARI FORCE! During the first set of videogame heydeys, Atari and DC Comics teamed up to bring a set of stories to the comics pages. Mini-Atari Force issues were

distributed with some games. In the comics shops, full-size issues were available with a continuing storyline. In this issue, Blackjak betrays the Force ... But WHY? ON CONDITION: Very small creases near edges of stapes. Otherwise, pretty clean. Color is good. Visit http://otakuboy.com
$8.00

[000039] Conway, Gerry. ATARI FORCE #2 - "Dart Vs. the Warbeast". ill. Lopez, Jose Luis Garcia. New York, New York, USA: DC Comics, 1984. First Edition. 4to - over 9" - 12" tall. Saddle Stitched. Very Good / No Jacket. Long live ATARI FORCE! During the first set of videogame heydeys, Atari and DC Comics teamed up to bring a set of stories to the comics pages. Mini-Atari Force issues were distributed with some games. In the comics shops, full-size issues were available with a continuing storyline. In this issue, we meet some of the team's mortal enemies. Also has a profile of "Champion". BONUS: Ad for TREASURES OF TARMIN for the Intellivision. ON CONDITION: Some light creases around covers, mostly around edges of staples.Visit http://otakuboy.com
$8.00

[000040] Conway, Gerry. ATARI FORCE #3 - "Pakrat Goes WILD!". ill. Lopez, Jose Luis Garcia. New York, New York, USA: DC Comics, 1984. First Edition. 4to - over 9" - 12" tall. Saddle Stitched. Very Good / No Jacket. Long live ATARI FORCE! During the first set of videogame heydeys, Atari and DC Comics teamed up to bring a set of stories to the comics pages. Mini-Atari Force issues were distributed with some games. In the comics shops, full-size issues were available with a continuing storyline. In this issue, we meet some of the team's mortal enemies. Also has profiles of "Dart", "Babe", "Morphea". BONUS: Full of ads for classic videogames: Frogger, Q*Bert, Pole Position, Popeye, War Room and Masters of The Universe. ON CONDITION: Some light creases around covers, mostly around edges of staples. Visit http://otakuboy.com
$8.00

[000048] Various. ANALOG COMPUTING - DECEMBER 1984. Cherry Valley, Massachusetts, USA: Analog 400/800 Corporation, 1984. First Edition. 4to - over 9" - 12" tall. Saddle Stitched. Magazine. Very Good / No Jacket. 1984 was high-life for Atari Computers. Think about it. The XL series were riding strong and all those nifty new XE systems were just about ready to debut with their 6502c and FREDDY chips. You Atari fans know what I'm talking about. ANALOG was the BIBLE of that Atari fandom. And this issue is no exception. This one's a Christmas issue, with all kinds of ideas of what to stuff in stockings. Big article on Atari-style FORTH in here, too, along with a weather utility program and a game. BONUS piece is the big center spread ad for the OKIMATE 10, the first really low-cost color printer for home computers. Can you say, "Thermal Transfer"? I knew you could. ON CONDITION: The cover is a bit loose from the staples; you can't so much see it as you can feel it. There is an overall warp to the magazine and some creases along the spine. Visit http://otakuboy.com
$8.00

[000049] Various. ANTIC - DECEMBER 1985. San Francisco, California, USA: Antic Publishing, 1985. First Edition. 4to - over 9" - 12" tall. Saddle Stitched.

Magazine. Very Good / No Jacket. CES Buzz. That highlights this issue of ANTIC that hit the stands right before CES'85. What would Tramiel do? Perhaps an enhanced 800XL for 1985? Maybe a whole new direction for Atari computers. This issue has an interview with Jack Tramiel, then-chairman of Atari. Look over the predictions. How many came true? Sample question: "Are you actually saying that within three years Atari is going to market a small, user-friendly computers with the power of a VAX?" Of course, we know the history. But this interview defines it more clearly. Also, ANTIC's ever-popular Software Library. ON CONDITION: Very light bumping on outer corners. The binding is tight and seems a bit warped as this issue inserts a thick card into the binding. Also, some color fade on covers and slight browning on some interior pages. Visit http://otakuboy.com
$8.00

[000053] Various. ANALOG COMPUTING - FEBRUARY 1985. Cherry Valley, Massachusetts, USA: Analog 400/800 Corporation, 1984. First Edition. 4to - over 9" - 12" tall. Saddle Stitched. Magazine. Very Good / No Jacket. ANALOG Mag was one of those Atari Magazines that rolled on during 1985. And why not? The new Ataris were out and it looked like a new set of 16-bit machines based on Motorolas powerhouse 68000 were set to debut at January CES. Wow. Analog kept us all in suspense and in tune! In tune how? Well, how about this issue with all the programming exercise and examples, including the ever-popular Ask Mr. Forth. Not to mention the really cool adventure game -- programmed and ready for you to type in BASIC -- based on a writer's adventures at Vandenberg. ON CONDITION: Very slight bumping and wear on the outer corners. Otherwise, a very clean copy with vibrant color. Visit http://otakuboy.com
$8.25

[000057] Various. ENTER - JANUARY/FEBRUARY 1985. New York, New York, USA: Children's Television Workshop, 1985. First Edition. 4to - over 9" - 12" tall. Saddle Stitched. Magazine. Very Good / No Jacket. For a short, short time, the Children's Television Workshop even got a bit of techno-buzz in the mid 1980s. ENTER was a magazine geared toward educating kids about the wonders computers. But what could have been a large, preachy magazine about how computers are changing classrooms, is really a neat sensa-wonder publication about super cool things to do with your computers. This ish? 1984-In-Review! The year's "Greats & Glitches". Also, a neat piece on which companies are producing the dreaded "Q*Bert Clones". Plus, a big feature on what laserdisc players are going to do to arcades. Remember Dragon's Lair? ON CONDITION: Shelf-wear along the spine on both covers and along top of front cover. Slight bump on lower right cover. Visit http://otakuboy.com
$8.00

[000074] Atari, Incorporated. ATARI PORTFOLIO QUICK REFERENCE CARD. Sunnyvale, California, Usa: Atari Coporation, 1989. First Edition. 12mo - over 6" - 7" tall. Very Good / No Jacket. Unpaginated - FOLD OUT - Atari was certainly dynamic, wasn't it. After first creating one of the most successful home videogame systems ever -- not to mention their wildly popular computers -- they go on to create a really sturdy PDA-before-there-were-PDAs. The Portfolio was a nifty little handheld that ran a very sturdy and clean version of DOS,

all in memory, for a pretty decent price. People gobbled them up. It's sad that Atari was eventually gobbled up -- and with it any hopes of a newer/bigger/faster Portfolio. But now they're appearing at thrift stores and antique houses. And, blazes, many of them still work. Fortunately, this Atari Portfolio Quick Reference Card will get you up and running in no time. It covers all the apps -- the calculator, address book, diary/calendar, text editor and worksheet -- not to mention the Mini-Lotus-1-2-3 and all of its functions. ON CONDITION: One slight crease in the middle of the first fan-fold. Also a small bump on one upper, front cover. Visit http://otakuboy.com
$9.00

[000083] Various. COMPUTE!. Greensboro, North Carolina, USA: COMPUTE Publications, Incorporated, 1985. First Edition. 4to - over 9" - 12" tall. Soft Cover. Magazine. Very Good / No Jacket. The big mag that wrapped up all the computing news from the mid-80s? (I mean, of course, aside from those stuffy magazines like InfoWorld.) COMPUTE! It covered everything 8-bit: Atari, Apple, Commodore. This issue contains -- ahem -- "TURBOTAPE: SAVE AND LOAD CASSETTE AT DISK SPEEDS" for the Commodore 64 and Vic-20. Other features: a lamentation over 1984's CES (how sucky it was), "1984 revisited" visits the hi- and lo-lights, plus a bunch of classic game ads, include Bally/Midway's foray into home gaming, and a _really bad_ ad for Summer Games from EPYX. Also: Enhanced Applesoft input. ON CONDITION: Very nice. Slight foxing on the upper left front cover. Otherwise, clean with good color and crisp conditions. Visit http://otakuboy.com
$10.00

If you are interested in any of the titles, please send an e-mail to retrotaku@otakuboy.com to inquire about availability. Please see otakuboy.com for full terms.

Again, thanks for perusing the list.

Homepage: http://www.otakuboy.com
AbeBooks page:
http://dogbert.abebooks.com/abe/BooksBrowse?vendorclientid=498813&page=CLIENT

Cheers,

O_v

--
O_v

Antique Computer and Videogame Books and Ephemera!
http://www.otakuboy.com

Featured title: TI-99/4a USER'S REFERENCE GUIDE - 1981

1002. Re: New Webgroup to Join

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-11 04:42:22 UTC
From: Jon <johnhi@nospam.epix.net>
Message-ID: <MPG.14efe2ae4d6835ed9896e6@news.epix.net>
Source record: 38826

In article <3A85F206.45B33A36@ataritimes.com>, greg@ataritimes.com
says...
> Hi all. The whole web group thing is a great way for like-minded
> individuals to keep in contact. For those interested, I've set up a web
> group for the Atari Times. There are going to be a few changes to it as
> well. AT is going to

This guy is spamming all the atari groups. React accordingly

>
> --
> Greg
>
> / =
> -=
>
>
>

--
Please remove "nospam" to reply by email.

1003. Looking for 800xl console with socketed rom

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-11 04:46:14 UTC
From: ronfucci@bellsouth.net
Message-ID: <3a8618ea.1020420@news.mia.bellsouth.net>
Source record: 38827

if anyone knows where i can find one of these, i'd appreciate an email. tks

ron

1004. Re: The Digital A.N.A.L.O.G. Archive?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-11 06:39:11 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3A86338F.26E2C22C@one.net>
Source record: 38828

Try:

http://www.cyberroach.com/analog/default.htm

I was able to load this page Sat. night.

-Bob

RHamiIton5 wrote:
>
> Has anyone heard from Cyberroach? I have been able to reach his
> http://www.cyberroach.com/analog/
> Digital Analog Project for several days!
>
> -Ron
>
> Inform everyone that communications have completely broken down.

1005. Silly idea with Commodore drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-11 08:22:52 UTC
From: danaeckel@my-deja.com
Message-ID: <965i4rjas1@nnrp1.deja.com>
Source record: 38829

I came up with a goofy idea. Hook the Commodore 1541 drive to the joystick port. Treat it like a parallel drive like the way you can hook the Commodore drive to the PC parallel port.

Silly isn't it?

Sent via Deja.com
http://www.deja.com/

1006. Re: Silly idea with Commodore drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-11 08:48:00 UTC
From: thomsen <twh1@gmx.de>
Message-ID: <ldkc8t85sih192ai8bhg6pjsg0h2ilnuqr@4ax.com>
Source record: 38830

On Sun, 11 Feb 2001 08:22:52 GMT, danaeckel@my-deja.com wrote:

>I came up with a goofy idea. Hook the Commodore 1541 drive to the
>joystick port. Treat it like a parallel drive like the way you can hook
>the Commodore drive to the PC parallel port.
>
>Silly isn't it?

and then? Read out c64 data disks? cool :-)
-thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Business Computer Science
Technical University of Ilmenau

1007. Re: Silly idea with Commodore drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-11 08:54:05 UTC
From: chainsaw11 <chainsaw11@my-deja.com>
Message-ID: <965jvckei1@nnrp1.deja.com>
Source record: 38831

In article <965i4rjas1@nnrp1.deja.com>,
danaeckel@my-deja.com wrote:
> I came up with a goofy idea. Hook the Commodore 1541 drive to the
> joystick port. Treat it like a parallel drive like the way you can
hook
> the Commodore drive to the PC parallel port.
>
> Silly isn't it?
>
> Sent via Deja.com
> http://www.deja.com/
>
I think you're looking for comp.sys.commodore.geeky
8-)

--
Linux is like a wigwam, no gates, no windows just an apache inside! }:-}

Sent via Deja.com
http://www.deja.com/

1008. Where to find 800XLDJ

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-11 15:19:49 UTC
From: firest@williams-net.com
Message-ID: <t8dbcl4n1t5ecb@corp.supernews.com>
Source record: 38832

Anyone,
Where can I find the software for the 800XLDJ???????? Someone told me that I could use this software on my st and be able to connect my 130XE with the much safer SIO2PC. If anyone could give me a web site to go to I would greatly appreciate it!!!!! You can e-mail me at firest@williams-net.com or post it here on this newsgroup.

Thanks,
Carey

1009. Where to find 800XLDJ???????

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-11 15:21:29 UTC
From: firest@williams-net.com
Message-ID: <t8dbfpld47v9ec@corp.supernews.com>
Source record: 38833

Anyone,
Where can I find the software for the 800XLDJ???????? Someone told me that I could use this software on my st and be able to connect my 130XE with the much safer SIO2PC. If anyone could give me a web site to go to I would greatly appreciate it!!!!! You can e-mail me at firest@williams-net.com or post it here on this newsgroup.

Thanks,
Carey

1010. Re: Silly idea with Commodore drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-11 18:55:44 UTC
From: danaeckel@my-deja.com
Message-ID: <966n7dcvg1@nnrp1.deja.com>
Source record: 38834

Kinda the idea, maybe move stuff from Atari to Commodore. Or if you don't want the SIO 2 PC can use the commodore drive. Hardest thing would be to do a simple driver.
Idea #2. Build the Commodore Parallel cable to the VIA chip, then tie it into the Atari PBI. Ok, that is way overboard.

Sent via Deja.com
http://www.deja.com/

1011. Re: Silly idea with Commodore drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-11 19:38:05 UTC
From: Luis Vasquez <luisv@mediaone.net>
Message-ID: <xSBh6.224751$y9.36579867@typhoon.we.rr.com>
Source record: 38835

You can use Commodore drives on a PC? Whoa, I gotta get one!

<danaeckel@my-deja.com> wrote in message news:965i4rjas1@nnrp1.deja.com...
> I came up with a goofy idea. Hook the Commodore 1541 drive to the
> joystick port. Treat it like a parallel drive like the way you can hook
> the Commodore drive to the PC parallel port.
>
> Silly isn't it?
>
>
> Sent via Deja.com
> http://www.deja.com/

1012. Re: Silly idea with Commodore drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-11 19:45:43 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <qqqd8t4rcpo0rqqdi9o0cu0dfkf2851f2m@4ax.com>
Source record: 38836

On Sun, 11 Feb 2001 08:22:52 GMT, danaeckel@my-deja.com drooled an
embarassing wet spot in his lap as he typed:

>I came up with a goofy idea. Hook the Commodore 1541 drive to the
>joystick port. Treat it like a parallel drive like the way you can hook
>the Commodore drive to the PC parallel port.
>
>Silly isn't it?

Erm ... probably. Commodore 64s didn't use disk-based DOS; instead,
DOS was built into the 1541 disk drives on a chip. Therefore,
everything that went into driving the floppy was in the floppy itself.
I doubt it'd work for any other system, even if you rewired the
connection.

>
>
>Sent via Deja.com
>http://www.deja.com/

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

1013. Atari goods for trade

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-11 22:06:35 UTC
From: David Matthews <mathu@indigo.ie>
Message-ID: <b1Eh6.850$r4.867@news.indigo.ie>
Source record: 38837

Hi All,
I set up my Atari web site,This my frist try at this,Have a look(tell me
what you thing),Check out my trade page!!

http://indigo.ie/~mathu

Will be adding more Trades,links,Pics.......to the site soon.

1014. ATR to 1050?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-12 01:04:46 UTC
From: Craig Allen <CAA1@caa1.freeserve.co.uk>
Message-ID: <967cnc$1db$1@newsg2.svr.pol.co.uk>
Source record: 38842

Can anybody please tell me if its possible to download the ATR files found on many websites and save these to a
5 1/4 disk on a 1050 to later be loaded as any commercial title. I've managed to build a SI02PC cable and used it but there doesn't seem to be a way of doing the above.

Any help much appreciated

Craig.

1015. WTB: OSS Basic XE or XL cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-12 02:18:57 UTC
From: ronfucci@bellsouth.net
Message-ID: <3a8747f8.832451@news.atl.bellsouth.net>
Source record: 38838

please send offer via email, tks

ron

1016. Is Spartados still for sale, any links?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-12 04:47:29 UTC
From: HedgeSlammer <hedge@home.com>
Message-ID: <MPG.14f1275521c75403989917@news>
Source record: 38839

TIA

1017. Re: I'm singing the Atari800Win Booting Blues

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-12 06:34:13 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3A8783E5.380A2DAD@asw.cz>
Source record: 38769

Jamn wrote:
>
> The images are indeed 184336 bytes in length. And so, I think you're on
> to something. Strange that they work in 2.5c tho...
>
> So my question now is, how to I create and blank DD atr image that I can
> use?

Don't know. But you can use my PC utility ACVT, which could 'repair'
such images.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

1018. Re: about some games

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-12 09:20:24 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3A87AAD8.58B19FD2@siemens.at>
Source record: 38840

David\\Julie Wilson wrote:
>
> Check this link to ebay
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1213547158
>
> On of the games offered in this auction is Rails West.

Thanks. Unfortunately I've been too slow :(

Gerhard

1019. MyDOS Ramdisk.com available Myrd and Myrd2

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-12 09:32:46 UTC
From: melee5@my-deja.com
Message-ID: <968ajvkim1@nnrp1.deja.com>
Source record: 38841

Hi all. I rewrote RAMBOOT3 into what I think is a pretty good AUTORUN.SYS file for setting up ramdisks on MyDOS machines. To give it a try yourself, just email me with the subject line of MyDOS and I'll attach a zipped, arced collection of both Myrd and Myrd2 with commented Mac/65 source and a readme to guide you in their use.

I found and corrected several bugs in RAMBOOT3 (some dangerous) and it now is something I can even use. Myrd2 is everything Myrd is, but includes the auto detect/configuration code from DUP.SYS to set up every machine at boot and then use it. Both programs detect a previous ramdisk and will not re-format a valid ramdisk. Plus other "goodies". Webmasters please host these files! Thanks.

melee5@my-deja.com

Sent via Deja.com
http://www.deja.com/

1020. Re: Silly idea with Commodore drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-12 09:45:50 UTC
From: Daniel Pralle <pralle@informatik.uni-hannover.de>
Message-ID: <Pine.GSO.4.31.0102121043370.25527-100000@selene>
Source record: 38843

On Sun, 11 Feb 2001, Mindfield wrote:

> On Sun, 11 Feb 2001 08:22:52 GMT, danaeckel@my-deja.com drooled an
> embarassing wet spot in his lap as he typed:
>
> >I came up with a goofy idea. Hook the Commodore 1541 drive to the
> >joystick port. Treat it like a parallel drive like the way you can hook
> >the Commodore drive to the PC parallel port.
> >
> >Silly isn't it?
>
> Erm ... probably. Commodore 64s didn't use disk-based DOS; instead,
> DOS was built into the 1541 disk drives on a chip. Therefore,
> everything that went into driving the floppy was in the floppy itself.
> I doubt it'd work for any other system, even if you rewired the
> connection.

Oh, that remainds me of an idea I had some years ago, but never really
followd:

Use a SPEEDY1050 to emulate this DOS inside the 1541 and the read C64
disks with da real thing.

Anybody got that idea too?
Maybe the 8K of the SPEEDY would not be enough...

daniel

1021. Re: Floppy Board

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-12 11:41:44 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <968i5oloo1@nets3.rz.RWTH-Aachen.DE>
Source record: 38844

Howdy David

> I appreciate the help! Thanks

I forgot to prepare a message for you, sorry. I can't do it online, as the
newsreader shuts down the connection to the server when I type long messages.

CU Mathy van Nisselroy

1022. Re: black box questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-12 11:45:49 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <968iddloo2@nets3.rz.RWTH-Aachen.DE>
Source record: 38845

Howdy Bob

>Looks like I'll have to give Bob a call on Monday and see if he'll sell
>me one.

Hope you haven't called him yet.
Ask him for a ROM upgrade. 1.34 is limited.

CU Mathy van Nisselroy

1023. Re: General Clearout!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-12 11:57:40 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <968j3kloo3@nets3.rz.RWTH-Aachen.DE>
Source record: 38846

Howdy folks

I found this one in the C64 newsgroup. The 130XE might be gone.

CU Mathy van Nisselroy

In article <981412760.16442.0.nnrp-10.d4e49a43@news.demon.co.uk>,
alex.taylor@zeem.demon.co.uk says...
>
>I'm having to clear my old bedroom at my parents house, so for anyone in the
>UK, I have:
>
>Atari 65, 130, 2600, Commodore 16, Plus/4, Vic-20, C64, C1541, Mattel
>Aquarius with plotter and software, Triumph-Adler Alphatronic, ZX81s,
>Spectrums, QLs, Oric-1, TI-99/4A, Acorn Electrons, BBC Bs, Masters, CUB
>monitors, disk drives, ROMs, IBM PC-AT, PC (5150), PS/2 model 30-286, IBM
>EGA monitor, Tulip PC Compact 2 (XT compat.), dot-matrix printers...
>
>... and more. I have to get rid of all this stuff that I've gathered since I
>was 13.
>
>Anyone who wants to travel to Notts can make me an offer. Any offer
>considered. Some stuff free, e.g. broken stuff. Email me and ask me for
>something specific and I'll see if I've got it. This stuff really has to go,
>if anyone wants anything, just ask.
>
>Alex Taylor.
>
>

1024. Re: right mouse-key?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-12 14:00:14 UTC
From: Daniel Pralle <pralle@informatik.uni-hannover.de>
Message-ID: <Pine.GSO.4.31.0102121458030.4181-100000@hades>
Source record: 38747

On Sun, 4 Feb 2001, thomsen wrote:

> Howdy *.*!
>
> Is it posible to check out whenever the right or the left mouse button
> was pressed in combination with a Atari ST mouse w/o hardware
> modifications?
> -thomsen
>
of course you can!!!!

I can't remember exactly how, but try the PADDLE(x) in BASIC.

I don't know which x of {0, 1, 2, 3}!!!

The instrction returns some value, but when the button is pressed it
returns 10 or 9 or something.

So you just have to check for that

creature XL

1025. Atari 800 FS

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-12 15:38:01 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <96900p$c83$2@mohawk.hwcn.org>
Source record: 38749

Hey there, Im trying to get some cash together before I go on a trip, so I am looking to dump some Atari things.

I have An Atari 800 with 48k in working condition. Im willing to take $35 US funds plus shipping. Let me know in email if you are interested.

I also have some Adaptec 4000a MFM->SCSI controller boards left....only a few of them, so if you want one get one soon. I am almost out. I am willing to sell those $30 US with shipping included in North America.

I also have some Atari 1050 disk drives for sale which I am also willing to sell for $30 US shipped in North America, or $20 Plus shipping elsewhere.

I would be willing to sell my Atari 800XL with 256k and Sweet 16......$100 US plus shipping.

1026. Re: I'm singing the Atari800Win Booting Blues

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-12 15:45:54 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A880532.559748AF@mail.uni-mainz.de>
Source record: 38748

Well,
all my SIO2PC DD-images have 184336 Bytes. Maybe thats the problem, why
so many other users can not read or use them... but, how do I change
this ??? My SIO2PC Hard+software always creates DD images with this
length... -Andreas

Jamn schrieb:
>
> The images are indeed 184336 bytes in length. And so, I think you're on
> to something. Strange that they work in 2.5c tho...
>
> So my question now is, how to I create and blank DD atr image that I can
> use?
>
> ...Jamn
>
> "Jindrich Kubec" <kubecj@asw.cz> wrote in message
> news:3A824F2B.54E49D1C@asw.cz...
> > Jamn wrote:
> >
> > If the DD images have 184336 bytes, they're invalid. DD images must be
> > 183952 bytes long. Maybe that's the problem.
> >
> > --
> > Jindroush <kubecj@asw.cz>
> > See http://www.asw.cz/~kubecj for Atari 8bit utils!

1027. Re: ATR to 1050?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-12 17:02:27 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t8g5k1romr9db0@corp.supernews.com>
Source record: 38750

"Craig Allen" <CAA1@caa1.freeserve.co.uk> wrote in message
news:967cnc$1db$1@newsg2.svr.pol.co.uk...
> Can anybody please tell me if its possible to download the ATR files found
> on many websites and save these to a
> 5 1/4 disk on a 1050 to later be loaded as any commercial title. I've
> managed to build a SI02PC cable and used it but there doesn't seem to be a
> way of doing the above.

I assume since you are talking real 1050 you either have a real 8 bit or are
getting one<vs emulator of course>.

Pretty standard practice is to just have the real 1050 plugged into your 8
bit and the sio2pc cable plugged into your 1050. Doesn't matter which you
set as D1: and D2: sio2pc and the 1050 should coexist together and you can
use the DOS duplicate disk function from there.

1028. Re: Best graphics for an Atari 8-bit game

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-12 18:10:44 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <EGVh6.2314$S25.18995@typhoon.sonic.net>
Source record: 38751

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:

: Hello Bill,
: do you also need the HIP+RIP viewer (from MADteam) ?!?
: If so, I can e-mail it to you... -Andreas

No thanks, I got it. (Visage 2.5 is the latest I have)

I took some screenshots of some nicer RIP and HIP files using the interlaced screenshot option in Atari800 (under Linux) and am eventually going to remember to put them online somewhere. :)

-bill!

1029. Re: Best graphics for an Atari 8-bit game

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-12 18:15:03 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <HKVh6.2316$S25.18995@typhoon.sonic.net>
Source record: 38752

Daniel Kozminski <dely@horror.mirage.com.pl> wrote:

: www.atari-area.NET ! link to rip`s: http://www.atari-area.net/scena/rip.htm

Dely - may I sent you GIFs of the RIPs I captured so you can place them
on your site? Also, would you be willing to provide an index file so I can
link to your downloads from XL Search? :) (http://xlsearch.atari.org/)

Let me know!

-bill!

1030. Re: ATR to 1050?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-12 18:39:35 UTC
From: Craig Allen <CAA1@caa1.freeserve.co.uk>
Message-ID: <969ah5bjj1@newsg4.svr.pol.co.uk>
Source record: 38753

Thanks for the help Rick

"Rick Cortese" <ricortes@netmagic.net> wrote in message
news:t8g5k1romr9db0@corp.supernews.com...
> "Craig Allen" <CAA1@caa1.freeserve.co.uk> wrote in message
> news:967cnc$1db$1@newsg2.svr.pol.co.uk...
> > Can anybody please tell me if its possible to download the ATR files
found
> > on many websites and save these to a
> > 5 1/4 disk on a 1050 to later be loaded as any commercial title. I've
> > managed to build a SI02PC cable and used it but there doesn't seem to be
a
> > way of doing the above.
>
> I assume since you are talking real 1050 you either have a real 8 bit or
are
> getting one<vs emulator of course>.
>
> Pretty standard practice is to just have the real 1050 plugged into your 8
> bit and the sio2pc cable plugged into your 1050. Doesn't matter which you
> set as D1: and D2: sio2pc and the 1050 should coexist together and you can
> use the DOS duplicate disk function from there.
>
>

1031. Re: 130xe 128k programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-12 23:14:32 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a88b2e4$0$1511$53a6afc1@news.erinet.com>
Source record: 38761

I'm not real strong on bank-switching. But I don't think you can
access more than a single 16k bank at once. The extra 64k can't
be seen as a single block, which seems to be what you're saying.
Well, hope someone has the Compute article you're looking for.
There are articles on bank-switching in Antic, which is indexed
on the web and easier to find than Compute articles, especially just
a reader's letter.
No help. Just commenting.
Russg

1032. Re: Is Spartados still for sale, any links?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-12 23:22:42 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a88b4cd$0$1498$53a6afc1@news.erinet.com>
Source record: 38762

(I'm blabby this evening).
It might be worth summarizing the discussion Ron H. mentions.
Lance Ringquist of Video 61 owns and sells SpDos 3.3. He
doesn't want anyone passing 3.3 around (a, b, c, d?). SpDOSX
only comes as a cart, so you'd have to buy that one, which is not
available from any vendors I know of, you'd have to get it used.
SpDOS 3.2d was never shareware, but had some nasty bug, mostly
the trash the directory structure if a program left a channel open.
SpDOS 3.2f and g were shareware, from FTe and are freely distributable,
and it would be hard to find the owner to pay him his shareware fee of $20,
which you'd also get the manual for registering.
The discussion was about 3.3, which Lance sells on a cart. A cart you
have to pull out of the computer after booting if I'm not mistaken (probably
are some mistakes here, so go easy when you correct me.)
Oh, and Bob Klass also is part owner of 3.3, I think, or both Lance
and Bob own 3.3. Sorry for the confusion.
Russg

1033. Re: Where to find 800XLDJ

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-12 23:48:22 UTC
From: ebaiz@skyenet.net
Message-ID: <aD_h6.148$Po.3129@newsfeed.slurp.net>
Source record: 38755

On 11 Feb 2001 15:19:49 , Carey Christenson wrote:
>Anyone,
> Where can I find the software for the 800XLDJ???????? Someone told
>me that I could use this software on my st and be able to connect my
>130XE with the much safer SIO2PC. If anyone could give me a web site
>to go to I would greatly appreciate it!!!!! You can e-mail me at
>firest@williams-net.com or post it here on this newsgroup.
>

Sure, here is the site. If it is not active, please email me and I will
send you the program.

http://wwwstud.ira.uka.de/~s_tomczy/dj800.html

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1034. Re: ATR to 1050?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-12 23:48:28 UTC
From: ebaiz@skyenet.net
Message-ID: <gD_h6.149$Po.3129@newsfeed.slurp.net>
Source record: 38754

On 12 Feb 2001 01:04:46 , "Craig Allen" wrote:
>Can anybody please tell me if its possible to download the ATR files found
>on many websites and save these to a
>5 1/4 disk on a 1050 to later be loaded as any commercial title. I've
>managed to build a SI02PC cable and used it but there doesn't seem to be a
>way of doing the above.

Why would you want to do that?? It could be possible I think if you used an
Atari ST or else a PC along with Xformer and the repsective Xformer Cable.
The Xformer cable allows one to connect an 8-bit drive to a ST or a PC. I
have saved files from a ST to the 8-bit drive using this cable. I guess
putting an ATR file on a 8-bit disk could be done.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1035. Diamond GOS V3

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-13 01:31:02 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <q70i6.107522$Tl3.21357754@typhoon.tampabay.rr.com>
Source record: 38756

Im selling My Diamond Cart Version 3 the Final version also called Super Diamond.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1214217096

There are screen shot of it working, Plus a small bonus
2 REEVE reports newletters..

1036. Re: Is Spartados still for sale, any links?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-13 01:43:57 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010212204357.12182.00000671@ng-ca1.aol.com>
Source record: 38757

You just missed quite a discussion here! Lance at Video 61 does as well as Bob Klaas (sp?). One or both will probably respond; all I have seen for Bob was an e-mail address.

You could check the archives at:
http://x42.deja.com/[ST_rn=if]/topics_if.xp?search=topic&group=comp.sys.atari.8bit&GRPP=943629942.1721892897&title=Related&query=atari

-Ron

Inform everyone that communications have completely broken down.

1037. Re: MyDOS Ramdisk.com available Myrd and Myrd2

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-13 01:47:36 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010212204736.12182.00000672@ng-ca1.aol.com>
Source record: 38758

I'm in! The mail is enroute.

>melee5@my-deja.com remarked:

> To give it a try yourself, just email me with the subject line of
> MyDOS and I'll attach a zipped, arced collection of both Myrd
> and Myrd2 with commented Mac/65 source and a readme to guide
> you in their use.

-Ron

Inform everyone that communications have completely broken down.

1038. Re: ATR to 1050?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-13 02:16:38 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010212211638.12182.00000673@ng-ca1.aol.com>
Source record: 38759

>"Craig Allen" CAA1@caa1.freeserve.co.uk asked:

>Can anybody please tell me if its possible to download the ATR files found
>on many websites and save these to a
>5 1/4 disk on a 1050 to later be loaded as any commercial title. I've
>managed to build a SI02PC cable and used it but there doesn't seem to be a
>way of doing the above.

When running the SIO2PC or APE software, it is just a matter of copying from one to the other. The DOS "J" Duplicate Disk is usually sufficient; often it can require a sector copier or MyDOS where you can force all of the sectors with the "(1-720)" option.

-Ron

Inform everyone that communications have completely broken down.

1039. 130xe 128k programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-13 02:56:30 UTC
From: Daniel Chartier <grimlock@yahoo.caNOSPAM>
Message-ID: <982032988.848580@news.aei.ca>
Source record: 38760

Hello.

Compute! once published a little article and program in its readers' letters section that told you how to directly access the extra 128k, and I'm not talking about the 16k bank swithching technique. Apparently, their program let you access a block of any size through a small machine-languare routine. Does anyone still have this article, and can they uploaded it to me. If you have a scanner, that would be the best method. Thanks!

Please email me at grimlock007@hotmail.com

If you reply to my yahoo address above, then remember to remove NOSPAM.

1040. Re: Silly idea with Commodore drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-13 04:54:45 UTC
From: nospam9212@aol.commune
Message-ID: <20010212235445.25887.00000613@ng-xc1.aol.com>
Source record: 38763

On 2/11/01 2:45 PM Eastern Standard Time, Mindfield
mindfield@badgers.emulationnet.com wrote...

>>I came up with a goofy idea. Hook the Commodore 1541 drive to the
>>joystick port. Treat it like a parallel drive like the way you can hook
>>the Commodore drive to the PC parallel port.
>>
>>Silly isn't it?
>
>Erm ... probably. Commodore 64s didn't use disk-based DOS; instead,
>DOS was built into the 1541 disk drives on a chip. Therefore,
>everything that went into driving the floppy was in the floppy itself.
>I doubt it'd work for any other system, even if you rewired the
>connection.

Hi...

I had to jump in here for a moment (I lurk here everyday)..

Actually... the fact that the 1541 (1571 1581, too) uses it's own 6502, ROM and RAM makes it easier to connect to any other system. The only coding needed is to send the commands and read the serial data. I used to do a lot of copy protection removal from 1541 disks and got a little familiar with the system, although this idea is a bit out of my league.

If anyone is interested... take a look at this website...

http://www.fairlight.to/tools/pc.html (look at "disk readers, porting, and network/servers")

... there are tons of cable-type serial interfacing systems kicking around for MSDOS<>1541 and some of the packages include the source code for the software. Maybe someone could port the software to Atari, hack a little hardware and get this idea to work. I know I'd use it... it'd be a round-about way to get stuff from a PC to an Atari. (think about it... download to a 1541 connected to your PC... then put same disk into a 1541 connected to your ATARI !!! hehehe... a 1541 as the "middleman" !!! I LOVE the idea !!! Of course... I have 7- 1541s 2-1571s and 2-1581s)

I use both Commodore and Atari computers along with my PCs and I have to admit... the Commodore guys are way out ahead in the "hardware/software upgrade" game. And don't forget... the JPEG viewer thing was actually written by a Commodore guy but hey, I don't want to take away anything from the person that did the Atari port, I applaud the undertaking, he obviously watchs what has been happening with the Commodores... I actually wish more of this went on so I could enjoy my Atari on the same level. I enjoy the flexible graphics capabilities of the Atari more... I just have no way of getting stuff TO my

Atati.

Come visit COMP.SYS.CBM and ask about the SUPERCPU (20mHZ add-on cpu), IDE64 (yep.. an IDE controller), SWIFTLINK/TURBO232 (fast serial cartridge), and someone has done a VGA hardware hack for a new C64 video output. We've had people connect webcams, bubblejet printers, additional ram, etc.. to C64's and there is a new web-browser called WAVE for the GEOS OS (which has been upgraded and called WHEELS).

(sigh... I can see it now... my C64 website is gonna become an C64/Atari website !!!)

Question ??? Why would the joystick port be used to do this, rather then the serial port ??? Anyone ??

(sorry if this post was rather long)

later...

-= Francis Yarra =-
fyarraATjunoDOTcom
http://members.aol.com/fyarra - My C64 website
http://members.aol.com/prsnl99 - My personal website

1041. Re: ANTIC & Compute Mags for trade. Anybody else collect these?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-13 05:07:51 UTC
From: Scott <scottm25@bigfoot.com>
Message-ID: <3a88c13c$0$35015$140ed662@news.tdin.com>
Source record: 38765
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

I still love leafing through my ANTIC collection. I've got every issue
and I'm damn proud of that! :-)

1042. Re: Anyone have Scram

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-13 05:08:36 UTC
From: Scott <scottm25@bigfoot.com>
Message-ID: <3a88c169$0$35015$140ed662@news.tdin.com>
Source record: 38764

In article <Pine.GSO.3.95.1001225223308.6998F-100000@mail2.wayne.edu>,
<ae2598@wayne.edu> wrote:

> Yes, that was one of the first "games" I got for my Atari. Really cool.
> Need it?
>
I need it! My copy is quite worn out.

1043. Re: Atari800Win and Atari800Win Plus

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-13 05:20:12 UTC
From: Scott <scottm25@bigfoot.com>
Message-ID: <3a88c421$0$35009$140ed662@news.tdin.com>
Source record: 38766

So where might one come across the 800Win Plus project? I'm intrigued!

1044. Re: Best graphics for an Atari 8-bit game

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-13 05:46:19 UTC
From: Scott <scottm25@bigfoot.com>
Message-ID: <3a88ca40$0$35013$140ed662@news.tdin.com>
Source record: 38767

In article <9581vl$3es$1@bob.news.rcn.net>, NX <nospam@nospam.com>
wrote:

> I've been trying to figure out exactly what the Atari 8-bit line's
> limitations were when it came to graphics. Seems that after the Atari 5200
> fizzled not many 8-bit games really pushed the envelope and then the ST came
> out and 8-bit development kinda stopped. The Lucas Arts games (Edilon,
> REscue on Frac. etc) were impressive examples of what the 8-bit line could
> do. Any others?
>
> Just wondering what people's opinions were on this one.
>
Well with a bit of display list wrangling you could get quite
impressive graphics out of the Atari if you tried. And it was a heck of
a lot easier than doing raster interrupts on teh C-64!

1045. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-13 06:22:23 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <zo4i6.144536$8V6.20690954@typhoon.tampabay.rr.com>
Source record: 38768

I worked for a Large Atari Dealer in the 80's here's the deal with Gunship
for the 8bit.
We got gunship for the C64 and we ordered the ST version, had them both is
stock for mail order. We bought so much stuff from EA and talked with Trip
at lease once a week, I had many Orders fro Gunship for the 8bit Atari in
back order that when Trip Called I asked him where's my order for Gunship he
then told me that it would not release it due to that Atari market being
85% Atari 800 with 48k, that a prototype 48k version had many drawbacks, and
to give a refund to orders allready paid.
I was unhappy with this cause my home computer was an XL, I did tell Trip
that 75% of our sale's where the 8bit Atari over both the C64 and ST.
He did come threw later with Mailorder Monsters, Racing Destruction set and
a few other.. oh Tomahawk was released by EA .
If anyone has the prototype or alpha please send me a copy..

Thanks..

"JTKirk (a.k.a. machf)" <no_me_j.j_t_kirk@geocities.com> wrote in message
news:t2j98tg6o9vhb5qbh31uuvdpg6t23nmm30@4ax.com...
> On Wed, 07 Feb 2001 13:26:57 +0000, Paul Irvine
<mclane.dellos@btinternet.com>
> wrote:
>
> >
> >Nope, never saw it in real or naughty form and I think I have seen an
> >awful lot of titles over the years. Having had a mega collection of
> >titles myself and worked for a major UK Atari dealer throughout the
> >8bits lifetime, reviewed for Atari User *and* had fairly good links
> >with the UK crackers of the time I really can't think what he had?
> >
> >Did you ever see it running on an 8bit Atari?
> >
> Yes, I did... that's why I said I'm sure it wasn't any other one.
> Tried it for a little while at his some too. And my cousin-in-law
> was with me that day, so he saw it too (but wasn't interested in
> it at that time, either).
> That friend was German. Maybe he got it in one of his travels?
>
> >I only ever saw it on the C64..
>
> --
> _____ ____---____ Marco Antonio Checa Funcke
> _____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
> _H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
> '-_____|(http://www.GeoCities.com/Hollywood/2645

>
> remove the "no_me_j." in front of the address when replying
>

1046. Re: Re: Atari800Win and Atari800Win Plus

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-13 11:04:10 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <tu4i8to2uj68441176a3clqg7n1780ta1o@4ax.com>
Source record: 38770

On Sat, 27 Jan 2001 15:33:19 GMT, dwebster@mediaone.net (Bishop)
drooled an embarassing wet spot in his lap as he typed:

>Wow, this is great, I didn't know about this Plus project, just
>downloaded it. The best thing is you can alter the color pallete, so
>finally I can play Star Raiders with the proper blue shields and stars
>instead of that awful green (uh oh, here we go again!).

I've actually never played it, either on a real Atari or emulated,
where the shields were green. It's always been blue to me... but
we've done that one to death. :-)

>I am constantly amazed with the excellence of these emulators.
>Imagine that my PIII is also an Atari VCS, Apple II, Atari 800, Atari
>ST and Amiga. It's like having the best of everything all in one box.
>My endless thanks to all who work on these.

Great, innit? I've always thought that was cool. My PC also has
about 40 other computers, 30 other consoles and thousands of arcade
units inside it. Not to mention virtual game-and-watch and other
pocket game simulators. :-) Definitely saves on desktop space... and
electricity. And I never have to fight with dodgy 5.25" floppies like
I was forever doing with the real 8-bit. :-)

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

1047. Re: Re: Atari800Win and Atari800Win Plus

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-13 11:09:29 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <k55i8tgme9nallb5b552be1hm338pj5ds7@4ax.com>
Source record: 38771

On Tue, 13 Feb 2001 00:20:12 -0500, Scott <scottm25@bigfoot.com>
drooled an embarassing wet spot in his lap as he typed:

>So where might one come across the 800Win Plus project? I'm intrigued!

You could patronize Tomasz' homepage at www.a800win.atari-area.prv.pl
and grab it from there. He's really done a spot on job with it, right
down to the emulation of 1050 load noises! (Turn the SIO patch off
for regular load speed) :-) (I think he only simulates the noise,
though. I remember Spy vs. Spy actually changed the way the noise
sounded during loading on a real A8, but under A800Win Plus the noise
just turns off)
--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

1048. Re: Re: Silly idea with Commodore drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-13 11:20:26 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <mg5i8tscfu3hr7qq4a2ap7l81e9s55ouum@4ax.com>
Source record: 38772

On 13 Feb 2001 04:54:45 GMT, nospam9212@aol.commune (Nospam9212)
drooled an embarassing wet spot in his lap as he typed:

>Hi...
>
>I had to jump in here for a moment (I lurk here everyday)..
>
>Actually... the fact that the 1541 (1571 1581, too) uses it's own 6502, ROM and
>RAM makes it easier to connect to any other system. The only coding needed is
>to send the commands and read the serial data. I used to do a lot of copy
>protection removal from 1541 disks and got a little familiar with the system,
>although this idea is a bit out of my league.

Hmm. This would require driver software to be written for the A8 in
order to be able to use it. (Along with a 15x1->SIO cable mod)

>If anyone is interested... take a look at this website...
>
>http://www.fairlight.to/tools/pc.html (look at "disk readers, porting, and
>network/servers")
>
>... there are tons of cable-type serial interfacing systems kicking around for
>MSDOS<>1541 and some of the packages include the source code for the software.
>Maybe someone could port the software to Atari, hack a little hardware and get
>this idea to work. I know I'd use it... it'd be a round-about way to get stuff
>from a PC to an Atari. (think about it... download to a 1541 connected to your
>PC... then put same disk into a 1541 connected to your ATARI !!! hehehe... a
>1541 as the "middleman" !!! I LOVE the idea !!! Of course... I have 7- 1541s
>2-1571s and 2-1581s)

I dunno; the 15x1 drives, even up to the 1581, were all quite slow.
(2400BPS stock, 4800 with fastload; I think the 1581 got up to 7200 or
something like that. Compare with the stock speed of 19.2kbps of a
1050, 38.4k of an XF551, or 57.6k of a doubled 1050) I'd rather use
the C= drive as the last step in transport so as to minimize the
amount of time required to transfer data from one place to the other.

>I use both Commodore and Atari computers along with my PCs and I have to
>admit... the Commodore guys are way out ahead in the "hardware/software
>upgrade" game. And don't forget... the JPEG viewer thing was actually written
>by a Commodore guy but hey, I don't want to take away anything from the person
>that did the Atari port, I applaud the undertaking, he obviously watchs what
>has been happening with the Commodores... I actually wish more of this went on
>so I could enjoy my Atari on the same level. I enjoy the flexible graphics
>capabilities of the Atari more... I just have no way of getting stuff TO my
>Atati.

>
>Come visit COMP.SYS.CBM and ask about the SUPERCPU (20mHZ add-on cpu), IDE64
>(yep.. an IDE controller), SWIFTLINK/TURBO232 (fast serial cartridge), and
>someone has done a VGA hardware hack for a new C64 video output. We've had
>people connect webcams, bubblejet printers, additional ram, etc.. to C64's and
>there is a new web-browser called WAVE for the GEOS OS (which has been upgraded
>and called WHEELS).

Intersting. I've played around with GEOS under emulators, and have to
admit it's quite nice. It certainly got turned into something that I
wish Diamond GOS was made into on the A8. Unfortunately Diamond never
really took off, which is a pity; the cheapness and ready availability
of Atari mice (and the fact that they were interchangable between the
A8 and Atari ST/TT/Falcon line) should have made a GUI a natural
progression in the Atari OS department.

I guess we all loved our SpartaDOS too much. Well, I did, anyway.
:-)

>(sigh... I can see it now... my C64 website is gonna become an C64/Atari
>website !!!)

Hey, can't we all just get along? :-) I remember C= and Atari users
fighting tooth and nail way back in the hey day. Now I can look back
at those days with an impartial perspective and realize that, hey,
both machines were pretty cool. I just still happen to prefer the
Atari. :-)

>Question ??? Why would the joystick port be used to do this, rather then the
>serial port ??? Anyone ??

Why not the SIO port? It's faster than both.

>
>(sorry if this post was rather long)
>
>later...
>
>
>-= Francis Yarra =-
>fyarraATjunoDOTcom
>http://members.aol.com/fyarra - My C64 website
>http://members.aol.com/prsnl99 - My personal website

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

1049. cool polish games!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-13 12:15:56 UTC
From: thomsen <twh1@gmx.de>
Message-ID: <799i8tccqtilrdb2e53ju9fi194i85ap3f@4ax.com>
Source record: 38773

Howdy *.*!

Just discovered some really nice games. Most of them are polish and
they have a quite good quality!

The one mean is "Fatum" ...

does any body has a complete list of 90's polish games?
-thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Business Computer Science
Technical University of Ilmenau

1050. WTB:EPROM programmer for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-13 12:32:05 UTC
From: "V. Longo" <vlongo@home.com>
Message-ID: <3A892AE0.EF3934AB@home.com>
Source record: 38774

I remember that there was something called Aprom, it fit in the right slot, and could burn carts. I'm building a standalone device that would greatly benefit from a cartridge-based system. If anyone has this device, or one similar to it, complete with the required software, and some samples of the EPROMS that it needs, I would be interested in purchasing it.

Thanks!

Vincent
vlongo@dppl.com

1051. Re: cool polish games!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-13 13:10:12 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3A893234.2277BF55@asw.cz>
Source record: 38775

thomsen wrote:

> does any body has a complete list of 90's polish games?

Incomplete list is here http://people.freenet.de/mrbacardi/ :-)

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

1052. ATR File extraction

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-13 13:33:37 UTC
From: thomsen <twh1@gmx.de>
Message-ID: <7sdi8t43pbdm79iitdol57k2j4n0oagrhu@4ax.com>
Source record: 38776

Howdy *.*!

I'm looking for a tool, what is capable to extract files out of an
.atr disk image...

Any solutions?
-thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Business Computer Science
Technical University of Ilmenau

1053. Re: ATR File extraction

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-13 14:12:44 UTC
From: Sven Gleich <sven.gleich@mb1.tu-chemnitz.de>
Message-ID: <3A8940DC.87F157DC@mb1.tu-chemnitz.de>
Source record: 38777

```
> I'm looking for a tool, what is capable to extract files out of an
> .atr disk image...
Atari 8-bit Disk Image Utility Ver 1.13 by Ken Siders. (ATRUtil)
http://home.columbus.rr.com/ksiders/atari.htm

greetz, sven.
ps. hallo ilmenau!!
--
=====================================================
Sven Gleich (http://www.tu-chemnitz.de/~sgl)
mailto:sven.gleich@mb1.tu-chemnitz.de (until 2ooo)
Atari XL/XE: http://www.tu-chemnitz.de/~sgl/atari
-----------------------------------------------------
[OL] Wir gehen den langen Weg zwischen Wiege und Grab
allein. Aber unsere Reise durch das Leben wird nicht
von blindem Zufall bestimmt, wir selbst sind durch die
Entscheidungen, die wir treffen, dafï¿½r verantwortlich.
=====================================================
```

1054. Re: ATR File extraction

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-13 14:22:07 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3A89430F.BA92F134@asw.cz>
Source record: 38780

thomsen wrote:
> I'm looking for a tool, what is capable to extract files out of an
> .atr disk image...
>
> Any solutions?

If you prefer command line, I've got such utilities on my homepage (and
they can extract from DCM/ATR/XFD/SCP, even from invalid ones).

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

1055. Re: Floppy Board

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-13 14:27:53 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <96bg99qmm1@nets3.rz.RWTH-Aachen.DE>
Source record: 38778

Howdy David, folks

> Does anyone have a Black Box with a Floppy board installed that they
> have successfully used a standard 3.5 floppy drive with?

I'm even successfully using two 3.5" mechs and a 5.25" mech from an
XF551 with my FloppyBoard.

> The BB "recognizes" a drive is there but I can't format, read, or
> write to the drive. I have tried 3 drives to no avail. I put the
ribbon
> cable together as described in the manual. It looks good. I've tried
> all the jumper settings on the drive, all of the device settings on
> the BB (i.e., D0, D1, etc.) but all I can get out of the BB Floppy
> formatter is 'Write Protected or Bad Disk'. I've tried disks that
> were already formatted with a PC, out of the box new disks, old
> disks, black disks, grey ones, etc.

> Oh yeah, I did check the disks. They were not write protected.

If the BB recognises the drive, the cable should be OK. Did you set DIP
switch number 2 on the BlackBox to OFF? Are there 5.25" drives on the
same cable? If yes, before or after the 3.5" drive? Have you checked
out the 'Floppy Board Drive Parameters'? Are you sure each floppy drive
has a different ID (the settings on the drive)?

Do both connectors (between FB and BB) make good contact? I believe CSS
sends everybody these zip-tie's or whatever they are called to keep both
fermly together. (I replaced the previously unused connector with one
that has longer pins, put an extra precision socket in the socket where
a chip used to be and am using nylon screws und bushings to keep the FB
and BB at the perfect distance.)

You say you have tried three drives? Are they all the same brand or a
mix? I'm using TEAC's and they work fine.

You're not trying to use 720kB drives on 1.44 MB disk, are you? Maybe
it's on the drive, but if it isn't, 1.44 MB drives have a small switch
just behind the door. If you push the door open using a pen or a ruler,
you should see a pin on the lower right side just behind the door.

CU Mathy van Nisselroy

1056. Re: ATR File extraction

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-13 14:32:09 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <96bgh9qmm2@nets3.rz.RWTH-Aachen.DE>
Source record: 38779

Hello folks

>> I'm looking for a tool, what is capable to extract files out of an
>> .atr disk image...

>Atari 8-bit Disk Image Utility Ver 1.13 by Ken Siders. (ATRUtil)
>http://home.columbus.rr.com/ksiders/atari.htm

Or try diskformer on the same site if you want/have to do it on the 8 bit
Atari.

CU Mathy van Nisselroy

1057. Re: ATR File extraction

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-13 15:18:43 UTC
From: thomsen <twh1@gmx.de>
Message-ID: <02ki8t06qtiors30l2met6otcedvp6lluc@4ax.com>
Source record: 38781

On Tue, 13 Feb 2001 15:12:44 +0100, Sven Gleich
<sven.gleich@mb1.tu-chemnitz.de> wrote:

>> I'm looking for a tool, what is capable to extract files out of an
>> .atr disk image...
>Atari 8-bit Disk Image Utility Ver 1.13 by Ken Siders. (ATRUtil)
>http://home.columbus.rr.com/ksiders/atari.htm

many thanks!!

>greetz, sven.
>ps. hallo ilmenau!!
yeah, grï¿½ï¿½e nach Chemnitz :-)
-thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Business Computer Science
Technical University of Ilmenau

1058. Atari Software For Sale

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-13 16:36:55 UTC
From: John Thackeray <john@tradeinpost.com>
Message-ID: <96bnpvack1@uranium.btinternet.com>
Source record: 38782
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Atari Software For Sale
John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
01952 462135
john@tradeinpost.com
www.tradeinpost.com

1059. Re: cool polish games!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-13 16:42:10 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <Qydi6.6746$xT3.131785@news1.oke.nextra.no>
Source record: 38783

Anywhere to buy them ?

"Jindrich Kubec" <kubecj@asw.cz> wrote in message
news:3A893234.2277BF55@asw.cz...
> thomsen wrote:
>
> > does any body has a complete list of 90's polish games?
>
> Incomplete list is here http://people.freenet.de/mrbacardi/ :-)
>
> --
> Jindroush <kubecj@asw.cz>
> See http://www.asw.cz/~kubecj for Atari 8bit utils!

1060. Speed King cover by Mastertronic

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-13 16:51:15 UTC
From: "Mr.Bacardi" <mr.bacardi@freenet.de>
Message-ID: <3A896602.6AB0EF97@freenet.de>
Source record: 38702

Hi !
I'm looking for a package-scan of "Speed King" and "Dropzone".
Both games were released by Mastertronic. (Dropzone is a re-release).
Please send them to me and my "unofficial Mastertronic archive" will be
complete !

Bye,
- Mr.Bacardi -

http://people.freenet.de/mrbacardi/

1061. Atari 800 512K RAM Card w/Battery Backup

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-13 16:57:05 UTC
From: Bob Hays <bobh@bobhays.com>
Message-ID: <BHdi6.120666$P5.2669171@news1.rdc1.il.home.com>
Source record: 38784

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1213748235

1062. Re: black box questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-13 18:54:34 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <982091634.13708.0.pluto.d4ee0f47@news.demon.nl>
Source record: 38785

> >Looks like I'll have to give Bob a call on Monday and see if he'll sell
> >me one.
>
> Hope you haven't called him yet.
> Ask him for a ROM upgrade. 1.34 is limited.

Yeah try to get version 2.16 (+Floppyboard & Enhancer) or 1.41

Does anybody know if 2.16 was the last version or was there a newer release
of this ROM?

TXG

1063. Re: ATR to 1050?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-13 19:52:09 UTC
From: Craig Allen <CAA1@caa1.freeserve.co.uk>
Message-ID: <96c356$r2l$1@newsg1.svr.pol.co.uk>
Source record: 38786

Many thanks for all you help I seem to have mastered it now. Simple when you know how.

Craig

"Craig Allen" <CAA1@caa1.freeserve.co.uk> wrote in message news:967cnc$1db$1@newsg2.svr.pol.co.uk...
> Can anybody please tell me if its possible to download the ATR files found
> on many websites and save these to a
> 5 1/4 disk on a 1050 to later be loaded as any commercial title. I've
> managed to build a SI02PC cable and used it but there doesn't seem to be a
> way of doing the above.
>
> Any help much appreciated
>
> Craig.
>
>
>
>
>
>
>

1064. Mercenary - Anybody have any maps or tips ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-13 21:07:25 UTC
From: Richard Smith <rsmith@NOSPAMplaneteer.com>
Message-ID: <0mhi6.3176$D3.14969@tor-nn1.netcom.ca>
Source record: 38787

Just wondering if anybody has any maps or tips for Mercenary ?

Thanks,

Richard
--
Please remove the "NOSPAM" from my address if replying via email.

1065. Diamond V3.0 on Ebay...

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-13 21:13:23 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <Trhi6.109151$Tl3.22136128@typhoon.tampabay.rr.com>
Source record: 38788

Im auctioning off My Diamond Cart V3.0

Take a Peek, there screen shots

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1214217096

1066. Re: Atari800Win and Atari800Win Plus

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-13 21:55:19 UTC
From: Scott <scottm25@bigfoot.com>
Message-ID: <3a89ad49$0$30013$140ed662@news.tdin.com>
Source record: 38789

In article <k55i8tgme9nallb5b552be1hm338pj5ds7@4ax.com>, Mindfield
<mindfield@badgers.emulationnet.com> wrote:

> On Tue, 13 Feb 2001 00:20:12 -0500, Scott <scottm25@bigfoot.com>
> drooled an embarassing wet spot in his lap as he typed:
>
> >So where might one come across the 800Win Plus project? I'm intrigued!
>
> You could patronize Tomasz' homepage at www.a800win.atari-area.prv.pl
> and grab it from there. He's really done a spot on job with it, right
> down to the emulation of 1050 load noises! (Turn the SIO patch off
> for regular load speed) :-) (I think he only simulates the noise,
> though. I remember Spy vs. Spy actually changed the way the noise
> sounded during loading on a real A8, but under A800Win Plus the noise
> just turns off)
>
Oh this thing is just TOO cool! :-)

1067. Re: ANTIC & Compute Mags for trade. Anybody else collect these?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-13 22:46:10 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010213174610.12228.00000382@ng-ft1.aol.com>
Source record: 38790

> Scott scottm25@bigfoot.com

>I've got every issue and I'm damn proud of that!

Absolutely; still digging tips from all of the Analogs except the 1st eleven
plus a lot of Compute!'s.

-Ron

Inform everyone that communications have completely broken down.

1068. Re: Mercenary - Anybody have any maps or tips ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 00:55:51 UTC
From: Jurgen Steinert <jurgen@southwest.com.au>
Message-ID: <qklj8t0mtcd45blpltuqdtm82ku20mvcp3@4ax.com>
Source record: 38791

On Tue, 13 Feb 2001 16:07:25 -0500, "Richard Smith"
<rsmith@NOSPAMplaneteer.com> wrote:

>Just wondering if anybody has any maps or tips for Mercenary ?

Ahhh, an excellent game completed many moons ago :)

There are multiple ways to end the game which is neat.

One thing that sticks in my mind is that if you pick up the kittchen
sink, you can carry as many objects as you like...

1069. Re: Floppy Board

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 01:45:39 UTC
From: "David\\Julie Wilson" <cybrslider@home.com>
Message-ID: <7rli6.72820$bb.1089808@news1.rdc1.tx.home.com>
Source record: 38792

Hi Mathy,

>
> If the BB recognises the drive, the cable should be OK. Did you set DIP
> switch number 2 on the BlackBox to OFF? Are there 5.25" drives on the
> same cable? If yes, before or after the 3.5" drive? Have you checked
> out the 'Floppy Board Drive Parameters'? Are you sure each floppy drive
> has a different ID (the settings on the drive)?

Dip switch 2 is off. There is only one drive, the 3.5". I tried all the
jumper settings on the drives with all 4 of the drive id's in the floppy
board drive parameters.

> Do both connectors (between FB and BB) make good contact? I believe CSS
> sends everybody these zip-tie's or whatever they are called to keep both
> fermly together. (I replaced the previously unused connector with one
> that has longer pins, put an extra precision socket in the socket where
> a chip used to be and am using nylon screws und bushings to keep the FB
> and BB at the perfect distance.)

CSS installed the FB for me, so it came with the zip-ties.

>
> You say you have tried three drives? Are they all the same brand or a
> mix? I'm using TEAC's and they work fine.

They are three different drives, a Panasonic, an Epson, and a Sony.

>
> You're not trying to use 720kB drives on 1.44 MB disk, are you? Maybe
> it's on the drive, but if it isn't, 1.44 MB drives have a small switch
> just behind the door. If you push the door open using a pen or a ruler,
> you should see a pin on the lower right side just behind the door.

No, all three are 1.44mb drives.

Thanks
David

>

1070. Re: cool polish games!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 02:28:04 UTC
From: DCM01@USA.NET
Message-ID: <3a89ec9e.3737307@news.CIS.DFN.DE>
Source record: 38793

On Tue, 13 Feb 2001 13:15:56 +0100, thomsen <twh1@gmx.de> wrote:

>Just discovered some really nice games. Most of them are polish and
>they have a quite good quality!
>
>The one mean is "Fatum" ...

Barahir and Amaurote "Game over Arachnus Destroyed" are rather awesome
too. The language barrier is causing me fits in Barahir.

1071. Re: cool polish games!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 02:55:56 UTC
From: DCM01@USA.NET
Message-ID: <3a89f38c.5511369@news.CIS.DFN.DE>
Source record: 38794

On Tue, 13 Feb 2001 14:10:12 +0100, Jindrich Kubec <kubecj@asw.cz>
wrote:

>thomsen wrote:
>
>> does any body has a complete list of 90's polish games?
>
>Incomplete list is here http://people.freenet.de/mrbacardi/ :-)

Gosh, what an incredible website Mr. Bacardi has.

1072. Re: Re: Silly idea with Commodore drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 03:01:23 UTC
From: nospam9212@aol.commune
Message-ID: <20010213220123.25922.00000883@ng-xc1.aol.com>
Source record: 38795

On 2/13/01 6:20 AM Eastern Standard Time, Mindfield
mindfield@badgers.emulationnet.com wrote...

>>The only coding needed
>>is to send the commands and read the serial data.
>
>Hmm. This would require driver software to be written for the A8 in
>order to be able to use it. (Along with a 15x1->SIO cable mod)

Right... should be possible, no ??

>>If anyone is interested... take a look at this website...
>>
>>http://www.fairlight.to/tools/pc.html

I thought maybe the C64 tools at FAIRLIGHT might "inspire" sombody !!

>I dunno; the 15x1 drives, even up to the 1581, were all quite slow.

Ok.. they were slow... but this shouldn't be a deterent if anyone wants to take
a try at this.
Actually... their are some quite fast cartridge based loaders for the C64... my
Datel Action Replay is about the fastest. and there is JiffyDOS rom chip
replacement. I have a "dump" of the AR cartridge so it could be "reverse
engineered"... but now we're probably getting to complicated.

>the C= drive as the last step in transport so as to minimize the
>amount of time required to transfer data from one place to the other.

I think speed is a matter of semantics... as long as it worked I'd be happy, me
being both a C64 and Atari user.

>>there is a new web-browser called WAVE for the GEOS OS (which has been
>upgraded and called WHEELS).
>
>Intersting. I've played around with GEOS under emulators, and have to
>admit it's quite nice.

GEOS (WHEELS) with a SuperCPU, a Creative Micro Design hard-drive (or IDE64),
JiffyDOS dos extender/fastloader and expanded ram would be the ultimate C=
setup.

>>(sigh... I can see it now... my C64 website is gonna become an C64/Atari
>>website !!!)
>
>Hey, can't we all just get along? :-) I remember C= and Atari users
>fighting tooth and nail way back in the hey day.

I've always had both, so I stayed neutral !!! :) When you start programming them both in assembler... you find they aren't very different. (but display lists on the ATARI 8bits are WAY easier to understand than raster interrupts on the C64 8bits !!!)

I will always remember my C64/Atari days as the fondest of memories !!! Cracking copy-protection, writing trainers, swapping disks, calling the BBSs, "the scene"... today's users have no idea what is was like !!! Kinda makes ya yearn for 1986 !!!! :)

>>Question ??? Why would the joystick port be used to do this, rather then the
>>serial port ??? Anyone ??
>
>Why not the SIO port? It's faster than both.

Sorry... my mistake... that is what I meant to imply.

I'd really be impressed if this idea got launched. I'd be willing to do anything I could to make it easier but my coding in 6502 is as rusty as it can get and not just fade away altogether. I never really got into the issues of timing the read pulses needed for such an undertaking. I see no reason it can't be done... there is a cable and software to read cross-platform drives on both the Atari and the C64... so there are programmers who understand this stuff...

Anyone willing to give it a shot ?? maybe I'll go over to the C64 group and beg over there too !!!

later...

-= Francis Yarra =-
fyarraATjunoDOTcom
http://members.aol.com/fyarra - My C64 website
http://members.aol.com/prsnl99 - My personal website

1073. 65xe keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 03:36:27 UTC
From: Luis Vasquez <luisv@mediaone.net>
Message-ID: <%2ni6.8649$_D.428357@typhoon.we.rr.com>
Source record: 38796

Today I turned on my 65XE, and the keyboard letters J K Spacebar and Help didn't register. I push them and nothing happens. It's been working before, I use it about once a month, it's not fresh out of an attic or anything. Does anybody know of any ways to find out what the problem could be? Are 65XEs known to have unrealible keyboards or chips or something? Thanks!

1074. Re: 130xe 128k programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 03:44:32 UTC
From: Daniel Chartier <grimlock@yahoo.caNOSPAM>
Message-ID: <982122272.882634@news.aei.ca>
Source record: 38697

Hello Russg.

I have the Antic article Bill Wilkinson wrote for Antic, and it is a very good one. But the computer article was much more flexible. I'll check the school library. IF I find it, I'll scan it and post it up here for future reference.

Russ Gilbert <russg@en.com> wrote in message news:3a88b2e4$0$1511$53a6afc1@news.erinet.com...
> I'm not real strong on bank-switching. But I don't think you can
> access more than a single 16k bank at once. The extra 64k can't
> be seen as a single block, which seems to be what you're saying.
> Well, hope someone has the Compute article you're looking for.
> There are articles on bank-switching in Antic, which is indexed
> on the web and easier to find than Compute articles, especially just
> a reader's letter.
> No help. Just commenting.
> Russg
>
>

1075. RTime8 FS

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 04:18:15 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <96d0u7rbh1@mohawk.hwcn.org>
Source record: 38699

Anyone here interested in an RTime 8 cart in which the battery has gone south and needs replacing?

Let me know in email. Im looking for about 20 dollars US.

1076. FS: Atari 1040, Publications & Software

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 04:18:49 UTC
From: "Mark H. Kusz" <mark_kusz@yahoo.com>
Message-ID: <JGni6.10392$Nj5.633470@bgtnsc07-news.ops.worldnet.att.net>
Source record: 38698

Buyer pays all shipping & insurance costs. Prices in U.S. funds.

HARDWARE
Atari 1040 Recorder $8.00

PUBLICATIONS
Analog Computing Nos. 13,18,19,20,21,29,29,33,40,46,51 $2.00/ea.
Antic Vol.1, Nos. 1,2,3,4,5,6 $2.00/ea.
Antic Vol.2, Nos. 1,2,3,4,5,6,7,8,9,12 $1.00/ea.
Antic Vol.3, Nos. 1,2,3,4,4,5,5,6,7,8,9 $1.00/ea.
Antic Vol.4, Nos. 1,2,3,5,7,8,8 $1.00/ea.
Antic Vol.8, Nos. 2,6,7 $1.00/ea.
Antic Vol.9, Nos.1,2 $1.00/ea.
APX Product Catalog - 1982-83 Winter $1.00
APX Product Catalog - 1983 Fall $1.00
APX Product Catalog - 1983 Spring $1.00
APX Product Catalog - 1983 Summer $1.00
Atari Astroids Cart. Manual $3.00
Atari AtariWriter Cart. Manual & Quick Reference Card $5.00
Atari Basic Quick Reference Guide by John Wiley & Sons $3.00
Atari DOS 3 Intro & Ref. Manuals $5.00
Computer Gaming World Vol. 5.3 $1.00
M.A.C.E. Journal Vol.2, No.11 $1.00
M.A.C.E. Journal Vol.3, No. 4 $1.00
M.A.C.E. Journal Vol.3, No. 5 $1.00
M.A.C.E. Journal Vol.3, No. 8 $1.00
M.A.C.E. Journal Vol.5, No. 8 $1.00
M.A.C.E. Journal Vol.6, No. 6 $1.00
Softside Magazine #35, #40, #42, #45, #46 $2.00/ea.
Today: The Videotex/Computer Magazine 12/1983 $0.50

SOFTWARE
Analog Movie Themes Cassette (requires Atari Music Composer) $1.00
APX Player Piano Cassette $3.00
APX Three Holiday Games Cassette (w/manual) $3.00
Atari BASIC Cart. $2.00
Atari Bug Hunt Cart. $3.00
Atari Centipede Cart. $3.00
Atari E.T. Phone Home Cart. (unopened) $4.00
Atari Eastern Front (1941) Cart. $4.00
Atari Graph It Cassettes (w/manual) $5.00
Atari Music Composer Cart. (w/manual) $5.00
Atari Pac-Man Cart. $3.00
Atari Star Raiders Cart. (w/box) $3.50
Atari Super Breakout Cart. $3.00

Atari Writing Programs One/Two Cassette $1.00
Avalon Hill Bomber Attack Cassette $1.00
Broderbund Stellar Shuttle $3.00
EA One On One Cart. $5.00
EA One On One Disk (w/manual) $7.00
Epyx Morloc's Tower Cassette $1.00
Softside Issue #35 Cassette w/Hopper & Saucer Formation $1.00
Softside Issue #40 Cassette w/Mini-Golf, Volcano Island & more $1.00
Softside Issue #41 Cassette w/Poker Squares, Atlantis & more $1.00
Softside Issue #42 Cassette w/Microtext 2.0, Arabian Nights & more $1.00
Sublogic Flight Simulator II Disk (w/manuals & box) $10.00

1077. Re: cool polish games!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 06:32:28 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3A8A267C.B90D66F@asw.cz>
Source record: 38700

Vidar \"Hawk\" Olavesen wrote:
>
> Anywhere to buy them ?

There is the mention on the site, that LK Avalon is still selling the
games. See games/LK avalon, bottom of page.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

1078. Migraph handheld scanner on an 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 09:42:47 UTC
From: chainsaw11 <chainsaw11@zdnetmail.com>
Message-ID: <MPG.14f3f2f59d1ba498989681@news.swbell.net>
Source record: 38701

Okay, time for my stupid question of the week. I've got a Migraph handheld scanner, I think 400dpi with it's software 'touch up'. I was wondering since this uses the cart slot on an ST could it be adapted with little or no difficulty to an 800XL? The slots are different but maybe the pinouts not so? I know the software won't work, though. Mo

1079. Re: 65xe keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 11:12:46 UTC
From: Jon-paul <pockets@cix.co.uk>
Message-ID: <96dp0k$su3$1@plutonium.compulink.co.uk>
Source record: 38703

If its like mine there is a folded membrane under the keys.

Open it up, unfold the membrane then fold it again along the crease. Then re-assemble

It certainly worked when my one started playing up key wise. I think its just an age thing. You may want to think about geting replacement parts from one of those USA shops that do them.

Luis Vasquez <luisv@mediaone.net> wrote in message news:%2ni6.8649$_D.428357@typhoon.we.rr.com...
> Today I turned on my 65XE, and the keyboard letters J K Spacebar and Help
> didn't register. I push them and nothing happens. It's been working
> before, I use it about once a month, it's not fresh out of an attic or
> anything. Does anybody know of any ways to find out what the problem could
> be? Are 65XEs known to have unrealible keyboards or chips or something?
> Thanks!
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.230 / Virus Database: 111 - Release Date: 25/01/01

1080. Re: Floppy Board

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 11:53:37 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <96drk1$e0n$1@nets3.rz.RWTH-Aachen.DE>
Source record: 38704

Howdy David

Sorry, but the only thing I can advise you to do is contact Bob Puff via css@nleaudio.com or to call him. The phonenumber should be on the doc's you got.

I managed to fry the PIA on my BB and he talked me thrue on the phone untill I found the problem.

CU Mathy van Nisselroy

1081. Re: black box questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 11:57:08 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <96drqk$e0n$2@nets3.rz.RWTH-Aachen.DE>
Source record: 38705

Howdy Rene, folks

>Does anybody know if 2.16 was the last version or was there a newer release
>of this ROM?

When Matthias Belitz upgraded his BB last year, 2.16 was the latest. And since
Bob's time is taken up by other things, he has no time to upgrade or debug
software. :-(

CU Mathy van Nisselroy

1082. Re: USB SIO2PC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 12:06:15 UTC
From: "Timothy A. Seufert" <tas@mindspring.noUCE.com>
Message-ID: <tas-376D94.04061514022001@news.mindspring.com>
Source record: 38706

In article <95rd7akhk1@nets3.rz.RWTH-Aachen.DE>,
nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:

> Howdy folks
>
> >Matthias Belitz <Matthias.Belitz@gmx.net> wrote:
> >>[usb to a8]
> >>So the interface must provide "some intelligence" - I don't know, if
> >>one could handle that without the use of special usb-protocol chips.
> >>And
> >>if I remember correctly, they were not commonly available.
> >
> >You could look at some of those USB->Serial adapters and see what kind
> >of
> >intelligence is in them.
> >
> >This would almost be a worthwhile project, except I think the cost would
> >not make it worth it.
>
> Or somebody could develope a USB interface for the Atari 8 bit. This way
> you
> don't need an APE or SIO2PC cable. Just a USB2USB cable. Which can be
> had
> everywhere.

That's actually much less likely to happen than a USB SIO interface --
it's much more difficult to get the Atari 8-bit to be a USB host than a
USB device, because USB depends far too much on the host being a 32-bit
computer with a much larger address space than 64KB.

To get down to specifics, all standard USB host controller ICs are PCI
devices. Thus the direct approach would amount to interfacing the Atari
8-bit to PCI, which is not a simple proposition as PCI is a 32-bit bus
with a 32-bit address space. The indirect approach is to roll custom
USB controller logic (probably in a FPGA) and line driver circuits, but
this would be a lot of work.

Getting USB drivers working on an Atari would also be a problem.

USB to SIO peripherals are quite straightforward to do. It's also
possible to do a high speed interface to that parallel bus on the back
of 800XLs which I forget the name of.

For example, Cypress Semiconductor sells a line of flexible USB
peripheral chips called "EZUSB" which consist of a microcontroller (8051
or some kind of custom lightweight RISC in some of the lowend chips),

USB circuitry, and USB communication code. The chip typically has general purpose I/O lines, a serial port or two, and so forth (how much I/O depends on which variant you get). One of the 8051 EZUSB chips would be perfect for SIO; you just write 8051 code to make the chip into a SIO to USB interface device, connect the SIO bus to the EZUSB's serial port, and away you go.

-- Tim
To mail me unsolicited advertisements: Move to Siberia. Wait until I say it's OK to send. Everybody else, remove "noUCE." from my address.

1083. Re: Silly idea with Commodore drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 12:07:10 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <96dsde$e0n$3@nets3.rz.RWTH-Aachen.DE>
Source record: 38707

Howdy Francis, folks

>Come visit COMP.SYS.CBM and ask about the SUPERCPU (20mHZ add-on cpu), IDE64
>(yep.. an IDE controller), SWIFTLINK/TURBO232 (fast serial cartridge), and
>someone has done a VGA hardware hack for a new C64 video output. We've had
>people connect webcams, bubblejet printers, additional ram, etc.. to C64's and
>there is a new web-browser called WAVE for the GEOS OS (which has been
upgraded
>and called WHEELS).

I've been there and I am amazed. We do have IDE and SCSI and memory upgrades
too. Do you know more about this video upgrade Jerri Elsworth is working on?
It seems to be a VERY nice project. 24 bit graphics. Drool, drool, drool.

CU Mathy van Nisselroy

1084. Re: MyDOS Ramdisk.com available Myrd and Myrd2

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 12:14:56 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <96dss0$e0n$4@nets3.rz.RWTH-Aachen.DE>
Source record: 38708

Howdy Ron, Lee, folks

Just wanted to tell everybody to try it out. This is a promissing project.

CU Mathy van Nisselroy

>I'm in! The mail is enroute.
>
>>melee5@my-deja.com remarked:
>
>> To give it a try yourself, just email me with the subject line of
>> MyDOS and I'll attach a zipped, arced collection of both Myrd
>> and Myrd2 with commented Mac/65 source and a readme to guide
>> you in their use.
>
>-Ron
>
>Inform everyone that communications have completely broken down.

1085. Re: 65xe keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 12:25:16 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <96dtfc$e0n$5@nets3.rz.RWTH-Aachen.DE>
Source record: 38709

Howdy Luis, Jon-Paul, folks

>It certainly worked when my one started playing up key wise. I think its
>just an age thing. You may want to think about geting replacement parts from
>one of those USA shops that do them.

That would be Best Electronics at www.best-electronics-ca.com.
There are two kinds of keyboard mylars (the plastic sheet). The one layer and the two layer. Make sure you order the right one if you do (the cost 22 US dollars each. OUCH!) but they do work fine. The single layer mylar Best sells is especially made for Best. On the double layer mylar, there is a thin layer of plastic between the folded mylar. DO THROW THAT ONE AWAY!!! You'll need it with the new mylar.

CU Mathy van Nisselroy

PS if you can efford it, get their Catalog too. It's practically an Atari Encyclopidia.

1086. Re: RTime8 FS

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 12:27:46 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <96dtk2$e0n$6@nets3.rz.RWTH-Aachen.DE>
Source record: 38710

Howdy William

>Anyone here interested in an RTime 8 cart in which the battery has gone
>south and needs replacing?
>
>Let me know in email. Im looking for about 20 dollars US.

If you'll take 10 dollars US, we'ld have a deal.

CU Mathy van Nisselroy

1087. Re: Is Spartados still for sale, any links?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 13:35:19 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a8ace24$0$1514$53a6afc1@news.erinet.com>
Source record: 38717

I blabbed on but didin't give you a link.
ftp.spudster.org under utilities/DOS//SpartaDOS, you can find
FTE32G.ARC. I'm not sure it is a boot image, tho, which you'd need
to make a SpartaDOS disk that would boot. I guess it is a DCM
or SCOPY file, don't remember. .... I just checked, it is a SCOPY
(.scp) file, which leaves you up the creek, because you don't have
a SpartaDOS boot disk to run SCOPY from. Well, it's there, but
I'm not sure how you can make a boot disk out of it.
RUSSG

1088. Re: Is Spartados still for sale, any links?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 13:38:43 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a8aceee$0$1521$53a6afc1@news.erinet.com>
Source record: 38718

(Still blabbing).
Ok, at the same site (ftp.spudster.org under CTH/utilties/DOS/SpartaDOS,
theres a .DCM file of fte32f.dcm. Get that and then you can run
Bob Puff Disk communicator to un-dcm it to a boot disk, then you
can do the SCOPY of the fte32g.scp. But I ramble. You do have
DCM32 (disk communicator) don't you?
RUSSG

1089. Re: problems with atari 800win plus 2.7&2.7b

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 13:52:04 UTC
From: Piotr Fusik <fox@scene.pl>
Message-ID: <96e2gp$kh6$1@news.tpi.pl>
Source record: 38711

> Having just used both a800win 2.7 & 2.7b, I am having a prob with the
> roms, If I boot without an image (disk) and basic is disabled, and i
> select memory test from the self test screen, everything is ok, but if
> i then install or load in a disk image, and later cold or warm boot the
> emulator it will jump to self test, and if you run the mem test the rom
> shows up as red (bad rom), I got the roms (xl,osb,5200 etc) from the
> links in david firths site (programmer of a800win), is there any reason
> for this or am i doing something or, or is there a bug in a800win that
> prevents the roms workinmg properly, I am also having a problem in
> using the omnimon rom image and qmeg rom images in a800win 2.7b
How is 'Allow ROM patches' in the 'Atari Settings' set? If it's on, it's
normal that Memory Test shows ROMs red.
It seems you have a bad or not-booting image. Or the software you try to run
detects you'd chosen wrong settings and goes to Self Test. Or you have a
cartridge installed. Or you have bad ROM dumps (but in that case you should
receive a warning when setting these ROMs up).
BTW. David Firth is the author of Atari800, not the Atari800Win.

Bye,
Piotr

1090. Silly idea with Commodore drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 14:10:26 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000260c3@fmlynet.org>
Source record: 38598

FamilyNet Newsgate

> From: danaeckel@my-deja.com
> I came up with a goofy idea. Hook the Commodore 1541 drive to the joystick
> port. Treat it like a parallel drive like the way you can hook the Commodore
> drive to the PC parallel port.
> Silly isn't it?
> Sent via Deja.com
> http://www.deja.com/

Cool... an added drive via joystick ports? I'm all for it! ;)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1091. Re: Mercenary - Anybody have any maps or tips ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 14:10:49 UTC
From: Pockets <pockets@DUMMYcix.co.uk>
Message-ID: <96e3ld$4rv$1@plutonium.compulink.co.uk>
Source record: 38712

Not any more I'm afraid

However if anyone has the compendium? that came with maps and added info which was a serious bonus to playing. Not spoilers to the game though, but gave a better idea of what was where and the partial layout of some of the complexes.

Is there an online scan of theres anywhere?

If not pick up the compendium version for just about any machine.

"Richard Smith" <rsmith@NOSPAMplaneteer.com> wrote in message news:0mhi6.3176$D3.14969@tor-nn1.netcom.ca...
> Just wondering if anybody has any maps or tips for Mercenary ?
>
> Thanks,
>
> Richard
> --
> Please remove the "NOSPAM" from my address if replying via email.
>
>

1092. Re: Mercenary - Anybody have any maps or tips ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 14:56:26 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3A8A9C9A.C8F929B2@asw.cz>
Source record: 38713

Hi!

i've got a map, but it's not scanned, puzzling and in czech language
anyway :-)))))

But, as you are talking about Mercenary:
1) What is Compendium?
2) What is Second City?
3) Anybody has ATR of Second City running on real hw thru Ape?

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

1093. Re: Atari 800 512K RAM Card w/Battery Backup

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 15:59:30 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1010214105852.25988H-100000@mail2.wayne.edu>
Source record: 38714

Looks cool, too bad its gone! Were the instructions for this ever
published? Who actually designed it?

On Tue, 13 Feb 2001, Bob Hays wrote:

> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1213748235
>
>
>
>
>
>

1094. convert binary (exe or com) to cartridge format any easy way?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 18:07:43 UTC
From: tom@mindwarped.com
Message-ID: <Xns90488D0EBtommindwarpedcom@207.126.101.97>
Source record: 38715

is there any easy way? 8k or 16k games I'm don't really want to worry about anything bigger yet until I understand the smaller ones.

I have found a PC until that will convert a rom-cart image to a binary but not the other way around

1095. Re: convert binary (exe or com) to cartridge format any easy way?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 18:29:28 UTC
From: tom@mindwarped.com
Message-ID: <Xns90488FEA9tommindwarpedcom@207.126.101.97>
Source record: 38716

tom@mindwarped.com (Tom Martin) wrote in
<Xns90488D0EBtommindwarpedcom@207.126.101.97>:

>is there any easy way? 8k or 16k games I'm don't really want to worry
>about anything bigger yet until I understand the smaller ones.
>
>I have found a PC until that will convert a rom-cart image to a binary
>but not the other way around
>

Might have answered my own question SORTA. here is what I did

loaded ATLANTIS.COM 8332 bytes into Atari800Win.exe
started the monitor
then wrote memory address $A000-$BFFF to a file (output size 8192)
renamed to test.rom
restarted Atari800Win.exe and set test.rom as a cartridge and it loaded

will this image work for a eprom cartridge

But I did the same thing with pacman and it crash the emulator

1096. Re: Mercenary - Anybody have any maps or tips ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 18:43:51 UTC
From: Frank Schroeder-Hoeftmann <frank_sh@web.de>
Message-ID: <96ejh7$5jl$1@olaf.komtel.net>
Source record: 38719

Hi!

For all things Mercenary try Simon Guyart's excellent Site! Not much Atari 8Bit but great nontheless!

http://www.geocities.com/paris/7150/merce.htm

Frank

1097. Re: Re: Atari800Win and Atari800Win Plus

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 19:29:47 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <t0nl8to4hjenj8fb8c3snk6h232ah9fpjr@4ax.com>
Source record: 38720

On Tue, 13 Feb 2001 16:55:19 -0500, Scott <scottm25@bigfoot.com>
drooled an embarassing wet spot in his lap as he typed:

>Oh this thing is just TOO cool! :-)

Quite! :-) The emulation is nigh on perfect for most things. Even
many of the more 'modern' demos (Veronica, et al) run quite well, with
few excptions. I'm quite impressed and hope he keeps up with it, 'cos
it's getting closer to feeling like I've actually got my dear ol' XE
back again. :-)

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

1098. Re: Re: Mercenary - Anybody have any maps or tips ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 19:31:42 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <i4nl8t46t0f5in6mebkvipq71qn182430g@4ax.com>
Source record: 38721

On Wed, 14 Feb 2001 08:55:51 +0800, Jurgen Steinert
<jurgen@southwest.com.au> drooled an embarassing wet spot in his lap
as he typed:

>>Just wondering if anybody has any maps or tips for Mercenary ?
>
>Ahhh, an excellent game completed many moons ago :)
>
>There are multiple ways to end the game which is neat.
>
>One thing that sticks in my mind is that if you pick up the kittchen
>sink, you can carry as many objects as you like...

So *that's* what the Kitchen Sink was.

Everyone probably already knows this, but the wedge of cheese you pick
up is actually a ship you can board -- and it goes like a bat out of
hell. I think it's the only one you can use to reach the space
station by flying, too. Best of all you can land, leave the ship,
then pick it up and carry it with you.

>
>

--

Almost there...

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The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

1099. Re: black box questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 19:38:10 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <982180758.25128.1.pluto.d4ee0f47@news.demon.nl>
Source record: 38723

> >Does anybody know if 2.16 was the last version or was there a newer
release
> >of this ROM?
>
> When Matthias Belitz upgraded his BB last year, 2.16 was the latest. And
since
> Bob's time is taken up by other things, he has no time to upgrade or debug
> software. :-(

I think 2.16 has no bugs, I didn't find any so far, also 1.41 was very
good....

TXG

1100. Re: convert binary (exe or com) to cartridge format any easy way?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 19:45:50 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <982180759.25128.2.pluto.d4ee0f47@news.demon.nl>
Source record: 38724

> >is there any easy way? 8k or 16k games I'm don't really want to worry
> >about anything bigger yet until I understand the smaller ones.
> >
> >I have found a PC until that will convert a rom-cart image to a binary
> >but not the other way around

When you create a loader then you can simply copy the data to right locations as soon as the computer is turned on and the cartridge starts. After the software is copied from the cartridge to RAM you can jump to the code start address and run it.
You can also make a switch on the cartridge to turn the cartridge off when the software is loaded. Done it for a friend of mine on his SpartaDOS 3.3c cart...

TXG

1101. Re: Re: Re: Silly idea with Commodore drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 19:59:13 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <vfnl8t86gk719ve9l61tuf5g4hl0bealaf@4ax.com>
Source record: 38722

On 14 Feb 2001 03:01:23 GMT, nospam9212@aol.commune (Nospam9212)
drooled an embarassing wet spot in his lap as he typed:

>Right... should be possible, no ??

On paper it should be, but practise might be a little more difficult.
There are always unforseen complications. :)

>Ok.. they were slow... but this shouldn't be a deterent if anyone wants to take
>a try at this.
>Actually... their are some quite fast cartridge based loaders for the C64... my
>Datel Action Replay is about the fastest. and there is JiffyDOS rom chip
>replacement. I have a "dump" of the AR cartridge so it could be "reverse
>engineered"... but now we're probably getting to complicated.

Well, even so, that's getting a little high-end for initial test
purposes. Maybe if the project moves along and actually shows
progress it might be something to consider for those who want to give
it a try. I still think it might be of limited interest, though.

>GEOS (WHEELS) with a SuperCPU, a Creative Micro Design hard-drive (or IDE64),
>JiffyDOS dos extender/fastloader and expanded ram would be the ultimate C=
>setup.

Sounds like it would be. Like I said, GEOS/Wheels is what I'd have
liked to have seen on the A8. I actually think it would have been fun
to program under.

>I've always had both, so I stayed neutral !!! :) When you start programming
>them both in assembler... you find they aren't very different. (but display
>lists on the ATARI 8bits are WAY easier to understand than raster interrupts on
>the C64 8bits !!!)

Hehe... yeah, display lists were dead easy, and lots of fun to play
around with. They also made it REALLY easy to achieve some really
great effects, even from BASIC. I even remember the code; I used to
play around with that a lot from regular and Turbo Basic. My first
game on the A8 used display lists and redefined character sets, which
at the time was a great achievement for me. :-) Still, back in the
day there were always minor wars and stuff between C= and A8 users...
looking back I sort of enjoyed them, 'cos those who were knowledgable
enough about their respective systems could pose good technical
arguments. Those I liked participating in. :-)

>I will always remember my C64/Atari days as the fondest of memories !!!
>Cracking copy-protection, writing trainers, swapping disks, calling the BBSs,
>"the scene"... today's users have no idea what is was like !!! Kinda makes ya

>yearn for 1986 !!!! :)

I was never into the hacking scene. My programming projects were
mostly fun stuff... a few games, plus a bunch of modules for Oasis BBS
when it was still around. I remember I used to beta test for Oasis,
and until Glenda got round to mapping out all the internal BBS
variables, I had to sit there in SpartaDOS searching for jump points
to jump to when my module exited. That was always fun... yeah, in a
lot of ways I do wish it was still the good ol' days. Back then
everything was still pretty new and everything was always fun and
enjoyable.

>I'd really be impressed if this idea got launched. I'd be willing to do
>anything I could to make it easier but my coding in 6502 is as rusty as it can
>get and not just fade away altogether. I never really got into the issues of
>timing the read pulses needed for such an undertaking. I see no reason it can't
>be done... there is a cable and software to read cross-platform drives on both
>the Atari and the C64... so there are programmers who understand this stuff...

I haven't done 6502 assembler in many, many years. I can hardly even
remember any of it. I do remember that once I started learning it
though I realized how easy it was, and actually had fun programming
stuff in it. Of course, the only really notable release, other than
my Oasis BBS modules, was Fortress on the A8. On the record I never
got credit for helping to write it 'cos I left the A8 scene before the
project was done. Jeff (Zark Wizard) didn't like that one bit, so
took all references to my name out of the program. Nice gratitude...
oh well. I still take some consolation in the fact that I can really
see where my code left off and his code began, 'cos he's definitely no
graphic artist. :-)

>Anyone willing to give it a shot ?? maybe I'll go over to the C64 group and beg
>over there too !!!
>
>later...
>
>
>-= Francis Yarra =-
>fyarraATjunoDOTcom
>http://members.aol.com/fyarra - My C64 website
>http://members.aol.com/prsnl99 - My personal website

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

1102. Re: Where to find 800XLDJ

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 21:33:01 UTC
From: Daniel Pralle <pralle@informatik.uni-hannover.de>
Message-ID: <Pine.LNX.4.31.0102142232260.6404-100000@diana.informatik.uni-hannover.de>
Source record: 38725

How do I convert XFD, ATR or XLD to the DJ800 Format DI ??

thanks
daniel

1103. Re: ATR File extraction

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 22:41:18 UTC
From: llpwhite@cs.com
Message-ID: <20010214174118.28430.00000969@ng-cn1.news.cs.com>
Source record: 38726

>they can extract from DCM/ATR/XFD/SCP<

Hello Jindroush-
What is an SCP file? I don't think I've ever heard of that one.
Larry

1104. Re: Re: Mercenary - Anybody have any maps or tips ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 22:56:30 UTC
From: Frank Schroeder-Hoeftmann <frank_sh@web.de>
Message-ID: <96f28cbuk1@olaf.komtel.net>
Source record: 38727

> >One thing that sticks in my mind is that if you pick up the kittchen
> >sink, you can carry as many objects as you like...

IIRC, picking up the Kitchen Sink PLUS the cobweb in 09-06 opens all locked doors, regardless whether having the keys or not...

Frank

1105. Re: Re: Mercenary - Anybody have any maps or tips ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 23:00:34 UTC
From: Frank Schroeder-Hoeftmann <frank_sh@web.de>
Message-ID: <96f2g0$c4m$1@olaf.komtel.net>
Source record: 38728

> IIRC, picking up the Kitchen Sink PLUS the cobweb in 09-06 opens all locked
> doors, regardless whether having the keys or not...

Still digging in the past... I guess picking up the Large Box let you carry more than 10 items. I m not so sure on that one, I admit!

Anyway: THAT GAME BRINGS BACK A LOT OG MEMORIES.

It s still my favourite game on any computer. I just wish, they d completed the Damocles PC version in 1995/6.

Any thoughts on what Paul Woakes is up to these days?

Frank

1106. Re: convert binary (exe or com) to cartridge format any easy way?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-14 23:36:00 UTC
From: tom@mindwarped.com
Message-ID: <Xns9048BC12Ftommindwarpedcom@207.126.101.97>
Source record: 38729

```
>Might have answered my own question SORTA. here is what I did
>
>loaded ATLANTIS.COM 8332 bytes into Atari800Win.exe
>started the monitor
>then wrote memory address $A000-$BFFF to a file (output size 8192)
>renamed to test.rom
>restarted Atari800Win.exe and set test.rom as a cartridge and it loaded
>
>will this image work for a eprom cartridge
>
>But I did the same thing with pacman and it crash the emulator
>

small update

these games worked as above

16,384 beamrider.rom
16,384 decathalon.rom
16,384 designerspencil.rom
8,192 dreadnaughtfactor.rom
16,384 hero.rom
8,192 KABOOM.rom
8,192 MegaMania.rom
16,384 Pastfinder.rom
8,391 PITFALL.EXE
16,384 pitfall2.rom
16,384 riverraid.rom
8,192 Zenji.rom
16,384 ZoneRanger.rom
16,384 miner 2049er

these did not

SpaceShuttleJourneyIntoSpace.exe
KEYSTONE.EXE
pacman
shamus
missle command
```

1107. Re: 65xe keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 01:29:00 UTC
From: Luis Vasquez <luisv@mediaone.net>
Message-ID: <whGi6.13743$_D.1138198@typhoon.we.rr.com>
Source record: 38730

Well, yesterday night I took apart my keyboard and put it back together with one (instead of a dozen or so) screw, so I could test it out. The keys that weren't working made contact, because the power light was dim (because I didn't put all the screws in) but when I typed the broken keys, the light turned bright. They didn't register to the Atari though, maybe it's a chip like the Pokey or something. Does this mean much?

"Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message news:96dtfc$e0n$5@nets3.rz.RWTH-Aachen.DE...
> Howdy Luis, Jon-Paul, folks
>
> >It certainly worked when my one started playing up key wise. I think its
> >just an age thing. You may want to think about geting replacement parts from
> >one of those USA shops that do them.
>
> That would be Best Electronics at www.best-electronics-ca.com.
> There are two kinds of keyboard mylars (the plastic sheet). The one layer and
> the two layer. Make sure you order the right one if you do (the cost 22 US
> dollars each. OUCH!) but they do work fine. The single layer mylar Best sells
> is especially made for Best. On the double layer mylar, there is a thin layer
> of plastic between the folded mylar. DO THROW THAT ONE AWAY!!! You'll need it
> with the new mylar.
>
> CU Mathy van Nisselroy
>
> PS if you can efford it, get their Catalog too. It's practically an Atari
> Encyclopidia.
>

1108. Re: Re: Mercenary - Anybody have any maps or tips ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 01:42:31 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <buGi6.25145$o85.120396@news-server.bigpond.net.au>
Source record: 38731

"Frank Schroeder-Hoeftmann" <frank_sh@web.de> wrote in message
news:96f2g0$c4m$1@olaf.komtel.net...
>
> > IIRC, picking up the Kitchen Sink PLUS the cobweb in 09-06 opens all
> locked
> > doors, regardless whether having the keys or not...
>
>
> Still digging in the past... I guess picking up the Large Box let you
carry
> more than 10 items. I'm not so sure on that one, I admit!
>
> Anyway: THAT GAME BRINGS BACK A LOT OG MEMORIES.
>
> It's still my favourite game on any computer. I just wish, they'd
completed
> the Damocles PC version in 1995/6.

Might go home and see if I can get it going on my Falcon/CT2 or Mega STE:-).
I first played this in the 1980's on my 800XL. I used to love knocking over
the commodore sign's, too.

Mark

1109. Re: 65xe keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 01:43:54 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <Vr5zsVVaRzi6EwRX@lovecraft.demon.co.uk>
Source record: 38732

Once upon a time <whGi6.13743$_D.1138198@typhoon.we.rr.com>, Luis
Vasquez <luisv@mediaone.net> grabbed chalk and scrawled:
>Well, yesterday night I took apart my keyboard and put it back together with
>one (instead of a dozen or so) screw, so I could test it out. The keys that
>weren't working made contact, because the power light was dim (because I
>didn't put all the screws in) but when I typed the broken keys, the light
>turned bright. They didn't register to the Atari though, maybe it's a chip
>like the Pokey or something. Does this mean much?

It means your pressure on the keyboard was improving the contact for the
power LED ;)

Richard

--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, TR505, Falcon030, DX7 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

1110. Re: 65xe keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 02:09:48 UTC
From: Luis Vasquez <luisv@mediaone.net>
Message-ID: <MTGi6.13880$_D.1165918@typhoon.we.rr.com>
Source record: 38733

Oops, never thought about that, stupid me :) I'll try opening it up tonight again and messing with the membrane. Thanks for the tips and ideas everybody!

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message news:Vr5zsVVaRzi6EwRX@lovecraft.demon.co.uk...
> Once upon a time <whGi6.13743$_D.1138198@typhoon.we.rr.com>, Luis
> Vasquez <luisv@mediaone.net> grabbed chalk and scrawled:
> >Well, yesterday night I took apart my keyboard and put it back together with
> >one (instead of a dozen or so) screw, so I could test it out. The keys that
> >weren't working made contact, because the power light was dim (because I
> >didn't put all the screws in) but when I typed the broken keys, the light
> >turned bright. They didn't register to the Atari though, maybe it's a chip
> >like the Pokey or something. Does this mean much?
>
> It means your pressure on the keyboard was improving the contact for the
> power LED ;)
>
> Richard
>
> --
> Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
> Audio: SH101, S50, JV50, D50, TR505, Falcon030, DX7 /,`.-'`' -. ;-;;,
> Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ `'::.
> Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

1111. Re: Printing the Unprintable

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 04:26:51 UTC
From: Cabell <cabellSPAMOFF@richmond.infi.net>
Message-ID: <96flmjblf1@slb7.atl.mindspring.net>
Source record: 38734

"LLpwhite" <llpwhite@cs.com> wrote in message
news:20010204165439.09464.00000621@ng-fb1.news.cs.com...
> Since getting a laser printer a year or so ago, I continue to have
problems
> printing inverse and other special characters -- usually in BASIC

hmm... I recently was working on Tom Hunt's ATASCII emulator terminal program for telnetting to Atari BBS's on the net. One of the things I added to it was a "screen print" function.

It occurs to me that with a little code added to his functional idea, one could have a PC program that could read and print ATASCII files - carrying that idea a few steps furthur, the thing might actually function as an ATASCII word processor for the PC.

I realize that's not exactly what you're looking for, but I was brainstorming a bit when I read your message.

1112. Re: Printing the Unprintable

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 05:00:26 UTC
From: itzjustmike@aol.com
Message-ID: <20010215000026.25936.00000945@ng-xc1.aol.com>
Source record: 38735

>> Since getting a laser printer a year or so ago, I continue to have
>problems
>> printing inverse and other special characters

I seem to recall being able to do just this using the Antic G: device ... its
been a while, and I do recall that my laser printer at the time did have an
Epson mode ...

Then again I could be completely wrong :)

1113. Re: ATR File extraction

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 05:04:29 UTC
From: Cabell <cabellSPAMOFF@richmond.infi.net>
Message-ID: <96fnu8$j5n$1@slb0.atl.mindspring.net>
Source record: 38736

SpartaDos SCOPY file

"LLpwhite" <llpwhite@cs.com> wrote in message
news:20010214174118.28430.00000969@ng-cn1.news.cs.com...
> >they can extract from DCM/ATR/XFD/SCP<
>
> Hello Jindroush-
> What is an SCP file? I don't think I've ever heard of that one.
> Larry

1114. Re: Action! art differences

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 05:29:28 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.GHP.4.05.10102142129010.13521-100000@tabby.ecst.csuchico.edu>
Source record: 38737

Orange (original) was made by OSS.
Yellow was made by ICD after they bought out OSS.

On Mon, 5 Feb 2001, Bob Ryan wrote:

> I've seen two different color Action! carts. One is the black with
> yellow label and the other is orange with a yellow label.
>
> Is there a difference betwen them other than the color?
>
> -Bob
>
>

1115. Re: 65xe keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 05:59:00 UTC
From: Luis Vasquez <luisv@mediaone.net>
Message-ID: <EeKi6.14545$_D.1367271@typhoon.we.rr.com>
Source record: 38738

Ok, I tried that solution with the membrane, but it didn't work. The keys still don't register. I unhooked the keyboard from the main pcb and the connector was pretty dark and burnt-ish, maybe that's the problem? I used my screwdriver to try to rub off the burn, but it didn't seem to do anything when I tested it out.

"Luis Vasquez" <luisv@mediaone.net> wrote in message news:MTGi6.13880$_D.1165918@typhoon.we.rr.com...
> Oops, never thought about that, stupid me :) I'll try opening it up tonight
> again and messing with the membrane. Thanks for the tips and ideas
> everybody!
>
> "Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
> news:Vr5zsVVaRzi6EwRX@lovecraft.demon.co.uk...
> > Once upon a time <whGi6.13743$_D.1138198@typhoon.we.rr.com>, Luis
> > Vasquez <luisv@mediaone.net> grabbed chalk and scrawled:
> > >Well, yesterday night I took apart my keyboard and put it back together
> with
> > >one (instead of a dozen or so) screw, so I could test it out. The keys
> that
> > >weren't working made contact, because the power light was dim (because
I
> > >didn't put all the screws in) but when I typed the broken keys, the
light
> > >turned bright. They didn't register to the Atari though, maybe it's a
> chip
> > >like the Pokey or something. Does this mean much?
> >
> > It means your pressure on the keyboard was improving the contact for the
> > power LED ;)
> >
> > Richard
> >
> > --
> > Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
> > Audio: SH101, S50, JV50, D50, TR505, Falcon030, DX7 /,`.-'`' -.
> ;-;;,
> > Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\
> `'::.
> > Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--'
> `-'_)Morticia
>
>

1116. Re: convert binary (exe or com) to cartridge format any easy way?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 06:45:20 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3A8B7B00.EF78CFB4@asw.cz>
Source record: 38739

Tom Martin wrote:
>
> these games worked as above
>
> 16,384 beamrider.rom
> 16,384 decathalon.rom
> 16,384 designerspencil.rom
> 8,192 dreadnaughtfactor.rom
> 16,384 hero.rom
> 8,192 KABOOM.rom
> 8,192 MegaMania.rom
> 16,384 Pastfinder.rom
> 8,391 PITFALL.EXE
> 16,384 pitfall2.rom
> 16,384 riverraid.rom
> 8,192 Zenji.rom
> 16,384 ZoneRanger.rom
> 16,384 miner 2049er
>
> these did not
>
> SpaceShuttleJourneyIntoSpace.exe
> KEYSTONE.EXE
> pacman
> shamus
> missle command

If you know something about Atari internals and 6502 assembler, you
should know why it crashed. If you don't know, sit down and learn
something, indead of doing such hocus-pocus.

All the files you name above are ripped cartridges. Converting ripped
cartridges to 'rom files' is basically a bad idea, because lots of the
images were tampered with. Because they have checks if they are in rom
or in ram (dumps), they had to be changed. Sometimes it'sjust one
instruction change (someting -> NOP for example), sometimes there must
be more instructions. In such case small assembly routine is put before
actual cartridge space and jump or jsr instruction is put into the
cartridge code. If you then save memory region of cartridge, you are
stripping the additional subroutines and jsr routine will jump into
nowhere. This proves my point -> go and buy cartridges. There are lots
of them on Ebay.

BTW: For the others. I started the 'Atari Cartridge Dumping Project'.
It's purpose is to make dumps of all the cartridges every produced for

that system (Hi, Lance!). I'm looking for technically educated people/or
cartridge collectors which wish to help in such task. Do not ask for
files now. Every such mail will be immediatelly deleted.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

1117. Re: black box questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 07:24:57 UTC
From: Matthias Belitz <Matthias.Belitz@gmx.net>
Message-ID: <3A8B8448.8C3886F6@gmx.net>
Source record: 38740

Hallo,

> > When Matthias Belitz upgraded his BB last year, 2.16 was the latest. And
> since
> > Bob's time is taken up by other things, he has no time to upgrade or debug
> > software. :-(
>
> I think 2.16 has no bugs, I didn't find any so far, also 1.41 was very
> good...

There is at least one (small) bug in the floppy emulation (get status SIO cmd), but I do not know, if there is any program caring about that. Because of the major changes in V 2.16 I could not figure out yet, if the timing bug in the printing routines (found and described by Erhard Puetz in ABBUC mag) is still there ...

Hope to get the time for reassembling the documentation for my BB-modifications soon - sorry ...

Bye,

Matt

1118. Re: Silly idea with Commodore drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 07:30:44 UTC
From: Matthias Belitz <Matthias.Belitz@gmx.net>
Message-ID: <3A8B85A4.80DEBD11@gmx.net>
Source record: 38741

Mindfield schrieb:
>
> On 14 Feb 2001 03:01:23 GMT, nospam9212@aol.commune (Nospam9212)
> drooled an embarassing wet spot in his lap as he typed:
>
> >Right... should be possible, no ??
>
> On paper it should be, but practise might be a little more difficult.
> There are always unforseen complications. :)
>

I already had connected an internal 1571 of a C=128D to the joyport 6-7
seven years ago.
I also had some basic communication, [but was not able to read a file or
something like that].
But nowadays the code is lost and the C=128D is sold again :-).

So it is possible and IMHO an 1571 will give some nice additional
features ...

Bye,
Matt

1119. Re: Mercenary - Anybody have any maps or tips ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 07:35:12 UTC
From: Matthias Belitz <Matthias.Belitz@gmx.net>
Message-ID: <3A8B86B0.5BDEB8E@gmx.net>
Source record: 38742

```
Mark Bedingfield schrieb:
>
> "Frank Schroeder-Hoeftmann" <frank_sh@web.de> wrote in message
> news:96f2g0$c4m$1@olaf.komtel.net...
> >
> > > IIRC, picking up the Kitchen Sink PLUS the cobweb in 09-06 opens all
> > locked
> > > doors, regardless whether having the keys or not...
> >
> >
> > > Still digging in the past... I guess picking up the Large Box let you
> carry
> > more than 10 items. Iï¿½m not so sure on that one, I admit!
> >
> > Anyway: THAT GAME BRINGS BACK A LOT OG MEMORIES.
> >
> > Itï¿½s still my favourite game on any computer. I just wish, theyï¿½d
> completed
> > the Damocles PC version in 1995/6.
>
> Might go home and see if I can get it going on my Falcon/CT2 or Mega STE:-).
> I first played this in the 1980's on my 800XL. I used to love knocking over
> the commodore sign's, too.
>

The best thing with this game was, that it built some bridges between
the C= 64 and the Atari fraction of our class in school.
We were looking for solutions, secrets and hints together ...
I cant remember, if there was any other game doing that !!!

Bye,
Matt
```

1120. Re: Printing the Unprintable

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 08:55:49 UTC
From: llpwhite@cs.com
Message-ID: <20010215035549.04644.00000284@ng-fg1.news.cs.com>
Source record: 38744

> Since getting a laser printer a year or so ago, I continue to have problems printing inverse and other special characters -- usually in BASIC... <

I've been thinking some more about this, and now believe that a viable solution is to make up a complete Windows (bitmap) font of the the whole Atari set. Unfortunately, I don't know how to do that right now, but there must be some development tools available for creating new fonts. I plan to check this out. In the meantime, I'll look at Tom's Atascii emulator.
Larry

1121. Re: convert binary (exe or com) to cartridge format any easy way?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 09:04:56 UTC
From: llpwhite@cs.com
Message-ID: <20010215040456.04644.00000286@ng-fg1.news.cs.com>
Source record: 38745

I've never run the Atari800Win emulator. Does it have a setting to internally prevent writing to the cartridge space(s).
Larry

1122. Re: ATR File extraction

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 09:07:57 UTC
From: llpwhite@cs.com
Message-ID: <20010215040757.04644.00000287@ng-fg1.news.cs.com>
Source record: 38746

>SpartaDos SCOPY file<

Shows how much I know about Sparta Dos ;-)
But I'll have to get out my manual and read up. Thanks,
Larry

1123. Re: Silly idea with Commodore drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 09:41:20 UTC
From: nospam9212@aol.commune
Message-ID: <20010215044120.03060.00000823@ng-fx1.aol.com>
Source record: 38597

On 2/14/01 7:07 AM Eastern Standard Time, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote..

>Howdy Francis, folks
>
>>Come visit COMP.SYS.CBM and ask about the SUPERCPU (20mHZ add-on cpu), IDE64
>>(yep.. an IDE controller), SWIFTLINK/TURBO232 (fast serial cartridge), and
>>someone has done a VGA hardware hack for a new C64 video output. We've had
>>people connect webcams, bubblejet printers, additional ram, etc.. to C64's
>and there is a new web-browser called WAVE for the GEOS OS (which has been
>upgraded and called WHEELS).
>
>I've been there and I am amazed. We do have IDE and SCSI and memory upgrades
>too. Do you know more about this video upgrade Jerri Elsworth is working on?
>
>It seems to be a VERY nice project. 24 bit graphics. Drool, drool, drool.

I was following the progress for awhile but either I missed the recent postings or the wasn't much followup after the annoucement to take the hardware prototype to the SWRAP expo fallout.

This was posted some time ago...

==========
Here's the latest update from JERI ELLSWORTH!

9/29/2000: I have just compiled the VIC compatible revision of the chip and it mostly works. The biggest problems are with the sprites (things like latches stay on after reading the collision register ... etc), but I don't see any huge problems fixing them. I hope to have prototypes out to the programmers in 4 weeks or so.
==========

and I do have some tech info on the hardware, if you want to see the details, I can either post it here or send it to you in email. It's a rather lengthy post and I don't want to clutter up the A8 group with C64 tech data without there being some expressed interest.

But, if your asking what became of the project since the expo showing... I haven't a clue.

later...

-= Francis Yarra =-
fyarraATjunoDOTcom
http://members.aol.com/fyarra - My C64 website
http://members.aol.com/prsnl99 - My personal website

1124. Migraph handheld scanner on an 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 10:23:48 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <n2Mi6.340$FX4.188263@nnrp3.sbc.net>
Source record: 38743

Hey all, I got a hold of this Migraph handheld scanner 400dpi for the atari ST. The cartridge interface won't fit in an 800XL but would an adapter be possible? I didn't even know that ST's used cartridges, I've never had one. Thanks! Mo

1125. Re: cool polish games!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 12:31:07 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A8BCC0B.EA806F2D@mail.uni-mainz.de>
Source record: 38599

Well,
LK avalon is still alive and they still sell games from LK Avalon and licensed games from ASF and others. The URL is www.lk-avalon.com (or something like that, you know, I use bookmarks!), just write them an email and you will get a list of their Atari items (plus PC items, if you like). For me, I am german, they sold me the games for 5 german marks or 3 US-Dollars per game. Maybe for czech and other eastern european users, they will accept other prices and currencies...
Besides, they have some 50-100 games from the 90`s. But I am still looking for someone selling original Mirage, Sikor soft, Domain Soft and other polish and czech A8 software (only originals!) -Andreas

Vidar \"Hawk\" Olavesen schrieb:
>
> Anywhere to buy them ?
>
> "Jindrich Kubec" <kubecj@asw.cz> wrote in message
> news:3A893234.2277BF55@asw.cz...
> > thomsen wrote:
> >
> > > does any body has a complete list of 90's polish games?
> >
> > Incomplete list is here http://people.freenet.de/mrbacardi/ :-)
> >
> > --
> > Jindroush <kubecj@asw.cz>
> > See http://www.asw.cz/~kubecj for Atari 8bit utils!

1126. Re: cool polish games!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 12:36:27 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A8BCD4B.7EA01FFB@mail.uni-mainz.de>
Source record: 38600

Well,
Amaurote is not a polish game (published by Mastertronic a british vendor!), without infinite lives too difficult for me to play... And Barahir looks graphically really nice, but I have that language problem too...
If anyone is interested, I could mail a list of polish games plus short descriptions. As I have already said, some games are still avaiable from LK Avalon (www.lk-avalon.com)... -Andreas

Daniel Miller schrieb:
>
> On Tue, 13 Feb 2001 13:15:56 +0100, thomsen <twh1@gmx.de> wrote:
>
> >Just discovered some really nice games. Most of them are polish and
> >they have a quite good quality!
> >
> >The one mean is "Fatum" ...
>
> Barahir and Amaurote "Game over Arachnus Destroyed" are rather awesome
> too. The language barrier is causing me fits in Barahir.

1127. Re: Mercenary - Anybody have any maps or tips ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 12:47:37 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A8BCFE9.F3FD6E3E@mail.uni-mainz.de>
Source record: 38601

Well,
the Mercenary compendium includes Mercenary (escape from Targ) +plus+ second City in one package (as *one* disk or *two* cassettes collection). there also was the choice to get a bigger collection, which included all official maps for Mercenary (and maybe Second City too). But therefore you had to send some dollars or pounds to the vendors/distributors... (not many people did do that). Finally, there were many maps to be found in several magazines, like Happy Computer Magazin (german), Happy computer Atari Sonderheft 1+2 (german), Happy Computer Spiele Sonderheft 1-4 (german), Page 6 (british), ZONG (german), etc. etc. Sorry, I am a german, thus I remember the german magazines much better... -Andreas

Jindrich Kubec schrieb:
>
> Hi!
>
> i've got a map, but it's not scanned, puzzling and in czech language
> anyway :-)))))
>
> But, as you are talking about Mercenary:
> 1) What is Compendium?
> 2) What is Second City?
> 3) Anybody has ATR of Second City running on real hw thru Ape?
>
> --
> Jindroush <kubecj@asw.cz>
> See http://www.asw.cz/~kubecj for Atari 8bit utils!

1128. Re: Where to find 800XLDJ

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 12:57:47 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A8BD24B.4C809A3@mail.uni-mainz.de>
Source record: 38602

Well,
you have to find a converter or better: you have to find someone who
writes such a converter (today there is no such converter program!)...
-Andreas

P.S.: Maybe someone who has the knowledge could write a DJ to
ATR,XFD,DCM,SCP converter (and vice versa: ATR,XFD,SCP,DCM to DJ
converter)...

Daniel Pralle schrieb:
>
> How do I convert XFD, ATR or XLD to the DJ800 Format DI ??
>
> thanks
> daniel

1129. Re: ATR File extraction

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 12:58:58 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A8BD292.F65A5CD1@mail.uni-mainz.de>
Source record: 38603

Well,
SCP is a sparta DOs image done with Copy.COM or SCopy.COm (sorry, I do
not use Sparta that often). -Andreas

LLpwhite schrieb:
>
> >they can extract from DCM/ATR/XFD/SCP<
>
> Hello Jindroush-
> What is an SCP file? I don't think I've ever heard of that one.
> Larry

1130. Re: Silly idea with Commodore drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 13:07:36 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <96gkao$ke7$1@nets3.rz.RWTH-Aachen.DE>
Source record: 38604

Howdy Francis

>and I do have some tech info on the hardware, if you want to see the details,
I
>can either post it here or send it to you in email. It's a rather lengthy post
>and I don't want to clutter up the A8 group with C64 tech data without there
>being some expressed interest.

Email will be OK. My address should be in the header somewhere.

CU Mathy van Nisselroy

1131. Re: Where to find 800XLDJ

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 13:22:03 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3A8BD7FB.354F1757@asw.cz>
Source record: 38605

Andreas Magenheimer wrote:
> P.S.: Maybe someone who has the knowledge could write a DJ to
> ATR,XFD,DCM,SCP converter (and vice versa: ATR,XFD,SCP,DCM to DJ
> converter)...

It's relatively easy to add that to my converter. But I don't know the
format, nor I have any *.DI images.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

1132. Re: Re: Re: Mercenary - Anybody have any maps or tips ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 15:15:14 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <9hsn8tgfe875k0dpue929bdfkbt767mf6j@4ax.com>
Source record: 38606

On Thu, 15 Feb 2001 01:42:31 GMT, "Mark Bedingfield"
<mark@baypc.com.au> drooled an embarassing wet spot in his lap as he
typed:

>Might go home and see if I can get it going on my Falcon/CT2 or Mega STE:-).
>I first played this in the 1980's on my 800XL. I used to love knocking over
>the commodore sign's, too.

Funny thing is, IIRC, you got called a traitor if you knocked over the
Atari sign in the Commodore version, too! :-)

>
>Mark
>

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

1133. Re: Re: Re: Mercenary - Anybody have any maps or tips ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 15:15:46 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <disn8tg9v517fdl3r4uqdacji5gg1op53a@4ax.com>
Source record: 38607

On Wed, 14 Feb 2001 23:56:30 +0100, "Frank Schroeder-Hoeftmann"
<frank_sh@web.de> drooled an embarassing wet spot in his lap as he
typed:

>
>> >One thing that sticks in my mind is that if you pick up the kittchen
>> >sink, you can carry as many objects as you like...
>
>
>IIRC, picking up the Kitchen Sink PLUS the cobweb in 09-06 opens all locked
>doors, regardless whether having the keys or not...

Now that's one I didn't know about.

Damnit, now I'm going to have to dig out Mercenary and play it again.
:-)

>
>Frank
>

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

1134. Re: RTime8 FS

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 18:07:44 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <96h5tg$567$1@mohawk.hwcn.org>
Source record: 38608

Mathy Van Nisselroy (nisse-ma@reze-1.rz.rwth-aachen.de) wrote:
: Howdy William

: >Anyone here interested in an RTime 8 cart in which the battery has gone
: >south and needs replacing?
: >
: >Let me know in email. Im looking for about 20 dollars US.

: If you'll take 10 dollars US, we'ld have a deal.

: CU Mathy van Nisselroy

If ya really wanted it Mathy, you shouldnt have low balled. The R time 8 is sold, along with the Sweet 16 800xl, and most all of the Adaptec boards.

I have only a couple (2) Adaptecs left, and I sill have the floppy drives for sale. The Atari 800 might be sold soon.....the first person to state they are sending payment gets it.

I have lots of other cool things Im gonna be getting rid of soon. Stay tuned.

Willy

1135. ROM formats for emulators

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 18:35:43 UTC
From: Mark Keates <mark@mkeates.force9.co.uk>
Message-ID: <xbVi6.4873$I5.120389@stones>
Source record: 38609

Re: convert binary (exe or com) to cartridge format any easy way?

Hi,

> BTW: For the others. I started the 'Atari Cartridge Dumping Project'.
> It's purpose is to make dumps of all the cartridges every produced for
> that system (Hi, Lance!). I'm looking for technically educated people/or
> cartridge collectors which wish to help in such task. Do not ask for
> files now. Every such mail will be immediatelly deleted.
>

Do the current emulators (primarily Atari800Win) handle
the bank switching ROMS, or do we need to create a small
header (like ATRs over XFDs) to let the emulator now
how to treat the ROM data? Although this requires updating
Atari800Win a bit it would be worth specifying now.
Things to include (in say 64 or 128 bytes):

Type (Left/Right/OSS/XEGS/XES etc), Title, Publisher, (Release Date)
followed by the ROM data at offset 64 or 128.

Comments?
Dare I ask if there are there existing formats for other 8-bits we could
use?

Regards,

Mark

1136. Re: ROM formats for emulators

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 19:30:48 UTC
From: Mark Keates <mark@mkeates.force9.co.uk>
Message-ID: <b%Vi6.5207$I5.122136@stones>
Source record: 38610

Hi again,

> Type (Left/Right/OSS/XEGS/XES etc),
> Title, Publisher, (Release Date)
> followed by the ROM data at offset 64 or 128.

Stupidly I forgot the Serial Number, doh! ;-)

1137. Re: Mercenary - Anybody have any maps or tips ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 20:12:48 UTC
From: Larry Richardson <larryr@cyou.com>
Message-ID: <3A8C3840.940D70F3@cyou.com>
Source record: 38611

Anyone needing instructions on Mercenary can download the docs here
(hope they are correct...)

http://www.cyou.com/~richard/atari-docs.htm

Then, just click on Mercenary.

Richard Smith wrote:
>
> Just wondering if anybody has any maps or tips for Mercenary ?
>
> Thanks,
>
> Richard
> --
> Please remove the "NOSPAM" from my address if replying via email.

1138. Re: Silly idea with Commodore drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 21:38:37 UTC
From: gozarcollins.hotmail@NoSpam.com
Message-ID: <dxEj6A+8AIQP092yn@NoSpam.com>
Source record: 38657

In article <96dsde$e0n$3@nets3.rz.RWTH-Aachen.DE>,
nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:
>Howdy Francis, folks
>
>>Come visit COMP.SYS.CBM and ask about the SUPERCPU (20mHZ add-on cpu), IDE64
>>(yep.. an IDE controller), SWIFTLINK/TURBO232 (fast serial cartridge), and
>>someone has done a VGA hardware hack for a new C64 video output. We've had
>>people connect webcams, bubblejet printers, additional ram, etc.. to C64's and
>>there is a new web-browser called WAVE for the GEOS OS (which has been
>upgraded
>>and called WHEELS).
>
>I've been there and I am amazed. We do have IDE and SCSI and memory upgrades
>too. Do you know more about this video upgrade Jerri Elsworth is working on?
>It seems to be a VERY nice project. 24 bit graphics. Drool, drool, drool.

Didn't Bob Wholley have a dual GTIA upgrade, so you would have 10 P/M graphics
and could combine graphics modes without interlacing?

--
Ryan 'Gozar' Collins

1139. Re: Where to find 800XLDJ

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 21:55:14 UTC
From: ebaiz@skyenet.net
Message-ID: <6fYi6.278$HW2.3162@newsfeed.slurp.net>
Source record: 38613

On 14 Feb 2001 22:33:01 , Daniel Pralle wrote:
>How do I convert XFD, ATR or XLD to the DJ800 Format DI ??

I am not sure if it will work, but I created a DI disk and then imported an ATR file into it. Have not tried it out, but I am soon. When I call up the disk in 800XLDJ, the ATR file shows up fine.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

1140. [Epyx Shrine] Gunfight Manual?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 22:47:46 UTC
From: Manuel Polik <cybergoth@nexgo.de>
Message-ID: <3A8C5C92.DAF76C4E@nexgo.de>
Source record: 38612

Hi there!

For my ever growing Epyx Shrine (http://home.nexgo.de/cybergoth) I'm once more searching a manual, this time it's the one for 'Gunfight'. Can someone please either type/scan it in, or point me in the right direction where to find it online?

Greetings,
Manuel
P.S.: In my Epyx Poll #3 it's head to head between 'G.I. Joe' & 'Gateway To Aphsai' ATM :-)

1141. Re: Printing the Unprintable

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 23:10:41 UTC
From: kellihanb@aol.comDelete
Message-ID: <20010215181041.12319.00000624@ng-ft1.aol.com>
Source record: 38614

I was just about to say, I've run across an Atari font on the web, as well as a Commodore 64 font. I'm not sure if the ASCII values for the characters match the ATASCII values, so you may need to write a converter. It would be pretty simple. I've written something in the past to handle DOS->UNIX and vice versa text file conversions... in that case it's merely a matter of line feeds. In the atari case, it may need to be a little more complex, but nothing too difficult.

Anyways, use this link to get the font I mentioned:

http://members.xoom.com/iconssites/shyfonts/atarian10.zip

-B

1142. Re: USB SIO2PC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-15 23:48:07 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <XUZi6.2669$S25.30050@typhoon.sonic.net>
Source record: 38615

Timothy A. Seufert <tas@mindspring.nouce.com> wrote:
<snip>
: USB to SIO peripherals are quite straightforward to do. It's also
: possible to do a high speed interface to that parallel bus on the back
: of 800XLs which I forget the name of.

Hehehe... Parallel Bus Interface (PBI). Not TOO hard to remember ;)

-bill!

1143. Re: convert binary (exe or com) to cartridge format any easy way?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-16 00:31:22 UTC
From: tom@mindwarped.com
Message-ID: <Xns9049CC847tommindwarpedcom@207.126.101.97>
Source record: 38617

>All the files you name above are ripped cartridges. Converting ripped
>cartridges to 'rom files' is basically a bad idea, because lots of the
>images were tampered with. Because they have checks if they are in rom
>or in ram (dumps), they had to be changed. Sometimes it'sjust one
>instruction change (someting -> NOP for example), sometimes there must
>be more instructions. In such case small assembly routine is put before
>actual cartridge space and jump or jsr instruction is put into the
>cartridge code. If you then save memory region of cartridge, you are
>stripping the additional subroutines and jsr routine will jump into
>nowhere. This proves my point -> go and buy cartridges. There are lots
>of them on Ebay.

Buy them? Well I have over 250 400/800 carts. What I wanted was cartridge images I could use for
a multicart. anyway thanks for your support

1144. Re: Re: Re: Mercenary - Anybody have any maps or tips ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-16 00:34:22 UTC
From: Frank Schroeder-Hoeftmann <frank_sh@web.de>
Message-ID: <96hsbv$d4m$1@olaf.komtel.net>
Source record: 38616

```
> >IIRC, picking up the Kitchen Sink PLUS the cobweb in 09-06 opens all
locked
> >doors, regardless whether having the keys or not...
>
> Now that's one I didn't know about.
```

```
Open Sesame!
```

But: Unless you pick up the Kitchen Sink first you won't be able to obtain
the Cobweb...

1145. Re: Re: Re: Mercenary - Anybody have any maps or tips ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-16 00:40:02 UTC
From: Frank Schroeder-Hoeftmann <frank_sh@web.de>
Message-ID: <96hsp2$d51$1@olaf.komtel.net>
Source record: 38618

> Funny thing is, IIRC, you got called a traitor if you knocked over the
> Atari sign in the Commodore version, too! :-)

No way! (-: Knocking the Atari sign on the C64 was a "good show"!

I�ve seen Mercenary on the CPC as well. IIRC, "good show" for knocking both,
the Atari and Commodore signs... (-:

1146. Re: Re: Silly idea with Commodore drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-16 03:13:18 UTC
From: llpwhite@cs.com
Message-ID: <20010215221318.20395.00001033@ng-fv1.news.cs.com>
Source record: 38619

>I dunno; the 15x1 drives, even up to the 1581, were all quite slow.<

The original code/protocol were slow, but there is nothing inherently slow about a C64 drive with a 6502 (not a 6507) running at 1 MHz -- same as a 1050 IIRC. Put in new code, and they run right in the same ballpark as Ultra Speed (the equivalent of apx. 1 DD track per second.) The 1541-II (external power supply) is a very nice unit. BTW, Creative Computing (pretty sure it was them) did a benchmark on the 810 drive and the 1541 and I think the Apple II drive, too. The 810 was actually the slowest of the lot in writing with write-with-verify mode. Of course, the Apple II ate everyone for lunch.
Larry

1147. Compact Flash "drive"

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-16 04:28:37 UTC
From: llpwhite@cs.com
Message-ID: <20010215232837.20411.00000968@ng-fv1.news.cs.com>
Source record: 38620

I ran across a Portfolio link that indicated there is a Portfolio adapter to use a Compact Flast card in place of the original memory card. Very cool! Then I remembered a post saying that a Compact Flash card can be used essentially as an IDE-compliant device. There is quite a bit of interfacing info at
www.sandisk.com
The prices on these memory devices are now getting very competitive. Has anyone else looked at this info? This appears to be of real potential value... An internal "Hard Drive" with ramdisk speed?
Larry

1148. FREE Atari Software with Hardware Purchase! New Website!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-16 05:01:18 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.21.0102152051200.28763-100000@shell.pacifier.com>
Source record: 38621
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari
Body handling: HTML body converted to readable text

e-mail: atari@benjamin.net

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

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Click for WebSite!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1149. 8bit spare parts

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-16 07:12:54 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3A8CD2F6.49AC21C7@asw.cz>
Source record: 38623

Hi!

Doesn't anybody know somebody who could have these Antics:
CO12296
CO21697

also CTIA is welcome.

I know Best have them, but together with postage it's simply too much
for me... (europeans preferred)

bye,
--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

1150. Re: ROM formats for emulators

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-16 07:16:09 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3A8CD3B9.4F70785C@asw.cz>
Source record: 38622

Mark Keates wrote:
> Do the current emulators (primarily Atari800Win) handle
> the bank switching ROMS, or do we need to create a small
> header (like ATRs over XFDs) to let the emulator now
> how to treat the ROM data? Although this requires updating
> Atari800Win a bit it would be worth specifying now.
> Things to include (in say 64 or 128 bytes):
>
> Type (Left/Right/OSS/XEGS/XES etc), Title, Publisher, (Release Date)
> followed by the ROM data at offset 64 or 128.
>
> Comments?
> Dare I ask if there are there existing formats for other 8-bits we could
> use?

The code for the bankswitching for XEGS/SDX carts was submitted by me to
the developers of Atari800. There will be bankswitching type choice if
the file is 'plain rom'. But there is already 'CART' file defined, which
has 12(?) bytes header, which has the necessary info. Wait till next
release.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

1151. Re: I'm singing the Atari800Win Booting Blues

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-16 10:17:31 UTC
From: Piotr Fusik <fox@scene.pl>
Message-ID: <96javh$833$1@news.tpi.pl>
Source record: 38626

> If the DD images have 184336 bytes, they're invalid. DD images must be
> 183952 bytes long. Maybe that's the problem.
I've made some modifications to Atari800, so both 184336 and 183952 images should work with recent emulators. True, that some images stopped booting. These are DD images with 720*256 bytes, but having sectors 1-3 in first 384 bytes. I understand 128-byte boot sectors, 256-byte boot sectors with 128 bytes used in each, but using 1.5 sector area for storing data of 3 sectors is an absurd. I recommend using 183952-byte ATRs, they work fine with old and new emulators and APE (I'm not sure of SIO2PC). And they are shorter. :-)

Bye,
Piotr

1152. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-16 13:11:50 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_982329010@rtfm.mit.edu>
Source record: 38624
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: January 7, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

An Atari 800XL used in a Czech hospital: http://www.asw.cz/~kubecj/aczhwho.htm

1153. Re: 8bit spare parts

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-16 13:36:20 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3A8D2CD4.45525F37@pcisys.net>
Source record: 38625

Jindrich,

I have some of those, the 12296 and 21697. Can't locate any CO12295
CTIA's though. Didn't really hang on to those.

Let me know if you want them.

Glenn Bruner
brunergs@pcisys.net

Jindrich Kubec wrote:

> Hi!
>
> Doesn't anybody know somebody who could have these Antics:
> CO12296
> CO21697
>
> also CTIA is welcome.
>
> I know Best have them, but together with postage it's simply too much
> for me... (europeans preferred)
>
> bye,
> --
> Jindroush <kubecj@asw.cz>
> See http://www.asw.cz/~kubecj for Atari 8bit utils!

1154. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-16 14:26:42 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3A8D38A2.7D48A0E4@asw.cz>
Source record: 38629

Andreas Magenheimer wrote:
> P.S. I also now a few other german collectors who have the A8 version of
> Gunship. But you know collectors: they never open any package or test a
> game...

In such case we should make tons of cash by printing some nice boxes,
shrinkrapping them and autioning them at Ebay :-)))))))))))))))))

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

1155. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-16 14:28:23 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A8D3907.318411D1@mail.uni-mainz.de>
Source record: 38627

Well,
not true !! A friend of mine has Gunship for the A8 (or he will get it
in a few days). Unfortunately he merely is a collector, thus he will
surely do no copy or ATR image for us... -Andreas

P.S. I also now a few other german collectors who have the A8 version of
Gunship. But you know collectors: they never open any package or test a
game...

Bishop schrieb:
>
> On Wed, 07 Feb 2001 16:07:08 GMT, carmel_andrews@my-deja.com wrote:
>
> >Hello paul, hows the atari going, keep the faith
> >
> >Anyway re: gunship on the a8
> >
> >I remember microprose doing some ad's for an a8 version, don't ask me
> >where, they might have released it in eu but not uk,
> >
>
> I remember the ads too, they had announced Gunship and a couple of
> other titles for the 8bit, but they never say the light of day...

1156. Re: Where to find 800XLDJ

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-16 14:37:01 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A8D3B0D.53D04A27@mail.uni-mainz.de>
Source record: 38628

Well,
do you have an Atari ST ?? Then I could email you the XLDeejay. I could
also email you some .DJ images for test purposes (but the DJ works
similar to Diskcommunicator, it shrinks the data, thus images are
smaller than 90/130/180 kbytes). Unfortunately the author of XLDeejay is
long gone, there are no sources about the DJ avaiable yet. Could be a
little complicated to find out yourself how a DJ image works...
-Andreas

Jindrich Kubec schrieb:
>
> Andreas Magenheimer wrote:
> > P.S.: Maybe someone who has the knowledge could write a DJ to
> > ATR,XFD,DCM,SCP converter (and vice versa: ATR,XFD,SCP,DCM to DJ
> > converter)...
>
> It's relatively easy to add that to my converter. But I don't know the
> format, nor I have any *.DI images.
>
> --
> Jindroush <kubecj@asw.cz>
> See http://www.asw.cz/~kubecj for Atari 8bit utils!

1157. Re: Where to find 800XLDJ

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-16 15:08:14 UTC
From: Daniel Pralle <pralle@informatik.uni-hannover.de>
Message-ID: <Pine.GSO.4.31.0102161604280.6006-100000@selene>
Source record: 38630

If someone could send me information 'bout the formats (ATR, XFD, XLD,
DJ) I am the one who can write a little converter.
But I have no time to do such things as figuring out the formats of those
files. Maybe some has done this already.

greeting,
daniel

On Thu, 15 Feb 2001, Andreas Magenheimer wrote:

> Well,
> you have to find a converter or better: you have to find someone who
> writes such a converter (today there is no such converter program!)...
> -Andreas
>
> P.S.: Maybe someone who has the knowledge could write a DJ to
> ATR,XFD,DCM,SCP converter (and vice versa: ATR,XFD,SCP,DCM to DJ
> converter)...
>
>
>
>
> Daniel Pralle schrieb:
> >
> > How do I convert XFD, ATR or XLD to the DJ800 Format DI ??
> >
> > thanks
> > daniel
>

1158. Re: Where to find 800XLDJ

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-16 15:21:22 UTC
From: Daniel Pralle <pralle@informatik.uni-hannover.de>
Message-ID: <Pine.GSO.4.31.0102161619350.6006-100000@selene>
Source record: 38631

On Fri, 16 Feb 2001, Andreas Magenheimer wrote:

> Well,
> do you have an Atari ST ?? Then I could email you the XLDeejay. I could
> also email you some .DJ images for test purposes (but the DJ works
> similar to Diskcommunicator, it shrinks the data, thus images are
> smaller than 90/130/180 kbytes). Unfortunately the author of XLDeejay is
> long gone, there are no sources about the DJ avaiable yet. Could be a
> little complicated to find out yourself how a DJ image works...
> -Andreas
>

Maybean ST-Programmer could help us. He could probably find the compresion
routine in the disassembled code. ;-))

greetings,
daniel

1159. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-16 20:25:04 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002fce7@fmlynet.org>
Source record: 38635

FamilyNet Newsgate

> From: Jindrich Kubec <kubecj@asw.cz>
> Andreas Magenheimer wrote:
>> P.S. I also now a few other german collectors who have the A8 version of
>> Gunship. But you know collectors: they never open any package or test a
>> game...
> In such case we should make tons of cash by printing some nice boxes,
> shrinkrapping them and autioning them at Ebay :-))))))))))))))))))

Hehe, don't forget to stuff the box with something stiff or it'll start bulging
in :)

Long time, no see, right ppl?

Jess
> --
> Jindroush <kubecj@asw.cz>
> See http://www.asw.cz/~kubecj for Atari 8bit utils!

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1160. Re: Rastan for Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-16 20:28:16 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002fce8@fmlynet.org>
Source record: 38636

FamilyNet Newsgate

> From: Paul Irvine <mclane.dellos@btinternet.com>
> The other Day Andre <Chrodegang@t-online.de> wrote:
>> Hello!
>>
>> Can somebody confirm the existence of "Rastan" by Taito for the Atari
>> 8-Bit line? I think I have seen the discs on a bunch of discs sold on
>> ebay some time ago...
>>
>> Thanks,
>>
>> Andre
> Another myth I think..
> Never advertised and would have been a tad hard to convert onto the
> Atari in any recognizable form.

I've never even heard of it. I agree, it's a myth. But, how would you judge
the existence based on advertisement. You know the Atari manufacturers, they
liked to keep secrets :)

Jess

> --
> .. Never argue with an idiot, they bring you down to their level
> and then beat you with experience

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1161. Rastan for Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-16 20:32:47 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3A8D8E6F.BA3DEAED@t-online.de>
Source record: 38632

Hello!

Can somebody confirm the existence of "Rastan" by Taito for the Atari 8-Bit line? I think I have seen the discs on a bunch of discs sold on ebay some time ago...

Thanks,

Andre

1162. FA- Atari 400 and 800 complete

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-16 21:51:55 UTC
From: vbopus@aol.comspambad
Message-ID: <20010216165155.04221.00000051@ng-ck1.aol.com>
Source record: 38633

I have put up my atari 8-bit collection on ebay. The auction (at about $25) includes-

atari 800- Fully functional 800, only foreseeable problem is the 1 key doesn't work. The winner can just pick up a number pad for about $5 or can bet bravo-sierra to replace it.

Atari 400- sold AS IS, because the power supply is out of commision.

Basic cart- working basic cart

manuals- all manuals in binder, includes some advertising brochures and catalogs too.

I could be persuaded to take paypal if the bid is over $50.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1214748718

1163. Re: Rastan for Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-16 21:57:40 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <rf8r8tgoqdjkqgm5fpvene0q450lqtgr1n@4ax.com>
Source record: 38634

The other Day Andre <Chrodegang@t-online.de> wrote:

>Hello!
>
>Can somebody confirm the existence of "Rastan" by Taito for the Atari
>8-Bit line? I think I have seen the discs on a bunch of discs sold on
>ebay some time ago...
>
>Thanks,
>
>Andre

Another myth I think..

Never advertised and would have been a tad hard to convert onto the
Atari in any recognizable form.
--

. Never argue with an idiot, they bring you down to their level
and then beat you with experience

1164. Re: Silly idea with Commodore drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-17 02:51:37 UTC
From: nospam9212@aol.commune
Message-ID: <20010216215137.25063.00000006@ng-fw1.aol.com>
Source record: 38637

On 2/15/01 8:07 AM Eastern Standard Time, nisse-ma@reze-1.rz.rwth-aachen.de
(Mathy Van Nisselroy) wrote...

>>can either post it here or send it to you in email.
>
>Email will be OK. My address should be in the header somewhere.

The info should have arrived to you by now... if not let me know... enjoy !!

-= Francis Yarra =-
fyarraATjunoDOTcom
http://members.aol.com/fyarra - My C64 website
http://members.aol.com/prsnl99 - My personal website

1165. WANTED: Turbo Basic XL disk image

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-17 03:58:43 UTC
From: Daniel Chartier <grimlock@yahoo.caNOSPAM>
Message-ID: <982382323.810389@news.aei.ca>
Source record: 38639

I want to do some programming on the emulated Atari. Where can I find the TBXL .atr or .xld disk image? Also, which emulator would you recommend for a win98 system? I currently have Darek Michika's emulator. Thanks!

To reply to me, remove NOSPAM from my address

1166. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-17 04:18:51 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3A8DFBAB.CD85E241@one.net>
Source record: 38638

Actually someone has done something similar.

They took Play Station 2 boxes and auctioned them at ebay. In the buying
frenzy people didn't read the title or description completely and ended
up paying over $300 for a box.

There are more than one or two cases of this.

-Bob

Jessica Cornn wrote:
>
> FamilyNet Newsgate
>
> > From: Jindrich Kubec <kubecj@asw.cz>
> > Andreas Magenheimer wrote:
> >> P.S. I also now a few other german collectors who have the A8 version of
> >> Gunship. But you know collectors: they never open any package or test a
> >> game...
> > In such case we should make tons of cash by printing some nice boxes,
> > shrinkrapping them and autioning them at Ebay :-)))))))))))))))))
>
> Hehe, don't forget to stuff the box with something stiff or it'll start bulging
> in :)
>
> Long time, no see, right ppl?
>
> Jess
> > --
> > Jindroush <kubecj@asw.cz>
> > See http://www.asw.cz/~kubecj for Atari 8bit utils!
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

1167. FA: 6502 Programming Books

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-17 04:39:12 UTC
From: Mike Neus <m_neus@yahoo.com>
Message-ID: <C18FB8EC87D378FA.231A4DCFF70BC115.39027CD5837E1577@lp.airnews.net>
Source record: 38640
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.atari.8bit

A pair of books that will probably be of interest to a few of you.

6502 Assembly Language Subroutines
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1215184020

6502 Software Gourmet Guide And Cookbook
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1215185346

Neither book is machine specific. They teach the fundamentals of the 6502
and 6502 assembly language. Good luck!

1168. Re: WANTED: Turbo Basic XL disk image

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-17 05:18:33 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <172s8t4b5osiv7rk82m3fb1tp0nlhn1rur@4ax.com>
Source record: 38641

On Sat, 17 Feb 2001 03:58:43 GMT, "Daniel Chartier"
<grimlock@yahoo.caNOSPAM> drooled an embarassing wet spot in his lap
as he typed:

>I want to do some programming on the emulated Atari. Where can I find the
>TBXL .atr or .xld disk image? Also, which emulator would you recommend for
>a win98 system? I currently have Darek Michika's emulator. Thanks!

Atari800Win Plus is the way to go. As for Turbo Basic, I have an
original ARC packed away in my Closer to Home mirror. I could
probably manage a way to turn that into an image for you.

>
>To reply to me, remove NOSPAM from my address
>

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

1169. Re: Is Spartados still for sale, any links?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-17 05:23:49 UTC
From: HedgeSlammer <hedge@home.com>
Message-ID: <MPG.14f7c75fc3ea0b2898991a@news>
Source record: 38642

Uh, I'm rusty on Atari Dos, so who is Bob Puff anyway and where do I get
this DCM32?

TIA

In article <3a8aceee$0$1521$53a6afc1@news.erinet.com>, russg@en.com
says...
> (Still blabbing).
> Ok, at the same site (ftp.spudster.org under CTH/utilties/DOS/SpartaDOS,
> theres a .DCM file of fte32f.dcm. Get that and then you can run
> Bob Puff Disk communicator to un-dcm it to a boot disk, then you
> can do the SCOPY of the fte32g.scp. But I ramble. You do have
> DCM32 (disk communicator) don't you?
> RUSSG
>
>
>

1170. Re: WANTED: Turbo Basic XL disk image

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-17 05:23:54 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <fh2s8t4ii6domisi1vr23k5phm0hbcqsjf@4ax.com>
Source record: 38643

On Sat, 17 Feb 2001 03:58:43 GMT, "Daniel Chartier"
<grimlock@yahoo.caNOSPAM> drooled an embarassing wet spot in his lap
as he typed:

>I want to do some programming on the emulated Atari. Where can I find the
>TBXL .atr or .xld disk image? Also, which emulator would you recommend for
>a win98 system? I currently have Darek Michika's emulator. Thanks!
>
>To reply to me, remove NOSPAM from my address
>

Okay, I've uncovered the two-disk DCM version, which I am about to
post on alt.binaries.atari.8bit. DCMs can be read natively just like
ATRs and XFDs by Atari800Win/Plus.

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

1171. How to tell which Atari Basic Revision that you have

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-17 06:32:31 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <t8s6nnioqfe8d4@corp.supernews.com>
Source record: 38644

The memory address that identifies which Basic that you have is 43234.

So when you start your Atari up, at the READY prompt, type in this command:
PRINT PEEK (43234)

You will get a value of 162 if it is Rev A Basic.

You will get a value of 96 if it is Rev B Basic.

You will get a value of 234 if it is Rev C Basic.

Amateur Atari historian and Devout Atari game player,

Wally

1172. Software from 30p

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-17 11:07:22 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <3A8E5B69.D6F7E3E8@cyberpeeps.freeserve.co.uk>
Source record: 38645

As apace is needed I am forced to sell a lot of software and hardware
for PC, ATARI, JAG, ST, STE, 800XL, 2600, 7800 at silly prices. Look at
my web site :-
http://www.itsallfreehere.co.uk
prices start at 30p.
Also Mice ï¿½5, Lexmark printer memory, NEW 4 Meg. ï¿½6. 32 Meg. EDO 72 pin.
Sims ï¿½25 UKP. all inclusive of U.K. Postage.

1173. Re: Is Spartados still for sale, any links?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-17 12:15:46 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a8eaffc$0$1509$53a6afc1@news.erinet.com>
Source record: 38653

Bob Puff? He's a Atari 8-bit guru, developer, famous A8 person.
CSS, his company, makes the Black Box (hard drive interface).
He made many essential A8 programs. Arcer, unarcer, telecomm
software, and the disk communicator, which can be found at
ftp.spudster.org under CTH/utilities/utilities_files/MISC file
dskcom32.arc. If you don't know arc files. You can use pkxarc for
the pc or supunarc for the A8 (also at spudster
CTH/utilities/utilities_files/archivers/ARC/supunarc.com.
You can also find the dskcom32.arc under CTH/utilites/utilities_files/
diskcomm/dskcom32.arc.
Russg

1174. Re: Rastan for Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-17 12:48:18 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3A8E7312.7948886C@t-online.de>
Source record: 38646

> Another myth I think..

What other myths do you have in mind? Gunship is no myth - this program
exists for Atari 8-Bit.

> Never advertised and would have been a tad hard to convert onto the
> Atari in any recognizable form.

What do you mean exactly - sprites, music ?

> . Never argue with an idiot, they bring you down to their level
> and then beat you with experience

:o)

Andre

1175. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-17 12:57:41 UTC
From: DCM01@USA.NET
Message-ID: <3a8e73bd.1126403@news.CIS.DFN.DE>
Source record: 38647

If the seller used artful language without actually lying (ala Pres.
Clinton) to create the impression that he was selling a system and not
a box, then it is still fraud.

I bought a projector whose seller described it "the wheel spins, the
lamp lights" but omitted the further info that is was obviously bent
to heck, and it didn't spin correctly and it was broken. That was sort
of a gray area, but it still ticked me off.

On Fri, 16 Feb 2001 23:18:51 -0500, Bob Ryan <ryanr@one.net> wrote:

>Actually someone has done something similar.
>
>They took Play Station 2 boxes and auctioned them at ebay. In the buying
>frenzy people didn't read the title or description completely and ended
>up paying over $300 for a box.

1176. Re: WANTED: Turbo Basic XL disk image

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-17 13:51:36 UTC
From: Daniel Chartier <grimlock@yahoo.caNOSPAM>
Message-ID: <982417896.505680@news.aei.ca>
Source record: 38648

Hello, Mindfield.

My server does not support alt.binaries.atari.8bit. It does support alt.binaries.atari, alt.binaries.atari.cancelbots, alt.binaries.atari.d, alt.binaries.atari.dead, and the last one alt.binaries.comp.atari8bit looks like it my be yours because it has two replies to spam mail. Could you upload it to this last site? alt.binaries.comp.atari8bit

ATari800win? I'll search the net and download it. What is the latest version? Also, a very important question - does atari800win support 64k (and maybe 128k) ? I know that TBXL requires 64k.

Thank you very much! I rmember using both TBXL and BXE when I was young, and I was always amazed at how good TBXL was. And when you add the compiler, it blew BXE out of the water!

Mindfield <mindfield@badgers.emulationnet.com> wrote in message news:fh2s8t4ii6domisi1vr23k5phm0hbcqsjf@4ax.com...
> On Sat, 17 Feb 2001 03:58:43 GMT, "Daniel Chartier"
> <grimlock@yahoo.caNOSPAM> drooled an embarassing wet spot in his lap
> as he typed:
>
> >I want to do some programming on the emulated Atari. Where can I find the
> >TBXL .atr or .xld disk image? Also, which emulator would you recommend for
> >a win98 system? I currently have Darek Michika's emulator. Thanks!
> >
> >To reply to me, remove NOSPAM from my address
> >
>
> Okay, I've uncovered the two-disk DCM version, which I am about to
> post on alt.binaries.atari.8bit. DCMs can be read natively just like
> ATRs and XFDs by Atari800Win/Plus.
>
> --
>
> Almost there...
>
> "Ignorance breeds confidence more often than does knowledge." -Darwin
> The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html
>
> Remove the badgers before E-Mailing.

1177. Re: 1.44M for 8bit??

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-17 13:51:37 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <t8t0fanbb3ce78@corp.supernews.com>
Source record: 38649

Hello Jim Klein <jklein@paxway.com>,

You wrote in your message:
>
> I currently have a 1050 drive...
>
> Is there an entirely seperate & inexpensive & 1.44M
> disk drive I can get??? & what DOS's support it?
>
Well Jim are you talking about modification of the actual
1050 disk drive to run at 1.44MB?

I don't know if that old a technology could handle it.

Wally

1178. Re: 1.44M for 8bit??

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-17 16:39:38 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <96m9de$2n94$1@wrath.news.nacamar.de>
Source record: 38650

A DOS that supports 1.44MB are MyDOS and SpartaDOS. Both can handle up to 16
MB Diskspace (65536 Sectors, 256 Byte per Sector = 16 Megabyte).
I use my PC as an high-capacity-diskdrive. I have a 16 MB-Partition with
MyDOS and my graphical user interface (BOSS-X) for best overview.

MS

"w_a_lang" <w_a_lang@willinet.net> schrieb im Newsbeitrag
news:t8t0fanbb3ce78@corp.supernews.com...
>
> Hello Jim Klein <jklein@paxway.com>,
>
> You wrote in your message:
> >
> > I currently have a 1050 drive...
> >
> > Is there an entirely seperate & inexpensive & 1.44M
> > disk drive I can get??? & what DOS's support it?
> >
> Well Jim are you talking about modification of the actual
> 1050 disk drive to run at 1.44MB?
>
> I don't know if that old a technology could handle it.
>
> Wally
>
>
>

1179. Re: WANTED: Turbo Basic XL disk image

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-17 16:42:17 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <96m9id$2nbl$1@wrath.news.nacamar.de>
Source record: 38651

Answers in the text:

"Daniel Chartier" <grimlock@yahoo.caNOSPAM> schrieb im Newsbeitrag
news:982417896.505680@news.aei.ca...
> Hello, Mindfield.
>
> My server does not support alt.binaries.atari.8bit. It does support
> alt.binaries.atari, alt.binaries.atari.cancelbots, alt.binaries.atari.d,
> alt.binaries.atari.dead, and the last one alt.binaries.comp.atari8bit
looks
> like it my be yours because it has two replies to spam mail. Could you
> upload it to this last site? alt.binaries.comp.atari8bit
>
> ATari800win? I'll search the net and download it. What is the latest
> version? Also, a very important question - does atari800win support 64k
> (and maybe 128k) ? I know that TBXL requires 64k.
ATARI 800 Win (Plus) supports up to 320kB (Compy / Rambo)
Turbo-BASIC works very well with it
>
> Thank you very much! I rmember using both TBXL and BXE when I was young,
> and I was always amazed at how good TBXL was. And when you add the
> compiler, it blew BXE out of the water!
>
> Mindfield <mindfield@badgers.emulationnet.com> wrote in message
> news:fh2s8t4ii6domisi1vr23k5phm0hbcqsjf@4ax.com...
> > On Sat, 17 Feb 2001 03:58:43 GMT, "Daniel Chartier"
> > <grimlock@yahoo.caNOSPAM> drooled an embarassing wet spot in his lap
> > as he typed:
> >
> > >I want to do some programming on the emulated Atari. Where can I find
> the
> > >TBXL .atr or .xld disk image? Also, which emulator would you recommend
> for
> > >a win98 system? I currently have Darek Michika's emulator. Thanks!
> > >
> > >To reply to me, remove NOSPAM from my address
> > >
> >
> > Okay, I've uncovered the two-disk DCM version, which I am about to
> > post on alt.binaries.atari.8bit. DCMs can be read natively just like
> > ATRs and XFDs by Atari800Win/Plus.
> >
> > --
> >

> > Almost there...
> >
> > "Ignorance breeds confidence more often than does knowledge." -Darwin
> > The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html
> >
> > Remove the badgers before E-Mailing.
>
>

1180. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-17 16:47:12 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <000321c2@fmlynet.org>
Source record: 38662

FamilyNet Newsgate

> From: Bob Ryan <ryanr@one.net>
> Actually someone has done something similar.
> They took Play Station 2 boxes and auctioned them at ebay. In the buying
> frenzy people didn't read the title or description completely and ended
> up paying over $300 for a box.

Yes, the eBay community forums basically chewed the guy out that sold them
initially. I didn't agree with the chewing out as it was the fault of the
bidder for not reading the item description.

> There are more than one or two cases of this.

Similar things happen constantly on eBay.

Jess

> Jessica Cornn wrote:
>>
>> FamilyNet Newsgate
>>
>> > From: Jindrich Kubec <kubecj@asw.cz>
>> > Andreas Magenheimer wrote:
>> >> P.S. I also now a few other german collectors who have the A8 version of
>> >> Gunship. But you know collectors: they never open any package or test a
>> >> game...
>> > In such case we should make tons of cash by printing some nice boxes,
>> > shrinkrapping them and autioning them at Ebay :-)))))))))))))))))
>>
>> Hehe, don't forget to stuff the box with something stiff or it'll start
> bulging
>> in :)
>>
>> Long time, no see, right ppl?
>>
>> Jess
>> > --
>> > Jindroush <kubecj@asw.cz>
>> > See http://www.asw.cz/~kubecj for Atari 8bit utils!
>>
>> FamilyNet <> Internet Gated Mail
>> http://www.fmlynet.org

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1181. Re: 1.44M for 8bit??

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-17 16:48:47 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t8tam97hf5be17@corp.supernews.com>
Source record: 38652

"w_a_lang" <w_a_lang@willinet.net> wrote in message
news:t8t0fanbb3ce78@corp.supernews.com...
>
> Hello Jim Klein <jklein@paxway.com>,
>
> You wrote in your message:
> >
> > I currently have a 1050 drive...
> >
> > Is there an entirely seperate & inexpensive & 1.44M
> > disk drive I can get??? & what DOS's support it?
> >
> Well Jim are you talking about modification of the actual
> 1050 disk drive to run at 1.44MB?
>
> I don't know if that old a technology could handle it.

Bob Wooley once said in an off hand comment that he thought he could modify a 1050 to use a 1.44MB drive. If Bob thought it, I've no doubt it could be done.

IMO: The popularity of SIO2PC/APE solved 8 bit storage problems so well, it took away any reason to do the hack. Since most of us seem to have either STs or PCs, it's even the solution to other features like 8 bit high speed net access or modems.

I'm hard pressed to think of any projects that are 'must do' now because that can't be solved by SIO2PC after a fashion. If someone says they would like a 16 meg RAM disk I have a tendancy to think "Just toss APE with a high speed emulated 16M disk at it". I don't feel bad about it, more like closure since we got virtually everything we need.

1182. Re: Rastan for Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-17 16:58:36 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <000321c3@fmlynet.org>
Source record: 38663

FamilyNet Newsgate

> From: Paul Irvine <mclane.dellos@btinternet.com>
>>I've never even heard of it. I agree, it's a myth. But, how would you judge
>>the existence based on advertisement. You know the Atari manufacturers, they
>> liked to keep secrets :)
>>
>> Jess
> Well at least with an advert there's a small chance that somehow the
> game made it out in some state either from the front or the back door.

Agreed. I am just thinking of the Tramiel era of Atari that was so infamous
for its lack of advertising. I'm not sure how that compared to the 8-bit era
(as I don't remember the early part of it).

> I can't see some softy house paying great wads for advertising and not
> bringing the game out although it has happened many a time on all
> formats :-)

Oh yes, think 1400XL and 1450XLD. But be thankful, the Atari XL ad booklet was
(and is) the only documentation those models for some users, as I am sure ads
are for so many other products.

> Never ever seen Gunship either....Lots of mentions in the group but I
> doubt anyone actually owns a copy.
> --
> .. Never argue with an idiot, they bring you down to their level
> and then beat you with experience

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1183. HELP: Looking for docs to Rails West (SSI 1983)

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-17 18:18:07 UTC
From: "Thomas M. Heaney" <tmheaney@teachingcollege.com>
Message-ID: <3A8EBF22.59B23499@teachingcollege.com>
Source record: 38654

Hi, I'm looking for a copy of the rules to SSI's Rails West game (doesn't matter which computer.) Actually, I know that it didn't come out for the IBM PC, but maybe someone has a copy of the game or rules sitting around in a box. . . . maybe?

Thanks!
--Tom Heaney

1184. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-17 19:56:33 UTC
From: thomsen <twh1@gmx.de>
Message-ID: <jglt8t44dnv2s0tfjc0cn5usvll4e03kft@4ax.com>
Source record: 38655

On Fri, 16 Feb 2001 15:28:23 +0100, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>Well,
>not true !! A friend of mine has Gunship for the A8 (or he will get it
>in a few days). Unfortunately he merely is a collector, thus he will
>surely do no copy or ATR image for us... -Andreas
>
>P.S. I also now a few other german collectors who have the A8 version of
>Gunship. But you know collectors: they never open any package or test a
>game...

well I can't believe it. If it's soo rare, why there is no copy, no
screenshot, no manual, no official statement on the a8 version
available? If ANYONE is safe to say, that there is a working version
of Atari-8-Gunship, it is a mystery.

In a box of mine (Silent Service) was an advertisment for Gunship.
Usually microprose created a table with all platforms (c64,st,amiga,a8
etc). In the cell gunship-a8 stands "soon" ....
-thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Business Computer Science
Technical University of Ilmenau

1185. Re: Where to find 800XLDJ

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-17 20:03:21 UTC
From: ebaiz@skyenet.net
Message-ID: <dOAj6.416$mv4.3542@newsfeed.slurp.net>
Source record: 38656

>If someone could send me information 'bout the formats (ATR, XFD, XLD,
>DJ) I am the one who can write a little converter.
>But I have no time to do such things as figuring out the formats of those
>files. Maybe some has done this already.
>
>greeting,
> daniel

Of course what could also is to just extract the files in a ATR file and
them import them into a DI disk.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1186. Re: Rastan for Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-17 20:59:22 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <dapt8tg27b20m2da6duvsh8ntrv6pe1bsm@4ax.com>
Source record: 38658

The other Day "Jessica Cornn" <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
wrote:

>> From: Paul Irvine <mclane.dellos@btinternet.com>

>> Another myth I think..
>> Never advertised and would have been a tad hard to convert onto the
>> Atari in any recognizable form.
>
>I've never even heard of it. I agree, it's a myth. But, how would you judge
>the existence based on advertisement. You know the Atari manufacturers, they
>liked to keep secrets :)
>
>Jess

Well at least with an advert there's a small chance that somehow the
game made it out in some state either from the front or the back door.

I can't see some softy house paying great wads for advertising and not
bringing the game out although it has happened many a time on all
formats :-)

Never ever seen Gunship either....Lots of mentions in the group but I
doubt anyone actually owns a copy.
--

. Never argue with an idiot, they bring you down to their level
and then beat you with experience

1187. Re: Re: WANTED: Turbo Basic XL disk image

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-17 21:16:34 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <05qt8t8g1n22t3s7k5ie6ebukt6fgrb9i4@4ax.com>
Source record: 38659

On Sat, 17 Feb 2001 13:51:36 GMT, "Daniel Chartier"
<grimlock@yahoo.caNOSPAM> drooled an embarassing wet spot in his lap
as he typed:

>Hello, Mindfield.
>
>My server does not support alt.binaries.atari.8bit. It does support
>alt.binaries.atari, alt.binaries.atari.cancelbots, alt.binaries.atari.d,
>alt.binaries.atari.dead, and the last one alt.binaries.comp.atari8bit looks
>like it my be yours because it has two replies to spam mail. Could you
>upload it to this last site? alt.binaries.comp.atari8bit

Sorry, that's the one I meant -- and that's the one I just posted it
to. :-)

>ATari800win? I'll search the net and download it. What is the latest
>version? Also, a very important question - does atari800win support 64k
>(and maybe 128k) ? I know that TBXL requires 64k.

Atari800Win (normal and the plus version) supports 64k 400/800/XL
mode, 128k XE mode, and 320k Rambo/Compy upgrades. You can get the
latest version right from Tomasz' site at
http://www.a800win.atari-area.prv.pl/

>Thank you very much! I rmember using both TBXL and BXE when I was young,
>and I was always amazed at how good TBXL was. And when you add the
>compiler, it blew BXE out of the water!

I used to use Turbo Basic XL quite a lot. I wrote a game called
Nibbler in it (which is probably completely lost in the mists of
time), and even compiled it to run as an executable. I was very
impressed with it on the whole. :-) The cool thing is Frank
Ostrowski, author of TB, went on to write GFA Basic for the Atari ST,
which I programmed in exclusively. And GFA was just utterly
fantastic. A very natural progression from Turbo Basic, with TONS
more features and the ability to program at a pretty low level for a
BASIC language.

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

1188. Re: Rastan for Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-17 21:58:29 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <bhpt8tosku0tpops86c2f0chbdk10bbehq@4ax.com>
Source record: 38660

The other Day Andre <Chrodegang@t-online.de> wrote:

>> Another myth I think..
>
>What other myths do you have in mind? Gunship is no myth - this program
>exists for Atari 8-Bit.
>
Where?

Show me a scan of the disk or an ATR :-)

>> Never advertised and would have been a tad hard to convert onto the
>> Atari in any recognizable form.
>
>What do you mean exactly - sprites, music ?
>

Sprites for sure, the character would be very bland unless they
multiplexed the sprites which would not leave a lot for the others on
the same lines.

Music would not be a problem
--

. Never argue with an idiot, they bring you down to their level
and then beat you with experience

1189. Re: Re: WANTED: Turbo Basic XL disk image

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-17 22:54:48 UTC
From: Daniel Chartier <grimlock@yahoo.caNOSPAM>
Message-ID: <982450486.831496@news.aei.ca>
Source record: 38661

I went to the binary site, and I saw your message, but I did not see the
file. Am I doing anything wrong? I'm using outlook version 5. In the
worst case, can you upload the files to me? Remember to remove nospam from
my email. Thanks!

Mindfield <mindfield@badgers.emulationnet.com> wrote in message
news:05qt8t8g1n22t3s7k5ie6ebukt6fgrb9i4@4ax.com...
> On Sat, 17 Feb 2001 13:51:36 GMT, "Daniel Chartier"
> <grimlock@yahoo.caNOSPAM> drooled an embarassing wet spot in his lap
> as he typed:
>
> >Hello, Mindfield.
> >
> >My server does not support alt.binaries.atari.8bit. It does support
> >alt.binaries.atari, alt.binaries.atari.cancelbots, alt.binaries.atari.d,
> >alt.binaries.atari.dead, and the last one alt.binaries.comp.atari8bit
looks
> >like it my be yours because it has two replies to spam mail. Could you
> >upload it to this last site? alt.binaries.comp.atari8bit
>
> Sorry, that's the one I meant -- and that's the one I just posted it
> to. :-)
>
> >ATari800win? I'll search the net and download it. What is the latest
> >version? Also, a very important question - does atari800win support 64k
> >(and maybe 128k) ? I know that TBXL requires 64k.
>
> Atari800Win (normal and the plus version) supports 64k 400/800/XL
> mode, 128k XE mode, and 320k Rambo/Compy upgrades. You can get the
> latest version right from Tomasz' site at
> http://www.a800win.atari-area.prv.pl/
>
> >Thank you very much! I rmember using both TBXL and BXE when I was young,
> >and I was always amazed at how good TBXL was. And when you add the
> >compiler, it blew BXE out of the water!
>
> I used to use Turbo Basic XL quite a lot. I wrote a game called
> Nibbler in it (which is probably completely lost in the mists of
> time), and even compiled it to run as an executable. I was very
> impressed with it on the whole. :-) The cool thing is Frank
> Ostrowski, author of TB, went on to write GFA Basic for the Atari ST,
> which I programmed in exclusively. And GFA was just utterly
> fantastic. A very natural progression from Turbo Basic, with TONS
> more features and the ability to program at a pretty low level for a

> BASIC language.
>
>
> --
>
> Almost there...
>
> "Ignorance breeds confidence more often than does knowledge." -Darwin
> The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html
>
> Remove the badgers before E-Mailing.

1190. Re: Rastan for Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-18 01:04:07 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <k97u8t0m7nurh7htap3og1gi2fhtsga7t6@4ax.com>
Source record: 38664

The other Day "Jessica Cornn" <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
wrote:

>FamilyNet Newsgate
>
>> From: Paul Irvine <mclane.dellos@btinternet.com>
>>>I've never even heard of it. I agree, it's a myth. But, how would you judge
>>>the existence based on advertisement. You know the Atari manufacturers, they
>>> liked to keep secrets :)
>>>
>>> Jess
>> Well at least with an advert there's a small chance that somehow the
>> game made it out in some state either from the front or the back door.
>
>Agreed. I am just thinking of the Tramiel era of Atari that was so infamous
>for its lack of advertising. I'm not sure how that compared to the 8-bit era
>(as I don't remember the early part of it).
>
Trust me, the whole Atari era was one of the most dire marketing
exercises know to man or beast. The only close match was the Amiga
marketing (guess who was involved in that) where they tried to sell it
as a business machine...

>> I can't see some softy house paying great wads for advertising and not
>> bringing the game out although it has happened many a time on all
>> formats :-)
>
>Oh yes, think 1400XL and 1450XLD. But be thankful, the Atari XL ad booklet was
>(and is) the only documentation those models for some users, as I am sure ads
>are for so many other products.

Well Maplin in the UK printed all their catalogues with 1450XLD's etc,
hell I was waiting for mine to come into stock..

And that was the last I saw of them :-)
--

. Never argue with an idiot, they bring you down to their level
and then beat you with experience

1191. Justin Wilder's DiskMend

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-18 02:37:52 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010217213752.04028.00000226@ng-cj1.aol.com>
Source record: 38665

The current status of the patches to DiskMend sector editor is here:

http://members.aol.com/rhamiiton5/diskmend.zip

This contains the original plus DM7.LST and a brief doc on the mods. It will be replaced with the final update when complete. It now supports multi-drives, subdirectory listings, MyDOS file traces, disassembly of boot or DOS sectors to a file or screen or printer and writes to a 2nd sector location in single, enhanced & double density.

-Ron

Inform everyone that communications have completely broken down.

1192. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-18 03:08:08 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t8uevkkc69eeb7@corp.supernews.com>
Source record: 38666

"Jessica Cornn" <Jessica.Cornnp0.f2.n8.z8@fmlynet.org> wrote in message
news:000321c2@fmlynet.org...
> FamilyNet Newsgate
>
> > From: Bob Ryan <ryanr@one.net>
> > Actually someone has done something similar.
> > They took Play Station 2 boxes and auctioned them at ebay. In the buying
> > frenzy people didn't read the title or description completely and ended
> > up paying over $300 for a box.
>
> Yes, the eBay community forums basically chewed the guy out that sold them
> initially. I didn't agree with the chewing out as it was the fault of the
> bidder for not reading the item description.
>
> > There are more than one or two cases of this.
>
> Similar things happen constantly on eBay.

OK, I'll plead complete ignorance. Why on earth would someone even offer
PSII boxes forsale? I mean I have been throwing away my empty cereal and
oatmeal boxes. Should I be selling them on eBay?

>
> Jess
>
>
>
> > Jessica Cornn wrote:
> >>
> >> FamilyNet Newsgate
> >>
> >> > From: Jindrich Kubec <kubecj@asw.cz>
> >> > Andreas Magenheimer wrote:
> >> >> P.S. I also now a few other german collectors who have the A8
version of
> >> >> Gunship. But you know collectors: they never open any package or
test a
> >> >> game...
> >> > In such case we should make tons of cash by printing some nice boxes,
> >> > shrinkrapping them and autioning them at Ebay :-)))))))))))))))))
> >>
> >> Hehe, don't forget to stuff the box with something stiff or it'll start
> > bulging
> >> in :)
> >>

> >> Long time, no see, right ppl?
> >>
> >> Jess
> >> > --
> >> > Jindroush <kubecj@asw.cz>
> >> > See http://www.asw.cz/~kubecj for Atari 8bit utils!
> >>
> >> FamilyNet <> Internet Gated Mail
> >> http://www.fmlynet.org
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>
>

1193. Re: Re: WANTED: Turbo Basic XL disk image

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-18 03:28:35 UTC
From: Daniel Chartier <grimlock@yahoo.caNOSPAM>
Message-ID: <982466915.20190@news.aei.ca>
Source record: 38667

The files are there. I saw them on a friend's comptuer, but my computer (or my server) does not show them. Anyways, I do have them now, and thanks!

1194. Re: Is Spartados still for sale, any links?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-18 04:04:55 UTC
From: HedgeSlammer <hedge@home.com>
Message-ID: <MPG.14f906685d3a35ac98991b@news>
Source record: 38668

Cool, thanx!

In article <3a8eaffc$0$1509$53a6afc1@news.erinet.com>, russg@en.com
says...
> Bob Puff? He's a Atari 8-bit guru, developer, famous A8 person.
> CSS, his company, makes the Black Box (hard drive interface).
> He made many essential A8 programs. Arcer, unarcer, telecomm
> software, and the disk communicator, which can be found at
> ftp.spudster.org under CTH/utilities/utilities_files/MISC file
> dskcom32.arc. If you don't know arc files. You can use pkxarc for
> the pc or supunarc for the A8 (also at spudster
> CTH/utilities/utilities_files/archivers/ARC/supunarc.com.
> You can also find the dskcom32.arc under CTH/utilites/utilities_files/
> diskcomm/dskcom32.arc.
>
>

1195. OSS BasicXL and Action on Atari800WinPlus??

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-18 05:05:36 UTC
From: Matt Pfleger <pmatt@uswest.net>
Message-ID: <DEIj6.1911$nZ.684401@news.uswest.net>
Source record: 38669

Running OSS supercart images on an emulator.

Has anyone successfully done this? I have some
rom images that are for making actual supercart boards,
but they won't work on Atari800WinPlus.

Are the proper roms for an emulator available anywhere?

thanks,
pmatt@uswest.net

1196. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-18 06:54:09 UTC
From: "JTKirk (a.k.a. machf)" <no_me_j.j_t_kirk@geocities.com>
Message-ID: <19su8tc4igb7a8o1qf4s7d2i44aeej0fi5@4ax.com>
Source record: 38671

On Fri, 16 Feb 2001 15:28:23 +0100, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>Well,
>not true !! A friend of mine has Gunship for the A8 (or he will get it
>in a few days). Unfortunately he merely is a collector, thus he will
>surely do no copy or ATR image for us... -Andreas
>
>P.S. I also now a few other german collectors who have the A8 version of
>Gunship. But you know collectors: they never open any package or test a
>game...
>
Kill them, you'll be doing them a favor.
After killing them, grab their copies,and you'll be doing US a favor...
;-)

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

1197. ebay: [was Re: Gunship for the 8-bit]

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-18 07:19:23 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3A8F777B.74CE6DB@one.net>
Source record: 38670

When the thing first came out, there was more demand than supply. A lot of people sold them on ebay to get a lot more than they paid. I recently saw one go for over $1,300.00 on ebay. And, my step-daughter paid over $600 for one because her husband "had to have one" for Christmas. I told her to wait five years and get it for $20 at a yard sale.

Some people got smart and realized that if they word their title and description correctly, they could get someone who didn't read close enough to think they are actually buying the game console when in fact they are only getting the box.

The one I remember had "PlayStation 2 box and receipt" as the title. Unfortunately, I cannot find that auction at ebay now.

-Bob

Rick Cortese wrote:
>
> "Jessica Cornn" <Jessica.Cornnp0.f2.n8.z8@fmlynet.org> wrote in message
> news:000321c2@fmlynet.org...
> > FamilyNet Newsgate
> >
> > > From: Bob Ryan <ryanr@one.net>
> > > Actually someone has done something similar.
> > > They took Play Station 2 boxes and auctioned them at ebay. In the buying
> > > frenzy people didn't read the title or description completely and ended
> > > up paying over $300 for a box.
> >
> > Yes, the eBay community forums basically chewed the guy out that sold them
> > initially. I didn't agree with the chewing out as it was the fault of the
> > bidder for not reading the item description.
> >
> > > There are more than one or two cases of this.
> >
> > Similar things happen constantly on eBay.
>
> OK, I'll plead complete ignorance. Why on earth would someone even offer
> PSII boxes forsale? I mean I have been throwing away my empty cereal and
> oatmeal boxes. Should I be selling them on eBay?
>
> >
> > Jess
> >
> >
> >

> > > Jessica Cornn wrote:
> > >>
> > >> FamilyNet Newsgate
> > >>
> > >> > From: Jindrich Kubec <kubecj@asw.cz>
> > >> > Andreas Magenheimer wrote:
> > >> >> P.S. I also now a few other german collectors who have the A8
> version of
> > >> >> Gunship. But you know collectors: they never open any package or
> test a
> > >> >> game...
> > >> > In such case we should make tons of cash by printing some nice boxes,
> > >> > shrinkrapping them and autioning them at Ebay :-)))))))))))))))))
> > >>
> > >> Hehe, don't forget to stuff the box with something stiff or it'll start
> > > bulging
> > >> in :)
> > >>
> > >> Long time, no see, right ppl?
> > >>
> > >> Jess
> > >> > --
> > >> > Jindroush <kubecj@asw.cz>
> > >> > See http://www.asw.cz/~kubecj for Atari 8bit utils!
> > >>
> > >> FamilyNet <> Internet Gated Mail
> > >> http://www.fmlynet.org
> >
> > FamilyNet <> Internet Gated Mail
> > http://www.fmlynet.org
> >
> >

1198. Re: OSS BasicXL and Action on Atari800WinPlus??

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-18 09:39:34 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3A8F9856.683992@asw.cz>
Source record: 38672

Matt Pfleger wrote:
> Has anyone successfully done this? I have some
> rom images that are for making actual supercart boards,
> but they won't work on Atari800WinPlus.
>
> Are the proper roms for an emulator available anywhere?

The EPROM images currently don't work. But wait for following release,
there will be additional support for them. (I was told so)

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

1199. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-18 10:07:24 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <00033a69@fmlynet.org>
Source record: 38680

FamilyNet Newsgate

> From: "Rick Cortese" <ricortes@netmagic.net>

>> Yes, the eBay community forums basically chewed the guy out that sold them
>> initially. I didn't agree with the chewing out as it was the fault of the
>> bidder for not reading the item description.
>>
>> > There are more than one or two cases of this.
>>
>> Similar things happen constantly on eBay.
> OK, I'll plead complete ignorance. Why on earth would someone even offer
> PSII boxes forsale?

Uhm, it's bragging rights. If you show your PSII box to your friends, they
might actually believe you have one locked away somewhere.

> I mean I have been throwing away my empty cereal and
> oatmeal boxes. Should I be selling them on eBay?

Maybe...if you save them for 10-15 years it's entirely possible that they would
sell. There are people that sell WonderBread wrappers, cereal boxes, shampoo
bottles...all vintage of course.

Jess

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1200. ebay: [was Re: Gunship for the 8-bit]

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-18 10:13:34 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <00033a6a@fmlynet.org>
Source record: 38681

FamilyNet Newsgate

> From: Bob Ryan <ryanr@one.net>
> When the thing first came out, there was more demand than supply. A lot
> of people sold them on ebay to get a lot more than they paid. I recently
> saw one go for over $1,300.00 on ebay.

$1300 bucks? Dang. There are people already selling the new Microsoft console pre-relase and the prices are going up in the thousands of dollars as well. The console will retail much, much, lower than that. Microsoft has also promised that the console will have adequate supply as well...which means no need for pre-release sales.

> And, my step-daughter paid over
> $600 for one because her husband "had to have one" for Christmas.

And so did every kid on the block.

> I told
> her to wait five years and get it for $20 at a yard sale.

Hehe...and would you get the box with that? Nope. It'll sell for $1300 on eBay.

> Some people got smart and realized that if they word their title and
> description correctly, they could get someone who didn't read close
> enough to think they are actually buying the game console when in fact
> they are only getting the box.

I think that anyone who is looking hard enough for any trace of PSII will buy anything...including just the box.

> The one I remember had "PlayStation 2 box and receipt" as the title.
> Unfortunately, I cannot find that auction at ebay now.

This is the guy that myself and several others over at the eBay "Soapbox" forum chewed out. I think eBay finally cancelled the auction.

--Jess

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1201. Re: black box questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-18 10:59:12 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <982496494.10092.0.pluto.d4ee0f47@news.demon.nl>
Source record: 38673

> > > When Matthias Belitz upgraded his BB last year, 2.16 was the latest.
And
> > since
> > > Bob's time is taken up by other things, he has no time to upgrade or
debug
> > > software. :-(
> >
> > I think 2.16 has no bugs, I didn't find any so far, also 1.41 was very
> > good...
>
> There is at least one (small) bug in the floppy emulation (get status
> SIO cmd), but I do not know, if there is any program caring about that.

I never had problems with it, but just keep it in mind when the BB rom will
be patched, then this bug can be removed also...

> Because of the major changes in V 2.16 I could not figure out yet, if
> the timing bug in the printing routines (found and described by Erhard
> Puetz in ABBUC mag) is still there ...

Hmm, I don't use the printer port at the moment, maybe someone can confirm
if the bug has been removed or is still in 2.16

> Hope to get the time for reassembling the documentation for my
> BB-modifications soon - sorry ...

No problem, we will wait for it....

TXG

1202. Re: Migraph handheld scanner on an 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-18 11:03:20 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <982496495.10092.1.pluto.d4ee0f47@news.demon.nl>
Source record: 38674

Hi,

> Hey all, I got a hold of this Migraph handheld scanner 400dpi for the
atari
> ST. The cartridge interface won't fit in an 800XL but would an adapter be
> possible?

Not very easy, the ST cartridge port is very different from XL and is
16-bit...
But maybe it's possible to make a new cartridge to connect to the scanner...

TXG

1203. Re: 1.44M for 8bit??

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-18 11:12:15 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <982496496.10092.2.pluto.d4ee0f47@news.demon.nl>
Source record: 38675

```
Hi,

1.44Mb has been made, the project was called the HDI done by Erhard Puetz I
guess, on his web-site you can find all information about it...

TXG
"Rick Cortese" <ricortes@netmagic.net> wrote in message
news:t8tam97hf5be17@corp.supernews.com...
> "w_a_lang" <w_a_lang@willinet.net> wrote in message
> news:t8t0fanbb3ce78@corp.supernews.com...
> >
> > Hello Jim Klein <jklein@paxway.com>,
> >
> > You wrote in your message:
> > >
> > > I currently have a 1050 drive...
> > >
> > > Is there an entirely seperate & inexpensive & 1.44M
> > > disk drive I can get??? & what DOS's support it?
> > >
> > Well Jim are you talking about modification of the actual
> > 1050 disk drive to run at 1.44MB?
> >
> > I don't know if that old a technology could handle it.
>
> Bob Wooley once said in an off hand comment that he thought he could
modify
> a 1050 to use a 1.44MB drive. If Bob thought it, I've no doubt it could be
> done.
>
> IMO: The popularity of SIO2PC/APE solved 8 bit storage problems so well,
it
> took away any reason to do the hack. Since most of us seem to have either
> STs or PCs, it's even the solution to other features like 8 bit high speed
> net access or modems.
>
> I'm hard pressed to think of any projects that are 'must do' now because
> that can't be solved by SIO2PC after a fashion. If someone says they would
> like a 16 meg RAM disk I have a tendancy to think "Just toss APE with a
high
> speed emulated 16M disk at it". I don't feel bad about it, more like
closure
> since we got virtually everything we need.
>
>
```

1204. Wanted: ICD Multi I/0 256K or 1Mb

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-18 12:42:34 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <982500512.12067.0.pluto.d4ee0f47@news.demon.nl>
Source record: 38676

Hi,

I am looking for an ICD Multi I/O...

Mail offers to: txg@underground.demon.nl

1205. Multiplayer using keyboard on Atari800win Emulator?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-18 13:09:50 UTC
From: davidboggitt@hotmail.com
Message-ID: <3a8fc968.17068151@news.virgin.net>
Source record: 38678

Is this possible....?

Many happy games on M.U.L.E. would ensue...

Thanks,

Dave.

1206. Re: [was Re: Gunship for the 8-bit]

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-18 13:22:01 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t8viuioo79vua3@corp.supernews.com>
Source record: 38677

"Bob Ryan" <ryanr@one.net> wrote in message news:3A8F777B.74CE6DB@one.net...
> When the thing first came out, there was more demand than supply. A lot
> of people sold them on ebay to get a lot more than they paid. I recently
> saw one go for over $1,300.00 on ebay. And, my step-daughter paid over
> $600 for one because her husband "had to have one" for Christmas. I told
> her to wait five years and get it for $20 at a yard sale.
>
> Some people got smart and realized that if they word their title and
> description correctly, they could get someone who didn't read close
> enough to think they are actually buying the game console when in fact
> they are only getting the box.
>
> The one I remember had "PlayStation 2 box and receipt" as the title.
> Unfortunately, I cannot find that auction at ebay now.

OK, thanks. Sounds like it was an intentional scam to me too anyway.

Either outright or there was another level of scam going on. I've got an early 18" sat dish. Paid something like $50 for the dish/reciever by subscribing to Direct TV for a year. From what I have seen it could be worth up to $450 on the used market and if I want to pull out my activation card, I can sell it alone for $179. Something like someone has figured out how to reprogram them for free service so the old encryption cards that have the encryption broken are worth more then a brand new unit.

If it wasn't an outright scam, it was probably targetted at people that wanted to "launder" one that "fell off a truck" or something. Probably just as bad.

1207. Re: 1.44M for 8bit??

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-18 13:37:16 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t8vjrjffmor260@corp.supernews.com>
Source record: 38679

Right, but we were focusing on hacking a 1050 to use a 1.44 mech. My position is that SIO2PC/APE are a more logical and cost effective way to go. I don't know what Erhard was selling his for, but I would guess that he used the same floppy controller as the ST and Black Box. Last time I priced those things, they were something like $20/each and the only place I could find them was a chip surplus warehouse in England.

I'd imagine to break even on his boards, he would have to sell them for $50+. For $50 you can get an old laptop with built in hard drive and 1.44 meg floppy in the US. Just a much more cost effective solution to storage problems.

If someone could hack a 1050 to work with a 1.44 meg drive for maybe $3-$6 it might offer some competition to SIO2PC. I don't see that happening at this stage of 8 bit development.

"TXG" <Txg@underground.demon.nl> wrote in message
news:982496496.10092.2.pluto.d4ee0f47@news.demon.nl...
> Hi,
>
> 1.44Mb has been made, the project was called the HDI done by Erhard Puetz
I
> guess, on his web-site you can find all information about it...
>
> TXG

1208. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-18 18:32:44 UTC
From: "JTKirk (a.k.a. machf)" <no_me_j.j_t_kirk@geocities.com>
Message-ID: <pfuu8tge58fg170gouav7l8iqh3h70869q@4ax.com>
Source record: 38682

On Sat, 17 Feb 2001 19:08:08 -0800, "Rick Cortese" <ricortes@netmagic.net>
wrote:

>
>OK, I'll plead complete ignorance. Why on earth would someone even offer
>PSII boxes forsale? I mean I have been throwing away my empty cereal and
>oatmeal boxes. Should I be selling them on eBay?
>
>
But of course! Rest assured you'll find _someone_ willing to buy them...
--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

1209. FS: Atari 8-bit disks, tapes, cart, book ... cheap!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-18 20:10:03 UTC
From: paul r <paul@NOSPAMstillavailable.co.uk>
Message-ID: <oYVj6.36712$zz4.1024028@news2-win.server.ntlworld.com>
Source record: 38683

See list below. All prices in GB Pounds (please add postage).
Not much left now, but there might be something you want ....

If interested please email paul@NOSPAMstillavailable.co.uk (remove the
NOSPAM bit)

Thanks,
Paul R
==========
Cartridges:

DAVID&#65533;S MIDNIGHT MAGIC Atari 4.00

Disks:

ACE OF ACES US Gold 2.50
BOMB Ke-Soft 2.00
BOMBI Power-Per-Post 2.00
BOP 'N WRESTLE Mindscape 5.00
DIGI-STUDIO DGS (4 disks) 4.00
EUREKA ANG Software 2.00
FIRST XLENT WORD PROCESSOR Ke-Soft (German Inst.) 2.50
GLAGGS IT Power-Per-Post 2.00
HUMANOID Sonix 2.00
KE-COMMANDER Ke-Soft 2.00
LITTLE DEVIL Red Rat 2.50
LIZARD Tiger Dev 2.00
MIDNIGHT Mirage 2.00
MINES ANG 2.00
MINESWEEPER Power-Per-Post 2.00
ROBOMASH TWAUG 2.00
RUBBER BALL Power-Per-Post 2.00
SAM BUDGET Power Per Post (Requires SAM) 2.00
SAM DESIGNER Power Per Post (Requires SAM) 2.00
SAM UTILITY EXTENSIONS 1 Power Per Post (Requires SAM) 2.00
SAPER Ke-Soft 2.00
SAPER CONSTRUCTOR ANG 2.00
SARGON III CHESS Hayden 5.00
SPINDIZZY Electric Dreams 3.00
STAR RAIDERS II Atari (Tatty Box) 1.00
TAIPEI R&E Software 2.00
THINKER ANG 2.00
THINX ANG 2.00
WHOOPS 2 ANG 2.00
ZAXXON Datasoft 3.00

�APX� Disks (note these do not include any printed documentation)

BLACKJACK TUTOR 2.0 0.30
BLIS 2.0 0.30
COUNTER 0.30
FAMILY CASH FLOW 0.30
GRAPHICS/SOUND DEMO 0.30

Full Price Cassettes:

COLOSSUS CHESS 3.0 English 2.50
COLOSSUS CHESS 4.0 CDS 2.50
HEARTACHE Atari (plastic case cracked) 1.50
POLE POSITION US Gold 2.00
SOLO FLIGHT US Gold 2.00
SPACE LOBSTERS Red Rat 2.00

Budget Price Cassettes: all @ 0.50 each

180 Mastertronic
BMX SIMULATOR Codemasters
BOMBFUSION Mastertronic
CASTLE TOP Alternative
CRACK-UP Atlantis
DESPATCH RIDER Mastertronic
EXPLODING WALL Byte Back (2)
FEUD Bulldog
FRENESIS Mastertronic
FRUIT MACHINE SIMULATOR Codemasters
GREEN BERET Hit Squad
GUN LAW Mastertronic
HENRY'S HOUSE Mastertronic (2)
INVASION Bulldog (2)
JET-BOOT JACK Byte Back
KIKSTART Mastertronic
LASER HAWK Byte Back
LAST V8 Mastertronic
LEAPSTER Alternative
LOS ANGELES SWAT Mastertronic (2)
MAD JAX Byte Back
MASTER CHESS Mastertronic
MILK RACE Mastertronic (2)
MISSING... ONE DROID Bug-Byte
MISSION SHARK Zeppelin
NINJA COMMANDO Zeppelin
ON CUE Mastertronic
ONE MAN AND HIS HIS DROID Mastertronic
PANTHER Mastertronic
POGOTRON Gamebusters
POWERDOWN Mastertronic
PRO GOLF Atlantis
PROTECTOR Mastertronic (2)
REVENGE II Mastertronic (2)

ROULETTE SIMULATOR Byte Back (2)
SPEED ZONE Mastertronic (2)
SPY VS SPY III Hi Tec
STACK-UP Zeppelin
TITAN Atlantis
TOMAHAWK Byte Back
TRANSMUTER Codemasters
UNIVERSAL HERO Mastertronic

�APX� Cassettes (note these do not include any printed documentation)

BLACKJACK CASINO 0.30
BLOCK 'EM 0.30
CODECRACKER 0.30
COUNTER 1 0.30
DECISION MAKER 0.30
DICE POKER 0.30
DSEMBLER 0.30
EXTENDED WSFN (TURTLE) 0.30
INSTEDIT 2.0 0.30
MEMORY MATCH 0.30
MORSE CODE TUTOR 0.30
PHOBOS 0.30
SOUND EDITOR 0.30
T: TEXT DISPLAY DEVICE 0.30
TACK TREK 0.30
TERMINAL EMULATOR 0.30
TYPO ATTACK 1.1 0.30
ULTIMATE RENUMBER UTILITY 0.30

Atari Books

Computer Animation Primer
By David Fox and Mitchell Waite
McGraw-Hill
(book about computer graphics with Atari 8-bit examples) 20.00

1210. Guide on Atari

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-18 23:52:11 UTC
From: John <john@pagetostart.com>
Message-ID: <96pn7b$9p8$1@porthos.nl.uu.net>
Source record: 38684
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hi,

http://atari.pagetostart.nl/ is a Dutch-based but English written website on Atari. It's not my site, but I use it almost daily as it is a little portal to everything I need and want to know. Just to inform you, maybe you could use it.

Bye,

John

1211. Re: 1.44M for 8bit??

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-19 00:59:06 UTC
From: Curt Vendel <curt@atari-history.com>
Message-ID: <3A906FD9.7E61677E@atari-history.com>
Source record: 38685

Hi Rick,

Yeah its true, the 1772's are extremely expensive, but you can get away with using a 1770, you just can't acheive a step rate of 6 or lower, but its not that critical on a 360K or 720K drive, it may be necessary on the 1.44's I've never looked into that so I'm uncertain. The 1050's use a 2793 which is 1770 compatible if I remember correctly.

Curt

Rick Cortese wrote:

> Right, but we were focusing on hacking a 1050 to use a 1.44 mech. My
> position is that SIO2PC/APE are a more logical and cost effective way to go.
> I don't know what Erhard was selling his for, but I would guess that he used
> the same floppy controller as the ST and Black Box. Last time I priced those
> things, they were something like $20/each and the only place I could find
> them was a chip surplus warehouse in England.
>
> I'd imagine to break even on his boards, he would have to sell them for
> $50+. For $50 you can get an old laptop with built in hard drive and 1.44
> meg floppy in the US. Just a much more cost effective solution to storage
> problems.
>
> If someone could hack a 1050 to work with a 1.44 meg drive for maybe $3-$6
> it might offer some competition to SIO2PC. I don't see that happening at
> this stage of 8 bit development.
>
> "TXG" <Txg@underground.demon.nl> wrote in message
> news:982496496.10092.2.pluto.d4ee0f47@news.demon.nl...
> > Hi,
> >
> > 1.44Mb has been made, the project was called the HDI done by Erhard Puetz
> I
> > guess, on his web-site you can find all information about it...
> >
> > TXG

1212. Re: 1.44M for 8bit??

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-19 01:28:59 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <vF_j6.33575$o85.170980@news-server.bigpond.net.au>
Source record: 38686

"Curt Vendel" <curt@atari-history.com> wrote in message
news:3A906FD9.7E61677E@atari-history.com...
> Hi Rick,
>
> Yeah its true, the 1772's are extremely expensive, but you can get away
with
> using a 1770, you just can't acheive a step rate of 6 or lower, but its
not that
> critical on a 360K or 720K drive, it may be necessary on the 1.44's I've
never
> looked into that so I'm uncertain. The 1050's use a 2793 which is 1770
> compatible if I remember correctly.

You can get them from scrapped ST's/TT's?mega's and Falcon's. That is the easy way to get em. The problem with the chip is that it needs to be run at 16Mhz to access a 1.44. The step rate should be halved (from memory, I could be wrong). The Mega STE/TT/Falcon used the Ajax chip which was a replacement for the 1772. Incedently you can overclock a 1772 but only the 02-02 variety.

Mark

1213. SIO2PC for dummies?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-19 03:46:42 UTC
From: HedgeSlammer <hedge@home.com>
Message-ID: <MPG.14fa539f3542a15598991c@news>
Source record: 38687

I am planning on building an SIO2PC device soon.
Wiring it up is not a problem but I find the documentation for SIO2PC
rather over my head.
Is there anywhere I can find a document which just tells me simply
how to use the SIO2PC instead of descriptions of "how it works"?
A simple list of commands would be most helpful. Or is the program self
explainatory when you start using it?
I can't figure out if I can just make a directory (or disk image)and put
a whole bunch of games into it and what the maximum size an image can
be.

TIA

1214. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-19 04:47:04 UTC
From: otakuvidiot@hotSPAMMYmail.com
Message-ID: <904CF8FD4otakuvidiothotSPAMMY@64.152.100.100>
Source record: 38688

Whilst reliving childhood traumas, O_v spied JTKirk (a.k.a. machf)'s 18 Feb 2001 message...

>>OK, I'll plead complete ignorance. Why on earth would someone even offer
>>PSII boxes forsale? I mean I have been throwing away my empty cereal and
>>oatmeal boxes. Should I be selling them on eBay?
>>
>>
>But of course! Rest assured you'll find _someone_ willing to buy them...

I have to plead "guilty" here. I would buy them. I love collecting old food related items. I even bought some Roman Meal single-slice plastic sheets one time.

--
O_v

Antique Computer and Videogame Books and Ephemera!
http://www.otakuboy.com

Featured title: TI-99/4a USER'S REFERENCE GUIDE - 1981

1215. ATR8000 8" Floppy Drive Compatability

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-19 05:27:18 UTC
From: "Mark W. Smith" <MSmith@optonline.net>
Message-ID: <W82k6.71226$%g3.11638257@news02.optonline.net>
Source record: 38689

I really need help with this one. Will my ATR8000 support 8 inch hard sectored floppy disks? My manual makes a vague reference to 5 1/4" hard sectored disks, but says nothing explicitly.

Any help would be really appreciated as I have data on these disks in a foreign file format and I am trying to reduce as many variables as possible.

Thanks,
Mark

1216. Re: Multiplayer using keyboard on Atari800win Emulator?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-19 07:34:19 UTC
From: Pairman <nospam@!.com>
Message-ID: <MPG.14fa7a6a92c16436989681@news.telusplanet.net>
Source record: 38694

```
In article <3a8fc968.17068151@news.virgin.net>, davidboggitt@hotmail.com
says...
> Is this possible....?
>
> Many happy games on M.U.L.E. would ensue...
>
> Thanks,
>
> Dave.
>
I was thinking on the lines of using those Microsoft Game pads that could
be daisy chained.
```

1217. Re: SIO2PC for dummies?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-19 08:38:09 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <kT2k6.319$x_3.171247@nnrp3.sbc.net>
Source record: 38690

I use the APE for DOS program, I can't remember the URL but I think if you search for APEDOS or APE98 or WINAPE you'll find the link. There is a crippled version for free download that has most of the capablities of the full version and its very simple to use. The program was written by Steven J. Tucker whom I've spotted frequenting this group. The DOS version works better on my old IBM486 than the WIN version and it's pretty well documented with a good help feature. You can also create ATR's through the program. I give this little app an A++ ! Thanks Steven! I'm gonna register it as soon as I get my allowance.
Mo

HedgeSlammer wrote in message ...
>I am planning on building an SIO2PC device soon.
>Wiring it up is not a problem but I find the documentation for SIO2PC
>rather over my head.
>Is there anywhere I can find a document which just tells me simply
>how to use the SIO2PC instead of descriptions of "how it works"?
>A simple list of commands would be most helpful. Or is the program self
>explainatory when you start using it?
>I can't figure out if I can just make a directory (or disk image)and put
>a whole bunch of games into it and what the maximum size an image can
>be.
>
>TIA
>
>

1218. Download Avalon Hill!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-19 09:26:40 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <MA3k6.371$Em3.281015@nnrp2.sbc.net>
Source record: 38691

Hey all, I took a few minutes to clean up my home page a little bit. I've
also added a link for an ATR that contains the following games (in BASIC)
from Avalon Hill. I got a hold of a small box of tapes and did the transfers
myself.

Titles included:
Midway Campaign
North Atlantic Convoy Raider
Nukewar
Conflict 2500
Andromeda Conquest
B1-Nuclear Bomber

and maybe more I can't remember and my eyes are getting blurry!
Here's the link and if anyone has the docs for these please scan them and
I'll put your name up in lights!

http://members.tripod.com/~chainsaw1661/crush.htm

Mo
email docs to:
chainsaw11@zdnetmail.com

1219. Re: Migraph handheld scanner on an 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-19 09:55:54 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <604k6.373$Em3.286089@nnrp2.sbc.net>
Source record: 38692

That sounds like an idea, although maybe just as difficult. The power supply for the scanner actually plugs into the cartridge along with the scanners cable. I'd need to find some kind of schematics I guess. Thanks, Mo.

TXG wrote in message <982496495.10092.1.pluto.d4ee0f47@news.demon.nl>...
>Hi,
>
>> Hey all, I got a hold of this Migraph handheld scanner 400dpi for the
>atari
>> ST. The cartridge interface won't fit in an 800XL but would an adapter be
>> possible?
>
>Not very easy, the ST cartridge port is very different from XL and is
>16-bit...
>But maybe it's possible to make a new cartridge to connect to the
scanner...
>
>TXG
>
>

1220. Re: [Epyx Shrine] Gunfight Manual?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-19 10:01:31 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <r54k6.374$Em3.287051@nnrp2.sbc.net>
Source record: 38693

I sure would like to see some MP3's of some of these Epyx tapes or ATR's. I don't have the manual needed, however I did clean up my homepage a little and added an ATR of some Avalon Hill games in BASIC. I don't have any docs for those either but I'll post them if someone sends them to me, chainsaw11@zdnetmail.com
As always I'm not greedy, everyone is welcome to take what they need off of my site to add to theirs in the name of preservation. Mo
http://members.tripod.com/~chainsaw1661/crush.htm

Manuel Polik wrote in message <3A8C5C92.DAF76C4E@nexgo.de>...
>Hi there!
>
>For my ever growing Epyx Shrine (http://home.nexgo.de/cybergoth) I'm
>once more searching a manual, this time it's the one for 'Gunfight'. Can
>someone please either type/scan it in, or point me in the right
>direction where to find it online?
>
>Greetings,
> Manuel
>P.S.: In my Epyx Poll #3 it's head to head between 'G.I. Joe' & 'Gateway
>To Aphsai' ATM :-)
>

1221. Re: Download Avalon Hill!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-19 10:30:04 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <%Uck6.22$AQ1.14150@nnrp3.sbc.net>
Source record: 38548

Somethings wrong with fort defiance, I think it had a glitch on the original tape. If someone can fix it and email me the fix, I'd appreciate it! Thanks, Mo.
chainsaw11@zdnetmail.com

chainsaw11 wrote in message ...
>Hey all, I took a few minutes to clean up my home page a little bit. I've
>also added a link for an ATR that contains the following games (in BASIC)
>from Avalon Hill. I got a hold of a small box of tapes and did the
transfers
>myself.
>
>Titles included:
>Midway Campaign
>North Atlantic Convoy Raider
>Nukewar
>Conflict 2500
>Andromeda Conquest
>B1-Nuclear Bomber
>
>and maybe more I can't remember and my eyes are getting blurry!
>Here's the link and if anyone has the docs for these please scan them and
>I'll put your name up in lights!
>
>http://members.tripod.com/~chainsaw1661/crush.htm
>
>Mo
>email docs to:
>chainsaw11@zdnetmail.com
>
>
>
>

1222. Migraph handheld scanner on an 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-19 10:34:20 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000378b0@fmlynet.org>
Source record: 38551

FamilyNet Newsgate

> From: "chainsaw11" <mygranny@swbell.net>

> Hey all, I got a hold of this Migraph handheld scanner 400dpi for the atari
> ST. The cartridge interface won't fit in an 800XL but would an adapter be
> possible? I didn't even know that ST's used cartridges, I've never had one.
> Thanks! Mo

Yeh, the Migraph was one of the most celebrated scanners of the ST world at one time. Of course that is what they tell me... I've been looking back on the ST scene in retrospect since I got into it in 1998. :) Of course the Atari 8 I enjoyed while it was still big.

But the ST cartridge port can kinda be looked apon as being as useful as the Atari 800 right hand cartridge slot. (grin)

I have YET to find a game on a ST cartridge. Mostly utilities. Thus the reason for the example above.

The ST cartridge was a cool idea. Like all things ST, Atari made this 16 bit machine, and gave it everything a modified Atari8 had... OUT OF THE BOX!! 16 bit machine with 512K, moving at a blinding 8 mhz of speed, and a cartridge that could hold 128K of ram. Really cool eh?

Well, while a 128K cartridge would have been cool on a 800xl, it didn't mean dip in the sixteen/thirty-two (ST) bit world. (Star Raiders on the ST is like a 250K game.... I was looking into making a ST cartridge of that game for a bit to finish off my Star Raiders collection... no luck... And I haven't heard of a bank switching cartridge on the ST... yet!)

One thing the cartridge port did offer as Dave Small of the Macintosh emulator for the ST (Spectre) scene would realize, the cartridge port offered a port with a FAST transfer rate. Granted you had to make a special connector with gold leads, but once you had that, you could rig the cartridge port for all sort of transfers.
So the "Cartridge port" became less of what we have come to know in the Atari8 world as a rom based storage device and practically daughter board to the Atari 8's motherboard, but more of a information transfer port.

So you have some STRANGE devices that came out. Like the Migraph hand scanner, ST Replay (a audio in and out jack in cartridge form), various system clock devices, and of course the Spectre GCR, which had a cartridge you could put Macintosh 128K roms on, and then had ports you could plug the floppy drive in to read Mac disks!

There were a few carts that were more the rom based storage devices.
There was a desk accessory cart.. but that requested additional software on
disk to run. Kinda pointless if you ask me... but it was there. And then
there was ONE true rom based cartridge...the VT100 emulation cartridge. Finally
a cartridge my Atari8 world knowledge could identify with. (grin)

And there you have the enigma of the 128K ST cartridge.

If anyone has any question about the ST, I'll be happy to answer. I'm
a Atari 8-bit user first and ST user second. (must like Rick D is also). The
ST is a great utility machine, and had a few improvements over the Atari8 line.
I have fun using both, and am currently typing on my Atari 800 as I look my
Mega ST/2's SM124 screen. ;) They work well together .... sometimes.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1223. Re: Where to find 800XLDJ

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-19 10:36:52 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000378b1@fmlynet.org>
Source record: 38552

FamilyNet Newsgate

> From: Jindrich Kubec <kubecj@asw.cz>

> Andreas Magenheimer wrote:
>> P.S.: Maybe someone who has the knowledge could write a DJ to
>> ATR,XFD,DCM,SCP converter (and vice versa: ATR,XFD,SCP,DCM to DJ
>> converter)...

> It's relatively easy to add that to my converter. But I don't know the
> format, nor I have any *.DI images.

Relatively easy? Awesome! What does your converter run on?

I wuld happy to try to introduce you to the mind behind the 800XLDJ. Such
a converter would be a wonderful!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1224. 8bit spare parts

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-19 10:42:42 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000378b2@fmlynet.org>
Source record: 38553

FamilyNet Newsgate

> From: Jindrich Kubec <kubecj@asw.cz>

> Hi!

> Doesn't anybody know somebody who could have these Antics:
> CO12296
> CO21697

> also CTIA is welcome.

> I know Best have them, but together with postage it's simply too much
> for me... (europeans preferred)

I have come to appreciate best electronics. Their 228 page catalog is
worth the $7.50 I paid for it. And I have to say, I spent a long time looking
for a chip for the 850 interface. Finally found it (for $5) from best. They
had the best prices for a Atari laser printer I was working on... what I say..
Best has been good to me.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1225. Re: USB SIO2PC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-19 13:14:40 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <96r680$mk2$2@nets3.rz.RWTH-Aachen.DE>
Source record: 38695

Howdy Timothy

>USB to SIO peripherals are quite straightforward to do. It's also
>possible to do a high speed interface to that parallel bus on the back
>of 800XLs which I forget the name of.

That's what I meant. BTW Scanlogic also has a chip that will do 8 bit to USB
and vice versa. Alphamicro (http://alphamicro.net) sells them (SL11H) per
piece if you want one.

CU Mathy van Nisselroy

1226. Re: black box questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-19 13:18:55 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <96r6fv$mk2$3@nets3.rz.RWTH-Aachen.DE>
Source record: 38696

Howdy folks

>> Hope to get the time for reassembling the documentation for my
>> BB-modifications soon - sorry ...
>
>No problem, we will wait for it....

I've got a CD ROM player again, so I'm ready to rumble....

CU Mathy van Nisselroy

1227. Atari to PC joystick Interface

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-19 13:51:37 UTC
From: Emmanuel Fernandes <manu@writeme.com>
Message-ID: <96r81riap1@ail.sri.ucl.ac.be>
Source record: 38547

Hi Everybody!

Since many people are asking, before christmas I made the promess that I'll release a two-button version of my Atari-to-PC joystick interface (http://users.swing.be/atari/joystick.html). For people who don't know, this device let's you connect a classical Atari Joystick to your PC through the gameport. No extra software is needed, and it can be used with any Atari emulator (atari 2600 and atari 8bits emulators. It is always better to play old atari games with REAL atari sticks).

I've been working in a new version supporting 2-buttons joypads such as the Atari 7800 joypad. Well, this version needs a lot of work and it is not finished yet. BUT, I have an intermediate version with the following characteristics :
- less electronics (and easier to build) ;
- support also a 2-buttons device : the Sega Megadrive joypad.

For the version supporting the Atari 7800 joypad, you'll have to wait a little bit (I have not enough free time). But enjoy what has been done till now :

http://gauss.math.ucl.ac.be/~manu/a2pc

You'll find there GIF and TIFF versions of the schematics. The TIFF ones have the correct resolution/size to be printed out by any 300dpi laser printer on a A4/letter size sheet of paper.

Enjoy and have fun,

Emmanuel.

1228. Re: ATR8000 8" Floppy Drive Compatability

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-19 17:51:10 UTC
From: patchell <patchell@silcom.com>
Message-ID: <3A915D0E.5927FA02@silcom.com>
Source record: 38549

These are REAL DIM memories, but....as I recall, the ATR8000 will read hard sectored disks, it might have been able to write them, but I don't think it would format them (the FDC requires there be only one index hole per revolution). The problem with a lot of hard sector disk formats is that the poor little FDC will probably not have the slightest idea what to do with the data. I know that this was the case with the Northstar hard sectored floppies I had, after I gave up that particular computer, I reformated them in my Atari 810 drive.

"Mark W. Smith" wrote:

> I really need help with this one. Will my ATR8000 support 8 inch hard
> sectored floppy disks? My manual makes a vague reference to 5 1/4" hard
> sectored disks, but says nothing explicitly.
>
> Any help would be really appreciated as I have data on these disks in a
> foreign file format and I am trying to reduce as many variables as possible.
>
> Thanks,
> Mark

--
-Jim
---
* Visit:http://www.silcom.com/~patchell/
*---
*I'm sure glad Merry Christmas comes just once a year
* -Yogi Yorgensen

1229. [Epyx Shrine] Gunfight & Gunfight 2600

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-19 20:41:03 UTC
From: Manuel Polik <cybergoth@nexgo.de>
Message-ID: <3A9184DF.5317E813@nexgo.de>
Source record: 38550

Hi there!

So, I just finished the gunfight page, unfortunately without manual &
interview fot the moment.

More interesting than that little page might be my new project, where I
try to port Gunfight to the Atari 2600 VCS. Looks very promising atm, I
think I can do it. I just updated an early demo on:
http://home.nexgo.de/cybergoth

Greetings,
Manuel

1230. Re: Atari to PC joystick Interface

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-19 21:58:26 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <6Ggk6.35274$o85.183741@news-server.bigpond.net.au>
Source record: 38554

"Emmanuel Fernandes" <manu@writeme.com> wrote in message
news:96r81riap1@ail.sri.ucl.ac.be...
> Hi Everybody!
>
> Since many people are asking, before christmas I made the promess that
I'll
> release a two-button version of my Atari-to-PC joystick interface
> (http://users.swing.be/atari/joystick.html). For people who don't know,
this
> device let's you connect a classical Atari Joystick to your PC through the
> gameport. No extra software is needed, and it can be used with any Atari
> emulator (atari 2600 and atari 8bits emulators. It is always better to
play
> old atari games with REAL atari sticks).
>
> I've been working in a new version supporting 2-buttons joypads such as
the
> Atari 7800 joypad. Well, this version needs a lot of work and it is not
> finished yet. BUT, I have an intermediate version with the following
> characteristics :
> - less electronics (and easier to build) ;
> - support also a 2-buttons device : the Sega Megadrive joypad.

What would really be cool is a interface to hook a PC joystick to a
2600/XL,XE/ST etc ;-)

Mark

1231. Re: Download Avalon Hill!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 00:32:43 UTC
From: DCM01@USA.NET
Message-ID: <3a91baeb.4553723@news.CIS.DFN.DE>
Source record: 38555

The problems with Fort Defiance can't be fixed by a better transfer.
It requres a total rewrite.

On Mon, 19 Feb 2001 02:30:04 -0800, "chainsaw11" <mygranny@swbell.net>
wrote:

>Somethings wrong with fort defiance, I think it had a glitch on the original
>tape. If someone can fix it and email me the fix, I'd appreciate it! Thanks,
>Mo.
>chainsaw11@zdnetmail.com
>
>chainsaw11 wrote in message ...
>>Hey all, I took a few minutes to clean up my home page a little bit. I've
>>also added a link for an ATR that contains the following games (in BASIC)
>>from Avalon Hill. I got a hold of a small box of tapes and did the
>transfers
>>myself.
>>
>>Titles included:
>>Midway Campaign
>>North Atlantic Convoy Raider
>>Nukewar
>>Conflict 2500
>>Andromeda Conquest
>>B1-Nuclear Bomber
>>
>>and maybe more I can't remember and my eyes are getting blurry!
>>Here's the link and if anyone has the docs for these please scan them and
>>I'll put your name up in lights!
>>
>>http://members.tripod.com/~chainsaw1661/crush.htm
>>
>>Mo
>>email docs to:
>>chainsaw11@zdnetmail.com
>>
>>
>>
>>
>
>

1232. Re: Y2K Bugs on 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 01:51:55 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <t93je1sv62uae0@corp.supernews.com>
Source record: 38556

Hello "me" <me@aol.com>,

You wrote in your message:
>
> So far the only one I've encountered is SpartaDos
> displaying the wrong day of the week, but there is
> a patch.
>
> Any others?
>
This bewilders me since the old Atari 8-bits did not
have the date-based filing system like PC-compatibiles
have.

It must have been the design of the SpartaDos
which I never had in my collection of 8-bit software.

Wally

1233. Re: SIO2PC for dummies?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 01:57:24 UTC
From: HedgeSlammer <hedge@home.com>
Message-ID: <MPG.14fb8b861c4f0d1a98991d@news>
Source record: 38557

Thanks, I grmabbed the Dos version of APE and the documentation does
shed more light for the neophyte than the SIO2PC dox. I gotta go over it
more.
I see you can make an image file up to 16 Mb, but how many files can you
put into an image, for example .exe game files?

In article <kT2k6.319$x_3.171247@nnrp3.sbc.net>, mygranny@swbell.net
says...
> I use the APE for DOS program, I can't remember the URL but I think if you
> search for APEDOS or APE98 or WINAPE you'll find the link. There is a
> crippled version for free download that has most of the capablities of the
> full version and its very simple to use. The program was written by Steven
> J. Tucker whom I've spotted frequenting this group. The DOS version works
> better on my old IBM486 than the WIN version and it's pretty well documented
> with a good help feature. You can also create ATR's through the program. I
> give this little app an A++ ! Thanks Steven! I'm gonna register it as soon
> as I get my allowance.
> Mo
>
> HedgeSlammer wrote in message ...
> >I am planning on building an SIO2PC device soon.
> >Wiring it up is not a problem but I find the documentation for SIO2PC
> >rather over my head.
> >Is there anywhere I can find a document which just tells me simply
> >how to use the SIO2PC instead of descriptions of "how it works"?
> >A simple list of commands would be most helpful. Or is the program self
> >explainatory when you start using it?
> >I can't figure out if I can just make a directory (or disk image)and put
> >a whole bunch of games into it and what the maximum size an image can
> >be.
> >
> >TIA
> >
> >
>
>
>

1234. Re: Silly idea with Commodore drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 02:15:10 UTC
From: Marc Walters <marc@classworks.com.au>
Message-ID: <3a91d2ec@news.hunterlink.net.au>
Source record: 38558

"Daniel Pralle" <pralle@informatik.uni-hannover.de> wrote in message
news:Pine.GSO.4.31.0102121043370.25527-100000@selene...
>
>
> On Sun, 11 Feb 2001, Mindfield wrote:
>
> > On Sun, 11 Feb 2001 08:22:52 GMT, danaeckel@my-deja.com drooled an
> > embarassing wet spot in his lap as he typed:
> >
> > >I came up with a goofy idea. Hook the Commodore 1541 drive to the
> > >joystick port. Treat it like a parallel drive like the way you can hook
> > >the Commodore drive to the PC parallel port.
> > >
> > >Silly isn't it?
>>
> > Erm ... probably. Commodore 64s didn't use disk-based DOS; instead,
> > DOS was built into the 1541 disk drives on a chip. Therefore,
> > everything that went into driving the floppy was in the floppy itself.
> > I doubt it'd work for any other system, even if you rewired the
> > connection.

It works with the PC. PC users require a transfer program, "Star Commander",
and a cable, "XE1541", to use the 1541 with PC and load/save C64 software
(or PC software it it fits) to the disk.

> Oh, that remainds me of an idea I had some years ago, but never really
> followd:
>
> Use a SPEEDY1050 to emulate this DOS inside the 1541 and the read C64
> disks with da real thing.

Don't forget that the 1541 format is recorded in GCR rather than the
IBM-standard MFM. To read/write 1541 disks on anything other than a 1541 or
clone may be very difficult, if not impossible, without major hardware
modifications to the drive controller of whicher disk unit you attempt to
use.

Marc
marc@classworks.com.au

1235. Re: Y2K Bugs on 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 02:56:31 UTC
From: harveyklein@webtv.net
Message-ID: <3587-3A91DCDF-50@storefull-112.iap.bryant.webtv.net>
Source record: 38560

The Atari 8 bit program "Financial Wizard" by Computari has a Y2K bug.
When preparing a year data disk, the year 2000 is not accepted. Seems
that years cannot end with 2 zeroes. 2001 works fine.

1236. Link to Journey to the Planets image?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 03:13:20 UTC
From: Rhett James Barnes <cryorunner@yahoo.com>
Message-ID: <cryorunner-498F1B.19132119022001@news-server>
Source record: 38559

A friend is looking for a game that she thinks was Journey to the
Planets. Anyone know where I can find a binary image of this cart?
TIA

1237. Re: SIO2PC for dummies?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 05:29:31 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010220002931.20461.00000980@ng-fu1.aol.com>
Source record: 38561

>HedgeSlammer hedge@home.com asked:

>I see you can make an image file up to 16 Mb, but how many files can you
>put into an image, for example .exe game files?

You are still limited to 64 files per directory and so could make 64
subdirectories unless the disk required boot capability. The only limits are
space 64 files in the main directory.

-Ron

Inform everyone that communications have completely broken down.

1238. Re: Re: Re: WANTED: Turbo Basic XL disk image

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 06:37:38 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <e3449tovb494682d0eiov9j8f7u67lf903@4ax.com>
Source record: 38562

On Sun, 18 Feb 2001 03:28:35 GMT, "Daniel Chartier"
<grimlock@yahoo.caNOSPAM> drooled an embarassing wet spot in his lap
as he typed:

>The files are there. I saw them on a friend's comptuer, but my computer (or
>my server) does not show them. Anyways, I do have them now, and thanks!

You're mighty welcome! Enjoy.

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

1239. Re: Where to find 800XLDJ

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 07:35:45 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3A921E51.12195A7C@asw.cz>
Source record: 38564

Greg Goodwin wrote:
> > It's relatively easy to add that to my converter. But I don't know the
> > format, nor I have any *.DI images.
>
> Relatively easy? Awesome! What does your converter run on?

Should work on any platform. It's open source. Was tested on Dos, Win9x
and various x86 lunixes. Don't know if it works on bad-endian (Motorola)
processors. It could also work on low-end computers (ST :-), but will be
probably too slow and taking lots of memory.

> I wuld happy to try to introduce you to the mind behind the 800XLDJ. Such
> a converter would be a wonderful!

If you want to help me, take the Atari disk and make both ATR and DI
from it. Then, take the disk editor, and write something in any empty
sector. Again, make ATR and DI from it. Then zip the images and send me
them.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

1240. Re: OSS BasicXL and Action on Atari800WinPlus??

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 07:51:53 UTC
From: Piotr Fusik <pfusik@elka.pw.edu.pl>
Message-ID: <Pine.SOL.4.30.0102200851110.16094-100000@elektron.elka.pw.edu.pl>
Source record: 38563

```
On Sun, 18 Feb 2001, Jindrich Kubec wrote:

> Matt Pfleger wrote:
> > Has anyone successfully done this? I have some
> > rom images that are for making actual supercart boards,
> > but they won't work on Atari800WinPlus.
> >
> > Are the proper roms for an emulator available anywhere?
>
> The EPROM images currently don't work. But wait for following release,
> there will be additional support for them. (I was told so)
>
Yes, Atari800Win PLus 2.8 will support them.

................................. Piotr Fusik <pfusik@elka.pw.edu.pl> |
.......................... a.k.a. Fox/Taquart <www.6502.org/users/fox> |
_________________________________ "64 KB should be enough for everyone" /
```

1241. Re: Atari to PC joystick Interface

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 08:22:59 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01c09b16$8ab0c400$576f3b3e@windows>
Source record: 38566

Mark Bedingfield <mark@baypc.com.au> schreef in artikel
<6Ggk6.35274$o85.183741@news-server.bigpond.net.au>...

> What would really be cool is a interface to hook a PC joystick to a
> 2600/XL,XE/ST etc ;-)
> Mark

I think it all depends which joysticks you prefer. For me, it would be
impossible to play Bounty Bob with a PC joystick/ pad (on AtariWin). The
only way to go is a Atari CX-40, interfaced of course through Emmanuel's
brilliant gadget!!!

Thanks again Emmanuel!

Richard Douwes

1242. Re: [Epyx Shrine] Gunfight Manual?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 08:50:53 UTC
From: Manuel Polik <manuel.polik@tenovis.com>
Message-ID: <3A922FED.D4485FDC@tenovis.com>
Source record: 38567

chainsaw11 wrote:

> I sure would like to see some MP3's of some of these Epyx tapes or ATR's. I
> don't have the manual needed, however I did clean up my homepage a little

Uhm... MP3s of the Atari 800 Music? How would I create that?

Greetings,
Manuel

1243. Re: Download Avalon Hill!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 10:06:41 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3A9241B1.2D5A9401@asw.cz>
Source record: 38569

chainsaw11 wrote:
>
> I'm not sure I understand, do you mean that there was a bug in the original?
> I've tried loading it and running it from tape on both my 800 and 800xl as
> well as the emulator and I always get the same error. Hmmm...

Funny. Seems to work for me... What kind of error do you get and when?

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

1244. Re: Link to Journey to the Planets image?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 10:33:36 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <lFpk6.156$wE1.236106@nnrp2.sbc.net>
Source record: 38565

Maybe you are thinking of 'Journey Escape', If you find the XL search page
and do a search on that ye shall find it!
Mo

Rhett James Barnes wrote in message ...
>A friend is looking for a game that she thinks was Journey to the
>Planets. Anyone know where I can find a binary image of this cart?
>TIA
>

1245. Re: Link to Journey to the Planets image?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 10:58:00 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <tbj49tg8vprqerplmf5hrrp9b92sreo7vq@4ax.com>
Source record: 38572

The other Day "chainsaw11" <mygranny@swbell.net> wrote:

>Maybe you are thinking of 'Journey Escape', If you find the XL search page
>and do a search on that ye shall find it!
>Mo

I think there was a journey to the planets...

I'll have a look..
--

. Never argue with an idiot, they bring you down to their level
and then beat you with experience

1246. Re: black box questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 10:58:21 UTC
From: "David\\Julie Wilson" <cybrslider@home.com>
Message-ID: <h5sk6.97800$bb.1216721@news1.rdc1.tx.home.com>
Source record: 38571

What did you have to do to get the CD rom player to work? What kind of
controller do you use?

David

"Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:96r6fv$mk2$3@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> >> Hope to get the time for reassembling the documentation for my
> >> BB-modifications soon - sorry ...
> >
> >No problem, we will wait for it....
>
> I've got a CD ROM player again, so I'm ready to rumble....
>
> CU Mathy van Nisselroy
>

1247. Re: SIO2PC for dummies?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 10:58:59 UTC
From: Cabell <cabellSPAMOFF@richmond.infi.net>
Message-ID: <96tieq$iv3$1@slb6.atl.mindspring.net>
Source record: 38570

Unless you are running SpartaDOS - then the limit is 128.

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
news:20010220002931.20461.00000980@ng-fu1.aol.com...
> >HedgeSlammer hedge@home.com asked:
>
> >I see you can make an image file up to 16 Mb, but how many files can you
> >put into an image, for example .exe game files?
>
> You are still limited to 64 files per directory and so could make 64
> subdirectories unless the disk required boot capability. The only limits
are
> space 64 files in the main directory.
>
> -Ron
>
> Inform everyone that communications have completely broken down.

1248. Re: Link to Journey to the Planets image?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 11:02:17 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <tkj49tg83flc7bbsku0t11mtbis24ht451@4ax.com>
Source record: 38573

The other Day Paul Irvine <mclane.dellos@btinternet.com> wrote:

>The other Day "chainsaw11" <mygranny@swbell.net> wrote:
>
>>Maybe you are thinking of 'Journey Escape', If you find the XL search page
>>and do a search on that ye shall find it!
>>Mo
>
>I think there was a journey to the planets...
>
>I'll have a look..

Yep....Nice little game as well.
--

. Never argue with an idiot, they bring you down to their level
and then beat you with experience

1249. Re: Download Avalon Hill!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 11:55:07 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <MRqk6.517$FJ2.13074@nnrp1.sbc.net>
Source record: 38568

I'm not sure I understand, do you mean that there was a bug in the original?
I've tried loading it and running it from tape on both my 800 and 800xl as
well as the emulator and I always get the same error. Hmmm...

Daniel Miller wrote in message <3a91baeb.4553723@news.CIS.DFN.DE>...
>The problems with Fort Defiance can't be fixed by a better transfer.
>It requres a total rewrite.
>
>On Mon, 19 Feb 2001 02:30:04 -0800, "chainsaw11" <mygranny@swbell.net>
>wrote:
>
>>Somethings wrong with fort defiance, I think it had a glitch on the
original
>>tape. If someone can fix it and email me the fix, I'd appreciate it!
Thanks,
>>Mo.
>>chainsaw11@zdnetmail.com
>>
>>chainsaw11 wrote in message ...
>>>Hey all, I took a few minutes to clean up my home page a little bit. I've
>>>also added a link for an ATR that contains the following games (in BASIC)
>>>from Avalon Hill. I got a hold of a small box of tapes and did the
>>transfers
>>>myself.
>>>
>>>Titles included:
>>>Midway Campaign
>>>North Atlantic Convoy Raider
>>>Nukewar
>>>Conflict 2500
>>>Andromeda Conquest
>>>B1-Nuclear Bomber
>>>
>>>and maybe more I can't remember and my eyes are getting blurry!
>>>Here's the link and if anyone has the docs for these please scan them and
>>>I'll put your name up in lights!
>>>
>>>http://members.tripod.com/~chainsaw1661/crush.htm
>>>
>>>Mo
>>>email docs to:
>>>chainsaw11@zdnetmail.com
>>>
>>>

>>>
>>>
>>
>>
>
>

1250. Re: Atari to PC joystick Interface

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 14:56:45 UTC
From: Guju-Boy <Guju-Das@hotmail.com>
Message-ID: <NAvk6.12750$5M5.951400@news1.frmt1.sfba.home.com>
Source record: 38574

I must have missed an earlier discussion ... what gadget are you referring
to? do you have a link?

thx
Guju

"Richard Douwes" <rdouwes@hetnet.nl> wrote in message
news:01c09b16$8ab0c400$576f3b3e@windows...
> Mark Bedingfield <mark@baypc.com.au> schreef in artikel
> <6Ggk6.35274$o85.183741@news-server.bigpond.net.au>...
>
> > What would really be cool is a interface to hook a PC joystick to a
> > 2600/XL,XE/ST etc ;-)
> > Mark
>
> I think it all depends which joysticks you prefer. For me, it would be
> *impossible* to play Bounty Bob with a PC joystick/ pad (on AtariWin). The
> only way to go is a Atari CX-40, interfaced of course through Emmanuel's
> brilliant gadget!!!
>
> Thanks again Emmanuel!
>
> Richard Douwes

1251. Re: Atari to PC joystick Interface

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 15:59:21 UTC
From: Emmanuel Fernandes <manu@writeme.com>
Message-ID: <96u3tm$8nt$1@ail.sri.ucl.ac.be>
Source record: 38575

Just read my first posting....

"Guju-Boy" <Guju-Das@hotmail.com> wrote in message
news:NAvk6.12750$5M5.951400@news1.frmt1.sfba.home.com...
> I must have missed an earlier discussion ... what gadget are you referring
> to? do you have a link?
>
> thx
> Guju
>
> "Richard Douwes" <rdouwes@hetnet.nl> wrote in message
> news:01c09b16$8ab0c400$576f3b3e@windows...
> > Mark Bedingfield <mark@baypc.com.au> schreef in artikel
> > <6Ggk6.35274$o85.183741@news-server.bigpond.net.au>...
> >
> > > What would really be cool is a interface to hook a PC joystick to a
> > > 2600/XL,XE/ST etc ;-)
> > > Mark
> >
> > I think it all depends which joysticks you prefer. For me, it would be
> > *impossible* to play Bounty Bob with a PC joystick/ pad (on AtariWin).
The
> > only way to go is a Atari CX-40, interfaced of course through Emmanuel's
> > brilliant gadget!!!
> >
> > Thanks again Emmanuel!
> >
> > Richard Douwes
>
>

1252. Running 8-bit disks on a PC driver?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 16:07:36 UTC
From: ebaiz@skyenet.net
Message-ID: <cDwk6.157$c7.687@newsfeed.slurp.net>
Source record: 38576

Hello,

Is there a program that will allow a 5.25 inch PC drive to read Atari 8-bit
5.25 inch disks?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1253. 800XLDJ works great...

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 16:07:38 UTC
From: ebaiz@skyenet.net
Message-ID: <eDwk6.158$c7.687@newsfeed.slurp.net>
Source record: 38577

I finally tried out the Atari 8-bit disk drive emulator 800XLDJ. I ran the program on my Atari Hades using the ST version. I hooked up a 130XE to my Hades(through the Modem 1 port) using the SIO2ST(PC) cable. I loaded in a virtual DI disk and then booted up the 130XE. I was greatly amazed when the 130XE booted up the program that was on the virtual disk. The other Atari people from my club were also amazed. I then used an old program that was included with the Xformer package called FXP. It allows one to see what files are in a SD or XLD disk and then export them out to the ST computer. You can also import or delete files from the virtual disk also. I had to turn off the caches on my Hades in order to get the FXP program to run. I exported them out to the Hades and then imported them onto the DI disk and booted up the XE computer. It booted up the program instantly. I was really happy. Now if I could just run some of the programs I am finding in ATR format, that would be icing on the cake.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

1254. Re: Y2K Bugs on 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 16:10:52 UTC
From: pjr <pjr@NOSPAMyep.com>
Message-ID: <slwk6.2021$MN.30704@news2-win.server.ntlworld.com>
Source record: 38578

There are quite a few Atari Y2K bugs around if you look hard enough. I was going to write an article on the subject once but didn't get around to it. They are generally very minor things such as spreadsheets/database programs that sort items by date and put the 2000 dates at the bottom of the list because 0 < 9. Or else they don't allow you to put in a 4 digit date at all so you can't differentiate between 1900 and 2000, for example.

Paul

"harvey klein" <harveyklein@webtv.net> wrote in message news:3587-3A91DCDF-50@storefull-112.iap.bryant.webtv.net...
> The Atari 8 bit program "Financial Wizard" by Computari has a Y2K bug.
> When preparing a year data disk, the year 2000 is not accepted. Seems
> that years cannot end with 2 zeroes. 2001 works fine.
>

1255. Re: I'm singing the Atari800Win Booting Blues

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 16:48:06 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A929FC6.F2E41023@mail.uni-mainz.de>
Source record: 38579

Well,
1) I tried to convert these SIO2PC 184336 bytes long images with Imagic to another format (DCM,XFD,SCP) but it did not work. Imagic starts the convert process but then stops and writes: unknown source or corrupted image. 2) I also tried to use DD ATR images of 183952 bytes length with SIO2PC and it responded: Error - not an ATR image. Looks like we need a little converter, that converts between SIO2PC and Atari 800 WIN DD Images. Or just an update of SIO2PC (or Atari 800, Win, Plus,etc.) that accepts both filelengths... -Andreas

Piotr Fusik schrieb:
>
> > If the DD images have 184336 bytes, they're invalid. DD images must be
> > 183952 bytes long. Maybe that's the problem.
> I've made some modifications to Atari800, so both 184336 and 183952 images
> should work with recent emulators. True, that some images stopped booting.
> These are DD images with 720*256 bytes, but having sectors 1-3 in first 384
> bytes. I understand 128-byte boot sectors, 256-byte boot sectors with 128
> bytes used in each, but using 1.5 sector area for storing data of 3 sectors
> is an absurd. I recommend using 183952-byte ATRs, they work fine with old
> and new emulators and APE (I'm not sure of SIO2PC). And they are shorter.
> :-)
>
> Bye,
> Piotr

1256. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 16:54:45 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A92A155.979DA4DA@mail.uni-mainz.de>
Source record: 38580

Yeah,
you are correct. Since I know some of these guys quite well, I also sold them defective software. They did not mind, because they never wanted to play it, they just wanted the original stuff (disk+label, manual, package, etc.). Sounds stupid, doesn`t it ?? They could have the same, if they would just use a scanner, and copy the disk labels, manuals and packages and use any blank disk. Maybe we should just sell them blank disks with the proper labels, manuals and packages, they would never notice it... -Andreas

Jindrich Kubec schrieb:
>
> Andreas Magenheimer wrote:
> > P.S. I also now a few other german collectors who have the A8 version of
> > Gunship. But you know collectors: they never open any package or test a
> > game...
>
> In such case we should make tons of cash by printing some nice boxes,
> shrinkrapping them and autioning them at Ebay :-)))))))))))))))))
>
> --
> Jindroush <kubecj@asw.cz>
> See http://www.asw.cz/~kubecj for Atari 8bit utils!

1257. Re: Where to find 800XLDJ

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 17:00:10 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A92A29A.5AF9DC0E@mail.uni-mainz.de>
Source record: 38581

Well Daniel,
ask Raimund Altmayer (highland@t-online.de), maybe he can help you. He
uses the XLDeejay quite often and has many .DJ images flying around.
But, he is not an assembler programmer, thus he could disassemble the
XLDeejay but he cannot help you in any way with this disassembled
source. And finally, I am not quite sure if the DJ was really written in
Assembly language (maybe C, C++, Turbo Pascal, or any other Atari ST
programming language)... -Andreas

Daniel Pralle schrieb:
>
> On Fri, 16 Feb 2001, Andreas Magenheimer wrote:
>
> > Well,
> > do you have an Atari ST ?? Then I could email you the XLDeejay. I could
> > also email you some .DJ images for test purposes (but the DJ works
> > similar to Diskcommunicator, it shrinks the data, thus images are
> > smaller than 90/130/180 kbytes). Unfortunately the author of XLDeejay is
> > long gone, there are no sources about the DJ avaiable yet. Could be a
> > little complicated to find out yourself how a DJ image works...
> > -Andreas
> >
>
> Maybean ST-Programmer could help us. He could probably find the compresion
> routine in the disassembled code. ;-))
>
> greetings,
> daniel

1258. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 17:01:55 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A92A303.53693D52@mail.uni-mainz.de>
Source record: 38582

Jessica Cornn schrieb:
>
>[snip]
>
> Long time, no see, right ppl?
>
> Jess
> > --

Ha,
the girl is back !! Good to have you here again. Greetings, Andreas.

1259. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 17:21:02 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A92A77E.B8144CD3@mail.uni-mainz.de>
Source record: 38583

Well,
a good idea, killing these collectors, especially since we do not have
electric chairs here in germany. But, what if I notice any copy
protection on Gunship or other collector items ?? I am not a hacker,
thus I cannot remove it or create an ATR image of it. And I do not own
the Ape Pro System. Thus, after having killed these guys, I must have
enough time to give the software away to other Atarians, who can remove
any copy protection. If I get caught by the police before I could give
the software away, you may have to wait 15 to 30 years until I can
contact you again. Quite risky, isn`t it ?? (Just joking!) -Andreas

"JTKirk (a.k.a. machf)" schrieb:
>
> On Fri, 16 Feb 2001 15:28:23 +0100, Andreas Magenheimer
> <magea000@mail.uni-mainz.de> wrote:
>
> >Well,
> >not true !! A friend of mine has Gunship for the A8 (or he will get it
> >in a few days). Unfortunately he merely is a collector, thus he will
> >surely do no copy or ATR image for us... -Andreas
> >
> >P.S. I also now a few other german collectors who have the A8 version of
> >Gunship. But you know collectors: they never open any package or test a
> >game...
> >
> Kill them, you'll be doing them a favor.
> After killing them, grab their copies,and you'll be doing US a favor...
> ;-)
>
> --
> _____ ____---____ Marco Antonio Checa Funcke
> _____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
> _H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
> '-_____|(http://www.GeoCities.com/Hollywood/2645
>
> remove the "no_me_j." in front of the address when replying

1260. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 17:32:59 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A92AA4B.A0B9348B@mail.uni-mainz.de>
Source record: 38584

Well,
and don`t forget the trash collectors (funny guys that collect
everything). Here in Germany (and in USA also I believe) we discover
more and more people that have this desease. Their rooms or houses have
to be cleaned by officials (coming from the health ministry) to avoid
further bacteria, insects, virusses, etc.
Especially when these trash collecting people die, their rooms have to
be cleanded for many weeks. Maybe in some ten or twenty years, we have a
new sort of trash collectors: computer trash collectors. Their museum(s)
will merely consist of computer trash then, old computer soft+hardware
no-one knows or needs anymore, that will be thrown away of course. So,
what some users collect today, might be simply thrown away in some years
(after they die). Just think of that many people who do not know Atari
at all. A house (or room) containing hundreds of Atari items might be
worth a whole life for Atari collectors, but absolutely nothing for
those who do not know Atari. For them it is just some sort of trash,
which has to be thrown away then... -Andreas

Jessica Cornn schrieb:
>
> FamilyNet Newsgate
>
> > From: "Rick Cortese" <ricortes@netmagic.net>
>
> >> Yes, the eBay community forums basically chewed the guy out that sold them
> >> initially. I didn't agree with the chewing out as it was the fault of the
> >> bidder for not reading the item description.
> >>
> >> > There are more than one or two cases of this.
> >>
> >> Similar things happen constantly on eBay.
> > OK, I'll plead complete ignorance. Why on earth would someone even offer
> > PSII boxes forsale?
>
> Uhm, it's bragging rights. If you show your PSII box to your friends, they
> might actually believe you have one locked away somewhere.
>
> > I mean I have been throwing away my empty cereal and
> > oatmeal boxes. Should I be selling them on eBay?
>
> Maybe...if you save them for 10-15 years it's entirely possible that they would
> sell. There are people that sell WonderBread wrappers, cereal boxes, shampoo
> bottles...all vintage of course.
>

> Jess
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

1261. Re: Running 8-bit disks on a PC driver?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 17:43:06 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A92ACAA.990E0230@mail.uni-mainz.de>
Source record: 38585

Well,
once again, try Ataridsk from Hiassoft. Reads dd/180k Atari disks on the
Pc and can also transfer PC files to the Atari (if you have a DD drive
with your Atari).
-Andreas

"Edward S. Baiz Jr." schrieb:
>
> Hello,
>
> Is there a program that will allow a 5.25 inch PC drive to read Atari 8-bit
> 5.25 inch disks?
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------

1262. Re: Running 8-bit disks on a PC driver?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 18:26:59 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010220132659.20513.00001146@ng-fu1.aol.com>
Source record: 38586

Seems like we have been thru this a lot lately.. The answer is a qualified yes;
AtariLink, sometimes called AtariDisk can read/write double density 256 byte
per sector MyDOS type disks in the PC 5.25. This is from HiasSoft in Austria
and works well for me. There is another AtriDisk by Charles Marslett which is
often called AtariUtil and was very hit and miss in my experience.

Look here near the bottom for some info:
http://ch.its.tudelft.nl/~sidney/atari/
on AnaDisk which reportedly will read single and enhanced density A8 media.

btw there is a new AtariUtil for Win9x by Ken which is an excellent tool to
manage all of your .ATR, .XFD and some .DCM images.

Similar naming makes your head swim after a while...

>ebaiz@skyenet.net (Edward S. Baiz Jr.) asked:

>Is there a program that will allow a 5.25 inch PC drive to read Atari 8-bit
>5.25 inch disks?

-Ron

Inform everyone that communications have completely broken down.

1263. Re: Where to find 800XLDJ

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 18:39:04 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t95e8v6bd8cr3c@corp.supernews.com>
Source record: 38587

I think I saw the source code for this years ago and it looked like it was written in GFA BASIC.

"Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message news:3A92A29A.5AF9DC0E@mail.uni-mainz.de...
> Well Daniel,
> ask Raimund Altmayer (highland@t-online.de), maybe he can help you. He
> uses the XLDeejay quite often and has many .DJ images flying around.
> But, he is not an assembler programmer, thus he could disassemble the
> XLDeejay but he cannot help you in any way with this disassembled
> source. And finally, I am not quite sure if the DJ was really written in
> Assembly language (maybe C, C++, Turbo Pascal, or any other Atari ST
> programming language)... -Andreas
>
>
>
> Daniel Pralle schrieb:
> >
> > On Fri, 16 Feb 2001, Andreas Magenheimer wrote:
> >
> > > Well,
> > > do you have an Atari ST ?? Then I could email you the XLDeejay. I
could
> > > also email you some .DJ images for test purposes (but the DJ works
> > > similar to Diskcommunicator, it shrinks the data, thus images are
> > > smaller than 90/130/180 kbytes). Unfortunately the author of XLDeejay
is
> > > long gone, there are no sources about the DJ avaiable yet. Could be a
> > > little complicated to find out yourself how a DJ image works...
> > > -Andreas
> > >
> >
> > Maybean ST-Programmer could help us. He could probably find the
compresion
> > routine in the disassembled code. ;-))
> >
> > greetings,
> > daniel

1264. How Can I Draw a Circle in Atari Basic?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 22:20:18 UTC
From: DCM01@USA.NET
Message-ID: <3a92ec84.33168827@news.CIS.DFN.DE>
Source record: 38589

I need a short, flexible routine to draw a circle for a program I am writing. I need the BASIC code to draw a circle with radius R at coordinates X,Y, where X, Y is the upper left hand corner of the imaginary square which would contain the circle.

Is there a mathematically inclined person who can assist me with this?

1265. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 22:25:30 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <u9Ck6.37538$o85.197779@news-server.bigpond.net.au>
Source record: 38588

"Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message
news:3A92AA4B.A0B9348B@mail.uni-mainz.de...
> Well,
> and don`t forget the trash collectors (funny guys that collect
> everything). Here in Germany (and in USA also I believe) we discover
> more and more people that have this desease. Their rooms or houses have
> to be cleaned by officials (coming from the health ministry) to avoid
> further bacteria, insects, virusses, etc.
> Especially when these trash collecting people die, their rooms have to
> be cleanded for many weeks. Maybe in some ten or twenty years, we have a
> new sort of trash collectors: computer trash collectors. Their museum(s)
> will merely consist of computer trash then, old computer soft+hardware
> no-one knows or needs anymore, that will be thrown away of course. So,
> what some users collect today, might be simply thrown away in some years
> (after they die). Just think of that many people who do not know Atari
> at all. A house (or room) containing hundreds of Atari items might be
> worth a whole life for Atari collectors, but absolutely nothing for
> those who do not know Atari. For them it is just some sort of trash,
> which has to be thrown away then... -

sound's like my back room;-) Full of Atari part's, computers, printers,
scanners, drives, magazines, disks.......My wife thinks I'm mad and should
sell the lot?

Mark

1266. Re: Atari to PC joystick Interface

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 22:28:09 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <ZbCk6.37542$o85.197847@news-server.bigpond.net.au>
Source record: 38590

"Richard Douwes" <rdouwes@hetnet.nl> wrote in message
news:01c09b16$8ab0c400$576f3b3e@windows...
> Mark Bedingfield <mark@baypc.com.au> schreef in artikel
> <6Ggk6.35274$o85.183741@news-server.bigpond.net.au>...
>
> > What would really be cool is a interface to hook a PC joystick to a
> > 2600/XL,XE/ST etc ;-)
> > Mark
>
> I think it all depends which joysticks you prefer. For me, it would be
> *impossible* to play Bounty Bob with a PC joystick/ pad (on AtariWin). The
> only way to go is a Atari CX-40, interfaced of course through Emmanuel's
> brilliant gadget!!!

Yeah but playing Rescue on Fractulas on an 8bit with a peesee stick, or
thunderhawk on the ST...

Mark

1267. Re: SIO2PC for dummies?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 22:37:03 UTC
From: david_p@istop.com
Message-ID: <982708632.254575@ip195>
Source record: 38591

Unless you run SpartaDos X, where the limit is around 1000 or so.

(Or, use sub-directories in SpartaDos or MyDos to get around the limit)

"Cabell" <cabellSPAMOFF@richmond.infi.net> wrote in
<96tieq$iv3$1@slb6.atl.mindspring.net>:

>Unless you are running SpartaDOS - then the limit is 128.
>
>"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
>news:20010220002931.20461.00000980@ng-fu1.aol.com...
>> >HedgeSlammer hedge@home.com asked:
>>
>> >I see you can make an image file up to 16 Mb, but how many files can
>> >you put into an image, for example .exe game files?
>>
>> You are still limited to 64 files per directory and so could make 64
>> subdirectories unless the disk required boot capability. The only
>> limits
>are
>> space 64 files in the main directory.
>>
>> -Ron
>>
>> Inform everyone that communications have completely broken down.
>
>
>

1268. Re: How Can I Draw a Circle in Atari Basic?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-20 22:39:22 UTC
From: david_p@istop.com
Message-ID: <982708771.92713@ip195>
Source record: 38592

DCM01@USA.NET (Daniel Miller) wrote in <3a92ec84.33168827@news.CIS.DFN.DE>:

>I need a short, flexible routine to draw a circle for a program I am
>writing. I need the BASIC code to draw a circle with radius R at
>coordinates X,Y, where X, Y is the upper left hand corner of the
>imaginary square which would contain the circle.
>
>Is there a mathematically inclined person who can assist me with this?
>
>

There are a number of ways to approach this. But first: are the circles to
be solid or outline? How critical is speed vs accuracy? What graphics
mode (or does it need to be a generic routine for all modes)?

A few more details and I'll dust off my BASIC thinking cap...

David P.

1269. QUESTRON for Atai 8bit..

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 01:05:09 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <9vEk6.146866$Tl3.28934253@typhoon.tampabay.rr.com>
Source record: 38593

Where can I find Questron for the 8bit (ATR FILE)
My disk has to many errors and will not load.

Thanks

1270. Re: How Can I Draw a Circle in Atari Basic?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 02:10:12 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a93680d$0$1520$53a6afc1@news.erinet.com>
Source record: 38458

```
Dan, Dave.
It's 2AM and I did the following. It is unusable for its slowness,
but it is a mathematical circle, like Dave's, but comes out like an egg
because graphics 8 doesn't have equal size rows and columns.
(The end of my suggestion is to get "CIRCLE.BAS", a machine
routine, generic like Dan wanted from ftp.spudster.com in
games/bas/c/cirlce.bas.) It is a machine routine, but is in BASIC so
you can use it in your program.
heres what I came up with.
********
2 GRAPHICS 8
10 R=30:R2=R^2
11 COLOR 3
12 PLOT 50,100
20 FOR X=50 TO 110 STEP 2
30 K=X-80
40 H=SQR((R2)-(K^2))
50 Y=H+100
60 DRAWTO X,Y
70 NEXT X
80 PLOT 110,100
90 FOR X=110 TO 50 STEP -2
100 K=X-80
110 H=SQR((R^2)-(K^2))
120 Y=100-H
130 DRAWTO X,Y
140 NEXT X
150 GOTO 150

(I did it on atari800 emulator, don't try XLIT, because XLIT won't do the
^ power function.)
RUSSG
```

1271. Re: 130xe 128k programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 02:14:52 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010220211452.04091.00000794@ng-cj1.aol.com>
Source record: 38594

Does anyone have an approximate date for this? I have been looking thru a
sizeable but not exhaustive Compute! collection with no success?

>"Daniel Chartier" grimlock@yahoo.ca asked:

>Compute! once published a little article and program in its readers' letters
>section that told you how to directly access the extra 128k, and I'm not
>talking about the 16k bank swithching technique. Apparently, their program
>let you access a block of any size through a small machine-languare routine.
>Does anyone still have this article, and can they uploaded it to me. If you
>have a scanner, that would be the best method. Thanks!

-Ron

Inform everyone that communications have completely broken down.

1272. Re: How Can I Draw a Circle in Atari Basic?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 02:51:32 UTC
From: DCM01@USA.NET
Message-ID: <3a9329d6.48869006@news.CIS.DFN.DE>
Source record: 38595

On Tue, 20 Feb 2001 22:39:22 GMT, david_p@istop.com (David Paterson)
wrote:

>DCM01@USA.NET (Daniel Miller) wrote in <3a92ec84.33168827@news.CIS.DFN.DE>:

>>I need a short, flexible routine to draw a circle for a program I am
>>writing. I need the BASIC code to draw a circle with radius R at
>>coordinates X,Y, where X, Y is the upper left hand corner of the
>>imaginary square which would contain the circle.

>There are a number of ways to approach this. But first: are the circles to
>be solid or outline? How critical is speed vs accuracy? What graphics
>mode (or does it need to be a generic routine for all modes)?

I was thinking of an outline circle, which I could then decrease in
size in a series if necessary, filling in the circle. It should be a
generic routine for all modes. The other drawing I'm doing is PLOT and
DRAWTO type stuff.

1273. Are blank PCB's available for building an OSS cart ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 02:53:15 UTC
From: ronfucci@bellsouth.net
Message-ID: <3a932d7c.13119006@news.atl.bellsouth.net>
Source record: 38596

tks

ron

1274. Re: Download Avalon Hill!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 03:07:58 UTC
From: DCM01@USA.NET
Message-ID: <3a93309d.50604988@news.CIS.DFN.DE>
Source record: 38447

There may very well be some problems and bugs, but I was just poking
fun at the game's poor quality. I would like hear others's opinions on
this game, which IMO is horrible.

On Tue, 20 Feb 2001 03:55:07 -0800, "chainsaw11" <mygranny@swbell.net>
wrote:

>I'm not sure I understand, do you mean that there was a bug in the original?
>I've tried loading it and running it from tape on both my 800 and 800xl as
>well as the emulator and I always get the same error. Hmmm...
>
>Daniel Miller wrote in message <3a91baeb.4553723@news.CIS.DFN.DE>...
>>The problems with Fort Defiance can't be fixed by a better transfer.
>>It requres a total rewrite.

1275. Re: How Can I Draw a Circle in Atari Basic?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 03:59:37 UTC
From: david_p@istop.com
Message-ID: <982727978.161421@ip195>
Source record: 38448

OK, here goes. Keep in mind I'm doing this with my Atari 800xl still boxed from my move a month and a half ago, so this is all from memory without being able to try it out. I am not including any bounds checking either; if your program passes X Y and R that go beyond the graphics mode, ERROR.

Circles will call the floating point system; unfortunately, it is notoriously slow on a stock Atari 8-bit. One way to speed things up is to pre-calculate values that will be needed, and store them in an array. I'm using 10 degree separations; given the screen resolutions, this should be adequate. Circles won't be perfect, but should be "good enough"

Thus, rather than calculating cosines each time each circle is drawn, have an init subrutine that does something like:

```
30000 DEG : REM Use degrees (instead of radians)
30010 DIM COSINE(35),SINE(35):REM Pre-calculate every 10 degrees
30020 FOR I=0 to 35
30030 COSINE(I)=COS(I*10):SINE(I)=SIN(I*10):REM Fill array
30040 NEXT I
... and more init goes here...
32767 RETURN
```

Now, when you need to draw a circle, do something like:

```
1000 REM Circle routine: requires X,Y of top left, R radius, C color
1050 REM Uses local variables CX, CY and I
1010 CX=X+R :REM calculate center X position
1020 CY=Y+R :REM calculate center X position
1030 COLOR C
1040 PLOT CX+R,CY+R:REM plot 3 o'clock position
1050 FOR I=0 TO 35
1060 DRAWTO CX+R*COSINE(I),CY+R*SINE(I)
1070 NEXT I
1080 DRAWTO CX+R,CY+R:REM back to start
1090 RETURN
```

You can even add

```
30050 CIRCLE=1000
```

and then have lines like

```
X=10:Y=10:R=50:C=3:GOSUB CIRCLE
```

To get even faster (but less circular) circles, go to 20 degree intervals, changing the arrays and indexes to a maximum of 17 instead of 35, change the pre-calculations to 20 (ie SINE(I)=SIN(I*20)); you'll have half the

number of lines to draw.

Hope this helps,

David Paterson
(CardStax, for those who remember it)
(and, of course, The Atari 8-bit Omnibus)

DCM01@USA.NET (Daniel Miller) wrote in
<3a9329d6.48869006@news.CIS.DFN.DE>:

>On Tue, 20 Feb 2001 22:39:22 GMT, david_p@istop.com (David Paterson)
>wrote:
>
>>DCM01@USA.NET (Daniel Miller) wrote in
>><3a92ec84.33168827@news.CIS.DFN.DE>:
>
>>>I need a short, flexible routine to draw a circle for a program I am
>>>writing. I need the BASIC code to draw a circle with radius R at
>>>coordinates X,Y, where X, Y is the upper left hand corner of the
>>>imaginary square which would contain the circle.
>
>>There are a number of ways to approach this. But first: are the
>>circles to be solid or outline? How critical is speed vs accuracy?
>>What graphics mode (or does it need to be a generic routine for all
>>modes)?
>
>I was thinking of an outline circle, which I could then decrease in
>size in a series if necessary, filling in the circle. It should be a
>generic routine for all modes. The other drawing I'm doing is PLOT and
>DRAWTO type stuff.

1276. Re: How Can I Draw a Circle in Atari Basic?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 04:04:31 UTC
From: david_p@istop.com
Message-ID: <982728272.265676@ip195>
Source record: 38449

Gahhh.... in lines 1040 and 1080 below, please change CY+R to CY - as listed, it's drawing to one corner of the "box".

But really, that should be the only major mistake... (famous last words)

David P

david_p@istop.com (David Paterson) wrote in <982727978.161421@ip195>:

>OK, here goes. Keep in mind I'm doing this with my Atari 800xl still
>boxed from my move a month and a half ago, so this is all from memory
>without being able to try it out. I am not including any bounds
>checking either; if your program passes X Y and R that go beyond the
>graphics mode, ERROR.
>
>
>Circles will call the floating point system; unfortunately, it is
>notoriously slow on a stock Atari 8-bit. One way to speed things up is
>to pre-calculate values that will be needed, and store them in an array.
> I'm using 10 degree separations; given the screen resolutions, this
>should be adequate. Circles won't be perfect, but should be "good
>enough"
>
>Thus, rather than calculating cosines each time each circle is drawn,
>have an init subrutine that does something like:
>
>30000 DEG : REM Use degrees (instead of radians)
>30010 DIM COSINE(35),SINE(35):REM Pre-calculate every 10 degrees
>30020 FOR I=0 to 35
>30030 COSINE(I)=COS(I*10):SINE(I)=SIN(I*10):REM Fill array
>30040 NEXT I
>... and more init goes here...
>32767 RETURN
>
>Now, when you need to draw a circle, do something like:
>
>1000 REM Circle routine: requires X,Y of top left, R radius, C color
>1050 REM Uses local variables CX, CY and I
>1010 CX=X+R :REM calculate center X position
>1020 CY=Y+R :REM calculate center X position
>1030 COLOR C
>1040 PLOT CX+R,CY+R:REM plot 3 o'clock position
>1050 FOR I=0 TO 35
>1060 DRAWTO CX+R*COSINE(I),CY+R*SINE(I)
>1070 NEXT I

```
>1080 DRAWTO CX+R,CY+R:REM back to start
>1090 RETURN
>
>You can even add
>
>30050 CIRCLE=1000
>
>and then have lines like
>
>X=10:Y=10:R=50:C=3:GOSUB CIRCLE
>
>To get even faster (but less circular) circles, go to 20 degree
>intervals, changing the arrays and indexes to a maximum of 17 instead of
>35, change the pre-calculations to 20 (ie SINE(I)=SIN(I*20)); you'll
>have half the number of lines to draw.
>
>Hope this helps,
>
>David Paterson
>(CardStax, for those who remember it)
>(and, of course, The Atari 8-bit Omnibus)
```

1277. Where to buy sio2pc cable in USA?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 04:05:16 UTC
From: Omar <omar27@earthlink.net>
Message-ID: <08Hk6.146$v77.24392@newsread2.prod.itd.earthlink.net>
Source record: 38450

Hi all,
I have recently acquired a mint condition 800xl, 1050 floppy drive,
Commodore 1902A Monitor, and original instruction manual. I have no
software yet, but have ordered mydos on cartridge.

I would like to be able to connect my PC to the Atari in order to use
downloaded software. I have seen the various sites explaining how to make
your own cable, but I would rather purchase this cable from someone if this
is possible.

I did not find this cable for sale anywhere. I have looked at the Best
Electronics website, Jameco, and a place called JDR but none seem to have
this cable listed.

Will someone assist me in obtaining one? I will be happy to prepay for the
item. See my positive feedback on eBay if necessary:
http://cgi2.ebay.com/aw-cgi/eBayISAPI.dll?ViewFeedback&userid=omar27

Regards,
Omar
omar27@earthlink.net

1278. FS: Atari jacket - Very RARE

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 04:20:14 UTC
From: frank bridges <frank@vitalcog.com>
Message-ID: <96vflu$2o6b$5@earth.superlink.net>
Source record: 38451

i got an item on ebay that's very cool, and i believe rare. it's an
atari members only style jacket.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1215324925&r=0&t=0&showTutorial=0&e
d=982960963&indexURL=0&rd=1

thanks for lookin'.

frank

--

____
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ditch croaker, The Diane Linkletter Experience, Tim,
My Dad Is Dead and John P. Strohm. PLUS Pet Sounds
compilation and Doug Allen's Steven stuff.

1279. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 05:02:31 UTC
From: Cabell <cabellSPAMOFF@richmond.infi.net>
Message-ID: <96vhuc$an2$1@slb6.atl.mindspring.net>
Source record: 38453

"Mark Bedingfield" <mark@baypc.com.au> wrote in message
news:u9Ck6.37538$o85.197779@news-server.bigpond.net.au...
> sound's like my back room;-) Full of Atari part's, computers, printers,
> scanners, drives, magazines, disks.......My wife thinks I'm mad and should
> sell the lot?

My wife thought the same thing!! I got rid of her instead. B^)

I'm going to have the same problem here when I die - tons of Atari stuff in
boxes will probably get tossed.

1280. Re: Link to Journey to the Planets image?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 05:14:14 UTC
From: Rhett James Barnes <cryorunner@yahoo.com>
Message-ID: <cryorunner-E6EF54.21141520022001@news-server>
Source record: 38454

In article <lFpk6.156$wE1.236106@nnrp2.sbc.net>, "chainsaw11"
<chainsaw11@zdnetmail.com> wrote:

> Maybe you are thinking of 'Journey Escape', If you find the XL search page
> and do a search on that ye shall find it!
> Mo
>
> Rhett James Barnes wrote in message ...
> >A friend is looking for a game that she thinks was Journey to the
> >Planets. Anyone know where I can find a binary image of this cart?
> >TIA
> >

Nope, she said Journey to the Planets.
Which I think is:
http://www.geocities.com/SiliconValley/Lakes/7953/8bit/journey.html

1281. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 05:35:22 UTC
From: "JTKirk (a.k.a. machf)" <no_me_j.j_t_kirk@geocities.com>
Message-ID: <lpj69t44cjpue9sbi3oer6mku2k1r731bb@4ax.com>
Source record: 38455

On Tue, 20 Feb 2001 18:21:02 +0100, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>Well,
>a good idea, killing these collectors, especially since we do not have
>electric chairs here in germany.

Well, neither do we around here - death penalty only applies in case of
either high treason or "aggravated terrorism", and it's not retroactive
- those who were convicted before that law was given a few years ago won't
be executed.

> But, what if I notice any copy
>protection on Gunship or other collector items ?? I am not a hacker,
>thus I cannot remove it or create an ATR image of it. And I do not own
>the Ape Pro System. Thus, after having killed these guys, I must have
>enough time to give the software away to other Atarians, who can remove
>any copy protection. If I get caught by the police before I could give
>the software away, you may have to wait 15 to 30 years until I can
>contact you again.

Oh, I have tons of patience...

;-)

> Quite risky, isn`t it ?? (Just joking!) -Andreas
>
You were joking? I wasn't...

;-) Gotcha! No, I was joking too, of course!

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Perï¿½
_H__/_/ http://members.nbci.com/machf
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

1282. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 05:48:22 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3A9356A6.3833E2F8@one.net>
Source record: 38452

Andreas Magenheimer wrote:
>
> Well,
> and don`t forget the trash collectors (funny guys that collect
> everything). Here in Germany (and in USA also I believe) we discover
> more and more people that have this desease. Their rooms or houses have
> to be cleaned by officials (coming from the health ministry) to avoid
> further bacteria, insects, virusses, etc.
> Especially when these trash collecting people die, their rooms have to
> be cleanded for many weeks. Maybe in some ten or twenty years, we have a
> new sort of trash collectors: computer trash collectors. Their museum(s)
> will merely consist of computer trash then, old computer soft+hardware
> no-one knows or needs anymore, that will be thrown away of course. So,
> what some users collect today, might be simply thrown away in some years
> (after they die). Just think of that many people who do not know Atari
> at all. A house (or room) containing hundreds of Atari items might be
> worth a whole life for Atari collectors, but absolutely nothing for
> those who do not know Atari. For them it is just some sort of trash,
> which has to be thrown away then... -Andreas

Sounds just like my basement. I have lot's of computer trash down there.
:-)

Some Atari, some Commodore, some older IBM compatibles. Strange, there's
no Apples.

But of course it has value to me and I'm going to put it into my will
how it is to be taken care of. Let's hope there's Atari interest 50
years from now.

-Bob

>
>
>
> Jessica Cornn schrieb:
> >
> > FamilyNet Newsgate
> >
> > > From: "Rick Cortese" <ricortes@netmagic.net>
> >

[snip]

1283. Re: Y2K Bugs on 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 06:20:03 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <t96nghe86dgg86@corp.supernews.com>
Source record: 38456

Hello Everybody,

I was re-evaluating some of my Atari 8-bit software and
it appears, there really were quite a few, Atari Y2K bugs
after all. But in the case of the Atari, it is how the utilities
were programmed, such as spreadsheets and accounting
tools. The Y2K bugs which appear seem to deal with a
common date feature, that can retooled, if you have the
to right programming language to write with. I was just
about to write for myself a modification, for a tool that I
got from Compute magazine, when my floppy drive had
crashed. I know that it does not have anything to do with
date-based file storage however.

Of course I believe that Paul got it when he said:
>
> They are generally very minor things such as
> spreadsheets/database programs that sort items by
> date and put the 2000 dates at the bottom of the list
> because 0 < 9. Or else they don't allow you to put in
> a 4 digit date at all so you can't differentiate between
> 1900 and 2000, for example.
>
Well Paul it should be handled with carefully measured
response that includes changing the date codes in all
sections of the program. The Atari 8 bit program of
"Financial Wizard" by Computari may have a Y2K
bug in it, but if you have the right tools you can fix it.

Harvey Klein said that:
> >
> > When preparing a year data disk, the year 2000
> > is not accepted. Seems that years cannot end
> > with 2 zeroes. 2001 works fine.
> >
At least for now you don't have to worry about it for
another one hundred years.

Wally

1284. SIO2PC to buy?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 07:54:13 UTC
From: Thomas Haenselmann <haensel@informatik.uni-mannheim.de>
Message-ID: <96vrum$r2n$1@trumpet.uni-mannheim.de>
Source record: 38459

```
Is there a dealer who sells an SIO2PC interface for connecting 8-bit Ataris
to PCs?

Thanks a lot,

Thomas

--
Mannheim, den 2001
```

--
Thomas Haenselmann, wiss. Mitarbeiter
Lehrstuhl f�r Praktische Informatik IV
Uni-Mannheim
Tel.: 0621/181-2603
Fax: 0621/181-2601

1285. What's going on with Hasbro?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 08:38:45 UTC
From: thomsen <twh1@gmx.de>
Message-ID: <eiv69toakcmq4r70sk0v2voub24r02v7kk@4ax.com>
Source record: 38460

Howdy *.*!

Looking on www.atari.com ist dramatic. No Informations, no adverts...
is atari-dot-com so unimportant?

What are latest news related atari-hasbro?
-thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Business Computer Science
Technical University of Ilmenau

1286. Re: Download Avalon Hill!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 09:22:18 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <BIJk6.202$Fm.175808@nnrp2.sbc.net>
Source record: 38457

Well, as I've mentioned in other posts, Avalon Hill Games have always been 'campy' their collectability lies in the packaging they used. The large heavy boxes with colorful graphic artwork really stand out on the old bookshelf. The documentation was usually just a small pamphlet like you get as a CD insert these days. I believe AH was the first to mass market 'cross platform' computer tapes. They usually included versions of the game for TRS-80, Atari, Pet, and apple. All on the same tape, which made searching for your version on the tape and loading it, all that much more fun!
I posted them because they're probably the only genre of computer game that I haven't seen available on the net. I have some AH bootable games like Moon patrol and Flying Ace (now that's a crappy game!) I'll be posting some time over the next week. Mo

Daniel Miller wrote in message <3a93309d.50604988@news.CIS.DFN.DE>...
>There may very well be some problems and bugs, but I was just poking
>fun at the game's poor quality. I would like hear others's opinions on
>this game, which IMO is horrible.
>
>On Tue, 20 Feb 2001 03:55:07 -0800, "chainsaw11" <mygranny@swbell.net>
>wrote:
>
>>I'm not sure I understand, do you mean that there was a bug in the
original?
>>I've tried loading it and running it from tape on both my 800 and 800xl as
>>well as the emulator and I always get the same error. Hmmm...
>>
>>Daniel Miller wrote in message <3a91baeb.4553723@news.CIS.DFN.DE>...
>>>The problems with Fort Defiance can't be fixed by a better transfer.
>>>It requres a total rewrite.
>
>

1287. Re: Where to buy sio2pc cable in USA?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 09:39:39 UTC
From: Thomas Haenselmann <haensel@informatik.uni-mannheim.de>
Message-ID: <97024f$45e$1@trumpet.uni-mannheim.de>
Source record: 38461

Have a look at Frankfurt Hardware

http://www.abbuc-raf.de/

They sell it for DM 50 which is about $25 (US).

bye,
Thomas

1288. Re: What's going on with Hasbro?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 09:55:33 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a93d51e$0$1521$53a6afc1@news.erinet.com>
Source record: 38470

Uhm. I think that's infogrames. They have a statement at
www.infogrames.com .
russg

1289. Re: How Can I Draw a Circle in Atari Basic?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 09:56:36 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a93d55d$0$1522$53a6afc1@news.erinet.com>
Source record: 38469

Shoot. Why do I do that? it's ftp.spudster.org. not .com

1290. 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 10:25:53 UTC
From: "David\\Julie Wilson" <cybrslider@home.com>
Message-ID: <RIMk6.101399$bb.1245127@news1.rdc1.tx.home.com>
Source record: 38462

Check this on ebay

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1216507807

1291. Re: What's going on with Hasbro?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 11:11:20 UTC
From: Jon-paul <pockets@cix.co.uk>
Message-ID: <9707h7$ql6$1@plutonium.compulink.co.uk>
Source record: 38463

there isn't!

Sold to infrogames for a whopping mark up!

yep, atari is now owned by the French!

thomsen <twh1@gmx.de> wrote in message
news:eiv69toakcmq4r70sk0v2voub24r02v7kk@4ax.com...
> Howdy *.*!
>
> Looking on www.atari.com ist dramatic. No Informations, no adverts...
> is atari-dot-com so unimportant?
>
> What are latest news related atari-hasbro?
> -thomsen
>
> --
> Sturz des Zaren & Take those Atarian care!
> Thomas Havemeister, Student of Business Computer Science
> Technical University of Ilmenau

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.230 / Virus Database: 111 - Release Date: 25/01/01

1292. Re: I'm singing the Atari800Win Booting Blues

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 13:07:02 UTC
From: Piotr Fusik <pfusik@elka.pw.edu.pl>
Message-ID: <Pine.SOL.4.30.0102211400050.8564-100000@elektron.elka.pw.edu.pl>
Source record: 38464

On Tue, 20 Feb 2001, Andreas Magenheimer wrote:

> Well,
> 1) I tried to convert these SIO2PC 184336 bytes long images with Imagic
> to another format (DCM,XFD,SCP) but it did not work. Imagic starts the
> convert process but then stops and writes: unknown source or corrupted
> image. 2) I also tried to use DD ATR images of 183952 bytes length with
> SIO2PC and it responded: Error - not an ATR image. Looks like we need a
> little converter, that converts between SIO2PC and Atari 800 WIN DD
> Images. Or just an update of SIO2PC (or Atari 800, Win, Plus,etc.) that
> accepts both filelengths... -Andreas
Are you sure the problem is as I described?
Atari800 can check first 3 sectors to see if they are SIO2PC (384
bytes data + 384 zeros), so it will boot such images.

..... Piotr Fusik <pfusik@elka.pw.edu.pl> |
..... a.k.a. Fox/Taquart <www.6502.org/users/fox> |
_____ "64 KB should be enough for everyone" /

1293. Re: What's going on with Hasbro?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 14:04:11 UTC
From: thomsen <twh1@gmx.de>
Message-ID: <ili79tg856nglej2rauinnbs2nt24pequm@4ax.com>
Source record: 38465

On Wed, 21 Feb 2001 11:11:20 -0000, "Jon-paul" <pockets@cix.co.uk>
wrote:

>Sold to infrogames for a whopping mark up!
>
>yep, atari is now owned by the French!

and now? What will infrogames do with atari? Did somebody hear any
official statements from infrogrames?
-thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Business Computer Science
Technical University of Ilmenau

1294. Re: Atari to PC joystick Interface

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 14:07:31 UTC
From: thomsen <twh1@gmx.de>
Message-ID: <sri79tkebqvpbk55oqki5vidp2pg95m602@4ax.com>
Source record: 38466

On Mon, 19 Feb 2001 14:51:37 +0100, "Emmanuel Fernandes"
<manu@writeme.com> wrote:

>Hi Everybody!
>
>Since many people are asking, before christmas I made the promess that I'll
>release a two-button version of my Atari-to-PC joystick interface
>(http://users.swing.be/atari/joystick.html). For people who don't know, this
>device let's you connect a classical Atari Joystick to your PC through the
>gameport. No extra software is needed, and it can be used with any Atari
>emulator (atari 2600 and atari 8bits emulators. It is always better to play
>old atari games with REAL atari sticks).

is there such interface commercaly availble? And if yes where can I
purchase it?
-thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Business Computer Science
Technical University of Ilmenau

1295. Re: 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 14:27:02 UTC
From: Emmanuel Fernandes <manu@writeme.com>
Message-ID: <970it2nlj1@ail.sri.ucl.ac.be>
Source record: 38467

Hi!

Is the 1450 XLD so rare as this guy says ? Does anyone know how many units
where built/released ?

Thanks,

Emmanuel.

"David\Julie Wilson" <cybrslider@home.com> wrote in message
news:RIMk6.101399$bb.1245127@news1.rdc1.tx.home.com...
> Check this on ebay
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1216507807
>
>
>

1296. Atari800win PLus - Mirror Site

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 14:50:42 UTC
From: Emmanuel Fernandes <manu@writeme.com>
Message-ID: <970k9gntm1@ail.sri.ucl.ac.be>
Source record: 38468

Hi Everybody!

The official site of Atari800win PLus (http://www.a800win.atari-area.prv.pl) is located in Poland. But Tomasz 's site is very slow. We worked together on setting up a MIRROR site in Belgium, with a MUCH faster connection. You can try it here :

http://users.swing.be/Atari800winPL

Have Fun,

Emmanuel.

1297. Re: 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 17:05:20 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <l7t79tgfdgi2gc5ssuf9kimsfmapmfto1k@4ax.com>
Source record: 38471

The other Day "Emmanuel Fernandes" <manu@writeme.com> wrote:

>Hi!
>
>Is the 1450 XLD so rare as this guy says ?

EVERYTHING is rare on Ebay...

a one day old game gets called a rare collectors item..

As for the XLD, I think they are pretty hard to get.
--

. Never argue with an idiot, they bring you down to their level
and then beat you with experience

1298. Re: 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 17:18:48 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t97tue89ufc8d9@corp.supernews.com>
Source record: 38472

IIRC, about 30 MB and a number of prototypes. I saw 3 at the Atari warehouse sale, Bob Brodie has one that he loaned to Bob Wooley to check out. Not a lot of them, that is for sure.

I just wonder if this is the same one that has been offered twice before and pulled with one excuse or another. It doesn't look like the ones I have seen.
"Emmanuel Fernandes" <manu@writeme.com> wrote in message
news:970it2nlj1@ail.sri.ucl.ac.be...
> Hi!
>
> Is the 1450 XLD so rare as this guy says ? Does anyone know how many units
> where built/released ?
>
> Thanks,
>
> Emmanuel.
>
> "David\Julie Wilson" <cybrslider@home.com> wrote in message
> news:RIMk6.101399$bb.1245127@news1.rdc1.tx.home.com...
> > Check this on ebay
> >
> > http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1216507807
> >
> >
> >
>
>

1299. Re: Running 8-bit disks on a PC driver?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 21:52:08 UTC
From: ebaiz@skyenet.net
Message-ID: <cMWk6.827$yY.2734@newsfeed.slurp.net>
Source record: 38473

On 20 Feb 2001 18:26:59 , RHamiIton5 wrote:
>Seems like we have been thru this a lot lately.. The answer is a qualified yes;
>AtariLink, sometimes called AtariDisk can read/write double density 256 byte
>per sector MyDOS type disks in the PC 5.25. This is from HiasSoft in Austria
>and works well for me. There is another AtriDisk by Charles Marslett which is
>often called AtariUtil and was very hit and miss in my experience.

Sorry.. I knew it had been asked before, but I just forgot what the name of
the program is. A friend of mine will love it.... Thanks...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1300. Re: How Can I Draw a Circle in Atari Basic?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 22:36:42 UTC
From: DCM01@USA.NET
Message-ID: <3a943db6.34576837@news.CIS.DFN.DE>
Source record: 38474

I typed in the programs Dave and Russ provided. I get a blank screen with Dave's. I don't know if I need to put something where it says "and more init goes here?"

Russ' worked fine after I realized that there actually was an Atari key "^." After trouble customizing that (I don't really understand what the code is doing) I decided I might as well try myself. Here is my circle code.

```
10 R=25: X=80-R: Y=40-R: GR. 7: COLOR 1
20 REM CIRCLE
30 FOR R=R TO R+1
40 FOR T=0 to R
50 PLOT X+T, Y: DRAWTO X, Y+R-T
60 PLOT X+R*2, Y+T: DRAWTO X+R+T, Y
70 PLOT X+R*2,Y+R+T: DRAWTO X+2*R-T, 2*R+Y
80 PLOT X+R-T, 2*R+Y: DRAWTO X, 2*R-T+Y
90 NEXT T
100 COLOR 0: X=X-1: Y=Y-1: NEXT R
```

Mine is faster than Russ' but has the unfortunate side effect of wiping out whatever might be drawn in the corners of the imaginary square holding the circle. But that doesn't matter for my current program in progress.

1301. Re: Download Avalon Hill!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 22:38:21 UTC
From: DCM01@USA.NET
Message-ID: <3a93beca.2080210@news.CIS.DFN.DE>
Source record: 38475

I had a quick look at Midway and Andromeda Conquest which you uploaded. Those seem to be well-programmed BASIC games with a lot of things going on. The problem is they are all text-based, taking advantage of none of the Atari's gfx and sound capabilities. Even the text is indented far left, leaving gobs of space on the right of the screen.

It looks like these were ported over from another platform alright. The BASIC appears generic enough that it wouldn't require a lot of effort to port it between platforms.

Maybe there is a reward in play value for the person who gives Midway or Andromeda Conquest some time, but it doesn't seem like much fun upfront.

On Wed, 21 Feb 2001 01:22:18 -0800, "chainsaw11" <mygranny@swbell.net> wrote:

>Well, as I've mentioned in other posts, Avalon Hill Games have always been
>'campy' their collectability lies in the packaging they used. The large
>heavy boxes with colorful graphic artwork really stand out on the old
>bookshelf. The documentation was usually just a small pamphlet like you get
>as a CD insert these days. I believe AH was the first to mass market 'cross
>platform' computer tapes. They usually included versions of the game for
>TRS-80, Atari, Pet, and apple. All on the same tape, which made searching
>for your version on the tape and loading it, all that much more fun!
>I posted them because they're probably the only genre of computer game that
>I haven't seen available on the net. I have some AH bootable games like Moon
>patrol and Flying Ace (now that's a crappy game!) I'll be posting some time
>over the next week. Mo

1302. Re: Montezuma - What's going on?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 22:41:28 UTC
From: Anthony Ramos <aramos@ele-mental.org>
Message-ID: <B6B98418.911B%aramos@ele-mental.org>
Source record: 38476

There's a funny story behind the two different versions of this game:

The author, Scott Jaeger, wanted to demo it at a consumer electronics show but hadn't finished it. This is the longer, prototype version with the "Dating Game/Whipped Cream" theme music and stamping god. He registered for the show anyway, but could only afford a cheap booth. He found himself surrounded by porn vendors!

Parker Brothers execs found him and offered to distribute the game. They changed the hero's hat to an Indiana Jones-style panama, renamed him "Panama Joe", shortened the game and added the initial practice room and "jewel room" ending. This is the 16K version.

I don't know what they were doing in the porn section ;-)

And thus speaketh the crusty old Atari historian...

-Anthony Ramos

p.s. Before this he wrote a nice conversion of arcade "Kick" called "Kickman".

in article 93lu8ijce1@news.netvision.net.il, Itay Chamiel at itayc@surfreespam.net.il wrote on 01.11.2001 19.40:

> Hello,
>
> Just for fun I decided to play a nice long session of Montezuma's Revenge.
> There are two versions floating around, one is called "Preliminary Monty"
> and is a prototype, the other seems like the commercial version of the game
> with a proper title screen and music (and a little sombrero on our hero's
> head too).
>
> However, it too seems like a prototype. First of all, the game (even the
> first level - if indeed there are any levels at all, like in the prototype)
> is very difficult - the only way I could actually make progress at all was
> through Atari800Win's save game feature (by the way, anyone who hasn't seen
> the new Atari800Win Plus should go get it). Secondly, there are bugs. It is
> not uncommon to see stationary enemies (that look frozen), enemies placed
> beyond the borders of the screen, rooms in which a corridor is not blocked
> by a wall but still don't lead to another room, and other strange behavior.
> And third, I couldn't find my way out of the first level, which is supposed
> to be easy. I did make progress, found myself solving puzzles, I even
> reached a "boss" enemy (whom I couldn't destroy in any way), but no way out
> of the level in sight.
>
> So.. Am I playing the wrong version of the game? Or is it the correct one -

> and if so, what am I doing wrong? (the bugs I mention also occur on a real
> Atari, the fact I'm playing on an emulator isn't significant here.)
>
> -itay
> --
> Itay Chamiel
> (remove "spam" to reply)
> http://www.cs.huji.ac.il/~itayc
>
>
>

--
Anthony Ramos_____
600 SE 39th Ave., # 3 __ aramos@ele-mental.org .. aramos@hyperreal.org
Portland, OR 97214 ___ information design .. multimedia production
(503) 236-6303 ___________interactive art .. image synthesis

1303. Re: How Can I Draw a Circle in Atari Basic?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 22:52:31 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <PEXk6.3543$S25.49131@typhoon.sonic.net>
Source record: 38477

Daniel Miller <DCM01@usa.net> wrote:

: I was thinking of an outline circle, which I could then decrease in
: size in a series if necessary, filling in the circle.

That's definitely the SLOW way to do it :) Unfortunately, due to
the inaccuracy between floating point numbers (ie, the values in the
variables you get back when you play with COS and SIN functions),
some pixels will be missed when you try to fill by reducing the radius.

To compensate, you need to reduce the radius by much smaller steps, which
makes it take that much longer to draw.

Out of curiousity, would using TurboBASIC be out of the question?

-bill!

1304. Re: How Can I Draw a Circle in Atari Basic?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 22:53:38 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <SFXk6.3544$S25.49131@typhoon.sonic.net>
Source record: 38478

David Paterson <david_p@istop.com> wrote:
: David Paterson
: (CardStax, for those who remember it)

Yep! What ever happened to it? :)

: (and, of course, The Atari 8-bit Omnibus)

Yep.. it's where I (kinda) learned the word Omnibus :)

-bill!

1305. Re: 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 23:41:40 UTC
From: Edward Williams <ewilliams1@jam.rr.com>
Message-ID: <B6B9AE32.7DDC%ewilliams1@jam.rr.com>
Source record: 38483

in article 3a941205$1@nubby2., Ian McLaughlin at ian@junction.net wrote on
2/21/01 12:53 PM:

> I *thought* I recognized the picture. Took me a little bit of thinking,
> then I found it. Check out:
>
> http://www.atari-history.com/1450xld.html
>
> Sounds like a hoax to me. The guy has a 1450XLD, and can't even take a real
> picture of it? He has to steal a picture from the web?
> Like everything else on eBay - CAVEAT EMPTOR.
>
>
> "Emmanuel Fernandes" <manu@writeme.com> wrote in message
> news:970it2nlj1@ail.sri.ucl.ac.be...
>> Hi!
>>
>> Is the 1450 XLD so rare as this guy says ? Does anyone know how many units
>> where built/released ?
>>
>> Thanks,
>>
>> Emmanuel.
>>
>> "David\Julie Wilson" <cybrslider@home.com> wrote in message
>> news:RIMk6.101399$bb.1245127@news1.rdc1.tx.home.com...
>>> Check this on ebay
>>>
>>> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1216507807
>>>
>>>
>>>
>>
>>
>
>
As I recall there were cases for about 75 I don't know how many populated
boards
ask Curt Vendel for more info regarding this.
I have 2 Populated boards that I built By hand from Atari 1450XL boards.

1306. Version 0.5 of a8jdpeg, Atari 8-bit JPEG viewer

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 23:42:31 UTC
From: Raphael Espino <rjespino@yahoo.com>
Message-ID: <m3ofvviowo.fsf@islita.localdomain>
Source record: 38480

```
The latest version of a8jdpeg, the jpeg viewer for the Atari 8-bit is
now available for download. a8jdpeg is an Atari 8-bit port of the
C=64's juddpeg, written by Stephen L. Judd.

It is available for download at either of these addresses:
http://rjespino.atari.org
http://rjespino.webhop.org

The main changes are:
o Added HIP viewing mode
o Added HIP save mode
o Reduced flickering in flicker modes
o Files can be selected from the directory list
o Wildcards can now be used when loading files

Enjoy!

--
-- Raphael Espino - rjespino@yahoo.com - Ramdrive v1.0 ramdisk and a8jdpeg --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
-------------- http://www.geocities.com/rjespino/a8ring.html --------------
```

1307. Re: 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 23:43:15 UTC
From: Edward Williams <ewilliams1@jam.rr.com>
Message-ID: <B6B9AE91.7DDF%ewilliams1@jam.rr.com>
Source record: 38485

in article 3A945F76.93A91827@one.net, Bob Ryan at ryanr@one.net wrote on
2/21/01 6:38 PM:

> Straight from the description:
>
> "...I have the right the stop the auction and sell inside/outside of
> ebay if an entertained offer sounds pleasing to me..."
>
> In other words "Just because you are the high bidder, don't think I'll
> sell it to you."
>
> Should be interesting to follow.
>
> If anyone in this forum successfully bids and acquires the unit, let us
> know.
>
> -Bob
>
>
> Ian McLaughlin wrote:
>>
>> I *thought* I recognized the picture. Took me a little bit of thinking,
>> then I found it. Check out:
>>
>> http://www.atari-history.com/1450xld.html
>>
>> Sounds like a hoax to me. The guy has a 1450XLD, and can't even take a real
>> picture of it? He has to steal a picture from the web?
>> Like everything else on eBay - CAVEAT EMPTOR.
>>
>> "Emmanuel Fernandes" <manu@writeme.com> wrote in message
>> news:970it2nlj1@ail.sri.ucl.ac.be...
>>> Hi!
>>>
>>> Is the 1450 XLD so rare as this guy says ? Does anyone know how many units
>>> where built/released ?
>>>
>>> Thanks,
>>>
>>> Emmanuel.
>>>
>>> "David\Julie Wilson" <cybrslider@home.com> wrote in message
>>> news:RIMk6.101399$bb.1245127@news1.rdc1.tx.home.com...
>>>> Check this on ebay

>>>>
>>>> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1216507807
>>>>
>>>>
>>>>
>>>
>>>
well I sent the seller email asking for a pic that I was NOT gonna bid on it
without a Real Picture.... to date no response.

1308. Re: JPeG Viewer

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 23:48:56 UTC
From: Raphael Espino <rjespino@yahoo.com>
Message-ID: <m3n1bfiolz.fsf@islita.localdomain>
Source record: 38481

DCM01@USA.NET (Daniel Miller) writes:

> The JPeG format was designed for photographic images, as opposed to
> computer artwork. The 16 grayshade skinny pixel mode is your best mode
> for photographic images. So the slideshow program should automatically
> offset each picture left and up to display the center 160 x 96 block,
> or however big a block you can squeeze on the visible screen.
>
> The slideshow should advance immediately on pushing the space bar, and
> auto-advance after 45 seconds.

Thanks for that. I think you're right on that, at some point I'll
create a separate slideshow version that will default to displaying
all the files with a .JPG extension in the current directory in HIP
mode (added in the newest version). Plus having an option to change
the display mode(s) used, and to save the configuration to disk, so
that if you really want to you can start it up in other modes too.

--
-- Raphael Espino - rjespino@yahoo.com - Ramdrive v1.0 ramdisk and a8jdpeg --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
-------------- http://www.geocities.com/rjespino/a8ring.html --------------

1309. Re: How Can I Draw a Circle in Atari Basic?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 23:53:01 UTC
From: david_p@istop.com
Message-ID: <982799741.974632@ip195>
Source record: 38482

Mine wasn't quite complete. It includes two routines: the initialization
at 30000, and the circle drawing routine at 1000.

Try adding these lines:

```
10 GRAPHICS 0:? "Initializing..."
20 GOSUB 30000
30 GRAPHICS 8
40 ? "Input X,Y, Radius:";:INPUT X,Y,R
50 GOSUB 1000
60 ? "Press C to clear screen, Q to quit, any other key for another
circle";
70 OPEN #1,4,0,"K:"
80 GET #1,A
90 CLOSE #1
100 IF A=ASC("C") THEN 30
110 IF A=ASC("Q") THEN END
120 GOTO 40
```

This will let you input different X,Y and Radius values and see them.
After each circle, you can Clear the screen, Quit, or draw another one.

Hope this makes a bit more sense,

David

DCM01@USA.NET (Daniel Miller) wrote in <3a943db6.34576837@news.CIS.DFN.DE>:

```
>I typed in the programs Dave and Russ provided. I get a blank screen
>with Dave's. I don't know if I need to put something where it says
>"and more init goes here?"
>
>Russ' worked fine after I realized that there actually was an Atari
>key "^." After trouble customizing that ( I don't really understand
>what the code is doing) I decided I might as well try myself. Here is
>my circle code.
>
>10 R=25: X=80-R: Y=40-R: GR. 7: COLOR 1
>20 REM CIRCLE
>30 FOR R=R TO R+1
>40 FOR T=0 to R
>50 PLOT X+T, Y: DRAWTO X, Y+R-T
>60 PLOT X+R*2, Y+T: DRAWTO X+R+T, Y
>70 PLOT X+R*2,Y+R+T: DRAWTO X+2*R-T, 2*R+Y
>80 PLOT X+R-T, 2*R+Y: DRAWTO X, 2*R-T+Y
>90 NEXT T
```

>100 COLOR 0: X=X-1: Y=Y-1: NEXT R
>
>Mine is faster than Russ' but has the unfortunate side effect of
>wiping out whatever might be drawn in the corners of the imaginary
>square holding the circle. But that doesn't matter for my current
>program in progress.
>

1310. Whatever happened to... (was Re: How Can I Draw a Circle in Atari Basic?)

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-21 23:55:19 UTC
From: david_p@istop.com
Message-ID: <982799880.268008@ip195>
Source record: 38484

William Kendrick <nbs@bolt.sonic.net> wrote in
<SFXk6.3544$S25.49131@typhoon.sonic.net>:

>David Paterson <david_p@istop.com> wrote:
>: David Paterson
>: (CardStax, for those who remember it)
>
>Yep! What ever happened to it? :)

Life kinda got in the way; since then I've moved a few times, started a new job... the usual sort of things that drags you away from your Atari(s) for a while. But I'm getting settled in my new place here in Ottawa; I've just got ADSL; I've just won an Ebay auction for an 800 (4 player MULE again!); and I'll have an Atari or two up and running in the spare room Real Soon Now.

David

1311. Re: Silly idea with Commodore drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 00:09:00 UTC
From: Raphael Espino <rjespino@yahoo.com>
Message-ID: <m3lmqzinoj.fsf@islita.localdomain>
Source record: 38486

> I use both Commodore and Atari computers along with my PCs and I have to
> admit... the Commodore guys are way out ahead in the "hardware/software
> upgrade" game. And don't forget... the JPEG viewer thing was actually written
> by a Commodore guy
Well the hard part - actually decoding the jpeg - was done by a
Commodore guy (Stephen L. Judd), and he did a fantastic job too! This
bit was ported from the C=64 to the Atari.

The easy part - taking that data and drawing a picture with it - was done
by a second person (Adrian Gonzalez) on the C=64, and by myself on the
Atari and was written almost from scratch.

> he obviously watchs what has been happening with the Commodores...

Actually I can't claim credit for that either, the people who pointed
me in that direction were Mathy Van Nisselroy and Rene de Bie. The
closest I've come to a C=64 was installing a C=64 emulator to run
juddpeg on. But I do think that cooperation between the C=64 and the
Atari 8 (rather than arguments as in the past) are the way forward.

--
-- Raphael Espino - rjespino@yahoo.com - Ramdrive v1.0 ramdisk and a8jdpeg --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
-------------- http://www.geocities.com/rjespino/a8ring.html --------------

1312. Re: 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 00:13:26 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <PSZPmYAmmFl6Ewoz@lovecraft.demon.co.uk>
Source record: 38487

Once upon a time <B6B9AE91.7DDF%ewilliams1@jam.rr.com>, Edward Williams
<ewilliams1@jam.rr.com> grabbed chalk and scrawled:

>well I sent the seller email asking for a pic that I was NOT gonna bid on it
>without a Real Picture.... to date no response.

Just ask them if it has a Tong motherboard.

If they can't answer, they don't have the machine ;) They've claimed to
have upgraded parts of it such as the video, so they can't use the
excuse that they 'don't want to open it'.

Richard

--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, JD800, Falcon030, DX7 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

1313. Re: 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 00:38:14 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3A945F76.93A91827@one.net>
Source record: 38479

Straight from the description:

"...I have the right the stop the auction and sell inside/outside of
ebay if an entertained offer sounds pleasing to me..."

In other words "Just because you are the high bidder, don't think I'll
sell it to you."

Should be interesting to follow.

If anyone in this forum successfully bids and acquires the unit, let us
know.

-Bob

Ian McLaughlin wrote:
>
> I *thought* I recognized the picture. Took me a little bit of thinking,
> then I found it. Check out:
>
> http://www.atari-history.com/1450xld.html
>
> Sounds like a hoax to me. The guy has a 1450XLD, and can't even take a real
> picture of it? He has to steal a picture from the web?
> Like everything else on eBay - CAVEAT EMPTOR.
>
> "Emmanuel Fernandes" <manu@writeme.com> wrote in message
> news:970it2nlj1@ail.sri.ucl.ac.be...
> > Hi!
> >
> > Is the 1450 XLD so rare as this guy says ? Does anyone know how many units
> > where built/released ?
> >
> > Thanks,
> >
> > Emmanuel.
> >
> > "David\Julie Wilson" <cybrslider@home.com> wrote in message
> > news:RIMk6.101399$bb.1245127@news1.rdc1.tx.home.com...
> > > Check this on ebay
> > >
> > > http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1216507807
> > >
> > >
> > >
> > >

> >

1314. Re: 130xe 128k programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 00:40:05 UTC
From: llpwhite@cs.com
Message-ID: <20010221194005.21233.00002156@ng-fn1.news.cs.com>
Source record: 38488

>Compute! once published a little article and program in its readers' letters section that told you how to directly access the extra 128k<

Compute! did publish an article and program routine to allow using the XE's banked memory to store data for BASIC programs. It was called "Access" by Mark Slagell. December, 1986, pg. 79. The machine language routine was in the form of a BASIC -> ml file maker using data statements.
Larry

1315. Re: 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 01:02:47 UTC
From: Curt Vendel <curt@atari-history.com>
Message-ID: <3A946537.DBB84D07@atari-history.com>
Source record: 38489

Ian,

I agree, thats my 1450XLD, not his. He stole that picture from my website
and also in his description he fumbles:

He mentions how the drive is an Epson but looks just like a 1050 {buzzer}
Sorry, wrong answer, tell him what his consolation prize is.

In the 1450XLD's you either had working custom Epson drives connected

-or-

You had a 1983 CES mockup system with 1 or 2 Atari 1050 drive mech's
installed but not attached to anything since they weren't standard drives.

So the fact that this is yet the 3rd auction of a 1450XLD from someone out of
New Jersey like the other two, he has no real photo except the one he stole from
my website and he messed up on his supposed description of the unit, I wont be
surprised if at the 11th hour this guy pulls the auction yet again.

Just my two cents.

Curt

Ian McLaughlin wrote:

> I *thought* I recognized the picture. Took me a little bit of thinking,
> then I found it. Check out:
>
> http://www.atari-history.com/1450xld.html
>
> Sounds like a hoax to me. The guy has a 1450XLD, and can't even take a real
> picture of it? He has to steal a picture from the web?
> Like everything else on eBay - CAVEAT EMPTOR.
>
> "Emmanuel Fernandes" <manu@writeme.com> wrote in message
> news:970it2nlj1@ail.sri.ucl.ac.be...
> > Hi!
> >
> > Is the 1450 XLD so rare as this guy says ? Does anyone know how many units
> > where built/released ?
> >
> > Thanks,
> >
> > Emmanuel.
> >
> > "David\Julie Wilson" <cybrslider@home.com> wrote in message

> > news:RIMk6.101399$bb.1245127@news1.rdc1.tx.home.com...
> > > Check this on ebay
> > >
> > > http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1216507807
> > >
> > >
> > >
> >
> >

1316. Re: What's going on with Hasbro?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 01:12:15 UTC
From: otakuvidiot@hotSPAMMYmail.com
Message-ID: <904FCFB5BotakuvidiothotSPAMMY@204.0.108.142>
Source record: 38491

Whilst reliving childhood traumas, O_v spied Jon-paul's 21 Feb 2001
message...

>yep, atari is now owned by the French!

Sacre bleu!

--
O_v

Antique Computer and Videogame Books and Ephemera!
http://www.otakuboy.com

Featured title: TI-99/4a USER'S REFERENCE GUIDE - 1981

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1317. Re: FA: 18 Loose Atari XE/800 Game carts CHEAP!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 02:42:55 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010221214255.04070.00000926@ng-cj1.aol.com>
Source record: 38492

> "J L Troyano" oxo9@cwcom.net announced an auction...

The photos are not clear enough to read all of the titles, but at least three
(3) of them seem to be Galaxian...

-Ron

Inform everyone that communications have completely broken down.

1318. Re: 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 02:46:40 UTC
From: Don <dons@qnet.com>
Message-ID: <3A947D8F.B2E3D756@qnet.com>
Source record: 38496

Edward Williams wrote:

>
> well I sent the seller email asking for a pic that I was NOT gonna bid on it
> without a Real Picture.... to date no response.

I also emailed the seller with this message:

Is this a actual picture of the 1450xld being auctioned? And if I may
ask what is the serial number of this unit? What type of memory
expansion was done?

Don

I got this message in return:

Cut from original message:

This is not the actuall unit. My unit looks identical except I dont have a
camera to take a picture and put on ebay. It does have a sticker on the top
with a number. Maybe this is the units production/test number.

I actually ripped out the memory chips that came stock in the unit. 8...8K
chips. I replaced them with larger memory chips which gave the unit a
considerabley larger amount of memory.

There is only one 1450xld like this one. I was even thinking about ripping
out the 300 buad modem and putting in an internal 56K data/fax modem.

****

Take the above for what its worth.

Don

1319. Re: How Can I Draw a Circle in Atari Basic?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 03:01:33 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3A94810D.9161BC37@ev1.net>
Source record: 38490

```
Daniel Miller wrote:
>
> I need a short, flexible routine to draw a circle for a program I am
> writing. I need the BASIC code to draw a circle with radius R at
> coordinates X,Y, where X, Y is the upper left hand corner of the
> imaginary square which would contain the circle.
>
> Is there a mathematically inclined person who can assist me with this?
>
Check the following WEB page on Breshenham's Circle Algorithm:

<http://www.gamedev.net/reference/articles/article767.asp>

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

1320. Re: Silly idea with Commodore drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 03:15:03 UTC
From: nospam9212@aol.commune
Message-ID: <20010221221503.04488.00000519@ng-cf1.aol.com>
Source record: 38493

On 2/21/01 7:09 PM Eastern Standard Time, Raphael Espino rjespino@yahoo.com

>the JPEG viewer thing was actually
>written by a Commodore guy
>Well the hard part - actually decoding the jpeg - was done by a
>Commodore guy (Stephen L. Judd), and he did a fantastic job too! This
>bit was ported from the C=64 to the Atari.

Correct !! http://www.ffd2.com/fridge/jpeg/index.html

>The easy part - taking that data and drawing a picture with it - was done
>by a second person (Adrian Gonzalez) on the C=64, and by myself on the
>Atari and was written almost from scratch.

Correct..again... !!!

>> he obviously watchs what has been happening with the Commodores...
>
>Actually I can't claim credit for that either, the people who pointed
>me in that direction were Mathy Van Nisselroy and Rene de Bie. The
>closest I've come to a C=64 was installing a C=64 emulator to run
>juddpeg on.

Thanks for clearing that up. But the point that I was tying to make is...
somebody was watching the C= scene to know that the source code was out there.
And somebody took the initiative to use it.

>But I do think that cooperation between the C=64 and the
>Atari 8 (rather than arguments as in the past) are the way forward.

You have proven that to be so... and you are thanked for that. I'd like to see
a little more of what you have done. (I wish I could DO a little of what you
have done !!)

:)

-= Francis Yarra =-
fyarraATjunoDOTcom
http://members.aol.com/fyarra - My C64 website
http://members.aol.com/prsnl99 - My personal website

1321. Atari 1200XL - Some questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 03:44:07 UTC
From: Kris Kelley <skunk@kingwoodcable.com>
Message-ID: <B6B9E727.11FE0%skunk@kingwoodcable.com>
Source record: 38495

Hello all.

My foray into the Atari 8-bit world is fairly recent, having been raised on Apple IIs and then feasting on Commodore 64s later on. However, in the past couple of months I have picked up an Atari XE game system with keyboard, an Atari 800XL, and a host of games and peripherals for them.

My most recent Atari acquisition is a 1200XL from the local Goodwill. The thing *almost* works, enough to make me think it's fixable with the right spare parts. However, I've become a bit confused about all the litte differences between the various Atari 8-bit incarnations, so I'm not 100% certain I've diagnosed the problem correctly. My questions:

1. The FAQs I have read mention that the 1200XL does not have built-in BASIC. So, what's supposed to happen when you turn the system on with no cartridge plugged in? I get the Atari logo with rainbow effects on a black background. Is that what I'm supposed to see?

2. Reason I ask #1 is because I think I have a dead keyboard. I can't get it to work with any of the cartridges that require keyboard control. I also can't get it to work without cartridges, but that's moot if the computer's not supposed to do anything without cartridge or disk input anyway. Everything else seems to be working okay; cartridges load fine, joysticks are functional, and disks can't be tested because the system and my 1050 drive are sharing the same power cord. So, are the odds that I just have a dead keyboard, and everything else is okay? In other words, is there something irreparable that could happen to the motherboard that would cause the keyboard to die and everything else to be okay, and if so, how likely is that to happen?

3. The FAQs also mention that none of the XL machines have separate chroma/luma outputs in the monitor port. Yet, I've got this machine plugged up to a Commodore 1702 monitor using a generic 4-tailed cord, and getting separate chroma and luma! Are the FAQs mistaken, or is it that a handful of 1200XLs did have video signal separation? I suppose this could have been the work of a hobbiest, but I can't imagine somebody putting that much work into the system and then dumping it in a thrift store!

4. Assuming I can get the 1200XL working, what's the best system to keep, from a gamer's point a view? I really don't need three virtually identical computers, since I'm not that much of a hacker.

Thanks for the time and any answers!

---Kris Kelley

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1322. Re: 130xe 128k programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 03:51:04 UTC
From: Daniel Chartier <grimlock@yahoo.caNOSPAM>
Message-ID: <982813864.605890@news.aei.ca>
Source record: 38398

That's exactly what I was looking for, but my school library does not have any Compute!. Could someone send it to this newsgroup? I know there's at least one other person besides myself looking for it.

Thanks for the detailed reference!

LLpwhite <llpwhite@cs.com> wrote in message news:20010221194005.21233.00002156@ng-fn1.news.cs.com...
> >Compute! once published a little article and program in its readers' letters
> section that told you how to directly access the extra 128k<
>
> Compute! did publish an article and program routine to allow using the XE's
> banked memory to store data for BASIC programs. It was called "Access" by Mark
> Slagell. December, 1986, pg. 79. The machine language routine was in the form
> of a BASIC -> ml file maker using data statements.
> Larry
>

1323. Montreal M.A.C.A.M.

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 03:52:55 UTC
From: Daniel Chartier <grimlock@yahoo.caNOSPAM>
Message-ID: <982813975.790914@news.aei.ca>
Source record: 38397

Anyone here from the old Montreal Atari Club (MACAM) from years back?

--
*** remove NOSPAM from my email address ***

1324. Re: 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 04:17:02 UTC
From: Edward Williams <ewilliams1@jam.rr.com>
Message-ID: <B6B9EEBD.800E%ewilliams1@jam.rr.com>
Source record: 38400

in article 3A947D8F.B2E3D756@qnet.com, Don at dons@qnet.com wrote on 2/21/01
8:46 PM:

>
>
> Edward Williams wrote:
>
>>
>> well I sent the seller email asking for a pic that I was NOT gonna bid on it
>> without a Real Picture.... to date no response.
>
> I also emailed the seller with this message:
>
> Is this a actual picture of the 1450xld being auctioned? And if I may
> ask what is the serial number of this unit? What type of memory
> expansion was done?
>
> Don
>
> I got this message in return:
>
> Cut from original message:
>
>
>
> This is not the actuall unit. My unit looks identical except I dont have a
> camera to take a picture and put on ebay. It does have a sticker on the top
> with a number. Maybe this is the units production/test number.
>
> I actually ripped out the memory chips that came stock in the unit. 8...8K
> chips. I replaced them with larger memory chips which gave the unit a
> considerabley larger amount of memory.
>
> There is only one 1450xld like this one. I was even thinking about ripping
> out the 300 buad modem and putting in an internal 56K data/fax modem.
>
> **********
>
> Take the above for what its worth.
>
>
> Don
>
Seems to me to be a load of BS

the way the 1450XLD is built you just can't rip the old chips out and put in BIGGER chips.....
also the chips in the 1450XLD are 64K x 1 not 8Kx8
also ripping out the 300 would be easy but putting a 56K in it's place would not be worth the effort.
sorry just my .02 cents
thanks
Ed

1325. Airball

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 04:40:02 UTC
From: "Joseph M. Sliker" <jmsliker@execpc.com>
Message-ID: <3a9496f9$0$45996$272ea4a1@news.execpc.com>
Source record: 38401

Does anyone know of Airball in any file format that I can play on one of these 8-bit Atari emulators? I used to have the cart for my 130XE, but I foolishly sold it off quite a while back.

I actually have a brand-new in the box ST version of Airball (but I never owned an ST...hence the box never got opened). I finally got an ST emulator to work on my PC a couple of days ago but apparently the pristine/unused Airball disk deteriorated over time and it does not seem to read properly.

1326. Re: 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 05:01:23 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t9973q8s4dm7c2@corp.supernews.com>
Source record: 38403

"Curt Vendel" <curt@atari-history.com> wrote in message
news:3A946537.DBB84D07@atari-history.com...
So the fact that this is yet the 3rd auction of a 1450XLD from someone out
of New Jersey like the other two, he has no real photo except the one he
stole from my website and he messed up on his supposed description of the
unit, I wont be surprised if at the 11th hour this guy pulls the auction yet
again.
****

Could it be possible the guy is your neighbor and is just seeing if it would
be worth his while to loot your place?<lol>

1327. Re: Atari 1200XL - Some questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 05:09:24 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t997j13nlbki58@corp.supernews.com>
Source record: 38404

"Kris Kelley" <skunk@kingwoodcable.com> wrote in message
news:B6B9E727.11FE0%skunk@kingwoodcable.com...
> Hello all.
>
> My foray into the Atari 8-bit world is fairly recent, having been raised
on
> Apple IIs and then feasting on Commodore 64s later on. However, in the
past
> couple of months I have picked up an Atari XE game system with keyboard,
an
> Atari 800XL, and a host of games and peripherals for them.
>
> My most recent Atari acquisition is a 1200XL from the local Goodwill. The
> thing *almost* works, enough to make me think it's fixable with the right
> spare parts. However, I've become a bit confused about all the litte
> differences between the various Atari 8-bit incarnations, so I'm not 100%
> certain I've diagnosed the problem correctly. My questions:
>
> 1. The FAQs I have read mention that the 1200XL does not have built-in
> BASIC. So, what's supposed to happen when you turn the system on with no
> cartridge plugged in? I get the Atari logo with rainbow effects on a
black
> background. Is that what I'm supposed to see?

Right, there was at least one that flashed the dev teams names on screen
too, about a dozen of them I think. I have only seen one of those.
>
> 2. Reason I ask #1 is because I think I have a dead keyboard. I can't
get
> it to work with any of the cartridges that require keyboard control. I
also
> can't get it to work without cartridges, but that's moot if the computer's
> not supposed to do anything without cartridge or disk input anyway.
> Everything else seems to be working okay; cartridges load fine, joysticks
> are functional, and disks can't be tested because the system and my 1050
> drive are sharing the same power cord. So, are the odds that I just have
a
> dead keyboard, and everything else is okay? In other words, is there
> something irreparable that could happen to the motherboard that would
cause
> the keyboard to die and everything else to be okay, and if so, how likely
is
> that to happen?

It has a really robust keyboard and connector. If it isn't working, I would think POKEY chip. They can be found, couple of bucks.
> 3. The FAQs also mention that none of the XL machines have separate
> chroma/luma outputs in the monitor port. Yet, I've got this machine plugged
> up to a Commodore 1702 monitor using a generic 4-tailed cord, and getting
> separate chroma and luma! Are the FAQs mistaken, or is it that a handful of
> 1200XLs did have video signal separation? I suppose this could have been
> the work of a hobbiest, but I can't imagine somebody putting that much work
> into the system and then dumping it in a thrift store!

Nope, the signals are not separate chroma and luma, but composite and luma or something like that. It does look much nicer then composite alone anyway.
>
> 4. Assuming I can get the 1200XL working, what's the best system to keep,
> from a gamer's point a view? I really don't need three virtually identical
> computers, since I'm not that much of a hacker.

800XL. But a lot of people such as myself consider the 1200XLs to be precious. I have about 5-6 of them I have picked up so I would be sure to have a lifetime supply.

1328. Re: Atari 1200XL - Some questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 05:14:23 UTC
From: Edward Williams <ewilliams1@jam.rr.com>
Message-ID: <B6B9FC2D.8052%ewilliams1@jam.rr.com>
Source record: 38405

in article t997j13nlbki58@corp.supernews.com, Rick Cortese at
ricortes@netmagic.net wrote on 2/21/01 11:09 PM:

> "Kris Kelley" <skunk@kingwoodcable.com> wrote in message
> news:B6B9E727.11FE0%skunk@kingwoodcable.com...
>> Hello all.
>>
>> My foray into the Atari 8-bit world is fairly recent, having been raised
> on
>> Apple IIs and then feasting on Commodore 64s later on. However, in the
> past
>> couple of months I have picked up an Atari XE game system with keyboard,
> an
>> Atari 800XL, and a host of games and peripherals for them.
>>
>> My most recent Atari acquisition is a 1200XL from the local Goodwill. The
>> thing *almost* works, enough to make me think it's fixable with the right
>> spare parts. However, I've become a bit confused about all the litte
>> differences between the various Atari 8-bit incarnations, so I'm not 100%
>> certain I've diagnosed the problem correctly. My questions:
>>
>> 1. The FAQs I have read mention that the 1200XL does not have built-in
>> BASIC. So, what's supposed to happen when you turn the system on with no
>> cartridge plugged in? I get the Atari logo with rainbow effects on a
> black
>> background. Is that what I'm supposed to see?
>
> Right, there was at least one that flashed the dev teams names on screen
> too, about a dozen of them I think. I have only seen one of those.
>>
>> 2. Reason I ask #1 is because I think I have a dead keyboard. I can't
> get
>> it to work with any of the cartridges that require keyboard control. I
> also
>> can't get it to work without cartridges, but that's moot if the computer's
>> not supposed to do anything without cartridge or disk input anyway.
>> Everything else seems to be working okay; cartridges load fine, joysticks
>> are functional, and disks can't be tested because the system and my 1050
>> drive are sharing the same power cord. So, are the odds that I just have
> a
>> dead keyboard, and everything else is okay? In other words, is there
>> something irreparable that could happen to the motherboard that would
> cause
>> the keyboard to die and everything else to be okay, and if so, how likely

> is
>> that to happen?
>
> It has a really robust keyboard and connector. If it isn't working, I would
> think POKEY chip. They can be found, couple of bucks.
>> 3. The FAQs also mention that none of the XL machines have separate
>> chroma/luma outputs in the monitor port. Yet, I've got this machine
> plugged
>> up to a Commodore 1702 monitor using a generic 4-tailed cord, and getting
>> separate chroma and luma! Are the FAQs mistaken, or is it that a handful
> of
>> 1200XLs did have video signal separation? I suppose this could have been
>> the work of a hobbiest, but I can't imagine somebody putting that much
> work
>> into the system and then dumping it in a thrift store!
>
> Nope, the signals are not separate chroma and luma, but composite and luma
> or something like that. It does look much nicer then composite alone anyway.
>>
>> 4. Assuming I can get the 1200XL working, what's the best system to keep,
>> from a gamer's point a view? I really don't need three virtually
> identical
>> computers, since I'm not that much of a hacker.
>
> 800XL. But a lot of people such as myself consider the 1200XLs to be
> precious. I have about 5-6 of them I have picked up so I would be sure to
> have a lifetime supply.
>
>
1200XL's are notorious for dirty keyboard contacts, just keep tapping on the
key like forever and if the keyboard isn't bad just dirty. It will start
typing, I have to take mine apart every few years and clean them. Even at
that when I have one in storage I've not used in a while, I still have to do
this.

1329. Re: 130xe 128k programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 05:20:38 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3A94A1A6.381E8C70@one.net>
Source record: 38399

I can probably scan the whole article and put it on my web site.

I won't get it put on the site until Friday or Saturday.

-Bob

Daniel Chartier wrote:
>
> That's exactly what I was looking for, but my school library does not have
> any Compute!. Could someone send it to this newsgroup? I know there's at
> least one other person besides myself looking for it.
>
> Thanks for the detailed reference!
>
> LLpwhite <llpwhite@cs.com> wrote in message
> news:20010221194005.21233.00002156@ng-fn1.news.cs.com...
> > >Compute! once published a little article and program in its readers'
> letters
> > section that told you how to directly access the extra 128k<
> >
> > Compute! did publish an article and program routine to allow using the
> XE's
> > banked memory to store data for BASIC programs. It was called "Access" by
> Mark
> > Slagell. December, 1986, pg. 79. The machine language routine was in the
> form
> > of a BASIC -> ml file maker using data statements.
> > Larry
> >

1330. Re: How Can I Draw a Circle in Atari Basic?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 05:24:48 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3A94A2A0.A2EC5C1D@ev1.net>
Source record: 38494

```
Daniel Miller wrote:
>
> I need a short, flexible routine to draw a circle for a program I am
> writing. I need the BASIC code to draw a circle with radius R at
> coordinates X,Y, where X, Y is the upper left hand corner of the
> imaginary square which would contain the circle.
>
> Is there a mathematically inclined person who can assist me with this?
>
Check the following WEB page on Breshenham's Circle Algorithm:

<http://www.gamedev.net/reference/articles/article767.asp>

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

1331. Re: 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 05:53:54 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3A94A972.30EEA1B9@one.net>
Source record: 38402

One other aspect that just doesn't make sense, at least to me, is:

You advertise a rare vintage computer and then proceed to explain how
you've "modified it". Doesn't that ruin it's collectible value? If I buy
something like this, you can sure bet I want it in its original
configuration, not something that's been hacked apart.

Anyway, thank you's are in order to those that responded to my pleas
about the Black Box power supply. I now have one. I will be connecting
it to the 130XE soon.

-Bob

Edward Williams wrote:
>
> in article 3A947D8F.B2E3D756@qnet.com, Don at dons@qnet.com wrote on 2/21/01
> 8:46 PM:
>
> >
> >
> > Edward Williams wrote:
> >
> >>
> >> well I sent the seller email asking for a pic that I was NOT gonna bid on it
> >> without a Real Picture.... to date no response.
> >
> > I also emailed the seller with this message:
> >
> > Is this a actual picture of the 1450xld being auctioned? And if I may
> > ask what is the serial number of this unit? What type of memory
> > expansion was done?
> >
> > Don
> >
> > I got this message in return:
> >
> > Cut from original message:
> >
> >
> >
> > This is not the actuall unit. My unit looks identical except I dont have a
> > camera to take a picture and put on ebay. It does have a sticker on the top
> > with a number. Maybe this is the units production/test number.
> >
> > I actually ripped out the memory chips that came stock in the unit. 8...8K

> > chips. I replaced them with larger memory chips which gave the unit a
> > considerabley larger amount of memory.
> >
> > There is only one 1450xld like this one. I was even thinking about ripping
> > out the 300 buad modem and putting in an internal 56K data/fax modem.
> >
> > **********
> >
> > Take the above for what its worth.
> >
> >
> > Don
> >
> Seems to me to be a load of BS
> the way the 1450XLD is built you just can't rip the old chips out and put in
> BIGGER chips.....
> also the chips in the 1450XLD are 64K x 1 not 8Kx8
> also ripping out the 300 would be easy but putting a 56K in it's place would
> not be worth the effort.
> sorry just my .02 cents
> thanks
> Ed

1332. Re: Atari 1200XL - Some questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 06:21:11 UTC
From: Kris Kelley <skunkworx@kingwoodcable.com>
Message-ID: <B6BA0BF7.11FF5%skunkworx@kingwoodcable.com>
Source record: 38406

Rick Cortese wrote:

> It has a really robust keyboard and connector. If it isn't working, I would
> think POKEY chip. They can be found, couple of bucks.

Any recommendations against temporarily swapping out the POKEY chip from the 800XL or XE system to test? That's assuming these systems have socketed chips. I haven't been initiated for the soldering iron just yet.

> Nope, the signals are not separate chroma and luma, but composite and luma
> or something like that. It does look much nicer then composite alone anyway.

Okay, that makes sense when I think about it, though I would swear I tested this same cable on the 800XL and didn't get a good picture, no matter what combination of the tails I was using. Maybe I just missed the right combination.

> 800XL. But a lot of people such as myself consider the 1200XLs to be
> precious. I have about 5-6 of them I have picked up so I would be sure to
> have a lifetime supply.

I'm debating. I'm used to living in packed quarters. :)

Thanks for the answers!

---Kris Kelley

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1333. Re: SIO2PC to buy?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 07:57:04 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <972gog$sj0$1@korweta.task.gda.pl>
Source record: 38409

In article <96vrum$r2n$1@trumpet.uni-mannheim.de>, "Thomas Haenselmann"
<haensel@informatik.uni-mannheim.de> wrote:
>Is there a dealer who sells an SIO2PC interface for connecting 8-bit Ataris
>to PCs?

Hardly a dealer but can help.
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1216776645

j131

1334. Re: 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 09:39:26 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <233l6.273$hW5.10852@nnrp1.sbc.net>
Source record: 38407

I think he's trying to sucker someone into making an off-line deal for an imaginery machine. Once you deal outside of E-bay you lose all of the buyers protection they give you and a claim of fraud is alot harder to prove. You gotta give him credit, he's one smart criminal! The last few auctions like this, I'd bet several people lost hundreds of dollars.
Mo

Curt Vendel wrote in message
Ian,
I agree, thats my 1450XLD, not his. He stole that picture from my website and also in his description he fumbles:

He mentions how the drive is an Epson but looks just like a 1050
{buzzer} Sorry, wrong answer, tell him what his consolation prize is.

In the 1450XLD's you either had working custom Epson drives connected

-or-

You had a 1983 CES mockup system with 1 or 2 Atari 1050 drive mech's installed but not attached to anything since they weren't standard drives.

So the fact that this is yet the 3rd auction of a 1450XLD from someone out of New Jersey like the other two, he has no real photo except the one he stole from my website and he messed up on his supposed description of the unit, I wont be surprised if at the 11th hour this guy pulls the auction yet again.

Just my two cents.

Curt

Ian McLaughlin wrote:

I *thought* I recognized the picture. Took me a little bit of thinking,
then I found it. Check out:
http://www.atari-history.com/1450xld.html

Sounds like a hoax to me. The guy has a 1450XLD, and can't even take a real
picture of it? He has to steal a picture from the web?
Like everything else on eBay - CAVEAT EMPTOR.

"Emmanuel Fernandes" <manu@writeme.com> wrote in message
news:970it2nlj1@ail.sri.ucl.ac.be...
> Hi!
>

> Is the 1450 XLD so rare as this guy says ? Does anyone know how
many units
> where built/released ?
>
> Thanks,
>
> Emmanuel.
>
> "David\Julie Wilson" <cybrslider@home.com> wrote in message
> news:RIMk6.101399$bb.1245127@news1.rdc1.tx.home.com...
> > Check this on ebay
> >
> >
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1216507807
> >
> >
> >
>
>

1335. Re: Migraph handheld scanner on an 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 09:47:33 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <6a3l6.290$hW5.10962@nnrp1.sbc.net>
Source record: 38408

Hey WOW! Thanks for the info!! I'll probably snatch up an ST if I find one on the cheap. But I don't think I'll actually go 'looking for one'. Looking at some of the old adverts, it seeems they really beefed up the graphics and sound on these machines. But I haven't seen hardly any support for them on the web as I have the 800/XL. Thanks again, Mo.

Greg Goodwin wrote in message <000378b0@fmlynet.org>...
>FamilyNet Newsgate
>
>> From: "chainsaw11" <mygranny@swbell.net>
>
>> Hey all, I got a hold of this Migraph handheld scanner 400dpi for the atari
>> ST. The cartridge interface won't fit in an 800XL but would an adapter be
>> possible? I didn't even know that ST's used cartridges, I've never had one.
>> Thanks! Mo
>
> Yeh, the Migraph was one of the most celebrated scanners of the ST world at
>one time. Of course that is what they tell me... I've been looking back on the
>ST scene in retrospect since I got into it in 1998. :) Of course the Atari 8
>I enjoyed while it was still big.
>
> But the ST cartridge port can kinda be looked apon as being as useful as
>the Atari 800 right hand cartridge slot. (grin)
>
> I have YET to find a game on a ST cartridge. Mostly utilities. Thus the
>reason for the example above.
>
> The ST cartridge was a cool idea. Like all things ST, Atari made this 16
>bit machine, and gave it everything a modified Atari8 had... OUT OF THE BOX!!
>16 bit machine with 512K, moving at a blinding 8 mhz of speed, and a cartridge
>that could hold 128K of ram. Really cool eh?
>
> Well, while a 128K cartridge would have been cool on a 800xl, it didn't

>mean dip in the sixteen/thirty-two (ST) bit world. (Star Raiders on the ST
is
>like a 250K game.... I was looking into making a ST cartridge of that game
for
>a bit to finish off my Star Raiders collection... no luck... And I haven't
>heard of a bank switching cartridge on the ST... yet!)
>
> One thing the cartridge port did offer as Dave Small of the Macintosh
>emulator for the ST (Spectre) scene would realize, the cartridge port
offered a
>port with a FAST transfer rate. Granted you had to make a special
connector
>with gold leads, but once you had that, you could rig the cartridge port
for
>all sort of transfers.
> So the "Cartridge port" became less of what we have come to know in
the
>Atari8 world as a rom based storage device and practically daughter board
to
>the Atari 8's motherboard, but more of a information transfer port.
>
> So you have some STRANGE devices that came out. Like the Migraph hand
>scanner, ST Replay (a audio in and out jack in cartridge form), various
system
>clock devices, and of course the Spectre GCR, which had a cartridge you
could
>put Macintosh 128K roms on, and then had ports you could plug the floppy
drive
>in to read Mac disks!
>
> There were a few carts that were more the rom based storage devices.
>There was a desk accessory cart.. but that requested additional software on
>disk to run. Kinda pointless if you ask me... but it was there. And then
>there was ONE true rom based cartridge...the VT100 emulation cartridge.
Finally
>a cartridge my Atari8 world knowledge could identify with. (grin)
>
> And there you have the enigma of the 128K ST cartridge.
>
> If anyone has any question about the ST, I'll be happy to answer. I'm
>a Atari 8-bit user first and ST user second. (must like Rick D is also).
The
>ST is a great utility machine, and had a few improvements over the Atari8
line.
> I have fun using both, and am currently typing on my Atari 800 as I look
my
>Mega ST/2's SM124 screen. ;) They work well together .... sometimes.
>
> Doctor Clu
>

>FamilyNet <> Internet Gated Mail
>http://www.fmlynet.org
>

1336. Re: What's going on with Hasbro?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 14:01:25 UTC
From: Daniel Chartier <grimlock@yahoo.caNOSPAM>
Message-ID: <982850485.547521@news.aei.ca>
Source record: 38410

I sent them a message, and here is their reply:

Daniel:

At this time no update of the Atari computer/2600/5200/ST game Star Raiders
is planned. We have gotten requests for such an update, so it is not out of
the question that it might happen in the future.

/|\

1337. Re: Atari 1200XL - Some questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 14:21:13 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t9a7tegid15fe8@corp.supernews.com>
Source record: 38411

"Kris Kelley" <skunkworx@kingwoodcable.com> wrote in message
news:B6BA0BF7.11FF5%skunkworx@kingwoodcable.com...
> Rick Cortese wrote:
>
> > It has a really robust keyboard and connector. If it isn't working, I
would
> > think POKEY chip. They can be found, couple of bucks.
>
> Any recommendations against temporarily swapping out the POKEY chip from
the
> 800XL or XE system to test? That's assuming these systems have socketed
> chips. I haven't been initiated for the soldering iron just yet.

CO12294 is the POKEY chip. Hopfully you will have socketed chips on the
800XL, all 1200XLs are socketed.
>
> > Nope, the signals are not separate chroma and luma, but composite and
luma
> > or something like that. It does look much nicer then composite alone
anyway.
>
> Okay, that makes sense when I think about it, though I would swear I
tested
> this same cable on the 800XL and didn't get a good picture, no matter what
> combination of the tails I was using. Maybe I just missed the right
> combination.

They didn't bring all the lines/signals out on the 800XL. There was an
article/letter in tips section<something like that> in ANTIC magazine for
adding the signal back in. Fairly simple, just a low value cap and 6" of
wire.

1338. Looking for the font from steath or landscape

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 15:35:03 UTC
From: Michael Agbaglo <byteshif@cs.tu-berlin.de>
Message-ID: <3A9531A7.3CDA323B@cs.tu-berlin.de>
Source record: 38412

Hi there !

In the mid 80s a game came out which was first called 'landscape' and later 'stealth'. It was a 1st person shooter where you fly a fighter through energy fields.

I extracted the font and printed it, but now I can find it anymore since I sold my atari about a decade ago. The print-out is vanished too.

If someone possess the game or has extracted the font - please send me a mail !

1339. FS: ATARI 2600 with 25 games

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 19:50:14 UTC
From: pacosoze@hotmail.com
Message-ID: <973qhmckt1@cwis-1.wayne.edu>
Source record: 38413
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

Hello
I have a complete working 2600 system available that comes complete with the unit, switch box, two controllers, two paddles and 25 games
The games are:
Dragon Fire
Centipede
Star Raiders (with manual)
Combat
Frogger
Venture
Space invaders (with manual)
Raiders of the Lost Ark (with manual)
Super Breakout
ET
Mario Bros
Warlords (with manual)
Spider Fighter
Superman
Pac-man
Baseball (with manual)
video pinball
berzerk
kangaroo
stampede
defender
demons to diamonds (with manual)
deadly duck (with manual)
fishing derby
Vanguard
Games all work and are in great to average condition.
Asking $100 and I will pay shipping.
No reasonable offer refused.

1340. FS: ATARI 7800 with games

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 19:58:12 UTC
From: pacosoze@hotmail.com
Message-ID: <973r0kckt2@cwis-1.wayne.edu>
Source record: 38414
Cross-posted to: alt.games.atari,comp.sys.atari.8bit,rec.games.video.atari

Hello all
I have a 7800 system for sale. comes with two 7800 controlers and the game pad. games are: Joust, Dig-Dug, Pole Position II and rampage.
Not sure if it is working being that it is missing the power cord.
$30 plus shipping.

1341. Running 8-bit disks on a PC driver?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 20:01:22 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <00043c26@fmlynet.org>
Source record: 38427

FamilyNet Newsgate

> From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
> Hello,
> Is there a program that will allow a 5.25 inch PC drive to read Atari 8-bit
> 5.25 inch disks?

Hehe, I wish :) (and I wish a PC would write SIO2PC files to an Atari DD) I
don't think so...unless someone can prove me otherwise.

Jess

> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --

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1342. FS: ATARI 400

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 20:01:30 UTC
From: pacosoze@hotmail.com
Message-ID: <973r6qckt3@cwis-1.wayne.edu>
Source record: 38415
Cross-posted to: alt.games.atari,comp.sys.atari.8bit,rec.games.video.atari

Hello
I have a working ATARI 400 computer for sale.
Comes with the power cord, the cord that goes to the TV, and a joystick but
nothing else.
$50+shipping
No reasonable offer refused.

1343. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 20:03:12 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <00043c27@fmlynet.org>
Source record: 38430

FamilyNet Newsgate

> From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
>>
>> Long time, no see, right ppl?
>>
>> Jess
>> > --
> Ha,
> the girl is back !! Good to have you here again. Greetings, Andreas.

Blame it on FamilyNet crashing...

Jess

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1344. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 20:12:34 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <00043c28@fmlynet.org>
Source record: 38428

FamilyNet Newsgate

missed the original message

> From: "Mark Bedingfield" <mark@baypc.com.au>
>> Maybe in some ten or twenty years, we have a
>> new sort of trash collectors: computer trash collectors. Their museum(s)
>> will merely consist of computer trash then, old computer soft+hardware
>> no-one knows or needs anymore, that will be thrown away of course. So,
>> what some users collect today, might be simply thrown away in some years
>> (after they die). Just think of that many people who do not know Atari
>> at all. A house (or room) containing hundreds of Atari items might be
>> worth a whole life for Atari collectors, but absolutely nothing for
>> those who do not know Atari. For them it is just some sort of trash,
>> which has to be thrown away then...

Well, here's my thing: If you keep records, you will know. That's why I like sites like the Obsolete computer museum...you get to see some of the old junk in its element, as a working computer. If these old 8-bit klunkers can last 20 more years, maybe some grand and great-grandkids will make fun of them... Not the best light to remember it all in but at least it's remembered.

> sound's like my back room;-) Full of Atari part's, computers, printers,
> scanners, drives, magazines, disks.......My wife thinks I'm mad and should
> sell the lot?

Poor man. I try to keep my stuff trimmed down. My parents really don't care that I have it (they actually see the practicality of having 15 serial mice) but my friends still think I am mad for having a 20 year old computer. Heck, it works :)

Jess

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1345. Re: Atari to PC joystick Interface

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 20:14:30 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <00043c29@fmlynet.org>
Source record: 38429

FamilyNet Newsgate

> From: "Mark Bedingfield" <mark@baypc.com.au>
> "Richard Douwes" <rdouwes@hetnet.nl> wrote in message
> news:01c09b16$8ab0c400$576f3b3e@windows...
>> Mark Bedingfield <mark@baypc.com.au> schreef in artikel
>> <6Ggk6.35274$o85.183741@news-server.bigpond.net.au>...
>>
>> > What would really be cool is a interface to hook a PC joystick to a
>> > 2600/XL,XE/ST etc ;-)
>> > Mark
>>
>> I think it all depends which joysticks you prefer. For me, it would be
>> *impossible* to play Bounty Bob with a PC joystick/ pad (on AtariWin). The
>> only way to go is a Atari CX-40, interfaced of course through Emmanuel's
>> brilliant gadget!!!
> Yeah but playing Rescue on Fractulas on an 8bit with a peesee stick, or
> thunderhawk on the ST...
> Mark

Yea...and there's Pac Man which is a pain in the butt to play with even a
joypad...
I'd be happy if there were a hack that would make a Genesis gamepad safe to use
in a 9-pin port.

Jess

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1346. Re: Y2K Bugs on 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 20:28:24 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <00043c2a@fmlynet.org>
Source record: 38431

FamilyNet Newsgate

> From: "w_a_lang" <w_a_lang@willinet.net>
> Hello Everybody,
> I was re-evaluating some of my Atari 8-bit software and
> it appears, there really were quite a few, Atari Y2K bugs
> after all. But in the case of the Atari, it is how the utilities
> were programmed, such as spreadsheets and accounting
> tools.

Absolutely. I'm sure that Atari as it was 15 years ago assumed no one in their right mind would be using an A8 in the next millenia.

> The Y2K bugs which appear seem to deal with a
> common date feature, that can retooled, if you have the
> to right programming language to write with. I was just
> about to write for myself a modification, for a tool that I
> got from Compute magazine, when my floppy drive had
> crashed. I know that it does not have anything to do with
> date-based file storage however.
> Of course I believe that Paul got it when he said:
>>
>> They are generally very minor things such as
>> spreadsheets/database programs that sort items by
>> date and put the 2000 dates at the bottom of the list
>> because 0 < 9. Or else they don't allow you to put in
>> a 4 digit date at all so you can't differentiate between
>> 1900 and 2000, for example.
>>
> Well Paul it should be handled with carefully measured
> response that includes changing the date codes in all
> sections of the program. The Atari 8 bit program of
> "Financial Wizard" by Computari may have a Y2K
> bug in it, but if you have the right tools you can fix it.

And it really shouldn't matter unless you are tracking finances over a long period of time.

> Harvey Klein said that:
>> >
>> > When preparing a year data disk, the year 2000
>> > is not accepted. Seems that years cannot end
>> > with 2 zeroes. 2001 works fine.
>> >
> At least for now you don't have to worry about it for
> another one hundred years.

And the disk images/actual disk will have suffered rot by then. Oh well...

Jess

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1347. Re: 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 20:56:29 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <12fl6.184045$8V6.30336362@typhoon.tampabay.rr.com>
Source record: 38416

This Seller with the 1450XLD Has sone complaints and negative feedback.. It sounds like a RIP to me, just think this guy has the Holy Grail Computer and NO CAMERA? why not get cheep 5.00 disposable camera at the local drugstore and wallgreens will put them on disk for you.. Ram 8x8 Lamer responce, 8x16 would sound better... Be Carfull I smell a RAT..

"chainsaw11" <mygranny@swbell.net> wrote in message news:233l6.273$hW5.10852@nnrp1.sbc.net...
> I think he's trying to sucker someone into making an off-line deal for an
> imaginery machine. Once you deal outside of E-bay you lose all of the buyers
> protection they give you and a claim of fraud is alot harder to prove. You
> gotta give him credit, he's one smart criminal! The last few auctions like
> this, I'd bet several people lost hundreds of dollars.
> Mo
>
> Curt Vendel wrote in message
> Ian,
> I agree, thats my 1450XLD, not his. He stole that picture from my
> website and also in his description he fumbles:
>
> He mentions how the drive is an Epson but looks just like a 1050
> {buzzer} Sorry, wrong answer, tell him what his consolation prize is.
>
> In the 1450XLD's you either had working custom Epson drives connected
>
> -or-
>
> You had a 1983 CES mockup system with 1 or 2 Atari 1050 drive mech's
> installed but not attached to anything since they weren't standard drives.
>
>
> So the fact that this is yet the 3rd auction of a 1450XLD from someone
> out of New Jersey like the other two, he has no real photo except the one he
> stole from my website and he messed up on his supposed description of the
> unit, I wont be surprised if at the 11th hour this guy pulls the auction yet
> again.
>
>
> Just my two cents.

>
>
> Curt
>
>
>
> Ian McLaughlin wrote:
>
> I *thought* I recognized the picture. Took me a little bit of
> thinking,
> then I found it. Check out:
> http://www.atari-history.com/1450xld.html
>
> Sounds like a hoax to me. The guy has a 1450XLD, and can't even
> take a real
> picture of it? He has to steal a picture from the web?
> Like everything else on eBay - CAVEAT EMPTOR.
>
> "Emmanuel Fernandes" <manu@writeme.com> wrote in message
> news:970it2nlj1@ail.sri.ucl.ac.be...
> > Hi!
> >
> > Is the 1450 XLD so rare as this guy says ? Does anyone know how
> many units
> > where built/released ?
> >
> > Thanks,
> >
> > Emmanuel.
> >
> > "David\Julie Wilson" <cybrslider@home.com> wrote in message
> > news:RIMk6.101399$bb.1245127@news1.rdc1.tx.home.com...
> > > Check this on ebay
> > >
> > >
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1216507807
> > > >
> > > >
> > > >
> > >
> >
>
>
>
>

1348. Re: 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 21:15:11 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1010222161223.20115H-100000@mail1.wayne.edu>
Source record: 38417

It's pretty rare but I don't know that it lives up to:
"considered the most rare computer EVER in the history of vintage
machines. NOTHING is as rare as an XLD"

What statistical basis does he have for making this claim? I mean, it IS
a rare piece, and it might be the rarest of all Ataris, but I don't know
how you'd be able to make a claim as bold as that.

On Wed, 21 Feb 2001, Emmanuel Fernandes wrote:

> Hi!
>
> Is the 1450 XLD so rare as this guy says ? Does anyone know how many units
> where built/released ?
>
> Thanks,
>
> Emmanuel.
>
> "David\Julie Wilson" <cybrslider@home.com> wrote in message
> news:RIMk6.101399$bb.1245127@news1.rdc1.tx.home.com...
> > Check this on ebay
> >
> > http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1216507807
> >
> >
> >
>
>
>
>

1349. Re: 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 21:19:00 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1010222161645.20115I-100000@mail1.wayne.edu>
Source record: 38418

On Wed, 21 Feb 2001, Bob Ryan wrote:

> Straight from the description:
>
> "...I have the right the stop the auction and sell inside/outside of
> ebay if an entertained offer sounds pleasing to me..."
>
But DOES he?! Can he arbitrarily choose to not honor the high bid?

1350. Re: 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 21:22:57 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1010222161956.20115J-100000@mail1.wayne.edu>
Source record: 38419

That's another thing.. why would you tamper with something so rare as a 1450XLD?! I mean, what if you screwed up the job, now you just ruined something that's irreplacable! And he threw out the shielding?! again, why would you throw out part of something that rare, even if it'll run without it?

On Thu, 22 Feb 2001, Richard Kilpatrick
wrote:

> Once upon a time <B6B9AE91.7DDF%ewilliams1@jam.rr.com>, Edward Williams
> <ewilliams1@jam.rr.com> grabbed chalk and scrawled:
>
> >well I sent the seller email asking for a pic that I was NOT gonna bid on it
> >without a Real Picture.... to date no response.
>
> Just ask them if it has a Tong motherboard.
>
> If they can't answer, they don't have the machine ;) They've claimed to
> have upgraded parts of it such as the video, so they can't use the
> excuse that they 'don't want to open it'.
>
> Richard
>
> --
> Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
> Audio: SH101, S50, JV50, D50, JD800, Falcon030, DX7 /,`.-'`' -. ;-;;,
> Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
> Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia
>
>

1351. Re: Where to buy sio2pc cable in USA?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 21:46:06 UTC
From: Dominik <dominik1@looksmart.com>
Message-ID: <t9b23se1uh9tb1@corp.supernews.com>
Source record: 38420

There is a lot of documentation on the web as how to make the SIO2PC cable.
I made one using an existing SIO cable and a single IC that I found in a
parts bin at work. It cost me nothing and works great with APE '98.

Dominik

Omar wrote in message
<08Hk6.146$v77.24392@newsread2.prod.itd.earthlink.net>...
>Hi all,
>I have recently acquired a mint condition 800xl, 1050 floppy drive,
>Commodore 1902A Monitor, and original instruction manual. I have no
>software yet, but have ordered mydos on cartridge.
>
>I would like to be able to connect my PC to the Atari in order to use
>downloaded software. I have seen the various sites explaining how to make
>your own cable, but I would rather purchase this cable from someone if this
>is possible.
>
>I did not find this cable for sale anywhere. I have looked at the Best
>Electronics website, Jameco, and a place called JDR but none seem to have
>this cable listed.
>
>Will someone assist me in obtaining one? I will be happy to prepay for the
>item. See my positive feedback on eBay if necessary:
>http://cgi2.ebay.com/aw-cgi/eBayISAPI.dll?ViewFeedback&userid=omar27
>
>Regards,
>Omar
>omar27@earthlink.net
>
>
>

1352. Re: Montreal M.A.C.A.M.

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 21:52:58 UTC
From: david_p@istop.com
Message-ID: <982878777.358894@ip195>
Source record: 38421

"Daniel Chartier" <grimlock@yahoo.caNOSPAM> wrote in
<982813975.790914@news.aei.ca>:

>Anyone here from the old Montreal Atari Club (MACAM) from years back?
>
>--
>*** remove NOSPAM from my email address ***
>
>

Eeek! My sordid past catches up with me...

1353. Re: Atari 1200XL - Some questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 21:54:59 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a95cf38$0$1520$53a6afc1@news.erinet.com>
Source record: 38432

Others already answered you. You get the rainbow screen with
no cart or boot disk, right.
You said you think the keyboard may be bad, or not working.
Rick C. said a new pokey might fix it, if it isn't working.
What I wanted to mention is the built in test modes for the 1200xl.
At the rainbow screen, hit HELP and the test screen comes up.
Hit SELECT twice and you are at the keyboard test. Hit START
and you should get a screen with all the keys. If the key works, it
beeps and lights up (inverses) that key on the screen.
This is the same test in 800xl, but with 800xl, you turn on with no
drive or cart and BASIC comes up, you then type BYE at the
READY prompt to get to the self-test.
As for which one to keep, it is a matter of your likes.
Some like the 1200xl for the keyboard and I like it for the fact
that it seems to display more vivid colors than my standby, the 800xl.
There's a graphics and sound demo I ripped from a Compy Shop
demo disk, plays 'house of the rising sun' and does a fantastic
kaleidoscope.
That demo looks really poor with an emulator. All you get is good blues
and greens, the reds, yellows, purples are just lost with an emulator.
The same demo on an 800xl looks fair, but not as colorful as on the 1200xl
for some reason.
If you're going to get rid of a machine, I'd suggest the game one. The
later built A8s have a poorer keyboard and are not socketed (easily
repaired).
My opinions.
The problem with the 1200xl is the lack of a PBI. If you don't plan
on getting a Black Box or MIO, then I'd keep the 1200xl. It is most
likely to last longer.
Bob Woolley, a big A8 hardware person, uses 1200xl almost exclusively
because of the sockets and room in it for hardware things he does.
He's even added a PBI to it, but that's not something most would do.
I think the best composite picture on a stock machine is the 130xe, but
there again, the 130xe keyboards fail oftener and there's not many sockets
in it, if any, can't remember. The best composite picture would come
with a video upgrade modification, published in Atari Classics magazine
for all but the 800 and 400 (1200xl, 600xl, 800xl, and I think the 130xe.)
Russg

1354. Re: ATR8000 Software

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 22:06:17 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010222170617.02928.00001524@ng-fb1.aol.com>
Source record: 38422

>Richard Detlefsen "74766,1561"@compuserve.com remarked:

>As per several requests, here is a listing of the ATR-8000 SIG
>(Printed)Newsletters:

How does one achieve access to these great resources?

-Ron

Inform everyone that communications have completely broken down.

1355. Two demos ripped from Compy Shop disk

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-22 23:12:02 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a95e14a$0$1510$53a6afc1@news.erinet.com>
Source record: 38436

I was talking about a demo in another post. 'House of the Rising Sun'
music while a kaleidoscope displays. I ripped it out of a Compy
Shop demo disk. I made it just play over and over.
There's a second demo, only white dots, not lots of colors like the
first, with good music.
Anyone wants to re-live those Compy Shop demos, on emulator or
real thing (I'd especially be interested if someone compares 1200xl
and other A8s.), I've put them on my website.
Note that IE 5 messes up the filename. It is named A8DEMOS.ARC.
Unless you give the name at the save to disk screen, it gets saved to
desktop as a8demos.ar..arc. Dumb, then you have to rename it.
Just type in the name a8demos.arc or A8DEMOS.ARC and it will
get saved to the desktop with the right name.
Found about the middle of the page at:
http://www.en.com/users/russg

Russg

1356. Cheap 64MB+ flash disk for retro computing

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-23 00:39:59 UTC
From: "V. Longo" <vlongo@home.com>
Message-ID: <3A95B351.751B229A@home.com>
Source record: 38423

I recently aquired a CABO mpeg player from Best Data. It is a very small, light, hand-held device with battery backed ram. This device uses a parallel printer port to transfer data back and forth between a PC and itself. The idea occurred to me that if you prepared data with a driver that creates a suitable dummy mpeg file format, you could encapsulate any data, and transfer it back and forth between any computing device and the CABO. This would be a neat thing, because, if you made a driver to wedge the OS to use the parallel port as a disk drive, you would have a cheap battery-powered storage device, suitable for embedded applications.

This is cool, because you could then build a portable 130XE into the casing for an NTSC LCD panel, run a keyboard externally, and wala, you have a great tablet-like PDA that runs Atari software without consuming a lot of power. Multiple drives could easily be used in a 'bank-switching' fashion with a physical switch to divert parallel port data from bank A to B to C.

It will take a bit of analysis to determine the handshaking involved during normal communication with a PC, as the 'Jazz-piper' application software is not available in source form. I think that a passive monitoring system between the two devices should do the trick. Does anyone have any leads on this?

This project should provide some interesting engineering challenges, in that a new OS rom will have to be burned with the I/O wedge, to allow for booting without other disks.

This seems to be a worthwhile project, because, if we can make this data available, similar devices could be made for other retro machines (Amiga/C64, or anything with a parallel port option).

I'm interested in trying this, so if anyone else is so inclined, please contact me at vlongo@dppl.com

Thanks,

Vincent

1357. Re: 65xe keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-23 00:47:31 UTC
From: "V. Longo" <vlongo@home.com>
Message-ID: <3A95B515.8CFC44C9@home.com>
Source record: 38424

Very quickly hit the key 111 times, as though it was the 'fire' key in asteroids, it should fix it. if not, open the case and disconnect/reconnect the keyboard connector itself 7 times quickly. this will fix it. Else replace the keyboard.

If the above procedures fail to provide the desired results, drop the computer at least 12 inches onto a hard surface.

If the above fails to work, replace the machine, it's cheap.

Vincent
==========

Luis Vasquez wrote:

> Today I turned on my 65XE, and the keyboard letters J K Spacebar and Help
> didn't register. I push them and nothing happens. It's been working
> before, I use it about once a month, it's not fresh out of an attic or
> anything. Does anybody know of any ways to find out what the problem could
> be? Are 65XEs known to have unrealible keyboards or chips or something?
> Thanks!

1358. Re: How Can I Draw a Circle in Atari Basic?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-23 02:22:13 UTC
From: DCM01@USA.NET
Message-ID: <3a95c6b3.17570630@news.CIS.DFN.DE>
Source record: 38425

On Wed, 21 Feb 2001 22:52:31 GMT, William Kendrick
<nbs@bolt.sonic.net> wrote:

>That's definitely the SLOW way to do it :) Unfortunately, due to
>the inaccuracy between floating point numbers (ie, the values in the
>variables you get back when you play with COS and SIN functions),
>some pixels will be missed when you try to fill by reducing the radius.

I noticed I was having trouble getting perfect symmetry, in whatever
circle routine I was using. It would be a circle but you would get
variations of a pixel here on the left and a pixel higher on the right
etc. I did come up with code that is acceptable for the task at hand
(which is a 3D Dungeon game).

>To compensate, you need to reduce the radius by much smaller steps, which
>makes it take that much longer to draw.

>Out of curiousity, would using TurboBASIC be out of the question?

I would love to know more about TurboBASIC. I noticed a lot of the
Polish and Eastern Europeans who were doing the most advanced 8bit
programming ever, like the 256 color mode and MOD players etc, were
using TurboBASIC. I have a 64k Atari 800 but I don't think it will run
straight TurboBASIC which is for XL's and XE's. I found Turbo800 which
is the watered down Turbo for 48k Atari's, but I haven't worked with
it much yet. Another BASIC I bumped into was Frost BASIC, which also
has something to do with Turbo.

I would be interested to know also about the compiler for TBASIC and
if it requires a runtime module etc.

1359. Re: 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-23 02:26:49 UTC
From: Rich Jackson <rj5jackson@mindspring.com>
Message-ID: <974hd5$93b$1@slb3.atl.mindspring.net>
Source record: 38426

To follow follow up Curts post, I was the "winner" of an E-Bay auction for a 1450xld
on March 5, 2000. Here are some of the events that occurred at that time.

1. Auction was pulled one day early.
2. Seller answered a question concerning a picture of the item under a different name and ISP account.
3. Didn't have a camera.
4. "Seller" was from New Jersey.

I never got the machine, but at least, I never sent any money.
Copy of winning notification follows:
"Dear 1208 and 8bitfan, Congratulations - this auction successfully ended.
Item Title: ATARI 1450XLD COMPUTER COMPLETE!L@@K! (Item #269698907)
Final price: $735.00
Auction ended at: Mar-05-00 17:11:07 PST
Total number of bids: 40
Seller User ID: 1208
Seller E-mail: totaleman@excite.com
High-bidder User ID: 8bitfan
High-bidder E-mail: rj5jackson@mindspring.com"

Rich Jackson
"8bitfan"

Rick Cortese wrote in message ...
>"Curt Vendel" <curt@atari-history.com> wrote in message
>news:3A946537.DBB84D07@atari-history.com...
>So the fact that this is yet the 3rd auction of a 1450XLD from someone out
>of New Jersey like the other two, he has no real photo except the one he
>stole from my website and he messed up on his supposed description of the
>unit, I wont be surprised if at the 11th hour this guy pulls the auction yet
>again.
>******************************
>
>Could it be possible the guy is your neighbor and is just seeing if it would
>be worth his while to loot your place?<lol>
>
>
>

1360. Re: How Can I Draw a Circle in Atari Basic?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-23 03:56:01 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010222225601.09757.00000330@ng-fh1.aol.com>
Source record: 38434

Yes the TurboBasic package is in 3 parts; the interpreter which can load and edit and execute files, the compiler which creates some pseudo machine code file, and the runtime module which executes the compiled modules.

I don't know if a compiler and runtime exist for Turbo800.

>DCM01@USA.NET (Daniel Miller) asked:

>I would be interested to know also about the compiler for TBASIC and
>if it requires a runtime module etc.

-Ron

Inform everyone that communications have completely broken down.

1361. Re: Running 8-bit disks on a PC driver?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-23 04:00:43 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010222230043.09757.00000341@ng-fh1.aol.com>
Source record: 38435

If "DD" means double density A8 disk, then try AtariLink form HiasSoft.

If it means "disk drive" like 810 or stock 1050, then alas - no. You are
correct; I have not been able to do it with Anadisk...

> "Jessica Cornn" Jessica.Cornnp0.f2.n8.z8@fmlynet.org remarked:

>Hehe, I wish :) (and I wish a PC would write SIO2PC files to an Atari DD) I
>don't think so...unless someone can prove me otherwise.

-Ron

Inform everyone that communications have completely broken down.

1362. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-23 04:12:40 UTC
From: otakuvidiot@hotSPAMMYmail.com
Message-ID: <9050E9988otakuvidiothotSPAMMY@204.0.108.142>
Source record: 38439

Whilst reliving childhood traumas, O_v spied Jessica Cornn's 22 Feb 2001 message...

>(they actually see the practicality of having 15 serial mice)

Sorry, but I have to ask: What do they see is the practicality of having 15 serial mice?

--
O_v

Antique Computer and Videogame Books and Ephemera!
http://www.otakuboy.com

Featured title: TI-99/4a USER'S REFERENCE GUIDE - 1981

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1363. Re: 130xe 128k programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-23 04:15:20 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010222231520.09757.00000343@ng-fh1.aol.com>
Source record: 38437

Larry was correct about the Dec '86 issue, but it was a bonafide article in the main magazine section instead of the letters column. It still uses 16K blocks only the USR code in the background makes it appear to you as a 64K hunk; all in all a pretty snazzy little utility...

> "Daniel Chartier" grimlock@yahoo.caNOSPAM

>Compute! once published a little article and program in its readers' letters
>section that told you how to directly access the extra 128k, and I'm not
>talking about the 16k bank

-Ron

Inform everyone that communications have completely broken down.

1364. Re: SIO2PC for dummies?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-23 04:18:22 UTC
From: HedgeSlammer <hedge@home.com>
Message-ID: <MPG.14ffa1119861db0398991e@news>
Source record: 38438

Thanks, I will have to experiment when I have time to whip up the SIO2PC
this weekend. Sounds like fun.

In article <982708632.254575@ip195>, david_p@istop.com says...
> Unless you run SpartaDos X, where the limit is around 1000 or so.
>
> (Or, use sub-directories in SpartaDos or MyDos to get around the limit)
>
> "Cabell" <cabellSPAMOFF@richmond.infi.net> wrote in
> <96tieq$iv3$1@slb6.atl.mindspring.net>:
>
> >Unless you are running SpartaDOS - then the limit is 128.
> >
> >"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
> >news:20010220002931.20461.00000980@ng-fu1.aol.com...
> >> >HedgeSlammer hedge@home.com asked:
> >>
> >> >I see you can make an image file up to 16 Mb, but how many files can
> >> >you put into an image, for example .exe game files?
> >>
> >> You are still limited to 64 files per directory and so could make 64
> >> subdirectories unless the disk required boot capability. The only
> >> limits
> >are
> >> space 64 files in the main directory.
> >>
> >> -Ron
> >>
> >> Inform everyone that communications have completely broken down.
> >
> >
> >
>
>

1365. Re: 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-23 04:49:28 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3A95EBD8.E38E799@one.net>
Source record: 38433

Hmmm...., gets me wondering. Since he's willing to entertain offers
outside of ebay, maybe someone will send him a message and offer
$1,000.00 for it with the stipulation that he send it COD.

Since it's outside of the ebay umbrella, the "buyer" isn't bound by
ebay's rules either. Of course, he'll probably not do the COD thing, but
it may be worth a try.

Or maybe the New Jersey Attorney General would be interested in a fraud
case. They send a check/cash/money order/whatever and then bust him when
he doesn't provide the goods. The money amount involved qualifies it as
a felony.

Of course, this is all speculation and I'm not encouraging anyone do
anything deceitful or illegal. Just mulling over some scenarios.

-Bob

Rich Jackson wrote:
>
> To follow follow up Curts post, I was the "winner" of an E-Bay auction for a
> 1450xld
> on March 5, 2000. Here are some of the events that occurred at that time.
>
> 1. Auction was pulled one day early.
> 2. Seller answered a question concerning a picture of the item under a
> different name and ISP account.
> 3. Didn't have a camera.
> 4. "Seller" was from New Jersey.
>
> I never got the machine, but at least, I never sent any money.
> Copy of winning notification follows:
> "Dear 1208 and 8bitfan, Congratulations - this auction successfully
> ended.
> Item Title: ATARI 1450XLD COMPUTER COMPLETE!L@@K! (Item #269698907)
> Final price: $735.00
> Auction ended at: Mar-05-00 17:11:07 PST
> Total number of bids: 40
> Seller User ID: 1208
> Seller E-mail: totaleman@excite.com
> High-bidder User ID: 8bitfan
> High-bidder E-mail: rj5jackson@mindspring.com"
>
> Rich Jackson
> "8bitfan"
>

> Rick Cortese wrote in message ...
> >"Curt Vendel" <curt@atari-history.com> wrote in message
> >news:3A946537.DBB84D07@atari-history.com...
> >So the fact that this is yet the 3rd auction of a 1450XLD from someone out
> >of New Jersey like the other two, he has no real photo except the one he
> >stole from my website and he messed up on his supposed description of the
> >unit, I wont be surprised if at the 11th hour this guy pulls the auction
> yet
> >again.
> >*****************************
> >
> >Could it be possible the guy is your neighbor and is just seeing if it
> would
> >be worth his while to loot your place?<lol>
> >
> >
> >

1366. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-23 05:02:07 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <974qr2$d14$1@lust.ihug.co.nz>
Source record: 38440

> >(they actually see the practicality of having 15 serial mice)
>
> Sorry, but I have to ask: What do they see is the practicality of having
15
> serial mice?

Hahah, this reminds me of the box of mice I brought at an auction. 80
serial mice at 40cNZ(about 15cUS) each... :-) Even after giving them to
everyone I know that could use one, I still have around 30 in a bag stored
in the roof...

Of course, now I use PS2 or usb mice, thus no real need for serial mice...

Aaron

1367. Re: Atari 1200XL - Some questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-23 07:12:05 UTC
From: Kris Kelley <skunkworx@kingwoodcable.com>
Message-ID: <B6BB6964.1201B%skunkworx@kingwoodcable.com>
Source record: 38441

I wrote:
> > Any recommendations against temporarily swapping out the POKEY chip from
> > the 800XL or XE system to test? That's assuming these systems have socketed
> > chips. I haven't been initiated for the soldering iron just yet.

Rick Cortese wrote:
> CO12294 is the POKEY chip. Hopfully you will have socketed chips on the
> 800XL, all 1200XLs are socketed.

Unfortunately that wasn't the problem. Both the 800XL and the 1200XL work
the same with each other's POKEYs. Guess I'll be on the look-out for an
extra keyboard.

Still, thanks for the info. It's always a learning experience opening these
things up. Now I know why repairmen get paid by the hour; there's too many
darn screws in those things!

---Kris Kelley

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1368. Atari Gear to Go

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-23 08:02:02 UTC
From: NOSPAM.black@gco.apana.org.au
Message-ID: <2944871509@p1.f910.n713.z3.fidonet.org>
Source record: 38442

> Would like to see it go to a loving home, but owing to
> the size of the
> collection would have to be in Australia. Contact me if
> you are interested
> and we can talk through a deal.

Hi Bill,

I'm in Hobart & would be interested to hear what you've got. Can you email me a list to black@gco.apana.org.au ?

cheers,

Lance

1369. Re: Atari 1200XL - Some questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-23 08:45:23 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <4j8c9tkfvts1jfli4ej5t23761p08gucln@4ax.com>
Source record: 38443

On Wed, 21 Feb 2001 21:44:07 -0600, Kris Kelley
<skunk@kingwoodcable.com> drooled an embarassing wet spot in his lap
as he typed:

>4. Assuming I can get the 1200XL working, what's the best system to keep,
>from a gamer's point a view? I really don't need three virtually identical
>computers, since I'm not that much of a hacker.
>
>Thanks for the time and any answers!

The 800XL is the better gamer. One of the reasons the 1200XL rather
flopped is because it had some compatibility issues, and the lack of
an internal BASIC also put a lot of people off it. But as has already
been said, the 1200XL is still considered a collectors item and worth
keeping just for that. Plus, many agree it had a very nice keyboard.
:-)

>
>---Kris Kelley
>
>
>
>-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
>http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
>-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

1370. Re: 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-23 10:04:42 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <975cjq$1b$1@plutonium.compulink.co.uk>
Source record: 38444

In article <Pine.GSO.3.95.1010222161223.20115H-100000@mail1.wayne.edu>,
ae2598@wayne.edu () wrote:

> It's pretty rare but I don't know that it lives up to:
> "considered the most rare computer EVER in the history of vintage
> machines. NOTHING is as rare as an XLD"
>
> What statistical basis does he have for making this claim? I mean, it
> IS
> a rare piece, and it might be the rarest of all Ataris, but I don't know
> how you'd be able to make a claim as bold as that.
Seeing as Apple 1's go for $50,000 upwards...

1371. FREE Atari Software with Hardware Purchase! Cheap Hard Drives!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-23 13:05:38 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.21.0102230455140.11991-100000@shell.pacifier.com>
Source record: 38446
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari
Body handling: HTML body converted to readable text

e-mail: atari@benjamin.net

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

I've done some trading and buying from other Atari Dealers. I'm Adding to my stock & catalogs. Also, I have some Atari ST Hard Drives I don't wan't to bother with, like SH204, a MegaFile and I think some Supra's. So if your interested? Make me an offer. Like I mentioned earlier, I acquired from some Atari Dealers, +NEW in BOX 8 Bit Software as well as ST Software. And I'm about to add an Atari Collector's Collection to my stock, which I'm trading for one of my most prized Collectibles. All of it In very Good or Mint Condition. And thats just the Hardware! I still haven't seen the inventory of Software and Books/Reference Material!

Buy Atari Hardware and receive free Atari Software. Make me an offer on which Software you wan't. Offer is less likely with a cheaper Hardware Purchase. Please Redeem offers in E-Mail. First come, first serve.

I've switched ISP's! Try www.pacifier.com/~atari or atari@pacifier.com and as always www.atari.benjamin.net and atari@benjamin.net still work but are being redirected to my new ISP and since I've moved, I have revamped and updated my WebSite and all my WebPages. So Check it out and, If you don't come see me today, come see me Tomorrow!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net while you Download Free Catalogs directly from my site. If you can't get my Catalogs that way, Feel free to Request catalogs by E-Mail. Really, it's not an inconvenience. I ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your full Mailing address so I can figure Shipping & Handling. I'll be back after the weekend. Bye!

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
atari@pacifier.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit,
ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1372. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-23 14:04:27 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_982936968@rtfm.mit.edu>
Source record: 38445
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: January 7, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Be familiar with these documents before posting to comp.sys.atari.8bit.
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/
Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html
Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/
Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/
Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

An Atari 800XL used in a Czech hospital: http://www.asw.cz/~kubecj/aczhwho.htm

1373. Re: QUESTRON for Atai 8bit..

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-23 15:51:53 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A968719.BFF6B402@mail.uni-mainz.de>
Source record: 38497

Damn,
I have the original Questron disk. It is copy protected, but since I do
not have the Pro version (or cable) of Ape, I am unable to do an ATR
image of it...
-Andreas

Kathleen Ferrante schrieb:
>
> Where can I find Questron for the 8bit (ATR FILE)
> My disk has to many errors and will not load.
>
> Thanks

1374. Re: SIO2PC to buy?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-23 15:58:04 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A96888C.1E26AED9@mail.uni-mainz.de>
Source record: 38498

Well,
here in Germany you can buy a SIO2PC (ready to go) cable from Thomas
Grasel, member of an ABBUC regional group. The link is:
www.abbuc-raf.de
The price is 50DM (german marks) and includes shareware or freeware
versions of SIO2PC, Ape, Xformer, XLDeejay and other programs. Also
includes a short german manual. greetings - Andreas Magenheimer

Thomas Haenselmann schrieb:
>
> Is there a dealer who sells an SIO2PC interface for connecting 8-bit Ataris
> to PCs?
>
> Thanks a lot,
>
> Thomas
>
> --
> Mannheim, den 2001
>
> --
> Thomas Haenselmann, wiss. Mitarbeiter
> Lehrstuhl für Praktische Informatik IV
> Uni-Mannheim
> Tel.: 0621/181-2603
> Fax: 0621/181-2601

1375. Re: I'm singing the Atari800Win Booting Blues

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-23 16:00:58 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A96893A.E47BF6C6@mail.uni-mainz.de>
Source record: 38499

Well,
maybe Atari 800 can check the first 3 sectors - SIO2PC does not. And I
am using SIO2PC (soft+hardware)... -Andreas

Piotr Fusik schrieb:
>
> On Tue, 20 Feb 2001, Andreas Magenheimer wrote:
>
> > Well,
> > 1) I tried to convert these SIO2PC 184336 bytes long images with Imagic
> > to another format (DCM,XFD,SCP) but it did not work. Imagic starts the
> > convert process but then stops and writes: unknown source or corrupted
> > image. 2) I also tried to use DD ATR images of 183952 bytes length with
> > SIO2PC and it responded: Error - not an ATR image. Looks like we need a
> > little converter, that converts between SIO2PC and Atari 800 WIN DD
> > Images. Or just an update of SIO2PC (or Atari 800, Win, Plus,etc.) that
> > accepts both filelengths... -Andreas
> Are you sure the problem is as I described?
> Atari800 can check first 3 sectors to see if they are SIO2PC (384
> bytes data + 384 zeros), so it will boot such images.
>
> ..... Piotr Fusik <pfusik@elka.pw.edu.pl> |
> ..... a.k.a. Fox/Taquart <www.6502.org/users/fox> |
> _____ "64 KB should be enough for everyone" /

1376. Re: 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-23 16:04:14 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A9689FE.4DC51D54@mail.uni-mainz.de>
Source record: 38500

Well,
the Atari History museum (aka Curt Vendel) said something like 150
boards and probably 75 usable computers. Is that rare enough for you ???
how many 1400XL computers were built by the way ??? I would more like to
have a 1400XL than a 1450XLD Atari... -Andreas

P.S.: But a real 1400XL (no 1200XL!)

Paul Irvine schrieb:
>
> The other Day "Emmanuel Fernandes" <manu@writeme.com> wrote:
>
> >Hi!
> >
> >Is the 1450 XLD so rare as this guy says ?
>
> EVERYTHING is rare on Ebay...
>
> a one day old game gets called a rare collectors item..
>
> As for the XLD, I think they are pretty hard to get.
> --
>
> . Never argue with an idiot, they bring you down to their level
> and then beat you with experience

1377. Re: Running 8-bit disks on a PC driver?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-23 16:20:20 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A968DC4.E727B1E7@mail.uni-mainz.de>
Source record: 38501

Well,
Ataridsk from Hiassoft (Austria) does it. If you want to copy/download
an ATR image, just drop it into the dir/subdir of Ataridsk and voila,
you can now copy it to an Atari DD formatted disk (but therefore you
need a 5,25" Pc drive and a harddisk, since Ataridsk merely works with
5,25" and HD) ... -Andreas

Jessica Cornn schrieb:
>
> FamilyNet Newsgate
>
> > From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
> > Hello,
> > Is there a program that will allow a 5.25 inch PC drive to read Atari 8-bit
> > 5.25 inch disks?
>
> Hehe, I wish :) (and I wish a PC would write SIO2PC files to an Atari DD) I
> don't think so...unless someone can prove me otherwise.
>
> Jess
>
> > Edward S. Baiz Jr.
> > (Gamer)
> > --
> > HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> > Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> > Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> > PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> > Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> > Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> > --
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

1378. Re: Two demos ripped from Compy Shop disk

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-23 16:24:55 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A968ED7.5A0E9CC2@mail.uni-mainz.de>
Source record: 38502

Yeah,
I know these demos. they were programmed by Peter Sabath - the guy who
did the Atari version (conversion) of Activisions Shanghai. You can also
find these demos (and many others) at Sven Gleichs Atari Demo page...
-Andreas

Russ Gilbert schrieb:
>
> I was talking about a demo in another post. 'House of the Rising Sun'
> music while a kaleidoscope displays. I ripped it out of a Compy
> Shop demo disk. I made it just play over and over.
> There's a second demo, only white dots, not lots of colors like the
> first, with good music.
> Anyone wants to re-live those Compy Shop demos, on emulator or
> real thing (I'd especially be interested if someone compares 1200xl
> and other A8s.), I've put them on my website.
> Note that IE 5 messes up the filename. It is named A8DEMOS.ARC.
> Unless you give the name at the save to disk screen, it gets saved to
> desktop as a8demos.ar..arc. Dumb, then you have to rename it.
> Just type in the name a8demos.arc or A8DEMOS.ARC and it will
> get saved to the desktop with the right name.
> Found about the middle of the page at:
> http://www.en.com/users/russg
>
> Russg

1379. Re: How Can I Draw a Circle in Atari Basic?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-23 18:11:42 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <yJxl6.3880$S25.54188@typhoon.sonic.net>
Source record: 38503

Daniel Miller <DCM01@usa.net> wrote:
:>Out of curiousity, would using TurboBASIC be out of the question?

: I would love to know more about TurboBASIC. I noticed a lot of the
: Polish and Eastern Europeans who were doing the most advanced 8bit
: programming ever, like the 256 color mode and MOD players etc, were
: using TurboBASIC.

I don't think any MOD players were written in TBasic. :)
As for 256 colors, that's a DLI trick, and must be done in machine
language (so, if it's in BASIC, it's a USR() call). You can do this
in plain old BASIC, too.

: I have a 64k Atari 800 but I don't think it will run
: straight TurboBASIC which is for XL's and XE's. I found Turbo800 which
: is the watered down Turbo for 48k Atari's, but I haven't worked with
: it much yet.

Yeah, TurboBASIC XL uses the RAM "under the ROM", which allows it to
not only do a lot more, but also even have some extra spare RAM for
your program, compared to a regular BASIC cartridge.

: Another BASIC I bumped into was Frost BASIC, which also
: has something to do with Turbo.

Hmm... getting fuzzy. SOmeone else can help here :)

: I would be interested to know also about the compiler for TBASIC and
: if it requires a runtime module etc.

Yes, you need the RUNTIME.COM program to load your compiled file.
I think if you name your compiled TBASIC file "AUTORUN.CTB",
and the RUNTIME.COM file "AUTORUN.SYS" (or, in MyDOS, "RUNTIME.AR0"),
you can make a bootable disk which runs your compiled TBASIC program. :)

Cool, huh? :)

-bill!

1380. Re: What's going on with Hasbro?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-23 18:14:42 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <mMxl6.3881$S25.54188@typhoon.sonic.net>
Source record: 38504

Daniel Chartier <grimlock@yahoo.canospam> wrote:
: I sent them a message, and here is their reply:

: Daniel:

: At this time no update of the Atari computer/2600/5200/ST game Star Raiders
: is planned. We have gotten requests for such an update, so it is not out of
: the question that it might happen in the future.

: /|\

When did you send this?

Recently? (to Infrogrames) Or less recently? (to Hasbro)

If they do do an update, they had better not botch it up.
(And there'd better be a PSX or PS2 or Linux port, damnit! :))

-bill!

1381. Re: What's going on with Hasbro?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-23 20:34:08 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t9di4lmelmur18@corp.supernews.com>
Source record: 38505

"Bruce Clarke" <brclarke@island3.islandnet.com> wrote in message
news:982958827.232344@news.islandnet.com...
> William Kendrick <nbs@bolt.sonic.net> wrote:
> : Daniel Chartier <grimlock@yahoo.canospam> wrote:
> : : At this time no update of the Atari computer/2600/5200/ST game Star
Raiders
> : : is planned. We have gotten requests for such an update, so it is not
out of
> : : the question that it might happen in the future.
> : : /|\
>
> I've read in a couple of places that HASBRO did an 'updated' version of
> Star Raiders for the PSX, but decided not to release it as the quality was
> not very good.

With all the internet games that have proven successful, Diablo, EQ, UO, and
the new ones coming out like Star Wars Online, it would be a natural for
Star Raiders Online to see the light of day.

For that matter, just a straight port of Star Raiders with player vs player
as an option would be kind neat.

1382. FA: Gamepro premiere edition

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-23 21:31:40 UTC
From: Ataribob <mcdian@earthlink.net>
Message-ID: <0FAI6.3672$L04.406832@newsread2.prod.itd.earthlink.net>
Source record: 38506
Cross-posted to: alt.atari,alt.atari.2600,alt.atari-jaguar,alt.games.atari,alt.games.lynx,alt.games.video.super-nintendo,alt.sega.genesis,comp.sys.atari.8bit,rec.games.video.sega

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1411932108

I don`t think its rare but have never see it on E-Bay before

1383. Re: Version 0.5 of a8jdpeg, Atari 8-bit JPEG viewer

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-23 22:10:16 UTC
From: DCM01@USA.NET
Message-ID: <3a96bac8.817277@news.CIS.DFN.DE>
Source record: 38508

I did download and try out 0.5. The new feature where the program letters your JPG's (A, B, C, etc) and you may then load them with a single keystroke is nice. I noticed that the program appears to check memory, because sometimes it will give me (64K Atari 800) the HIP modes as an option, and sometimes it won't. When I try the HIP modes I get poor results (flickers between one picture screen and one screen filled with static garbage). I guess this is because I don't have an XL. I am not sure if ANY HIP programs support 400/800 series.

Using ":" as a wildcard to get the directory listing is counter-intuitive and awkward. "*" should be used instead. Why not also automatically list the current drive directory when the program is started?

The best results for me are with GR. 15 and GR. 8. The GR. 9 modes are also very good. I would like a GR.9 option that automatically displays the center chunk of a bigger-than-visible-screen picture, and adjusts for the skinny pixels, so the image stays proportionate.

It is useful as a memory aid that the ">" indicates what mode you previously tried, in case you got a poor result and wish to try a different mode.

I was looking forward to the HIP modes, but I guess an XL or better is needed.

On 21 Feb 2001 23:42:31 +0000, Raphael Espino <rjespino@yahoo.com> wrote:

>The latest version of a8jdpeg, the jpeg viewer for the Atari 8-bit is
>now available for download. a8jdpeg is an Atari 8-bit port of the
>C=64's juddpeg, written by Stephen L. Judd.
>
>It is available for download at either of these addresses:
>http://rjespino.atari.org
>http://rjespino.webhop.org
>
>The main changes are:
>o Added HIP viewing mode
>o Added HIP save mode
>o Reduced flickering in flicker modes
>o Files can be selected from the directory list
>o Wildcards can now be used when loading files
>
>Enjoy!
>

```
>--
>-- Raphael Espino - rjespino@yahoo.com - Ramdrive v1.0 ramdisk and a8jdpeg --
>-- http://rjespino.atari.org or http://rjespino.webhop.org --
>----------------- Join The Atari 8-bit Computer WebRing at: -----------------
>-------------- http://www.geocities.com/rjespino/a8ring.html --------------
```

1384. Turbo BASIC Etc

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-23 22:10:17 UTC
From: DCM01@USA.NET
Message-ID: <3a96c0a3.2316585@news.CIS.DFN.DE>
Source record: 38507

On Fri, 23 Feb 2001 18:11:42 GMT, William Kendrick
<nbs@bolt.sonic.net> wrote:

>Yeah, TurboBASIC XL uses the RAM "under the ROM", which allows it to
>not only do a lot more, but also even have some extra spare RAM for
>your program, compared to a regular BASIC cartridge.

I ain't giving up my 800! It would be great if I could configure it to
emulate the XL RAM, since I have 64K. The 800 is an armor-plated
beast, and has twice the ROM sockets and joystick ports. I read
somewhere that there was right-side cartridge memory...

>Yes, you need the RUNTIME.COM program to load your compiled file.
>I think if you name your compiled TBASIC file "AUTORUN.CTB",
>and the RUNTIME.COM file "AUTORUN.SYS" (or, in MyDOS, "RUNTIME.AR0"),
>you can make a bootable disk which runs your compiled TBASIC program. :)
>
>Cool, huh? :)

Hmm, since Turbo is compatible with straight Atari BASIC, I suppose
you could do that with almost any program out there. I will have to
give that a try. I also want to get my mitts on the Datasoft BASIC
compiler if anyone has it. I have looked everywhere for the disk
image, no dice.

1385. Re: Two demos ripped from Compy Shop disk

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-23 22:13:10 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a9724fa$0$1513$53a6afc1@news.erinet.com>
Source record: 38511

Andreas.
Thanks for Peter Sabath author of my favorite demos.
I've seen a fair number of demos, but these two are my favorites.
Got a url for Sven Gleich demo page?
I took them off a Compy Shop demo disk. Compy Shop is
Germany, as I guess Peter Sabath is.
Russg

1386. Re: Running 8-bit disks on a PC driver?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-23 23:10:50 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <00047d14@fmlynet.org>
Source record: 38514

FamilyNet Newsgate

> From: rhamiiton5@aol.comedy.com (RHamiIton5)
> If "DD" means double density A8 disk, then try AtariLink form HiasSoft.
> If it means "disk drive" like 810 or stock 1050, then alas - no. You are
> correct; I have not been able to do it with Anadisk...

DD is disk drive...sorry about the confusion.

>> "Jessica Cornn" Jessica.Cornnp0.f2.n8.z8@fmlynet.org remarked:
>> Hehe, I wish :) (and I wish a PC would write SIO2PC files to an Atari DD) I
>> don't think so...unless someone can prove me otherwise.
> -Ron
> Inform everyone that communications have completely broken down.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1387. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-23 23:17:12 UTC
From: Jessica Cornn <Jessica.Cornnp0.f2.n8.z8@fmlynet.org>
Message-ID: <00047d15@fmlynet.org>
Source record: 38515

FamilyNet Newsgate

again, I missed the original post

> From: "Aaron Wheeler" <aaronat@ihug.co.nz>
>> >(they actually see the practicality of having 15 serial mice)
>>
>> Sorry, but I have to ask: What do they see is the practicality of having
> 15
>> serial mice?

Well...in case one blows on one of my computers or my friends' computers, or
someone in the family needs one...

I do have to admit, unless I get around to that build-my-own-computer project,
they are sort of a waste.

And I paid 10cents each...

> Hahah, this reminds me of the box of mice I brought at an auction. 80
> serial mice at 40cNZ(about 15cUS) each... :-) Even after giving them to
> everyone I know that could use one, I still have around 30 in a bag stored
> in the roof...
> Of course, now I use PS2 or usb mice, thus no real need for serial mice...
> Aaron

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1388. Re: Turbo BASIC Etc

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-23 23:24:24 UTC
From: spamless@Nil.nil
Message-ID: <3a96f128_1@nntp2.nac.net>
Source record: 38509

Daniel Miller <DCM01@USA.NET> wrote:
> On Fri, 23 Feb 2001 18:11:42 GMT, William Kendrick
> <nbs@bolt.sonic.net> wrote:

>>Yeah, TurboBASIC XL uses the RAM "under the ROM", which allows it to
>>not only do a lot more, but also even have some extra spare RAM for
>>your program, compared to a regular BASIC cartridge.

> I ain't giving up my 800!

There was a version of TurboBasic which did NOT use the RAM under the OS
(so it had less memory for programmes).

I believe Tom Hunt of Closer To Home (?) who was working on his
own Basic interpreter to be used with SpartaDos (which also uses
the RAM under the OS) ported the TurboBasic which did NOT use the
RAM under the OS to work with SpartaDos (3.2?) on an XL.

1389. Re: 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-24 01:20:47 UTC
From: itzjustmike@aol.com
Message-ID: <20010223202047.04852.00001449@ng-ch1.aol.com>
Source record: 38510

> I would more like to
>have a 1400XL than a 1450XLD

Having a 1450xl (short board) attached via a MUX to a 10 gig hard drive ...I'll say this .. it'll spoil you rotten. All the compatibility of the 800xl (as long as you don't need the PBI) but with that great 1200 style keyboard.

1390. RamMaster

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-24 03:25:10 UTC
From: ronfucci@bellsouth.net
Message-ID: <3a97296c.51781406@news.atl.bellsouth.net>
Source record: 38512

Can someone point me to a copy on the web or send me a copy ? tks

ron

1391. Re: 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-24 03:58:37 UTC
From: Don <dons@qnet.com>
Message-ID: <3A97316D.FBE38051@qnet.com>
Source record: 38513

Well what we all said would happen has happened.
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1216507807

The 1450XLD on Ebay has been pulled. The sellers comment to the highest bidder was "sold...sorry". Looks like the highest bid was $601.56. I guess this means NEVER trust anyone from New Jersey selling a Atari 1450XLD on Ebay or anywhere else for that matter.

Don

1392. Re: Are blank PCB's available for building an OSS cart ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-24 05:44:11 UTC
From: James Smith <jsmith@j-com.net>
Message-ID: <LSHI6.192159$8V6.31698140@typhoon.tampabay.rr.com>
Source record: 38516

yep. BEST ELECTRONICS has/had them. They were $10 each. I don't think they came with instructions but I have one here I built many years ago, there are two TTL IC's under the ROM sockets, a 74LS02 and a 74LS175 if I remember correctly. I can get one out and look if you need me to. You need to know which is which if you build one.

What is nice is they fit in a standard BROWN Atari cart too.

<ronfucci@bellsouth.net> wrote in message news:3a932d7c.13119006@news.atl.bellsouth.net...
> tks
>
> ron
>

1393. Re: 130xe 128k programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-24 06:14:10 UTC
From: Scott <scottm25@bigfoot.com>
Message-ID: <3a97517b$0$30008$140ed662@news.tdin.com>
Source record: 38517

In article <20010221194005.21233.00002156@ng-fn1.news.cs.com>, LLpwhite
<llpwhite@cs.com> wrote:

> >Compute! once published a little article and program in its readers' letters
> section that told you how to directly access the extra 128k<
>
> Compute! did publish an article and program routine to allow using the XE's
> banked memory to store data for BASIC programs. It was called "Access" by
> Mark
> Slagell. December, 1986, pg. 79. The machine language routine was in the
> form
> of a BASIC -> ml file maker using data statements.
>
Eek! Did it use the error checking program? I spent many hours trying
to get those darn checksums correct!

1394. Wanted: Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-24 08:32:43 UTC
From: Joachim & Sharron <joachim.claeys@pandora.be>
Message-ID: <3A9772E7.15B664B@pandora.be>
Source record: 38518

Dear all,

I'm looking for an Atari 800XL. Prreferably in Europe. I give a good price plus transportcosts.

Thanks, Joachim

1395. Re: 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-24 13:11:33 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1010224080915.21948C-100000@mail2.wayne.edu>
Source record: 38519

On Fri, 23 Feb 2001, Andreas Magenheimer wrote:

> Well,
> the Atari History museum (aka Curt Vendel) said something like 150
> boards and probably 75 usable computers. Is that rare enough for you ???
> how many 1400XL computers were built by the way ??? I would more like to
> have a 1400XL than a 1450XLD Atari... -Andreas
>
> P.S.: But a real 1400XL (no 1200XL!)

Why would you rather have the 1400? The 1450 did everything the 1400 was capable of, and added something (IMHO) really innovative, which was the floppy drive tied directly into the CPU's bus. Besides, the 1450 just looks really cool :) Oh well, I guess the closest I'll ever come to one is the cover of the june '83 MACE journal I have..

1396. Anyone want a CX85 keypad?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-24 13:19:45 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1010224081618.21948D-100000@mail2.wayne.edu>
Source record: 38520

Because if you do, I saw them listed in the BG Micro catalog, of all places. They may or may not show up on their website (www.bgmicro.com) but they are hidden in the middle of their latest catalog. I thing they were $5.95/ea, and I'm pretty sure they're NOS.

Just thought you guys might like to know that! I bought mine like, 15 years ago, for typing in MLX programs. I think I paid $100 or something :(

kevin

1397. Re: Silly idea with Commodore drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-24 13:45:58 UTC
From: Raphael Espino <rjespino@yahoo.com>
Message-ID: <m31ysoi489.fsf@islita.localdomain>
Source record: 38521

>>>the JPEG viewer thing was actually written by a Commodore guy
>>Well the hard part - actually decoding the jpeg - was done by a
>>Commodore guy (Stephen L. Judd), and he did a fantastic job too!
>Correct !! http://www.ffd2.com/fridge/jpeg/index.html
[snip]
>>> he obviously watchs what has been happening with the Commodores...
>>Actually I can't claim credit for that either, the people who pointed
>>me in that direction were Mathy Van Nisselroy and Rene de Bie.
[snip]
>Thanks for clearing that up. But the point that I was tying to make is...
>somebody was watching the C= scene to know that the source code was out there.
>And somebody took the initiative to use it.

Don't get me wrong, I wasn't trying to contradict you, I thought
my text supported your argument. Since you correctly pointed out that
this all started on the C=64 I thought I'd add a bit more info to make
sure everyone got the credit they deserve, something I've made an
effort to do throughout the project.

>>But I do think that cooperation between the C=64 and the
>>Atari 8 (rather than arguments as in the past) are the way forward.
>You have proven that to be so... and you are thanked for that. I'd like to see
>a little more of what you have done. (I wish I could DO a little of what you
>have done !!)

Well if you follow both the C=64 and the Atari scenes then you're in a
great position to make contributions to both, and I think you've
already made some good contributions in this thread.

There are all sorts of things that people could do to help, for
example I've not seen many (if any) websites that encourage
cooperation between both systems. The ones that I've seen always
end up making a comparison somewhere between the two, and 'course,
one always end up being "better" than the other.

--
-- Raphael Espino - rjespino@yahoo.com - Ramdrive v1.0 ramdisk and a8jdpeg --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
-------------- http://www.geocities.com/rjespino/a8ring.html --------------

1398. Mini Office II (-manual) already online?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-24 14:37:02 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01c09e6f$7a9de320$b3433b3e@windows>
Source record: 38522

Does the manual for "Mini Office II" already exist in a digital form somewhere on the net?

Because if it doesn't, I'm gonna put it there :-)

I came across my copy of this great program package the other day, and was wondering if I should throw it out. Because I usually scan in stuff I want to keep a digital copy of, I tried to OCR it, just for the heck of it. And it works great! 99% recognition without even trying really hard.

So if nobody has it yet, I'm going ahead with this, just beacuse it works so nicely :-) I'll add some .GIF screenshots and will probably put it online somewhere, along with the .ATR

Oh yes, if you have never heard of Mini Office before, it was a great package, consisting of a Word Processor, a Database, Spreadsheet, Graphics system (really nice!), Communications and Label Printer. It was put to market a bit too late (1987), so it never really "took off", but it was very nice nonetheless.

So if anyone knows of a manual already, please let me know....

Richard Douwes

1399. Re: Turbo BASIC Etc

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-24 14:58:12 UTC
From: DCM01@USA.NET
Message-ID: <3a97cbdc.3006847@news.CIS.DFN.DE>
Source record: 38523

On Fri, 23 Feb 2001 22:10:17 GMT, DCM01@USA.NET (Daniel Miller) wrote:

>give that a try. I also want to get my mitts on the Datasoft BASIC
>compiler if anyone has it. I have looked everywhere for the disk
>image, no dice.

Oops never mind I found it.

1400. Re: Version 0.5 of a8jdpeg, Atari 8-bit JPEG viewer

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-24 15:37:33 UTC
From: Raphael Espino <rjespino@yahoo.com>
Message-ID: <m3y9uwgkhu.fsf@islita.localdomain>
Source record: 38524

DCM01@USA.NET (Daniel Miller) writes:

> I did download and try out 0.5. The new feature where the program
> letters your JPG's (A, B, C, etc) and you may then load them with a
> single keystroke is nice.

> I noticed that the program appears to check
> memory, because sometimes it will give me (64K Atari 800) the HIP
> modes as an option, and sometimes it won't. When I try the HIP modes I
> get poor results (flickers between one picture screen and one screen
> filled with static garbage). I guess this is because I don't have an
> XL. I am not sure if ANY HIP programs support 400/800 series.

That's a bug. It does check for 64K and only shows the flicker modes
(including HIP) if it finds it, but it only checks for XL/XE
compatible memory. Have you got any information on how your upgrade
works? If you can send me the info then I might be able to make it
recognise your upgrade too. The save to a HIP file option should work
in 48K though, so you could load those with a HIP viewer later.

I've got a HIP viewer that seems to support 400/800 machines (it works
with the Atari800 emulator in 48K mode). The file is called
HIPV11.COM, and the title says:
HIP VIEWER version 1.1
Written by MaYonez of COBRA

I can't remember where I downloaded it from now, but I found it by doing a
search on the 'net.

> Using ":" as a wildcard to get the directory listing is
> counter-intuitive and awkward. "*" should be used instead.
The problem with that scheme was that you couldn't use a wildcard to
load a file. So if you've got a file called something like:
a7zkui~2.jpg

Then you can't load it by typing 'a7*' for the filename. Although
that might not be such a big problem now. I guess it could be done
the other way around, wildcards without a ':' at the end means do a
directory, and with it means load the file.

> Why not
> also automatically list the current drive directory when the program
> is started?

Well I'm working towards that, the real problem with it right now is
that you can't step into a subdirectory from the directory listing,
and I can see someone complaining about that if it starts up that way

by default. But I am planning something with a more user friendly
interface in the future.

> The best results for me are with GR. 15 and GR. 8. The GR. 9 modes are
> also very good. I would like a GR.9 option that automatically displays
> the center chunk of a bigger-than-visible-screen picture, and adjusts
> for the skinny pixels, so the image stays proportionate.

I think the centering is a great idea. I almost put it in for this
version after you suggested it for the slideshow. It will get put in
for the next version. I was thinking of having an option for it when
you choose the row and column offset. So have it default to something
like 'C' meaning centre instead of '0' like it is now, but allowing
you to change it to something else if you want to.

The skinny pixels are a problem though, the GR.9 1/1 mode will do it,
but only by averaging the pixels horizontaly and doubling them
vertically, which doesn't look great. The GR.9 2/1 mode is a bit better but
not perfect. I've got an algorithm that might do a better job
but I've not had a chance to try it yet.

Thanks for the feedback,

--
-- Raphael Espino - rjespino@yahoo.com - Ramdrive v1.0 ramdisk and a8jdpeg --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
---------------- Join The Atari 8-bit Computer WebRing at: ----------------
-------------- http://www.geocities.com/rjespino/a8ring.html --------------

1401. Re: Turbo BASIC Etc

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-24 18:49:06 UTC
From: ronfucci@bellsouth.net
Message-ID: <3a980217.19192061@news.atl.bellsouth.net>
Source record: 38525

Where did you find it ?

rf

On Sat, 24 Feb 2001 14:58:12 GMT, DCM01@USA.NET (Daniel Miller) wrote:

>On Fri, 23 Feb 2001 22:10:17 GMT, DCM01@USA.NET (Daniel Miller) wrote:
>
>>give that a try. I also want to get my mitts on the Datasoft BASIC
>>compiler if anyone has it. I have looked everywhere for the disk
>>image, no dice.
>
>Oops never mind I found it.
>

1402. FA Retro 80s computer magazines

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-24 22:24:01 UTC
From: David <david.oharrow@btinternet.com>
Message-ID: <979ch1$i4h$3@plutonium.btinternet.com>
Source record: 38526

30 issue of sinclair programs
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217356037

28 issue of popular computing weekly
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217352852

5 issue computing today including first spectrum review
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217347821

45 issue of your computer magazine
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1217338308

DONT FORGET TO CHECK OUT MY OTHER AUCTIONS

Good Luck

David

1403. Re: Turbo BASIC Etc

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-24 22:41:23 UTC
From: DCM01@USA.NET
Message-ID: <3a9837d4.7665250@news.CIS.DFN.DE>
Source record: 38527

http://www.newbreedsoftware.com/xlsearch/

The ABC Compiler is the third result if you search for "BASIC." I
think that is the Datasoft one? So far it just seems to crash...

On Sat, 24 Feb 2001 18:49:06 GMT, ronfucci@bellsouth.net wrote:

>Where did you find it ?
>
>rf
>
>On Sat, 24 Feb 2001 14:58:12 GMT, DCM01@USA.NET (Daniel Miller) wrote:
>
>>On Fri, 23 Feb 2001 22:10:17 GMT, DCM01@USA.NET (Daniel Miller) wrote:
>>
>>>give that a try. I also want to get my mitts on the Datasoft BASIC
>>>compiler if anyone has it. I have looked everywhere for the disk
>>>image, no dice.
>>
>>Oops never mind I found it.
>>
>

1404. Re: Turbo BASIC Etc

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-25 00:23:55 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010224192355.20440.00001450@ng-fu1.aol.com>
Source record: 38528

I certainly thought the ABC was a DataSoft competitor. Just been too many years since we used them.

>DCM01@USA.NET (Daniel Miller) said:

>The ABC Compiler is the third result if you search for "BASIC." I
>think that is the Datasoft one? So far it just seems to crash...

-Ron

Inform everyone that communications have completely broken down.

1405. Alternate Reality Online

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-25 02:36:16 UTC
From: Frank Schroeder-Hoeftmann <frank_sh@web.de>
Message-ID: <979qs8$k1d$1@olaf.komtel.net>
Source record: 38529

Hi!

Does anyone know what happened to AR Online? The site www.aro.com hasn't been updated for years... And what about the AR audio CD Gary Gilbertson mentioned?

1406. Re: Turbo BASIC Etc

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-25 03:07:54 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t9gtj3fdh5qmd6@corp.supernews.com>
Source record: 38530

You're right, DataSoft was aka MMG and ABC ~Monarch?

I actually have the MMG compiler, it was pretty good. I think I ran into a problem with it, runtime library loaded to low to be used with other device handlers loaded or something.

Disks have gone south now, but it had both single and double densisty versions as well as supporting two drives, ~360k available for program and work files.
"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message news:20010224192355.20440.00001450@ng-fu1.aol.com...
> I certainly thought the ABC was a DataSoft competitor. Just been too many years
> since we used them.
>
> >DCM01@USA.NET (Daniel Miller) said:
>
> >The ABC Compiler is the third result if you search for "BASIC." I
> >think that is the Datasoft one? So far it just seems to crash...
>
> -Ron
>
> Inform everyone that communications have completely broken down.

1407. Re: Two demos ripped from Compy Shop disk

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-25 03:44:18 UTC
From: eric@replyhere.net
Message-ID: <3a987f90.31638933@207.106.92.52>
Source record: 38531

Sven Gleich's web address is:
http://www.tu-chemnitz.de/~sgl/atari/

enjoy!

On Fri, 23 Feb 2001 22:13:10 -0000, "Russ Gilbert" <russg@en.com>
wrote:

>Andreas.
>Thanks for Peter Sabath author of my favorite demos.
>I've seen a fair number of demos, but these two are my favorites.
>Got a url for Sven Gleich demo page?
>I took them off a Compy Shop demo disk. Compy Shop is
>Germany, as I guess Peter Sabath is.
>Russg
>
>

1408. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-25 06:59:05 UTC
From: otakuvidiot@hotSPAMMYmail.com
Message-ID: <9053145A7otakuvidiothotSPAMMY@204.0.108.142>
Source record: 38532

Whilst reliving childhood traumas, O_v spied Aaron Wheeler's 23 Feb 2001 message...

>Hahah, this reminds me of the box of mice I brought at an auction. 80
>serial mice at 40cNZ(about 15cUS) each... :-) Even after giving them to
>everyone I know that could use one, I still have around 30 in a bag stored
>in the roof...

Are they all for Ataris? I wonder if you have one of those old Mac mice, or even earlier prototypes. You never know!

BTW, we are talking about _computer_ mice, right? :-/

--
O_v -- Mike...

Fine Books - Specializing in Computer Non-Fiction
http://www.otakuboy.com

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1409. Re: What's going on with Hasbro?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-25 07:00:55 UTC
From: otakuvidiot@hotSPAMMYmail.com
Message-ID: <90531C96FotakuvidiothotSPAMMY@204.0.108.142>
Source record: 38533

Whilst reliving childhood traumas, O_v spied Rick Cortese's 23 Feb 2001 message...

>Star Raiders Online to see the light of day.

Wow. This would be a _very_ exciting project. I could see it something along the lines of Subspace. It didn't need a lot of graphics and, subsequently, you could play over modem comms.

Love to see Star Raiders do that.

--
O_v -- Mike...

Fine Books - Specializing in Computer Non-Fiction
http://www.otakuboy.com

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1410. Re: Mini Office II (-manual) already online?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-25 11:50:06 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <Se4m6.137$Hx2.228551@nnrp2.sbc.net>
Source record: 38534

I would say, go ahead and post it! I haven't seen this at all anywhere and
would love to check it out. If you don't want to go through the trouble you
could send me the material and I'll put it up on my homepage.
http://members.tripod.com/~chainsaw1661/crush.htm

Mo
chainsaw11@zdnetmail.com

Richard Douwes wrote in message <01c09e6f$7a9de320$b3433b3e@windows>...
>Does the manual for "Mini Office II" already exist in a digital form
>somewhere on the net?
>
>Because if it doesn't, I'm gonna put it there :-)
>
>I came across my copy of this great program package the other day, and was
>wondering if I should throw it out. Because I usually scan in stuff I want
>to keep a digital copy of, I tried to OCR it, just for the heck of it. And
>it works great! 99% recognition without even trying really hard.
>
>So if nobody has it yet, I'm going ahead with this, just beacuse it works
>so nicely :-) I'll add some .GIF screenshots and will probably put it
>online somewhere, along with the .ATR
>
>Oh yes, if you have never heard of Mini Office before, it was a great
>package, consisting of a Word Processor, a Database, Spreadsheet, Graphics
>system (really nice!), Communications and Label Printer. It was put to
>market a bit too late (1987), so it never really "took off", but it was
>very nice nonetheless.
>
>So if anyone knows of a manual already, please let me know....
>
>Richard Douwes
>

1411. Re: Mini Office II (-manual) already online?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-25 11:58:19 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01c09f22$7a231d80$33853b3e@windows>
Source record: 38535

chainsaw11 <mygranny@swbell.net> schreef in artikel
<Se4m6.137$Hx2.228551@nnrp2.sbc.net>...

> I would say, go ahead and post it! I haven't seen this at all anywhere
and
> would love to check it out. If you don't want to go through the trouble
you
> could send me the material and I'll put it up on my homepage.
> http://members.tripod.com/~chainsaw1661/crush.htm
>
> Mo
> chainsaw11@zdnetmail.com

OK, I will...

I just finished the introduction, and I've emailded it to Mo

Richard

1412. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-25 12:32:29 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <jgth9tcdhje3hcsods870mptua1tqk0ccv@4ax.com>
Source record: 38536

Never mind mice!

Where's this all edged Gunship from the subject?

If they exist then where are they?
--

. Never argue with an idiot, they bring you down to their level
and then beat you with experience

1413. Re: Turbo BASIC Etc

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-25 13:12:59 UTC
From: Thomas Richter <thor@gibbs.math.tu-berlin.de>
Message-ID: <97b0cr$7lh$2@mamenchi.zrz.TU-Berlin.DE>
Source record: 38537

> http://www.newbreedsoftware.com/xlsearch/

> The ABC Compiler is the third result if you search for "BASIC." I
> think that is the Datasoft one? So far it just seems to crash...

No, the ABC is from "Monarch Data Systems". It's not a real compiler,
though, it compiles programs into pseudo-code that gets interpreted
by a run-time library. It also supports integer arithmetic only.
The TurboBasic compiler really compiles programs into machine-code,
so does the MMB (sp?) compiler.

Nevertheless, ABC has been widely used. Lots of MicroProse products
have been written partially in Basic and were then compiled with the
ABC (Solo Flight, F-15 Strike Eagle), also some other programs
(Highway Duel, Cavelord). Actually, the compiler itself is in Basic
and compiled by itself. (-; Not a very smart compiler, if I may add this
remark. No optimizations whatsoever. The TurboBasic compiler is much
better in this respect.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

1414. Re: Turbo BASIC Etc

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-25 13:18:01 UTC
From: llpwhite@cs.com
Message-ID: <20010225081801.09717.00000686@ng-fh1.news.cs.com>
Source record: 38538

>You're right, DataSoft was aka MMG and ABC ~Monarch?<

In about 1983 both DataSoft and Monarch Data Systems released BASIC compilers. Datasoft's was evidently produced by an entity known as "Special Software Systems" and licensed to DS which published it. I never liked that compiler very much -- IMO it was difficult to use, and had lots of restrictions, but it did produce ML files, while ABC produced P-code. Several years later, MMG published the MMG Compiler which again was licensed from "Special Software Systems". This was definitely an improved version. Still operated the same way, but was "less fussy". It's unfortunate, I think, that ABC can't be updated to handle Turbo Basic. The reason being, is that ABC produces *very compact* stand-alone programs. Analog mag. published a comparison of the DataSoft Compiler and ABC in issue 11, pgs. 59-65.
Larry

1415. Re: 130xe 128k programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-25 15:36:05 UTC
From: Daniel Chartier <grimlock@yahoo.caNOSPAM>
Message-ID: <983115365.71795@news.aei.ca>
Source record: 38539

What is your website?

Bob Ryan <ryanr@one.net> wrote in message news:3A94A1A6.381E8C70@one.net...
> I can probably scan the whole article and put it on my web site.
>
> I won't get it put on the site until Friday or Saturday.
>
> -Bob
>
>
> Daniel Chartier wrote:
> >
> > That's exactly what I was looking for, but my school library does not
have
> > any Compute!. Could someone send it to this newsgroup? I know there's
at
> > least one other person besides myself looking for it.
> >
> > Thanks for the detailed reference!
> >
> > LLpwhite <llpwhite@cs.com> wrote in message
> > news:20010221194005.21233.00002156@ng-fn1.news.cs.com...
> > > >Compute! once published a little article and program in its readers'
> > letters
> > > section that told you how to directly access the extra 128k<
> > >
> > > Compute! did publish an article and program routine to allow using the
> > XE's
> > > banked memory to store data for BASIC programs. It was called
"Access" by
> > Mark
> > > Slagell. December, 1986, pg. 79. The machine language routine was in
the
> > form
> > > of a BASIC -> ml file maker using data statements.
> > > Larry
> > >

1416. Re: Mini Office II (-manual) already online?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-25 15:57:41 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01c09f43$eb394c80$72013b3e@windows>
Source record: 38540

Richard Douwes <rdouwes@hetnet.nl> schreef in artikel
<01c09f22$7a231d80$33853b3e@windows>...

> I just finished the introduction, and I've emailded it to Mo
> Richard

Uhm, that should be "emailed"...

BTW, I finished the Word Processor part as well, the rest will probably
take a few days. If anyone wants a "beta", email me....

Richard

1417. Re: 130xe 128k programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-25 17:07:59 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3A993BEF.FFF518F4@one.net>
Source record: 38541

When I get the article scanned, I will post the URL. I don't have a
scanner myself, so I ask friends at work to do it for me.

-Bob

Daniel Chartier wrote:
>
> What is your website?
>
> Bob Ryan <ryanr@one.net> wrote in message news:3A94A1A6.381E8C70@one.net...
> > I can probably scan the whole article and put it on my web site.
> >
> > I won't get it put on the site until Friday or Saturday.
> >
> > -Bob
> >
> >
> > Daniel Chartier wrote:
> > >
> > > That's exactly what I was looking for, but my school library does not
> have
> > > any Compute!. Could someone send it to this newsgroup? I know there's
> at
> > > least one other person besides myself looking for it.
> > >
> > > Thanks for the detailed reference!
> > >
> > > LLpwhite <llpwhite@cs.com> wrote in message
> > > news:20010221194005.21233.00002156@ng-fn1.news.cs.com...
> > > > >Compute! once published a little article and program in its readers'
> > > letters
> > > > section that told you how to directly access the extra 128k<
> > > >
> > > > Compute! did publish an article and program routine to allow using the
> > > XE's
> > > > banked memory to store data for BASIC programs. It was called
> "Access" by
> > > Mark
> > > > Slagell. December, 1986, pg. 79. The machine language routine was in
> the
> > > form
> > > > of a BASIC -> ml file maker using data statements.
> > > > Larry
> > > >

1418. Re: What's going on with Hasbro?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-25 17:51:58 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t9ihchstkm9b75@corp.supernews.com>
Source record: 38542

"O_v - Mike Whalen - v_O" <otakuvidiot@hotSPAMMYmail.com> wrote in message news:90531C96FotakuvidiothotSPAMMY@204.0.108.142...
> Whilst reliving childhood traumas, O_v spied Rick Cortese's 23 Feb 2001
> message...
>
> >Star Raiders Online to see the light of day.
>
> Wow. This would be a _very_ exciting project. I could see it something
> along the lines of Subspace. It didn't need a lot of graphics and,
> subsequently, you could play over modem comms.

Raph originally pitched "Privateer" to Origin and they balked at doing it. Then he jumped to Verant/Sony and the SWO project. I have to plead complete ignorance here, I have never played Privateer so I don't know what game elements he is looking for adding. Any Privateer players in the newsgroup?
>
> Love to see Star Raiders do that.

There were elements in SR that I found really compelling on a gut level. I still remember how well it simulated the vastness of space. You would come out of hyperwarp after a bad jump and it would seem like it took forever to get to your base that was under attack.

Losing your sub space radio, navigation computer, made you feel blinded or vunerable.

1419. Re: Mini Office II (-manual) already online?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-25 19:42:04 UTC
From: Jon-paul <pockets@cix.co.uk>
Message-ID: <97bmue$l30$1@plutonium.compulink.co.uk>
Source record: 38543

Great package. A sort of full office suite for 8 bits. came out for almost
every 8 bit machine i can think off. (if it was still a going concern in 87)

I can only offer encouagement to you sir.

JP

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.230 / Virus Database: 111 - Release Date: 25/01/01

1420. Searching for programmer

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-25 19:43:46 UTC
From: joshua mason <joshua.mason@worldnet.att.net>
Message-ID: <Sfdm6.3619$mX4.307560@bgtnsc06-news.ops.worldnet.att.net>
Source record: 38544

I am looking for Marc Benioff. I'm trying to contact him about a neat game he wrote for the atari 8-bit alled "The Crypt" AKA "Crypt of the Undead".

If anyone has info on how to contact hime I'd love to hear from you.

1421. Re: Mini Office II (-manual) already online?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-25 19:47:25 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01c09f64$046ef360$57013b3e@windows>
Source record: 38545

Jon-paul <pockets@cix.co.uk> schreef in artikel
<97bmue$l30$1@plutonium.compulink.co.uk>...
> Great package. A sort of full office suite for 8 bits. came out for
almost
> every 8 bit machine i can think off. (if it was still a going concern in
87)
>
> I can only offer encouagement to you sir.
>
> JP

Thanks! And because of this encouragement (sp?), I've also added the
"Graphics" section tonight. I almost forgot all about this part, but what a
great little program this "Graphics" was! Even had a "graphical user
interface" :-) (At least partly...)

So now there's 4 sections to go.... (Database, Spreadsheet, Comms, Labels)

Richard

1422. Re: Action! art differences

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-25 20:22:15 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a99adfb$0$1514$53a6afc1@news.erinet.com>
Source record: 38349

```
I guess my black case with yellow lable is 3.1.
it prints:
45056,$B000 = 6 $0136 54 310.
Russg
```

1423. Re: Action! art differences

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-25 20:26:08 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a99aee4$0$1516$53a6afc1@news.erinet.com>
Source record: 38350

I just thought of something.
If it is only the last two digits, then mine is 1.0?
Russg

1424. Re: Action! art differences

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-25 20:58:59 UTC
From: Gene Gnandt <donotreply@interbulletin.bogus>
Message-ID: <3A997213.C11CDE9@interbulletin.com>
Source record: 38546

The version number is stored at $B000. To get it:

1) boot up with the Action cart
2) ctrl+shift+M (goes to the monitor)
3) then type
? $B000
and press Return
The hex number on the right contains the version number as the last two digits.

If you so this, please post results. I have 3.5 (orange case) and 3.6 (black case). Any 3.3, 3.4 or 3.7 versions out there ?

Gene

>> I've seen two different color Action! carts. One is the black with
>> yellow label and the other is orange with a yellow label.
>>
>> Is there a difference betwen them other than the color?
>>
>> -Bob
>>
>>
>

Submitted via WebNewsReader of http://www.interbulletin.com

1425. Re: Action! art differences

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-25 23:16:13 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t9j4cjkvs1t23@corp.supernews.com>
Source record: 38347

"Gene Gnandt" <donotreply@interbulletin.bogus> wrote in message
news:3A997213.C11CDE9@interbulletin.com...
>
> The version number is stored at $B000. To get it:
>
> 1) boot up with the Action cart
> 2) ctrl+shift+M (goes to the monitor)
> 3) then type
> ? $B000
> and press Return
> The hex number on the right contains the version number as the last two
digits.
>
> If you so this, please post results. I have 3.5 (orange case) and 3.6
(black case). Any 3.3, 3.4 or 3.7 versions out there ?

3.5 and 3.6

Was the revision change to 3.7 by FTE?

I'm pretty sure there were no significant changes. Only difference was
Action! prior to FTE defaulted to using the DOS INIT vectors so you could
write things like appendable device handlers but was slightly incompatible
with SD. Last version just switched to RUN vector which means better SD
compatibility

1426. Re: Gunship for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 00:13:18 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <7s7j9tokg0lg4a3pe8ii0gk1j0k2dtp7ju@4ax.com>
Source record: 38348

The other Day Paul Irvine <mclane.dellos@btinternet.com> wrote:

>
>Never mind mice!
>
>Where's this all edged Gunship from the subject?
>
Ooops...alledged
--

. Never argue with an idiot, they bring you down to their level
and then beat you with experience

1427. Re: Turbo BASIC Etc

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 03:24:05 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010225222405.04056.00001589@ng-cj1.aol.com>
Source record: 38351

>llpwhite@cs.com (LLpwhite) remarked:

>Analog magazine published a comparison of the
>DataSoft Compiler and ABC in issue 11, pgs. 59-65.

Eleven! That has to go back around early '83 or late '82; surely there is something on the compilers a little more recent. Mine only go back to #13 and I don't personally know anyone with issues before that except Mike Beard who kept Nos. 1 & 2 in plastic bags and never opened them for anybody.

-Ron

Inform everyone that communications have completely broken down.

1428. Re: Silly idea with Commodore drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 03:56:30 UTC
From: nospam9212@aol.commune
Message-ID: <20010225225630.04157.00000871@ng-cf1.aol.com>
Source record: 38353

On 2/24/01 8:45 AM Eastern Standard Time, Raphael Espino rjespino@yahoo.com wrote..

>>Thanks for clearing that up. But the point that I was tying to make is...
>>somebody was watching the C= scene to know that the source code was out
>there. And somebody took the initiative to use it.
>
>Don't get me wrong, I wasn't trying to contradict you, I thought
>my text supported your argument.

I found no contradiction in what you said... I understand completely :)

>Since you correctly pointed out that
>this all started on the C=64 I thought I'd add a bit more info to make
>sure everyone got the credit they deserve, something I've made an
>effort to do throughout the project.

Perfectly acceptable... I added the link for reference for others to "explore" !!!

>>(I wish I could DO a little of what you have done !!)
>
>Well if you follow both the C=64 and the Atari scenes then you're in a
>great position to make contributions to both, and I think you've
>already made some good contributions in this thread.

I wish I had the time I had when I was younger to sit and code (if what i did could be called "code") to make some "real" contributions but I now have a family, run a construction business, maintain a few commercial websites and play in a band... so time is not something I have a lot of in my life, right now... what I can offer is mostly, just information.

>There are all sorts of things that people could do to help, for
>example I've not seen many (if any) websites that encourage
>cooperation between both systems.

I did joking say that I can see my C64 website now becoming an ATARI/C64 website... but alas... I have run out of space before I have run out of HTML !!!

Let me offer this and see what everyone thinks of it... I haven't tried this but I did discuss this in another group a while back... someone was experimenting with this exact thing.. of course I had to say "it's been done... on a Commodore" !!!! (This was recommend in COMP.SYS.CBM as a way to get your first "simple" file transfer because it was written in BASIC and could be typed in... once you got it working then you could go out and grab more sophisticated software).

I have on my web site (http://members.aol.com/fyarra001) a transfer program written in BASIC with embedded M/L data statements that uses the C64 SID (sound) chip to do cross-platform file transfers (only one way at this point)... anyone think this is possible on an ATARI ??? Can it be made to work from a PC to an ATARI ???

Here are a few excerpts...

==========
"To transfer files from a C-64/1541 to a PC, many users use the X1541 cable."...

"Two other methods come to mind. One is a modem-to-modem connection; the other is using a null modem adapter and a connection to the PC's serial port."...

"This article offers another option,
which requires soldering only two wires, and probably no more than a 35-cent financial investment. SID (either a 6581 or an 8580 IC) is used as an FSK (Frequency-Shift Keying) generator at 300 baud, in accordance with the Bell 103 standard. Only simplex operation is supported, so the direction is only from C-64 to other computer. Also, since the Xmodem routine is "open-loop" (the C-64 ignores ACK's and NAK's, delays are used between blocks.
Xmodem-CRC is used, since most terminal programs initiate downloads expecting that form of Xmodem."

"The hardware consists of a length of telephone cable with a modular plug on one end and an RCA phono jack on the other."
==========

Well... hope someone finds this interesting enough to experiment... sorry if it was a little lengthy... :)

-= Francis Yarra =-
fyarraATjunoDOTcom
http://members.aol.com/fyarra - My C64 website
http://members.aol.com/prsnl99 - My personal website

1429. Re: Action! art differences

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 04:33:50 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3A99DCAE.D9F0077C@one.net>
Source record: 38352

Here's my results:

1. Black Cart/Yellow label with (c) 1984 on label:

45056, $B000 = 6 $1036 54 310

2. Orange Cart/Yellow label no dates:

45056, $B000 = 5 $1035 53 4149

3. Black Cart/Yellow label (BASIC XE) that has Action!, BASIC XE &
MAC65:

45056, $B000 = 6 $1036 54 310

I checked the orange cart twice in an 800 and a couple of times in a
130XE. Same results. Anyone else have an orange cart with the same
numbers?

For those wondering, the last cartridge listed is a BASIC XE cart that
has been modified to also have Action! and MAC65. There's a three
position switch on the top to select the program to run. I bought it
from James King many, many years ago.

-Bob

Gene Gnandt wrote:
>
> The version number is stored at $B000. To get it:
>
> 1) boot up with the Action cart
> 2) ctrl+shift+M (goes to the monitor)
> 3) then type
> ? $B000
> and press Return
> The hex number on the right contains the version number as the last two digits.
>
> If you so this, please post results. I have 3.5 (orange case) and 3.6 (black case). Any
3.3, 3.4 or 3.7 versions out there ?
>
> Gene
>
> >> I've seen two different color Action! carts. One is the black with
> >> yellow label and the other is orange with a yellow label.
> >>
> >> Is there a difference betwen them other than the color?
> >>

> >> -Bob
> >>
> >>

1430. For anyone who need a patched 800os for an xl/xe system

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 05:32:04 UTC
From: tom@mindwarped.com
Message-ID: <Xns90541Atommindwarpedcom@207.126.101.97>
Source record: 38354

http://www.mindwarped.com/eprom

1431. Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 05:46:42 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-64BB6E.21464025022001@corp.supernews.com>
Source record: 38355
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Techtv.com says Atari (they don't even pick a particular model, they
simply complain about everything from the Atari 400 to the ST)
is 7th crappiest computer in history.

I now have a new mortal emeny.

By the way. The C64, Apple //, TI-99, and TRS-80 also made the list.
Apparently computing was supposed to jump straight from the abacus to
1 GhZ Windows 2000 machines overnight.

Be offended for yourself at:
http://www.techtv.com/help/hardware/story/0,23008,3312370,00.html
--
Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

1432. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 06:06:56 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <4omm6.47328$o85.262784@news-server.bigpond.net.au>
Source record: 38356
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Kevin Savetz" <savetz@northcoast.com> wrote in message
news:savetz-64BB6E.21464025022001@corp.supernews.com...
> Techtv.com says Atari (they don't even pick a particular model, they
> simply complain about everything from the Atari 400 to the ST)
> is 7th crappiest computer in history.
>
> I now have a new mortal emeny.
>
> By the way. The C64, Apple //, TI-99, and TRS-80 also made the list.
> Apparently computing was supposed to jump straight from the abacus to
> 1 GhZ Windows 2000 machines overnight.
>
> Be offended for yourself at:
> http://www.techtv.com/help/hardware/story/0,23008,3312370,00.html

What a bunch of dickheads. I haven't read so much uninformed overopinionated crap in my life. Period. It is a pity we can't get this bunch of morons to stop upgrading for a minute, check their history books, and realise they are only running fast 8bit dos box's. I would love to sneak in there and remove their hard drives replace their 1.44's with 5 and a quarters, and put mono graphics cards in their PC's. Far as I can see anything with windows on it should be considered a joke.......

Mark

1433. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 07:16:07 UTC
From: Edward Williams <ewilliams1@jam.rr.com>
Message-ID: <B6BF5EB4.8654%ewilliams1@jam.rr.com>
Source record: 38358
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

in article 4omm6.47328$o85.262784@news-server.bigpond.net.au, Mark
Bedingfield at mark@baypc.com.au wrote on 2/26/01 12:06 AM:

>
> "Kevin Savetz" <savetz@northcoast.com> wrote in message
> news:savetz-64BB6E.21464025022001@corp.supernews.com...
>> Techtv.com says Atari (they don't even pick a particular model, they
>> simply complain about everything from the Atari 400 to the ST)
>> is 7th crappiest computer in history.
>>
>> I now have a new mortal emeny.
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>> By the way. The C64, Apple //, TI-99, and TRS-80 also made the list.
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>> Be offended for yourself at:
>> http://www.techtv.com/help/hardware/story/0,23008,3312370,00.html
>
> What a bunch of dickheads. I haven't read so much uninformed overopinionated
> crap in my life. Period. It is a pity we can't get this bunch of morons to
> stop upgrading for a minute, check their history books, and realise they are
> only running fast 8bit dos box's. I would love to sneak in there and remove
> their hard drives replace their 1.44's with 5 and a quarters, and put mono
> graphics cards in their PC's. Far as I can see anything with windows on it
> should be considered a joke.......
>
> Mark
>
>
well here's there atari roundup geeze what a group of dipsticks....
ï¿½ï¿½ï¿½Related Articles

ï¿½ What's Your Crappiest Computer?
ï¿½ Computer Horror Stories
ï¿½ Possessed PC
"I used to use an Atari 800XL and Packard Hell 486DX2-50. Both were really
worthless boat anchors." -- Sam Alexander

"My worst is an Atari 1040ST that I traded for some motorcycle parts"-- Ted
Beers

"I was the proud owner of an Atari 400. Oh how I miss that membrane keyboard
-- keyboard without keys, what a wonderful idea. Or loading programs from a

cassette tape. What a stress reliever to be able to go out, have a nice dinner and take in a movie, and come back and finally have that program almost loaded.

To prove we don't learn quickly I also bought the Atari 1200XL. I believe the XL stood for eXtreme Loser." -- Chuck Smith, Sardinia, Ohio

"The Atari 1200XL should probably be on the "crappy computer" list as well. Even though it had a full-stroke keyboard, it was the first Atari computer to feature a "closed architecture" design, as opposed to the plug-in RAM and ROM modules on the Atari 800. Atari enthusiasts shunned the machine, and it died a quick, painful death.

I personally think that the entire Atari line belongs on the "Crappy Computer" list for one reason -- those blocky player-missile graphics! If you can ever get your hands on a copy of the Atari version of Ghostbusters, try and play the game to the conclusion. During the climax you're trying to get past the Marshamallow Man without getting squashed." -- William Hicks

just thought I'd post the whole atari shootdown fest.....
thanks
Ed

1434. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 07:18:19 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t9k0kjh0da5ha2@corp.supernews.com>
Source record: 38357
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Kevin Savetz" <savetz@northcoast.com> wrote in message
news:savetz-64BB6E.21464025022001@corp.supernews.com...
> Techtv.com says Atari (they don't even pick a particular model, they
> simply complain about everything from the Atari 400 to the ST)
> is 7th crappiest computer in history.
>
> I now have a new mortal emeny.
>
> By the way. The C64, Apple //, TI-99, and TRS-80 also made the list.
> Apparently computing was supposed to jump straight from the abacus to
> 1 GhZ Windows 2000 machines overnight.
>
> Be offended for yourself at:
> http://www.techtv.com/help/hardware/story/0,23008,3312370,00.html

There were some legitimate gripes in there. Apparently one guy had a membrane keyboard Atari 400. Other complaints ranged from slow cassette to a stock 1200XL. I like the 1200XL best of all my Ataris, but I don't use a stock one. Memory expansion, multiple OS, built in BASIC, that kind of stuff.

1435. PhillyClassic Update: 2.26.2001

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 10:48:36 UTC
From: Chuck Whitby <intv-sama@worldnet.att.net>
Message-ID: <3A9A32AF.56169976@worldnet.att.net>
Source record: 38361
Cross-posted to: rec.games.video.sega,rec.games.vectrex,comp.sys.cbm,comp.sys.atari.8bit

** PhillyClassic 2001, The East Coast Classic Gamer's Event! **
** http://www.phillyclassic.com **

** UPDATE: 02.26.2001 **

Even though we are officially SOLD OUT of table space, we
still want to encourage as many people as possible to bring
items for sale and trade. Towards that end, the PhillyClassic
staff is pleased to announce The PhillyClassic Trading Post.
The Trading Post will be available throughout the show for
attendees to bring in items from their vehicles or hotel rooms
once a deal is under negotiation, to inspect the goods, lay things
out, etc. These tables are NOT to be used for displaying items to
the public, but simply for buyer-to-seller inspections and
transfers. Once a deal has been closed or declined, the table must
be cleared. In this way, everyone will have a chance to sell and
trade their goodies, even if they missed the chance for a permanent
display table.We wish everyone happy hunting at PhillyClassic 2001.

Hozer Video Games has graciously donated *5* Atari 2600 Thrust
carts and Good Deal Games has also donated a copy each of their
new Sega CD games, Bug Blasters and Star Strike. Thanks to Hozer
and Good Deal Games!

In addition to their donated games, Hozer and Good Deal Games
have sent us carts to sell at PhillyClassic. Good Deal Games is
offering a special $29.99 price for their Sega CD games, a $5 show
discount plus NO SHIPPING! And Hozer will be sending a nice
assortment of homebrew 2600 games for us to demo and sell at
PhillyClassic!

** UPDATE: 02.04.2001 **

Tables are now * SOLD OUT *. Thanks to everyone who purchased one.
Just because you can't get a table doesn't mean you
shouldn't come! Be sure to attend and check out all sorts of
cool classic games!

The t-shirts are almost done and are going to go to the printer
soon! We think they look really cool!

The tournament list has been added to the PhillyClassic website!
Games range from the 2600 up to the Playstation 2! Each tournament
will be accompanied by a great prize package thanks to all our
sponsors!!

** UPDATE: 01.31.2001 **

Table spaces are becoming EXTREMELY limited so if you're planning on attending and are debating getting a table, MAKE YOUR DECISION SOON! :)

Randy Femrite is going to bring down all sorts of neat Jaguar items to show off like a Jaguar Rotary Controller, Battlesphere, Skyhammer, and a XE/Jag controller interface!

** UPDATE: 01.22.2001 **

Hasbro has sent us a lot of games to be given away at the convention! Thanks Hasbro!

Michael Roberts has donated a TON of Star Wars handheld games for us to give away at PhillyClassic. Thanks Michael!!

** UPDATE: 01.10.2001 **

Digital Press has graciously donated MANY Digital Press 6 guides to be given away at PhillyClassic! Thanks Joe and everyone else at DIGITAL PRESS!

We rented another 1000sq ft room for the convention, bringing the total up to 3000 square feet!!

More and more sponsors are contacting us EVERY DAY meaning more chances for everyone to leave PhillyClassic 2001 with a GREAT prize!

Classic Gaming Expo and PhillyClassic have teamed up to bring you the best gaming experience you can get on the east coast!

John Hardie and Sean Kelly are graciously donating items for us to give away at the convention. When you hear the names Hardie and Kelly, you know they've gotta be good!

Ticket prices are currently $6 in advance, and $7.50 at the door. Tables to setup your goodies on are $10 per table. Tickets will be on preorder until March 30th, 2001. Just remember, we're a non-profit event, every cent we make on PhillyClassic goes right back into the convention!

This year's tickets are pretty nifty! Marc has made Intellivision carts into our tickets that hang from you neck! Really neat!

** UPDATE: 12.23.2000 **

Sponsors are pouring in, which means more chances for everyone to walk away from the convention with a great FREE item!!

T-shirts will soon be available for pre-order. These spiffy shirts feature the PhillyClassic logo and some classic game logos! Be sure to put an order in as soon as they're available!

Randy Crihfield of Hozer Video Games has donated some new
Atari 2600 games to be given away! Thanks Randy!

Jeff Folejewski will be bringing MANY (as in more than 5) full-size
coin-op arcade games! All games will be set on free-play and a
tournament will be held on his Joust machine!

Good Deal Games has also chosen to donate some of their new Sega
CD games to be given away at PhillyClassic! Thanks Good Deal
Games!!

** UPDATE: 10.30.2000 **

Van Burnham, editor of Wired magazine and author of Supercade
(www.supercade.com) has confirmed she will be attending
PhillyClassic! She's a great video game buff and a wonderful
person to talk to!

Be sure to bring all your spare games and systems, we will be
holding another auction this year! Last year people who auctioned
items off made a LOT of money, and it's a good way to part out
some of the extra items you don't need!

** UPDATE: 10.15.2000 **

Chad Schell of Schell's Electronics has donated an Intellicart
to be given away as a prize at PhillyClassic!! Thanks Chad!

Tickets for PhillyClassic are now on sale!! The price for admission
is $6 for both days, and $10 per table you wish to use to setup on.
Just remember, any money taken in from the attendees is not used
as profit for any of the organizers; it's used to pay for everything
used to setup the event. In case of any spill over money it will be
used towards next years event!!

If you have any items in particular you're wanting to pick up or to
part with, be sure to e-mail Jeff Folejewski and let him know so he
can add your list to our PhillyClassic webpage!

** INITIAL POST: 9.26.2000 **

David Newman, Chuck Whitby, Marc Pallante, and Jeff Folejewski
are proud to present PhillyClassic 2001!! The first
PhillyClassic was such a success we had no choice but to do it again!
This year's event promises to be nothing but BIGGER and BETTER!

Website is now up and LIVE, complete with:
* Information/scheduled events
* Hotel accomodation info/online reservations
* Driving directions and interactive maps
* Ticket information
* How To Link to Us banners/ads available for
YOUR classic game related site!

The weekend of April 20th and 21st will be one to remember as classic
gamers unite for a weekend of hardcore gaming!

Planned events include casual trading/selling, *tournaments*,
auction, show-and-tell, a guest speaker or two, and a
general good time by all!

We have rented a 2000! sq ft conference room at the Sheraton
Suites for the event, which means enough room for a lot of
people to come and setup the pride and joy of their collections,
and even a little tradebait!

The tentative times are as follows:

Friday: 5pm - ?? -- First Day, Setup, Meet and Greet, Informal
Trading and Game Playing
Saturday: 9am - 5:00pm -- MAIN DAY

If you have any questions about the event, PLEASE e-mail:
David Newman (davidnewman@adelphia.net)
Chuck Whitby (intv-sama@worldnet.att.net)
Jeff Folejewski (adventurevision@yahoo.com)
Marc Pallante (marc@classicgamer.net)

If you plan on attending, please
purchase your tickets early and make those hotel reservations!

Thank you very much!
-PhillyClassic 2001 Staff

www.phillyclassic.com
--
ï¿½ï¿½ Chuck Whitby ï¿½ï¿½
-->Intellivision Gaming Network<--
www.geocities.com/intellydood

** PhillyClassic 2001 **
The East Coast Classic Gamer Event
** www.phillyclassic.com **

1436. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 10:54:18 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <wwom6.85$3W3.210430@nnrp3.sbc.net>
Source record: 38359
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Rick Cortese wrote in message ...
>"Kevin Savetz" <savetz@northcoast.com> wrote in message
>news:savetz-64BB6E.21464025022001@corp.supernews.com...
>> Techtv.com says Atari (they don't even pick a particular model, they
>> simply complain about everything from the Atari 400 to the ST)
>> is 7th crappiest computer in history.
>>
>> I now have a new mortal emeny.
>>
>> By the way. The C64, Apple //, TI-99, and TRS-80 also made the list.
>> Apparently computing was supposed to jump straight from the abacus to
>> 1 GhZ Windows 2000 machines overnight.
>>
>> Be offended for yourself at:
>> http://www.techtv.com/help/hardware/story/0,23008,3312370,00.html
>
>There were some legitimate gripes in there. Apparently one guy had a
>membrane keyboard Atari 400. Other complaints ranged from slow cassette to
a
>stock 1200XL. I like the 1200XL best of all my Ataris, but I don't use a
>stock one. Memory expansion, multiple OS, built in BASIC, that kind of
>stuff.
>
>
>
I like the Indian dude who says his old Gateway is crappy 'cause he
downloaded three viruses on it! I think that the Gateway, Micron, TX
Instr.(only because of it's initial $1000- price tag), and Packy Bell all
absolutley belong there! YEAH! I find it interesting that most of the
complaints do seem somewhat educated and informed, almost as if they read
this newsgroup. I think we may have traiters in our midst!
Mo

1437. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 11:00:57 UTC
From: Jon-paul <pockets@cix.co.uk>
Message-ID: <97dcp8brf1@plutonium.compulink.co.uk>
Source record: 38362
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

well i suppose the real crud of the 8 bit days have realy been forgotten.

Matel Aquarius anyone? out dated, over priced and under spec when it
arrived. No one bought them. Now shifting for £150 mint in box!

Sword M5, same issues.

I mean if your going to release a rubber keyboarded sub 16k ram machine,
don't do so when the spectrum 48k and C64 are long established and involved
in a price war :)

Over here in the UK you had the C64, Sinclair Spectrum, Amstrad CPC,
Acorn/BBC and Atari here in the UK. All else failed. Even then Atari thought
was always a bubbler, struggling to hold on to 4th or 5th position.

You should have seen some of the other pretenders, Brave tries like the
oric, or mythical beasties like the enterprise/whatever they called it in
the end, through to jokes like the aquarius! Now there was real crud :)

JP

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.230 / Virus Database: 111 - Release Date: 25/01/01

1438. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 11:23:21 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <OXom6.492$I15.11306@nnrp1.sbc.net>
Source record: 38360
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I mentioned this to my other newsgroup comp.sys.tandy , I'm sure they'll be
pleased.
(my first was a TRS-80 model III) ;-)
Mo

Kevin Savetz wrote in message ...
>Techtv.com says Atari (they don't even pick a particular model, they
>simply complain about everything from the Atari 400 to the ST)
>is 7th crappiest computer in history.
>
>I now have a new mortal emeny.
>
>By the way. The C64, Apple //, TI-99, and TRS-80 also made the list.
>Apparently computing was supposed to jump straight from the abacus to
>1 GhZ Windows 2000 machines overnight.
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>Be offended for yourself at:
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>Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
>Curator of the Digital Antic Project -- Classic Atari magazines on the Web
> http://www.atarimagazines.com
>Moderator of news:comp.sys.atari.announce -- Atari computer news
>

1439. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 12:28:11 UTC
From: llpwhite@cs.com
Message-ID: <20010226072811.19567.00000002@ng-ca1.news.cs.com>
Source record: 38363

>...everything from the Atari 400 to the ST)
is 7th crappiest computer in history.<

Looks like pretty much every major computer maker made the list (Dell is
absent).

Take heart -- Atari can't "win" this, simply because of the numbers involved.
;-)

Larry

1440. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 12:42:14 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <Gasm6.24453$Vj5.3804005@news02.optonline.net>
Source record: 38364

I've given up fighting a long time ago. People can get used to anything and believe they like it, even when somebody shows them something else that has clear advantages over what they're using. That's human nature.

I saw multiple advantages in Atari 8-bits over what else was being offered at the time. In those days, an OS and a particular hardware design were much more closely linked, so you did get used to one machine or another and found that the others were clumsy to work with.

I kept a very open mind when I was issued an Apple //c (and later a Mac) to schlep around to my homebound students. I also kept an open mind when I went into a student's house to teach him computer math, BASIC, or applications and found that the student owned a C= or a PC Junior or one of many other machines. I tried to learn as much as I needed to know to enable the student to use those machines to do the coursework. But the advantages of the Atari 8-bits over them were always clear in my mind when certain tasks came up, particularly when I was given a PC for the summer so that I could develop lesson plans for a curriculum manual that never got published.

Atari 8-bits should have been the clear choice for school districts. Atari never saw the need to push into that area. People are just as swayed by marketing campaigns as they are by what they get used to. The marketing campaign may, indeed, govern their choice in the first place. Brand loyalty as the result of a catchy jingle? Don't laugh -- it's been true too often.

"Kevin Savetz" <savetz@northcoast.com> wrote in message
news:savetz-64BB6E.21464025022001@corp.supernews.com...
> Techtv.com says Atari (they don't even pick a particular model, they
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> Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
> Curator of the Digital Antic Project -- Classic Atari magazines on the Web
> http://www.atarimagazines.com
> Moderator of news:comp.sys.atari.announce -- Atari computer news

1441. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 13:13:33 UTC
From: Vinnie Rinaldi <vinrin57@optonline.net>
Message-ID: <1Esm6.24463$Vj5.3822193@news02.optonline.net>
Source record: 38366

Well said, Alan! Very well said....

Look at me... I'm a victim of Microsoft products - whether I love them or not! It's a good thing I have 128meg memory and a 20G Hard Drive! Meanwhile, it's almost 20 years and you and I are still typing to each other!!!!

Funny how we used to do the very same thing we're doing right now using a 32k Atari 400, 300 baud modem, and the trusty old 810! (at Fordham!)

Wheeeeeeeeeeeeeeeeeeeeeee!!!!!!!!!!!!!!!!!!

--
B'rgds,
Vinnie
"Alan Sharkis" <asharkis@optonline.net> wrote in message
news:Gasm6.24453$Vj5.3804005@news02.optonline.net...
> I've given up fighting a long time ago. People can get used to anything
and
> believe they like it, even when somebody shows them something else that
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> clear advantages over what they're using. That's human nature.
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> I saw multiple advantages in Atari 8-bits over what else was being offered
> at the time. In those days, an OS and a particular hardware design were
> much more closely linked, so you did get used to one machine or another
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> I kept a very open mind when I was issued an Apple //c (and later a Mac)
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> tasks came up, particularly when I was given a PC for the summer so that I
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Atari
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> > Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
> > Curator of the Digital Antic Project -- Classic Atari magazines on the
Web
> > http://www.atarimagazines.com
> > Moderator of news:comp.sys.atari.announce -- Atari computer news
>
>

1442. Re: Turbo BASIC Etc

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 13:14:46 UTC
From: llpwhite@cs.com
Message-ID: <20010226081446.19567.00000003@ng-ca1.news.cs.com>
Source record: 38365

>...surely there is something on the compilers a little more recent.<

Ok, if you search the index of Digital Antic, there are 2 reviews of ABC and
the DataSoft compiler in May, 1983. Check out:

http://www.atarimagazines.com/v2n2/productreviews.html

There is also a review of the Advan Basic Compiler in April of 1986 in Antic.
That's all I know of.
Larry

1443. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 13:29:46 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <jwRkuWKKplm6EwXM@lovecraft.demon.co.uk>
Source record: 38367
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Once upon a time <97dcp8brf1@plutonium.compulink.co.uk>, Jon-paul
<pockets@cix.co.uk> grabbed chalk and scrawled:
> mythical beasties like the enterprise/whatever they called it

Not only was the Enterprise not mythical, it also kicked ass.

I had a 64 and a 128 - wish I still had them ;)

Richard (EXOS - multiprogramming environment. Hot-swap cartridges. DOS-
like disk operating system. Palette of 4096 colours, 256 on screen at
once, 4 channel stereo sound, maximum 4Mb RAM - and the hardware was put
to bed in 1983, even if it took them 18 months to actually make some ;)
).
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, JD800, Falcon030, DX7 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

1444. Re: Where to find 800XLDJ

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 14:58:57 UTC
From: Daniel Pralle <pralle@informatik.uni-hannover.de>
Message-ID: <Pine.GSO.4.31.0102261558000.14147-100000@selene>
Source record: 38368

On Sat, 17 Feb 2001, Edward S. Baiz Jr. wrote:

>
> Of course what could also is to just extract the files in a ATR file and
> them import them into a DI disk.
> Edward S. Baiz Jr.
> (Gamer)

How to IMPORT in an DI-file?
I didn't figure out how to do this!

daniel

1445. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 16:01:13 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <62vk9ts4pkj5vb4vqsto0m6vnqcfjda97r@4ax.com>
Source record: 38369
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sun, 25 Feb 2001 21:46:42 -0800, Kevin Savetz
<savetz@northcoast.com> drooled an embarassing wet spot in his lap as
he typed:

>Techtv.com says Atari (they don't even pick a particular model, they
>simply complain about everything from the Atari 400 to the ST)
>is 7th crappiest computer in history.
>
>I now have a new mortal emeny.
>
>By the way. The C64, Apple //, TI-99, and TRS-80 also made the list.
>Apparently computing was supposed to jump straight from the abacus to
>1 GhZ Windows 2000 machines overnight.
>
>Be offended for yourself at:
>http://www.techtv.com/help/hardware/story/0,23008,3312370,00.html

The problem with this particular 'poll' is that by definition it will
attract the biggest complainers. It's _designed_ to lure all those
morons who have utterly no computer savvy to go and complain about the
machines they once owned. I'd be willing to wager that if they'd come
out with the 10 best computers, you'd see some of the same names on
that list, 'cos everyone has their own personal opinion and slant on
the various machines that have been available throughout the years.
Put up a 10 best list and I'd bet you'd have plenty of Commodore and
Atari faithfuls who'd come round and push it up near the top, so
really, that 10 worst list is utterly no indication of which machine
was really worse, 'cos it's completely subjective.

Okay, _no_one_ will probably ever admit that Compaq computers were
ever good, but that's a given. :-)
--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

1446. Re: Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 16:03:54 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <sbvk9tkd5pal92a1a5ai42hcb475b9epkl@4ax.com>
Source record: 38370
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Mon, 26 Feb 2001 11:00:57 -0000, "Jon-paul" <pockets@cix.co.uk>
drooled an embarassing wet spot in his lap as he typed:

>You should have seen some of the other pretenders, Brave tries like the
>oric, or mythical beasties like the enterprise/whatever they called it in
>the end, through to jokes like the aquarius! Now there was real crud :)

Yeah, but didn't that Enterprise *look* sweet? I would have bought
one just for that! Okay, the bolted-on joystick was a really stupid
idea ... but it still _looked_ cool. :-)

>
>JP
>
>
>
>---
>Outgoing mail is certified Virus Free.
>Checked by AVG anti-virus system (http://www.grisoft.com).
>Version: 6.0.230 / Virus Database: 111 - Release Date: 25/01/01
>

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

1447. Re: Alternate Reality Online

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 16:10:45 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <vovk9tgk2mdbf8n9abgsnkv8soiormffct@4ax.com>
Source record: 38371

On Sun, 25 Feb 2001 03:36:16 +0100, "Frank Schroeder-Hoeftmann"
<frank_sh@web.de> drooled an embarassing wet spot in his lap as he
typed:

>Hi!
>
>Does anyone know what happened to AR Online? The site www.aro.com hasnï¿½t
>been updated for years... And what about the AR audio CD Gary Gilbertson
>mentioned?

As I understand it, Philip failed to garner the rights to the
Alternate Reality series, and the game was scrapped, sadly. :-(

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

1448. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 16:11:35 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-37A50A.08113526022001@corp.supernews.com>
Source record: 38372
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <B6BF5EB4.8654%ewilliams1@jam.rr.com>,
Edward Williams <ewilliams1@jam.rr.com> wrote:

> "I was the proud owner of an Atari 400. Oh how I miss that membrane keyboard
> -- keyboard without keys, what a wonderful idea. Or loading programs from a
> cassette tape. What a stress reliever to be able to go out, have a nice
> dinner and take in a movie, and come back and finally have that program
> almost loaded.

Maybe if mommy had sprung for the 800 and a disk drive, this
malcontent wouldn't have had such a horrible experience with
Atari.

Can't believe the PCjr didn't make the list.

--Kevin
--
Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

1449. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 16:31:04 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <983205147.21809.0.nnrp-01.9e98a620@news.demon.co.uk>
Source record: 38373
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

And the Sam Coupe.

Mark.

Jon-paul <pockets@cix.co.uk> wrote in message
news:97dcp8brf1@plutonium.compulink.co.uk...
> well i suppose the real crud of the 8 bit days have realy been forgotten.
>
> Matel Aquarius anyone? out dated, over priced and under spec when it
> arrived. No one bought them. Now shifting for £150 mint in box!
>
> Sword M5, same issues.
>
> I mean if your going to release a rubber keyboarded sub 16k ram machine,
> don't do so when the spectrum 48k and C64 are long established and
involved
> in a price war :)
>
> Over here in the UK you had the C64, Sinclair Spectrum, Amstrad CPC,
> Acorn/BBC and Atari here in the UK. All else failed. Even then Atari
thought
> was always a bubbler, struggling to hold on to 4th or 5th position.
>
> You should have seen some of the other pretenders, Brave tries like the
> oric, or mythical beasties like the enterprise/whatever they called it in
> the end, through to jokes like the aquarius! Now there was real crud :)
>
> JP
>
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.230 / Virus Database: 111 - Release Date: 25/01/01
>
>

1450. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 16:40:36 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1010226113750.16219G-100000@mail2.wayne.edu>
Source record: 38374

The problem is, they're comparing particular MODELS of computers to entire COMPANIES.. And they're not even limiting it to a particular era! That would be like saying "Yeah, my model T sucked.. no On-star, no in-dash radio.. My new Escalade is so much better!"

Oh well, I'm used to nut getting any respect. I have a Vega in the garage :)

On Mon, 26 Feb 2001, Alan Sharkis wrote:

> I've given up fighting a long time ago. People can get used to anything and
> believe they like it, even when somebody shows them something else that has
> clear advantages over what they're using. That's human nature.
>
> I saw multiple advantages in Atari 8-bits over what else was being offered
> at the time. In those days, an OS and a particular hardware design were
> much more closely linked, so you did get used to one machine or another and
> found that the others were clumsy to work with.
>
> I kept a very open mind when I was issued an Apple //c (and later a Mac) to
> schlep around to my homebound students. I also kept an open mind when I
> went into a student's house to teach him computer math, BASIC, or
> applications and found that the student owned a C= or a PC Junior or one of
> many other machines. I tried to learn as much as I needed to know to enable
> the student to use those machines to do the coursework. But the advantages
> of the Atari 8-bits over them were always clear in my mind when certain
> tasks came up, particularly when I was given a PC for the summer so that I
> could develop lesson plans for a curriculum manual that never got published.
>
> Atari 8-bits should have been the clear choice for school districts. Atari
> never saw the need to push into that area. People are just as swayed by
> marketing campaigns as they are by what they get used to. The marketing
> campaign may, indeed, govern their choice in the first place. Brand loyalty
> as the result of a catchy jingle? Don't laugh -- it's been true too often.
>
>
> "Kevin Savetz" <savetz@northcoast.com> wrote in message
> news:savetz-64BB6E.21464025022001@corp.supernews.com...
> > Techtv.com says Atari (they don't even pick a particular model, they
> > simply complain about everything from the Atari 400 to the ST)
> > is 7th crappiest computer in history.
> >
> > I now have a new mortal emeny.
> >
> > By the way. The C64, Apple //, TI-99, and TRS-80 also made the list.

> > Apparently computing was supposed to jump straight from the abacus to
> > 1 GhZ Windows 2000 machines overnight.
> >
> > Be offended for yourself at:
> > http://www.techtv.com/help/hardware/story/0,23008,3312370,00.html
> > --
> > Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
> > Curator of the Digital Antic Project -- Classic Atari magazines on the Web
> > http://www.atarimagazines.com
> > Moderator of news:comp.sys.atari.announce -- Atari computer news
>
>
>
>

1451. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 16:51:56 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10102261649250.86-100000@Hades060>
Source record: 38381
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sun, 25 Feb 2001, Kevin Savetz wrote:

> Techtv.com says Atari (they don't even pick a particular model, they
> simply complain about everything from the Atari 400 to the ST)
> is 7th crappiest computer in history.
>
> I now have a new mortal emeny.
>
> By the way. The C64, Apple //, TI-99, and TRS-80 also made the list.
> Apparently computing was supposed to jump straight from the abacus to
> 1 GhZ Windows 2000 machines overnight.
>
> Be offended for yourself at:
> http://www.techtv.com/help/hardware/story/0,23008,3312370,00.html

This is poll from users, on a TV show geared at PC users.
I've seen the show, it's moronic to even get worked up about it.
Ignore it.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1452. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 17:24:10 UTC
From: Hans Wessels <atari.h.wessels@atari.home.nl>
Message-ID: <_iwm6.53479$zl4.1655865@zwoll1.home.nl>
Source record: 38375
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Mindfield" <mindfield@badgers.emulationnet.com> wrote in message
news:62vk9ts4pkj5vb4vqsto0m6vnqcfjda97r@4ax.com...

> The problem with this particular 'poll' is that by definition it will
> attract the biggest complainers. It's _designed_ to lure all those
> morons who have utterly no computer savvy to go and complain about the
> machines they once owned. I'd be willing to wager that if they'd come
> out with the 10 best computers, you'd see some of the same names on
> that list, 'cos everyone has their own personal opinion and slant on
> the various machines that have been available throughout the years.
> Put up a 10 best list and I'd bet you'd have plenty of Commodore and
> Atari faithfuls who'd come round and push it up near the top, so
> really, that 10 worst list is utterly no indication of which machine
> was really worse, 'cos it's completely subjective.
>
> Okay, _no_one_ will probably ever admit that Compaq computers were
> ever good, but that's a given. :-)

Well said. The thing forgotten here is to devide the number of complaints by
the number of the computer sold. For 'Atari' you will have to add up all
different specimen of Atari ever sold. Then it will undoubtly rival the
Commodore for the first place of the least crappiets computer in history.

Hans Wessels

--
Remove the computer names from my e-mail adress to reply

1453. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 18:45:52 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t9l8tjp7hllia8@corp.supernews.com>
Source record: 38376
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I kind of liked the theory one computer wag put out; "Any computer that could use a cassette for storage, and that includes the original IBM PC".

That was almost a valid argument. Modern age of computers didn't come about until the Amiga, Mac, PC/AT, ST.

"chainsaw11" <mygranny@swbell.net> wrote in message news:OXom6.492$I15.11306@nnrp1.sbc.net...
> I mentioned this to my other newsgroup comp.sys.tandy , I'm sure they'll be
> pleased.
> (my first was a TRS-80 model III) ;-)
> Mo
>
> Kevin Savetz wrote in message ...
> >Techtv.com says Atari (they don't even pick a particular model, they
> >simply complain about everything from the Atari 400 to the ST)
> >is 7th crappiest computer in history.
> >
> >I now have a new mortal emeny.
> >
> >By the way. The C64, Apple //, TI-99, and TRS-80 also made the list.
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> >1 GhZ Windows 2000 machines overnight.
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> >http://www.techtv.com/help/hardware/story/0,23008,3312370,00.html
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> >Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
> >Curator of the Digital Antic Project -- Classic Atari magazines on the Web
> > http://www.atarimagazines.com
> >Moderator of news:comp.sys.atari.announce -- Atari computer news
> >
>
>

1454. Master of the Lamps

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 18:46:43 UTC
From: Craig Allen <CAA1@caa1.freeserve.co.uk>
Message-ID: <97e862sls1@newsg4.svr.pol.co.uk>
Source record: 38377

Can anybody help with instructions to this game?

Any help much appreciated

Thanks

Craig

1455. Re: Action! art differences

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 19:40:56 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a9af5cc$0$1520$53a6afc1@news.erinet.com>
Source record: 38388

It looks like the 4th and 5th numbers, the two at the end of
the $xxxx are the version, not the last two? So 3.6 would be
45056, $B000 = 6 $1036 54 310 would be 3.6?
Gene said 'the hex number on the right', so I guess he means the
$xxxx number. I thought all were hex numbers and he meant the
last two digits. I think I answered my own question.
Russg

1456. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 19:47:49 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <ZO6KR0LlLrm6EwyD@lovecraft.demon.co.uk>
Source record: 38378
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Once upon a time <sbvk9tkd5pal92a1a5ai42hcb475b9epkl@4ax.com>, Mindfield
<mindfield@badgers.emulationnet.com> grabbed chalk and scrawled:
>Okay, the bolted-on joystick was a really stupid
>idea ... but it still _looked_ cool. :-)

Actually, it was a great idea for text editing :) It was very fast, and
light.

For games, most of the time you used a tiny adaptor and an Atari
joystick :)

Richard (there were few native games, though. Most were Spectrum ports,
sometimes with new music 'Nodes of Yesod' being a great tune with a
typical Spectrum game. There was a /great/ trailblazer clone, which on
the 128 used shaded graphics and wouldn't have looked out of place
running on an Amiga).
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, JD800, Falcon030, DX7 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-D925, Toshiba SD2109. lovecraft.d.c.u '----''(_/--' `-'_)Morticia

1457. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 20:10:37 UTC
From: jba4@po.cwru.edu
Message-ID: <3a9ab7a3.2857226@news.cwru.edu>
Source record: 38379
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

For worst computers a lot of theose brands had some major market
share. I beleive I saw in an old copy of Family Computing I have from
the early 80's that Commodore owned 40% of the PC market around
1982-83 with Apple at second with 30% and Atari boasting at least
double digits itself in market share.

Seems that they sold a whole lot of these "horrible" computers. ;-)

On Sun, 25 Feb 2001 21:46:42 -0800, Kevin Savetz
<savetz@northcoast.com> wrote:

>Techtv.com says Atari (they don't even pick a particular model, they
>simply complain about everything from the Atari 400 to the ST)
>is 7th crappiest computer in history.
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>I now have a new mortal emeny.
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>http://www.techtv.com/help/hardware/story/0,23008,3312370,00.html
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>Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
>Curator of the Digital Antic Project -- Classic Atari magazines on the Web
> http://www.atarimagazines.com
>Moderator of news:comp.sys.atari.announce -- Atari computer news

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

1458. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 21:06:06 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <3A9AC53E.B2E1125A@avtomatika.com>
Source record: 38380
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I think you are all sore loosers when it comes to crap machines. ;o)
Y
ou should ask anyone who lived in the 80's behind the iron curtain or at least in other socialistic country, like former YU or similar.
With import constraints protecting domestic NON-EXISTENT computer industry,
any of the bigger manufacturers who even considered a possibility of soldering a few resistors was suddenly "computer manufacturer".
It was not important if the thing actually works, all that mattered then was to have some box at the fares...
So, in order to be able to byu something with 8 Kb RAM, monochrome and self-compatible, one was forced to pay 2-3 times price of C64 or over 5 Spectrums 48K. As an insult to the injury, all those machines bared names of partisan heros (WW II stuff).

OTOH, like through all prohibitions, people were boiling mean stuff literally at home. I remember scraping the money from all my relatives just to be able to byu components for "Galaxy" (very cool model in ZX-81 class, but with no-nonsense keyboard, ingeniously small basic and MANY very effective expansions- all with complete schematics and 100% homebrewable, it some kind of was our local GPL licence). You would not believe it, but author says that over 30.000 PCB's were sold to people in very short time !
Other from many serious contenders was "Wolf", which was in QL class, only simpler, with intergrated Pascal compiler instead of SuperBasic, with better graphics and much faster. Interestingly enough, author had even developed PCB CAD software that ran on "Wolf" and with which later models were developed.
There were several very nice CP/M machines, even one with HD64180...

To be 100% honest, there were RARE exceptions even between bigger local names.

One of them (and IMHO ONLY) was our "Iskra", which had developed multi CPU modular VME machine (68000/68010, 80286 and later 386, I don't remember the 3rd CPU option, I think it was some VAX relative).
With serious graphics at that time (256 colours at 1k x 1k with graphics&math cop. for starters) it was something to drool on- i think it was y.82....

I still have in the cellar some color VGA class monitors, that were specially meant to be used on remote terminals on the machine full VGA graphic just for remote terminal wasn't half bad in y.82... Did I happened to mention that one of CPU's supported Unix ? Monitors were from Toshiba,

but housings were/are ultracool, since they were made somewhere in Italy
from special plastic that gave them distinct look and every other part on
the computer was from same material...

I'm persuading one of the monitors these days to work on my to-be-heavilly
rearanged QL with VGA output. After all those years in the cellar it still
looks and works as new...

Regards,

Branko

Mindfield wrote:

> On Sun, 25 Feb 2001 21:46:42 -0800, Kevin Savetz
> <savetz@northcoast.com> drooled an embarassing wet spot in his lap as
> he typed:
>
> >Techtv.com says Atari (they don't even pick a particular model, they
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> machines they once owned. I'd be willing to wager that if they'd come
> out with the 10 best computers, you'd see some of the same names on
> that list, 'cos everyone has their own personal opinion and slant on
> the various machines that have been available throughout the years.
> Put up a 10 best list and I'd bet you'd have plenty of Commodore and
> Atari faithfuls who'd come round and push it up near the top, so
> really, that 10 worst list is utterly no indication of which machine
> was really worse, 'cos it's completely subjective.
>
> Okay, _no_one_ will probably ever admit that Compaq computers were
> ever good, but that's a given. :-)
> --
>
> Almost there...
>
> "Ignorance breeds confidence more often than does knowledge." -Darwin
> The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html
>

> Remove the badgers before E-Mailing.

1459. Re: Where to find 800XLDJ

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 21:55:23 UTC
From: ebaiz@skyenet.net
Message-ID: <fhAm6.298$xK5.4196@newsfeed.slurp.net>
Source record: 38382

On 26 Feb 2001 15:58:57 , Daniel Pralle wrote:
>On Sat, 17 Feb 2001, Edward S. Baiz Jr. wrote:
>>
>> Of course what could also is to just extract the files in a ATR file and
>> them import them into a DI disk.
>> Edward S. Baiz Jr.
>How to IMPORT in an DI-file?
>I didn't figure out how to do this!
>daniel

To import is simple. Just click on the disk name and it's contents comes
up. Now you can delete export or import files. To import a file just drag
it from the ST desktop to the GEM box showing the contents of the DI disk.
Works great on my Hades 060 too.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1460. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 22:11:16 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8wAm6.48898$o85.273252@news-server.bigpond.net.au>
Source record: 38383
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
"chainsaw11" <mygranny@swbell.net> wrote in message
news:wwom6.85$3W3.210430@nnrp3.sbc.net...
>
> Rick Cortese wrote in message ...
> >"Kevin Savetz" <savetz@northcoast.com> wrote in message
> >news:savetz-64BB6E.21464025022001@corp.supernews.com...
> >> Techtv.com says Atari (they don't even pick a particular model, they
> >> simply complain about everything from the Atari 400 to the ST)
> >> is 7th crappiest computer in history.
> >>
> >> I now have a new mortal emeny.
> >>
> >> By the way. The C64, Apple //, TI-99, and TRS-80 also made the list.
> >> Apparently computing was supposed to jump straight from the abacus to
> >> 1 GhZ Windows 2000 machines overnight.
> >>
> >> Be offended for yourself at:
> >> http://www.techtv.com/help/hardware/story/0,23008,3312370,00.html
> >
> >There were some legitimate gripes in there. Apparently one guy had a
> >membrane keyboard Atari 400. Other complaints ranged from slow cassette
to
> a
> >stock 1200XL. I like the 1200XL best of all my Ataris, but I don't use a
> >stock one. Memory expansion, multiple OS, built in BASIC, that kind of
> >stuff.
> >
> >
> >
> I like the Indian dude who says his old Gateway is crappy 'cause he
> downloaded three viruses on it! I think that the Gateway, Micron, TX
> Instr.(only because of it's initial $1000- price tag), and Packy Bell all
> absolutley belong there! YEAH! I find it interesting that most of the
> complaints do seem somewhat educated and informed, almost as if they read
> this newsgroup. I think we may have traiters in our midst!

Better organise a lynch mob;-)

Mark
```

1461. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 23:01:03 UTC
From: Pairman <nospam@!.com>
Message-ID: <MPG.15048e1ec79514b2989683@news.telusplanet.net>
Source record: 38384
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I still don't know how only 3% gets atari in to 7th place. Since I have a bunch of those ol' systems I have to say the sinclar ZX81 is the crappiest but I still like playing with it. And as far as there Tandy/trs80 sounds pretty grey to me. I still use my M100 still to this day, and my 2500 SX and my 1000 tx. Can't be that crappy if there still being used. Mind you, you do get used to the membrain keyboard on the 400. And that was only used on the 400 because it was a starter system as little kids tend to have messy fingers.

In article <OXom6.492$I15.11306@nnrp1.sbc.net>, mygranny@swbell.net says...
> I mentioned this to my other newsgroup comp.sys.tandy , I'm sure they'll be
> pleased.
> (my first was a TRS-80 model III) ;-)
> Mo

1462. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 23:04:54 UTC
From: Pairman <nospam@!.com>
Message-ID: <MPG.15048f0ac6fd0cfa989684@news.telusplanet.net>
Source record: 38385
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <t9l8tjp7hllia8@corp.supernews.com>, ricortes@netmagic.net
says...
> I kind of liked the theory one computer wag put out; "Any computer that
> could use a cassette for storage, and that includes the original IBM PC".
>
> That was almost a valid argument. Modern age of computers didn't come about
> until the Amiga, Mac, PC/AT, ST.
>
Don't know many people back then that could afford a 5 meg HD and about 5
grand each. and anybody remember how much the 810 and 1050 cost when they
first came out? Cassettes sure beat having to retype programs every time
you wanted to do something.

1463. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-26 23:18:34 UTC
From: Luis Vasquez <luisv@mediaone.net>
Message-ID: <evBm6.71024$_D.13720349@typhoon.we.rr.com>
Source record: 38386
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Jon-paul" <pockets@cix.co.uk> wrote in message
news:97dcp8brf1@plutonium.compulink.co.uk...
> well i suppose the real crud of the 8 bit days have realy been forgotten.
>
> Matel Aquarius anyone? out dated, over priced and under spec when it
> arrived. No one bought them. Now shifting for £150 mint in box!
>
> Sword M5, same issues.
>
> I mean if your going to release a rubber keyboarded sub 16k ram machine,
> don't do so when the spectrum 48k and C64 are long established and
involved
> in a price war :)

Uh....didn't the Atari 400 come out before the spectrum and C64?

>
> Over here in the UK you had the C64, Sinclair Spectrum, Amstrad CPC,
> Acorn/BBC and Atari here in the UK. All else failed. Even then Atari
thought
> was always a bubbler, struggling to hold on to 4th or 5th position.
>
> You should have seen some of the other pretenders, Brave tries like the
> oric, or mythical beasties like the enterprise/whatever they called it in
> the end, through to jokes like the aquarius! Now there was real crud :)
>
> JP
>
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.230 / Virus Database: 111 - Release Date: 25/01/01
>
>

1464. Technical Reference Notes?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-27 00:00:51 UTC
From: andy@cirrus.plausible.org
Message-ID: <T6Cm6.31008$5M5.1784448@news1.frmt1.sfba.home.com>
Source record: 38387

Does anyone know where (or if) I can find an online copy of the Atari Technical Reference Notes? I've found lots of other stuff around, including scans of the Hardware Manual and the ANTIC/POKEY/GTIA chip references, so I presume that the legal issues are more or less ignored by whoever has the Atari IP rights now. But I can't find the Reference Notes (or OS Source Code, but that's less important right now) anywere.

I've recently gotten back into the 8 bit world, and am really kickin myself for throwing all my stuff out years ago. What I'd give to have this book back.

Andy

--
Andrew J. Ross NextBus Information Systems
Senior Software Engineer Emeryville, CA
andy@nextbus.com http://www.nextbus.com
(510)420-3126 Why Wait?

1465. Re: Action! art differences

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-27 00:35:31 UTC
From: Gene Gnandt <donotreply@interbulletin.bogus>
Message-ID: <3A9AF653.7809E0C7@interbulletin.com>
Source record: 38391

Look only at the last two digits of the hex number. $1036 is version 3.6, $1035 is version 3.5. Well, no weird versions versions yet.

Gene

>1. Black Cart/Yellow label with (c) 1984 on label:
>
> 45056, $B000 = 6 $1036 54 310
>
>2. Orange Cart/Yellow label no dates:
>
> 45056, $B000 = 5 $1035 53 4149
>

Submitted via WebNewsReader of http://www.interbulletin.com

1466. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-27 00:59:09 UTC
From: Nitro <aramis77@aol.com>
Message-ID: <97etmjruu1@bob.news.rcn.net>
Source record: 38389
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

That's quite interesting. Like just about everyone today, I own powerful PC, but my BEST years of computing were spent during the Atari period -- from the 400-800 series. They've got to be absolutely ill informed to post that info.

Kevin Savetz <savetz@northcoast.com> wrote in message news:savetz-64BB6E.21464025022001@corp.supernews.com...
> Techtv.com says Atari (they don't even pick a particular model, they
> simply complain about everything from the Atari 400 to the ST)
> is 7th crappiest computer in history.
>
> I now have a new mortal emeny.
>
> By the way. The C64, Apple //, TI-99, and TRS-80 also made the list.
> Apparently computing was supposed to jump straight from the abacus to
> 1 GhZ Windows 2000 machines overnight.
>
> Be offended for yourself at:
> http://www.techtv.com/help/hardware/story/0,23008,3312370,00.html
> --
> Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
> Curator of the Digital Antic Project -- Classic Atari magazines on the Web
> http://www.atarimagazines.com
> Moderator of news:comp.sys.atari.announce -- Atari computer news

1467. Re: Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-27 01:03:28 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <6lul9tsjnu4rmetu3muv5i0tp7b6s0tu2k@4ax.com>
Source record: 38390
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Mon, 26 Feb 2001 17:24:10 GMT, "Hans Wessels"
<atari.h.wessels@atari.home.nl> drooled an embarassing wet spot in his
lap as he typed:

>Well said. The thing forgotten here is to devide the number of complaints by
>the number of the computer sold. For 'Atari' you will have to add up all
>different specimen of Atari ever sold. Then it will undoubtly rival the
>Commodore for the first place of the least crappiets computer in history.

Undoubtedly. When you aim a particular poll with a particular slant
at a particular crowd, you're obviously going to come out with a great
deal of response that favours the poll's slant, because that's what
they want, that's the demographic it's aimed at, and those are the
people that are going to do the voting. I could put up a poll asking
after the 10 worst Bond movies and get loads of response, in spite of
the fact that everyone knows that, by definition, there really _are_
no "bad" Bond movies; only ones that were better than others. It all
depends on what end of the scale you put the labels on.

A good way to look at that list, I think, is to take it, flip it
upside-down, and re-label it "10 best computers" ... that'd put Atari
at #3 which, if based on the market share that each computer commanded
during its reign, would be just about right. :-)

>
>Hans Wessels

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

1468. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-27 02:03:03 UTC
From: HedgeSlammer <hedge@home.com>
Message-ID: <MPG.1504c761310c9f1989920@news>
Source record: 38392
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Who even remembers the PCjr? Who would want to?

In article <savetz-37A50A.08113526022001@corp.supernews.com>,
savetz@northcoast.com says...
> In article <B6BF5EB4.8654%ewilliams1@jam.rr.com>,
> Edward Williams <ewilliams1@jam.rr.com> wrote:
>
> > "I was the proud owner of an Atari 400. Oh how I miss that membrane keyboard
> > -- keyboard without keys, what a wonderful idea. Or loading programs from a
> > cassette tape. What a stress reliever to be able to go out, have a nice
> > dinner and take in a movie, and come back and finally have that program
> > almost loaded.
>
> Maybe if mommy had sprung for the 800 and a disk drive, this
> malcontent wouldn't have had such a horrible experience with
> Atari.
>
> Can't believe the PCjr didn't make the list.
>
> --Kevin
>

1469. Re: Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-27 02:05:10 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <e2vl9t4lsi2n7kmn1fsh4f5nt27dgoga66@4ax.com>
Source record: 38393
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Mon, 26 Feb 2001 22:06:06 +0100, Branko Badrljica
<brankob@avtomatika.com> drooled an embarassing wet spot in his lap as
he typed:

>I think you are all sore loosers when it comes to crap machines. ;o)
>Y
>ou should ask anyone who lived in the 80's behind the iron curtain or at
>least in other socialistic country, like former YU or similar.
>With import constraints protecting domestic NON-EXISTENT computer
>industry,
>any of the bigger manufacturers who even considered a possibility of
>soldering a few resistors was suddenly "computer manufacturer".
>It was not important if the thing actually works, all that mattered then
>was to have some box at the fares...
>So, in order to be able to byu something with 8 Kb RAM, monochrome and
>self-compatible, one was forced to pay 2-3 times price of C64 or over 5
>Spectrums 48K. As an insult to the injury, all those machines bared names
>of partisan heros (WW II stuff).

Granted, more common machines were much more expensive behind the
former iron curtain, but that's mainly because of government
regulations and policies regarding imported products. The former USSR
for example, was particularily strict on the importation of products,
applying massive levies to them to discourage people from buying
foriegn products and instead encouraging domestic purchases. After
all, communism was all about the people working for the betterment of
everyone, and wasn't too keen on the capitalist view of working for
the betterment of oneself.

>OTOH, like through all prohibitions, people were boiling mean stuff
>literally at home. I remember scraping the money from all my relatives
>just to be able to byu components for "Galaxy" (very cool model in ZX-81
>class, but with no-nonsense keyboard, ingeniously small basic and MANY
>very effective expansions- all with complete schematics and 100%
>homebrewable, it some kind of was our local GPL licence). You would not
>believe it, but author says that over 30.000 PCB's were sold to people in
>very short time !
>Other from many serious contenders was "Wolf", which was in QL class, only
>simpler, with intergrated Pascal compiler instead of SuperBasic, with
>better graphics and much faster. Interestingly enough, author had even
>developed PCB CAD software that ran on "Wolf" and with which later models
>were developed.
>There were several very nice CP/M machines, even one with HD64180...
>

>To be 100% honest, there were RARE exceptions even between bigger local
>names.
>
>One of them (and IMHO ONLY) was our "Iskra", which had developed multi CPU
>modular VME machine (68000/68010, 80286 and later 386, I don't remember
>the 3rd CPU option, I think it was some VAX relative).
>With serious graphics at that time (256 colours at 1k x 1k with
>graphics&math cop. for starters) it was something to drool on- i think it
>was y.82....
>
>I still have in the cellar some color VGA class monitors, that were
>specially meant to be used on remote terminals on the machine full VGA
>graphic just for remote terminal wasn't half bad in y.82... Did I happened
>to mention that one of CPU's supported Unix ? Monitors were from Toshiba,
>but housings were/are ultracool, since they were made somewhere in Italy
>from special plastic that gave them distinct look and every other part on
>the computer was from same material...
>
>I'm persuading one of the monitors these days to work on my to-be-heavilly
>rearanged QL with VGA output. After all those years in the cellar it still
>looks and works as new...

Well, it's sort of hard to include homebrew and extremely obscure
machines to that list because they were very much indigenous to a
particular, narrow region. Chances are, few if any who never lived
behind the former iron curtain have ever even heard of such machines.
The Sord M5, for example, was generally a machine found only in
France. The Panasonic X68000 was a Japanese machine. And I think the
only reason more people know about them now is because of emulation.
Heck, I think there are a lot of computers people would never have
known about had there been no emulators around to allow us to see and
play around with 'em. :-)

>
>
>Regards,
>
>
>
>Branko
>
>
>
>
>
>
>
>
>
>
>

>Mindfield wrote:
>
>> On Sun, 25 Feb 2001 21:46:42 -0800, Kevin Savetz
>> <savetz@northcoast.com> drooled an embarassing wet spot in his lap as
>> he typed:
>>
>> >Techtv.com says Atari (they don't even pick a particular model, they
>> >simply complain about everything from the Atari 400 to the ST)
>> >is 7th crappiest computer in history.
>> >
>> >I now have a new mortal emeny.
>> >
>> >By the way. The C64, Apple //, TI-99, and TRS-80 also made the list.
>> >Apparently computing was supposed to jump straight from the abacus to
>> >1 GhZ Windows 2000 machines overnight.
>> >
>> >Be offended for yourself at:
>> >http://www.techtv.com/help/hardware/story/0,23008,3312370,00.html
>>
>> The problem with this particular 'poll' is that by definition it will
>> attract the biggest complainers. It's _designed_ to lure all those
>> morons who have utterly no computer savvy to go and complain about the
>> machines they once owned. I'd be willing to wager that if they'd come
>> out with the 10 best computers, you'd see some of the same names on
>> that list, 'cos everyone has their own personal opinion and slant on
>> the various machines that have been available throughout the years.
>> Put up a 10 best list and I'd bet you'd have plenty of Commodore and
>> Atari faithfuls who'd come round and push it up near the top, so
>> really, that 10 worst list is utterly no indication of which machine
>> was really worse, 'cos it's completely subjective.
>>
>> Okay, _no_one_ will probably ever admit that Compaq computers were
>> ever good, but that's a given. :-)
>> --
>>
>> Almost there...
>>
>> "Ignorance breeds confidence more often than does knowledge." -Darwin
>> The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html
>>
>> Remove the badgers before E-Mailing.

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

1470. Re: Action! art differences

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-27 04:20:08 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3A9B2AF8.48C6F0F2@one.net>
Source record: 38394

This also goes with the common belief that the orange label carts are earlier versions.

Thanks for the info.

-Bob
PS - Sorry about the typo on the subject. Of course "art" should be "cart"

Gene Gnandt wrote:
>
> Look only at the last two digits of the hex number. $1036 is version 3.6, $1035 is version 3.5. Well, no weird versions versions yet.
>
> Gene
>
> >1. Black Cart/Yellow label with (c) 1984 on label:
> >
> > 45056, $B000 = 6 $1036 54 310
> >
> >2. Orange Cart/Yellow label no dates:
> >
> > 45056, $B000 = 5 $1035 53 4149
> >
>

1471. Re: 130xe 128k programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-27 04:48:08 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3A9B3188.C7579BD2@one.net>
Source record: 38395

I've got the pages scanned as JPEGs. Warning: they are large. Page 1 is
almost 600K and page 2 is almost 800K.

The URL for the individual pages is:

http://cerebro.cs.xu.edu~ryanr/atari.html

the link for the article is at the bottom of the page.

For those that prefer to download a ZIP file, try this:

http://cerebro.cs.xu.edu/~ryanr/atari/compute.compute.zip

the ZIP file is almost 1.4 meg. in size.

I sized the images for readbility. If people find them too large to
download, let me know and I will reduce the size.

-Bob

Daniel Chartier wrote:
>
> What is your website?
>
> Bob Ryan <ryanr@one.net> wrote in message news:3A94A1A6.381E8C70@one.net...
> > I can probably scan the whole article and put it on my web site.
> >
> > I won't get it put on the site until Friday or Saturday.
> >
> > -Bob
> >
> >
> > Daniel Chartier wrote:
> > >
> > > That's exactly what I was looking for, but my school library does not
> have
> > > any Compute!. Could someone send it to this newsgroup? I know there's
> at
> > > least one other person besides myself looking for it.
> > >
> > > Thanks for the detailed reference!
> > >
> > > LLpwhite <llpwhite@cs.com> wrote in message
> > > news:20010221194005.21233.00002156@ng-fn1.news.cs.com...
> > > > >Compute! once published a little article and program in its readers'
> > > letters
> > > > section that told you how to directly access the extra 128k<

> > > >
> > > > Compute! did publish an article and program routine to allow using the
> > > XE's
> > > > banked memory to store data for BASIC programs. It was called
> "Access" by
> > > Mark
> > > > Slagell. December, 1986, pg. 79. The machine language routine was in
> the
> > > form
> > > > of a BASIC -> ml file maker using data statements.
> > > > Larry
> > > >

1472. Re: 130xe 128k programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-27 04:54:52 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3A9B331C.A44A86F1@one.net>
Source record: 38396

I apologize for the typo on my previous post the correct URL should be:

http://cerebro.cs.xu.edu/~ryanr/atari.html

The URL for the ZIP file is corrct.

-Bob

Bob Ryan wrote:
>
> I've got the pages scanned as JPEGs. Warning: they are large. Page 1 is
> almost 600K and page 2 is almost 800K.
>
> The URL for the individual pages is:
>
> http://cerebro.cs.xu.edu~ryanr/atari.html
>
> the link for the article is at the bottom of the page.
>
> For those that prefer to download a ZIP file, try this:
>
> http://cerebro.cs.xu.edu/~ryanr/atari/compute.compute.zip
>
> the ZIP file is almost 1.4 meg. in size.
>
> I sized the images for readbility. If people find them too large to
> download, let me know and I will reduce the size.
>
> -Bob
>
> Daniel Chartier wrote:
> >
> > What is your website?
> >
> > Bob Ryan <ryanr@one.net> wrote in message news:3A94A1A6.381E8C70@one.net...
> > > I can probably scan the whole article and put it on my web site.
> > >
> > > I won't get it put on the site until Friday or Saturday.
> > >
> > > -Bob
> > >
> > >
> > > Daniel Chartier wrote:
> > > >
> > > > That's exactly what I was looking for, but my school library does not

> > have
> > > > any Compute!. Could someone send it to this newsgroup? I know there's
> > at
> > > > least one other person besides myself looking for it.
> > > >
> > > > Thanks for the detailed reference!
> > > >
> > > > LLpwhite <llpwhite@cs.com> wrote in message
> > > > news:20010221194005.21233.00002156@ng-fn1.news.cs.com...
> > > > > >Compute! once published a little article and program in its readers'
> > > > letters
> > > > > section that told you how to directly access the extra 128k<
> > > > >
> > > > > Compute! did publish an article and program routine to allow using the
> > > > XE's
> > > > > banked memory to store data for BASIC programs. It was called
> > "Access" by
> > > > Mark
> > > > > Slagell. December, 1986, pg. 79. The machine language routine was in
> > the
> > > > form
> > > > > of a BASIC -> ml file maker using data statements.
> > > > > Larry
> > > > >

1473. Re: 130xe 128k programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-27 04:56:55 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3A9B3397.D9D783CF@one.net>
Source record: 38297

Ok, so I lied. The URL for the ZIP file is:

http://cerebro.cs.xu.edu/~ryanr/atari/compute/compute.zip

This is so embarrassing...

-Bob

Bob Ryan wrote:
>
> I've got the pages scanned as JPEGs. Warning: they are large. Page 1 is
> almost 600K and page 2 is almost 800K.
>
> The URL for the individual pages is:
>
> http://cerebro.cs.xu.edu~ryanr/atari.html
>
> the link for the article is at the bottom of the page.
>
> For those that prefer to download a ZIP file, try this:
>
> http://cerebro.cs.xu.edu/~ryanr/atari/compute.compute.zip
>
> the ZIP file is almost 1.4 meg. in size.
>
> I sized the images for readbility. If people find them too large to
> download, let me know and I will reduce the size.
>
> -Bob
>
> Daniel Chartier wrote:
> >
> > What is your website?
> >
> > Bob Ryan <ryanr@one.net> wrote in message news:3A94A1A6.381E8C70@one.net...
> > > I can probably scan the whole article and put it on my web site.
> > >
> > > I won't get it put on the site until Friday or Saturday.
> > >
> > > -Bob
> > >
> > >
> > > Daniel Chartier wrote:
> > > >
> > > > That's exactly what I was looking for, but my school library does not

> > have
> > > > any Compute!. Could someone send it to this newsgroup? I know there's
> > at
> > > > least one other person besides myself looking for it.
> > > >
> > > > Thanks for the detailed reference!
> > > >
> > > > LLpwhite <llpwhite@cs.com> wrote in message
> > > > news:20010221194005.21233.00002156@ng-fn1.news.cs.com...
> > > > > >Compute! once published a little article and program in its readers'
> > > > letters
> > > > > section that told you how to directly access the extra 128k<
> > > > >
> > > > > Compute! did publish an article and program routine to allow using the
> > > > XE's
> > > > > banked memory to store data for BASIC programs. It was called
> > "Access" by
> > > > Mark
> > > > > Slagell. December, 1986, pg. 79. The machine language routine was in
> > the
> > > > form
> > > > > of a BASIC -> ml file maker using data statements.
> > > > > Larry
> > > > >

1474. Re: Technical Reference Notes?

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-27 07:04:34 UTC
From: Ben Corr <bjcorr@sonic.net>
Message-ID: <6kIm6.4338$S25.66126@typhoon.sonic.net>
Source record: 38299

Try here;

http://atrey.karlin.mff.cuni.cz/~pavel/atari/atrpref.html

<andy@cirrus.plausible.org> wrote in message
news:T6Cm6.31008$5M5.1784448@news1.frmt1.sfba.home.com...
> Does anyone know where (or if) I can find an online copy of the Atari
> Technical Reference Notes? I've found lots of other stuff around,
> including scans of the Hardware Manual and the ANTIC/POKEY/GTIA chip
> references, so I presume that the legal issues are more or less
> ignored by whoever has the Atari IP rights now. But I can't find the
> Reference Notes (or OS Source Code, but that's less important right
> now) anywere.
>
> I've recently gotten back into the 8 bit world, and am really kickin
> myself for throwing all my stuff out years ago. What I'd give to have
> this book back.
>
> Andy
>
> --
> Andrew J. Ross NextBus Information Systems
> Senior Software Engineer Emeryville, CA
> andy@nextbus.com http://www.nextbus.com
> (510)420-3126 Why Wait?

1475. Intex-Talker Voice synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-27 09:14:14 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <L8Im6.172$K57.212849@nnrp2.sbc.net>
Source record: 38298

I got a hold of an 'Intex-Talker' voice synth box from a guy who had used it years back on an atari 400. He said it used BASIC commands without special software,but that's all he remembers. I can't figure it out, It uses a rs232 jack on the back with a homebrew adapter cable that is supposed to plug into the joystick port. The board inside says Micromint text to speech with two speech chips one high and one low. It also has jumpers by the rs232 that are both marked DTE and DCE- set opposite from each other. There is also an 8pin DIP switch with the first six set low and the last two set high. Everything says copyright 1982 Micromint. Does anyone have a clue how to work this thing or set it up right? Thanks,
Mo

1476. DI files support

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-27 10:09:05 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3A9B7CC1.892B27B5@asw.cz>
Source record: 38300

Hi!

The *.DI files support was added to my utilities ACVT (converter), ADIR (files extractor) and BAS2BOOT (basic -> boot disk converter).

The support is incomplete and very probably buggy. The full description of the format is needed. Does any of the ST users know authors of XL/ST-link or XLDJ?

The partial format description was also added to my site.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

1477. Re: Atari is 7th crappiest computer in

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-27 23:19:00 UTC
From: ebaiz@skyenet.net
Message-ID: <EBWm6.507$o97.4158@newsfeed.slurp.net>
Source record: 38301

On 26 Feb 2001 16:51:56 , Lonny Pursell wrote:
>This is poll from users, on a TV show geared at PC users.
>I've seen the show, it's moronic to even get worked up about it.
>Ignore it.

You are correct. I should have left it alone, but could not. I left them a message and gave them a piece of my mind.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

1478. Re: Atari is 7th crappiest computer in

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-28 01:44:10 UTC
From: Cruiser 7 <cruiser7@nospam.com>
Message-ID: <3A9C57EA.4040407@nospam.com>
Source record: 38302

I've owned my share of Atari computers, Amiga computers, and self-built PC's, and I can still say without a doubt that the tie for worst computers ever is Compaq and Packard Bell (RIP, you suckas). No, I have never owned either brand, but having worked in computer service/support/sales for four years, I have seen more people victimized by these two types of computers more than any others (IBM's, Gateways, and relative newcomer E-Machines are close in the running, though). Something I am quite thankful for is that I am old enough to have grown up using TRS-80's at school before getting an Atari 800XL for home use. I have/had no doubt that Amigas were the best computer on the market in the late 80's/early 90's. Now that we're in the age of mega PC's (of which I own two), it really makes me appreciate what we had back then. Those $400 disk drives were tough on the pocket book, but it you were DAMN glad to have them. Nowadays, I like to laugh at people who complain about 500 Mhz machines being too slow. Not to be cruel, but just to find it amusing how "spoiled" people are today. I suspect that the idiots who came up with this poll

As far as ARO goes, does ANYONE know who owns the rights to Alternate Reality right now? I e-mailed Mr. Price over two years ago but didn't get a response. I ask because I would love to bring to fruition a media project I have been working on since the 1990's involving AR. Yeah yeah, probably just a pipe dream, but I want to do more with my life than tell people that their 386 Packard Bell has finally given up the ghost, or that their IBM PS/2 can't handle the DVD-Rom drive they just bought their son.

Cruiser 7

1479. Re: Intex-Talker Voice synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-28 01:56:27 UTC
From: DCM01@USA.NET
Message-ID: <3a9c59f9.1510546@news.CIS.DFN.DE>
Source record: 38303

On Tue, 27 Feb 2001 07:49:59 -0800, "Rick Cortese"
<ricortes@netmagic.net> wrote:

>I think Micromint is the commercial arm of Circuit Cellars column from Byte
>Magazine.

After remembering something so unbelievably obscure as that, you say:

>Obviously it needed *some* kind of software, special or not. Nice to know
>someone else is getting senile too.

Ha!

The problem I have always seen with the add-on hardware, like this
voice synthesizer, is that anybody who wants to enjoy or use the
software you create with it has to have one too.

1480. FS: Software, Magazines & 1040 Recorder

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-28 02:49:04 UTC
From: "Mark H. Kusz" <mark_kusz@yahoo.com>
Message-ID: <AGZm6.6308$rL4.503769@bgtnsc04-news.ops.worldnet.att.net>
Source record: 38304

http://www.geocities.com/mark_kusz/sell_computer.htm

1481. Look at the poll. Atari got the LEAST amount of votes. NT

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-28 02:55:36 UTC
From: Chad Hendrickson <hendrickson22@REMOVEhome.com>
Message-ID: <IMZm6.9400$hf.3453592@news1.elmhst1.il.home.com>
Source record: 38305
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

[No readable article body recovered]

1482. Re: 130xe 128k programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-28 03:06:58 UTC
From: Daniel Chartier <grimlock@yahoo.caNOSPAM>
Message-ID: <983329616.837651@news.aei.ca>
Source record: 38306

Hello, Bob.

I just downloaded the files. Thank you! I'll try them out in a couple of
days with TBXL.
I wonder what kind of program would be most worthy of that extra memory.
Preferably something fun, something that could not be done with a RAMdisk.

Bob Ryan <ryanr@one.net> wrote in message news:3A9B3397.D9D783CF@one.net...
> Ok, so I lied. The URL for the ZIP file is:
>
> http://cerebro.cs.xu.edu/~ryanr/atari/compute/compute.zip
>
> This is so embarrassing...
>
> -Bob
>
> Bob Ryan wrote:
> >
> > I've got the pages scanned as JPEGs. Warning: they are large. Page 1 is
> > almost 600K and page 2 is almost 800K.
> >
> > The URL for the individual pages is:
> >
> > http://cerebro.cs.xu.edu~ryanr/atari.html
> >
> > the link for the article is at the bottom of the page.
> >
> > For those that prefer to download a ZIP file, try this:
> >
> > http://cerebro.cs.xu.edu/~ryanr/atari/compute.compute.zip
> >
> > the ZIP file is almost 1.4 meg. in size.
> >
> > I sized the images for readbility. If people find them too large to
> > download, let me know and I will reduce the size.
> >
> > -Bob
> >
> > Daniel Chartier wrote:
> > >
> > > What is your website?
> > >
> > > Bob Ryan <ryanr@one.net> wrote in message
news:3A94A1A6.381E8C70@one.net...
> > > > I can probably scan the whole article and put it on my web site.

> > > >
> > > > I won't get it put on the site until Friday or Saturday.
> > > >
> > > > -Bob
> > > >
> > > >
> > > > Daniel Chartier wrote:
> > > > >
> > > > > That's exactly what I was looking for, but my school library does
not
> > > have
> > > > > any Compute!. Could someone send it to this newsgroup? I know
there's
> > > at
> > > > > least one other person besides myself looking for it.
> > > > >
> > > > > Thanks for the detailed reference!
> > > > >
> > > > > LLpwhite <llpwhite@cs.com> wrote in message
> > > > > news:20010221194005.21233.00002156@ng-fn1.news.cs.com...
> > > > > > >Compute! once published a little article and program in its
readers'
> > > > > letters
> > > > > > > section that told you how to directly access the extra 128k<
> > > > > >
> > > > > > Compute! did publish an article and program routine to allow
using the
> > > > > XE's
> > > > > > banked memory to store data for BASIC programs. It was called
> > > "Access" by
> > > > > Mark
> > > > > > Slagell. December, 1986, pg. 79. The machine language routine
was in
> > > the
> > > > > form
> > > > > > of a BASIC -> ml file maker using data statements.
> > > > > > Larry
> > > > > >

1483. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-28 03:10:39 UTC
From: otakuvidiot@hotSPAMMYmail.com
Message-ID: <9055EC827otakuvidiothotSPAMMY@204.0.108.142>
Source record: 38307
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Whilst reliving childhood traumas, O_v spied Kevin Savetz's 26 Feb 2001 message...

>Techtv.com says Atari (they don't even pick a particular model, they
>simply complain about everything from the Atari 400 to the ST)
>is 7th crappiest computer in history.

Well, FWIW, it's TechTV's site visitors that named these computers "crappiest." And I wouldn't expect many of them to even remember Atari. Indeed, I well expect most will hear of an Atari for the first time, compare 32k to 512 megs of RAM, and think that's "crappy." Of course, they don't understand how much RAM that actually was. How can we expect them to understand that it can be enough!

>By the way. The C64, Apple //, TI-99, and TRS-80 also made the list.
>Apparently computing was supposed to jump straight from the abacus to
>1 GhZ Windows 2000 machines overnight.

Also FWIW, the number one "crappiest" is the "Compaq Presario," which is a HUGE swath of a desktops, laptops, and low-end office PCs and they _all_ run either Win 98, ME, or 2k. I think that's the funniest part of the whole poll.

It seems to me that this says more about the ignorance of TechTV's audience than the "crap" quality of the particular computers noted.

--
O_v -- Mike...

Fine Books - Specializing in Computer Non-Fiction
http://www.otakuboy.com

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1484. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-28 03:11:54 UTC
From: otakuvidiot@hotSPAMMYmail.com
Message-ID: <9055E7393otakuvidiothotSPAMMY@204.0.108.142>
Source record: 38308
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Whilst reliving childhood traumas, O_v spied 's 27 Feb 2001 message...

>The problem with this "poll" is people are judging 20-year-old
>technology by today's expectations. Hell, even the original IBM-PC had a
>tape drive interface!

And this is an excellent point. What about using all those punch cards to
enter in data? Or computers that had no such thing as a BIOS or a built-in
programming language. Eek! Run!

--
O_v -- Mike...

Fine Books - Specializing in Computer Non-Fiction
http://www.otakuboy.com

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1485. Re: Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-28 03:14:25 UTC
From: otakuvidiot@hotSPAMMYmail.com
Message-ID: <9055EA80BotakuvidiothotSPAMMY@204.0.108.142>
Source record: 38309
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Whilst reliving childhood traumas, O_v spied Mindfield's 26 Feb 2001
message...

>Yeah, but didn't that Enterprise *look* sweet? I would have bought
>one just for that! Okay, the bolted-on joystick was a really stupid
>idea ... but it still _looked_ cool. :-)

Oh, the SX-64 was a really sweet machine. Nice color monitor. Sure, it was
small, but a porto-64 was something us 64-fans wanted! ;-)

--
O_v -- Mike...

Fine Books - Specializing in Computer Non-Fiction
http://www.otakuboy.com

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1486. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-28 03:17:10 UTC
From: otakuvidiot@hotSPAMMYmail.com
Message-ID: <9055E7DC5otakuvidiothotSPAMMY@204.0.108.142>
Source record: 38310
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Whilst reliving childhood traumas, O_v spied Nitro's 26 Feb 2001 message...

>They've got to be absolutely ill informed to post that
>info.

I've gotta think that most of the voters on this poll were ones who'd think
the Difference Engine was "yucky" because it didn't have a port for their
boomerslang.

--
O_v -- Mike...

Fine Books - Specializing in Computer Non-Fiction
http://www.otakuboy.com

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1487. Re: Re: Alternate Reality Online

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-28 04:33:17 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <8nvo9tob1ul6fgkj3f7lb3bb2rete92cia@4ax.com>
Source record: 38311

On Tue, 27 Feb 2001 13:10:30 -0500, <ae2598@wayne.edu> drooled an
embarassing wet spot in his lap as he typed:

>I remember the AR author posting on this group in years past, but I didn't
>know he ever intended on continuing and/or re-releasing the games. Has
>anybody tried e-mailing him? Maybe he'd post an "update" on this NG if
>asked!

He was working on Alternate REality Online a while back. He had a
website up that featured screenshots from the Work in Progress, and it
looked quite nice, though I think it probably had lost a lot of its
uniqueness in the morass of first-person shooters and RPGs, since it
looked much the same. Still, it was an AR title, and AR being my
favourite title of all time would have commanded my full attention.
:-) Unfortunately, Phil wasn't able to garner the rights to use the
AR name and storyline, so the project, sadly, was scrapped. Pity...

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

1488. Re: Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-28 04:36:48 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <msvo9t0bot82bh3iajnv03dj3s9f1a9dvl@4ax.com>
Source record: 38312
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Mon, 26 Feb 2001 19:47:49 +0000, Richard Kilpatrick
<richard@lovecraft.demon.co.uk> drooled an embarassing wet spot in his
lap as he typed:

>Actually, it was a great idea for text editing :) It was very fast, and
>light.

I would have preferred dedicated cursor keys, to be perfectly honest.

>For games, most of the time you used a tiny adaptor and an Atari
>joystick :)

Now that's more like it ... :-)

>Richard (there were few native games, though. Most were Spectrum ports,
>sometimes with new music 'Nodes of Yesod' being a great tune with a
>typical Spectrum game. There was a /great/ trailblazer clone, which on
>the 128 used shaded graphics and wouldn't have looked out of place
>running on an Amiga).

I haven't really given the Enterprise emulators a proper chance yet.
I'll have to drag it out and take a good look at it. I did like
Trailblazer, so wouldn't mind taking a look at this clone, and
Nodes/Arc of Yesod were pretty cool Speccy games.

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

1489. Re: Re: Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-28 04:38:19 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <f20p9t07jnfptjdab1l6d6rsacad6q1tes@4ax.com>
Source record: 38313
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On 27 Feb 2001 21:14:25 -0600, otakuvidiot@hotSPAMMYmail.com (O_v -
Mike Whalen - v_O) drooled an embarassing wet spot in his lap as he
typed:

>Oh, the SX-64 was a really sweet machine. Nice color monitor. Sure, it was
>small, but a porto-64 was something us 64-fans wanted! ;-)

As I said I hadn't really given the Enterprise emulators a chance yet,
so I'm going to have to drag it out and play around with it. Get a
sort of second-hand experience of what the Enterprise was all about.
If it played as well as it looked, I can't imagine why it didn't take
off.

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

1490. ATTN Marc Benioff

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-28 07:21:21 UTC
From: joshua mason <joshua.mason@worldnet.att.net>
Message-ID: <RF1n6.6475$Ea1.514722@bgtnsc05-news.ops.worldnet.att.net>
Source record: 38315

If you are or if you know Mr. Benioff please contact me. I'm trying to contact him about a program he wrote for the atari 8-bit.

1491. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-28 07:34:42 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00055804@fmlynet.org>
Source record: 38318

FamilyNet Newsgate

> From: "Alan Sharkis" <asharkis@optonline.net>
> I've given up fighting a long time ago. People can get used to anything and
> believe they like it, even when somebody shows them something else that has
> clear advantages over what they're using. That's human nature.

Very profound. People like what they have grown familiar with, and with
adapt that if need be before jumping ship. In truth, small changes are better
than large ones. Probably why you see people continue to upgrade Atari 8-bit
machines. Not only the desire to use something familiar but see something that
is familiar do more. :)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1492. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-28 07:36:36 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00055805@fmlynet.org>
Source record: 38319

FamilyNet Newsgate

> From: "Vinnie Rinaldi" <vinrin57@optonline.net>

> Funny how we used to do the very same thing we're doing right now using a
> 32k Atari 400, 300 baud modem, and the trusty old 810! (at Fordham!)
> Wheeeeeeeeeeeeeeeeeeeeeee!!!!!!!!!!!!!!!!!!

Still do at home. Well, 48K Atari 800, 9600 baud modem, 1050 drive (or
SIO2ST)... so I've enhanced a thing or two over time. ;)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1493. Re: Where to find 800XLDJ

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-28 07:41:24 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00055806@fmlynet.org>
Source record: 38320

FamilyNet Newsgate

> From: Daniel Pralle <pralle@informatik.uni-hannover.de>
> On Sat, 17 Feb 2001, Edward S. Baiz Jr. wrote:
>>
>> Of course what could also is to just extract the files in a ATR file and
>> them import them into a DI disk.
>> Edward S. Baiz Jr.
>> (Gamer)
> How to IMPORT in an DI-file?
> I didn't figure out how to do this!
> daniel

Best way to look at this for now until the unscheduled (possibly unlikely) day a straight out ATR <--> DI converter is made is to look at the 800XLDJ setup like a standard drive. Boot the Atari 8-bit up with the 800XLDJ setup, and then work within the Atari DOS environment (or whatever you use for disk operating system) much like you would with any Atari drive. Right now you have to work from the Atari side of things rather than converting files and importing things from the ST side.

Like I've said before, not as developed as Steve Tucker's APE software, but a great way to have 8 -1 meg virtual drives to use (without as many power supplies and wirey mess that 8 1050 drives would be...) (grin)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1494. Re: Intex-Talker Voice synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-28 08:22:52 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <3v0n6.467$VT5.218933@nnrp2.sbc.net>
Source record: 38314

That's true, but at least this one's somewhat more generic in that it uses the rs232 style along with some sort of card edge connector. The other voice box I have for my TRS-80 is very narrow minded in that it only uses the system bus of a TRS-80 model I, no it doesn't work either. But thats another newsgroup. ;-)
Mo

Daniel Miller wrote in message <3a9c59f9.1510546@news.CIS.DFN.DE>...
>On Tue, 27 Feb 2001 07:49:59 -0800, "Rick Cortese"
><ricortes@netmagic.net> wrote:
>
>>I think Micromint is the commercial arm of Circuit Cellars column from
Byte
>>Magazine.
>
>After remembering something so unbelievably obscure as that, you say:
>
>>Obviously it needed *some* kind of software, special or not. Nice to know
>>someone else is getting senile too.
>
>Ha!
>
>The problem I have always seen with the add-on hardware, like this
>voice synthesizer, is that anybody who wants to enjoy or use the
>software you create with it has to have one too.

1495. Re: Look at the poll. Atari got the LEAST amount of votes. NT

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-28 11:27:32 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <84op9t07i2m1uiae2v59c5jjfi6pin612t@4ax.com>
Source record: 38317
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The other Day "Chad Hendrickson" <hendrickson22@REMOVEhome.com> wrote:

Next to you?
--

. Never argue with an idiot, they bring you down to their level
and then beat you with experience

1496. Re: Intex-Talker Voice synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-28 12:12:45 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <0S3n6.146$vW.12289@nnrp1.sbc.net>
Source record: 38316

I got a pretty good scoop of info from the tandy newsgroup, Dave found a webpage devoted to the unit as well as others
http://web.inter.nl.net/hcc/davies/txtospin.html

Alot of info there but still no idea of the pin switch settings, apparently this unit could be set up to act like a modem. The cardedge connect is a parallel interface.

chainsaw11 wrote in message <3v0n6.467$VT5.218933@nnrp2.sbc.net>...
>That's true, but at least this one's somewhat more generic in that it uses
>the rs232 style along with some sort of card edge connector. The other
voice
>box I have for my TRS-80 is very narrow minded in that it only uses the
>system bus of a TRS-80 model I, no it doesn't work either. But thats
another
>newsgroup. ;-)
>Mo
>
>Daniel Miller wrote in message <3a9c59f9.1510546@news.CIS.DFN.DE>...
>>On Tue, 27 Feb 2001 07:49:59 -0800, "Rick Cortese"
>><ricortes@netmagic.net> wrote:
>>
>>>I think Micromint is the commercial arm of Circuit Cellars column from
>Byte
>>>Magazine.
>>
>>After remembering something so unbelievably obscure as that, you say:
>>
>>>Obviously it needed *some* kind of software, special or not. Nice to know
>>>someone else is getting senile too.
>>
>>Ha!
>>
>>The problem I have always seen with the add-on hardware, like this
>>voice synthesizer, is that anybody who wants to enjoy or use the
>>software you create with it has to have one too.
>
>
>

1497. Re: black box questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-28 12:44:15 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <97irqvjv1@nets3.rz.RWTH-Aachen.DE>
Source record: 38331

Howdy David, folks

>What did you have to do to get the CD rom player to work? What kind of
>controller do you use?

I just connected it to the BlackBox. ID number and Termination have to be set
right, but that's all. The software won't handle data CD's yet.

CU Mathy van Nisselroy

1498. Re: Where to find 800XLDJ

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-28 14:56:04 UTC
From: pjsmith@netins.net
Message-ID: <slrn99q4c3.kr3.pjsmith@worf.netins.net>
Source record: 38321

In article <00055806@fmlynet.org>, Greg Goodwin wrote:
>
> Best way to look at this for now until the unscheduled (possibly unlikely)
>day a straight out ATR <--> DI converter is made is to look at the 800XLDJ
>setup like a standard drive. Boot the Atari 8-bit up with the 800XLDJ setup,
>and then work within the Atari DOS environment (or whatever you use for disk
>operating system) much like you would with any Atari drive. Right now you have
>to work from the Atari side of things rather than converting files and
>importing things from the ST side.
>

if someone would give me the file formats for both DI and ATR, I would be
willing to take a stab at writing a converter. Cannot guarantee any success
but I am willing to try.

Phil

1499. Re: Where to find 800XLDJ

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-28 15:35:45 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3A9D1AD1.420651D3@asw.cz>
Source record: 38322

PHIL SMITH wrote:
> if someone would give me the file formats for both DI and ATR, I would be
> willing to take a stab at writing a converter. Cannot guarantee any success
> but I am willing to try.

In my other post from yesterday, I already announced such program.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

1500. Re: Two demos ripped from Compy Shop disk

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-28 18:09:30 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A9D3EDA.37E45A68@mail.uni-mainz.de>
Source record: 38323

Well,
as always, I use bookmarks, so I do not need to remember any URL. The URL of Sven Gleich was often told here, maybe you can find it in this newsgroup. (Or did you ask me if I want to have it??) -Andreas

Russ Gilbert schrieb:
>
> Andreas.
> Thanks for Peter Sabath author of my favorite demos.
> I've seen a fair number of demos, but these two are my favorites.
> Got a url for Sven Gleich demo page?
> I took them off a Compy Shop demo disk. Compy Shop is
> Germany, as I guess Peter Sabath is.
> Russg

1501. Re: Turbo BASIC Etc

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-28 18:13:33 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A9D3FCD.75B5F845@mail.uni-mainz.de>
Source record: 38324

Well,
there are even 2 versions of Turbo-Basic for 400/800 computers avaiable.
One was programmed by famous Frank Ostrowski himself, it is called Turbo
Basic (not Turbo Basic XL!). The other one is called Turbo Basic 3.2q
and was done by Tom Hunt especially for sparta DOs users... I guess
both versions had less RAM (maybe 20 to 24kbyte of RAM instead of
34kbytes) and missed the BRUN and BLOAD statements. The other
differences are unknown to me... -Andreas

spamless@Nil.nil schrieb:
>
> Daniel Miller <DCM01@USA.NET> wrote:
> > On Fri, 23 Feb 2001 18:11:42 GMT, William Kendrick
> > <nbs@bolt.sonic.net> wrote:
>
> >>Yeah, TurboBASIC XL uses the RAM "under the ROM", which allows it to
> >>not only do a lot more, but also even have some extra spare RAM for
> >>your program, compared to a regular BASIC cartridge.
>
> > I ain't giving up my 800!
>
> There was a version of TurboBasic which did NOT use the RAM under the OS
> (so it had less memory for programmes).
>
> I believe Tom Hunt of Closer To Home (?) who was working on his
> own Basic interpreter to be used with SpartaDos (which also uses
> the RAM under the OS) ported the TurboBasic which did NOT use the
> RAM under the OS to work with SpartaDos (3.2?) on an XL.

1502. Re: 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-28 18:17:28 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A9D40B8.860F4E99@mail.uni-mainz.de>
Source record: 38325

Well,
but whats a double-sided floppy worth, if you do not have the floppy
controller board ??? Without this board you cannot use the floppy and
besides, the floppy is double-sided, but still medium/dual/enhanced
density. So you would need an upgrade to use 180k or even 360kbytes.
-Andreas

ae2598@wayne.edu schrieb:
>
> On Fri, 23 Feb 2001, Andreas Magenheimer wrote:
>
> > Well,
> > the Atari History museum (aka Curt Vendel) said something like 150
> > boards and probably 75 usable computers. Is that rare enough for you ???
> > how many 1400XL computers were built by the way ??? I would more like to
> > have a 1400XL than a 1450XLD Atari... -Andreas
> >
> > P.S.: But a real 1400XL (no 1200XL!)
>
> Why would you rather have the 1400? The 1450 did everything the 1400 was
> capable of, and added something (IMHO) really innovative, which was the
> floppy drive tied directly into the CPU's bus. Besides, the 1450 just
> looks really cool :) Oh well, I guess the closest I'll ever come to one
> is the cover of the june '83 MACE journal I have..

1503. Re: Two demos ripped from Compy Shop disk

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-28 19:32:18 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a9d96c5$0$1518$53a6afc1@news.erinet.com>
Source record: 38329

Hello.
Thanks, eric gave the URL. I can't remember them either.
eric gave it so all I had to do was click on it and then add it
to my favorites list.
I looked at the site, the demos area, but didn't download anything.
I've seen some demos, it is just that these two by Peter Sabath are
my favorites, especially the color one with 'house of the rising sun' music.
Some demos are fantastic graphics. The AR Songs demo of songs
from AR, the Dungeon, is probably the best music one. But the
music and graphics of the one I'm talking about is almost hypnotic to
watch and listen.
If you or someone else has a candidate for best music and graphics
demo, I'd probably take a look at it.
As it happens, I have a copy of Tom Hunt's CTH archive, which
has hundreds of demos, so I probably have most demos, if you
want to mention one worth a look.
Russg

1504. Bad Picture Output on XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-28 22:12:43 UTC
From: thomsen <twh1@gmx.de>
Message-ID: <cntq9toh5fbmu8ntvp4971rf2sd8u2e5nh@4ax.com>
Source record: 38326

Howdy *.*!

My problem: The 130XE gives a real shitty picture. Vertical stripes,
especally in green or blue background.

What can I do? Is there a way to fix this *very bad* tv out?

I've tested the XE with my C1084s with seperate chroma/luma ... and
normaly, this would give the best picture quality it look still
lousy...

HELP, ATARIANS, HELP!
-thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Business Computer Science
Technical University of Ilmenau

1505. Does anyone have any good pictures of 400 & 800

Newsgroup: comp.sys.atari.8bit
Date: 2001-02-28 23:13:16 UTC
From: Ian Marshall <ian@imarshall.karoo.co.uk>
Message-ID: <97k0i2$u1r$1@newsreaderg1.core.theplanet.net>
Source record: 38327

Hi there,

Does anyone have any good pictures of the Atari 400 and 800 also any
pictures of the packaging as well. I need them for my site.

If you do let me know I would be most grateful.

cheers

ian

1506. Re: Alternate Reality Online

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-01 00:10:57 UTC
From: DCM01@USA.NET
Message-ID: <3a9cf23e.1472083@news.CIS.DFN.DE>
Source record: 38328

On Wed, 28 Feb 2001 04:33:17 GMT, Mindfield
<mindfield@badgers.emulationnet.com> wrote:

>He was working on Alternate REality Online a while back. He had a
>website up that featured screenshots from the Work in Progress, and it

I do not think those were screenshots from an actual work-in-progress.
Those were just electronic drawings, mockups of what the game might
look like, by some artist.

There is also MP3 music at the ARO site, but it just sounded like
gibberish when I tried to play it. There may be some fakery going on.

>looked quite nice, though I think it probably had lost a lot of its
>uniqueness in the morass of first-person shooters and RPGs, since it
>looked much the same. Still, it was an AR title, and AR being my
>favourite title of all time would have commanded my full attention.
>:-) Unfortunately, Phil wasn't able to garner the rights to use the
>AR name and storyline, so the project, sadly, was scrapped. Pity...

What I thought would be a good idea to do, to cut and paste the actual
AR 8bit AR graphics and map into a Doom WAD file, or some other modern
3D game customization file. I think this would be an interesting
initial step that wouldn't require too much effor.t

1507. Still looking for a copy of Koala Micro Illustrator if anyone can help

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-01 00:49:42 UTC
From: ronfucci@bellsouth.net
Message-ID: <3a9d9c61.6030906@news.atl.bellsouth.net>
Source record: 38330

thanks

ron

1508. Re: Look at the poll. Atari got the LEAST amount of votes. NT

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-01 03:14:06 UTC
From: Chad Hendrickson <hendrickson22@REMOVEhome.com>
Message-ID: <28jn6.11290$hf.3995599@news1.elmhst1.il.home.com>
Source record: 38332
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Paul Irvine" wrote ...
> Next to you?
> --

Huh?

1509. Re: 65xe keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-01 04:20:24 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A9DCE08.B3D1E95C@compuserve.com>
Source record: 38333

Luis Vasquez wrote:

> Today I turned on my 65XE, and the keyboard letters J K Spacebar and Help
> didn't register. I push them and nothing happens. It's been working
> before, I use it about once a month, it's not fresh out of an attic or
> anything. Does anybody know of any ways to find out what the problem could
> be? Are 65XEs known to have unrealible keyboards or chips or something?
> Thanks!

The most likely problem is excessive wear-replace the membrane, or get another XE which is probably cheaper, plus you'll have lots of spare parts.

Another failure is that the circuitry of the membrane is not protected, mostly the ribbon and the fold. This is why an exposed area tarnishes-turns black. Looking at my info, several lines are involved. So, the easiest way to find out which traces are open is to look at the membrane using a light source, following each trace, of the affected keys, back to the connector. A crack(possibly at the fold-be careful, it can be fragile) is a dead giveaway. Mark the trace at the connector ribbon. It could be that several of these have tarnished so much the resistance is just too high. A meter on the trace at each end of the ribbon will determine this. Simple cracks can be fixed with a silver conductor pen, but this will pay for an entire XE.

An eraser will remove the tarnish. Once the repairs are done and all tests well, I mask off the contact fingers and spray the ribbon (and the fold if exposed) with laquer. DON'T laquer the switch contact areas.

Rick D.

1510. Re: 8bit spare parts

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-01 04:25:21 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A9DCF30.12AFC5B7@compuserve.com>
Source record: 38334

Jindrich Kubec wrote:

> Hi!
>
> Doesn't anybody know somebody who could have these Antics:
> CO12296
> CO21697
>
> also CTIA is welcome.
>

You really want the GTIA (C014805) instead. More graphics support.

Rick D.

1511. Re: ATR8000 Software

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-01 04:44:14 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A9DD39E.96349A4A@compuserve.com>
Source record: 38335

RHamiIton5 wrote:

> >Richard Detlefsen "74766,1561"@compuserve.com remarked:
>
> >As per several requests, here is a listing of the ATR-8000 SIG
> >(Printed)Newsletters:
>
> How does one achieve access to these great resources?
>
> -Ron
>
> Inform everyone that communications have completely broken down.

I do still have a bunch of sets the user group printed, but if I get enough requests, I can throw them and the money away, scan those that need it and post them.

Rick D.

1512. Re: Bad Picture Output on XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-01 04:47:01 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A9DD445.56AFCDC0@compuserve.com>
Source record: 38336

thomsen wrote:

> Howdy *.*!
>
> My problem: The 130XE gives a real shitty picture. Vertical stripes,
> especally in green or blue background.
>
> What can I do? Is there a way to fix this *very bad* tv out?
>
> I've tested the XE with my C1084s with seperate chroma/luma ... and
> normaly, this would give the best picture quality it look still
> lousy...
>

There is a very good possibility that the power supply had gone bad.
Try swapping to another know good one or attempt to check out the one
you have if you know how. Maybe a big capacitor has cracked loose.
Somewhere AC is probably finding its way into the DC line.

Rick D.

1513. FS: More Atari Software (Games), Hardware!

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-01 04:51:19 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.21.0102282041581.25988-100000@shell.pacifier.com>
Source record: 38338
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari
Body handling: HTML body converted to readable text

e-mail: atari@benjamin.net

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For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted. So when you see a new posting, check my Catalogs. After I post this message. I'm off for the weekend. But I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my

E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1514. Re: Does anyone have any good pictures of 400 & 800

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-01 04:53:30 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A9DD5CA.7BF55479@compuserve.com>
Source record: 38337

Ian Marshall wrote:

> Hi there,
>
> Does anyone have any good pictures of the Atari 400 and 800 also any
> pictures of the packaging as well. I need them for my site.
>
> If you do let me know I would be most grateful.
>
> cheers
>
> ian

One good place to start-www.webring.org. Search for Atari webrings,
then search within the ring for pictures. See if you can use them
first.

Possibly www.atari-history.com has pictures they will let you use.

Rick D.

1515. Re: Migraph handheld scanner on an 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-01 05:14:30 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A9DDAB6.5B70C256@compuserve.com>
Source record: 38339

Greg Goodwin wrote:

> One thing the cartridge port did offer as Dave Small of the Macintosh
> emulator for the ST (Spectre) scene would realize, the cartridge port offered a
> port with a FAST transfer rate. Granted you had to make a special connector
> with gold leads, but once you had that, you could rig the cartridge port for
> all sort of transfers.
> So the "Cartridge port" became less of what we have come to know in the
> Atari8 world as a rom based storage device and practically daughter board to
> the Atari 8's motherboard, but more of a information transfer port.
>
> So you have some STRANGE devices that came out. Like the Migraph hand
> scanner, ST Replay (a audio in and out jack in cartridge form), various system
> clock devices, and of course the Spectre GCR, which had a cartridge you could
> put Macintosh 128K roms on, and then had ports you could plug the floppy drive
> in to read Mac disks!
>
> There were a few carts that were more the rom based storage devices.
> There was a desk accessory cart.. but that requested additional software on
> disk to run. Kinda pointless if you ask me... but it was there. And then
> there was ONE true rom based cartridge...the VT100 emulation cartridge. Finally
> a cartridge my Atari8 world knowledge could identify with. (grin)
>
> And there you have the enigma of the 128K ST cartridge.
>

The cart space can be made to read/write 64k address, so making a bank cart of at least 8 of them is 512 K of 64K banked cart space.

Lets not forget my favorite ST cart device, ComputerEyes. A video digitizer that could be used in (almost)512 colors with digispec and Spectrum512.

Rick D.

1516. Re: Turbo BASIC Etc

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-01 05:44:06 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A9DE1A5.519C07B5@compuserve.com>
Source record: 38340

> Eleven! That has to go back around early '83 or late '82; surely there is
> something on the compilers a little more recent. Mine only go back to #13 and I
> don't personally know anyone with issues before that except Mike Beard who kept
> Nos. 1 & 2 in plastic bags and never opened them for anybody.
>

I have all of the Analogs except 1,2,5, and lots of extras of most of them.

Rick D.

1517. Color pens for 1020 printer

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-01 07:17:11 UTC
From: Chris <capw@the-wire.com>
Message-ID: <3A9DF776.E7E1CF19@the-wire.com>
Source record: 38342

Hi folks,

Anyone know how I can either replace, or refill dried out pens for an Atari 1020 color printer/plotter? I've got this printer from eBay. Basically it does work but the pens are all dried out. It's the beige colored type, but it matches my 1050 floppy drive.

Any help would be greatly appreciated.

Please reply privately to me at:

mailto:capw@the-wire.com

Thanks.
--
News Flash!
Winter sucks!

* Hammy Hamster
* Links Galore
* Canadian STuff
* SpongeBob SquarePants
* Memorial to my Mom
http://home.the-wire.com/~capw/index.html

Your mission, if you should decide to take it, is to write me an e-mail....
mailto:capw@the-wire.com

1518. Re: 8bit spare parts

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-01 07:50:06 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3A9DFF2E.122859C6@asw.cz>
Source record: 38343

Richard Detlefsen wrote:
> You really want the GTIA (C014805) instead. More graphics support.

No. If it'd want GTIA, I'd write it. I want CTIA, because it produces
different artifacting and I would like to see it.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

1519. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-01 07:57:42 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00059446@fmlynet.org>
Source record: 38148

FamilyNet Newsgate

> From: "Mark Bedingfield" <mark@baypc.com.au>
> "chainsaw11" <mygranny@swbell.net> wrote in message
> news:wwom6.85$3W3.210430@nnrp3.sbc.net...
>>
>> Rick Cortese wrote in message ...
>> >"Kevin Savetz" <savetz@northcoast.com> wrote in message
>> >news:savetz-64BB6E.21464025022001@corp.supernews.com...
>> >> Techtv.com says Atari (they don't even pick a particular model, they
>> >> simply complain about everything from the Atari 400 to the ST)
>> >> is 7th crappiest computer in history.
>> >>
>> >> I now have a new mortal emeny.
>> >>
>> >> By the way. The C64, Apple //, TI-99, and TRS-80 also made the list.
>> >> Apparently computing was supposed to jump straight from the abacus to
>> >> 1 GhZ Windows 2000 machines overnight.
>> >>
>> >> Be offended for yourself at:
>> >> http://www.techtv.com/help/hardware/story/0,23008,3312370,00.html
>> >
>> >There were some legitimate gripes in there. Apparently one guy had a
>> >membrane keyboard Atari 400. Other complaints ranged from slow cassette
> to
>> a
>> >stock 1200XL. I like the 1200XL best of all my Ataris, but I don't use a
>> >stock one. Memory expansion, multiple OS, built in BASIC, that kind of
>> >stuff.
>> >
>> >
>> >
>> I like the Indian dude who says his old Gateway is crappy 'cause he
>> downloaded three viruses on it! I think that the Gateway, Micron, TX
>> Instr.(only because of it's initial $1000- price tag), and Packy Bell all
>> absolutley belong there! YEAH! I find it interesting that most of the
>> complaints do seem somewhat educated and informed, almost as if they read
>> this newsgroup. I think we may have traiters in our midst!

> Better organise a lynch mob;-)
> Mark

Now the big trick is getting all 50-100 of us in one place... hehehe....

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1520. DI files support

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-01 08:07:56 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00059447@fmlynet.org>
Source record: 38150

FamilyNet Newsgate

> From: Jindrich Kubec <kubecj@asw.cz>
> Hi!
> The *.DI files support was added to my utilities ACVT (converter), ADIR
> (files extractor) and BAS2BOOT (basic -> boot disk converter).
> The support is incomplete and very probably buggy. The full description
> of the format is needed. Does any of the ST users know authors of
> XL/ST-link or XLDJ?
> The partial format description was also added to my site.
> --
> Jindroush <kubecj@asw.cz>
> See http://www.asw.cz/~kubecj for Atari 8bit utils!

Awesome! It is cool to hear this! I'll give this program a try.

Talk soon,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1521. Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-01 08:09:18 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00059448@fmlynet.org>
Source record: 38149

FamilyNet Newsgate

>> From: "chainsaw11" <mygranny@swbell.net>

> What about the Craptiva???
>And, for those who still dream of a TI, I believe you can find them on eBay fo
> a buck or two in the vintage computer section :)
>> YEAH! I find it interesting that most of the
>> complaints do seem somewhat educated and informed, almost as if they read
>> this newsgroup. I think we may have traiters in our midst!
> Ugh...no... :-(
> Jess

Surprised you didn't mention the Macintosh Powerbook (68030) that you had
soooo much fun with. :)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1522. Re: Migraph handheld scanner on an 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-01 08:12:04 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00059449@fmlynet.org>
Source record: 38147

FamilyNet Newsgate

> From: Richard Detlefsen <"74766,1561"@compuserve.com>

>The cart space can be made to read/write 64k address, so making a bank cart o
> at
> least 8 of them is 512 K of 64K banked cart space.
> Lets not forget my favorite ST cart device, ComputerEyes. A video digitizer
> that
> could be used in (almost)512 colors with digispec and Spectrum512.
> Rick D.

Computereyes... yeh, that was pretty cool from what I've heard of it.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1523. Re: Does anyone have any good pictures of 400 & 800

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-01 08:52:16 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <00mn6.383$4C2.11055@nnrp1.sbc.net>
Source record: 38341

You're welcome to use any of the vintage advertising on my webpage
http://members.tripod.com/~chainsaw1661/crush.htm

Just please give me some kind of credit or link to my page, and be careful
some of this stuff may be copyrighted!
Mo

Ian Marshall wrote in message
<97k0i2$u1r$1@newsreaderg1.core.theplanet.net>...
>Hi there,
>
>Does anyone have any good pictures of the Atari 400 and 800 also any
>pictures of the packaging as well. I need them for my site.
>
>If you do let me know I would be most grateful.
>
>cheers
>
>ian
>
>
>
>

1524. [Epyx Shrine] Jumpman made it finally!

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-01 09:31:24 UTC
From: Manuel Polik <manuel.polik@tenovis.com>
Message-ID: <3A9E16EC.F417E8D1@tenovis.com>
Source record: 38344

Hi there!

On my ever growing Epyx Shrine (http://home.nexgo.de/cybergoth) I've
finally finished work on the biggest game page so far: Jumpman!

Featured amongst other things are:

- An interview with Randy 'Jumpman' Glover
- A complete level by level strategy guide to solve all 30 levels
- Additional infos about the Fan made PC remakes 'Jumpman Classic' &
Jumpman Lives! both running on nowadays systems!

Other new features on the Shrine are amongst others:

- A newly introduced Hi-Score section for Jumpman. Submit your
scores to compete!
- Epyx Poll #4 just started, please participate

Hope you like it!

Greetings,
Manuel

P.S.: I'm already searching another Atari manual of an Epyx game:
Seawolf 2. Can
someone please either type/scan it in, or point me in the right
direction where to find it online?

1525. Re: 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-01 14:11:36 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1010301091036.15892D-100000@mail3.wayne.edu>
Source record: 38345

I didn't know that the floppy was non-functional in the 1450s that exist.
I guess the 1450 only has the "coolness" factor, no advantage in
functionality!

On Wed, 28 Feb 2001, Andreas Magenheimer wrote:

> Well,
> but whats a double-sided floppy worth, if you do not have the floppy
> controller board ??? Without this board you cannot use the floppy and
> besides, the floppy is double-sided, but still medium/dual/enhanced
> density. So you would need an upgrade to use 180k or even 360kbytes.
> -Andreas
>
>
> ae2598@wayne.edu schrieb:
> >
> > On Fri, 23 Feb 2001, Andreas Magenheimer wrote:
> >
> > > Well,
> > > the Atari History museum (aka Curt Vendel) said something like 150
> > > boards and probably 75 usable computers. Is that rare enough for you ???
> > > how many 1400XL computers were built by the way ??? I would more like to
> > > have a 1400XL than a 1450XLD Atari... -Andreas
> > >
> > > P.S.: But a real 1400XL (no 1200XL!)
> >
> > Why would you rather have the 1400? The 1450 did everything the 1400 was
> > capable of, and added something (IMHO) really innovative, which was the
> > floppy drive tied directly into the CPU's bus. Besides, the 1450 just
> > looks really cool :) Oh well, I guess the closest I'll ever come to one
> > is the cover of the june '83 MACE journal I have..
>
>

1526. Re: Color pens for 1020 printer

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-01 14:29:14 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1010301092721.15892E-100000@mail3.wayne.edu>
Source record: 38346

There's probably a whole bunch of us with 1020s with dried out pens. I bought my 1020 new many years ago, but I didn't realize you were supposed to remove and cap the pens after each usage! Needless to say they didn't last long :)

On Thu, 1 Mar 2001, Chris wrote:

> Hi folks,
>
> Anyone know how I can either replace, or refill dried out pens for an
> Atari 1020 color printer/plotter? I've got this printer from eBay.
> Basically it does work but the pens are all dried out. It's the beige
> colored type, but it matches my 1050 floppy drive.
>
> Any help would be greatly appreciated.
>
> Please reply privately to me at:
>
> mailto:capw@the-wire.com
>
> Thanks.
> --
> News Flash!
> Winter sucks!
>
> * Hammy Hamster
> * Links Galore
> * Canadian STuff
> * SpongeBob SquarePants
> * Memorial to my Mom
> http://home.the-wire.com/~capw/index.html
>
> Your mission, if you should decide to take it, is to write me an
> e-mail....
> mailto:capw@the-wire.com
>
>
>
>

1527. Re: [Epyx Shrine] Jumpman made it finally!

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-01 14:54:08 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1010301095105.15892F-100000@mail3.wayne.edu>
Source record: 38151

I checked out your website, and I didn't see any mention of the greatest
(IMHO) Epyx product of all: The 500XJ joystick!

On Thu, 1 Mar 2001, Manuel Polik wrote:

> Hi there!
>
> On my ever growing Epyx Shrine (http://home.nexgo.de/cybergoth) I've
> finally finished work on the biggest game page so far: Jumpman!
>
> Featured amongst other things are:
>
> - An interview with Randy 'Jumpman' Glover
> - A complete level by level strategy guide to solve all 30 levels
> - Additional infos about the Fan made PC remakes 'Jumpman Classic' &
> Jumpman Lives! both running on nowadays systems!
>
> Other new features on the Shrine are amongst others:
>
> - A newly introduced Hi-Score section for Jumpman. Submit your
> scores to compete!
> - Epyx Poll #4 just started, please participate
>
> Hope you like it!
>
> Greetings,
> Manuel
>
> P.S.: I'm already searching another Atari manual of an Epyx game:
> Seawolf 2. Can
> someone please either type/scan it in, or point me in the right
> direction where to find it online?
>
>

1528. Re: [Epyx Shrine] Jumpman made it finally!

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-01 15:18:27 UTC
From: Manuel Polik <manuel.polik@tenovis.com>
Message-ID: <3A9E6843.5684675E@tenovis.com>
Source record: 38152

ae2598@wayne.edu wrote:

> I checked out your website, and I didn't see any mention of the greatest
> (IMHO) Epyx product of all: The 500XJ joystick!

Hi ae2598@wayne.edu! :-)

Feel free to create & submit a page about that marvellous device. I'll
then host it on the shrine, no problem. I just won't do it myself, as my
focus is on games only. Just check out the rules for submitting pages in
the 'Adoption' section.

Greetings,
Manuel

1529. Re: Color pens for 1020 printer

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-01 16:45:14 UTC
From: Tom Rosso <audiophilia@qwest.net>
Message-ID: <_Xun6.1867$434.159423@news.uswest.net>
Source record: 38153

I don't own one of these plotters or anything, but I've seen commercials for these ink-jet refill devices. Kind of a syringe full of ink that you squirt into your empty inkjet cartridge. I've also seen them at Walmart, I think. I'm not sure how the 1020 pen mechanisms work or even if they're refillable, but this might be something to try if you can't track down replacement pens. Of course, I could be completely wrong :)
-Tom

<ae2598@wayne.edu> wrote in message
news:Pine.GSO.3.95.1010301092721.15892E-100000@mail3.wayne.edu...
> There's probably a whole bunch of us with 1020s with dried out pens. I
> bought my 1020 new many years ago, but I didn't realize you were supposed
> to remove and cap the pens after each usage! Needless to say they didn't
> last long :)
>
> On Thu, 1 Mar 2001, Chris wrote:
>
> > Hi folks,
> >
> > Anyone know how I can either replace, or refill dried out pens for an
> > Atari 1020 color printer/plotter? I've got this printer from eBay.
> > Basically it does work but the pens are all dried out. It's the beige
> > colored type, but it matches my 1050 floppy drive.
> >
> > Any help would be greatly appreciated.
> >
> > Please reply privately to me at:
> >
> > mailto:capw@the-wire.com
> >
> > Thanks.
> > --
> > News Flash!
> > Winter sucks!
> >
> > * Hammy Hamster
> > * Links Galore
> > * Canadian STuff
> > * SpongeBob SquarePants
> > * Memorial to my Mom
> > http://home.the-wire.com/~capw/index.html
> >
> > Your mission, if you should decide to take it, is to write me an
> > e-mail....

> > mailto:capw@the-wire.com
> >
> >
> >
> >
>
>

1530. 80s BBS list...

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-01 18:24:44 UTC
From: Gene Buckle <geneb@utah.nwlink.com>
Message-ID: <3a9e93ec_1@news.nwlink.com>
Source record: 38154

If you were into BBSs in the '80s, check out this mailing list, it's pretty cool.

http://groups.yahoo.com/group/80sBBS - 1980's BBS Scene List

g.

1531. Re: Does anyone have any good pictures of 400 & 800

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-01 20:32:04 UTC
From: Ian Marshall <ian@imarshall.karoo.co.uk>
Message-ID: <97mbfq$i91$1@newsreaderm1.core.theplanet.net>
Source record: 38155

Thanks for the help

ian

"chainsaw11" <mygranny@swbell.net> wrote in message
news:00mn6.383$4C2.11055@nnrp1.sbc.net...
> You're welcome to use any of the vintage advertising on my webpage
> http://members.tripod.com/~chainsaw1661/crush.htm
>
> Just please give me some kind of credit or link to my page, and be careful
> some of this stuff may be copyrighted!
> Mo
>
> Ian Marshall wrote in message
> <97k0i2$u1r$1@newsreaderg1.core.theplanet.net>...
> >Hi there,
> >
> >Does anyone have any good pictures of the Atari 400 and 800 also any
> >pictures of the packaging as well. I need them for my site.
> >
> >If you do let me know I would be most grateful.
> >
> >cheers
> >
> >ian
> >
> >
> >
> >
>
>

1532. Re: Turbo BASIC Etc

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-01 21:24:06 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010301162406.18039.00000029@ng-fh1.aol.com>
Source record: 38156

How many spares of those below 12?

>Richard Detlefsen "74766,1561"@compuserve.com

>I have all of the Analogs except 1,2,5, and lots of extras of most of them.

-Ron

Inform everyone that communications have completely broken down.

1533. Re: Color pens for 1020 printer

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-01 21:32:22 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010301163222.18039.00000031@ng-fh1.aol.com>
Source record: 38157

>"Tom Rosso" audiophilia@qwest.net

>Of course, I could be completely wrong :)

Yep; that's it!

They appear to be mini ballpoint pens and Radio Shack carried them 5 to 8 years ago to support their inhouse plotter. It is remotely possible you might find a store manager to special order some.

-Ron

Inform everyone that communications have completely broken down.

1534. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-01 21:56:20 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8Azn6.54884$o85.311734@news-server.bigpond.net.au>
Source record: 38158

```
"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:00059446@fmlynet.org...
> FamilyNet Newsgate
>
> > From: "Mark Bedingfield" <mark@baypc.com.au>
> > "chainsaw11" <mygranny@swbell.net> wrote in message
> > news:wwom6.85$3W3.210430@nnrp3.sbc.net...
> >>
> >> Rick Cortese wrote in message ...
> >> >"Kevin Savetz" <savetz@northcoast.com> wrote in message
> >> >news:savetz-64BB6E.21464025022001@corp.supernews.com...
> >> >> Techtv.com says Atari (they don't even pick a particular model, they
> >> >> simply complain about everything from the Atari 400 to the ST)
> >> >> is 7th crappiest computer in history.
> >> >>
> >> >> I now have a new mortal emeny.
> >> >>
> >> >> By the way. The C64, Apple //, TI-99, and TRS-80 also made the list.
> >> >> Apparently computing was supposed to jump straight from the abacus
to
> >> >> 1 GhZ Windows 2000 machines overnight.
> >> >>
> >> >> Be offended for yourself at:
> >> >> http://www.techtv.com/help/hardware/story/0,23008,3312370,00.html
> >> >
> >> >There were some legitimate gripes in there. Apparently one guy had a
> >> >membrane keyboard Atari 400. Other complaints ranged from slow
cassette
> > to
> >> a
> >> >stock 1200XL. I like the 1200XL best of all my Ataris, but I don't use
a
> >> >stock one. Memory expansion, multiple OS, built in BASIC, that kind of
> >> >stuff.
> >> >
> >> >
> >> >
> >> I like the Indian dude who says his old Gateway is crappy 'cause he
> >> downloaded three viruses on it! I think that the Gateway, Micron, TX
> >> Instr.(only because of it's initial $1000- price tag), and Packy Bell
all
> >> absolutley belong there! YEAH! I find it interesting that most of the
> >> complaints do seem somewhat educated and informed, almost as if they
read
```

> >> this newsgroup. I think we may have traiters in our midst!
>
> > Better organise a lynch mob;-)
> > Mark
>
> Now the big trick is getting all 50-100 of us in one place...
hehehe....

ah grasshopper the universe is a small place;-)

Mark

1535. Re: Color pens for 1020 printer

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-01 22:05:53 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1010301165035.4420E-100000@mail1.wayne.edu>
Source record: 38159

Well, does anyone know who MADE the 1020? Chances are, it wasn't actually
made by Atari. Maybe the company that made it would have some leftover
stock?

On 1 Mar 2001, RHamiIton5 wrote:

> >"Tom Rosso" audiophilia@qwest.net
>
> >Of course, I could be completely wrong :)
>
> Yep; that's it!
>
> They appear to be mini ballpoint pens and Radio Shack carried them 5 to 8 years
> ago to support their inhouse plotter. It is remotely possible you might find a
> store manager to special order some.
>
> -Ron
>
> Inform everyone that communications have completely broken down.
>
>

1536. Re: 8bit spare parts

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-02 03:20:06 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A9F1166.967FA189@compuserve.com>
Source record: 38160

Jindrich Kubec wrote:

> Richard Detlefsen wrote:
> > You really want the GTIA (C014805) instead. More graphics support.
>
> No. If it'd want GTIA, I'd write it. I want CTIA, because it produces
> different artifacting and I would like to see it.
>
> --
> Jindroush <kubecj@asw.cz>
> See http://www.asw.cz/~kubecj for Atari 8bit utils!

O.K., O.K....just a suggestion. Most people don't know there is a GTIA,
and those that do would at least say they "they want a CTIA, not GTIA"
specifically.

Rick D.

1537. Re: ATR8000 Software

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-02 03:21:58 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A9F11D5.9F204757@compuserve.com>
Source record: 38161

Richard Detlefsen wrote:

> RHamiIton5 wrote:
>
> > >Richard Detlefsen "74766,1561"@compuserve.com remarked:
> > >
> > > >As per several requests, here is a listing of the ATR-8000 SIG
> > > >(Printed)Newsletters:
> > >
> > > How does one achieve access to these great resources?
> > >
> > > -Ron
> > >
> > > Inform everyone that communications have completely broken down.
>
> I do still have a bunch of sets the user group printed, but if I get
> enough requests, I can throw them and the money away, scan those that
> need it and post them.
>
> Rick D.

O.K., I asked someone else, and they said, toss 'em, post the info, but
they are on their own then.
I'll post the link soon.

Rick D.

1538. Using Atari disks on a PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-02 08:43:40 UTC
From: dunxuk@aol.com
Message-ID: <20010302034340.09451.00000151@ng-fj1.aol.com>
Source record: 38163

Is there any way of getting (say) ATR files onto Atari disks using a PC with a 5.25" floppy? I tried MYUTIL but it was unable to read disks formatted on a stock 1050.

Tia, Dunx

1539. Re: Color pens for 1020 printer

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-02 09:09:04 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <PlHn6.927$hp3.161714@nnrp2.sbc.net>
Source record: 38162

I remember seeing some similar "plotter pens" at Office Max the last time I
was there. I would also consider trying some felt markers, cut down
slightly.
Mo

ae2598@wayne.edu wrote in message ...
>Well, does anyone know who MADE the 1020? Chances are, it wasn't actually
>made by Atari. Maybe the company that made it would have some leftover
>stock?
>
> On 1 Mar 2001, RHamiIton5 wrote:
>
>> >"Tom Rosso" audiophilia@qwest.net
>>
>> >Of course, I could be completely wrong :)
>>
>> Yep; that's it!
>>
>> They appear to be mini ballpoint pens and Radio Shack carried them 5 to 8
years
>> ago to support their inhouse plotter. It is remotely possible you might
find a
>> store manager to special order some.
>>
>> -Ron
>>
>> Inform everyone that communications have completely broken down.
>>
>>
>
>
>

1540. Re: Using Atari disks on a PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-02 11:59:13 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3a9fcf94$0$1511$53a6afc1@news.erinet.com>
Source record: 38170

There are some utilities to do Atari things with a PC 5.25" drive.
However, the PC (almost all) will not read/write Atari single density,
which is what your stock 1050 does. You must have a double density
capable drive for the Atari. Better to get a sio2pc/ape cable.
russg

1541. Re: Bad Picture Output on XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-02 13:07:10 UTC
From: dunxuk@aol.com
Message-ID: <20010302080710.22818.00000179@ng-bd1.aol.com>
Source record: 38164

```
It isn't unusual for XEs to have /feint/ vertical stripes at 1 character
pitches (in other words 39 across the screen). I've never found one that didn't
do that. :o(
```

1542. Re: Does anyone have any good pictures of 400 & 800

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-02 13:58:42 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0005de4d@fmlynet.org>
Source record: 38171

FamilyNet Newsgate

> From: "Ian Marshall" <ian@imarshall.karoo.co.uk>
> Thanks for the help
> ian

Now if you want to see some modified Atari 400s :) Check out JYBOLAC's
Artcase...

http://www.geocities.com/lady-aramis/Artcase.html

Doctor Clu
Atari 400/800 fanatic

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1543. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-02 15:42:50 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_983547718@rtfm.mit.edu>
Source record: 38165
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 24, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

An Atari 800XL used in a Czech hospital: http://www.asw.cz/~kubecj/aczhwho.htm

1544. Re: Bad Picture Output on XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-02 15:59:49 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A9FC375.F4DF740D@mail.uni-mainz.de>
Source record: 38166

Well,
do these stripes appear in GTIA modes (gr. 9, 10, 11) ?? then you have one of the newer eastern-european models. they were built in china and all GTIA`s of these models are defect (massive production failure - had never been corrected!). All you can do here is replace the bad GTIA with a good GTIA chip. Next these machines produce 9 "bigger" stripes (on the left) and several smaller stripes, do not know for certain, where these stripes come from. I have also replaced Antic, but with no success. ABBUC magazine 62 or 63 had an article from Jiri Bernasek describing this phenomenon (bad GTIA and stripes), so I did what Jiri said, but still without succes, i.e. the stripes are still there. with some colors you almost do not see them, with some other colors you will not oversee them...

If you have an older Xe model, the problem may still come from Antic or GTIA, try to replace them. If its the tv modulator, well, you need to replace it (which is not so easy, I think). maybe you can use the tv modulator of an XEGS system (they tend to have the best tv modulator of any 8bit Atari)... -Andreas

thomsen schrieb:
>
> Howdy *.*!
>
> My problem: The 130XE gives a real shitty picture. Vertical stripes,
> especally in green or blue background.
>
> What can I do? Is there a way to fix this *very bad* tv out?
>
> I've tested the XE with my C1084s with seperate chroma/luma ... and
> normaly, this would give the best picture quality it look still
> lousy...
>
> HELP, ATARIANS, HELP!
> -thomsen
>
> --
> Sturz des Zaren & Take those Atarian care!
> Thomas Havemeister, Student of Business Computer Science
> Technical University of Ilmenau

1545. Re: Color pens for 1020 printer

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-02 16:03:51 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A9FC467.32B1CDC7@mail.uni-mainz.de>
Source record: 38167

Well,
call ABBUC (wolfgang Burger). He has plenty of them left - ok, in the
last years. Maybe nowadays his stock of 1020 color pens is small(er)...
-Andreas

Chris schrieb:
>
> Hi folks,
>
> Anyone know how I can either replace, or refill dried out pens for an
> Atari 1020 color printer/plotter? I've got this printer from eBay.
> Basically it does work but the pens are all dried out. It's the beige
> colored type, but it matches my 1050 floppy drive.
>
> Any help would be greatly appreciated.
>
> Please reply privately to me at:
>
> mailto:capw@the-wire.com
>
> Thanks.
> --
> News Flash!
> Winter sucks!
>
> * Hammy Hamster
> * Links Galore
> * Canadian STuff
> * SpongeBob SquarePants
> * Memorial to my Mom
> http://home.the-wire.com/~capw/index.html
>
> Your mission, if you should decide to take it, is to write me an
> e-mail....
> mailto:capw@the-wire.com

1546. Raf`s JPEG Decoder 0.5...

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-02 16:27:24 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3A9FC9EC.3E0F5B96@mail.uni-mainz.de>
Source record: 38168

Hello Folks,
I have currently tested the new version of Raphael Espino`s JPEG Decoder (Version 0.5). So far, the decoder is getting better and better. I really like it. But, here is a short "bug" report and some personal suggestions...

1) HIP: the HIP displaying feature works great !! Unfortunately the HIP Save-feature does not work correct. Both save-versions save HIP pics with 65 single-density sectors. But: HIP pics always have 129 single density sectors. Thus, all my four HIP viewers are unable to display these *much to short* HIP pics. Hope you can correct this, Raphael...

2) How do you get a complete directory of - let`s say drive 1 ?? If you use the : you only get a dir of all .JPG pics on that drive/disk. What should I type to get a full directory listing ??? (*.* also does not work)

3) Suggestions (for the future): If you plan to make color conversions possible (thinking of Gr. 15 with 4 colors), Gr.8,9,10,11, etc. use 62 sectors, 7860 bytes, no color bytes; Gr. 7 and Gr. 15 (7.5; 7+) use 62 sectors, 7680 bytes graphic data and 4 bytes (or even 5 for Gr. 7) color data. the color data for Gr. 15 (Micropainter) is handled this way:
color byte 1 = location 712, color byte 2 = location 708, color byte 3 = location 709, color byte 4 = location 710;
(thus use 712,708,709,710 to handle the colors properly and Micropainter compatible)...

4) more suggestions: HIP is great, but without colors. How about implementing RIP or RGB ??? I can send you some more info and sources about RIP (gr. 9+10 interlaced pics). Maybe someone knows a little more about RGB (the Koala compressed R,G,B modes 8,9,15); first invented by Jeff Potter (Colorview, 3 separate 62 sector pics R,G,B) then updated by Clay Halliwell (with Colorviewsquash; only one koala-compressed RGB file)...

Thats all for now. The suggestions can wait - I would like to have a corrected HIP save-function first. Greetings, Andreas Magenheimer.

1547. Re: Using Atari disks on a PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-02 16:52:47 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <t9vjpgicfk75b6@corp.supernews.com>
Source record: 38169

"DunxUK" <dunxuk@aol.com> wrote in message
news:20010302034340.09451.00000151@ng-fj1.aol.com...
> Is there any way of getting (say) ATR files onto Atari disks using a PC
with a
> 5.25" floppy? I tried MYUTIL but it was unable to read disks formatted on
a
> stock 1050.

Not without more hardware. ANADISK may read a 1050 disk, but I am pretty
sure it won't write one.

The only two choices you have are to use a double density drive like a USD
1050 or some form of serial hookupm most people go SIO2PC. There are also
programs/hacks, some I did myself, for using a joystick port as a 300 baud
RS232 link.

1548. Koala Pad & Atari Touch Tablet software ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-02 20:41:01 UTC
From: Christophe <ksim@eresmas.net>
Message-ID: <sITn6.57$x4.17324@news-reader.eresmas.com>
Source record: 38173

Hi there,

As Atari800Win Plus emulates both of them, I'd like to grab, if possible in .ATR, the software for those 2 devices...I still remember the photorealistic pictures i made with the Touch Tablet.....HA! HA! HA! HA! HA!

Thanxalot !

1549. AR graphic glitches when emulated....Solution ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-02 20:47:40 UTC
From: Christophe <ksim@eresmas.net>
Message-ID: <tlTn6.58$x4.17515@news-reader.eresmas.com>
Source record: 38172

I tested Alternate Reality with several emulators and it seems there's always a strange glitch. It looks as the floor is water and the mountains reflect on it...Looks better when it rains...

Is this "normal" (I mean, nothing to do there) or is there a solution, maybe in the configuration but I guess I tried everything....

(Still playable anyway, hopefully.....)

1550. Re: Bad Picture Output on XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-02 23:43:36 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <983624407.16362.1.pluto.d4ee0f47@news.demon.nl>
Source record: 38178

"thomsen" <twh1@gmx.de> wrote in message
news:cntq9toh5fbmu8ntvp4971rf2sd8u2e5nh@4ax.com...
> Howdy *.*!
>
> My problem: The 130XE gives a real shitty picture. Vertical stripes,
> especally in green or blue background.
>
> What can I do? Is there a way to fix this *very bad* tv out?
>
> I've tested the XE with my C1084s with seperate chroma/luma ... and
> normaly, this would give the best picture quality it look still
> lousy...
>

I did have the same problems, but now when I run my XE from a much more
stable pc powersupply my screen output is much better. For an optimal
picture you can do a Supervideo upgrade on XE.

TXG
> HELP, ATARIANS, HELP!
> -thomsen
>
> --
> Sturz des Zaren & Take those Atarian care!
> Thomas Havemeister, Student of Business Computer Science
> Technical University of Ilmenau

1551. Re: AR graphic glitches when emulated....Solution ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-03 02:15:26 UTC
From: DCM01@USA.NET
Message-ID: <3aa05334.721637@news.CIS.DFN.DE>
Source record: 38174

Could always try a different emulator, and see if the glitch still
occurs.

By the way, has anyone successfully run AR the City using two floppy
drives, eliminating disk-swapping? I simply was never able to make it
recognize my second 1050.

On Fri, 2 Mar 2001 21:47:40 +0100, "Christophe" <ksim@eresmas.net>
wrote:

> I tested Alternate Reality with several emulators and it seems there's
>always a strange glitch. It looks as the floor is water and the mountains
>reflect on it...Looks better when it rains...
>
> Is this "normal" (I mean, nothing to do there) or is there a solution,
>maybe in the configuration but I guess I tried everything....
>
> (Still playable anyway, hopefully.......)

1552. OSA+ Ver4 and 1050 w/doubler

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-03 05:58:16 UTC
From: ronfucci@bellsouth.net
Message-ID: <3aa08765.24593720@news.atl.bellsouth.net>
Source record: 38175

Was OSA+ V4 designed only for Percom DD drives or has anyone gotten it
to work with the 1050 w/ doubler chip ? The DUPDSK command doesn't
want to work and throws a 'INCORRECT DRIVE CONFIG' error.

ron

1553. Re: Re: Alternate Reality Online

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-03 06:19:57 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <2u21atgt4pln4ihvf76v9r8g0rr00qsjhu@4ax.com>
Source record: 38176

On Thu, 01 Mar 2001 00:10:57 GMT, DCM01@USA.NET (Daniel Miller)
drooled an embarassing wet spot in his lap as he typed:

>I do not think those were screenshots from an actual work-in-progress.
>Those were just electronic drawings, mockups of what the game might
>look like, by some artist.
>
>There is also MP3 music at the ARO site, but it just sounded like
>gibberish when I tried to play it. There may be some fakery going on.

I hadn't really thought about it, but fakes don't usually go to the
trouble of registering a domain since, at the time it was put up, it
would have costed more than it does today (where you can get a domain
name for 2 years for $30 US...) It's possible that the tunes were
done using an encoding method that wasn't supported by the player you
used.

>What I thought would be a good idea to do, to cut and paste the actual
>AR 8bit AR graphics and map into a Doom WAD file, or some other modern
>3D game customization file. I think this would be an interesting
>initial step that wouldn't require too much effor.t

It's a start, but it'd take a lot more work than that to redo the
turn-based battle sequences 'n stuff. You could probably get the Doom
engine pretty cheap, then it'd just take some modification of the
actual game logic to do. The sound and music would be some of the
most crucial parts, though, to remain at least passingly faithful to
the original. :-)
--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

1554. Does Commando prototype cart exist ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-03 11:15:25 UTC
From: "Mr.Bacardi" <mr.bacardi@freenet.de>
Message-ID: <3AA0D24D.CDD59788@freenet.de>
Source record: 38177

Hi !
Who knows if there are prototype carts of the following games existing:
- Commando
- Mean 18
- Midi Maze
- Xenophobe
- Mat Mania Challenge

I've seen the names in collector lists, maybe someone has them...

P.S.: Check my site for more rare disk-version of carts.
http://mrbacardi.atari.org

1555. Old school Atari gamer t-shirts

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-03 13:44:35 UTC
From: Roel N <roel@zxql3000.com>
Message-ID: <97qslnkhe1@nereid.worldonline.nl>
Source record: 38179

Hello,

Sorry for rushing into this newsgroup like the perfect newbie, but I'd like to ask some of you for your help... I need some die hard old school Atarians for a little project I'm doing. We're doing our own nerdwear clothing ;) Down here is some info, please let me know if you're interested.

Cheers,

Roel N

Yeah, yeah! Calling all old school 8 bit arcade gamers, videogamers, coders, hackers and pixelers!

ZXQL3000 is a group of old school 8 bit computernerds who've gone and done it: we've started our own clothing company! Well, that a little bit too much credit, but we're doing t-shirts with old school 8 bit computer-related designs. We've just started and we're looking for people who'd like to join our project, even if it's only for one design.

What we need is very simple: a singlecolour design. This can be anything, as long as it's sincere old school, and none of this wannabe-retro trendy stuff. You can redo your favorite game character in a 7x7 bitmap, you can do a smooth stylish drawing of the world's first joystick, you can dump a piece of your most unobvious 8086, 6502 or Z80 code, you can do that textadventure-phrase that still haunts your dreams... And that's just some examples to give you an idea.

Submit your design and we can work out a nifty deal, make you a millionaire and a respected name in the world of t-shirt designers! ;)

For more information, please check our preview site http://www.zxql3000.com.

1556. Re: Does Commando prototype cart exist ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-03 14:54:41 UTC
From: DCM01@USA.NET
Message-ID: <3aa10570.46357497@news.CIS.DFN.DE>
Source record: 38180

On Sat, 03 Mar 2001 12:15:25 +0100, "Mr.Bacardi"
<mr.bacardi@freenet.de> wrote:

>- Mat Mania Challenge

I had that for the Atari 7800, but never saw anything about an 8bit
version. The 7800 version was not very good.

1557. 1 Meg.30 Pin Sims for Atari ST

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-03 15:17:25 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <3AA10B05.A0BA72A7@cyberpeeps.freeserve.co.uk>
Source record: 38182

Mice ï¿½3, Lexmark printer memory, NEW 4 Meg. ï¿½6 all inclusive of
U.K.Postage.
1 Meg. 30 Pin Sims for Atari ST & STE .Printer ribbons ï¿½3.
Also as apace is needed I am forced to sell allot of software and
hardware for ATARI JAG, ST, STE, 800XL, 2600, 7800, and PC stuff at
silly prices. Prices start at 30p. Look at my web site :-
http://www.cyberpeeps.freeserve.co.uk
prices start at 30p.

1558. Software from 30p

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-03 15:22:28 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <3AA10C34.E2F15141@cyberpeeps.freeserve.co.uk>
Source record: 38183

As apace is needed I am forced to sell a lot of software and hardware
for PC, ATARI, JAG, ST, STE, 800XL, 2600, 7800 at silly prices. Look at
my web site :-
http://www.cyberpeeps.freeserve.co.uk
prices start at 30p.
Also Mice ï¿½5, Lexmark printer memory, NEW 4 Meg. ï¿½6. 32 Meg. EDO 72 pin.
Sims ï¿½25 UKP. all inclusive of U.K. Postage.

1559. 4 Meg.printer memory £6

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-03 15:27:23 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <3AA10D5B.65218508@cyberpeeps.freeserve.co.uk>
Source record: 38184

Mice ï¿½3, Lexmark printer memory, NEW 4 Meg. ï¿½6 all inclusive of
U.K.Postage.
Printer ribbons ï¿½3.
Also as apace is needed I am forced to sell allot of software and
hardware for ATARI JAG, ST, STE, 800XL, 2600, 7800, and PC stuff at
silly prices. Prices start at 30p. Look at my web site :-
http://www.cyberpeeps.freeserve.co.uk
prices start at 30p.

1560. Power supply for INDUS GT?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-03 15:44:30 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <983634669.21521.0.pluto.d4ee0f47@news.demon.nl>
Source record: 38181

Hi,

I just bought an INDUS GT drive but no power supply, is it the same as the
1050 & XF551 use ?

TXG

1561. Re: Color pens for 1020 printer

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-03 16:42:50 UTC
From: mcurrent@carleton.edu
Message-ID: <ta27oaklu3or3e@corp.supernews.com>
Source record: 38185

One source for 1020 pens is B&C ComputerVisions. http://www.myatari.com

-Michael

1562. Re: Power supply for INDUS GT?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-03 17:42:02 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010303124202.05564.00000231@ng-cm1.aol.com>
Source record: 38186

>"TXG" Txg@underground.demon.nl

>I just bought an INDUS GT drive but no power supply, is it the same as the
>1050 & XF551 use ?

ABSOLUTELY NOT!!!!!

The incorrect PS will fry one of the units. I do not remember which exactly,
but one is benignly incompatible and the other very dangerous. The Indus may
use DC? And about 11 to 12 volt? Caution is the watch word.

-Ron

Inform everyone that communications have completely broken down.

1563. Re: Re: Alternate Reality Online

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-03 17:54:10 UTC
From: david_p@istop.com
Message-ID: <983642272.506690@ip195>
Source record: 38187

Mindfield <mindfield@badgers.emulationnet.com> wrote in
<2u21atgt4pln4ihvf76v9r8g0rr00qsjhu@4ax.com>:

>On Thu, 01 Mar 2001 00:10:57 GMT, DCM01@USA.NET (Daniel Miller)
>drooled an embarassing wet spot in his lap as he typed:
>
>>What I thought would be a good idea to do, to cut and paste the actual
>>AR 8bit AR graphics and map into a Doom WAD file, or some other modern
>>3D game customization file. I think this would be an interesting
>>initial step that wouldn't require too much effor.t
>
>It's a start, but it'd take a lot more work than that to redo the
>turn-based battle sequences 'n stuff. You could probably get the Doom
>engine pretty cheap, then it'd just take some modification of the
>actual game logic to do. The sound and music would be some of the
>most crucial parts, though, to remain at least passingly faithful to
>the original. :-)

Actually, you could get the Doom engine for free - iD software (and John
Carmack) have released the Doom source as GPL and, more recently, the Quake
souce too). The textures and maps remain copyrighted iD property.

Check out either www.idsoftware.com or ftp.cdrom.com; the sources are
available there.

David P.

1564. Re: Power supply for INDUS GT?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-03 18:47:37 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <97re89$g29$3@mohawk.hwcn.org>
Source record: 38188

RHamiIton5 (rhamiiton5@aol.comedy.com) wrote:
: >"TXG" Txg@underground.demon.nl

: >I just bought an INDUS GT drive but no power supply, is it the same as the
: >1050 & XF551 use ?

: ABSOLUTELY NOT!!!!!

: The incorrect PS will fry one of the units. I do not remember which exactly,
: but one is benignly incompatible and the other very dangerous. The Indus may
: use DC? And about 11 to 12 volt? Caution is the watch word.
:
: -Ron

: Inform everyone that communications have completely broken down.

I seem to recall the Indus used a DC power supply and that the 5200 game
system one was compatible.

I suspect most Indus drives get fried with people plugging in the 1050 AC
power supply.

1565. Re: Power supply for INDUS GT?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-03 22:23:05 UTC
From: Richard Daley <richard.daley@tesco.net>
Message-ID: <97rqs2ik1@barcode.tesco.net>
Source record: 38189

"TXG" <Txg@underground.demon.nl> wrote in message
news:983634669.21521.0.pluto.d4ee0f47@news.demon.nl...

NO !!!, it requires a DC supply at 9V, I am sure that many have been fried
by the decision to make the connection using the same plug as the 1050, why
did they do this ?

Richard

> Hi,
>
> I just bought an INDUS GT drive but no power supply, is it the same as the
> 1050 & XF551 use ?
>
> TXG
>
>

1566. Okay, but WHERE ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-03 23:27:12 UTC
From: Christophe <ksim@eresmas.net>
Message-ID: <6eAo6.184$x4.41540@news-reader.eresmas.com>
Source record: 38201

I used XL-search and everything I could think of, and I'm still not finding the .ATR or .COM containing the painting programs for either devices.....

Url ?

Muchasss Graciasss

1567. Re: Raf`s JPEG Decoder 0.5...

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-04 01:10:34 UTC
From: Jeff Potter <jpotter@cfl.rr.com>
Message-ID: <3AA19617.7030203@cfl.rr.com>
Source record: 38190

Did someone mention my name?

Looks like somebody finally released a JPG viewer. One of the last
things I looked at on the Atari was just such a thing. As I remember,
it needed a good, fast 16 or 32-bit multiply routine in order to run
with any speed. How fast does this program convert?

Your 8-bit friend,

Jeff Potter

Andreas Magenheimer wrote:

> 4) more suggestions: HIP is great, but without colors. How about
> implementing RIP or RGB ??? I can send you some more info and sources
> about RIP (gr. 9+10 interlaced pics). Maybe someone knows a little more
> about RGB (the Koala compressed R,G,B modes 8,9,15); first invented by
> Jeff Potter (Colorview, 3 separate 62 sector pics R,G,B) then updated by
> Clay Halliwell (with Colorviewsquash; only one koala-compressed RGB
> file)...

1568. Re: Power supply for INDUS GT?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-04 01:20:18 UTC
From: Lenard Spencer <lspenc13@bellsouth.net>
Message-ID: <3AA19852.650DFCF6@bellsouth.net>
Source record: 38191

Richard Daley wrote:
>
> "TXG" <Txg@underground.demon.nl> wrote in message
> news:983634669.21521.0.pluto.d4ee0f47@news.demon.nl...
>
> NO !!!, it requires a DC supply at 9V, I am sure that many have been fried
> by the decision to make the connection using the same plug as the 1050, why
> did they do this ?
>
> Richard
>
> > Hi,
> >
> > I just bought an INDUS GT drive but no power supply, is it the same as the
> > 1050 & XF551 use ?
> >
> > TXG
> >
> >

Actually the voltage is 11.5vdc at 1.5a, tip positive. The supply that
comes with them carries the "Databyte" name on it.

Hope this helps.

1569. Re: Koala Pad & Atari Touch Tablet software ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-04 01:20:33 UTC
From: Calagan <donotreply@interbulletin.bogus>
Message-ID: <3AA19861.4D6E0A2D@interbulletin.com>
Source record: 38192

"Christophe" <ksim@eresmas.net> wrote in article
<sITn6.57$x4.17324@news-reader.eresmas.com> :
>
> Hi there,
>
>As Atari800Win Plus emulates both of them, I'd like to grab, if possible in
>..ATR, the software for those 2 devices...I still remember the photorealistic
>pictures i made with the Touch Tablet.....HA! HA! HA! HA! HA!
>
> Thanxalot !
>
>
Unfortunately Atari Artist seem to crash AtariWin. Anybody had better luck with it?

Calagan

Submitted via WebNewsReader of http://www.interbulletin.com

1570. Re: Raf`s JPEG Decoder 0.5...

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-04 02:46:29 UTC
From: DCM01@USA.NET
Message-ID: <3aa1ac32.10924620@news.CIS.DFN.DE>
Source record: 38193

It's not lightning or anything, 25 to 45 seconds? The images are
displayed progressively so the boredom is relieved somewhat.

On Sun, 04 Mar 2001 01:10:34 GMT, Jeff Potter <jpotter@cfl.rr.com>
wrote:

>Did someone mention my name?
>
>Looks like somebody finally released a JPG viewer. One of the last
>things I looked at on the Atari was just such a thing. As I remember,
>it needed a good, fast 16 or 32-bit multiply routine in order to run
>with any speed. How fast does this program convert?

1571. Re: Power supply for INDUS GT?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-04 03:05:57 UTC
From: llpwhite@cs.com
Message-ID: <20010303220557.23785.00000369@ng-cn1.news.cs.com>
Source record: 38194

>I am sure that many have been fried by the decision to make the connection using the same plug as the 1050, why did they do this?<

I do *not* recommend experimenting with this, but the Indus/Future Systems field service manual says that an (Atari-type) AC adapter will not work, but also will not harm the Indus.
Larry

1572. OK, so I have SIO2PC working with MyDos 4.5, now what?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-04 04:22:36 UTC
From: Seeva St Charles <seeva@aol.com>
Message-ID: <MPG.150b7eed839f9afc989923@news>
Source record: 38195

So how do I run a game let's say "penguin.exe" or "golbin.bin"
I try to use the "L" command to load, but just get an error.
Also when I list the diretory of an ATR file, the filenames are not
listed with an extension so how do you know which are the
executatables??

Please help

TIA

1573. stargate prototype for atari 8-bit???

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-04 08:59:28 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <ta411a6lb2da1@news.supernews.com>
Source record: 38196

Hi

Does anyone know where I can find a screenshot of the Stargate prototype for atari 8-bits? I downloaded a 16k image of the game (stargate.com) from somewhere on the internet and was considering pulling my old atari 800 out of the closet and transferring it to try it out, but before I go to the trouble, I'd like to see a screen shot of the game...can anyone point me to somewhere I can find this? TIA...

Fernando

1574. Re: OK, so I have SIO2PC working with MyDos 4.5, now what?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-04 13:01:35 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3aa28132$0$1517$53a6afc1@news.erinet.com>
Source record: 38199

I don't know if you're using sio2pc or ape software on the pc side.
You do realize that you don't load a .exe/.bin/.com file into the
sio2pc or ape. You have to load a .atr into the pc software, then
boot from the image and then do your loading. It could be you're doing
things right, but are trying to load a game that needs a menu disk to
load, ie. you can't load the game from DOS. Why you don't get
the extensions beats me if you have loaded the .atr correctly.
Some .atrs have games that don't have extensions and those are
usually menu loader disks.
russg

1575. Mini Office II + manual online

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-04 15:45:58 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01c0a4c2$7a5e8780$70113b3e@windows>
Source record: 38197

For the Mini Office II manual, take a look at
http://www.homepages.hetnet.nl/~rdouwes and tell me what you think

Richard Douwes

1576. Re: Raf`s JPEG Decoder 0.5...

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-04 15:55:00 UTC
From: Raphael Espino <rjespino@yahoo.com>
Message-ID: <m38zml1qcr.fsf@islita.localdomain>
Source record: 38198

Andreas Magenheimer <magea000@mail.uni-mainz.de> writes:

> Hello Folks,
> here is a short "bug" report and some personal suggestions...
>
> 1) HIP: the HIP displaying feature works great !! Unfortunately the HIP
> Save-feature does not work correct. Both save-versions save HIP pics
> with 65 single-density sectors. But: HIP pics always have 129 single
> density sectors. Thus, all my four HIP viewers are unable to display
> these *much to short* HIP pics. Hope you can correct this, Raphael...

You're right, there is a bug in the HIP save routine, thanks for
spotting it. The HIP save will work correctly with images that are
less than 200 pixels high, but anything 200 pixels or more causes only
half the data to be saved (65 instead of 129 sectors). I'll get that
fixed for the next version.

> 2) How do you get a complete directory of - let`s say drive 1 ?? If you
> use the : you only get a dir of all .JPG pics on that drive/disk. What
> should I type to get a full directory listing ??? (*.* also does not
> work)

D:*.*: should do it. The extra ':' at the end means list the
directory. Anything before that is used as the directory mask. If
you don't type a mask (D::) then it defaults to D:*.JPG:. I'm
thinking of making some changes to this for the next version, as it is
confusing.

> 3) Suggestions (for the future): If you plan to make color conversions
> possible (thinking of Gr. 15 with 4 colors), Gr.8,9,10,11, etc. use 62
> sectors, 7860 bytes, no color bytes;

Yes, there will be a colour version too. It kind of works at the
moment, but the colours are not right yet.

> 4) more suggestions: HIP is great, but without colors. How about
> implementing RIP or RGB ??? I can send you some more info and sources
> about RIP (gr. 9+10 interlaced pics). Maybe someone knows a little more
> about RGB (the Koala compressed R,G,B modes 8,9,15); first invented by
> Jeff Potter (Colorview, 3 separate 62 sector pics R,G,B) then updated by
> Clay Halliwell (with Colorviewsquash; only one koala-compressed RGB
> file)...

I've got some information on RIP, but more is also welcome, as is any
information on any of the other formats.

```
--
-- Raphael Espino - rjespino@yahoo.com - Ramdrive v1.0 ramdisk and a8jdpeg --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
-------------- http://www.geocities.com/rjespino/a8ring.html --------------
```

1577. Re: Power supply for INDUS GT?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-04 22:34:24 UTC
From: Richard Daley <richard.daley@tesco.net>
Message-ID: <97uft6$5aa$1@epos.tesco.net>
Source record: 38200

"LLpwhite" <llpwhite@cs.com> wrote in message
news:20010303220557.23785.00000369@ng-cn1.news.cs.com...

When I first got an Indus (nice drive by the way) I bought a high quality
universal DC supply, and found it worked fine at 9v, so I left it there, and
it seems fine, speed is okay.

Richard

> >I am sure that many have been fried by the decision to make the
connection
> using the same plug as the 1050, why did they do this?<
>
> I do *not* recommend experimenting with this, but the Indus/Future Systems
> field service manual says that an (Atari-type) AC adapter will not work,
but
> also will not harm the Indus.
> Larry
>
>
>

1578. Re: OK, so I have SIO2PC working with MyDos 4.5, now what?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 01:08:17 UTC
From: Seeva St Charles <seeva@aol.com>
Message-ID: <MPG.150ca2e0a5e97900989924@news>
Source record: 38202

Thank you both.
I did have sucess today when I found the "Yogi" archive and the
dosmenu.atr. Not all the games work on my 800XL for some reason though.
Now I just need to figure out how to make my own ATR files with the
games I want, but so far the dosmenu.atr does not recognize my ATRs.
What is the best program to use for making ATRs?

1579. Re: Power supply for INDUS GT?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 02:01:47 UTC
From: Video61@webtv.net
Message-ID: <6588-3AA2F38B-89@storefull-174.iap.bryant.webtv.net>
Source record: 38204

hi all,
the indus gt, and the 5200 power supply are one in the same. do not use
a 1050 power supply!
thanks,
lance
www.atarisales.com

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

1580. Re: Okay, but WHERE ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 02:06:49 UTC
From: Jon <johnhi@nospam.epix.net>
Message-ID: <MPG.150cbf6231824bd3989708@news.epix.net>
Source record: 38203

In article <6eAo6.184$x4.41540@news-reader.eresmas.com>, ksim@eresmas.net says...
>
> I used XL-search and everything I could think of, and I'm still not finding
> the .ATR or .COM containing the painting programs for either devices.....
>
> Url ?
>
> Muchasss Graciasss
>
>
>
What is it that you are looking for?

--
Please remove "nospam" to reply by email.

1581. Re: Atari is 7th crappiest computer in history

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 02:38:54 UTC
From: "Steven E. Posey" <stevenNOSPAMposey@yahoo.com>
Message-ID: <97uue3$qq5v1$1@ID-60478.news.dfncis.de>
Source record: 38205
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Jon-paul <pockets@cix.co.uk> wrote in message
news:97dcp8brf1@plutonium.compulink.co.uk...
> well i suppose the real crud of the 8 bit days have realy been forgotten.
>
> Matel Aquarius anyone? out dated, over priced and under spec when it
> arrived. No one bought them. Now shifting for £150 mint in box!

You're kidding, right? I just picked up an Aquarius at a flea market just for fun -- $10 (US) for the whole set! Tape drive, printer, extra RAM, carts, manuals, etc. It wasn't until I got home and started looking through the documentation that I realized I had almost every piece that Mattel produced!

Anyway, I'm not offended by the ridiculous poll that put Atari 7th on the list. I've spent the last 20 years trying to convince the "lesser beings" that Atari was a superior computer. Some people will never get it, I guess. Scale the 800 up to today's standards and watch the sparks fly.

Back in '81, I had a friend gleefully showing me how he could draw a stick figure on his computer, then make him do jumping jacks like in the old Circus game. I just invited him over, turned on the TV, popped in Star Raiders and watched his jaw drop in amazement.

Believe me, those of us that were there back then truly understood what we had, regardless of what the uneducated snobs said. Today isn't any different. When I pull up the emulator at work, my coworkers snicker, until I let them play a few rounds of Lode Runner. Then they're begging for copies of it.

It's never about fancy graphics. Maybe at first, but then people realize the graphics and sound can't compete with great gameplay. Let's face it, MULE ain't much to look at, yet people still rave over it. Star Raiders might as well have been black and white (in my house, it WAS black and white until I got my Commodore 1701!) Archon was about the same color as puke, yet we kept coming back for more, night after night, because we knew what a great machine and great software we had.

Screw the Techtv poll. People are always quick to point out their bad experiences (especially in a poll that asks for it). Just keep booting your Atari, day after day, and prove to the world that it will never die. Let them write into future history books that the Atari computer is the oldest living system in the world. And be happy that you own one. The rest of the world will never know what we know.

Play hard and fast,
Steven

1582. Re: Alternate Reality Online (Phil responds)

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 02:52:07 UTC
From: Philip Price <pwprice@ix.netcom.com>
Message-ID: <bbv5atkr5el8vmco6ib8scaft9ap1jpepj@4ax.com>
Source record: 38206

Actually I have the rights.

It's just on hold because I do not have the time(I even haven't gone and submitted the paperwork I have from Monolith changing the web site over to my name). I been busy making a living these past few years and had to put my passion on hold.

My current work (Helping architect the backbone of the internet) makes me very good money (Nice home , brand new 2001 Corvette convertible).

The game would not have lost it uniqueness. I had a number of novel ideas in 97, I think that scared away some people. I like pushing the frontier, marketeers like a sure bet. we could of done something great for much less than the competition, but Monolith had the will but not the funds, and other game companies did not have the will to fund Monolith doing it. So Monolith and I parted ways, but I got the rights to AR back from them when we did. They have also always been gracious enough to host the web pages on their server(I own the ARO domains, but just have sent in the paperwork). I haven't updated the site in years as I struggled to regain income.

BTW some of those game ideas I have later heard have found their way into other games(I had a mover rave about a concept one new game had, and all I could do was smile).

I was created to create games in my opinion, but until I either get very rich or very poor, or I believe a company will let me (and can actually staff) create visionary products, game creation is on hold. I may not like that, but I must travel the road that my life leads.

- Philip Price
pwprice@ix.netcom.com
Austin Texas

On Wed, 28 Feb 2001 04:33:17 GMT, Mindfield
<mindfield@badgers.emulationnet.com> wrote:

>On Tue, 27 Feb 2001 13:10:30 -0500, <ae2598@wayne.edu> drooled an
>embarassing wet spot in his lap as he typed:
>
>>I remember the AR author posting on this group in years past, but I didn't
>>know he ever intended on continuing and/or re-releasing the games. Has
>>anybody tried e-mailing him? Maybe he'd post an "update" on this NG if
>>asked!
>
>He was working on Alternate REality Online a while back. He had a
>website up that featured screenshots from the Work in Progress, and it

>looked quite nice, though I think it probably had lost a lot of its
>uniqueness in the morass of first-person shooters and RPGs, since it
>looked much the same. Still, it was an AR title, and AR being my
>favourite title of all time would have commanded my full attention.
>:-) Unfortunately, Phil wasn't able to garner the rights to use the
>AR name and storyline, so the project, sadly, was scrapped. Pity...

1583. ANALOG Computing type-in

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 02:58:32 UTC
From: Gary Schuyler <gsky@#NOSPAM#erols.com>
Message-ID: <97uvc7$q67$1@bob.news.rcn.net>
Source record: 38207

Here's a blast-from-the-past/silly question for the group: Does anybody remember the name of the ANALOG Computing magazine game that was a QIX-knockoff?

1584. Re: AR graphic glitches when emulated....Solution ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 03:03:07 UTC
From: Philip Price <pwprice@ix.netcom.com>
Message-ID: <a806atc044c2ocv0lahts9iie2h33o749n@4ax.com>
Source record: 38208

Sounds like an emulator glitch.
The mountains in a sense are reflected on the floor. Part of the optimization I did was to use the display list to reflect everything so I only had to create half a world. I then used cycle counting to change the hardware color registers and to double the effective number of player missiles(Interleaving the opcodes to synchornize their effect with the amount of time it takes the electron beam to cross the screen.). Sounds like the emulator is probably not emulating well enough to get it right in this case.

P.S.

Change $c000 when AR is running and watch my AR memory worm wipe out the Atari memory page by random page. Part of a number of software protection features I had in AR to provent banking in ROM set and snapshotting memory.

I used to have four floppy and AR would use them all fine. Of course they were the old drives. I am not sure how flexible the floppy finder I had in there was.

Phil

On Sat, 03 Mar 2001 02:15:26 GMT, DCM01@USA.NET (Daniel Miller) wrote:

>Could always try a different emulator, and see if the glitch still
>occurs.
>
>By the way, has anyone successfully run AR the City using two floppy
>drives, eliminating disk-swapping? I simply was never able to make it
>recognize my second 1050.
>
>On Fri, 2 Mar 2001 21:47:40 +0100, "Christophe" <ksim@eresmas.net>
>wrote:
>
>> I tested Alternate Reality with several emulators and it seems there's
>>always a strange glitch. It looks as the floor is water and the mountains
>>reflect on it...Looks better when it rains...
>>
>> Is this "normal" (I mean, nothing to do there) or is there a solution,
>>maybe in the configuration but I guess I tried everything....
>>
>> (Still playable anyway, hopefully.......)

1585. Mousekattack

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 03:32:43 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <97v1crjfg1@mohawk.hwcn.org>
Source record: 38210

Before I ever got an Atari 400/800 I read about a game for the 8 bit called Mousekattack. I think it was reviewed in an early issue of Electronic Games magazine.

Anyhow, the game sounded great, but I never ever got to see it in orignal or pirate form. Does anyone have a copy? Can anyone direct me to a link?

Willy

1586. Re: ANALOG Computing type-in

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 03:43:07 UTC
From: david_p@istop.com
Message-ID: <983763859.49912@ip195>
Source record: 38209

Gary Schuyler <gsky@#NOSPAM#erols.com> wrote in
<97uvc7$q67$1@bob.news.rcn.net>:

>Here's a blast-from-the-past/silly question for the group: Does anybody
>remember the name of the ANALOG Computing magazine game that was a
>QIX-knockoff?
>

It was Fill 'er Up!, in a pre-#12 magazine (my collection, sold for a song
a few years ago, was complete from 12-up).

I think it was in the ANALOG Compendium as well; I may have in in an ATR on
one of my machines.

David P.

1587. Re: ANALOG Computing type-in

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 04:02:41 UTC
From: Gary Schuyler <gsky@#NOSPAM#erols.com>
Message-ID: <97v34g$na5$1@bob.news.rcn.net>
Source record: 38211

David Paterson wrote:
>
> Gary Schuyler <gsky@#NOSPAM#erols.com> wrote in
> <97uvc7$q67$1@bob.news.rcn.net>:
>
> >Here's a blast-from-the-past/silly question for the group: Does anybody
> >remember the name of the ANALOG Computing magazine game that was a
> >QIX-knockoff?
> >
>
> It was Fill 'er Up!, in a pre-#12 magazine (my collection, sold for a song
> a few years ago, was complete from 12-up).
>
> I think it was in the ANALOG Compendium as well; I may have in in an ATR on
> one of my machines.

That's it! I found it at:

http://209.4.22.27/atari/games/filler%20up.zip

I remember spending hours typing that one in--I was too cheap to splurge
for the disk version of the magazine.

Thanks again!

1588. Re: ANALOG Computing type-in

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 04:22:23 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010304232223.10863.00000487@ng-cj1.aol.com>
Source record: 38212

>Gary Schuyler gsky@#NOSPAM#erols.com asked:

>Does anybody remember the name of the ANALOG Computing
> magazine game that was a QIX-knockoff?

Was it Fill-er-up?

-Ron

Inform everyone that communications have completely broken down.

1589. Re: OK, so I have SIO2PC working with MyDos 4.5, now what?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 06:10:29 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <ta6b90cvn9nbe7@corp.supernews.com>
Source record: 38213

"Seeva St Charles" <seeva@aol.com> wrote in message
news:MPG.150ca2e0a5e97900989924@news...
> Thank you both.
> I did have sucess today when I found the "Yogi" archive and the
> dosmenu.atr. Not all the games work on my 800XL for some reason though.
> Now I just need to figure out how to make my own ATR files with the
> games I want, but so far the dosmenu.atr does not recognize my ATRs.
> What is the best program to use for making ATRs?

Probably because most of the stuff was sloppy hacks. Try running Fixxl or
one of the other translator programs first.

1590. Re: AR graphic glitches when emulated....Solution ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 06:27:19 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <ta6c8fdtlb8r88@corp.supernews.com>
Source record: 38214

"Philip Price" <pwprice@ix.netcom.com> wrote in message
news:a806atc044c2ocv0lahts9iie2h33o749n@4ax.com...
<snip>
> I used to have four floppy and AR would use them all fine. Of course
> they were the old drives. I am not sure how flexible the floppy finder
> I had in there was.

AR City runs fine, there are a few problems AR Dungeon. Since it used 2 flippies plus the copy protected boot disk, you need to recognize 5 disks to get it to run w/o checks.

Unfortunately the copy protection got in my way so often I switched to running it from a pirate copy. Ended up buying 2 real copies of both The City and The Dungeon, but 3 out of 4 boot disks don't always recognize the copy protection before a save anymore, so I am down to using pirate versions if I want to play it.

I hope you are having a laugh about some of the efforts of online games like UO or EQ trying to do things like Karma/Fame/Factions. The NPCs are so lifeless and emotionless it is almost as bad as dealing with the real people behind a lot of the characters.<sic> None of the "Thieves Guild sending an assassin after you for killing one too many of their members" or negative consequences of actions like joining the wrong guild.

>
>
> Phil
>
> On Sat, 03 Mar 2001 02:15:26 GMT, DCM01@USA.NET (Daniel Miller) wrote:
>
> >Could always try a different emulator, and see if the glitch still
> >occurs.
> >
> >By the way, has anyone successfully run AR the City using two floppy
> >drives, eliminating disk-swapping? I simply was never able to make it
> >recognize my second 1050.
> >
> >On Fri, 2 Mar 2001 21:47:40 +0100, "Christophe" <ksim@eresmas.net>
> >wrote:
> >
> >> I tested Alternate Reality with several emulators and it seems
there's
> >>always a strange glitch. It looks as the floor is water and the
mountains
> >>reflect on it...Looks better when it rains...

> >>
> >> Is this "normal" (I mean, nothing to do there) or is there a
solution,
> >>maybe in the configuration but I guess I tried everything....
> >>
> >> (Still playable anyway, hopefully.......)
>

1591. Re: Re: Alternate Reality Online (Phil responds)

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 07:27:34 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <d3f6atgfjmdun06lh1mjo7mkebrctrkdge@4ax.com>
Source record: 38215

On 4 Mar 2001 20:52:07 -0600, Philip Price <pwprice@ix.netcom.com>
drooled an embarassing wet spot in his lap as he typed:

>Actually I have the rights.
>
>It's just on hold because I do not have the time(I even haven't gone
>and submitted the paperwork I have from Monolith changing the web site
>over to my name). I been busy making a living these past few years and
>had to put my passion on hold.

Damn, from the horse's mouth, as it were. Well, I stand corrected.
In a way it's a pity you haven't the time though; visionary that you
proved yourself to be with the original AR series would probably have
come clear through in the new versions despite it being part of the
legion of first-person games. (Mind you I still *like* the
first-person games. Ever since I was introduced to them with AR
they've always fascinated me in bringing you right into the action --
and of course AR did it a clear 5 years before anyone else. :-)

>My current work (Helping architect the backbone of the internet) makes
>me very good money (Nice home , brand new 2001 Corvette convertible).

Good to hear that you're still doing well, at least, even if it does
consume the better part of your time. We do what we must. Hell, I'd
like to get more serious with my music, but bills, as they must, come
first. :-/

>The game would not have lost it uniqueness. I had a number of novel
>ideas in 97, I think that scared away some people. I like pushing the
>frontier, marketeers like a sure bet. we could of done something great
>for much less than the competition, but Monolith had the will but not
>the funds, and other game companies did not have the will to fund
>Monolith doing it. So Monolith and I parted ways, but I got the rights
>to AR back from them when we did. They have also always been gracious
>enough to host the web pages on their server(I own the ARO domains,
>but just have sent in the paperwork). I haven't updated the site in
>years as I struggled to regain income.

Understandable. But it's good that you still retain all the rights;
it does at least mean that we may still see AR resurrected at some
point, and that'd be something well worth waiting for. For years I've
always gone on about AR, since I played it endlessly, and always
wished they'd have something like that on the PC. Unfortunately
nothing ever went into the kind of gameplay detail AR did... all they
did was focus on better graphics and better sound and better 3D
engines, and barely even gave gameplay a passing nod. It's really

quite a pity that focus has shifted like that. Eye and ear candy is
all well and good, but if there's little gameplay to be experienced,
then it doesn't hold my attention for long. I have shelves full of
stuff that'll probably never get installed again simply because it got
boring rather quickly. It's all spit and polish with no substance.

>BTW some of those game ideas I have later heard have found their way
>into other games(I had a mover rave about a concept one new game had,
>and all I could do was smile).

Heh. I've come up with stuff like that in the past... though usually
it's stuff I thought of, never implemented or told anyone about, and
discovered someone else had independently thought of later on. I
always kind felt a little like I'd missed the boat.

>I was created to create games in my opinion, but until I either get
>very rich or very poor, or I believe a company will let me (and can
>actually staff) create visionary products, game creation is on hold. I
>may not like that, but I must travel the road that my life leads.

That sounds very like me. I feel I was created to write music, but
record labels, like game companies, want easy sells and instant hits.
They don't want anything off the beaten path, and even though my own
music isn't really off the beaten path, *I* am. :-) Just look at Pop
Stars or Making the Band... industry frankensteins created explicitly
to bring together good-looking bands with good dance steps and light,
peppy tunes that'll easily sell to the teens. Once again, all spit
and polish with no substance. Me, I like substance. It means
something, and as far as I'm concerned, it's something that'll be
around far longer than light pastry-puff material that's forgotten
half an hour after it's consumed.

But I have to make my own living and pay my own bills, so that's just
something that's not quite on hold, but certainly not something I can
pursue in any serious fashion.

>
>
> - Philip Price
>pwprice@ix.netcom.com
>Austin Texas
>
>On Wed, 28 Feb 2001 04:33:17 GMT, Mindfield
><mindfield@badgers.emulationnet.com> wrote:
>
>>On Tue, 27 Feb 2001 13:10:30 -0500, <ae2598@wayne.edu> drooled an
>>embarassing wet spot in his lap as he typed:
>>
>>>I remember the AR author posting on this group in years past, but I didn't
>>>know he ever intended on continuing and/or re-releasing the games. Has
>>>anybody tried e-mailing him? Maybe he'd post an "update" on this NG if
>>>asked!

>>
>>He was working on Alternate REality Online a while back. He had a
>>website up that featured screenshots from the Work in Progress, and it
>>looked quite nice, though I think it probably had lost a lot of its
>>uniqueness in the morass of first-person shooters and RPGs, since it
>>looked much the same. Still, it was an AR title, and AR being my
>>favourite title of all time would have commanded my full attention.
>>:-) Unfortunately, Phil wasn't able to garner the rights to use the
>>AR name and storyline, so the project, sadly, was scrapped. Pity...

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

1592. Re: Power supply for INDUS GT?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 10:47:34 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.21.0103050239540.32221-100000@shell.pacifier.com>
Source record: 38225

I use an Atari 5200 Power Supply on both 8 Bit and ST versions of Indus drives. The standard Power Supply for xf551 and 1050 Drive won't do it and could fry your Indus. The 5200 Power Supply can be really nice. Mine have screws that let you open it to fix it if it blows, open and change the fuse if it blows.

==Thanx==
===Ben===

On Sat, 3 Mar 2001, TXG wrote:

> Hi,
>
> I just bought an INDUS GT drive but no power supply, is it the same as the
> 1050 & XF551 use ?
>
> TXG
>
>
>

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1593. Re: stargate prototype for atari 8-bit???

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 10:48:56 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <4mr6at8necievuma0c08naam90lb6gdm5c@4ax.com>
Source record: 38218

The other Day "SoftNGui" <softngui@earthlink.net> wrote:

>I went there but couldn't find any screenshots. I'm not looking to buy the
>game...just wanted to see some screenshots.
>
>
>Curt Vendel <curt@atari-history.com> wrote in message
>news:3AA217A6.E6D8E681@atari-history.com...
>> Hi,
>>
>> Go to www.myatari.com -or- www.atarisales.com they both sell Stargate
>for the
>> 8bits as well as Superman III, Pac Man Jr. and several other hard to find
>Atari
>> 8bit titles.
>
There's a screen shot on here..

http://mrbacardi.atari.org

If you think of Defender on the Atari then image it's big brother.
--

. Never argue with an idiot, they bring you down to their level
and then beat you with experience

1594. Re: Mini Office II + manual online

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 11:01:17 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <RgIo6.69$SM1.10811@nnrp1.sbc.net>
Source record: 38216

Very nice! Nice layout! Thanks!
Mo

Richard Douwes wrote in message <01c0a4c2$7a5e8780$70113b3e@windows>...
>For the Mini Office II manual, take a look at
>http://www.homepages.hetnet.nl/~rdouwes and tell me what you think
>
>Richard Douwes
>

1595. Re: OK, so I have SIO2PC working with MyDos 4.5, now what?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 11:08:40 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <Lnlo6.70$SM1.10732@nnrp1.sbc.net>
Source record: 38217

With APE for DOS all you have to do is set one of the drive numbers as a PC mirror, you can then load and save directly to whatever directory on the PC you specified in the APE configuration menu. You treat the PC mirror as if it were a floppy. I noticed that some of these archived games are 130XE and others, without any discretion. There are also a few BASIC games in the mix without any indications, evidently that would greatly increase the archive time to get into details.
Mo

Russ Gilbert wrote in message <3aa28132$0$1517$53a6afc1@news.erinet.com>...
>I don't know if you're using sio2pc or ape software on the pc side.
>You do realize that you don't load a .exe/.bin/.com file into the
>sio2pc or ape. You have to load a .atr into the pc software, then
>boot from the image and then do your loading. It could be you're doing
>things right, but are trying to load a game that needs a menu disk to
>load, ie. you can't load the game from DOS. Why you don't get
>the extensions beats me if you have loaded the .atr correctly.
>Some .atrs have games that don't have extensions and those are
>usually menu loader disks.
>russg
>
>
>

1596. Re: stargate prototype for atari 8-bit???

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 12:02:17 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3AA38049.BEB2E09C@mail.uni-mainz.de>
Source record: 38219

Well,
try Mr. Bacardi`s Homepage or another one. Hell, right now I do not
remember the URL (because a) I always use bookmarks and b) I just had a
diploma test 5 minutes ago). Maybe someone else can tell it...
-Andreas

SoftNGui schrieb:
>
> Hi
>
> Does anyone know where I can find a screenshot of the Stargate prototype for
> atari 8-bits? I downloaded a 16k image of the game (stargate.com) from
> somewhere on the internet and was considering pulling my old atari 800 out
> of the closet and transferring it to try it out, but before I go to the
> trouble, I'd like to see a screen shot of the game...can anyone point me to
> somewhere I can find this? TIA...
>
> Fernando

1597. Re: Cheap 64MB+ flash disk for retro computing

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 12:22:10 UTC
From: Olav Queseth <olav.queseth@radio.kth.se>
Message-ID: <3AA384F2.BC80660B@radio.kth.se>
Source record: 38220

Hello!

There are many small storage devices around nowadays. My personal
favourite
is the IBM microdrive. 1 GB in a 5 x 43 x 36 mm package.
Have a look at:
http://www.storage.ibm.com/hardsoft/diskdrdl/micro/overvw.htm
Here the specifications for communication is already available. (Compact
flash).

Anyhow. Have fun with you project.

/Olav

1598. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 12:36:55 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3AA38867.B98AE42@mail.uni-mainz.de>
Source record: 38221

[snip]
Subject: 8.5) What games support 4 simultaneous players on the 400/800?

contributors to this section:
Jeff M Lodoen, Vidar \"Hawk\" Olavesen, Pat Mulvey,
Steven E. Posey (Party Quiz controllers description)

The following games support 4 player head-to-head play. Remember, only
the
400 and 800 computer models sport 4 controller ports.

Asteroids, Basketball, Dandy, M.U.L.E., Maze War, Silicon Warrior,
Survivor,
Thorn EMI Soccer, Major League Hockey, add: Volleyball (a PD game
written in Atari Basic! also supports 4 players/joysticks),

The following support 8 players on the 400/800 or 4 on the other
computer
models, using the 2 controllers-per-port CX30 Paddle controllers:

Super Breakout, Worms?

The following supports 4 players on all machines, using special 4-button
keypad
controllers linked together with RJ-11 jacks (standard phone jacks) to a
box
with 2 joystick port connectors.

Party Quiz by Suncom
---------------------------------------cut
here---------------------------

...to be continued...
- Networking 1-8 players/computers games:
Dataque once (1989-1992) developed a Network game+cable which lets you
connect 1-8 A8 computers together. The cable (octagon or so) could be
selfmade or bought. The game avaiable was Maze of Agdagon (shareware
from the Agda Group/Dataque). Maze of Agdagon worked on all 8Bit Ataris
with a minimum of 48k RAM. In 1999/2000 Bewesoft discovered this and
developed the game Multidash which is network-compatible to the previous
game, i.e. it can use the same network cable. But, because of its
interlaced grapic mode Multidash will only run on XL/XE computers.
Therfore Jiri included a good Gr. 8 picture how to built an easy network
cable for 2 players/computers (using a SIO cable as a nullmodem cable!)
and an -not so easy - network cable for 2-8 players/computers. The game
and its text+picture was released as freeware; it can be found on the
internet or the abbuc magazine...

in short: networking games with 1-8 players: a) Maze of Agdagon
b) Multidash
c) coming soon: DOOM (just
a joke, but maybe someone is willing to do so...)

- multi-joystick games:
In 1999/2000 L.Sterba (or so) developped some hardware to connect 8 joysticks to one XL/XE joystickport (or 16 Joysticks to both ports). He also developed a game for this, named ... (tricky czech name!), which is a sort of multi-player TRON game... Screenshots are avaiable at Mr. Sterba`s Homepage (URL?) and maybe soon at ABBUC magazine... (it has been tested at the ABBUC JHV!)

Greetings, Andreas

1599. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 12:41:53 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3AA38991.9691E358@mail.uni-mainz.de>
Source record: 38222

```
[snip]
Subject: 9.3) What are the .DCM, .ATR, and .XFD file formats?

These are all filename extensions used to name files containing entire
8-bit
Atari floppy disk images.

DCM - Disk Communicator format. Invented by Bob Puff,
for his Disk Communicator 3.2 utility.
Used when working with native Atari hardware.
DCM specs at: http://home.planet.nl/~ernest/diskcomm.zip

ATR - Atari disk image format. Invented by Nick Kennedy,
for his SIO2PC project.
Used when working with non-Atari hardware.

XFD - Xformer disk image format. Invented by Emulators Inc,
for their ST Xformer emulator.
Identical to ATR except without the 16 byte header.
Used when working with non-Atari hardware.

PRO - APE ProSystem format. Invented by Steven Tucker,
for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.

add: .DI (or .DJ?)- this is the DJ-format used by the XL-Deejay
emulator on Atari ST/STE/TT/Falcon computers. Try Jindrich Kubek`s ACVT
program to convert from/to this image format...
```

1600. Re: OK, so I have SIO2PC working with MyDos 4.5, now what?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 12:52:39 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3aa3d09a$0$1522$53a6afc1@news.erinet.com>
Source record: 38230

(What is best program to create your own ATRs?)
Rick Cortese noted some games require the translator to run on 800xl.
You can create an empty .atr with APE (don't know about sio2pc, but
it probably can too.)
Ok, so let's say you have this game, game.exe, you want to run.
You say you got a menu loader disk image. On the pc, make a copy
of that image, say copy menu.atr menu2.atr. Now run imageman.exe
on the pc (a program to manage DOS 2/MyDOS ATRs).
Delete the games you don't want from the image using imageman,
to make room for what you want, then add the program from your
pc directory to the image. Quit imageman and run APE/SIO2PC and
load the atr, boot from it and then pick the file you added to your
menu disk.
There are other disk image managing programs. But I can't remember
right now. One is dir2atr or something. XDIR.EXE from Bo Schreurs,
it will take a .atr and extract all the files on it to a directory on your
pc hard drive named 'xin'.

Russg

1601. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 13:04:21 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3AA38ED5.11CD804C@mail.uni-mainz.de>
Source record: 38223

[snip]
Subject: 8.8) What games have a track ball or mouse mode?

Andreas Magenheimer writes:

Title Keystroke Required
------------- --------------------
Missile Command (Atari) CTRL-T
Slime (Synapse) [T]
Shanghai (Activision) choose controller type: ST
mouse ! (plug it into port 2; if you do not have one, you have to
reboot!!)
Bombdown (Roemer of Uno) choose between Joystick,
Amiga mouse, ST mouse or CX85 numeric keypad (use port 2 for
any mice)
Minesweeper (PPP/PD-World Versand) use an ST mouse in port 2
The Brundles (KE-Soft/Kaisersoft) use an ST mouse in port 2
The Brundles Editor (KE-Soft, PD) use an ST mouse in port 2
Geisterschloss/Ghost Castle (KE-Soft, PD) choose Lightgun (port 1) or
ST mouse (port 2)
10-12 games from ZONG magazine ST mouse games !! (they use
port 2 (KE SOFT, now PD) and a driver
called KEMAUS.COM)
Multi-Mouse manager (PD/shareware) drivers for mice, TB, etc.
Unriagh I (german PD adventure) has drivers for ST
mouse+Joystick
(stick=port 1, mouse=port2)
Unriagh II (german PD adventure) has drivers for ST
mouse+joystick
(stick=port 1, mouse=port 2)
little Calculator (AMC-Verlag, PD) uses mouse only (port 2)
big UPN calculator (PD) uses ST mouse, TB, Touch
tab. and
joystick; (there are
different COM files, rename the one you wish to use to *.EXE; all
drivers use port 1 - if I remember correctly)
...

also
add: - Operation Blood (ANG/Mirage) press mouse fire or Select
to start
in ST mouse mode (port 2)
- Operation Blood 2 / Special Forces press mouse fire or Select
to start
(ANG/Mirage) in ST mouse mode

- Sprint XL (ABBUC Jahresgabe 1992) uses an ST mouse in port 2
- M.O.S. (ABBUC magazine)
Multi-(Tasking-)Operating-System,
uses an ST mouse in port 2
- Diamond GOS (Reeve software) Version 1.0 (disk), 2.0 &
3.0 (cart.)
support an ST mouse in port
2
- S.A.M. (Power per Post) german GUI, supports an ST
mouse in
port 2
- G.O.E. (TCS) supports an ST mouse in port
1

thats all for now. there are more mouse-programs - maybe someone can
help updating this list... -Andreas

1602. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 13:15:02 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3AA39156.76B5FE97@mail.uni-mainz.de>
Source record: 38224

[snip]
Subject: 8.7) What games make use of the Light Gun?

Bertrand M. (LEXX) writes:

Bug Hunt, Barnyard Blaster, Crossbow, Crimebuster, Operation Blood
(update by the Missing Link of ANG), Operation Blood II - Special Forces
(not completely sure about that one - yep, it is wrong!! A.M.), Light
Gun Blaster (PD from Antic), Lightgun Blaster Update (PD from Pedrokko,
features Digi-Samples), Gangsterville (Italian game written in BASIC),
maybe a couple more...

James Bradford mentions:
"On the 400, the light gun /pen will only work in joystick port 4."
This
renders much light gun and light pen software unusable on the 400.

also
add: all Lightgun games can be used with a lightpen (which is not as
accurate as a Lightgun however). And: all lightpen games can be used
with lightgun. thus add:
- Atari Graphics (Atari) Lightpen graphic software
- 5 Wins (not the exact name, but the gameplay) a PD game...
- Alien Invaders (DGS) a Space Invaders clone from the brits...
- Bembelwo (Thorsten Butschke) a sort of golf/minesweeper game, written
in Quick and PD!
- Sharp Shooter (Mat*Rat) a PD game from Analog, also avaiable on cart
from Video 61/Lance Ringquist
- Lightgun Shooter (ABBUC mag.) a simple shooter game, at least PD!
- Flyshot (or Flyshoot) a Turbo Basic game (PD) from ZONG, the KE Soft
mag.

Thats all I remember here... -Andreas

1603. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 13:30:47 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3AA39507.E8ACDDF4@mail.uni-mainz.de>
Source record: 38226

Subject: 8.8) What games have a track ball or mouse mode?

also add:

Subject: 8.9) What games have a paddle(s) mode ??

- Super Breakout (Atari) breakout clone
- Live Wire (Analog) tempest clone
- Live wire 2 (Analog) tempest clone
- Planetary Defense (Analog)
- Pong (Antic) Pong clone
- Pong (Analog) Pong clone
- Super Ball (Compy Shop Magazin) Breakout clone
- Arkanoid (Taito/Imagic) Breakout clone
- many more dozens of Pong and Breakout clones
(forgot their names, maybe someone can help here!)
- all Koala Pad software (it is paddle compatible!)

Subject: 8.10) What programs have a CX85 mode ??

- Multi mouse Management (PD)
- UPN calculator (PD)
- the Bookkeeper (published by ???)
- Bombdown (Roemer of Uno)
- many games from KE-Soft and Powersoft
(forgot their names, help needed!)

Subject 8.11) What programs have a Touch tablet mode ??

- Atari Artist (Atari) graphics program
- Pixel Artist Deluxe 1.3 (PD) graphics program
- The Brundles (KE-Soft) Lemmings clone
- many more (which I do not remember right now!)

Subject 8.12) What programs have a Koala Pad mode??

- Koala/Micro-Illustrator (Island graphics/Koala Ware) graphics program
- all Paddle programs (they are koala compatible!)
- Livewire (Analog) tempest clone (press Select to choose between
Joystick or Paddle/Koala mode)
- Livewire 2 (Analog) tempest clone (Press Select to choose between
Joystick or Koala mode)
- Planetary Defense (Analog) a shooter game (press Select to choose
between Joystick or Koala mode)
- many more programs (which I do not remember right now!)

Greetings,
-Andreas Magenheimer

1604. Re: Alternate Reality Online (Phil responds)

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 13:36:24 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3AA39658.365232A9@mail.uni-mainz.de>
Source record: 38227

Wow !!
He is alive !!! Good to hear Philip Price is back. But, there is not
only some confusion about AR online (which you answered right now).
There is also quite some confusion about A.R. the City and the Dungeon
(A8 versions). Some people say it is Freeware, some say it is not. So
whats the truth Philip ?? Did you ever say, that both Atari 8 versions
are freeware ?? If not, there are quite some dozens of Atari homepages
misquoting you... -Andreas

Philip Price schrieb:
>
> Actually I have the rights.
>
> It's just on hold because I do not have the time(I even haven't gone
> and submitted the paperwork I have from Monolith changing the web site
> over to my name). I been busy making a living these past few years and
> had to put my passion on hold.
>
> My current work (Helping architect the backbone of the internet) makes
> me very good money (Nice home , brand new 2001 Corvette convertible).
>
> The game would not have lost it uniqueness. I had a number of novel
> ideas in 97, I think that scared away some people. I like pushing the
> frontier, marketeers like a sure bet. we could of done something great
> for much less than the competition, but Monolith had the will but not
> the funds, and other game companies did not have the will to fund
> Monolith doing it. So Monolith and I parted ways, but I got the rights
> to AR back from them when we did. They have also always been gracious
> enough to host the web pages on their server(I own the ARO domains,
> but just have sent in the paperwork). I haven't updated the site in
> years as I struggled to regain income.
>
> BTW some of those game ideas I have later heard have found their way
> into other games(I had a mover rave about a concept one new game had,
> and all I could do was smile).
>
> I was created to create games in my opinion, but until I either get
> very rich or very poor, or I believe a company will let me (and can
> actually staff) create visionary products, game creation is on hold. I
> may not like that, but I must travel the road that my life leads.
>
> - Philip Price
> pwprice@ix.netcom.com
> Austin Texas

>
> On Wed, 28 Feb 2001 04:33:17 GMT, Mindfield
> <mindfield@badgers.emulationnet.com> wrote:
>
> >On Tue, 27 Feb 2001 13:10:30 -0500, <ae2598@wayne.edu> drooled an
> >embarassing wet spot in his lap as he typed:
> >
> >>I remember the AR author posting on this group in years past, but I didn't
> >>know he ever intended on continuing and/or re-releasing the games. Has
> >>anybody tried e-mailing him? Maybe he'd post an "update" on this NG if
> >>asked!
> >
> >He was working on Alternate REality Online a while back. He had a
> >website up that featured screenshots from the Work in Progress, and it
> >looked quite nice, though I think it probably had lost a lot of its
> >uniqueness in the morass of first-person shooters and RPGs, since it
> >looked much the same. Still, it was an AR title, and AR being my
> >favourite title of all time would have commanded my full attention.
> >:-) Unfortunately, Phil wasn't able to garner the rights to use the
> >AR name and storyline, so the project, sadly, was scrapped. Pity...

1605. Re: AR graphic glitches when emulated....Solution ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 14:25:49 UTC
From: DCM01@USA.NET
Message-ID: <3aa39faf.2692304@news.CIS.DFN.DE>
Source record: 38228

AR the City does not recognize my second 1050, which is usable as "D2:" in DOS 2.5, BW-DOS, MyDOS and everything I've tried. You know I also tried this on an emulator (Atari800Win), and the emulator wouldn't recognize the second drive either! When I posted previously about this, some other person just assured me that it works. But it doesn't.

I would be interested to hear from people who have succesfully run AR the City without disk-swapping, ie seamlessly, on a 1050 system, or on an emulator.

Someone else mentioned a fellow who had AR the City running off a RAM disk, anyone know more about that? Lastly I would like to know if there were different editions of AR the City, that might account for some of the confusion.

On Sun, 4 Mar 2001 22:27:19 -0800, "Rick Cortese" <ricortes@netmagic.net> wrote:

>"Philip Price" <pwprice@ix.netcom.com> wrote in message

>> I used to have four floppy and AR would use them all fine. Of course
>> they were the old drives. I am not sure how flexible the floppy finder
>> I had in there was.
>
>AR City runs fine, there are a few problems AR Dungeon. Since it used 2
>flippies plus the copy protected boot disk, you need to recognize 5 disks to
>get it to run w/o checks.

>> On Sat, 03 Mar 2001 02:15:26 GMT, DCM01@USA.NET (Daniel Miller) wrote:

>> >By the way, has anyone successfully run AR the City using two floppy
>> >drives, eliminating disk-swapping? I simply was never able to make it
>> >recognize my second 1050.

1606. FA: New/Sealed Atari 400/800/XL Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 16:06:49 UTC
From: Richard Smith <rsmith@NOSPAMplaneteer.com>
Message-ID: <oOOo6.4616$TW.23229@tor-nn1.netcom.ca>
Source record: 38229
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace

Hello there,

I have the following new/sealed Atari 400/800/XL cartridges up for auction
on Ebay:

Atari 400/800/XL Delta Drawing (new/sealed)
Item # 1216468923
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1219267986

Atari 400/800/XL Facemaker by Spinnaker (new)
Item # 1219268494
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1219268494

Atari 400/800 Story Machine (new/sealed)
Item # 1219269861
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1219269861

Atari 400/800/XL Fraction Fever (new/sealed)
Item # 1219270571
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1219270571

Atari 400/800 Football (new/sealed)
Item # 1219271965
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1219271965

Atari 400/800/XL/XE Final Legacy (new)
Item # 1219272621
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1219272621

Atari 400/800 Centipede (new)
Item # 1219273249
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1219273249

Atari 400/800 Crossfire Cartridge (new)
Item # 1219275427
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1219275427

More will be listed soon.

Thanks for looking,

Richard.
--
Please remove the "NOSPAM" from my address if replying via email.

1607. New ABBUC Homepage

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 17:47:42 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <980jbr$3l7$1@wrath.news.nacamar.de>
Source record: 38245

Today, I was surfing the net on www.atari-central.de and saw the new domain www.abbuc.de !

It seems to be the new ABBUC Homepage. Right now, there's a page, telling that the URL is active, but no homepage is stored yet.

Mirko

www.atarixle.de

1608. Re: Alternate Reality Online (Phil responds)

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 18:32:10 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <jlm7at8ot247a88tfoo2n9a0q1rtpnmk21@4ax.com>
Source record: 38231

The other Day Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:

>Wow !!
>He is alive !!! Good to hear Philip Price is back.

Philip pops in here from time to time, he keeps us up to date and lets
us know what Gary Gilbertson is doing these days in the land of 'Book
him Danno, murder one'

:-)
--

. Never argue with an idiot, they bring you down to their level
and then beat you with experience

1609. 125 Page DOS XL Manual FA

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 18:46:39 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <jaRo6.244823$8V6.40940403@typhoon.tampabay.rr.com>
Source record: 38232

OSS dos XL manual for auction at Ebay today 125 pages

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218567685

1610. Re: Power supply for INDUS GT?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 19:11:38 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <983821109.13999.0.pluto.d4ee0f47@news.demon.nl>
Source record: 38233

Thanx for all your support, I am sure that I need to get an DC
powersupply....

TXG

"Bravo Sierra Computers" <atari@pacifier.com> wrote in message
news:Pine.BSO.4.21.0103050239540.32221-100000@shell.pacifier.com...
> I use an Atari 5200 Power Supply on both 8 Bit and ST versions of Indus
> drives. The standard Power Supply for xf551 and 1050 Drive won't do it and
> could fry your Indus. The 5200 Power Supply can be really nice. Mine have
> screws that let you open it to fix it if it blows, open and change the
> fuse if it blows.
>
>
> ==Thanx==
> ===Ben===
>
> On Sat, 3 Mar 2001, TXG wrote:
>
> > Hi,
> >
> > I just bought an INDUS GT drive but no power supply, is it the same as
the
> > 1050 & XF551 use ?
> >
> > TXG
> >
> >
> >
>
> Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on
pacifier.com!!! Atari 8 Bit, ST and Jaguar Hardware/Accessories,
Software/Games & References/
> Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at
Ben's
> SubDomain at http://www.atari.benjamin.net Catalogs Requested by and
Received
> Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please
Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

1611. Atari 8bit bbs software

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 20:39:30 UTC
From: wgungfu@alpha2.csd.uwm.edu
Message-ID: <980ti2$7jq$1@uwm.edu>
Source record: 38234

Hi all, I'm looking to collect Atari 8bit bbs software, both custom and commercial.

I'm looking for it in all formats - disk, archived, or even disk images for emu's.

Please contact me if you can help me out!

Thanks,

Marty

1612. Re: ANALOG Computing type-in

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 21:54:07 UTC
From: ebaiz@skyenet.net
Message-ID: <3WTo6.217$OE5.1121@newsfeed.slurp.net>
Source record: 38236

On 4 Mar 2001 21:58:32 -, Gary Schuyler wrote:
>Here's a blast-from-the-past/silly question for the group: Does anybody
>remember the name of the ANALOG Computing magazine game that was a
>QIX-knockoff?

It was called Fill'er Up I beliew. Great game. It took me a while to get every line typed in correctly. I still it for my 8-bit machines. Still works too.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

1613. Re: Atari 8bit bbs software

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-05 21:54:08 UTC
From: ebaiz@skyenet.net
Message-ID: <4WTo6.218$OE5.1121@newsfeed.slurp.net>
Source record: 38235

On 5 Mar 2001 20:39:30 G, Martin Scott Goldberg wrote:
>Hi all, I'm looking to collect Atari 8bit bbs software, both custom and
>commercial.
>
>I'm looking for it in all formats - disk, archived, or even disk images
>for emu's.
>
>Please contact me if you can help me out!

Here are some sites where you can get some ATR disk images of some great
8-bit classics:

http://www.atariworld.com/8bit/atrfiles.html
http://home.columbus.rr.com/ksiders/atari.htm
http://cth.tzo.com/Emulator/ROMs.html

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1614. PhillyClassic UPDATE: 3.5.2001

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-06 02:36:13 UTC
From: Chuck Whitby <intv-sama@worldnet.att.net>
Message-ID: <3AA44A9B.EAC9ED0E@worldnet.att.net>
Source record: 38237
Cross-posted to: rec.games.video.sega,rec.games.vectrex,comp.sys.cbm,comp.sys.atari.8bit

** PhillyClassic 2001, The East Coast Classic Gamer's Event! **
** http://www.phillyclassic.com **

** UPDATE: 03.05.2001 **

Deadline approaching! We are only able to offer the cool personalized Intellivision cartridge tickets to people who pre-order by March 9, 2001. If you order after that date, or buy tickets at the door, you will receive a non-personalized laminated paper ticket. Hope to see many of you at the show!

The new Atari 2600 game, Qb, will be making its cartridge form debute at PhillyClassic! Information can be found at www.phillyclassic.com/Qb.html with links to the official Qb page and the ROM image. We'd like to thank Andrew Davie for offering us this special opportunity!

Also, the classic based PC game Wave 49 will also have a special edition release for PhillyClassic. More information can be found at www.phillyclassic.com/soapbox.txt

** UPDATE: 02.26.2001 **

Even though we are officially SOLD OUT of table space, we still want to encourage as many people as possible to bring items for sale and trade. Towards that end, the PhillyClassic staff is pleased to announce The PhillyClassic Trading Post. The Trading Post will be available throughout the show for attendees to bring in items from their vehicles or hotel rooms once a deal is under negotiation, to inspect the goods, lay things out, etc. These tables are NOT to be used for displaying items to the public, but simply for buyer-to-seller inspections and transfers. Once a deal has been closed or declined, the table must be cleared. In this way, everyone will have a chance to sell and trade their goodies, even if they missed the chance for a permanent display table. We wish everyone happy hunting at PhillyClassic 2001.

Hozer Video Games has graciously donated *5* Atari 2600 Thrust carts and Good Deal Games has also donated a copy each of their new Sega CD games, Bug Blasters and Star Strike. Thanks to Hozer and Good Deal Games!

In addition to their donated games, Hozer and Good Deal Games have sent us carts to sell at PhillyClassic. Good Deal Games is offering a special $29.99 price for their Sega CD games, a $5 show discount plus NO SHIPPING! And Hozer will be sending a nice

assortment of homebrew 2600 games for us to demo and sell at PhillyClassic!

** UPDATE: 02.04.2001 **

Tables are now * SOLD OUT *. Thanks to everyone who purchased one. Just because you can't get a table doesn't mean you shouldn't come! Be sure to attend and check out all sorts of cool classic games!

The t-shirts are almost done and are going to go to the printer soon! We think they look really cool!

The tournament list has been added to the PhillyClassic website! Games range from the 2600 up to the Playstation 2! Each tournament will be accompanied by a great prize package thanks to all our sponsors!!

** UPDATE: 01.31.2001 **

Table spaces are becoming EXTREMELY limited so if you're planning on attending and are debating getting a table, MAKE YOUR DECISION SOON! :)

Randy Femrite is going to bring down all sorts of neat Jaguar items to show off like a Jaguar Rotary Controller, Battlesphere, Skyhammer, and a XE/Jag controller interface!

** UPDATE: 01.22.2001 **

Hasbro has sent us a lot of games to be given away at the convention! Thanks Hasbro!

Michael Roberts has donated a TON of Star Wars handheld games for us to give away at PhillyClassic. Thanks Michael!!

** UPDATE: 01.10.2001 **

Digital Press has graciously donated MANY Digital Press 6 guides to be given away at PhillyClassic! Thanks Joe and everyone else at DIGITAL PRESS!

We rented another 1000sq ft room for the convention, bringing the total up to 3000 square feet!!

More and more sponsors are contacting us EVERY DAY meaning more chances for everyone to leave PhillyClassic 2001 with a GREAT prize!

Classic Gaming Expo and PhillyClassic have teamed up to bring you the best gaming experience you can get on the east coast!

John Hardie and Sean Kelly are graciously donating items for us to give away at the convention. When you hear the names Hardie and Kelly, you know they've gotta be good!

Ticket prices are currently $6 in advance, and $7.50 at the door. Tables to setup your goodies on are $10 per table. Tickets will be on preorder until March 30th, 2001. Just remember, we're a non-profit event, every cent we make on PhillyClassic goes right back into the convention!

This year's tickets are pretty nifty! Marc has made Intellivision carts into our tickets that hang from you neck! Really neat!

** UPDATE: 12.23.2000 **

Sponsors are pouring in, which means more chances for everyone to walk away from the convention with a great FREE item!!

T-shirts will soon be available for pre-order. These spiffy shirts feature the PhillyClassic logo and some classic game logos! Be sure to put an order in as soon as they're available!

Randy Crihfield of Hozer Video Games has donated some new Atari 2600 games to be given away! Thanks Randy!

Jeff Folejewski will be bringing MANY (as in more than 5) full-size coin-op arcade games! All games will be set on free-play and a tournament will be held on his Joust machine!

Good Deal Games has also chosen to donate some of their new Sega CD games to be given away at PhillyClassic! Thanks Good Deal Games!!

** UPDATE: 10.30.2000 **

Van Burnham, editor of Wired magazine and author of Supercade (www.supercade.com) has confirmed she will be attending PhillyClassic! She's a great video game buff and a wonderful person to talk to!

Be sure to bring all your spare games and systems, we will be holding another auction this year! Last year people who auctioned items off made a LOT of money, and it's a good way to part out some of the extra items you don't need!

** UPDATE: 10.15.2000 **

Chad Schell of Schell's Electronics has donated an Intellicart to be given away as a prize at PhillyClassic!! Thanks Chad!

Tickets for PhillyClassic are now on sale!! The price for admission is $6 for both days, and $10 per table you wish to use to setup on. Just remember, any money taken in from the attendees is not used as profit for any of the organizers; it's used to pay for everything used to setup the event. In case of any spill over money it will be used towards next years event!!

If you have any items in particular you're wanting to pick up or to part with, be sure to e-mail Jeff Folejewski and let him know so he can add your list to our PhillyClassic webpage!

** INITIAL POST: 9.26.2000 **

David Newman, Chuck Whitby, Marc Pallante, and Jeff Folejewski
are proud to present PhillyClassic 2001!! The first
PhillyClassic was such a success we had no choice but to do it again!
This year's event promises to be nothing but BIGGER and BETTER!

Website is now up and LIVE, complete with:
* Information/scheduled events
* Hotel accomodation info/online reservations
* Driving directions and interactive maps
* Ticket information
* How To Link to Us banners/ads available for
YOUR classic game related site!

The weekend of April 20th and 21st will be one to remember as classic
gamers unite for a weekend of hardcore gaming!

Planned events include casual trading/selling, *tournaments*,
auction, show-and-tell, a guest speaker or two, and a
general good time by all!

We have rented a 2000! sq ft conference room at the Sheraton
Suites for the event, which means enough room for a lot of
people to come and setup the pride and joy of their collections,
and even a little tradebait!

The tentative times are as follows:

Friday: 5pm - ?? -- First Day, Setup, Meet and Greet, Informal
Trading and Game Playing
Saturday: 9am - 5:00pm -- MAIN DAY

If you have any questions about the event, PLEASE e-mail:
David Newman (davidnewman@adelphia.net)
Chuck Whitby (intv-sama@worldnet.att.net)
Jeff Folejewski (adventurevision@yahoo.com)
Marc Pallante (marc@classicgamer.net)

If you plan on attending, please
purchase your tickets early and make those hotel reservations!

Thank you very much!
-PhillyClassic 2001 Staff

www.phillyclassic.com
--
ï¿½ï¿½ Chuck Whitby ï¿½ï¿½
-->Intellivision Gaming Network<--
www.geocities.com/intellydood

** PhillyClassic 2001 **
The East Coast Classic Gamer Event
** www.phillyclassic.com **

1615. Re: Alternate Reality Online (Phil responds)

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-06 02:53:52 UTC
From: Cruiser 7 <cruiser7@nospam.com>
Message-ID: <3AA45140.7090507@nospam.com>
Source record: 38238

Yeah, good to hear from you, Phil. When I am talking to all of the "gamerz" and the "tech heads" at work about favorite game programmers, I always mention your name along with Sid Meir, Lord British, and Steve Meretzky. Most of the younger ones don't recognize those names, and (unfortunately) none of them recognize your name. When they ask me what you made, I always reply "The best damned RPG ever made for any computer. Period.". All the guys know are people like Carmack and Romero, maybe a few will recognize Sid's name. Even if I am sure that it'll go in one ear and out the other, I make it a point to mention AR as much as I can. Without it, adventure gaming wouldn't be as evolved as it is today.

Seems like we all are living life while dreaming our dreams. We just need to find a way to make both of them the same. Me, I want to act and write. Since a movie project fell through on me, I'd love to do a little something with the whole concept behind AR. I am thinking it'll be popular with people who love adventure and intrigue, much as people who love good role playing loved the game.

Cruiser 7

P.S. - Congrats on the great job and pay! :-)

Paul Irvine wrote:

> The other Day Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:
>
>> Wow !!
>> He is alive !!! Good to hear Philip Price is back.
>
>
> Philip pops in here from time to time, he keeps us up to date and lets
> us know what Gary Gilbertson is doing these days in the land of 'Book
> him Danno, murder one'
>
> :-)

1616. Re: Does Commando prototype cart exist ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-06 03:09:16 UTC
From: jhardie@pipeline.com
Message-ID: <3aa454a5.108993618@news.pipeline.com>
Source record: 38239

I have Midi Maze and Mean 18.

If my memory serves me correctly, the other 3 exist as well although I
don't remember who has them.

John

On Sat, 03 Mar 2001 12:15:25 +0100, "Mr.Bacardi"
<mr.bacardi@freenet.de> wrote:

>Hi !
>Who knows if there are prototype carts of the following games existing:
>- Commando
>- Mean 18
>- Midi Maze
>- Xenophobe
>- Mat Mania Challenge
>
>I've seen the names in collector lists, maybe someone has them...
>
>P.S.: Check my site for more rare disk-version of carts.
>http://mrbacardi.atari.org
>
>
>

1617. Is a copy of the Action Utilities disk available ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-06 03:13:52 UTC
From: ronfucci@bellsouth.net
Message-ID: <3aa455c4.10395586@news.atl.bellsouth.net>
Source record: 38240

I bought the cart, but would like to have the utilities disk. tks

ron

1618. FA MISJA/FRED

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-06 05:43:00 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <EN_o6.248716$8V6.41448034@typhoon.tampabay.rr.com>
Source record: 38241

I have for auction MISJA (Mission Shark) and FRED by LK AVALON 2 GREAT
8bit games from Poland..
1 day left.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1218869372

1619. FS: Atari 830

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-06 05:51:03 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <bV_o6.144$9c6.7473@typhoon.sonic.net>
Source record: 38242

As if ANYONE would have use for one of these this day and age...

I've come upon an Atari 830 _accoustic_ 300bps modem.
(For those who don't know what accoustic is, you probably don't want it ;))

E-mail me if you want to arrange to have it shipped to you.
I'm asking for just shipping.

If I don't get a response fairly soon, it's going to the thrift store.

-bill!

1620. Re: Mousekattack

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-06 05:52:08 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <cW_o6.145$9c6.7473@typhoon.sonic.net>
Source record: 38243

William Moeller <af332@freenet.hamilton.on.ca> wrote:
: Anyhow, the game sounded great, but I never ever got to see it in orignal
: or pirate form. Does anyone have a copy? Can anyone direct me to a link?

While I don't personally condone pirating, what're you to do these days?

I'm sure you might have luck searching for a binary or disk image
on my FTP site search engine:

http://www.newbreedsoftware.com/xlsearch/

Good luck!

-bill!

1621. Re: Alternate Reality Online (Phil responds)

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-06 11:18:42 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <ahh9atguptg07fc75q80pfvss9f4er26rb@4ax.com>
Source record: 38244

The other Day Cruiser 7 <cruiser7@nospam.com> wrote:

> Yeah, good to hear from you, Phil. When I am talking to all of the
>"gamerz" and the "tech heads" at work about favorite game programmers, I
>always mention your name along with Sid Meir, Lord British, and Steve
>Meretzky. Most of the younger ones don't recognize those names, and
>(unfortunately) none of them recognize your name. When they ask me what
>you made, I always reply "The best damned RPG ever made for any
>computer. Period.". All the guys know are people like Carmack and
>Romero, maybe a few will recognize Sid's name. Even if I am sure that
>it'll go in one ear and out the other, I make it a point to mention AR
>as much as I can. Without it, adventure gaming wouldn't be as evolved as
>it is today.

Yep, the younger people seem bowled over by eye candy these days and
there are few 'names' because of the nature of the industry these
days.

Good grief, it wasn't even an industry in those days :-)
--

. Never argue with an idiot, they bring you down to their level
and then beat you with experience

1622. Re: Silly idea with Commodore drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-06 11:58:58 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <982je2hlt1@nets3.rz.RWTH-Aachen.DE>
Source record: 38246

Howdy Francis

> what I can offer is mostly, just information.

That's mostly what I contribute to the Atari world to. If I hadn't asked Stephen Judd when/if his code would be released, I might never have found the code when it was. If I hadn't told everybody and nagged everybody about converting it, Raphael probably would have never started the project. And if I never told him what I liked about it and what I would like to be changed, it might not have become what it is today. I don't wanna blow my own horn, but just show that information is of vital importance in our small Atari 8 bit community. Some know how to code, some know how to get information. Or can beta-test.

CU Mathy van Nisselroy

1623. Re: Migraph handheld scanner on an 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-06 12:11:14 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <982k52hlt2@nets3.rz.RWTH-Aachen.DE>
Source record: 38247

Howdy folks

> Computereyes... yeh, that was pretty cool from what I've heard of it.

Would be cool if somebody could write a HIP version of the Computereyes
software. If you've never seen HIP before, get Raphael J.Espino's JPEG viewer
and check it's HIP formats out.

CU Mathy van Nisselroy

1624. Re: Version 0.5 of a8jdpeg, Atari 8-bit JPEG viewer

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-06 12:23:45 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <982kshhlt3@nets3.rz.RWTH-Aachen.DE>
Source record: 38248

Howdy Raphael, folks

>Then you can't load it by typing 'a7*' for the filename. Although
>that might not be such a big problem now. I guess it could be done
>the other way around, wildcards without a ':' at the end means do a
>directory, and with it means load the file.

No! I like it this way.

>Well I'm working towards that, the real problem with it right now is
>that you can't step into a subdirectory from the directory listing,
>and I can see someone complaining about that if it starts up that way
>by default.

Me? :-)

>I was thinking of having an option for it when
>you choose the row and column offset. So have it default to something
>like 'C' meaning centre instead of '0' like it is now, but allowing
>you to change it to something else if you want to.

I like that.

Matter of fact, I like a8jdpeg, a LOT.
Every Atari 8 bit user should have it.

CU Mathy van Nisselroy

1625. Re: Raf`s JPEG Decoder 0.5...

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-06 12:41:42 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <982lu6hlt4@nets3.rz.RWTH-Aachen.DE>
Source record: 38249

Howdy Raphael, folks

>D:*.*: should do it. The extra ':' at the end means list the
>directory. Anything before that is used as the directory mask. If
>you don't type a mask (D::) then it defaults to D:*.JPG:. I'm
>thinking of making some changes to this for the next version, as it is
>confusing.

Please don't. It asks for a name, so you give it one. If you don't want a
file but a directory, you add the colon. Couldn't be easier. And what other
characters is never used in a filename?

>Yes, there will be a colour version too. It kind of works at the
>moment, but the colours are not right yet.

Sounds great!

CU Mathy van Nisselroy

1626. Re: ANALOG Computing type-in

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-06 12:45:44 UTC
From: llpwhite@cs.com
Message-ID: <20010306074544.14988.00000004@ng-fh1.news.cs.com>
Source record: 38250

>It was called Fill'er Up I beliew. Great game...<

There were two versions, I believe. Tom Hudson improved the graphics a little for the "Compendium" version. Nothing earth-shattering, but a little better (IIRC).

Arguably, the 5200 version of QIX was the best of this genre, but the Analog version was excellent, and the price was certainly right..

Larry

1627. Re: Mini Office II (-manual) already online?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-06 12:50:40 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <982mf0hlt5@nets3.rz.RWTH-Aachen.DE>
Source record: 38251

Howdy Richard

>and was wondering if I should throw it out.

Never throw Atari stuff away, not even manuals. There are people (not me)
would give an arm and a leg to get stuff like that. If you want to, you can
even ask money for it. :-)

CU Mathy van Nisselroy

1628. CD ROMs (hidden button)

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-06 13:00:20 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <982n14hlt6@nets3.rz.RWTH-Aachen.DE>
Source record: 38252
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.msx,comp.sys.apple

Howdy folks

I recently purchased a Pioneer 32 speed Slot-In CD ROM player for my Atari 8 bit computer. It only had one button, so no PLAY/NEXT TRACK.

Or so I thought.

After I removed the front panel, I found two buttons connected to the printed circuit board. I tested both. One was OPEN, the other PLAY/NEXT TRACK.

Maybe more CD ROM players have this. My Pioneer CDROM player seems to have been sold already installed in the computer (Bulk or OEM or whatever they call it in some countries). If I find a new front panel, or maybe even only the double buttons (if the Pioneer has no names it's got one button I guess and if it says PIONEER on the front it has two buttons, but the front panel is exactly the same), I can start my audio CD's without loading the software.

CU Mathy van Nisselroy

1629. Re: Mini Office II (-manual) already online?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-06 14:08:03 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01c0a647$03d42ee0$9a043b3e@windows>
Source record: 38253

Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> schreef in artikel
<982mf0hlt5@nets3.rz.RWTH-Aachen.DE>...
> Howdy Richard

> >and was wondering if I should throw it out.
>
> Never throw Atari stuff away, not even manuals. There are people (not
me)
> would give an arm and a leg to get stuff like that. If you want to, you
can
> even ask money for it. :-)
>
> CU Mathy van Nisselroy

I'd rather scan and ocr great stuff like this, so everybody can enjoy it
(took that attitude from the good example of guys like the Digital Antic
guys).

Now if only more people would share their great Atari stuff. I'm still
looking for quality scans of all that beautiful artwork from the old Atari
400/800 games boxes.... (and other stuff from that artist..., you know: the
Basic Reference manual, etc etc)

Richard Douwes

1630. Er...okay then...By the way, "fiat" ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-06 15:00:37 UTC
From: Christophe <ksim@eresmas.net>
Message-ID: <9%6p6.218$x4.51048@news-reader.eresmas.com>
Source record: 38254

Oh, it's you....

Thanks for the explanations (even if I'm just starting reading De Re Atari right now and everything was not clear but...)

I saw somewhere you spoke about (control)+"fiat" when entering character name.I did it but then I'm asked about "what is reality ?" Could you help me there ?

Also, I'd like to thank you again (like lots of people I guess) for this game. Yesterday I watched for hundredth time the whole intro and.....FUCK it was 15 years ago !!! (But I guess I'll be able to sing the songs when I'm 64...) I just came back to it recently and haven't followed the scene...My questions : is this OVER ? No remakes ? Are the unrealised chapters lost forever ?

Have a nice day

1631. Re: Okay, but WHERE ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-06 15:06:32 UTC
From: Christophe <ksim@eresmas.net>
Message-ID: <l47p6.219$x4.51025@news-reader.eresmas.com>
Source record: 38255

Well...as I asked...Both painting programs for Koala Pad and Atari Touch Tablet (Atari Artist), even if I seem to have problems when emulating these devices with Atari 800Win Plus. (In Micropainter for example, I can only go to left and right when pressing mouse buttons but nothing else...)

1632. Re: Okay, but WHERE ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-06 15:33:03 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <taa0jmnupo7n33@corp.supernews.com>
Source record: 38256

"Christophe" <ksim@eresmas.net> wrote in message
news:I47p6.219$x4.51025@news-reader.eresmas.com...
>
> Well...as I asked...Both painting programs for Koala Pad and Atari
Touch
> Tablet (Atari Artist), even if I seem to have problems when emulating
these
> devices with Atari 800Win Plus. (In Micropainter for example, I can only
go
> to left and right when pressing mouse buttons but nothing else...)

I would suggest looking for BBKART as it was about as good as Micropainter and worked with a joystick. It is probably at the umich archive or on one of the sites that has old ANALOG magazine cover disks.

1633. Re: Alternate Reality Online (Phil responds)

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-06 22:08:43 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <Lddp6.67223$o85.378035@news-server.bigpond.net.au>
Source record: 38257

"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
news:ahh9atguptg07fc75q80pfvss9f4er26rb@4ax.com...
> The other Day Cruiser 7 <cruiser7@nospam.com> wrote:
>
> > Yeah, good to hear from you, Phil. When I am talking to all of the
> >"gamerz" and the "tech heads" at work about favorite game programmers, I
> >always mention your name along with Sid Meir, Lord British, and Steve
> >Meretzky. Most of the younger ones don't recognize those names, and
> >(unfortunately) none of them recognize your name. When they ask me what
> >you made, I always reply "The best damned RPG ever made for any
> >computer. Period.". All the guys know are people like Carmack and
> >Romero, maybe a few will recognize Sid's name. Even if I am sure that
> >it'll go in one ear and out the other, I make it a point to mention AR
> >as much as I can. Without it, adventure gaming wouldn't be as evolved as
> >it is today.
>
> Yep, the younger people seem bowled over by eye candy these days and
> there are few 'names' because of the nature of the industry these
> days.

What is young? I am 28. But then I used to play AR:dungeon when I was 13 or
so :-)
I don't mind eye candy, but give me AR over doom any day of the week...

Mark

1634. Re: Er...okay then...By the way, "fiat" ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-07 01:27:12 UTC
From: DCM01@USA.NET
Message-ID: <3aa58b6f.7162880@news.CIS.DFN.DE>
Source record: 38258

Looks like this is directed to PP, but I would like to toss in the
comment that, even if any additional AR chapters for the Atari 8bit
are unlikely, it would be great to have a "pure" AR, recompiled sans
copy protection from the source, if the source survived somehow.

As for AR passwords, the only French I can recall beyond the words for
"I look at the moon" is "cel saute aux yeux" which is the AR password
I remember as meaning "without time there is no change." Or
vice-versa.

On Tue, 6 Mar 2001 16:00:37 +0100, "Christophe" <ksim@eresmas.net>
wrote:

>I saw somewhere you spoke about (control)+"fiat" when entering character
>name.I did it but then I'm asked about "what is reality ?" Could you help me
>there ?
>
>Also, I'd like to thank you again (like lots of people I guess) for this
>game. Yesterday I watched for hundredth time the whole intro and.....FUCK it
>was 15 years ago !!! (But I guess I'll be able to sing the songs when I'm
>64...) I just came back to it recently and haven't followed the scene...My
>questions : is this OVER ? No remakes ? Are the unrealised chapters lost
>forever ?
>
>Have a nice day
>
>

1635. Help ---- Trying to play Kaboom on my PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-07 01:53:18 UTC
From: eric_vinette@cyberus.ca
Message-ID: <3aa593b1.2271023@news.cyberus.ca>
Source record: 38259

Hello, I own an Atari 2600 system. I recently got an
emulator to play 2600 games on the PC. But how do you go about
playing Paddle games on the PC? (Yes, I do have a set of paddles)

Thanks in advance
Marc

1636. Re: Atari 8bit bbs software

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-07 02:20:11 UTC
From: NoOne@FakeEmail.com
Message-ID: <905CD7BB1CTHEnterprises@205.212.123.11>
Source record: 38260

Check out the "BBS Info" link in the folder-tree at-

http://cth.dtdns.net/index.html

Then check out-

ftp://ftp.spudster.org/pub/Atari/CTH/Utilities/Utilities_BBS/

If you were into BBSing back when it was big and feel a bit nostalgic,
check out-

http://cth.dtdns.net/interviews/Intro.html

1637. Beware --- IT JUMPS TO THE EYES !!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-07 03:56:27 UTC
From: Christophe <ksim@eresmas.net>
Message-ID: <tmip6.232$x4.57522@news-reader.eresmas.com>
Source record: 38261

Are you sure ? Why do you think sequels for Atari 8 bits won't be done
??? ;^)

I can't help thinking about an actual version, using nowadays computers.AR
concept still looks far better than the 2 weeks-lasting (I'm really generous
there !) crap we use to have nowadays......Hopefully someone made
Championship Manager.......

"Cela saute aux yeux" means literally "It jumps to the eyes", which could be
translated as "It's obvious"

Going to try it right now.....Merci bien.....

1638. Re: OK, so I have SIO2PC working with MyDos 4.5, now what?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-07 04:41:36 UTC
From: Seeva St Charles <seeva@aol.com>
Message-ID: <MPG.150f77e92d67d514989927@news>
Source record: 38262

Thanks all for the help!
I've got work to do.

1639. Re: Printing the Unprintable

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-07 04:46:42 UTC
From: Greg Menke <gregm-news@mindspring.com>
Message-ID: <m3u256qj7x.fsf@mindspring.com>
Source record: 38263

> It occurs to me that with a little code added to his functional idea, one
> could have a PC program that could read and print ATASCII files - carrying
> that idea a few steps furthur, the thing might actually function as an
> ATASCII word processor for the PC.
>
> I realize that's not exactly what you're looking for, but I was
> brainstorming a bit when I read your message.

I wrote a couple variations of this about a million years ago to run on the 400/800; taking arbitrary input and generating Epson dot-matrix graphics. Its actually pretty easy, as the Atari ROM already has the full character set stored as bitmaps- the CHARBASE (I think?), or some other vector will point to the head of the bitmaps. Use the ATASCI value * 8 to index the table, then a for loop from 0 to 7 added to the index. This pulls each byte of the 8 byte high character- each byte giving 1 line of 8 pixels from the top down.

You could do something similar on the PC, just dump the contents to the Atari character set font table.

Gregm

1640. Re: Alternate Reality Online (Phil responds)

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-07 12:13:08 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <9t7cat8bemc7is5qsb0gra4hqd5cvf9vub@4ax.com>
Source record: 38264

The other Day "Mark Bedingfield" <mark@baypc.com.au> wrote:

>"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message

>> Yep, the younger people seem bowled over by eye candy these days and
>> there are few 'names' because of the nature of the industry these
>> days.
>
>What is young? I am 28. But then I used to play AR:dungeon when I was 13 or
>so :-)
>I don't mind eye candy, but give me AR over doom any day of the week...
>
>Mark
>
Well I'm 40 this year so most folks in here are young compared to me
:-)

Seriously tho, tbh anyone who inhabits this group won't be like most
youngsters who see PS2 games and go "woooow" great graphics!!

I just have seen over the years that if you take a game, add the words
3D, slap a few polygons on screen with a few textures then people
dribble. The fact that the gameplay might be AWFUL does not put a lot
of people off, something that PS2 owners are slowly finding out.

(no, I don't hate the PS2, its just a good example) :-)
--

. Never argue with an idiot, they bring you down to their level
and then beat you with experience

1641. Atari article in Seattle PI

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-07 16:24:10 UTC
From: Dan Vernon <danv@whoever.com>
Message-ID: <985n2n$fe0$1@brokaw.wa.com>
Source record: 38265

"Atari Lives, Riding New Trends", Seattle Post Intelligencer, 3-6-2001 (in the business section!)

check it out...
http://seattlep-i.nwsource.com/business/xatari06.shtml

1642. Backing up 8-bit files to CDR?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-07 18:04:21 UTC
From: Mike/Jeff <design3d@2-scale.com>
Message-ID: <B6CBF062.825%design3d@2-scale.com>
Source record: 38266

Hi Atarians!

If you want to read just my questions, skip to the bottom....

This is the FIRST time for me to join in the comp.sys.atari.8bit newsgroup. I hope this is the right area for me to talk about Atari experience and any questions I may have.

My first Atari experience began when I got Atari 2600 VCS back in 1981. Actually it was my brother's friend and my cousin who influenced me into Atari. I could have gone in the wrong path: TRS-80 (in high school), Apple II and TI99/4 with voice synthesizer (cool gadgets back then).

Then in 1982, I got graduated to a better computer: Atari 400 (16K). For simple reason: Pac-Man cartridge was available for the Atari computers - great graphics and excellent coin-op translation. Looking at VCS version Pacman made me sick! Poor quality, unlike what Atari graphics has to offer. Also, BASIC programming got into my blood....

Then I had many 8-bit games, some rare ones, during my RIT college years. My roommate Rob Goodwin set up "TriviAtari BBS" right from his dorm. Lots of fun during those years....on my Atari 800XL and one 1050 floppy drive (still works...except for Atari 1030 300-baud modem which I beat it to death).

Then in 1986, I decide to take the plunge: Atari 520ST instead of Amiga computer. I decided to wait for the color mac (that came out later in 1989). I was a member of Genie account until quit in 1996 in favor for AOL. Unfortunately, AOL don't carry Atari library (right?)

Now I am using Apple Powerbooks 5300/ce and using SGI Indigo2 at work. Therefore, I was brought up in a computer graphics environment. Actually, 1986 was the turning point to enter into the computer graphics field, 3D renderings, Pixar stuff, etc. away from data processing field.

Right now, my Atari 800XL and floppy diskettes are in a box - so fragile and dusty that I last made "backup copy" back in 1985 to 1990!!

Questions - 7 very important questions with options to ponder about:

How do I backup those disks to a CD-R disc? (instead of dual-floppy drives)

If not, is there a way to read those Atari 8-bit files (from 5.25 floppies) in a PC 5.25" floppy drive? (so that way I can transfer them to PC to burn them)

Is it possible to transfer Atari 8-bit files to Macintosh so I can burn them to a CD-R and maybe emulate them on macs? How?

If not, is null-modem possible between powerMacs (or PC) and Atari 800XL? (not sure which cables)

If not, is modem-to-modem possible between PowerMacs (or PC) and Atari 800XL to transfer files locally at 1 feet away from the two systems?

What is the highest modem speed for the Atari 800XL? (so that way, this would be my last slowest options to transfer all of them to my AOL account...)

I am just hoping that once I have them on CDR, then I can go back to the Atari floppy drive to re-save again, in case of bad floppy disk.

Any suggestions, Atarians?

Mike

--
3D Design Department
2-Scale Inc.
1049 S. McCord Road
Holland, Ohio 43528
1-419-865-4006

1643. Re: Atari article in Seattle PI

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-07 19:06:50 UTC
From: Pockets <pockets@DUMMYcix.co.uk>
Message-ID: <9860s8$ee4$1@plutonium.compulink.co.uk>
Source record: 38267

Nice article

There seems to be a growth industry in retro at the mo.I think its windows fatiuge myself as too many new games have to be fiddled with to run. Just slap a cart in and kill something, Only Doom on my old 486 ever beat Star raiders in my opinion for that instant gratification blast!

"Dan Vernon" <danv@whoever.com> wrote in message news:985n2n$fe0$1@brokaw.wa.com...
> "Atari Lives, Riding New Trends", Seattle Post Intelligencer, 3-6-2001 (in
> the business section!)
>
> check it out...
> http://seattlep-i.nwsource.com/business/xatari06.shtml
>
>
>
>
>

1644. DI Images from ATR images

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-07 19:54:00 UTC
From: ebaiz@skyenet.net
Message-ID: <slwp6.350$7Q6.2541@newsfeed.slurp.net>
Source record: 38268

Hello all,

I was able to make some DI images from some ATR images. The ATR files I used were the MEGA images that can be downloaded on the NET. I then used a program called Adir.exe by Jindrich Kubec. He is the same guy that recently added DI support to one of his conversion programs. I tried it out and his program did create a DI image, but it did not work with 800XLDJ. So I went about it another way. the Adir.exe program extracts files from Atari disk images. I hd 9 Mega image files and this program worked on 7 of them. I got the raw files on my Hades and was able to import them into 800XLDJ. Every program game file I tired worked fine and booted up on my 130XE. Once I have all the Mega image files, I will start putting together some mega DI image files and will upload them somewhere on the NET.

Any questions or comment?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1645. Re: Backing up 8-bit files to CDR?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-07 20:50:05 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3aa6e37c$0$1616$4c5ecdc7@news.erinet.com>
Source record: 38276

Don't know about the Mac. You could null modem back and
forth with a Mac.
For the PC, SIO2PC cable, or APE cable is the thing to do.
sio2pc cable allows your pc to be seen by the A8 as a disk drive(s).
It is much faster than a null modem cable and much more convenient.
If you make a sio2pc cable yourself, it is very low cost, less than $10
if you have a spare A8 SIO cable and a spare PC serial cable.
The sio2pc cable goes between a SIO port on the A8 side and
a serial port on the PC side. Then you run APE or SIO2PC software
to make your PC temporarily be disk drive(s) for your A8.
Or you can buy a ready made cable, check the length, make sure
it is long enough, from Steve Tucker.
can't remember the urls. Clarence Dyson has a good one on making
the sio2pc cable yourself and Tucker's (www.nacs.net/~classics seems
to come to mind.)
Russg

1646. Best games on 8 bits...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-07 21:25:18 UTC
From: Christophe <ksim@eresmas.net>
Message-ID: <TJxp6.255$x4.60761@news-reader.eresmas.com>
Source record: 38269

Nowadays, we have access to huge ftp sites with all the games we
want to download. But even if you had quite a lot 15 years ago, still most
of the names are unknown to me...Maybe I'm passing through some fantastic
ones but don't want to download EVERYTHING...So I'd like to start a poll for
the best games ever on Atari 8 bits, just to check if I missed something,
and also for the fun (well, mostly for the fun in fact...). So here I go :

1) Alternate Reality
2) Seven Cities of Gold
3) Hard Ball
4) Summer Games
5) Mercenary
6) Mail Order Monsters
7) Racing Destruction Set
8) One on One
9) Trilogy of Apshai
10) Fight Night

Well, I'll stop at ten, keeping in mind Bruce Lee, Zorro, Karateka,
F.R.E.E., Bop'n Wrestle, etc....

HHHHMMMMMM, I feel better now....

Which are yours ???

1647. Re: Mini Office II + manual online

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-07 21:29:46 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010307162946.23559.00000176@ng-fb1.aol.com>
Source record: 38270

Congratulations for getting all of the html done; it looks like a nice integrated package.

I was reading thru the info before deciding to D/L and realized it is a boot disk with instructions to install your own RS232 handler before starting MOII when you are not utilizing an 850 interface. This sounds good until you give it any thought; duh! the boot process destroys any handler code in memory.

The only technical info is in a separate section where an in passing comment reveals that the DOS 2.5 Ramdisk is used. We can make some FMS assumptions from this, but the application is still an unknown quantity and location. The only possible solution is an append attempt for the MIO/ATR8000/Black Box R: code and hope nothing conflicts. The SX212 handler may be hopeless.

Anybody got it working?

>"Richard Douwes" rdouwes@hetnet.nl

>For the Mini Office II manual, take a look at
>http://www.homepages.hetnet.nl/~rdouwes and tell me what you think

-Ron

Inform everyone that communications have completely broken down.

1648. Re: Printing the Unprintable

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-07 21:52:57 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010307165257.23559.00000179@ng-fb1.aol.com>
Source record: 38271

Basically correct except the internal character set is not in atascii order; it
shifts the punctuation and upper case down 32 places, then adds 64 to the
control graphics and follows with the lower case in proper sequence. The second
128 use a negative image of the first half for inverse video.

>Greg Menke gregm-news@mindspring.com re,arked:

>the Atari ROM already has the full character set stored as bitmaps
>- the CHARBASE (I think?), or some other vector will point to the
>head of the bitmaps. Use the ATASCII value * 8 to index the table,
>then a for loop from 0 to 7 added to the index. This pulls each byte
>of the 8 byte high character- each byte giving 1 line of 8 pixels

-Ron

Inform everyone that communications have completely broken down.

1649. Re: Best games on 8 bits...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-07 22:38:48 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <p3zp6.9919$t21.269174@news3.oke.nextra.no>
Source record: 38272

Def. the Lucasfilm games, especially Ballblazer and Rescue on Fractalus. Dropzone, Bounty Bob Strikes Back, Cavernia, Zybex, Alternate Reality, MULE, mostly all of Atari's games, Microprose wargames, Infocom adventures, Scott Adams adventures, Star Fleet I, Mercenary, Encounter, Star Raiders needs a mention beside Atari's other. Star Raiders was the reason I fell in love with the Atari 800. Cost me about $900 to get the system back in the early 80's.

Darn, there's so many good ones. Love these machines

"Christophe" <ksim@eresmas.net> wrote in message
news:TJxp6.255$x4.60761@news-reader.eresmas.com...
>
> Nowadays, we have access to huge ftp sites with all the games we
> want to download. But even if you had quite a lot 15 years ago, still most
> of the names are unknown to me...Maybe I'm passing through some fantastic
> ones but don't want to download EVERYTHING...So I'd like to start a poll
for
> the best games ever on Atari 8 bits, just to check if I missed something,
> and also for the fun (well, mostly for the fun in fact...). So here I go :
>
> 1) Alternate Reality
> 2) Seven Cities of Gold
> 3) Hard Ball
> 4) Summer Games
> 5) Mercenary
> 6) Mail Order Monsters
> 7) Racing Destruction Set
> 8) One on One
> 9) Trilogy of Apshai
> 10) Fight Night
>
> Well, I'll stop at ten, keeping in mind Bruce Lee, Zorro, Karateka,
> F.R.E.E., Bop'n Wrestle, etc....
>
> HHHHMMMMMM, I feel better now....
>
> Which are yours ???
>
>

1650. Re: Best games on 8 bits...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-07 23:03:42 UTC
From: Atari Chart <SPAMMENOT-atari-chart@home.com>
Message-ID: <ogcdatkqnfaeenv4g1vet9s0otv8ddk7sc@4ax.com>
Source record: 38273

For me:

1) Spelunker
2) Ultima III
3) Omnitrend's Universe
4) Rainbow Walker
5) Boulder Dash
6) Lode Runner
7) Hero
8) Karateka
9) Gateway to Apshai
10) Blue Max

and many many more....

On Wed, 7 Mar 2001 22:25:18 +0100, "Christophe" <ksim@eresmas.net>
wrote:

>
> Nowadays, we have access to huge ftp sites with all the games we
>want to download. But even if you had quite a lot 15 years ago, still most
>of the names are unknown to me...Maybe I'm passing through some fantastic
>ones but don't want to download EVERYTHING...So I'd like to start a poll for
>the best games ever on Atari 8 bits, just to check if I missed something,
>and also for the fun (well, mostly for the fun in fact...). So here I go :
>
>1) Alternate Reality
>2) Seven Cities of Gold
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>5) Mercenary
>6) Mail Order Monsters
>7) Racing Destruction Set
>8) One on One
>9) Trilogy of Apshai
>10) Fight Night
>
>Well, I'll stop at ten, keeping in mind Bruce Lee, Zorro, Karateka,
>F.R.E.E., Bop'n Wrestle, etc....
>
>HHHHMMMMMM, I feel better now....
>
>Which are yours ???
>

1651. Re: Best games on 8 bits...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-08 01:30:26 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <SgBp6.1989$0N3.14580@news-server.bigpond.net.au>
Source record: 38274

```
1 alternate reality the dungeon
2 rescue on fractulas
3 f15 strike eagle
4 galaxian
5 star raiders
6 pole position
7 pit stop
8 gateway to apshi
9 tale of beta lyre
10 landscape

I forgot how many good games their are

mark
```

1652. That's the idea....

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-08 01:34:18 UTC
From: Christophe <ksim@eresmas.net>
Message-ID: <cnBp6.264$x4.64462@news-reader.eresmas.com>
Source record: 38275

Thanks...

I read your lists, and go for them !!!!

Also just wanted to state that even having plenty of ST games (and Steem 1.5 which is VERY accurate), and former owner of both 8 and 16 bits Atari, I find myself playing FAR more with the old ones.....

Nearly impossible to play a ST game today....too crappy (some exceptions of course, but if you think of Summer Games, Alternate reality or Trilogy of Apshai for example, 8 bits versions were better)...

1653. Re: Printing the Unprintable

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-08 04:13:12 UTC
From: Greg Menke <gregm-news@mindspring.com>
Message-ID: <m33dcox5if.fsf@mindspring.com>
Source record: 38277

> Basically correct except the internal character set is not in atascii order; it
> shifts the punctuation and upper case down 32 places, then adds 64 to the
> control graphics and follows with the lower case in proper sequence. The second
> 128 use a negative image of the first half for inverse video.
>

Funky... do you know why they would have ordered the font entries
differently from the collating sequence?

Gregm

1654. FS/T: Atari 8-bit computer items and more... [03/08/2001]

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-08 05:18:07 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <405eat4552etmb2paflfeultbvf8u1pnmi@4ax.com>
Source record: 38278

```
Items currently available for the following systems:

Atari 8-bit computers

Apple ][ computers
Atari ST computer
Commodore 64 / 128 computers
Commodore Vic-20 computer
Radio Shack Color Computer (CoCo)
T.I. 99/4A computer
IBM PC (CD ROM and diskette software)

3DO
Atari Lynx
Nintendo 64
Nintendo Game Boy
Nintendo NES
Nintendo SNES
Sega Dreamcast
Sega Genesis
Sega Master System (SMS)
Sony Playstation (PSX)

Books / Magazines (video game and computer related)
Miscellaneous (board games, hand-held video games, etc.)
Movies (DVD and VHS)

Atari 2600
Atari 5200
Atari 7800
Colecovision
Emerson Arcadia 2001
Mattel Intellivision
Magnavox Odyssey2

Comic Books -- coming soon!
Sports Cards -- coming soon!

You can visit VGA on the WWW at:

http://www.io.com/~vga2000/

or go directly to the VGA For Sale or Trade section at:

http://www.io.com/~vga2000/fsort.htm

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
```

and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

1655. Re: Backing up 8-bit files to CDR?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-08 11:13:47 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <xKHp6.402$pz6.13400@nnrp1.sbc.net>
Source record: 38279

Honestly, it's been my experience that just about all U.S. titles have
already been archived on the internet. Just do a web search for ATR files
and Atari emulators, I think you'll eventually find just about all of your
disks already to be downloaded. The exception is of course European titles
and oddities such as Adventure International disks, these had heavy copy
protection and are hard to archive.
Mo

Mike/Jeff wrote in message ...
>Hi Atarians!
>
>If you want to read just my questions, skip to the bottom....
>
>This is the FIRST time for me to join in the comp.sys.atari.8bit newsgroup.
>I hope this is the right area for me to talk about Atari experience and any
>questions I may have.
>
>My first Atari experience began when I got Atari 2600 VCS back in 1981.
>Actually it was my brother's friend and my cousin who influenced me into
>Atari. I could have gone in the wrong path: TRS-80 (in high school),
Apple
>II and TI99/4 with voice synthesizer (cool gadgets back then).
>
>Then in 1982, I got graduated to a better computer: Atari 400 (16K). For
>simple reason: Pac-Man cartridge was available for the Atari computers -
>great graphics and excellent coin-op translation. Looking at VCS version
>Pacman made me sick! Poor quality, unlike what Atari graphics has to
>offer. Also, BASIC programming got into my blood....
>
>Then I had many 8-bit games, some rare ones, during my RIT college years.
>My roommate Rob Goodwin set up "TriviAtari BBS" right from his dorm. Lots
>of fun during those years....on my Atari 800XL and one 1050 floppy drive
>(still works...except for Atari 1030 300-baud modem which I beat it to
>death).
>
>Then in 1986, I decide to take the plunge: Atari 520ST instead of Amiga
>computer. I decided to wait for the color mac (that came out later in
>1989). I was a member of Genie account until quit in 1996 in favor for AOL.
>Unfortunately, AOL don't carry Atari library (right?)
>
>Now I am using Apple Powerbooks 5300/ce and using SGI Indigo2 at work.
>Therefore, I was brought up in a computer graphics environment. Actually,
>1986 was the turning point to enter into the computer graphics field, 3D
>renderings, Pixar stuff, etc. away from data processing field.

>
>Right now, my Atari 800XL and floppy diskettes are in a box - so fragile
and
>dusty that I last made "backup copy" back in 1985 to 1990!!
>
>
>
>------
>Questions - 7 very important questions with options to ponder about:
>
>How do I backup those disks to a CD-R disc? (instead of dual-floppy
drives)
>
>If not, is there a way to read those Atari 8-bit files (from 5.25 floppies)
>in a PC 5.25" floppy drive? (so that way I can transfer them to PC to burn
>them)
>
>Is it possible to transfer Atari 8-bit files to Macintosh so I can burn
them
>to a CD-R and maybe emulate them on macs? How?
>
>If not, is null-modem possible between powerMacs (or PC) and Atari 800XL?
>(not sure which cables)
>
>If not, is modem-to-modem possible between PowerMacs (or PC) and Atari
800XL
>to transfer files locally at 1 feet away from the two systems?
>
>What is the highest modem speed for the Atari 800XL? (so that way, this
>would be my last slowest options to transfer all of them to my AOL
>account...)
>
>I am just hoping that once I have them on CDR, then I can go back to the
>Atari floppy drive to re-save again, in case of bad floppy disk.
>
>
>Any suggestions, Atarians?
>
>Mike
>
>--
>3D Design Department
>2-Scale Inc.
>1049 S. McCord Road
>Holland, Ohio 43528
>1-419-865-4006
>
>

1656. Re: Power supply for INDUS GT?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-08 11:17:19 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <MNHp6.403$pz6.7665@nnrp1.sbc.net>
Source record: 38280

I haven't seen my power supply since my ex-wife sat on it.....
8-)
Mo

TXG wrote in message <983821109.13999.0.pluto.d4ee0f47@news.demon.nl>...
>Thanx for all your support, I am sure that I need to get an DC
>powersupply....
>
>TXG
>
>"Bravo Sierra Computers" <atari@pacifier.com> wrote in message
>news:Pine.BSO.4.21.0103050239540.32221-100000@shell.pacifier.com...
>> I use an Atari 5200 Power Supply on both 8 Bit and ST versions of Indus
>> drives. The standard Power Supply for xf551 and 1050 Drive won't do it
and
>> could fry your Indus. The 5200 Power Supply can be really nice. Mine have
>> screws that let you open it to fix it if it blows, open and change the
>> fuse if it blows.
>>
>>
>> ==Thanx==
>> ===Ben===
>>
>> On Sat, 3 Mar 2001, TXG wrote:
>>
>> > Hi,
>> >
>> > I just bought an INDUS GT drive but no power supply, is it the same as
>the
>> > 1050 & XF551 use ?
>> >
>> > TXG
>> >
>> >
>> >
>>
>> Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on
>pacifier.com!!! Atari 8 Bit, ST and Jaguar Hardware/Accessories,
>Software/Games & References/
>> Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at
>Ben's
>> SubDomain at http://www.atari.benjamin.net Catalogs Requested by and
>Received
>> Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please

>Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
>(503)256-9974!!!
>>
>
>

1657. Re: Best games on 8 bits...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-08 11:24:36 UTC
From: Marnox@spamnothotmail.com
Message-ID: <3aa76a28.36329200@news.xs4all.nl>
Source record: 38102

On Wed, 7 Mar 2001 22:25:18 +0100, "Christophe" <ksim@eresmas.net>
wrote:
Off the top of my mind:

1) Archon 1
2) M.U.L.E.
3) Ultima III
4) Karateka
5) Hard Hat Willy
6) Fort Apocalypse
7) The Dreadnought Factor
8) Rescue on Fractalus
9) Joust
10) Spy Hunter

Mercenary, Encounter, Pitfall 2, Bruce Lee, Blue Max and many, many
others also deserve a place of course...

Marnox

1658. Re: Backing up 8-bit files to CDR?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-08 11:27:31 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3aa7b124$0$1618$4c5ecdc7@news.erinet.com>
Source record: 38286

chainsaw.
AI? Adventure International was mostly Scott Adams adventures,
were'nt they? I have numbers 1 to 12 in busted load format.
Are you sure about them not being available? What I'm asking
is what were the Adventure International disks you're talking about.
I guess the ones I have are busted, never messed with them much.
Russg

1659. Re: Backing up 8-bit files to CDR?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-08 11:27:31 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3aa7b1a1$0$1613$4c5ecdc7@news.erinet.com>
Source record: 38287

chainsaw.
AI? Adventure International was mostly Scott Adams adventures,
were'nt they? I have numbers 1 to 12 in busted load format.
Are you sure about them not being available? What I'm asking
is what were the Adventure International disks you're talking about.
I guess the ones I have are busted, never messed with them much.
Russg

1660. Re: Backing up 8-bit files to CDR?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-08 11:27:31 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3aa7b265$0$1612$4c5ecdc7@news.erinet.com>
Source record: 38288

chainsaw.
AI? Adventure International was mostly Scott Adams adventures,
were'nt they? I have numbers 1 to 12 in busted load format.
Are you sure about them not being available? What I'm asking
is what were the Adventure International disks you're talking about.
I guess the ones I have are busted, never messed with them much.
Russg

1661. Re: Backing up 8-bit files to CDR?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-08 11:27:31 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3aa7b2e1$0$1628$4c5ecdc7@news.erinet.com>
Source record: 38289

chainsaw.
AI? Adventure International was mostly Scott Adams adventures,
were'nt they? I have numbers 1 to 12 in busted load format.
Are you sure about them not being available? What I'm asking
is what were the Adventure International disks you're talking about.
I guess the ones I have are busted, never messed with them much.
Russg

1662. Re: Backing up 8-bit files to CDR?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-08 12:26:39 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3aa7beff$0$45999$4c5ecdc7@news.erinet.com>
Source record: 38290

(About Adventure International).
I partly answer my own question, AI did a lot of stuff besides Scott
Adams adventures 1-12. Rally Speedway, Lunar Lander, Mountain
Shoot, other adventures like SAGA, Curse of Crowley Manor,
Escape from Traam. They were very early in A8 history.
Still, I don't think the copy protection stops them from being available
for download.
Holmes' page is down for now. Besides having the files, he has/had
a really good list of titles and companies. I wanted to look there for
what AI published. Hope he comes back.
Russg

1663. Re: CD ROMs (hidden button)

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-08 14:08:51 UTC
From: Francisco Alvarez <e6695425@est.fib.upc.es>
Message-ID: <3AA79273.7A1FBA9B@est.fib.upc.es>
Source record: 38281
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.msx,comp.sys.apple

Mathy Van Nisselroy wrote:

> I recently purchased a Pioneer 32 speed Slot-In CD ROM player for my Atari 8
> bit computer. It only had one button, so no PLAY/NEXT TRACK.
>
> Or so I thought.
>
> After I removed the front panel, I found two buttons connected to the printed
> circuit board. I tested both. One was OPEN, the other PLAY/NEXT TRACK.

That's normal I think...
Probably is cheaper sell front panels w/o those buttons ;)

1664. Re: Best games on 8 bits...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-08 15:09:12 UTC
From: Daniel Ko&#65533;mi&#65533;ski <dely@atari-area.net>
Message-ID: <9886s2$h19$1@news.tpi.pl>
Source record: 38282

> Which are yours ???

1) Miecze Valdgira
2) Klatwa
3) Fred
4) Hans Kloss
5) Misja (Mission Shark)
6) Zybex
7) Draconus
8) Smus
9) River Raid
10) Tusker

greetings from Poland

dely

--
http://www.atari-area.net

1665. Spring Computerfest reminder

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-08 15:15:48 UTC
From: Sid Pacman <erasmus@6502.chip.city>
Message-ID: <Pine.GSO.3.96.1010308100732.17541A-100000@shell1>
Source record: 38283

A short reminder here to computer-oriented people around the Midwest: The spring rendition of Computerfest will be held this weekend, March 10-11, at Hara Arena Complex in Dayton, Ohio. Computerfest claims to be the largest computer show in the Midwest.

Tickets are $10 at the door. The Hara Complex is located at 1001 Shiloh Springs Road on the northwest side of Dayton. Exit I-75 at Needmore Road and go west to Wolf Road. Turn right (north) onto Wolf and the Hara Complex is straight ahead of you. Hours are 9-6 on Saturday, 10-4 on Sunday.

Computerfest features more than 150 vendors and draws in many thousands of people twice a year. You're not likely to find any Atari hardware at Computerfest anymore, but if you're interested in computers the show is still well worth traveling to.

The second Computerfest of 2001 will be on August 25-26. See www.computerfest.com for information and details on seminars.

```
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *
```

1666. FS: More Atari! Preferred Customer Discount!

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-08 16:08:36 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.21.0103080802020.2220-100000@shell.pacifier.com>
Source record: 38284
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale
Body handling: HTML body converted to readable text

e-mail: atari@benjamin.net

Lately I've added more Atari inventory so checkout my Catalogs. Even my 8 Bit Atari Software grew by 25%! And I'm offering a 20% Discount to my regular customers! E-Mail for Details on Redeeming this offer! I'd like to say Thank You for letting Bravo Sierra Computers Support you & your Atari Needs. And if you have'nt bought from Bravo, Give Ben a Chance! I can be quite Beneficial. And remember, if you can't come see me today? Come see me tomorrow! E-Mail or call Ben anytime at (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

I've switched ISP's! Try www.pacifier.com/~atari or atari@pacifier.com and as always www.atari.benjamin.net and atari@benjamin.net still work but are being redirected to my new ISP and since I've moved, I have revamped and updated my WebSite and all my WebPages. So Check it out and, If you don't come see me today, come see me Tomorrow!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net while you Download Free Catalogs directly from my site. If you can't get my Catalogs that way, Feel free to Request catalogs by E-Mail. Really, it's not an inconvenience. I ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your full Mailing address so I can figure Shipping & Handling. I'll be back after the weekend. Bye!

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted. So when you see a new posting, check my Catalogs. After I post this message. I'm off for the weekend. But I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1667. Re: Mini Office II + manual online

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-08 16:17:19 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01c0a7eb$6829d8e0$3c083b3e@windows>
Source record: 38285

RHamiIton5 <rhamiiton5@aol.comedy.com> schreef in artikel
<20010307162946.23559.00000176@ng-fb1.aol.com>...

> Congratulations for getting all of the html done; it looks like a nice
> integrated package.

Thanks.

> duh! the boot process destroys any handler code in memory.

Uhm, it *looks* like a bootdisk, but you can just load the separate
programs from DOS, right?

I always used the WordProcessor with the "L" command from DOS 2.5....

Not sure if that helps, let me know.....

Richard Douwes

1668. Atari Game Design book on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-08 17:47:43 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-2398B1.09474208032001@corp.supernews.com>
Source record: 38291

I'm thrilled to announce that the full text of the classic 1984 book "Atari Graphics and Arcade Game Design" is now available on the Web (with the permission of the authors, of course.) All the programs from the book are available for download.

It's at: http://www.atariarchives.org/agagd/

The book covers BASIC and assemply language game programming. I think that it is one of the finest books for learning assembly language on Atari 8-bits.

Chapter 1. Graphics Modes And Color Registers
Chapter 2. Display Lists
Chapter 3. Character Set Graphics
Chapter 4. Assembly Language Applied To Game Design
Chapter 5. Player-Missile Graphics
Chapter 6. Vertical Blank & Display List Interrupts
Chapter 7. Games That Scroll
Chapter 8. Raster Graphics & Sound
Chapter 9. Advanced Arcade Techniques
Chapter 10. Game Design Theory

Thanks to the team of 8-bit nuts who helped get the text and code online: Willi Kusche, Erhard Puetz, Sysop Fox-1, Allan Bushman, Ron Hamilton, and me.

--Kevin
--
Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
Curator of the Digital Antic Project -- Classic Atari magazines on the Web http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

1669. Atariwriter column on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-08 17:52:23 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-DA848C.09522308032001@corp.supernews.com>
Source record: 38292

Two dozen classic articles about using AtariWriter and Atari
word-processing in general are now available on the Web.

Carolyn's Corner was a column about word-processing in general and
AtariWriter Plus in particular, written by Carolyn Hoglin. It could have
been subtitled "Secrets You Won't Learn from the Manual." It was featured
in the Mid-Florida Atari Computer Club's newsletter from 1990-1992 and
posted to CompuServe's Atari Forum during the same period.

http://www.atariarchives.org/articles/
--
Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

1670. Re: Best games on 8 bits...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-08 17:57:19 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <99Qp6.10272$t21.275364@news3.oke.nextra.no>
Source record: 38293

Any chance of getting some of those ? Can you get them for me ? I don't know
if I am allowed to send money to Poland, someone once mentioned I had to
send him some things as money was not allowed to send into Poland. I'd buy
> 1) Miecze Valdgira
> 2) Klatwa
> 3) Fred
> 4) Hans Kloss
> 5) Misja (Mission Shark)
> 8) Smus
> 10) Tusker

Let me know, okay ? I am located in Norway BTW. I'll pay shipping and send
you some extra for the job.

1671. Re: Spring Computerfest reminder

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-08 18:08:21 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10103081807170.102-100000@Hades060>
Source record: 38100

On Thu, 8 Mar 2001, Sid Pacman wrote:

>
> A short reminder here to computer-oriented people around the
> Midwest: The spring rendition of Computerfest will be held this
> weekend, March 10-11, at Hara Arena Complex in Dayton, Ohio.
> Computerfest claims to be the largest computer show in the Midwest.

I will be at this show. Anyone else going? Would be cool if
several Atari freaks could all gather and meet there.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1672. Re: FS: Atari 830

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-08 19:47:41 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <988nkt$fc6$1@mohawk.hwcn.org>
Source record: 38294

William Kendrick (nbs@bolt.sonic.net) wrote:
: As if ANYONE would have use for one of these this day and age...

: I've come upon an Atari 830 _accoustic_ 300bps modem.
: (For those who don't know what accoustic is, you probably don't want it ;))

: E-mail me if you want to arrange to have it shipped to you.
: I'm asking for just shipping.

: If I don't get a response fairly soon, it's going to the thrift store.

: -bill!

Certainly anyone who would want one is adding to his collection. Ive got
an 830 ps......but Im not going to be so generous and give it away for
nothing... ;-)

1673. STonX

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-08 19:49:50 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <0007436c@fmlynet.org>
Source record: 38106

FamilyNet Newsgate

Hello Johan!

AB> Perhaps it could be made to run under X...

JK> It isn't called STonX without reason. ;-)

I can't believe I overlooked that! It must have been quite
late when I composed that reply! ;-)

Regards,
- Andy Ball.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1674. Re: Backing up 8-bit files to CDR?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-08 20:07:24 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3aa82afa$0$1614$4c5ecdc7@news.erinet.com>
Source record: 38103

Chainsaw.
Uh. Backing up your original, copy protected, AI disks.
A couple things. Most are already cracked, the only kind you can
download (except for PRO images). Seems I have Disk Key, the
disk and a dcm of 2 and a atr of 2c. I always use Disk Wizard II,
which wasn't copy protected. Chipmunk and Black Patch will
work to unprotect a fair number of protected boot disks. A lot of
those disks, it is better to map it first so you don't try to copy endless
bad sectors (map using Disk Wizard II.)
I have an old gzip.exe for unzipping .gz files, use it so infrequently
I forget the command line, but like most command line, you can
just type gzip to get the syntax. I also have a 'detar' program for
archives that are .tar'ed.
russg

1675. Re: Does Commando prototype cart exist ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-08 21:26:37 UTC
From: Gene Gnandt <donotreply@interbulletin.bogus>
Message-ID: <3AA7F90D.319EA966@interbulletin.com>
Source record: 38099

John,
Its interesting that neither Video61 or B&C made these titles. Is the quality so bad that they are not worth marketing?

Does anyone know the catalog numbers? My list has:

RX8094 Commando
RX8124 Midi Maze
RX8118 Xenophobe
RX8?? Mat mania challenge
Rx8?? Mean 18

Gene

jhardie@pipeline.com (John Hardie) wrote in article
<3aa454a5.108993618@news.pipeline.com> :
>I have Midi Maze and Mean 18.
>
>If my memory serves me correctly, the other 3 exist as well although I
>don't remember who has them.
>
>John
>
>
>
>On Sat, 03 Mar 2001 12:15:25 +0100, "Mr.Bacardi"
><mr.bacardi@freenet.de> wrote:
>
>>Hi !
>>Who knows if there are prototype carts of the following games existing:
>>- Commando
>>- Mean 18
>>- Midi Maze
>>- Xenophobe
>>- Mat Mania Challenge
>>
>>I've seen the names in collector lists, maybe someone has them...
>>
>>P.S.: Check my site for more rare disk-version of carts.
>>http://mrbacardi.atari.org
>>
>>
>>
>

Submitted via WebNewsReader of http://www.interbulletin.com

1676. Re: Best games on 8 bits...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-08 21:37:31 UTC
From: ebaiz@skyenet.net
Message-ID: <vYSp6.898$hm.3497@newsfeed.slurp.net>
Source record: 38097

On 7 Mar 2001 22:25:18 +, "Christophe" wrote:
>
> Nowadays, we have access to huge ftp sites with all the games we
>want to download. But even if you had quite a lot 15 years ago, still most
>of the names are unknown to me...Maybe I'm passing through some fantastic
>ones but don't want to download EVERYTHING...So I'd like to start a poll for
>the best games ever on Atari 8 bits, just to check if I missed something,
>and also for the fun (well, mostly for the fun in fact...). So here I go :
>
>1) Alternate Reality
>2) Seven Cities of Gold
>3) Hard Ball
>4) Summer Games
>5) Mercenary
>6) Mail Order Monsters
>7) Racing Destruction Set
>8) One on One
>9) Trilogy of Apshai
>10) Fight Night

Hmmmm??? I would add Ultima I, II and III. I also liked Spare Change and
Jupiter Mission. Of course there are tons more....
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1677. Re: Backing up 8-bit files to CDR?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-08 21:37:33 UTC
From: ebaiz@skyenet.net
Message-ID: <xYSp6.899$hm.3497@newsfeed.slurp.net>
Source record: 38098

On 7 Mar 2001 20:50:05 -, "Russ Gilbert" wrote:
>Don't know about the Mac. You could null modem back and
>forth with a Mac.
>For the PC, SIO2PC cable, or APE cable is the thing to do.
>sio2pc cable allows your pc to be seen by the A8 as a disk drive(s).
>It is much faster than a null modem cable and much more convenient.
>If you make a sio2pc cable yourself, it is very low cost, less than $10

I am planning on doing this very soon. I have extracted alot of Atari files
from ATR files and plan to make some DI image virtual disks for use with
800XLDJ, the SIO2ST(PC) cable and my Hades. It will be possible to make DI
images from actual disks. I am going to give that a try when I have the
time.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1678. Re: Best games on 8 bits...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-08 23:11:36 UTC
From: "Mark H. Kusz" <mark_kusz@yahoo.com>
Message-ID: <IkUp6.807$Rb.41411@bgtnsc05-news.ops.worldnet.att.net>
Source record: 38101

It would be a lot easier if we did a Top 20 or Top 30 or Top 40...

1) MicroLeague Baseball
2) MULE
3) One on One
4) Hardball
5) Archon
6) F15 Strike Eagle
7) Star Trek
8) Space Invaders
9) Ball Blazer
10) Blue Max

When I was in college MULE was a lot of fun. But there was much more competition when we play MicroLeague Baseball. We took current baseball cards and had a draft, entered the players into the computer, played a season and ended it with playoffs. I think we had a little beer money riding on the winner. It got intense. My 130XE developed a short in the wiring because we would beat our fists on the table whenever we gave up a home run. That gave me a good excuse to upgrade to an ST. Eventually, I regretted the upgrade and downgraded back to a 130XE.

What about the Top 10 Public Domain games? Mini Golf was one of them that I enjoyed, even though it was in BASIC. There was also a Reversi game also done in BASIC that was cool, but I can't remember the name. Help! Bacteron was probably my favorite PD Mach. Lang. game.

1679. Re: DI Images from ATR images

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-08 23:12:58 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <HgSp6.35$wZ.43894@nnrp2.sbc.net>
Source record: 38295

How do you go about creating these megaimages? Will they hold one or two
very large files like JPG's or WAV's? I've been experimenting around with
Digiplay and Digimenu and I keep running out of disk space, these don't seem
to fair to well with PCmirror's through my APE cable. I've had the same
problem when using A8jdpeg.bin to view jpg's. Thanks
Mo

Edward S. Baiz Jr. wrote in message ...
>Hello all,
>
>I was able to make some DI images from some ATR images. The ATR files I
>used were the MEGA images that can be downloaded on the NET. I then used a
>program called Adir.exe by Jindrich Kubec. He is the same guy that recently
>added DI support to one of his conversion programs. I tried it out and his
>program did create a DI image, but it did not work with 800XLDJ. So I went
>about it another way. the Adir.exe program extracts files from Atari disk
>images. I hd 9 Mega image files and this program worked on 7 of them. I got
>the raw files on my Hades and was able to import them into 800XLDJ. Every
>program game file I tired worked fine and booted up on my 130XE. Once I
>have all the Mega image files, I will start putting together some mega DI
>image files and will upload them somewhere on the NET.
>
>Any questions or comment?
>
>
>
>Edward S. Baiz Jr.
> (Gamer)
>---
>HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
>PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
>---
>
>

1680. Re: Backing up 8-bit files to CDR?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-08 23:19:25 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <JmSp6.36$wZ.45105@nnrp2.sbc.net>
Source record: 38296

On that sight I've pretty much found nothing but game megaimages in zip form. Though there is alot of them and it's a good archive! His FTP link works but all of the files there are in LINUX GZIP form and I haven't found a good enough utility for windoz to unarchive them. My linux box was retired and turned into a permanent APE drive for my XL. Adventure International was neat in that the average Joe programmer could submit their software to them and if they liked it they would publish it. So I've seen quite a few utilities and games such as PreppieII and Diskey Disk Editor. They heavily protected their disks though and even with my happy drive I haven't had much luck copying them.
Mo

Russ Gilbert wrote in message <3aa7beff$0$45999$4c5ecdc7@news.erinet.com>...
>(About Adventure International).
>I partly answer my own question, AI did a lot of stuff besides Scott
>Adams adventures 1-12. Rally Speedway, Lunar Lander, Mountain
>Shoot, other adventures like SAGA, Curse of Crowley Manor,
>Escape from Traam. They were very early in A8 history.
>Still, I don't think the copy protection stops them from being available
>for download.
>Holmes' page is down for now. Besides having the files, he has/had
>a really good list of titles and companies. I wanted to look there for
>what AI published. Hope he comes back.
>Russg
>
>
>

1681. Re: Best games on 8 bits...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-09 01:33:17 UTC
From: llpwhite@cs.com
Message-ID: <20010308203317.15328.00000400@ng-fg1.news.cs.com>
Source record: 38104

What the heck... my 2 cents...

1. Wizard of Wor
2. Lode Runner
3. Miner 2049'er
4. Spelunker
5. Silicon Warrior *
6. Montezuma's Revenge
7. Fortress (Tetris -- shareware)
8. Shamus
9. River Raid
10. Lunar Patrol (Analog Mag.)

*Silicon Warrior had a double benefit. I found that many of the original carts were Eprom carts with 2ea. 2764's. At $5 a pop (closeout) that was truly a great game!

Larry

1682. Re: stargate prototype for atari 8-bit???

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-09 02:42:12 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <taggq750si3md1@news.supernews.com>
Source record: 38105

I tried that sight but it only has a shot of the title screen. That doesn't help any. I guess I'll just have to dig out the old atari and transfer this over.

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote in message news:3AA38049.BEB2E09C@mail.uni-mainz.de...
> Well,
> try Mr. Bacardi`s Homepage or another one. Hell, right now I do not
> remember the URL (because a) I always use bookmarks and b) I just had a

1683. Re: Spring Computerfest reminder (mention of Dallas meeting for May)

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-09 07:34:08 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00075840@fmlynet.org>
Source record: 38111

FamilyNet Newsgate

> From: Lonny Pursell <fatal@SYNTAX.ERROR>
> On Thu, 8 Mar 2001, Sid Pacman wrote:
>>
>> A short reminder here to computer-oriented people around the
>> Midwest: The spring rendition of Computerfest will be held this
>> weekend, March 10-11, at Hara Arena Complex in Dayton, Ohio.
>> Computerfest claims to be the largest computer show in the Midwest.
> I will be at this show. Anyone else going? Would be cool if
> several Atari freaks could all gather and meet there.

I still have my sites set on the JagFest in Wisconsin June 30th.

And I am starting to pull together ideas for a Atari party at my place
here in Dallas, Texas the weekend of May 5th.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1684. Re: CD ROMs (hidden button)

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-09 09:11:36 UTC
From: pino+comp_sys_cbm@dohd.org
Message-ID: <slrn9ah7i8.ssh.pino+comp_sys_cbm@mud.stack.nl>
Source record: 38107
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.msx,comp.sys.apple

It occurred to me that Francisco Alvarez wrote in comp.sys.cbm:
> Probably is cheaper sell front panels w/o those buttons ;)

Buttons are expensive. You don't want to know how many extra code
(and user-unfriendlyness) is spent in order to remove *one* button and/or
LED. The HP deskjet printers are a 'fine' example.

--
Martijn van Buul - Pino@dohd.org - http://www.stack.nl/~martijnb/
Geek code: G-- - Visit OuterSpace: mud.stack.nl 3333
Kees J. Bot: The sum of CPU power and user brain power is a constant.

1685. Re: Help ---- Trying to play Kaboom on my PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-09 09:43:59 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <zB1q6.350$fk.11638@typhoon.sonic.net>
Source record: 38108

eric_vinette@cyberus.ca wrote:

: Hello, I own an Atari 2600 system. I recently got an
: emulator to play 2600 games on the PC. But how do you go about
: playing Paddle games on the PC? (Yes, I do have a set of paddles)

Well, this newsgroup is meant more for the Atari 8-bit series of
computers (400, 800, XL, XE), not the Atari VCS (aka 2600)... BUT...

I have a feeling that if you move the mouse around, you might find
that it emulates the Paddle. It, of course, depends on the emulator
you're using. (I'm only familiar with Stella, under Linux)

On a sidenote, I happened to have written a Kaboom! clone for modern
systems (Windows, Linux, etc.)

http://www.newbreedsoftware.com/madbomber/

Finally, _somewhere_ I found some info. on hooking a 2600 paddle up to
PCs. I don't see it in my bookmarks on my machine here at home, though.
I'll check my work one tomorrow.

-bill!

1686. Re: Atari books online

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-09 14:34:50 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-5B9194.06345009032001@corp.supernews.com>
Source record: 38110

> Has anyone seen or has any books in electronic format on the Net? Looking for
> BASIC manual, TURBO BASIC XL manual, Atari Assembler, etc.

Mapping The Atari and Atari Graphics & Arcade Game Design are at
http://www.atariarchives.org

--Kevin
--
Kevin Savetz <savetz@northcoast.com> http://www.savetz.com
Curator of the Digital Antic Project -- Classic Atari magazines on the Web
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce -- Atari computer news

1687. Re: Best games on 8 bits...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-09 15:14:21 UTC
From: Piotr Fusik <fox@scene.pl>
Message-ID: <98as1dhgk1@news.tpi.pl>
Source record: 38112

```
> > Which are yours ???
>
> 1) Miecze Valdgira
"Miecze Valdgira" sucks.

1) Behind Jaggi Lines (a.k.a. "Rescue on Fractalus")
2) Archon
3) Alley Cat
4) World Karate
5) Spy vs Spy
6) Spy Hunter
7) Warhawk
8) Tomahawk
9) Blue Max
10) A.D. 2044

greetings from Poland

fox
```

1688. Re: Help ---- Trying to play Kaboom on my PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-09 15:17:14 UTC
From: Piotr Fusik <fox@scene.pl>
Message-ID: <98as6u$i2r$1@news.tpi.pl>
Source record: 38113

> : Hello, I own an Atari 2600 system. I recently got an
> : emulator to play 2600 games on the PC. But how do you go about
> : playing Paddle games on the PC? (Yes, I do have a set of paddles)
>
> Finally, _somewhere_ I found some info. on hooking a 2600 paddle up to
> PCs. I don't see it in my bookmarks on my machine here at home, though.
> I'll check my work one tomorrow.

The PDF documentation of Stella contains schematics of 2600 paddle -> PC
interface.

Piotr

1689. 800XL Green Screen problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-09 15:39:28 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <QO6q6.8$Q73.3706@typhoon.tampabay.rr.com>
Source record: 38114

I've got an Atari 800XL that only gives me a "lime-green" screen when I boot it up. Anyone know what my problem is? If it's a defective chip...which one? (I've got the system opened up, right now...).
Thanks, emails to me directly, please.
--Mark

1690. GZip Expander

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-09 16:20:09 UTC
From: llpwhite@cs.com
Message-ID: <20010309112009.23552.00000400@ng-fb1.news.cs.com>
Source record: 38115

IIRC, someone recently mentioned that they could not find a Windows expander for GZip files. I was checking something else, and noticed that the Aladdin Expander 5.1 (freeware) supposedly expands GZip files. AE 5.1 also expands Atari Super ARC files as well as many other formats. It's handy, and the price is certainly right. It is widely available, but the home site is www.aladdinsys.com
Larry

1691. Re: Backing up 8-bit files to CDR?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-09 17:06:31 UTC
From: Phil Goembel <i-like-cw@no.sp.am.wi.rr.com>
Message-ID: <3AA90D97.91CCA3E2@no.sp.am.wi.rr.com>
Source record: 38116

Winzip seems to be pretty good at handling just about
all the archive/compression formats I've come across,
including gzipped and uu-encoded files.

Phil

1692. Atari books online

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-09 17:44:11 UTC
From: so1@attglobal.net
Message-ID: <3aa8b4d6_2@news2.prserv.net>
Source record: 38109

Hi everyone,

Has anyone seen or has any books in electronic format on the Net? Looking for BASIC manual, TURBO BASIC XL manual, Atari Assembler, etc.

--
Sergei Ostapenko

1693. Re: Mini Office II + manual online

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-09 17:55:13 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010309125513.11758.00000195@ng-ft1.aol.com>
Source record: 38118

But what about the Comm program? MO2 apparently contains the code to boot the
850 interface or equivalent RS232 handler plus some type of RVerter code for
that cable not available in the US. We could boot a separate disk with
alternative serial handler, but most of them load around $2000 (8192); this is
in the middle of DUP.SYS. Solving this complication needs:
1) MEM.SAV or
2) appending the Autoruns in one file or
3) using sequential Autoruns (AR0, AR1..) if the app will function under MyDOS.

>"Richard Douwes" rdouwes@hetnet.nl

>Uhm, it *looks* like a bootdisk, but you can just load the separate
>programs from DOS, right?
>
>I always used the WordProcessor with the "L" command from DOS 2.5....

-Ron

Inform everyone that communications have completely broken down.

1694. Jagfest

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-09 18:11:40 UTC
From: Andy Ball <Andy.Ballp0.f2.n8.z8@fmlynet.org>
Message-ID: <00077911@fmlynet.org>
Source record: 38123

FamilyNet Newsgate

Hello Greg!

GG> I still have my sites set on the JagFest in Wisconsin
> June 30th.

Oooh, never heard of that... but it sure sounds tempting!!
:-)

Regards,
- Andy.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1695. Re: Best games on 8 bits...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-09 19:39:56 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <984168802.13458.0.pluto.d4ee0f47@news.demon.nl>
Source record: 38119

My list was very hard to make but here it is...

1. Operation Blood for Light-gun
2. T34 (128Kb/2 player)
3. Megablast
4. Rockman
5. Pac-man
6. Defender
7. Zaxxon
8. Speed Ralley
9. River Raid
10. Bug-Hunt (Light-gun)

TXG

1696. Re: GZip Expander

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-09 19:43:52 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <984168803.13458.1.pluto.d4ee0f47@news.demon.nl>
Source record: 38120

The Best program is Powerarchiver, it's looks and feels like winzip, is freeware and supports much more even gzip,bzip, cab and tar, lzh,arc...

www.powerarchiver.com

TXG

"LLpwhite" <llpwhite@cs.com> wrote in message news:20010309112009.23552.00000400@ng-fb1.news.cs.com...
> IIRC, someone recently mentioned that they could not find a Windows expander
> for GZip files. I was checking something else, and noticed that the Aladdin
> Expander 5.1 (freeware) supposedly expands GZip files. AE 5.1 also expands
> Atari Super ARC files as well as many other formats. It's handy, and the price
> is certainly right. It is widely available, but the home site is
> www.aladdinsys.com
> Larry

1697. Re: GZip Expander

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-09 20:11:35 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <BI8q6.9$_e.19119@nnrp2.sbc.net>
Source record: 38117

Thanks, I'll give it a shot!
Mo

LLpwhite wrote in message
<20010309112009.23552.00000400@ng-fb1.news.cs.com>...
>IIRC, someone recently mentioned that they could not find a Windows
expander
>for GZip files. I was checking something else, and noticed that the
Aladdin
>Expander 5.1 (freeware) supposedly expands GZip files. AE 5.1 also expands
>Atari Super ARC files as well as many other formats. It's handy, and the
price
>is certainly right. It is widely available, but the home site is
>www.aladdinsys.com
>Larry
>

1698. Re: Best games on 8 bits...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-09 21:20:39 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <rqcq6.2925$tR1.26307@news1.oke.nextra.no>
Source record: 38122

> 10. Bug-Hunt (Light-gun)

Really ? This one I never liked. Tried Barnyard Blaster and Crossbow ? Much better. Crime Busters (I think) is okay too, but was too hard for me

1699. Re: DI Images from ATR images

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-09 21:22:07 UTC
From: ebaiz@skyenet.net
Message-ID: <3Qbq6.345$Y91.4609@newsfeed.slurp.net>
Source record: 38121

On 8 Mar 2001 15:12:58 -, "chainsaw11" wrote:
>How do you go about creating these megaimages? Will they hold one or two
>very large files like JPG's or WAV's? I've been experimenting around with
>Digiplay and Digimenu and I keep running out of disk space, these don't seem
>to fair to well with PCmirror's through my APE cable. I've had the same
>problem when using A8jdpeg.bin to view jpg's. Thanks
>Mo

Well these ATR images were created using the SIO2ST(PC) and the APE
software. I would imagine that you would start with a blank formatted disk
image file. Then import the Atari files into it. That is what I did when
creating the mega DI images. However these DI images are not as big as the
Mega ATR image files. For some reason 800XLDJ will not let me format a
blank virtual disk in the size I want. I may be doing something wrong. If I
cannot find out the answer I may have to create an "A" and "B" DI file for
each ATR mega image file.

The most sectors I can get out of 800XLDJ for one disk is 1440. I can set
the program to more than that, but when I try to format it, I get some
kind of error report. I am trying to fix that now. You should be able to
get some large JPG or WAV file on a disk image if the program you are using
will format the virtual disk to the size you need. Right with 800XLDJ I can
get a DI image file of about 500k. The mega images from APE are about 1meg.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1700. Re: New ABBUC Homepage

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-10 10:30:54 UTC
From: fbrodmuehler <fbrodmuehler@t-online.de>
Message-ID: <3AAA025E.291B5298@t-online.de>
Source record: 38128

http://abbuc.da.ru/

Mirko Sobe schrieb:

> Today, I was surfing the net on www.atari-central.de and saw the new domain
> www.abbuc.de !
>
> It seems to be the new ABBUC Homepage. Right now, there's a page, telling
> that the URL is active, but no homepage is stored yet.
>
> Mirko
>
> www.atarixle.de

1701. Re: Raf`s JPEG Decoder 0.5...

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-10 11:38:24 UTC
From: Raphael Espino <rjespino@yahoo.com>
Message-ID: <m31ys5g8gf.fsf@islita.localdomain>
Source record: 38129

Jeff Potter <jpotter@cfl.rr.com> writes:
> Looks like somebody finally released a JPG viewer. One of the last
> things I looked at on the Atari was just such a thing. As I remember,
> it needed a good, fast 16 or 32-bit multiply routine in order to run
> with any speed.

This one started life on the C=64, written by Stephen L. Judd, an he
did a good job too. These are the only multiplication routines I've
seen on the 6502, so I'm not sure how they compare to others, but they
are 16 bit (I think). Actually I think the multiplication routines,
or at least a version of them, are available separately from his site too:

http://www.ffd2.com/fridge/

The site is well worth a look for some of the 6502 source code that
he's got there.

--
-- Raphael Espino - rjespino@yahoo.com - Ramdrive v1.0 ramdisk and a8jdpeg --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
-------------- http://www.geocities.com/rjespino/a8ring.html --------------

1702. Re: 800XL Green Screen problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-10 11:45:23 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <0omq6.1012$_e.252253@nnrp2.sbc.net>
Source record: 38124

My first 800 back in 1980 did the same thing. I took it to the repair center a total of 3 times and they wound up giving me a new system. I'm fairly sure that it was 'power surged' during a storm, and that initially caused the trouble. Maybe your's is a different reason.
Mo

Bowling wrote in message ...
>I've got an Atari 800XL that only gives me a "lime-green" screen when I boot
>it up. Anyone know what my problem is? If it's a defective chip...which
>one? (I've got the system opened up, right now...).
>Thanks, emails to me directly, please.
>--Mark
>
>
>

1703. Re: Napster users are still getting all files. Now you can too!

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-10 11:46:32 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <6pmq6.1013$_e.252137@nnrp2.sbc.net>
Source record: 38125

Do you support 300 baud, half-duplex connections?
8-)

ixymbh@aol.com wrote in message ...
>You can STILL get the files Napster censors-FREE!
>Everything you want is available RIGHT NOW at
>#MP3_DEPOT on IRC; the server is
>
>irc.action-irc.net.
>
>Action_IRC is a small network, owned and operated
>By the users. We are a friendly bunch - but we
>unquestionably have the largest music library on the
>Internet. We have 10 servers worldwide and 300
>channels. Our selection is absolutely incredible.
>Of course we have all the modern pop, rock, and rap.
>But then we also have jazz, blues, bluegrass, country,
>classical, 50's, and anything else you are looking for.
>
>Everything you need and want, in one convenient place
>and, as a bonus, REAL NICE PPL! Friendly chat, and
>OPS who are actually users, not pricks. You have a real
>opportunity to pitch in and help your fellow internet
>junkies, and maybe earn OP or even IRCOP status.
>
>If you are new to IRC, you are in for a real treat.
>There are none of the hassles you have with
>Napster. You don't get half a file then never see
>the user again. And, unlike Napster, we don't have
>a million users, each with the same 3 files! Just
>download a database list, select your file and
>download. You can choose from over 50 MP3
>databases. Our MP3 databases range from 100
>gigabytes to a terabyte - that's right, a Terrabyte
>of MP3's in ONE PLACE!
>
>Need speed? Well, most of our databases are cable
>or T-1. The servers are all megaspeed - all are on a
>fiber channel. You won't be disappointed. And we
>have servers in the U.S., Canada, Europe, even
>Australia. Wherever you are, there is a server close
>enough to give you top speed!
>
>Looking for Celtic Mouth Music? No? Well, how

>about Hilary Hahn, BEETHOVEN Violin Concerto
>BERNSTEIN Serenade - Aristophanes? Or a rare
>Jimmi Hendrix boot? Frank Zappa Compositions
>by the Kronos Quartet? All of the works of Robert
>Johnson or Howlin' Wolf? Carter Family, anyone?
>Or the Library of Congress collection of great
>American folk? Or Hank Williams demos? That
>oldie from your Senior Prom - or the newbie,
>as the case may be... we have it all. Did you
>know that the Chordettes did a female barbarshop
>album? Yeah, we got that.
>
>But music is not all we have. Action_IRC also has the
>largest binary library on the net. Want movies? Then
>visit #Movietime or #Movieland for them. Is videos
>your thing? Then you will want to check out
>#Musicvideos. And don't forget to stop by #Warez4u,
>#Hotwarez, #Crackhouse, or #Gametime.
>
>So stop by and see us. We will be waiting for you!
>
>IF YOU HAVE NEVER USED IRC BEFORE
>--------------------------------
>
>If you have never used IRC before, IRC is really
>easy to use. Any of the following links will directly
>download MIRC, the program you need:
>
>http://www.kissland.com/mirc/mirc582t.exe
>http://www.carbosoft.com/mirc/mirc582t.exe
>ftp://mirc.entic.net/pub/mIRC/mirc582t.exe
>http://mirc.mcclimans.com/downloads/mirc582t.exe
>
>NOTE TO TECHIES: ONLY use MIRC, 5.71 or above.
>That's because you will need to load SpR, a MIRC
>script to access the databases. It works only on MIRC
>5.71 or higher.
>
>Install MIRC, then look for this server:
>
>Action-IRC
>
>If you can't find it, or are using an earlier version of
>MIRC (or another client) then either add this server:
>
>irc.action-irc.net
>
>or just type
>
>/join irc.action-irc.net

>
>When you connect to irc.action-irc.net, a window will
>pop up with lots of channels. Select them all
>and delete them.
>
>Then add this channel
>
> #MP3_Depot
>
>You need the #. Join that channel. If you
>can't figure out how to add a channel, once
>you have logged into a server and get the
>welcome message, close the menu box and at
>the bottom of the page just type this:
>
>/join #MP3_Depot
>
>No space or other character before the /
>
>That will bring you to our channel From there
>just ask any question you have and someone will
>answer it.
>
>phyprneodlzkbptnlhkwvyhvlupiuqwkbvsvcuufrkdxrzpwxjtzwyw
>
>

1704. Re: Backing up 8-bit files to CDR?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-10 11:54:11 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <gwmq6.1014$_e.254476@nnrp2.sbc.net>
Source record: 38126

Yeah same here until now, This particular FTP archive contains only .gz
files and I'm really not to sure what format they are 'cause evrything I've
tried on them won't work.
Well, it really doesn't matter now 'cause I see Holmes' site is closed and
all the links are gone. They just had a bunch of app's and utilities that I
hadn't seen anywhere else.
Mo

Phil Goembel wrote in message <3AA90D97.91CCA3E2@no.sp.am.wi.rr.com>...
>Winzip seems to be pretty good at handling just about
>all the archive/compression formats I've come across,
>including gzipped and uu-encoded files.
>
>Phil
>

1705. Re: Atari article in Seattle PI

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-10 12:10:07 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <cLmq6.1015$_e.258521@nnrp2.sbc.net>
Source record: 38127

Oh this is just great, last week Atari was the 7th crappiest computer in history. This week they want to put our software on handheld PDA's. Why don't these news portals go back to attacking teenage hackers again and leave us alone? I just don't know anymore...
Mo

Pockets wrote in message <9860s8$ee4$1@plutonium.compulink.co.uk>...
>Nice article
>
>There seems to be a growth industry in retro at the mo.I think its windows
>fatiuge myself as too many new games have to be fiddled with to run. Just
>slap a cart in and kill something, Only Doom on my old 486 ever beat Star
>raiders in my opinion for that instant gratification blast!
>
>"Dan Vernon" <danv@whoever.com> wrote in message
>news:985n2n$fe0$1@brokaw.wa.com...
>> "Atari Lives, Riding New Trends", Seattle Post Intelligencer, 3-6-2001
(in
>> the business section!)
>>
>> check it out...
>> http://seattlep-i.nwsource.com/business/xatari06.shtml
>>
>>
>>
>>
>>
>
>
>

1706. Re: Migraph handheld scanner on an 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-10 12:25:40 UTC
From: Raphael Espino <rjespino@yahoo.com>
Message-ID: <m3zoeterp7.fsf@islita.localdomain>
Source record: 38130

nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) writes:

> > Computereyes... yeh, that was pretty cool from what I've heard of it.
> Would be cool if somebody could write a HIP version of the Computereyes
> software.

On a side note if anyone is interested in doing that, the source code
for a8jdpeg's HIP mode is in the file RAFREND.ASM available from my
webpage, which would give a starting point. Basically it will take a
block of pixels and convert them into one of several graphics modes
(including HIP). The code is a little more complicated than it needs
be because of memory limitations, but it shouldn't be too difficult to
figure out along with the HIP FAQ.

--
-- Raphael Espino - rjespino@yahoo.com - Ramdrive v1.0 ramdisk and a8jdpeg --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
-------------- http://www.geocities.com/rjespino/a8ring.html --------------

1707. Re: DI Images from ATR images

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-10 12:48:06 UTC
From: Raphael Espino <rjespino@yahoo.com>
Message-ID: <m3y9udeqnt.fsf@islita.localdomain>
Source record: 38131

"chainsaw11" <mygranny@swbell.net> writes:

> How do you go about creating these megaimages? Will they hold one or two
> very large files like JPG's or WAV's? I've been experimenting around with
> Digiplay and Digimenu and I keep running out of disk space, these don't seem
> to fair to well with PCmirror's through my APE cable. I've had the same
> problem when using A8jdpeg.bin to view jpg's. Thanks

Are you saying that a8jdpeg doesn't work with files loaded through
an APE cable? What are the symptoms of the problem with a8jdpeg?
Unfortunately I don't use APE myself, so I can't test this. It could
be a problem with a8jdpeg, although for the most part it just uses the
standard DOS (CIO) routines to load a file. What DOS are you using on
the Atari side? Have you managed to get any other software working
this way?

Of course, viewing big jpegs (especially if the images are wide) on the
Atari will be slow.

Thanks,

--
-- Raphael Espino - rjespino@yahoo.com - Ramdrive v1.0 ramdisk and a8jdpeg --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
-------------- http://www.geocities.com/rjespino/a8ring.html --------------

1708. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-10 14:36:19 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_984234882@rtfm.mit.edu>
Source record: 38132
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 24, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

An Atari 800XL used in a Czech hospital: http://www.asw.cz/~kubecj/aczhwho.htm

1709. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-10 14:54:08 UTC
From: mcurrent@carleton.edu
Message-ID: <takg0gs3vb80e3@news.supernews.com>
Source record: 38133

Andreas,

Thanks for all the followup info, they will be including in the next FAQ posting!

-Michael

1710. Rob C ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-10 16:54:07 UTC
From: Charles <NOSPAM@nospam.com>
Message-ID: <jYsq6.7193$pR3.1497375@news2-win.server.ntlworld.com>
Source record: 38134

I have various Atari games on "Rob C" Menu.
Who was Rob C and where is he now?
What is the difference between a "hi" and a "lo" Rob C Menu?

Thnks
C

1711. Re: GZip Expander

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-10 17:19:31 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <77okatst6e389rvht4jrtri7bl4lpi91pv@4ax.com>
Source record: 38135

On 09 Mar 2001 16:20:09 GMT, llpwhite@cs.com (LLpwhite) drooled an
embarassing wet spot in his lap as he typed:

>IIRC, someone recently mentioned that they could not find a Windows expander
>for GZip files. I was checking something else, and noticed that the Aladdin
>Expander 5.1 (freeware) supposedly expands GZip files. AE 5.1 also expands
>Atari Super ARC files as well as many other formats. It's handy, and the price
>is certainly right. It is widely available, but the home site is
>www.aladdinsys.com
>Larry

PowerArchiver also works wonders. Internally handles ZIP/JAR, LZH/LHA,
ARC, ARJ, CAB, TAR/GZIP/BZIP, ZOO, Blackhole, and even MIME and
UUEncoded files. It's free, and you can grab it at
www.powerarchiver.com.

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

1712. Re: Re: Napster users are still getting all files. Now you can too!

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-10 17:21:25 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <1hokat03qgbemg4evgrscib1gsk0aeedig@4ax.com>
Source record: 38136

On Sat, 10 Mar 2001 03:46:32 -0800, "chainsaw11" <mygranny@swbell.net>
drooled an embarassing wet spot in his lap as he typed:

>Do you support 300 baud, half-duplex connections?
>8-)

Hey, this is Napster. You need at _least_ 2400 (with or without
v.42/bis) :-)

(Personally Napster can toss off for all I really care... :-)
--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

1713. Real black high resolution colour

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-10 17:37:54 UTC
From: Anders Skelander <ansk@MailAndNews.com>
Message-ID: <3ABBA01F@MailAndNews.com>
Source record: 38137

I have written a couple of prototype programs that display
high resolution (320 x 192) pictures. I have used a white
background and black foreground colour to draw the
picture. Now I try to use player/missile graphics patterns
changed line by line with display list interrupts to
fill limited areas with extra colour.

If one disregards the player/missile colour add-on for
a moment, it should be mentioned that the Atari's
high resolution graphics is not an independent colour.
The foreground colour is based on the background
colour. Only the brightness can be changed, it can be
set set from dark to bright in 8 levels.

I prefer what I call a real black colour to draw with
on a white background. So I used value 0 in address
709 and value 12 or 14 in address 710 (and in address
712 for the border).

But when I use the player/missile technique to add
colour, it looks as if the player colour interfers
with my fine black foreground and turns it into a
shade of the player colour.

Does anybody know if it has to be this way, or if
I can get a fine black colour even where it overlaps
a player/missile area?

I have tried to change bits 0-3 in address 623, but
no value seems to help.

Anders

Get your FREE web-based e-mail and newsgroup access at:
http://MailAndNews.com

1714. Re: Rob C ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-10 17:45:53 UTC
From: Anders Skelander <ansk@MailAndNews.com>
Message-ID: <3ABBC780@MailAndNews.com>
Source record: 38138

> I have various Atari games on "Rob C" Menu.
> Who was Rob C and where is he now?
> What is the difference between a "hi" and a "lo"
> Rob C Menu?

About the 'hi' and 'lo' feature. My assumption is that the Rob C menu program's game loader has to reside somewhere in memory and there is a risk that the game code itself overwrites the loader before the loading is complete.

If a game does not work with the 'lo' menu alternative, one could try to create a meny disk with the 'hi' menu. Likewise, a game that does not work with the 'hi' menu may work with the 'lo' menu.

In theory there is a risk that a game would overwrite both of these areas. But it should always be possible to write a small loader that fits somewhere in memory together with the game during the loading process. It is also possible to re-write ('hack'?) games so they do not interfer memory-wise with the loader.

Anders

Get your FREE web-based e-mail and newsgroup access at:
http://MailAndNews.com

1715. Re: Real black high resolution colour

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-10 23:34:18 UTC
From: NoOne@FakeEmail.com
Message-ID: <9060B33B1CTHEnterprises@205.212.123.11>
Source record: 38139

ansk@MailAndNews.com (Anders Skelander) wrote in
<3ABBA01F@MailAndNews.com>:

>
>I have tried to change bits 0-3 in address 623, but
>no value seems to help.
>

A while back I had been messing around with almost the same thing, but for the exact opposite effect. I want to use P/M graphics to mask out artifacts. 80 column text on a smeary color television is hard on the eyes. But in theory you can use one or two P/M's to change the artifact to the foreground color, thereby making it as sharp as it can be. You just reuse them horizontally as each scan beam is being traced.

What I found is that the graphic priority/color mixing effect is dependent on <both> what you set the background color to and what color you set the player to. To illustrate try this- go and create a black gr.8 screen and set the fore ground to as bright as it can go. Then draw some lines on the screen to achieve all avalable colors (artifacts). Then draw a player as a vertical strip that goes across the area with all the colors. Twiddle the bits in GPRIOR to set up graphic priorities. Finally, have a routine to increment the BAK color and watch the effect. Alternatly you can have the routine increment the player color instead. At some point one or both artifact colors will become the color of the foreground. It's been a while since I've messed with this so I might be forgetting some details. I seem to remember that additional colors can be achieved when doing this. I used to have a program that demonstrated this. I'll check around and see if I can find it.

1716. Re: 65xe keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-11 00:33:30 UTC
From: ANTHONY WILBER <wilbera@prodigy.net>
Message-ID: <98egs6ddi1@newssvr06-en0.news.prodigy.com>
Source record: 38140

From my experience with xe keyboards is they are trash. But your best bet is either buy another xe from someplace or get a new xe keyboard from B&C computervisions or best electronics. Keyboards are not real hard to replace on xl and xe computers and should only take 5 minutes to replace. I think either Best electronics or B&C has a optional replacement keyboard for the xe which is far superior than the garbage the Tramiels put out. Hope this helps.
Tony

Richard Detlefsen <"74766,1561"@compuserve.com> wrote in message news:3A9DCE08.B3D1E95C@compuserve.com...
> Luis Vasquez wrote:
>
> > Today I turned on my 65XE, and the keyboard letters J K Spacebar and Help
> > didn't register. I push them and nothing happens. It's been working
> > before, I use it about once a month, it's not fresh out of an attic or
> > anything. Does anybody know of any ways to find out what the problem could
> > be? Are 65XEs known to have unrealible keyboards or chips or something?
> > Thanks!
>
> The most likely problem is excessive wear-replace the membrane, or get another
> XE which is probably cheaper, plus you'll have lots of spare parts.
>
> Another failure is that the circuitry of the membrane is not protected, mostly
> the ribbon and the fold. This is why an exposed area tarnishes-turns black.
> Looking at my info, several lines are involved. So, the easiest way to find
> out which traces are open is to look at the membrane using a light source,
> following each trace, of the affected keys, back to the connector. A
> crack(possibly at the fold-be careful, it can be fragile) is a dead giveaway.
> Mark the trace at the connector ribbon. It could be that several of these have
> tarnished so much the resistance is just too high. A meter on the trace at
> each end of the ribbon will determine this. Simple cracks can be fixed with a
> silver conductor pen, but this will pay for an entire XE.
>

> An eraser will remove the tarnish. Once the repairs are done and all
tests
> well, I mask off the contact fingers and spray the ribbon (and the fold if
> exposed) with laquer. DON'T laquer the switch contact areas.
>
> Rick D.
>
>

1717. Re: Best games on 8 bits...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-11 03:07:31 UTC
From: Cruiser 7 <cruiser7@nospam.com>
Message-ID: <3AAAEBF3.1020102@nospam.com>
Source record: 38141

Ah, one of my favorite newsgroup topics. I always like to give reasons why I liked these games; I figure it might spark further discourse.

This is only 10 of my top favorites; several more could be mentioned here but won't be this time around. Except for the first three, they're in no particular order.

1. Alternate Reality Series - The Essence of Computer Adventure and Role Playing. It should be developed into a tv series. Hey, that's an idea! One I've been thinking of for years, actually. Now if I only had the capital (and permissions) to do it. Hopefully I have the talent and support :)

2. Ultima II - I saved my allowance for weeks to order this game through the mail. As soon as I opened that box and saw the cloth map, I knew it was worth every penny and every second. I looked for Bill, or Bob, or whatever his name was, on that one planet for I dunno how long.

3. Star Raiders - Where do you think the handle "Cruiser 7" came from? Heh heh heh...

4. Jumpman - This game was (and still is) one of the best platform puzzlers ever. Forget Mario; he was going through plumber school back when Jumpman was defusing bombs with his head while falling to his death.

5. Archon I - Ah, the great battles my friends and I had when the shapechanger attacked the phoenix. Seeing a goblin take a golem's boulder directly to the face was priceless.

6. Ali Baba and the 40 Thieves - The first multiplayer adventure game I ever played, thanks to being able to use up to 4 joysticks at once. I loved its sense of camaraderie and strategy (give the elves the gold to carry, make the humans and dwarves do all of the fighting) and its references to mythology and fables.

7. Shamus - 17 years and I still have yet to slay the Shadow in his lair. Hmmm.... I have a score to settle here.

8. Bruce Lee - I still play this game for a quick tension reliever. Yamo can always use another smack in that big mouth of his.

9. The Pharaoh's Curse - I've always had my suspicions as to the "real" relationship between the pharaoh and the mummy. Not that there's anything wrong with that.

10. The Apshai series - Good monster fighting fun. The trilogy has some good music that I imitate to this day, much the same way that Beavis and Butthead imitate Metallica riffs and the like.

BTW, one game that could easily be on this list is Dragon's Eye. Does anyone have an ATR of it? I've looked for it for over three years and haven't seen it. It's been over 13 years since I have played the game. I think I still have the box to that game somewhere.

Cruiser 7

Them damn Zylons!

1718. Atari 8 bits and the Internet?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-11 06:10:23 UTC
From: ANTHONY WILBER <wilbera@prodigy.net>
Message-ID: <98f4kc$4se6$1@newssvr06-en0.news.prodigy.com>
Source record: 38142

What software would be needed for a Atari 65xe to work with a dial-up PPP internet service provider. I have a 850 interface and a very old 14400 bps modem that will connect at 9600 baud with the 850. Stuff I would like to do are telnet, ftp, e-mail and have a lynx browser. Does any atari 8 bit software exists that does these things?
Thanks,
Tony Wilber

1719. Re: Spring Computerfest

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-11 12:52:48 UTC
From: Sid Pacman <erasmus@Atari.City>
Message-ID: <Pine.GSO.3.96.1010311074632.14738B-100000@shell1>
Source record: 38143

On Thu, 8 Mar 2001, Lonny Pursell wrote:
->I will be at this show. Anyone else going? Would be cool if
->several Atari freaks could all gather and meet there.

It would be even cooler if Atari user groups were still represented
at Computerfest. And better yet, if there were still any computer
shows for Atarians only!

>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 8 Bits Forever! ... OR BUST! *

1720. Re: Rob C ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-11 13:57:48 UTC
From: egyferiu <erguiguf@usa.net>
Message-ID: <ZDLq6.14878$t1.1302583@news6-win.server.ntlworld.com>
Source record: 38144

In the mid 80's Rob C was cracked a number of games and also wrote utilities to compile menu disks, copy disks etc. i was told at the time that he was from the Manchester area of the UK, who he was and what he does now - who knows

does anyone know anything about Jon C. Ian K aka Jolly Roger?? would be good to hear how those guys are getting on

JCH

"Charles" <NOSPAM@nospam.com> wrote in message news:jYsq6.7193$pR3.1497375@news2-win.server.ntlworld.com...
>
> I have various Atari games on "Rob C" Menu.
> Who was Rob C and where is he now?
> What is the difference between a "hi" and a "lo" Rob C Menu?
>
> Thnks
> C
>
>

1721. Re: Best games on 8 bits...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-11 15:30:14 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <984327593.21409.2.pluto.d4ee0f47@news.demon.nl>
Source record: 38145

"Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message
news:rqcq6.2925$tR1.26307@news1.oke.nextra.no...
> > 10. Bug-Hunt (Light-gun)
>
> Really ? This one I never liked. Tried Barnyard Blaster and Crossbow ?
Much
> better. Crime Busters (I think) is okay too, but was too hard for me
>

Yeah! Crime Busters for light-gun, I have it, but it's really unplayable....
Barnyard Blaster is good but only on a good color monitor, I like the game
but those F#$&$$&#ING mouse are so small you really have to be lucky to hit
those from 1.5 meter distance...!, BUG HUNT also plays fine on a COLOR TV...

TXG

1722. Re: Atari 8 bits and the Internet?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-11 15:33:54 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3aabdf62$0$53481$4c5ecdc7@news.erinet.com>
Source record: 37999

Somebody is working on a ppp conection.
But, you don't need ppp for any of the things you mentioned, lynx,
telnet, ftp, e-mail. What you need is a shell account with your ISP.
Then you can do all those things without a ppp connection.
Very hard to find (shell access).
Russg

1723. Re: Spring Computerfest

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-11 17:25:55 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10103111723430.84-100000@Hades060>
Source record: 38001

On Sun, 11 Mar 2001, Sid Pacman wrote:

>
> On Thu, 8 Mar 2001, Lonny Pursell wrote:
> ->I will be at this show. Anyone else going? Would be cool if
> ->several Atari freaks could all gather and meet there.
>
> It would be even cooler if Atari user groups were still represented
> at Computerfest. And better yet, if there were still any computer
> shows for Atarians only!

Saw one 800xl and two MegaST's and that was it. Didn't run into
any Atari people. There's is always the next one. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1724. FA: Master of the Lamps, complete!

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-11 18:13:29 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3AABC048.A667ACDB@t-online.de>
Source record: 38146

Hi!

Currently I have a 'Master of the Lamps' from Aktivision for auction:

http://cgi.ebay.de/aw-cgi/eBayISAPI.dll?ViewItem&item=1221175392

The game is complete with box, manual and original disc. I ship
worldwide.

Thanks for your attention,

Andre

1725. ICD MIO 256k auction on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-11 19:00:51 UTC
From: gmccla1n@swbell.net
Message-ID: <3aabca72.10549596@spamkiller.newsfeeds.com>
Source record: 37997

Hi I have an auction on ebay for a ATARI 8-bit 256k ICD MIO with hard
drive. Item #1221210739.
thanks gmccla1n@swbell.net

1726. Re: Wanted: ICD Multi I/0 256K or 1Mb

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-11 19:14:18 UTC
From: gmccla1n@swbell.net
Message-ID: <3aabcdda.11421321@spamkiller.newsfeeds.com>
Source record: 37998

On Sun, 18 Feb 2001 13:42:34 +0100, "TXG" <Txg@underground.demon.nl>
wrote:

>Hi,
>
>I am looking for an ICD Multi I/O...
>
>Mail offers to: txg@underground.demon.nl
>
>
>
Hi I have an auction for a ICD MIO 256k on EBAY. item Item
#1221210739.
gmccla1n@swbell.net

1727. Re: Rob C ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-11 22:27:13 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <kkunatgpff98bu03lbr34k9ckmi8d8lqra@4ax.com>
Source record: 38002

The other Day "egyferiu" <erguiguf@usa.net> wrote:

>In the mid 80's Rob C was cracked a number of games and also wrote utilities
>to compile menu disks, copy disks etc. i was told at the time that he was
>from the Manchester area of the UK, who he was and what he does now - who
>knows
>
He was from Liverpool (well at one point), a few of us used to connect
on our 300baud modems and one of the peeps was Rob C himself. Never
spoke to him myself but I gather he was a nice enough bloke (for a
hacker).

And not all hackers were kids, most of the EA titles got hacked by a
person called The Mole. He was a Doctor at that point and is now in
charge of a local Health authority..

Strange world :-)
--

. Never argue with an idiot, they bring you down to their level
and then beat you with experience

1728. still looking for Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-11 22:53:57 UTC
From: Ian Marshall <ian@imarshall.karoo.co.uk>
Message-ID: <98gvh8rne1@newsreaderg1.core.theplanet.net>
Source record: 38022

I am still on the hunt for Atari 400 to add to www.retrocomputergallery.com
Pictures would do

cheers

ian

1729. Mission Shark + FRED on Ebay Imported from Poland

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-11 23:00:08 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <YrTq6.15414$Pq3.3602989@typhoon.tampabay.rr.com>
Source record: 38004

Both MISSJA and FRED inported from POLAND on Ebay
with screen shots.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1221285008

Take a l@@k

1730. Re: Atari 8 bits and the Internet?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-11 23:00:32 UTC
From: DCM01@USA.NET
Message-ID: <3aac02aa.715670@news.CIS.DFN.DE>
Source record: 38003

I understand many ISP's actually have the shell capability, even if
they themselves don't know it? In other words the idea is just to call
up the data line with a terminal program, and see if something turns
up.

For the first poster, her is the address of Ken Sider's Atari 8bit
Internet project (you can download a copy):

http://home.columbus.rr.com/ksiders/ice.htm

On Sun, 11 Mar 2001 15:33:54 -0000, "Russ Gilbert" <russg@en.com>
wrote:

>Somebody is working on a ppp conection.
>But, you don't need ppp for any of the things you mentioned, lynx,
>telnet, ftp, e-mail. What you need is a shell account with your ISP.
>Then you can do all those things without a ppp connection.
>Very hard to find (shell access).
>Russg
>
>

1731. Music Construction Set on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-11 23:08:40 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <YzTq6.15434$Pq3.3614655@typhoon.tampabay.rr.com>
Source record: 38005

EA's Music Construction Set on Ebay (Complete)

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1221084725

EA's Pinball Construction Set on Ebay (Complete)

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1221087055

Take a L@@k

1732. FS: More Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-11 23:10:08 UTC
From: "Mark H. Kusz" <mark_kusz@yahoo.com>
Message-ID: <kBTq6.4898$Rb.396220@bgtnsc05-news.ops.worldnet.att.net>
Source record: 38006

I have added new Antic and Analog issues. The latter issues also have articles/programs for the ST. Click the link below to see the list.

http://www.geocities.com/mark_kusz\sell_computer.htm

1733. WTB: Basic XL cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-11 23:41:00 UTC
From: ronfucci@bellsouth.net
Message-ID: <3aac0cf6.40625946@news.atl.bellsouth.net>
Source record: 38007

please send email with price, tks

ron

1734. Re: DI Images from ATR images

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-11 23:44:38 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <e0Sq6.36$tD5.4397@nnrp1.sbc.net>
Source record: 38000

No I'm sorry to upset you, I don't think I was clear. I can use A8jdpeg with the APE cable but only when APE is set on a PC mirror. What I was trying to say is that I'm having trouble creating a disk image that is big enough to hold large jpg's and sound samples. Youre JPG viewer works perfectly to me. Thanks for your hard work as well. Mo

Raphael Espino wrote in message ...
>"chainsaw11" <mygranny@swbell.net> writes:
>
>> How do you go about creating these megaimages? Will they hold one or two
>> very large files like JPG's or WAV's? I've been experimenting around with
>> Digiplay and Digimenu and I keep running out of disk space, these don't
seem
>> to fair to well with PCmirror's through my APE cable. I've had the same
>> problem when using A8jdpeg.bin to view jpg's. Thanks
>
>Are you saying that a8jdpeg doesn't work with files loaded through
>an APE cable? What are the symptoms of the problem with a8jdpeg?
>Unfortunately I don't use APE myself, so I can't test this. It could
>be a problem with a8jdpeg, although for the most part it just uses the
>standard DOS (CIO) routines to load a file. What DOS are you using on
>the Atari side? Have you managed to get any other software working
>this way?
>
>Of course, viewing big jpegs (especially if the images are wide) on the
>Atari will be slow.
>
>Thanks,
>
>--
>-- Raphael Espino - rjespino@yahoo.com - Ramdrive v1.0 ramdisk and
a8jdpeg --
>-- http://rjespino.atari.org or
http://rjespino.webhop.org --
>----------------- Join The Atari 8-bit Computer WebRing
at: -----------------
>--------------
http://www.geocities.com/rjespino/a8ring.html --------------

1735. FA: Star Trek by Sega for Atari 400/800/XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-12 00:16:01 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <5zUq6.15641$Pq3.3712060@typhoon.tampabay.rr.com>
Source record: 38008

Star Trek By SEGA for all Atari Home Computers..

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1220833502

1 Day left .. take a L@@K

1736. Diamon OS on Atari800Win Plus?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-12 01:23:34 UTC
From: Calagan <donotreply@interbulletin.bogus>
Message-ID: <3AAC2516.73C8E7A3@interbulletin.com>
Source record: 38010

Anybody managed to get Diamond OS running on Atari800Win Plus?
I went to the "File" menu, selected "Attach Cartridge" and browse for my downloaded "Diamond2.rom" but nothing happened.
I also tried replacing the basic cartridge with "Diamond2.rom", but it didn't help.

Submitted via WebNewsReader of http://www.interbulletin.com

1737. Are there any WORKING links to the "Online Pooldisk?"

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-12 02:19:15 UTC
From: Seeva St Charles <seeva@aol.com>
Message-ID: <MPG.1515ee084fdcbf61989928@news>
Source record: 38009

I have seen a few links to the Online Pooldisk, but none have worked.
What all is supposed to be on it anyway?

TIA

1738. Re: 65xe keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-12 05:07:07 UTC
From: Luis Vasquez <luisv@mediaone.net>
Message-ID: <%PYq6.44511$LO3.5778354@typhoon.we.rr.com>
Source record: 38013

Thanks, but I think I'll get a Atari 400 or 800 when I see one. I saw some
at a flea market a while back, and I might be able to buy them the next time
I go. BTW, would XE games work on an 800 if it has enough memory? Or does
the game need something that only XE/XL computers have?

"ANTHONY WILBER" <wilbera@prodigy.net> wrote in message
news:98egs6ddi1@newssvr06-en0.news.prodigy.com...
> From my experience with xe keyboards is they are trash. But your best bet
> is either buy another xe from someplace or get a new xe keyboard from B&C
> computervisions or best electronics. Keyboards are not real hard to
replace
> on xl and xe computers and should only take 5 minutes to replace. I think
> either Best electronics or B&C has a optional replacement keyboard for the
> xe which is far superior than the garbage the Tramiels put out. Hope this
> helps.
> Tony
>
> Richard Detlefsen <"74766,1561"@compuserve.com> wrote in message
> news:3A9DCE08.B3D1E95C@compuserve.com...
> > Luis Vasquez wrote:
> >
> > > Today I turned on my 65XE, and the keyboard letters J K Spacebar and
> Help
> > > didn't register. I push them and nothing happens. It's been working
> > > before, I use it about once a month, it's not fresh out of an attic or
> > > anything. Does anybody know of any ways to find out what the problem
> could
> > > be? Are 65XEs known to have unrealible keyboards or chips or
something?
> > > Thanks!
> >
> > The most likely problem is excessive wear-replace the membrane, or get
> another
> > XE which is probably cheaper, plus you'll have lots of spare parts.
> >
> > Another failure is that the circuitry of the membrane is not protected,
> mostly
> > the ribbon and the fold. This is why an exposed area tarnishes-turns
> black.
> > Looking at my info, several lines are involved. So, the easiest way to
> find
> > out which traces are open is to look at the membrane using a light
source,
> > following each trace, of the affected keys, back to the connector. A

> > crack(possibly at the fold-be careful, it can be fragile) is a dead
> giveaway.
> > Mark the trace at the connector ribbon. It could be that several of
these
> have
> > tarnished so much the resistance is just too high. A meter on the trace
> at
> > each end of the ribbon will determine this. Simple cracks can be fixed
> with a
> > silver conductor pen, but this will pay for an entire XE.
> >
> > An eraser will remove the tarnish. Once the repairs are done and all
> tests
> > well, I mask off the contact fingers and spray the ribbon (and the fold
if
> > exposed) with laquer. DON'T laquer the switch contact areas.
> >
> > Rick D.
> >
> >
>
>

1739. Re: Are there any WORKING links to the "Online Pooldisk?"

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-12 07:04:59 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <3tYq6.75$066.160713@nnrp3.sbc.net>
Source record: 38011

I'd like to know that myself, all the links I've found are to somebodies
'part-time linux box' which is never up.
Mo

Seeva St Charles wrote in message ...
>I have seen a few links to the Online Pooldisk, but none have worked.
>What all is supposed to be on it anyway?
>
>TIA
>

1740. Jagfest

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-12 07:08:44 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0007f26b@fmlynet.org>
Source record: 38026

FamilyNet Newsgate

> Hello Greg!
>> I still have my sites set on the JagFest in Wisconsin
>> June 30th.
> Oooh, never heard of that... but it sure sounds tempting!!
> :-)
> Regards,
> - Andy.

Yeh it is kinda cool! I'm tempted, and trying to make arrangements to go up there.

Just need to figure out flight information. Interesting since I don't fly often.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1741. Re: Atari 8 bits and the Internet?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-12 07:09:23 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <bxYq6.76$066.161848@nnrp3.sbc.net>
Source record: 38012

I've had very bad luck finding a shell account in the houston area. One ISP
promised me such things and then after signing up I was informed that it
wasn't possible. Their name was 'mylinuxisp.com' Just in case anyone else
gets snookered.
I've found a busload of shell accounts that don't provide dialup access, but
that doesn't really help in anyway that I can see.
Mo

Daniel Miller wrote in message <3aac02aa.715670@news.CIS.DFN.DE>...
>I understand many ISP's actually have the shell capability, even if
>they themselves don't know it? In other words the idea is just to call
>up the data line with a terminal program, and see if something turns
>up.
>
>For the first poster, her is the address of Ken Sider's Atari 8bit
>Internet project (you can download a copy):
>
>http://home.columbus.rr.com/ksiders/ice.htm
>
>On Sun, 11 Mar 2001 15:33:54 -0000, "Russ Gilbert" <russg@en.com>
>wrote:
>
>>Somebody is working on a ppp conection.
>>But, you don't need ppp for any of the things you mentioned, lynx,
>>telnet, ftp, e-mail. What you need is a shell account with your ISP.
>>Then you can do all those things without a ppp connection.
>>Very hard to find (shell access).
>>Russg
>>
>>
>
>

1742. Re: Atari article in Seattle PI

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-12 07:12:40 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0007f26c@fmlynet.org>
Source record: 38027

FamilyNet Newsgate

> From: "chainsaw11" <mygranny@swbell.net>
> Oh this is just great, last week Atari was the 7th crappiest computer in
> history. This week they want to put our software on handheld PDA's. Why
> don't these news portals go back to attacking teenage hackers again and
> leave us alone? I just don't know anymore...
> Mo

Well, I've been trying to make the Newton have many of the effects and
personalities of the Atari from Atari mods, Atari 800 fonts, and so forth...

http://www.geocities.com/lady-aramis/newtonconnect.html

> Pockets wrote in message <9860s8$ee4$1@plutonium.compulink.co.uk>...
>> Nice article
>>
>> There seems to be a growth industry in retro at the mo.I think its windows
>> fatiuge myself as too many new games have to be fiddled with to run. Just
>> slap a cart in and kill something, Only Doom on my old 486 ever beat Star
>> raiders in my opinion for that instant gratification blast!

Doom beats Star Raiders? :)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1743. Re: DI Images from ATR images

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-12 07:14:58 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0007f26d@fmlynet.org>
Source record: 38025

FamilyNet Newsgate

> From: Raphael Espino <rjespino@yahoo.com>
> "chainsaw11" <mygranny@swbell.net> writes:
>> How do you go about creating these megaimages? Will they hold one or two
>> very large files like JPG's or WAV's? I've been experimenting around with
>> Digiplay and Digimenu and I keep running out of disk space, these don't seem
>> to fair to well with PCmirror's through my APE cable. I've had the same
>> problem when using A8jdpeg.bin to view jpg's. Thanks
> Are you saying that a8jdpeg doesn't work with files loaded through
> an APE cable? What are the symptoms of the problem with a8jdpeg?

I tried the jpg viewer using the 800xldj setup and it worked. How large
was the jpg you were trying to view?

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1744. Re: Atari 8 bits and the Internet?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-12 07:19:58 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0007f26e@fmlynet.org>
Source record: 38028

FamilyNet Newsgate

> From: "Russ Gilbert" <russg@en.com>
> Somebody is working on a ppp conection.
> But, you don't need ppp for any of the things you mentioned, lynx,
> telnet, ftp, e-mail. What you need is a shell account with your ISP.
> Then you can do all those things without a ppp connection.
> Very hard to find (shell access).
> Russg

If you live in Dallas you can make use of the Family-Net BBS...

972-496-0650

Offers a telnet connection for a donation of something like $26 a year.
Nice sysop, Atari newsgroups, and the message area for the on-line atari club
JYBOLAC (Just Your Basic Online Atari Computer).
And of course once on there, you can telnet over to a lynx site and visit
the JYBOLAC "8-bit Hangout" as it will be called soon...

http://stargate.cs.swau.edu/atari

Visited that chat room a time or two or fifteen with the trusty Atari 800.
:)

Talk soon,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1745. Re: FA MISJA/FRED

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-12 07:39:04 UTC
From: Kaczor <ducker@go2.pl>
Message-ID: <m8voat8ann1i1o0gd2ck4dg82eqr9g209t@4ax.com>
Source record: 38015

On Tue, 06 Mar 2001 05:43:00 GMT, "Kathleen Ferrante"
<KMFerrante@cfl.rr.com> wrote:

>I have for auction MISJA (Mission Shark) and FRED by LK AVALON 2 GREAT
>8bit games from Poland..
Yes, polish games for atari are very good because Atari lives there
longly that in world. In Poland newspepers about Atari 8bit was
producted to 1995 AD.
Stuff for Atari8bit from Poland are very good, belive me.

Kaczor from Poland

1746. Most famous games on 8 bits... ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-12 07:47:50 UTC
From: "Piotr F." <fox@scene.pl>
Message-ID: <98hva3$4cl$1@news.tpi.pl>
Source record: 38016

There are 'Best games' polls... How about 'Most famous games' ?
Can you imagine, some of my friends (studying computer science!) don't even know Pac Man ? I think one should learn about classic computer games in elementary schools!

IMHO knowledge of these should be a minimum (not only Atari games):
1. Tetris
2. Pong
3. Pac Man
4. Arkanoid
5. Space Invaders
6. Spy Hunter
7. River Raid
8. Boulder Dash

Missed something?

1747. Re: Most famous games on 8 bits... ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-12 08:56:27 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <M90r6.1867$NY6.30221@news3.oke.nextra.no>
Source record: 38017

Galaga ? Gauntlet ? Galaxians ?

"Piotr F." <fox@scene.pl> wrote in message news:98hva3$4cl$1@news.tpi.pl...
> There are 'Best games' polls... How about 'Most famous games' ?
> Can you imagine, some of my friends (studying computer science!) don't
even
> know Pac Man ? I think one should learn about classic computer games in
> elementary schools!
>
> IMHO knowledge of these should be a minimum (not only Atari games):
> 1. Tetris
> 2. Pong
> 3. Pac Man
> 4. Arkanoid
> 5. Space Invaders
> 6. Spy Hunter
> 7. River Raid
> 8. Boulder Dash
>
> Missed something?
>
>
>

1748. Do these carts have any value?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-12 09:00:23 UTC
From: Ron <me@here.net>
Message-ID: <MPG.151631a3d45a68c1989695@news.icehouse.net>
Source record: 38018

Miner 2049'er and Bounty Bob Strikes Back

1749. Re: Do these carts have any value?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-12 09:09:37 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <6m0r6.1870$NY6.30446@news3.oke.nextra.no>
Source record: 38019

Oh, yes, def. Bounty Bob. Miner I've seen around for $3 and up. Got mine boxed for about $7. My Bounty Bob, boxed, I got for $50, but that was a package deal containing an 800XL, 1050 and some 10 other carts.

"Ron" <me@here.net> wrote in message news:MPG.151631a3d45a68c1989695@news.icehouse.net...
> Miner 2049'er and Bounty Bob Strikes Back

1750. Re: Atari 8 bits and the Internet?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-12 10:18:41 UTC
From: Sid Pacman <erasmus@6502.chips.ahoy>
Message-ID: <Pine.GSO.3.96.1010312040226.11741B-100000@shell1>
Source record: 38020

On Sun, 11 Mar 2001 at 23:00:32 GMT, Daniel Miller (dcm01 att usa dott
net) scribbled:
->I understand many ISP's actually have the shell capability, even if
->they themselves don't know it?

In my view there are two separate issues here: (1) dialing up an ISP
with a non-Windoze platform like the Atari 8-bit, and after getting
logged in, operating in Unix shell mode; and (2) browsing the Internet.

A non-Windoze user must successfully pass the first stage in this
process in order to be able to tackle the second stage. My ISP is
still offering Unix shell service, but in recent years some posters on
this newsgroup have been saying that some ISPs don't do this anymore.
(Incidentally, I'm in Unix shell mode and am using the Unix program
"Pine" to post this message -- not because I'm using an Atari 8-bit but
because I'm not a Windozer.)

After getting into Unix shell mode, the Internet can be reached with
a Unix text-browser program like Lynx. The Lynx program is still being
supported and works fairly well. The latest version is 2.8.3rel.1, and
information about it can be obtained at: http://lynx.browser.org/

-> In other words the idea is just to call up the data line with a
->terminal program, and see if something turns up.

This doesn't sound like a good prescription. The original poster
apparently plunked his money down and then tried to do just this. At
that point he found out the bad news.

One question is whether that poster can "get" Unix shell service (or
talk the ISP into making it available) even tho they don't ordinarily
"offer" it.

If the ISP offers dialup service, what happens if the user dials in
and then types "shell" (and hits #ENTER# or #RETURN#) when a connection
is made?

If the ISP doesn't "offer" shell service, one wonders what O.S.
their own people use while on the job? The sysads at my ISP still talk
about Unix-based or Unix-related O.S.es and they still answer
occasional questions about Unix that are posted on the ISP's own 'help'
newsgroup. Apparently some of them use Unix programs at least some of
the time.

If an ISP uses Sunux or Linux or other Unix-type systems for their
own use, why shouldn't a subscriber be able to tap into Unix shell
mode?! The original poster should look around and press a little

harder to try to get shell access.

Once the user gets into shell mode, there are lots of Unix programs that can be run -- and they're run on the ISP's computer, so the user gets the benefit of the size and speed of the ISP's system. Of course, the Unix user also needs to learn something about Unix in order to be able to use it. When I first got into Unix I got a couple of books on it; perhaps the simplest and best (believe it or not) is "Unix For Dummies." I recommend it for anybody looking for basic info on Unix.

>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *

1751. Re: 65xe keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-12 10:57:55 UTC
From: Pockets <pockets@DUMMYcix.co.uk>
Message-ID: <98ia3n$9o9$1@plutonium.compulink.co.uk>
Source record: 38021

There were some changes in the operating system between the classic 400/800
and the XL/XE series. A small number of games just dont work across all 3
main versions. Most do however. Look at the FAQ for a reliable list of games
of which there are known problems with.

JP

"Luis Vasquez" <luisv@mediaone.net> wrote in message
news:%PYq6.44511$LO3.5778354@typhoon.we.rr.com...
> Thanks, but I think I'll get a Atari 400 or 800 when I see one. I saw
some
> at a flea market a while back, and I might be able to buy them the next
time
> I go. BTW, would XE games work on an 800 if it has enough memory? Or
does
> the game need something that only XE/XL computers have?
>

1752. Re: Rob C ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-12 12:37:10 UTC
From: ^switchblade^ <switchblade@nospam.co.uk>
Message-ID: <Jk3r6.10711$g63.1615865@nnrp3.clara.net>
Source record: 38023

"Charles" <NOSPAM@nospam.com> wrote in message
news:jYsq6.7193$pR3.1497375@news2-win.server.ntlworld.com...
>
> I have various Atari games on "Rob C" Menu.
> Who was Rob C and where is he now?
> What is the difference between a "hi" and a "lo" Rob C Menu?
>
> Thnks
> C

Correct me if I am wrong but I think he went on to become "Was (Not Was)" on
the Atari ST, responsible partly for the LSD/Automation menu disks?

1753. Hello has anyone got henrys house for atari emulated?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-12 12:44:12 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00080177@fmlynet.org>
Source record: 38035

FamilyNet Newsgate

> From: "R Brown" <tbys08246@cableinet.co.uk>
> If you have henrys house for the atari for an atari emulator could you
> please send it me at bobb320@yahoo.com I used to have this game along time
> ago and it kept me glued to the atari screen playing it
> Also send me waxworks if its not being too cheeky
> thanks in advance
> bye all

So what was "Henry's House" all about?

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1754. Re: Atari 8 bits and the Internet?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-12 13:40:02 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tapk7ip52bp28@corp.supernews.com>
Source record: 38024

"Sid Pacman" <erasmus@6502.chips.ahoy> wrote in message
news:Pine.GSO.3.96.1010312040226.11741B-100000@shell1...
<snip>
> If an ISP uses Sunux or Linux or other Unix-type systems for their
> own use, why shouldn't a subscriber be able to tap into Unix shell
> mode?! The original poster should look around and press a little
> harder to try to get shell access.

Don't know why everyone else doesn't get it, just know what happened at the one I use. More 2nd hand rumor: Initially I could login to my shell account, load up a word processor and write some C programs, compile and excecute them on the host system.

What happened was a former employee or partner got/left/??? with a copy of the password list and was doing the same maliciously. Auto bots and whatnot.

Since then my ISP has seriously curtailed just exactly what I can do. I no longer even have excecute privilages for programs in my user space or gcc. Been paying an extra $5-$6/month for shell access I haven't used in 5 years. Funny thing is I am still more comfortable using the shell for file manipulation so I keep it active just in case.

It is probably a good idea, more secure and all that.

1755. Fixing keyboard in 800XL + S Video cable question

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-12 13:58:27 UTC
From: so1@attglobal.net
Message-ID: <3aac7468_3@news2.prserv.net>
Source record: 38014

Hi all,

Some keys on 800xl that I bought do not work (mechanizm works, but no keystroke). Does anyone know how to fix these, or what parts to replace?

Also, does anyone have schematics for making the cable that will allow me to use the S-video input on my Sony Trinitron?

Kind regards,

--
Sergei Ostapenko

1756. Disassembler for 65c02

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-12 14:14:10 UTC
From: Giovanni <fastelrm@tin.it>
Message-ID: <SQ4r6.10749$x3.222678@news2.tin.it>
Source record: 38034

I need a disassembler for the 65c02 processor (not the 6502) if is possible not the Atari version but a general purpose version. I try with IDA but the 65c02 isn't included in the shareware version and the full version is too much expansive.

Any help is appreciated

Ciao
Giovanni

1757. Re: Fixing keyboard in 800XL + S Video cable question

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-12 14:26:20 UTC
From: Mike Rhoades <mike@atariguy.com>
Message-ID: <g05r6.3069$ws2.187030@ord-read.news.verio.net>
Source record: 38029

Clarence Dyson has the S-Video schematic posted on his website:
www.redshift.com/~cdyson/svideo.html. I used it, and it works great for
displaying on my Trinitron television.

Mike Rhoades

<so1@attglobal.net> wrote in message news:3aac7468_3@news2.prserv.net...
> Hi all,
>
> Some keys on 800xl that I bought do not work (mechanizm works, but no
keystroke). Does anyone know how to fix these, or what parts to replace?
>
> Also, does anyone have schematics for making the cable that will allow me
to use the S-video input on my Sony Trinitron?
>
> Kind regards,
>
>
>
> --
> Sergei Ostapenko
>

1758. Re: Most famous games on 8 bits... ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-12 15:15:31 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <98ip6jnvv1@plutonium.compulink.co.uk>
Source record: 38030

In article <98hva3$4cl$1@news.tpi.pl>, fox@scene.pl (Piotr F.) wrote:

> There are 'Best games' polls... How about 'Most famous games' ?
> Can you imagine, some of my friends (studying computer science!) don't
> even
> know Pac Man ? I think one should learn about classic computer games in
> elementary schools!
>
> IMHO knowledge of these should be a minimum (not only Atari games):
> 1. Tetris
> 2. Pong
> 3. Pac Man
> 4. Arkanoid
> 5. Space Invaders
> 6. Spy Hunter
Disagree with SH
> 7. River Raid
Disagree with RR
> 8. Boulder Dash

> Missed something?
Missile Command, Defender, Space War

1759. Hello has anyone got henrys house for atari emulated?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-12 16:35:47 UTC
From: R Brown <tbys08246@cableinet.co.uk>
Message-ID: <DV6r6.2688$0e5.913624@news2.cableinet.net>
Source record: 38031

If you have henrys house for the atari for an atari emulator could you
please send it me at bobb320@yahoo.com I used to have this game along time
ago and it kept me glued to the atari screen playing it

Also send me waxworks if its not being too cheeky

thanks in advance
bye all

1760. Re: Rob C ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-12 17:46:04 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <2q2qatsfgt4uel8jnkrbbv61jvjasp2ek7@4ax.com>
Source record: 38032

The other Day "^switchblade^" <switchblade@nospam.co.uk> wrote:

>"Charles" <NOSPAM@nospam.com> wrote in message
>news:jYsq6.7193$pR3.1497375@news2-win.server.ntlworld.com...
>>
>> I have various Atari games on "Rob C" Menu.
>> Who was Rob C and where is he now?
>> What is the difference between a "hi" and a "lo" Rob C Menu?
>>
>> Thnks
>> C
>
>Correct me if I am wrong but I think he went on to become "Was (Not Was)" on
>the Atari ST, responsible partly for the LSD/Automation menu disks?
>
Tis true I believe
--

. Never argue with an idiot, they bring you down to their level
and then beat you with experience

1761. Re: Hello has anyone got henrys house for atari emulated?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-12 17:50:44 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <333qat44c3n7m7albi2jaeh19kphuu5gir@4ax.com>
Source record: 38033

The other Day "R Brown" <tbys08246@cableinet.co.uk> wrote:

>If you have henrys house for the atari for an atari emulator could you
>please send it me at bobb320@yahoo.com I used to have this game along time
>ago and it kept me glued to the atari screen playing it
>
>Also send me waxworks if its not being too cheeky

See your mail box
--

. Never argue with an idiot, they bring you down to their level
and then beat you with experience

1762. Re: still looking for Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-12 22:04:09 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <0E9r6.12$Td4.32056@nnrp3.sbc.net>
Source record: 38036

There's a couple of pictures on my vintage advertising page,

http://members.tripod.com/~chainsaw1661/crush.htm

hope this helps,
Mo

Ian Marshall wrote in message
<98gvh8rne1@newsreaderg1.core.theplanet.net>...
>I am still on the hunt for Atari 400 to add to www.retrocomputergallery.com
>Pictures would do
>
>cheers
>
>ian
>
>
>

1763. Link to mindfield site

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-12 22:09:13 UTC
From: ronfucci@bellsouth.net
Message-ID: <3aad48ba.26090511@news.atl.bellsouth.net>
Source record: 38037

I recently found I cannot link to the Mindfield site using a URL which was working fine under Netscape.

ftp://atari8@ftp.mindfield.dyndns.org:2026/d:/emu/computer/atari/atari 8-bit (400, 800, xl, xe)/

Is anyone else having this problem ? If you can connect, please send me the good URL.

tks

ron

1764. Re: DI Images from ATR images

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-12 23:22:07 UTC
From: ebaiz@skyenet.net
Message-ID: <zScr6.123$mQ4.1228@newsfeed.slurp.net>
Source record: 38038

On 11 Mar 2001 15:44:38 , "chainsaw11" wrote:
>No I'm sorry to upset you, I don't think I was clear. I can use A8jdpeg with
>the APE cable but only when APE is set on a PC mirror. What I was trying to
>say is that I'm having trouble creating a disk image that is big enough to
>hold large jpg's and sound samples. Youre JPG viewer works perfectly to me.
>Thanks for your hard work as well. Mo

Just how big of a disk image do you need to create???

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1765. Re: 65xe keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-13 00:00:40 UTC
From: Luis Vasquez <luisv@mediaone.net>
Message-ID: <lqdr6.47643$LO3.6148227@typhoon.we.rr.com>
Source record: 38039

I read the FAQ but it only says a XE game won't work on an 800 if it meets certain conditions. The only XE/XL game I have is Flight Simulator II on a cart, and I prefer my PC/XT version better, so if it doesn't work it's no biggie.

"Pockets" <pockets@DUMMYcix.co.uk> wrote in message news:98ia3n$9o9$1@plutonium.compulink.co.uk...
> There were some changes in the operating system between the classic 400/800
> and the XL/XE series. A small number of games just dont work across all 3
> main versions. Most do however. Look at the FAQ for a reliable list of games
> of which there are known problems with.
>
> JP
>
> "Luis Vasquez" <luisv@mediaone.net> wrote in message
> news:%PYq6.44511$LO3.5778354@typhoon.we.rr.com...
> > Thanks, but I think I'll get a Atari 400 or 800 when I see one. I saw
> some
> > at a flea market a while back, and I might be able to buy them the next
> time
> > I go. BTW, would XE games work on an 800 if it has enough memory? Or
> does
> > the game need something that only XE/XL computers have?
> >
>
>
>

1766. Mystery 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-13 00:10:23 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <Pzdr6.16315$0N3.97900@news-server.bigpond.net.au>
Source record: 38040

I was watching Sesame Street with my sick daughter yesterday and saw a weird thing flash on the screen a couple of times. It was what appeared to be a XE with a built in 5 and a quarter? The logo was red, but apart from that it couldn't make it out. Does such a beast exist?

Mark
--
****
Towered Atari Falcon030 CT2 50Mhz, 14MB, 64MBTTram,
68882, SQ88,1.4GEIDE,2.1GUWSCSI,2xCD300-CDRom
Falcon030-4-800MB-SBlaster II, MegaSTE4-SQ200MB
Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
6 more Atari's a Couple of Mac's and a few crappy pc's.
Mark Bedingfield, mark@baypc.com.au
****

1767. FS: Atari items

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-13 00:15:19 UTC
From: GENE EHRICH <gene@ehrich.com>
Message-ID: <rEdr6.22700$Pq3.6714347@typhoon.tampabay.rr.com>
Source record: 38041
Cross-posted to: alt.atari.2600,alt.games.atari,comp.sys.atari.8bit,rec.games.video.atari

Lots of Atari 8 bit & Video Game items on my web site listed below:

--
http://www.voicenet.com/~generic
On-Line Computer & Video Game Garage Sale
gene@ehrich.com

1768. Re: Hello has anyone got henrys house for atari emulated?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-13 00:30:12 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <IRdr6.4216$tR1.48141@news1.oke.nextra.no>
Source record: 38042

> So what was "Henry's House" all about?
>
> Doctor Clu

It's an extremely well done platform game by English Software! Good graphics
and nice puzzles.

1769. Copy file from one disk to the other with DOS 2

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-13 00:50:55 UTC
From: Calagan <calagan@beer.com>
Message-ID: <3AAD6EEF.76FC585E@interbulletin.com>
Source record: 38043

Hi,

This is probably a dumb question and apologise in advance:
Working on a real Atari 800XL and one 1050 drive, I'm trying to copy a file from one disk to the other (I can do that easily in DOS3 but not in DOS2). I Type "C" then "D1:source.exe,D1:destination.exe" (assuming source.exe exists on the disk), but then I got an error message.
Can anyone please tell me what I'm doing wrong?

Thanks

Submitted via WebNewsReader of http://www.interbulletin.com

1770. Re: Are there any WORKING links to the "Online Pooldisk?"

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-13 02:25:48 UTC
From: Seeva St Charles <seeva@aol.com>
Message-ID: <MPG.1517411bf40ee770989929@news>
Source record: 38044

Yeah, this is the one: http://thefutureis.penguinpowered.com/
THAT's The Future Of Linux?!?!?
Sad, man.

In article <3tYq6.75$066.160713@nnrp3.sbc.net>, mygranny@swbell.net
says...
> I'd like to know that myself, all the links I've found are to somebodies
> 'part-time linux box' which is never up.
> Mo
>
> Seeva St Charles wrote in message ...
> >I have seen a few links to the Online Pooldisk, but none have worked.
> >What all is supposed to be on it anyway?
> >
> >TIA
> >
>
>
>

1771. Re: Does Commando prototype cart exist ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-13 03:39:59 UTC
From: jhardie@pipeline.com
Message-ID: <3aad943b.50326008@news.pipeline.com>
Source record: 38045

Gene,

Sorry for the delay in follow-up. Mean 18 is pretty bad. Graphics
take a while to draw on the screen. Midi Maze seems o.k. but a bit
hard. The problem with producing these is that you need a special cart
since they're 1 meg carts.

There are two configurations I have seen. One is a large cart called
an XE Ram cart. This cart is about twice the size (both length &
width) of a standard cart.

The other option is a daughterboard called a 1 meg Rom emulator which
plugs into the chip socket on an XE cart. This same daughterboard can
be used on the 7800. Both boards use (4) 27256 eproms.

Took me a little while to dig up Atari's CX Master list.

Here's some numbers listed:

RX8100 - Mean 18 Golf
RX8112 - Jinks
RX8123 - Ikari Warriors
RX8124 - Midi Maze
RX8129 - Ninja Golf
RX8135 - Mat Mania Challenge

Take care,
John

On Thu, 08 Mar 2001 21:26:37 +0000, Gene Gnandt
<donotreply@interbulletin.bogus> wrote:

>John,
> Its interesting that neither Video61 or B&C made these titles. Is the quality so bad that
they are not worth marketing?
>
> Does anyone know the catalog numbers? My list has:
>
>RX8094 Commando
>RX8124 Midi Maze
>RX8118 Xenophobe
>RX8?? Mat mania challenge
>Rx8?? Mean 18
>
>
>Gene

>

1772. Re: Most famous games on 8 bits... ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-13 04:17:29 UTC
From: nospam9212@aol.commune
Message-ID: <20010312231729.19988.00000045@ng-fw1.aol.com>
Source record: 38046

On 3/12/01 2:47 AM Eastern Standard Time, "Piotr F." fox@scene.pl wrote...

>There are 'Best games' polls... How about 'Most famous games' ?
>Can you imagine, some of my friends (studying computer science!) don't even
>know Pac Man ? I think one should learn about classic computer games in
>elementary schools!
>
>IMHO knowledge of these should be a minimum (not only Atari games):
>1. Tetris
>2. Pong
>3. Pac Man
>4. Arkanoid
>5. Space Invaders
>6. Spy Hunter
>7. River Raid
>8. Boulder Dash
>
>Missed something?
>

Asteroids
Pitfall
Beserk
Burgertime
Frogger
Breakout (how many clones of Breakout are/were there... wasn't Arkanoid a B.O
clone ??)
Pole Position/Pitstop (everybody has played Pole Positon at one time or
another)
Zaxxon
Donkey Kong (...not mention Donkey Kong !!!???!!! by Nintendo... remember them
????)
Omega Race
Tron/LightCycles (every "worm" game was a rip off of Tron LightCycles)
Centipede (but alas, a fancy space invaders rip)

Galaga, Galaxian, Gaunlet and Missile Command have already been mentioned... I
am not sure about Spy Hunter as I don't recall this game ?!?!?! and I have over
3000 titles in my C64 collection.

(hmmm.... which one came first Galaga or Galaxian ?? I think Galaxian. And
Gaunlet may be the "mother" of all RPG's !!! naaaa... Zork !!! Yea, that's the
ticket, yea !!!)

Well, anyway... I could think of more but these should be added to any "most
famous" list. I think each one in it's own right, was a conceptual breakthru

that could only be immitated but not surpassed. The Zaxxon and Pole Positon views/perspectives, are/were a staple in the game programmer's arsenal. Oh sure you could improve the graphics but not the actual game play at time these games were released. (btw... I think, maybe Asteroids was more of a commercial console game hit than a home/consumer console hit)

If you really want to know what may be considered the most famous... consider which games are being "re-invented".... I've seen remakes of Pole Positon, Frogger and Burgertime during my web surfing excursion... maybe I'll search Google for a few of these titles and see what pops up the most... just for the fun of it !!!! :)

later...

-= Francis Yarra =-
fyarraATjunoDOTcom
http://members.aol.com/fyarra - My C64 website
http://members.aol.com/prsnl99 - My personal website

1773. Re: Do these carts have any value?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-13 06:08:43 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <98kde9mnp1@lust.ihug.co.nz>
Source record: 37847

> Miner 2049'er and Bounty Bob Strikes Back

Hi Ron, Most everyone has a Miner 2049er or two, or three, or.....
So is not worth much $2 to $6 tops...
But Bounty Bob is a toughie to find, thus $25+ for that one....

If I had the money, I'd offer to buy it from you, but I cant afford what
it's
worth at the moment... :-)

Holmes

1774. Holmes Atari 8bit Games has closed...Not for good though.....

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-13 06:13:32 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <98kdnb$n6p$1@lust.ihug.co.nz>
Source record: 37848

```
Just to let everyone know, that my Atari Disk Image archive is offline while
I
switch ISP's, thus check out the various other good Disk Image archives out
there, as I could be down for a month of two...

Thanks for all the support over the last 3 years guys/gals.... over 150,000
hits is way more than I ever expected... :-)

Anyway, make sure you keep those Atari 8bits humming...
--
Regards

Aaron

=====================================================
Holmes Atari 8bit Games Page: Closed till a new home is made...
http://homepages.ihug.co.nz/~aaronat/atari.html
=====================================================
```

1775. 800 green screen

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-13 08:22:36 UTC
From: Kyle Lavery <klavery@home.com>
Message-ID: <gNkr6.1863$VO5.19763@news1.rdc1.ab.home.com>
Source record: 37850

I picked up an Atari 800 today.... powered it up, and all I get is a green screen. I saw someone posted something similar to this happening to them on their 800xl, I figured id post this and see if anyone has any ideas.

Thanks!

Kyle

1776. Re: DI Images from ATR images

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-13 09:45:09 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <aVjr6.93$Td4.207400@nnrp3.sbc.net>
Source record: 37849

What I wanted to do was make disk images the same size as those megadisk images, I think they're slightly over 8K sectors. Like the ones from Yogi's Jellystone park. You know, you use the menu.atr in the first drive and the megadisk in the second drive and on boot you get a menu of all the progs on the megadisk. Not so much just for JPGS and DIG files but it would be a cool way of backing up my real floppies without making an ATR for each one. It looks like you can get about thirty-forty disks in one megadisk image.
Mo

Greg Goodwin wrote in message <0007f26d@fmlynet.org>...
>FamilyNet Newsgate
>
>> From: Raphael Espino <rjespino@yahoo.com>
>> "chainsaw11" <mygranny@swbell.net> writes:
>>> How do you go about creating these megaimages? Will they hold one or two
>>> very large files like JPG's or WAV's? I've been experimenting around
with
>>> Digiplay and Digimenu and I keep running out of disk space, these don't
seem
>>> to fair to well with PCmirror's through my APE cable. I've had the same
>>> problem when using A8jdpeg.bin to view jpg's. Thanks
>> Are you saying that a8jdpeg doesn't work with files loaded through
>> an APE cable? What are the symptoms of the problem with a8jdpeg?
>
> I tried the jpg viewer using the 800xldj setup and it worked. How
large
>was the jpg you were trying to view?
>
> Doctor Clu
>
>FamilyNet <> Internet Gated Mail
>http://www.fmlynet.org
>
>

1777. Re: Hello has anyone got henrys house for atari emulated?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-13 14:05:14 UTC
From: R Brown <tbys08246@cableinet.co.uk>
Message-ID: <uOpr6.2880$8n5.984218@news2.cableinet.net>
Source record: 37851

thanks I got henrys house and waxworks now but I'm having trouble with the win800 plus atari emulator I can't seem to start any of the games or get my control pad to work on them my control pad is a quickshot 6 button control pad.

I also got a commodore 64 emulator (presuming that it was done by the same person/s) And i have the same problem with that if any of you have a readme file explaining how to use and operate either one of the emulator in question I would appreciate it being sent to me.

henrys house was made for the commodore 64 also and waxworks done on the spectrum aswell, which I didn't know about.

anyway thanks

1778. Re: Link to mindfield site

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-13 14:44:36 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <1vbsat0q9hvo0j7t6skjplia029hie2kog@4ax.com>
Source record: 37852

On Mon, 12 Mar 2001 22:09:13 GMT, ronfucci@bellsouth.net drooled an
embarassing wet spot in his lap as he typed:

>I recently found I cannot link to the Mindfield site using a URL which
>was working fine under Netscape.
>
>ftp://atari8@ftp.mindfield.dyndns.org:2026/d:/emu/computer/atari/atari
>8-bit (400, 800, xl, xe)/

There's no password, and I'm using a different address, now
(dyndns.org will still work, but this one's more sensible) Here's the
proper URL:

ftp://atari8:archive@mindfield.emulationnet.com:2026

You should be taken directly to the Atari 8-bit area. This should
work fine in Netscape. Explorer users (as most Explorer users do with
FTP sites) may have trouble.

>
>Is anyone else having this problem ? If you can connect, please send
>me the good URL.
>
>tks
>
>ron

--

T-Minus Really Soon...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html
Music Builds the Savage Beast: http://www.mp3.com/mindfield2001
EmulationNET: Coming Soon...
EmuWire: Coming Soon...

Remove the badgers before E-Mailing.

1779. Re: Mystery 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-13 14:48:31 UTC
From: bostone1@aol.com
Message-ID: <20010313094831.03424.00000048@nso-mo.aol.com>
Source record: 37853

Sounds like maybe an Apple IIc. I think they had slashes above the keyboard
like the XEs do and a slot for a 5 1/4 floppy on the right side.

In article <Pzdr6.16315$0N3.97900@news-server.bigpond.net.au>, "Mark
Bedingfield" <mark@baypc.com.au> writes:

>I was watching Sesame Street with my sick daughter yesterday and saw a weird
>thing flash on the screen a couple of times. It was what appeared to be a XE
>with a built in 5 and a quarter? The logo was red, but apart from that it
>couldn't make it out. Does such a beast exist?

1780. Re: DI Images from ATR images

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-13 14:58:26 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010313095826.19229.00000082@ng-dh1.aol.com>
Source record: 37854

The mega images I have looked at only use standard 128 byte sectors and respond to MyDOS 4.5x. Couple of suggestions:
1) D/L one of Yogi's and just delete every file and replace with your files. Caveat - you are still limited to 64 files per directory so use a separate subdir for each disk.

2) Try Ken Sider's newish AtrUtil; you can create .ATR's with it and then import files or delete Yogi's and import yours with it. Caveat - I do not believe it will do subdir or DOS 2.5 files past sector 720.

>"chainsaw11" mygranny@swbell.net remarked:

>What I wanted to do was make disk images the same size as those megadisk
>images, I think they're slightly over 8K sectors. Like the ones from Yogi's
>Jellystone park
(snip)
> It looks like you can get about thirty-forty disks in one megadisk image.

-Ron

Inform everyone that communications have completely broken down.

1781. Re: Copy file from one disk to the other with DOS 2

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-13 15:10:11 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010313101011.19229.00000087@ng-dh1.aol.com>
Source record: 37855

With DOS 2.0 & 2.5, that action is accomplished with Option "O" Duplicate file on a 1-drive system. You cannot change the name in a single step.

MyDOS 4.5 uses the "C" and then just "D1:source.exe" assuming 1-drive when the destination is omitted.

> Calagan calagan@ beer.com <donotreply@interbulletin.bogus>

>This is probably a dumb question and apologise in advance:
>Working on a real Atari 800XL and one 1050 drive, I'm trying to copy a file
>from one disk to the other (I can do that easily in DOS3 but not in DOS2). I
>Type "C" then "D1:source.exe,D1:destination.exe" (assuming source.exe exists
>on the disk), but then I got an error message.
>Can anyone please tell me what I'm doing wrong?

-Ron

Inform everyone that communications have completely broken down.

1782. Re: Does Commando prototype cart exist ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-13 15:17:18 UTC
From: Video61@webtv.net
Message-ID: <26153-3AAE39FE-299@storefull-173.iap.bryant.webtv.net>
Source record: 37856

john,
i have a board that might do 128k,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

1783. Getting rid of old Atari stuff, eventually

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-13 15:50:00 UTC
From: Ken Arromdee <arromdee@rahul.net>
Message-ID: <98lfj8$l5i$1@samba.rahul.net>
Source record: 37857

I'm not selling any of this stuff yet, but I'd like to know if there is
anyone here who really wants it, how much in demand some of it is, or if
I have anything particularly desirable that should be sold separately. I
haven't used any of it in years, and with the advent of good emulators, I
probably never will, especially since I don't have a power supply.

I have no way to know if any of this still works, lacking a power supply.
I suspect the computer and carts work, but the floppies will be chancy. There
are no manuals or anything else for most of these.

If anyone wants to trade I'm only willing to trade for Sega CD, PCE/TG-16 CDs,
or more modern systems, or DOS/Windows games on CD.

Atari 800, 48K, no power supply
Atari 800 cover
Pinball Construction Set (1 floppy, I don't remember how many floppies it's
supposed to have), with box (I only kept the box for this because it's flat)
Scott Adams Adventures 1-12 (floppy)
Super Zaxxon (floppy)
Jawbreaker (floppy)

Carts:
Basic (rev A)
Basic XL (with manual)
Chess (Parker Brothers)
Defender
Deluxe Invaders
Donkey Kong
Editor Assembler
Frogger
Gorf (I think this doesn't work on the XL series)
K-razy Shootout
Millipede
Monkey Wrench II (800 only)
Pole Position
Qix
Robotron 2084
Star Raiders

Manuals only: Anyone who wants these can have them free for a SASE:

Atari SX212 Modem
Indus Disk Drive, GT Data Manager, GT Estate Word Processor. I don't know
where the spreadsheet one is.
--
Ken Arromdee / arromdee@rahul.net / http://www.rahul.net/arromdee

"Eventually all companies are replaced." --Bill Gates, October 1999

1784. Re: Most famous games on 8 bits... ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-13 15:55:13 UTC
From: "Piotr F." <fox@scene.pl>
Message-ID: <98lfpg$c4b$1@news.tpi.pl>
Source record: 37858

> Frogger
Oh, how could I miss it!

> Breakout (how many clones of Breakout are/were there... wasn't Arkanoid a
B.O
> clone ??)
There're same-looking Arkanoids on A8, C64, ST and coin-machines, I think
Breakout was less popular (even though it could be first).

> Pole Position/Pitstop (everybody has played Pole Positon at one time or
> another)
Pole Position, right!

> Zaxxon
Sure.

> Donkey Kong (...not mention Donkey Kong !!!???!!! by Nintendo... remember
them
> ????)
Of course!

> Omega Race
> Tron/LightCycles (every "worm" game was a rip off of Tron LightCycles)
> Centipede (but alas, a fancy space invaders rip)
>
> Galaga, Galaxian, Gaunlet and Missile Command have already been
mentioned... I
Never played Galaga... And was Missile Command that popular?

> am not sure about Spy Hunter as I don't recall this game ?!?!?! and I have
over
> 3000 titles in my C64 collection.
Never played Spy Hunter?? I've seen it on 2600 and on many coin games. Just
listen to its music! I bet you've heard it many times. BTW. does anyone know
who wrote this music?

1785. Re: 800 green screen

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-13 16:43:48 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tasjc47p3bnef7@corp.supernews.com>
Source record: 37859

"Kyle Lavery" <klavery@home.com> wrote in message
news:gNkr6.1863$VO5.19763@news1.rdc1.ab.home.com...
> I picked up an Atari 800 today.... powered it up, and all I get is a green
> screen. I saw someone posted something similar to this happening to them
on
> their 800xl, I figured id post this and see if anyone has any ideas.

My favorite guess for green screen is a fried dram. 6502 cold boots running from ROM, gets far enough to initialize a few things<ANTIC, GTIA, to the green display> then crashes when it uses ram.

Screen output, even green, implies your system clock/timing is working which means you have at least partial function on ANTIC, GTIA, ROM, 6502. POKEY and PIA don't make a difference, so it really narrows it down a bit.

I would pull the memory cards, assuming you have 3/48k, and try booting it with rotating 16k memory cards.

1786. Re: Diamon OS on Atari800Win Plus?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-13 17:33:05 UTC
From: "Piotr F." <fox@scene.pl>
Message-ID: <98llhb$1h5$1@news.tpi.pl>
Source record: 37860

> Anybody managed to get Diamond OS running on Atari800Win Plus?
> I went to the "File" menu, selected "Attach Cartridge" and browse
> for my downloaded "Diamond2.rom" but nothing happened.
> I also tried replacing the basic cartridge with "Diamond2.rom", but it
didn't help.
Atari800Win PLus doesn't support Diamond, Sparta Dos X nor XEGS cartridges
yet, but it will in further versions.

Piotr

1787. Re: Hello has anyone got henrys house for atari emulated?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-13 19:41:16 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <1gtsatg5eoamh0j2fbgvouprdj437uii9j@4ax.com>
Source record: 37861

The other Day "R Brown" <tbys08246@cableinet.co.uk> wrote:

>thanks I got henrys house and waxworks now but I'm having trouble with the
>win800 plus atari emulator I can't seem to start any of the games or get my
>control pad to work on them my control pad is a quickshot 6 button control
>pad.
>
Did you get my mail regarding how to use the emulator?

Maybe not..

On the Plus version you goto the File dropdown, then attach disk, then
browse to the ATR file. Once you have done that hit F5 to reset the
emulator and boot the disk in.

EXE files go in via the same FILE dropdown but use the exe loader there.

Is your joypad in the START/Settings/Control Panel/Gamepad or gaming
options interface..

If its not in there then Atari800win will not find it..

If its in there then the Atari / Joysticks dropdown is the place to
configure it. Initially it's set to none but a play with the spinner will
show your Joystick IF the above settings were ok.
--

. Never argue with an idiot, they bring you down to their level
and then beat you with experience

1788. Turn that 8 bit into a 16 bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-13 20:37:47 UTC
From: Dana Eckel <deckel@info-link.net>
Message-ID: <vyvr6.2$135.564@news7.onvoy.net>
Source record: 37862

Here is a link I found that maybe all you Atari lovers would like. Question is, are there better progects than this?

http://home.hccnet.nl/g.baltissen/02to816.htm

1789. Re: 800 green screen

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-13 20:47:47 UTC
From: Kyle Lavery <klavery@home.com>
Message-ID: <THvr6.2461$VO5.33048@news1.rdc1.ab.home.com>
Source record: 37863

Ok. Yes, I figured the actual computer has to be somewhat ok. Someone told me that it could be the ROM that is shot. I only have two 16k dram. I tried swapping those around (only using 1 of them at a time) and still the same problem. So maybe both of those are fried, or could the ROM be a possibility?

"Rick Cortese" <ricortes@netmagic.net> wrote in message news:tasjc47p3bnef7@corp.supernews.com...
> "Kyle Lavery" <klavery@home.com> wrote in message
> news:gNkr6.1863$VO5.19763@news1.rdc1.ab.home.com...
> > I picked up an Atari 800 today.... powered it up, and all I get is a green
> > screen. I saw someone posted something similar to this happening to them
> > on
> > their 800xl, I figured id post this and see if anyone has any ideas.
>
> My favorite guess for green screen is a fried dram. 6502 cold boots running
> from ROM, gets far enough to initialize a few things<ANTIC, GTIA, to the
> green display> then crashes when it uses ram.
>
> Screen output, even green, implies your system clock/timing is working which
> means you have at least partial function on ANTIC, GTIA, ROM, 6502. POKEY
> and PIA don't make a difference, so it really narrows it down a bit.
>
> I would pull the memory cards, assuming you have 3/48k, and try booting it
> with rotating 16k memory cards.
>
>

1790. Where can I get joystick extension cables?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-13 21:14:00 UTC
From: Mike T <nospam@ameritech.net>
Message-ID: <ma3tatkk4j78g3s1j9tm7qcjj59h33of0g@4ax.com>
Source record: 37864

Could someone please let me know where I could get some Atari joystick
extension cables. TIA

1791. Re: Mystery 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-13 21:33:30 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <Kmwr6.174931$Vj5.24369540@news02.optonline.net>
Source record: 37865

The only thing that militates against it being a //c is that red logo. But Franklin made a //c clone that did have a red logo, IIRC.

"Bostone1" <bostone1@aol.com> wrote in message news:20010313094831.03424.00000048@nso-mo.aol.com...
> Sounds like maybe an Apple IIc. I think they had slashes above the keyboard
> like the XEs do and a slot for a 5 1/4 floppy on the right side.
>
>
> In article <Pzdr6.16315$0N3.97900@news-server.bigpond.net.au>, "Mark
> Bedingfield" <mark@baypc.com.au> writes:
>
> >I was watching Sesame Street with my sick daughter yesterday and saw a weird
> >thing flash on the screen a couple of times. It was what appeared to be a XE
> >with a built in 5 and a quarter? The logo was red, but apart from that it
> >couldn't make it out. Does such a beast exist?
>
>

1792. Re: Turn that 8 bit into a 16 bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-13 21:48:32 UTC
From: david_p@storm.ca
Message-ID: <9063A160Cdapstormca@209.87.239.10>
Source record: 37866

deckel@info-link.net (Dana Eckel) wrote in
<vyvr6.2$135.564@news7.onvoy.net>:

>http://home.hccnet.nl/g.baltissen/02to816.htm

One big problem: I seem to recall that the Atari used a non-standard pinout
for the 6502. I would check and doculbe-check this before attempting any
such modification.

David P.

1793. Re: DI Images from ATR images

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-13 21:58:16 UTC
From: ebaiz@skyenet.net
Message-ID: <YJwr6.596$Zj5.661@newsfeed.slurp.net>
Source record: 37867

On 13 Mar 2001 01:45:09 , "chainsaw11" wrote:
>What I wanted to do was make disk images the same size as those megadisk
>images, I think they're slightly over 8K sectors. Like the ones from Yogi's
>Jellystone park. You know, you use the menu.atr in the first drive and the
>megadisk in the second drive and on boot you get a menu of all the progs on
>the megadisk. Not so much just for JPGS and DIG files but it would be a cool
>way of backing up my real floppies without making an ATR for each one. It
>looks like you can get about thirty-forty disks in one megadisk image.
>Mo

Yes I know those Mega disks. Infact, they are the ones I am converting over
to DI images for the TOS program 800XLDJ which is like APE. I have them all
extracted into the RAW files except for the DOS-menu program. As soon as I
can make a DI image of MyDos version 4.5 I will get started and make these
mega DI images.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1794. Re: Spring Computerfest

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-13 22:35:35 UTC
From: gozarcollins.hotmail@NoSpam.com
Message-ID: <3Cqr6A+8AIAO092yn@NoSpam.com>
Source record: 38062

In article <Pine.MNT.4.10.10103111723430.84-100000@Hades060>,
Lonny Pursell <fatal@SYNTAX.ERROR> wrote:
>On Sun, 11 Mar 2001, Sid Pacman wrote:
>
>>
>> On Thu, 8 Mar 2001, Lonny Pursell wrote:
>> ->I will be at this show. Anyone else going? Would be cool if
>> ->several Atari freaks could all gather and meet there.
>>
>> It would be even cooler if Atari user groups were still represented
>> at Computerfest. And better yet, if there were still any computer
>> shows for Atarians only!
>
>Saw one 800xl and two MegaST's and that was it. Didn't run into
>any Atari people. There's is always the next one. ;-)

I didn't make it to this one, but I'm going to try the next one
(Aug. 25-26?).

--
Ryan 'Gozar' Collins

1795. Re: Most famous games on 8 bits... ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-13 22:41:04 UTC
From: gozarcollins.hotmail@NoSpam.com
Message-ID: <AIqr6A+8AMYS092yn@NoSpam.com>
Source record: 38063

In article <20010312231729.19988.00000045@ng-fw1.aol.com>,
nospam9212@aol.commune (Nospam9212) wrote:
>Tron/LightCycles (every "worm" game was a rip off of Tron LightCycles)

Doesn't Surround on the 2600 predate TRON?

--
Ryan 'Gozar' Collins

1796. Re: Mystery 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-13 22:52:01 UTC
From: Calagan <calagan@beer.com>
Message-ID: <3AAEA491.F786750@interbulletin.com>
Source record: 37869

It seems to me you've seen an Atari 1450XLD: here's a picture from the Atari Historical Society museum:
http://www.atari-history.com/1450xld.html

"Alan Sharkis" <asharkis@optonline.net> wrote in article
<Kmwr6.174931$Vj5.24369540@news02.optonline.net> :
>The only thing that militates against it being a //c is that red logo. But
>Franklin made a //c clone that did have a red logo, IIRC.
>
>"Bostone1" <bostone1@aol.com> wrote in message
>news:20010313094831.03424.00000048@nso-mo.aol.com...
>> Sounds like maybe an Apple IIc. I think they had slashes above the
>keyboard
>> like the XEs do and a slot for a 5 1/4 floppy on the right side.
>>
>>
>> In article <Pzdr6.16315$0N3.97900@news-server.bigpond.net.au>, "Mark
>> Bedingfield" <mark@baypc.com.au> writes:
>>
>> >I was watching Sesame Street with my sick daughter yesterday and saw a
>weird
>> >thing flash on the screen a couple of times. It was what appeared to be a
>XE
>> >with a built in 5 and a quarter? The logo was red, but apart from that it
>> >couldn't make it out. Does such a beast exist?
>>
>>
>
>

Submitted via WebNewsReader of http://www.interbulletin.com

1797. Re: Where can I get joystick extension cables?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-13 22:57:43 UTC
From: calagan <calagan@beer.com>
Message-ID: <3AAEA5E7.21EB350C@interbulletin.com>
Source record: 37870

Got one from Venture Tech at http://members.nbci.com/venturetech/

Mike T <nospam@ameritech.net> wrote in article
<ma3tatkk4j78g3s1j9tm7qcjj59h33of0g@4ax.com> :
>Could someone please let me know where I could get some Atari joystick
>extension cables. TIA

Submitted via WebNewsReader of http://www.interbulletin.com

1798. looking for comp video cable for 800

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-13 23:00:48 UTC
From: Ken Lee <ken.lee@sitraka.com>
Message-ID: <3AAEA6A0.DF12216C@sitraka.com>
Source record: 37868

Hello all. I have just acquired an Atari 800, but am not able to use it yet. I have a composite monitor that I'd like to use... it's a Commodore 1084S, and I believe it just has the one video in jack, not the separate chroma/lum jacks.

Unfortunately, the Atari only has the built in RF cable. It seems that I'll need a different cable (that plugs into its side) to use it with my composite monitor.

Does anyone on this group have one to offer? If not, I've had a hard time finding any dealers online who have it. What are your preferred online Atari resellers?

Was this cable (5 pin plug?) the same as the one used by the C64? I have my doubts, but that might make the search easier.

Any help would be appreciated.
Cheers!
Ken

1799. Re: Mystery 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-14 00:02:43 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <3iereITjUrr6Ew8j@lovecraft.demon.co.uk>
Source record: 37871

Once upon a time <3AAEA491.F786750@interbulletin.com>, Calagan
<calagan@beer.com> grabbed chalk and scrawled:

"It's a 1450XLD"
"It's an Apple //c"
"It's a Franklin"

>>> >I was watching Sesame Street with my sick daughter yesterday and saw a
>>weird
>>> >thing flash on the screen a couple of times. It was what appeared to be a
>>XE
>>> >with a built in 5 and a quarter? The logo was red, but apart from that it
>>> >couldn't make it out. Does such a beast exist?

It's a Laser 128, manufactured by the company that is now known as Tiger
Electronics or V-Tech. Essentially an Apple //c clone.

Richard
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, JD800, CZ101, M1 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-925, Toshiba SD2109, PS2 '----''(_/--' `-'_)Morticia

1800. Re: Link to mindfield site

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-14 00:41:03 UTC
From: ronfucci@bellsouth.net
Message-ID: <3aaebdbf.121598185@news.atl.bellsouth.net>
Source record: 37872

With the new URL, I get the following error on Netscape:

"Netscape is unable to find the file or directory named
d:/emu/computer/atari/atari 8-bit (400, 800, xl, xe)"

rf

On Tue, 13 Mar 2001 14:44:36 GMT, Mindfield
<mindfield@badgers.emulationnet.com> wrote:

>On Mon, 12 Mar 2001 22:09:13 GMT, ronfucci@bellsouth.net drooled an
>embarassing wet spot in his lap as he typed:
>
>>I recently found I cannot link to the Mindfield site using a URL which
>>was working fine under Netscape.
>>
>>ftp://atari8@ftp.mindfield.dyndns.org:2026/d:/emu/computer/atari/atari
>>8-bit (400, 800, xl, xe)/
>
>There's no password, and I'm using a different address, now
>(dyndns.org will still work, but this one's more sensible) Here's the
>proper URL:
>
>ftp://atari8:archive@mindfield.emulationnet.com:2026
>
>You should be taken directly to the Atari 8-bit area. This should
>work fine in Netscape. Explorer users (as most Explorer users do with
>FTP sites) may have trouble.
>
>>
>>Is anyone else having this problem ? If you can connect, please send
>>me the good URL.
>>
>>tks
>>
>>ron
>
>--
>
>T-Minus Really Soon...
>
>"Ignorance breeds confidence more often than does knowledge." -Darwin
>The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html
>Music Builds the Savage Beast: http://www.mp3.com/mindfield2001
>EmulationNET: Coming Soon...

>EmuWire: Coming Soon...
>
>Remove the badgers before E-Mailing.

1801. FA: Classic ROKLAN GAMES!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-14 00:56:23 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <Xkzr6.92$E43.138919@typhoon.tampabay.rr.com>
Source record: 37873

ROKLAM GAMES Wizard of WOR/Deluxe Invaders/GORF

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1221848924

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1221866760

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1221840514

Classic colectors items

1802. MISSION SHARK on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-14 00:58:22 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <Omzr6.96$E43.145677@typhoon.tampabay.rr.com>
Source record: 37876

Mission Shark from MD UK

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1221817118

Take a L@@K

1803. Re: Mystery 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-14 00:59:12 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <Anzr6.176436$Vj5.24628881@news02.optonline.net>
Source record: 37874

Whoops!

I should have known that. I helped a friend set up a mailing list for his piano technician business on a Laser 128. He eventually transferred it to one PC after another ...

What confused me when I said Franklin was that Laser made Apple clones but so did Franklin. Come to think of it, didn't the company that made the Laser have people from Franklin in their organization?

Come to think of it, aren't we completely off-topic now?

[The preceding was a rhetorical question and need not be answered.]

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message news:3iereITjUrr6Ew8j@lovecraft.demon.co.uk...
> Once upon a time <3AAEA491.F786750@interbulletin.com>, Calagan
> <calagan@beer.com> grabbed chalk and scrawled:
>
> "It's a 1450XLD"
> "It's an Apple //c"
> "It's a Franklin"
>
> >>> >I was watching Sesame Street with my sick daughter yesterday and saw a
> >>weird
> >>> >thing flash on the screen a couple of times. It was what appeared to be a
> >>XE
> >>> >with a built in 5 and a quarter? The logo was red, but apart from that it
> >>> >couldn't make it out. Does such a beast exist?
>
> It's a Laser 128, manufactured by the company that is now known as Tiger
> Electronics or V-Tech. Essentially an Apple //c clone.
>
> Richard
> --
> Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
> Audio: SH101, S50, JV50, D50, JD800, CZ101, M1 /,`.-'`' -. ;-;;,
> Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
> Visual: CLD-925, Toshiba SD2109, PS2 '----''(_/--' `-'_)Morticia

1804. FA: MISSION SHARK from MD UK

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-14 01:11:04 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <lyzr6.90$68.7725@typhoon.tampabay.rr.com>
Source record: 37875

Take a Look

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1221817118

1805. WANTED: MULE

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-14 02:01:22 UTC
From: "Mark H. Kusz" <mark_kusz@yahoo.com>
Message-ID: <ShAr6.9074$Vg3.633426@bgtnsc06-news.ops.worldnet.att.net>
Source record: 37877

Looking for MULE brand new or like-new with packaging and instructions.
--
The Collectaholic's Page - http://www.geocities.com/mark_kusz/
Sports Memorabilia, Non-Sports Cards & Other Collectibles

1806. Re: 800 green screen

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-14 02:25:40 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tatlfa4jhi4sf5@corp.supernews.com>
Source record: 37878

Yes, IIRC the ROM on an 800 was at least 2 parts. Something like a 4k and 8k mask ROM.

You could do the standard "Leave it on over night". That seems to work about 1/2 the time.

"Kyle Lavery" <klavery@home.com> wrote in message news:THvr6.2461$VO5.33048@news1.rdc1.ab.home.com...
> Ok. Yes, I figured the actual computer has to be somewhat ok. Someone told
> me that it could be the ROM that is shot. I only have two 16k dram. I tried
> swapping those around (only using 1 of them at a time) and still the same
> problem. So maybe both of those are fried, or could the ROM be a
> possibility?
>
> "Rick Cortese" <ricortes@netmagic.net> wrote in message
> news:tasjc47p3bnef7@corp.supernews.com...
> > "Kyle Lavery" <klavery@home.com> wrote in message
> > news:gNkr6.1863$VO5.19763@news1.rdc1.ab.home.com...
> > > I picked up an Atari 800 today.... powered it up, and all I get is a
> green
> > > screen. I saw someone posted something similar to this happening to
them
> > on
> > > their 800xl, I figured id post this and see if anyone has any ideas.
> >
> > My favorite guess for green screen is a fried dram. 6502 cold boots
> running
> > from ROM, gets far enough to initialize a few things<ANTIC, GTIA, to the
> > green display> then crashes when it uses ram.
> >
> > Screen output, even green, implies your system clock/timing is working
> which
> > means you have at least partial function on ANTIC, GTIA, ROM, 6502.
POKEY
> > and PIA don't make a difference, so it really narrows it down a bit.
> >
> > I would pull the memory cards, assuming you have 3/48k, and try booting
it
> > with rotating 16k memory cards.
> >
> >
>
>

1807. Re: Most famous games on 8 bits... ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-14 02:32:11 UTC
From: Gary <bitbucket@home.com>
Message-ID: <3AAED82B.53B4289E@home.com>
Source record: 37879

"Piotr F." wrote:

<snip>
> Never played Spy Hunter?? I've seen it on 2600 and on many coin games. Just
> listen to its music! I bet you've heard it many times. BTW. does anyone know
> who wrote this music?

That's the theme from what I think was a 60's TV show 'Peter Gunn'. I
believe it was written by Lalo Schiffron <sp?>. He wrote quite a few tv
sound tracks back then (including 'Mission: Impossible').

1808. Re: looking for comp video cable for 800

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-14 03:33:14 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010313223314.15272.00001035@ng-fg1.aol.com>
Source record: 37880

The 800 pinouts are here:
http://www7.ewebcity.com/atari/a8men.htm
It is really easier to build than to find & buy one. The 800 end takes a DIN-5, same as old PC-AT keyboards. I think I remember that those C64 cables might work?
One of the best vendors is Best:
http://www.best-electronics-ca.com/

>Ken Lee ken.lee@sitraka.com asked:

>Hello all. I have just acquired an Atari 800, but am not able to
>use it yet. I have a composite monitor that I'd like to use...
>it's a Commodore 1084S, and I believe it just has the one video
>in jack, not the separate chroma/lum jacks.
>
>Unfortunately, the Atari only has the built in RF cable. It seems
>that I'll need a different cable (that plugs into its side) to
>use it with my composite monitor.
>
>Does anyone on this group have one to offer? If not, I've had a
>hard time finding any dealers online who have it. What are your
>preferred online Atari resellers?
>
>Was this cable (5 pin plug?) the same as the one used by the C64?
>I have my doubts, but that might make the search easier.

-Ron

Inform everyone that communications have completely broken down.

1809. Re: Most famous games on 8 bits... ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-14 03:37:32 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010313223732.15272.00001036@ng-fg1.aol.com>
Source record: 37882

Lalo did write the MI theme, but I am pretty sure that Henry Mancini gets the credit for 'Peter Gunn'

>Gary bitbucket@home.com remarked:

>That's the theme from what I think was a 60's TV show 'Peter Gunn'. I
>believe it was written by Lalo Schiffron <sp?>. He wrote quite a few tv
>sound tracks back then (including 'Mission: Impossible').

-Ron

Inform everyone that communications have completely broken down.

1810. Re: Mystery 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-14 03:44:12 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <gOBr6.19115$0N3.116887@news-server.bigpond.net.au>
Source record: 37881

"Alan Sharkis" <asharkis@optonline.net> wrote in message
news:Anzr6.176436$Vj5.24628881@news02.optonline.net...
> Whoops!
>
> I should have known that. I helped a friend set up a mailing list for his
> piano technician business on a Laser 128. He eventually transferred it to
> one PC after another ...
>
> What confused me when I said Franklin was that Laser made Apple clones but
> so did Franklin. Come to think of it, didn't the company that made the
> Laser have people from Franklin in their organization?
>
> Come to think of it, aren't we completely off-topic now?
>
> [The preceding was a rhetorical question and need not be answered.]
>
>
> "Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message
> news:3iereITjUrr6Ew8j@lovecraft.demon.co.uk...
> > Once upon a time <3AAEA491.F786750@interbulletin.com>, Calagan
> > <calagan@beer.com> grabbed chalk and scrawled:
> >
> > "It's a 1450XLD"
> > "It's an Apple //c"
> > "It's a Franklin"
> >
> > >>> >I was watching Sesame Street with my sick daughter yesterday and
saw
> a
> > >>weird
> > >>> >thing flash on the screen a couple of times. It was what appeared
to
> be a
> > >>XE
> > >>> >with a built in 5 and a quarter? The logo was red, but apart from
> that it
> > >>> >couldn't make it out. Does such a beast exist?
> >
> > It's a Laser 128, manufactured by the company that is now known as Tiger
> > Electronics or V-Tech. Essentially an Apple //c clone.

That sounds like it. It was Atari grey and all. Would be nice to have a
130XE in that design.

Mark

1811. Re: Mystery 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-14 03:51:41 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <hVBr6.19134$0N3.117327@news-server.bigpond.net.au>
Source record: 37883

Found it;-)

http://www.obsoletecomputermuseum.org/lazer128.html

Thats the puppy, pity it looked like an Atari too:-(

Mark

1812. Re: looking for comp video cable for 800

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-14 05:05:30 UTC
From: Seeva St Charles <seeva@aol.com>
Message-ID: <MPG.1518b80f26e4d68898992a@news>
Source record: 37884

A guy in Canada is selling those monitor cables for Atari, C=64 etc...
on a regualr basis on Ebay. I got one, it was brand new in the package
and works just fine. Search for "Atari Monitor Cable" and you will
probably find one or two to bid on.

In article <3AAEA6A0.DF12216C@sitraka.com>, ken.lee@sitraka.com says...
> Hello all. I have just acquired an Atari 800, but am not able to
> use it yet. I have a composite monitor that I'd like to use...
> it's a Commodore 1084S, and I believe it just has the one video
> in jack, not the separate chroma/lum jacks.
>
> Unfortunately, the Atari only has the built in RF cable. It seems
> that I'll need a different cable (that plugs into its side) to
> use it with my composite monitor.
>
> Does anyone on this group have one to offer? If not, I've had a
> hard time finding any dealers online who have it. What are your
> preferred online Atari resellers?
>
> Was this cable (5 pin plug?) the same as the one used by the C64?
> I have my doubts, but that might make the search easier.
>
> Any help would be appreciated.
> Cheers!
> Ken
>

1813. Re: Re: Link to mindfield site

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-14 05:07:07 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <u1vtatcc5vtqeu3s61rn9v7r3a7f8ji2ou@4ax.com>
Source record: 37885

On Wed, 14 Mar 2001 00:41:03 GMT, ronfucci@bellsouth.net drooled an
embarassing wet spot in his lap as he typed:

>With the new URL, I get the following error on Netscape:
>
>"Netscape is unable to find the file or directory named
>d:/emu/computer/atari/atari 8-bit (400, 800, xl, xe)"

I altered paths and permissions a bit on that account. It should work
now.

ftp://atari8:archive@mindfield.emulationnet.com:2026

--

T-Minus Really Soon...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html
Music Builds the Savage Beast: http://www.mp3.com/mindfield2001
EmulationNET: Coming Soon...
EmuWire: Coming Soon...

Remove the badgers before E-Mailing.

1814. Re: 800 green screen

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-14 07:05:16 UTC
From: Kyle Lavery <klavery@home.com>
Message-ID: <MKEr6.4245$VO5.67627@news1.rdc1.ab.home.com>
Source record: 37886

hmm. I'll give that a shot. If that wont work, ill hunt down another ROM.
Thanks!

"Rick Cortese" <ricortes@netmagic.net> wrote in message
news:tatlfa4jhi4sf5@corp.supernews.com...
> Yes, IIRC the ROM on an 800 was at least 2 parts. Something like a 4k and
8k
> mask ROM.
>
> You could do the standard "Leave it on over night". That seems to work
about
> 1/2 the time.
>
> "Kyle Lavery" <klavery@home.com> wrote in message
> news:THvr6.2461$VO5.33048@news1.rdc1.ab.home.com...
> > Ok. Yes, I figured the actual computer has to be somewhat ok. Someone
told
> > me that it could be the ROM that is shot. I only have two 16k dram. I
> tried
> > swapping those around (only using 1 of them at a time) and still the
same
> > problem. So maybe both of those are fried, or could the ROM be a
> > possibility?
> >
> > "Rick Cortese" <ricortes@netmagic.net> wrote in message
> > news:tasjc47p3bnef7@corp.supernews.com...
> > > "Kyle Lavery" <klavery@home.com> wrote in message
> > > news:gNkr6.1863$VO5.19763@news1.rdc1.ab.home.com...
> > > > I picked up an Atari 800 today.... powered it up, and all I get is a
> > green
> > > > screen. I saw someone posted something similar to this happening to
> them
> > > on
> > > > their 800xl, I figured id post this and see if anyone has any ideas.
> > >
> > > My favorite guess for green screen is a fried dram. 6502 cold boots
> > running
> > > from ROM, gets far enough to initialize a few things<ANTIC, GTIA, to
the
> > > green display> then crashes when it uses ram.
> > >
> > > Screen output, even green, implies your system clock/timing is working
> > which
> > > means you have at least partial function on ANTIC, GTIA, ROM, 6502.

> POKEY
> > > and PIA don't make a difference, so it really narrows it down a bit.
> > >
> > > I would pull the memory cards, assuming you have 3/48k, and try
booting
> it
> > > with rotating 16k memory cards.
> > >
> > >
> >
> >
>
>

1815. Re: Most famous games on 8 bits... ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-14 09:34:01 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <98ndu9$6h1$1@plutonium.compulink.co.uk>
Source record: 37887

In article <98lfpg$c4b$1@news.tpi.pl>, fox@scene.pl (Piotr F.) wrote:

> There're same-looking Arkanoids on A8, C64, ST and coin-machines, I
> think Breakout was less popular (even though it could be first).
Breakout was first and a huge hit at the time.

> And was Missile Command that popular?
Fairly. It wasn't Asteroids popular but was still a hit.

1816. Looking for 800XL games

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-14 12:45:11 UTC
From: Sonic98 <Sonic98@earthlink.net>
Message-ID: <rJJr6.13401$R_6.1385804@newsread2.prod.itd.earthlink.net>
Source record: 37888

I'm sure I used to play these games on my Atari using the tape deck. I got Aztec Challenge and 2 other games at this same time

1. One of the games I am looking for was a simple enough. Basically all you did was go from the left side of the screen to the right jumping over things. I know there was one part where you jumped on only certain parts and avoided lava. Another board had rectangular sections of various widths and hieghts. You could either jump low, medium, or high to jump onto or between things. I though the game has Maya or Inca in the name, but I must be wrong because I can't find any games with either in the name

2. The second game is basically one where you escort people from one side of the screen to the other and try to aviod things that try to fall on you or come from under. Sorry I can't give anymore info on this one.

I'm almost certain I played both on tape.

--
Often imitated, never duplicated. The one, the only Sonic Boom of the South

http://funkytones.hypermart.net

http://gp1productions.hypermart.net

1817. Re: Looking for 800XL games

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-14 12:47:03 UTC
From: Sonic98 <Sonic98@earthlink.net>
Message-ID: <bLJr6.13406$R_6.1386177@newsread2.prod.itd.earthlink.net>
Source record: 37889

I just realized that the second game I was thinking of was crossbow. I still need help with the other one though.

--
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http://funkytones.hypermart.net

http://gp1productions.hypermart.net
Sonic98 <Sonic98@earthlink.net> wrote in message
news:rJJr6.13401$R_6.1385804@newsread2.prod.itd.earthlink.net...
I'm sure I used to play these games on my Atari using the tape deck. I got Aztec Challenge and 2 other games at this same time

1. One of the games I am looking for was a simple enough. Basically all you did was go from the left side of the screen to the right jumping over things. I know there was one part where you jumped on only certain parts and avoided lava. Another board had rectangular sections of various widths and hieghts. You could either jump low, medium, or high to jump onto or between things. I though the game has Maya or Inca in the name, but I must be wrong because I can't find any games with either in the name

2. The second game is basically one where you escort people from one side of the screen to the other and try to aviod things that try to fall on you or come from under. Sorry I can't give anymore info on this one.

I'm almost certain I played both on tape.

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1818. Rookie Question

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-14 15:30:49 UTC
From: Jess Jackson <jessjackson@home.com>
Message-ID: <J8Mr6.323215$j6.45117768@news1.rdc1.va.home.com>
Source record: 37890

An Atari 800XL was my first computer. I loved the old games and did some BASIC programs.

I recently got the XFORMER7.EXE emulator for Windows 98. I have a number of games in the ATR format on the Windows disk.

Dumb question -- How do I load an "ATR" image and run the games? I can start the emulator fine in either DOS 2.5 mode or BASIC. Just can't figure the next, probably simple, step. I cannot seem to find it in the documentation and my recollections on the how to of ATARI is close to zero.

Thanks

1819. Re: Looking for 800XL games

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-14 17:25:29 UTC
From: Gary Schuyler <gsky@#NOSPAM#erols.com>
Message-ID: <98o9i9$8k0$1@bob.news.rcn.net>
Source record: 37893

Sonic98 wrote:
>
> I'm sure I used to play these games on my Atari using the tape deck. I
> got Aztec Challenge and 2 other games at this same time
>
> 1. One of the games I am looking for was a simple enough. Basically
> all you did was go from the left side of the screen to
> the right jumping over things. I know there was one part where you
> jumped on only certain parts and avoided lava. Another board had
> rectangular sections of various widths and hieghts. You could either
> jump low, medium, or high to jump onto or between things. I though the
> game has Maya or Inca in the name, but I must be wrong because I can't
> find any games with either in the name

Montezuma's Revenge?

1820. Re: Looking for 800XL games

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-14 17:54:59 UTC
From: Kyle Lavery <klavery@home.com>
Message-ID: <TfOr6.1894$5P1.7242@news1.rdc1.ab.home.com>
Source record: 37895

The first one im not to sure. But if the second one used a light gun then its most defiantly crossbow.

"Sonic98" <Sonic98@earthlink.net> wrote in message
news:rJJr6.13401$R_6.1385804@newsread2.prod.itd.earthlink.net...
I'm sure I used to play these games on my Atari using the tape deck. I got Aztec Challenge and 2 other games at this same time

1. One of the games I am looking for was a simple enough. Basically all you did was go from the left side of the screen to the right jumping over things. I know there was one part where you jumped on only certain parts and avoided lava. Another board had rectangular sections of various widths and hieghts. You could either jump low, medium, or high to jump onto or between things. I though the game has Maya or Inca in the name, but I must be wrong because I can't find any games with either in the name

2. The second game is basically one where you escort people from one side of the screen to the other and try to aviod things that try to fall on you or come from under. Sorry I can't give anymore info on this one.

I'm almost certain I played both on tape.

--
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1821. Re: Looking for 800XL games

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-14 17:58:09 UTC
From: Dominik <dominik1@looksmart.com>
Message-ID: <tavc7ggiujrabc@corp.supernews.com>
Source record: 37894

The first game sounds almost exactly like Aztec Challenge. Are you sure that's not the game you're thinking of. I think there is also Aztec Challenge II. Maybe it's one of those?

Dominik

Sonic98 wrote in message ...
I'm sure I used to play these games on my Atari using the tape deck. I got Aztec Challenge and 2 other games at this same time

1. One of the games I am looking for was a simple enough. Basically all you did was go from the left side of the screen to the right jumping over things. I know there was one part where you jumped on only certain parts and avoided lava. Another board had rectangular sections of various widths and hieghts. You could either jump low, medium, or high to jump onto or between things. I though the game has Maya or Inca in the name, but I must be wrong because I can't find any games with either in the name

2. The second game is basically one where you escort people from one side of the screen to the other and try to aviod things that try to fall on you or come from under. Sorry I can't give anymore info on this one.

I'm almost certain I played both on tape.

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1822. Re: Looking for 800XL games

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-14 18:43:39 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <CXOr6.1421$FA2.4064@news1.oke.nextra.no>
Source record: 37896

Are you sure that isn't Aztec Challenge ? It moves like you say and has high, medium and low jumps. There's two Aztec Challenge games you know! It sounds like the first one. Not Montezuma, that is up, down, left and right and even if it's a better game, I don't think that's the one!

"Gary Schuyler" <gsky@#NOSPAM#erols.com> wrote in message news:98o9i9$8k0$1@bob.news.rcn.net...
> Sonic98 wrote:
> >
> > I'm sure I used to play these games on my Atari using the tape deck. I
> > got Aztec Challenge and 2 other games at this same time
> >
> > 1. One of the games I am looking for was a simple enough. Basically
> > all you did was go from the left side of the screen to
> > the right jumping over things. I know there was one part where you
> > jumped on only certain parts and avoided lava. Another board had
> > rectangular sections of various widths and hieghts. You could either
> > jump low, medium, or high to jump onto or between things. I though the
> > game has Maya or Inca in the name, but I must be wrong because I can't
> > find any games with either in the name
>
> Montezuma's Revenge?

1823. Re: Looking for 800XL games

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-14 19:04:27 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <ybNr6.3$d53.728@nnrp1.sbc.net>
Source record: 37891

That sounds like about 95% of all the games made for the XL! Maybe it was Pyramid challenge for the first, I'm not sure about the second.
Mo

Sonic98 wrote in message ...
I'm sure I used to play these games on my Atari using the tape deck. I got Aztec Challenge and 2 other games at this same time

1. One of the games I am looking for was a simple enough. Basically all you did was go from the left side of the screen to the right jumping over things. I know there was one part where you jumped on only certain parts and avoided lava. Another board had rectangular sections of various widths and hieghts. You could either jump low, medium, or high to jump onto or between things. I though the game has Maya or Inca in the name, but I must be wrong because I can't find any games with either in the name

2. The second game is basically one where you escort people from one side of the screen to the other and try to aviod things that try to fall on you or come from under. Sorry I can't give anymore info on this one.

I'm almost certain I played both on tape.

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1824. Re: Hello has anyone got henrys house for atari emulated?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-14 19:05:57 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <jdNr6.4$d53.755@nnrp1.sbc.net>
Source record: 37892

If you find these let us know. They sound like British titles and those are
a hard find over here in the states mate!
Mo

Vidar "Hawk" Olavesen wrote in message ...
>
>> So what was "Henry's House" all about?
>>
>> Doctor Clu
>
>It's an extremely well done platform game by English Software! Good
graphics
>and nice puzzles.
>
>
>
>

1825. Re: Turn that 8 bit into a 16 bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-14 20:10:30 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <984601719.21947.0.pluto.d4ee0f47@news.demon.nl>
Source record: 37948

You need some extra logic for the 8-bit like emulating the HALT signal. You don't have much advantage yet from just a replacement from cpu.

But when the CPU has 16Mb memory and/or can run at higherspeeds then people can develop special software using the extra instruction this CPU offers and makes software much faster...

TXG
"David A. Paterson" <david_p@storm.ca> wrote in message news:9063A160Cdapstormca@209.87.239.10...
> deckel@info-link.net (Dana Eckel) wrote in
> <vyvr6.2$135.564@news7.onvoy.net>:
>
> >http://home.hccnet.nl/g.baltissen/02to816.htm
>
> One big problem: I seem to recall that the Atari used a non-standard pinout
> for the 6502. I would check and doculbe-check this before attempting any
> such modification.
>
> David P.

1826. Re: Rookie Question

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-14 20:23:38 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010314152338.03155.00001880@ng-md1.aol.com>
Source record: 37947

Is that the same as XF 2000? Doesn't a right click give access to the menu bar
where the disk and other configurations are? Don't ave it it in front of me...

> "Jess Jackson" jessjackson@home.com asked:

>I recently got the XFORMER7.EXE emulator for Windows 98. I have a number of
>games in the ATR format on the Windows disk.
>
>Dumb question -- How do I load an "ATR" image and run the games?

-Ron

Inform everyone that communications have completely broken down.

1827. Re: Looking for 800XL games

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-14 20:33:38 UTC
From: Sonic98 <Sonic98@earthlink.net>
Message-ID: <CAQr6.14179$R_6.1465009@newsread2.prod.itd.earthlink.net>
Source record: 37949

The Aztec Challenge I've seen starts off with you jumping over and ducking spears. Then the second board you move left and right to avoid boulders. But you might be right about it being another version of Aztec challenge. Because I remember my Atari version and my Commodore version being completely different games. I'm gonna check out another version of it and the Montezuma game also because it also sounds familar. Maybe If I look around the house, I can find those old cassestte tapes and I'll know for sure. I'll get back to you and let you know what I find

Don't worry about the second game. I'm %110 that it was crossbow.

--
Often imitated, never duplicated. The one, the only Sonic Boom of the South

http://funkytones.hypermart.net

http://gp1productions.hypermart.net
chainsaw11 <mygranny@swbell.net> wrote in message news:ybNr6.3$d53.728@nnrp1.sbc.net...
That sounds like about 95% of all the games made for the XL! Maybe it was Pyramid challenge for the first, I'm not sure about the second.
Mo

Sonic98 wrote in message ...
I'm sure I used to play these games on my Atari using the tape deck. I got Aztec Challenge and 2 other games at this same time

1. One of the games I am looking for was a simple enough. Basically all you did was go from the left side of the screen to the right jumping over things. I know there was one part where you jumped on only certain parts and avoided lava. Another board had rectangular sections of various widths and hieghts. You could either jump low, medium, or high to jump onto or between things. I though the game has Maya or Inca in the name, but I must be wrong because I can't find any games with either in the name

2. The second game is basically one where you escort people from one side of the screen to the other and try to aviod things that try to fall on you or come from under. Sorry I can't give anymore info on this one.

I'm almost certain I played both on tape.

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http://gp1productions.hypermart.net

1828. Re: Looking for 800XL games

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-14 20:45:09 UTC
From: Sonic98 <Sonic98@earthlink.net>
Message-ID: <pLQr6.11232$6p5.1009823@newsread1.prod.itd.earthlink.net>
Source record: 37950

You were right. I just checked a site. The game I was thinking was Aztec Challenge 2. Thanx for the info

--
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http://funkytones.hypermart.net

http://gp1productions.hypermart.net
Sonic98 <Sonic98@earthlink.net> wrote in message
news:CAQr6.14179$R_6.1465009@newsread2.prod.itd.earthlink.net...
The Aztec Challenge I've seen starts off with you jumping over and ducking spears. Then the second board you move left and right to avoid boulders. But you might be right about it being another version of Aztec challenge. Because I remember my Atari version and my Commodore version being completely different games. I'm gonna check out another version of it and the Montezuma game also because it also sounds familar. Maybe If I look around the house, I can find those old cassestte tapes and I'll know for sure. I'll get back to you and let you know what I find

Don't worry about the second game. I'm %110 that it was crossbow.

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chainsaw11 <mygranny@swbell.net> wrote in message news:ybNr6.3$d53.728@nnrp1.sbc.net...
That sounds like about 95% of all the games made for the XL! Maybe it was Pyramid challenge for the first, I'm not sure about the second.
Mo

Sonic98 wrote in message ...
I'm sure I used to play these games on my Atari using the tape deck. I got Aztec Challenge and 2 other games at this same time

1. One of the games I am looking for was a simple enough. Basically all you did was go from the left side of the screen to the right jumping over things. I know there was one part where you jumped on only certain parts and avoided lava. Another board had rectangular sections of various widths and hieghts. You could either jump low, medium, or high to jump onto or between things. I though the game has Maya or Inca in the name, but I must be wrong because I can't find any games with either in the name

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1829. returning to my roots

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-14 20:54:49 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B6D51A99.F2%bobo_snyder@hotmail.com>
Source record: 37951

hi everyone,

my name is bo and i recently have been returning to my old atari roots.

i recently bought a bunch of old atari stuff at the local thrift store for really cheap. i ended up with a 1200xl, 800xl, 1027 printer, magnavox composite monitor, a bunch of joysticks, a bunch of games, and 1 1050 floppy drive. i did not receive any software for the floppy. i only have found one game that was on floppy and it did work fine.

when i was younger around 1980 to like 1987 or so, i had first gotten a atari 400 system (which was upgraded to 32 kilobytes, wooo hooo!) then i got a 1200xl. around 1985 or 1986 i found a bunch of old atari stuff which included 2 indus gt drives, 850 interface, some old printer, and a ton of floppy software and cart games. i also had many years worth of creative computing (remember david h ahl aritcles?), computes, antics, and analog and other various magzine.

i loved that system. i had so much fun with it, but then alas, i turned 18 or so and i found someone who was willing to trade me the entire system and all the magazines and paperwork for a honda 750 motorcyle.

yes i regret the trade, but thats a whole another story.

anyway i have been trying to buy up the peices on ebay for my system and make a atari system and collection i would have died for when i was younger.

i had a friend on ebay so far buy me (i paid him of course) a pair of rana floppy drives (one doesn't work), a xe game system, and more other cool stuff.

well my basic questions are, what is the best way of transferring files from my pc to the atari and are there any nice plans to build ide interfaces for my old 8bit ataris?

i have a pile of old 2.5 ide hard drives that are around 540 meg to 1.2 meg and would love to use them in or with my ataris if possible.

if that is not a feasible idea, which is the best way to go for connecting the pc to the atari? sio2pc cable or that ape system?

if i should make a sio2pc cable, which one is the best one?? the 2 chip one or the 1 chip one??

i am probably going to make an old pentium 100 laptop which has no cderom drive into the slave unit for the atari.

but i really really love the idea of building some sort of an interface where i could use my old ide drives even if the capicity is halved (8bit vs 16bit, maybe use the other 8 bits as some sort of a mirroring?? LOL)

i also want to know what other cool hardware i can buid for a modest price that would work with the atari.. vga interface??? that would be nice since i can get piles of vga monitors for next to nothing, but finding composite monitors is like finding needles in a haystack. some sort of a 3 1/2 floppy drive? a 3 1/2 inch atari ST floppy drive to 8bit computer adapdter?? (that would be really awsome).

also what sort of operating system should i get for my atari? the rana setup is coming with the rana disks, is that all i should get?? or should i get sparta dos?? atari dos 2.5?? i am not sure what version..

i really want to be able to download stuff off the internet and put them on floppy so that i can use them like the atari was orginally intended. can i do that with the sio2pc cable??

well i am sorry about all these questions, but its been 13 to 15 years since i last really used an atari 8bit and they sure have gotten cheaper in price and there is quite a bit of cool stuff available for them these days also...

thanks everyone,
bo

1830. koalapad

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-14 21:22:01 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B6D520F9.225%bobo_snyder@hotmail.com>
Source record: 37952

hi all..

i have a another question, this time about a koalapad.

my friend gave me one that he found for like a buck at a garage sale.
anyway it does have the standard joystick connector plug, however it *DOES*
say "for use with Commodore Computers" on the back of it.

Will it work with the atari?? i do have (but haven't tried yet) micro
illustirator. or can i write a quickie basic program that will scan the
paddles and give me the values for the koalapad?

basically i just want to know if the "commodore" koalapad is comptabile with
my ataris?

thanks
bo

1831. Re: Diamon OS on Atari800Win Plus?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-14 21:42:33 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-KTxjx2L59iQc@draco.ames.pacbell.net>
Source record: 37953

so when is the next version due out? These are nice carts and I would
like to see them usable on the Atari800+.

Ken

On Tue, 13 Mar 2001 17:33:05, "Piotr F." <fox@scene.pl> wrote:

> > Anybody managed to get Diamond OS running on Atari800Win Plus?
> > I went to the "File" menu, selected "Attach Cartridge" and browse
> > for my downloaded "Diamond2.rom" but nothing happened.
> > I also tried replacing the basic cartridge with "Diamond2.rom", but it
> didn't help.
> Atari800Win PLus doesn't support Diamond, Sparta Dos X nor XEGS cartridges
> yet, but it will in further versions.
>
> Piotr
>
>
>

1832. Re: Does Commando prototype cart exist ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-14 21:54:58 UTC
From: Gene Gnandt <donotreply@interbulletin.bogus>
Message-ID: <3AAFE8B2.7C58F133@interbulletin.com>
Source record: 37954

> Sorry for the delay in follow-up.

John,

No hurry, old games :-). Great info! I had no idea that Atari was working on 1 meg carts. Compiled an XE cart list below. Any other additions are much appreciated. If the master list is available somewhere else, please inform so I can stop pestering.

Gene

RX8063 Rescue on Fractalus (by Lucasfilm)
RX8064 Ballblazer (by Lucasfilm)
RX8077 Battlezone
RX8078 Star Raiders II
RX8079 Food Fight
RX8080 The Learning Phone (PLATO)
RX8081 Blue Max (by Synapse)
RX8082 Lode Runner (by Broderbund)
RX8083 David's Midnight Magic(Broderbund)
RX8084 Hardball (by Accolade)
RX8085 Fight Night (by Accolade)
RX8086 Barnyard Blaster
RX8087 Bug Hunt
RX8088 Crossbow
RX8089 Desert Falcon
RX8090 GATO (by Spectrum Holobyte)
RX8091 Flight Simulator II (by subLOGIC)
RX8092 Archon (by Electronic Arts)
RX8093 One-on-One Basketball (Elec. Arts)
RX8094 Commando
RX8095 Karateka (by Broderbund)
RX8096 Choplifter! (enhanced graphics)
RX8097
RX8098 Summer Games (by Epyx)
RX8099 Ace of Aces (by Accolade)
RX8100 Mean 18 Golf
RX8101 Dark Chambers
RX8102 Crystal Castles
RX8103 Mario Bros.
RX8104 Crime Buster
RX8105
RX8106
RX8107
RX8108 Necromancer
RX8109 Airball

RX8111 Tower Toppler
RX8112 Jinks
RX8113 Thunderfox
RX8114 Into the Eagle's Nest (by Pandora)
RX8118 Xenophobe
RX8120 Super Football
RX8123 Ikari Warriors
RX8124 MidiMaze
RX8129 Ninja Golf
RX8135 Mat Mania Challenge
RX8??? Animated Puzzle
RX8??? Deflektor (by US Gold)
RX8??? Xevious

jhardie@pipeline.com (John Hardie) wrote in article
<3aad943b.50326008@news.pipeline.com> :
>Gene,
>
> Sorry for the delay in follow-up. Mean 18 is pretty bad. Graphics
>take a while to draw on the screen. Midi Maze seems o.k. but a bit
>hard. The problem with producing these is that you need a special cart
>since they're 1 meg carts.
>
>There are two configurations I have seen. One is a large cart called
>an XE Ram cart. This cart is about twice the size (both length &
>width) of a standard cart.
>
>The other option is a daughterboard called a 1 meg Rom emulator which
>plugs into the chip socket on an XE cart. This same daughterboard can
>be used on the 7800. Both boards use (4) 27256 eproms.
>
>Took me a little while to dig up Atari's CX Master list.
>
>Here's some numbers listed:
>
>RX8100 - Mean 18 Golf
>RX8112 - Jinks
>RX8123 - Ikari Warriors
>RX8124 - Midi Maze
>RX8129 - Ninja Golf
>RX8135 - Mat Mania Challenge

Submitted via WebNewsReader of http://www.interbulletin.com

1833. Re: returning to my roots

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-14 23:44:09 UTC
From: Dan Vernon <danv@whoever.com>
Message-ID: <98ovfknmv1@brokaw.wa.com>
Source record: 37955

Congratulations on returning your roots... I returned a few years ago also.

I think the best way to transfer files between a PC and Atari is using the SIO2PC cable. Its cheap, and simple to set up. You can buy excellent cables on ebay for around $10. I recommend registering for APE or SIO2PC (personally I like APE).

Furthermore, IMO, maybe not the best, but probably the *coolest* way to transfer files is using a black box and floppy board from CSS. This lets the 8-bit talk to 1.44MB PC Format floppies and also SCSI devices like zip drives. Although the Atari can't read a PC-Format zip disk, its still very cool to use the zip. 100MB zips (and 1.44MB floppys!) make great storage media for the little Atari and since I/O is through the PBI port, it is lightning fast. Check out www.nleaudio.com/css for details.

For hooking an ide to an 8-bit, I have seen at least one mod for this. However, I don't believe that you will find near the level of DOS support that you would if you went with a black box or MIO. Someone else should pipe up here, since I don't have much experience with ide drives.

For vga support, you can connect a "Jam" device to covert composite video output into vga. I've heard the results are quite good, although I've never done this myself.

-Dan

-Dan

1834. Ram chip for all 8bit system FA on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-15 00:49:03 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <3kUr6.3120$E43.2035571@typhoon.tampabay.rr.com>
Source record: 37956

Computer not working well, or not working.. it may need new rams
there 4264 compatible 150ns and will work on all Atari 8bits.
Its also good to have backup's.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1222139963

Take a peek

1835. Re: Rookie Question

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-15 02:20:05 UTC
From: Jess Jackson <jessjackson@home.com>
Message-ID: <pFVr6.324112$j6.45320665@news1.rdc1.va.home.com>
Source record: 37957

Ron:

Thanks...

Yes, this is XF2000. I can "assign" the ATR image to D1 using that right click menu. That's where I am stuck. How do I get the program on D1: loaded into memory to run? I can bring up both BASIC and the DOS 2.5 Screen fine, but then I am stuck.

Thanks

Jess

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message news:20010314152338.03155.00001880@ng-md1.aol.com...
> Is that the same as XF 2000? Doesn't a right click give access to the menu bar
> where the disk and other configurations are? Don't ave it it in front of me...
>
> > "Jess Jackson" jessjackson@home.com asked:
>
> >I recently got the XFORMER7.EXE emulator for Windows 98. I have a number of
> >games in the ATR format on the Windows disk.
> >
> >Dumb question -- How do I load an "ATR" image and run the games?
>
>
> -Ron
>
> Inform everyone that communications have completely broken down.

1836. Re: koalapad

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-15 06:42:30 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3AB06456.6C42CB77@pcisys.net>
Source record: 37985

Bo,

I can't see why not. Since both computers have an identical pin configuration
for the joystick port.

Glenn Bruner
brunergs@pcisys.net

bo snyder wrote:

> hi all..
>
> i have a another question, this time about a koalapad.
>
> my friend gave me one that he found for like a buck at a garage sale.
> anyway it does have the standard joystick connector plug, however it *DOES*
> say "for use with Commodore Computers" on the back of it.
>
> Will it work with the atari?? i do have (but haven't tried yet) micro
> illustirator. or can i write a quickie basic program that will scan the
> paddles and give me the values for the koalapad?
>
> basically i just want to know if the "commodore" koalapad is comptabile with
> my ataris?
>
> thanks
> bo

1837. FA: SIO2PC device for 8bit Atari - PC data exchange

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-15 07:46:18 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <98ps0a$933$2@korweta.task.gda.pl>
Source record: 37982

```
If you still dont have one check it out at:
http://members.ebay.com/aboutme/j131/

j131
```

1838. Re: Does Commando prototype cart exist ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-15 12:51:22 UTC
From: av999@freenet.carleton.ca
Message-ID: <3AB0BACA.3FEB99D5@freenet.carleton.ca>
Source record: 37983
Body handling: Binary attachment payload not displayed: av999.vcf

Many Atari 7800 titles were 1 megabit in size. IIRC, Alien Brigade and Crossbow went beyond this to 144K.

Mark

Gene Gnandt wrote:

> > Sorry for the delay in follow-up.
>
> John,
>
> No hurry, old games :-). Great info! I had no idea that Atari was working on 1 meg carts. Compiled an XE cart list below. Any other additions are much appreciated. If the master list is available somewhere else, please inform so I can stop pestering.
>
> Gene
>
> RX8063 Rescue on Fractalus (by Lucasfilm)
> RX8064 Ballblazer (by Lucasfilm)
> RX8077 Battlezone
> RX8078 Star Raiders II
> RX8079 Food Fight
> RX8080 The Learning Phone (PLATO)
> RX8081 Blue Max (by Synapse)
> RX8082 Lode Runner (by Broderbund)
> RX8083 David's Midnight Magic(Broderbund)
> RX8084 Hardball (by Accolade)
> RX8085 Fight Night (by Accolade)
> RX8086 Barnyard Blaster
> RX8087 Bug Hunt
> RX8088 Crossbow
> RX8089 Desert Falcon
> RX8090 GATO (by Spectrum Holobyte)
> RX8091 Flight Simulator II (by subLOGIC)
> RX8092 Archon (by Electronic Arts)
> RX8093 One-on-One Basketball (Elec. Arts)
> RX8094 Commando
> RX8095 Karateka (by Broderbund)
> RX8096 Choplifter! (enhanced graphics)
> RX8097
> RX8098 Summer Games (by Epyx)
> RX8099 Ace of Aces (by Accolade)
> RX8100 Mean 18 Golf
> RX8101 Dark Chambers

> RX8102 Crystal Castles
> RX8103 Mario Bros.
> RX8104 Crime Buster
> RX8105
> RX8106
> RX8107
> RX8108 Necromancer
> RX8109 Airball
> RX8111 Tower Toppler
> RX8112 Jinks
> RX8113 Thunderfox
> RX8114 Into the Eagle's Nest (by Pandora)
> RX8118 Xenophobe
> RX8120 Super Football
> RX8123 Ikari Warriors
> RX8124 MidiMaze
> RX8129 Ninja Golf
> RX8135 Mat Mania Challenge
> RX8??? Animated Puzzle
> RX8??? Deflektor (by US Gold)
> RX8??? Xevious
>
> jhardie@pipeline.com (John Hardie) wrote in article
> <3aad943b.50326008@news.pipeline.com> :
> >Gene,
> >
> > Sorry for the delay in follow-up. Mean 18 is pretty bad. Graphics
> >take a while to draw on the screen. Midi Maze seems o.k. but a bit
> >hard. The problem with producing these is that you need a special cart
> >since they're 1 meg carts.
> >
> >There are two configurations I have seen. One is a large cart called
> >an XE Ram cart. This cart is about twice the size (both length &
> >width) of a standard cart.
> >
> >The other option is a daughterboard called a 1 meg Rom emulator which
> >plugs into the chip socket on an XE cart. This same daughterboard can
> >be used on the 7800. Both boards use (4) 27256 eproms.
> >
> >Took me a little while to dig up Atari's CX Master list.
> >
> >Here's some numbers listed:
> >
> >RX8100 - Mean 18 Golf
> >RX8112 - Jinks
> >RX8123 - Ikari Warriors
> >RX8124 - Midi Maze
> >RX8129 - Ninja Golf
> >RX8135 - Mat Mania Challenge
>

> _____
> Submitted via WebNewsReader of http://www.interbulletin.com

[One or more binary attachments are retained only in the source text.]

1839. Re: Diamon OS on Atari800Win Plus?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-15 14:30:49 UTC
From: "Piotr F." <fox@scene.pl>
Message-ID: <98qjjf$6bq$1@news.tpi.pl>
Source record: 37981

> so when is the next version due out? These are nice carts and I would
> like to see them usable on the Atari800+.
2.8 will be released in a month or two, but it won't support new cartridge types.
Cartridges will be added in the 2.9, I think - there are lots of other changes.

Piotr

1840. Re: Rookie Question

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-15 16:54:21 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <rbs1bt8211o24lsu4q5m2du67eg5mnqlu7@4ax.com>
Source record: 37984

On Wed, 14 Mar 2001 15:30:49 GMT, "Jess Jackson"
<jessjackson@home.com> drooled an embarassing wet spot in his lap as
he typed:

>An Atari 800XL was my first computer. I loved the old games and did some
>BASIC programs.
>
>I recently got the XFORMER7.EXE emulator for Windows 98. I have a number of
>games in the ATR format on the Windows disk.
>
>Dumb question -- How do I load an "ATR" image and run the games? I can start
>the emulator fine in either DOS 2.5 mode or BASIC. Just can't figure the
>next, probably simple, step. I cannot seem to find it in the documentation
>and my recollections on the how to of ATARI is close to zero.

IIRC, XFormer relies on the XFD format of disk images. I would
personally reccommend Atari800Win (plus) for your 8-bit Atari
emulation needs. It's extremely faithful to the real thing, even down
to disk loading sounds (when SIO speed patch is turned off) :-)
Plus, it handles XFD and ATR images, as well as straight binary file
loads. You can grab it from most major emulation sites, including
www.emusphere.com (assuming eFront hasn't collapsed between the time I
posted this message and the time you check it :-), www.vg-network.com,
etc.

>
>Thanks
>

--

T-Minus Really Soon...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html
Music Builds the Savage Beast: http://www.mp3.com/mindfield2001
EmulationNET: Coming Soon...
EmuWire: Coming Soon...

Remove the badgers before E-Mailing.

1841. Re: Rookie Question

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-15 19:54:56 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010315145456.24222.00001922@ng-fc1.aol.com>
Source record: 37995

> Mindfield mindfield@badgers.emulationnet.com answered:

I think XF2000 reads both .XFD & . ATR images and can assign individual files
to a drive designator to load from DOS or BASIC... That right click menu should
have a reboot or cold start option there somewhere...

>Atari800Win (plus) for your 8-bit Atari
>emulation needs. It's extremely faithful to the real thing,
(snip)
>Plus, handles XFD and ATR images, as well as straight binary file loads.

-Ron

Inform everyone that communications have completely broken down.

1842. Raw (track) disk images?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-15 21:45:13 UTC
From: andy@plausible.org
Message-ID: <JJas6.38174$zV3.2846419@news1.frmt1.sfba.home.com>
Source record: 37990

Hey all, I'm just now getting back into the 8 bit world to relive my youth. I have an SIO2PC interface built, a re-written Linux-based host program*, and a little perl tool to manipulate 90k DOS images. (There are dozens of these kinds of things on the net, so I presume I'm following the normal course of action...).

The problems I'm having are with the Atari software. It's crap; or rather, the cracks are crap. They crash, they start at the wrong point, they hang. A lot of the images out there appear (literally!) to just start running at some arbitrary address and just walk through memory until they hit something runnable. The binary files are bizzare -- some will repeatedly load small chunks into a staging area and then copy the data into the correct location, often overwriting stuff they already loaded. Some have duplicated segments, some leave weird-looking holes in memory, etc... Even the cartridge cracks (which have no excuse for this behavior)

And the compatibility stinks. Some of it works fine under the emulator, but not on a real machine, or vice versa. Some of it runs when (L)oaded from DOS, but not when run as a SIO2PC "boot" file or from any of the minimal loader apps I've tried. I've even seen situations where a disk image will load from the PC host but not from a real disk (probably hardware, somehow, but it did seem repeatable -- timing issue?).

Thus my question: is there an archive somewhere of "raw" (that is, uncracked) media images? Not the ATR sector maps, but the real track images as can be gotten from a Happy 810 drive? My interest here isn't purely selfish; the original disks are pushing 20 years old now, and won't last much longer. I weep for the future if all we have to leave them are these terrible cracks...

Cartridges don't worry me so much -- a ROM will last decades at least -- but the disk images are a short-lived resource, and the copy protection makes them difficult (but not impossible) to back up. I'm hoping that someone has already started something like this. I can volunteer hardware and time, but no media -- like many other idiots of the late 80's, I chucked all my 8 bit stuff. Sigh.

Other random questionsi, if anyone has a clue:

+ What's a good sector copier for disk images? The DOS "J" command appears to use the VTOC to optimize away sectors that aren't allocated, which breaks down when the disk image isn't DOS. Most multi-disk games have images that won't copy using DOS, and I'm stuck running them from the PC.

+ Is there a good on-disk directory and loader? I found one on a disk
called "Anton's Binary Loads" which works well, but apparenetly
doesn't work for all binary files. I have some that can be loaded
from the DOS menu, but fail when run from the Anton loader.

+ Is there documentation on the "Happy" drive SIO extensions anywhere?
I just got one of these toys and would like to know what I can do
with it.

Many thanks,
Andy

* It's a command line tool, and still pretty minimal, but I'd be happy
to share it if folks want it. It's primary advantage is that it
lets me serve disk images without booting to (ugh) DOS, and seems a
bit more reliable than SIO2PC to boot. (I suspect the timing
involved command line in that program leads to lost frames, and
Atari DOS is really bad about retrying failed commands).

--
Andrew J. Ross NextBus Information Systems
Senior Software Engineer Emeryville, CA
andy@nextbus.com http://www.nextbus.com
(510)420-3126 Why Wait?

1843. [Epyx Shrine] Seawolf II

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-15 21:53:30 UTC
From: Manuel Polik <cybergoth@nexgo.de>
Message-ID: <3AB139DA.309BF721@nexgo.de>
Source record: 38056

Hi there!

Another update on the Epyx Shrine (http://home.nexgo.de/cybergoth),
this time with the Atari 8-bit only title 'Seawolf II'. Well, at least
sort of, since there's an arcade original. But that's not from Epyx :-)

A little page for a little game. The next one about "Jumpman Jr." will
of course be another big one!

This is BTW the 10th page covering an epyx game, so a first milestone of
the 50 planned pages is reached. Another 40 games in another 80 weeks
and I'm done :-)

Greetings,
Manuel

1844. Re: Raw (track) disk images?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 00:12:54 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tb2me3qotb1210@corp.supernews.com>
Source record: 37991

<andy@plausible.org> wrote in message
news:JJas6.38174$zV3.2846419@news1.frmt1.sfba.home.com...
> Hey all, I'm just now getting back into the 8 bit world to relive my
> youth. I have an SIO2PC interface built, a re-written Linux-based
> host program*, and a little perl tool to manipulate 90k DOS images.
> (There are dozens of these kinds of things on the net, so I presume
> I'm following the normal course of action...).

Wecome back.
>
> The problems I'm having are with the Atari software. It's crap; or
> rather, the cracks are crap. They crash, they start at the wrong
> point, they hang. A lot of the images out there appear (literally!)
> to just start running at some arbitrary address and just walk through
> memory until they hit something runnable.

No, they are for the most part consistantly bad vs doing a lot of different
things bad. They may achieve it by different means, but they mostly do the
same stupid thing.

That is, they lower ramtop then jump directly to the screen initialization
code in an 800 OS vs use the vectors like they are supposed to. This breaks
on anything other then an emulator running in 800 mode or with a modified
OS. Ditto for real 8 bits, 800 or modified OS.

> The binary files are
> bizzare -- some will repeatedly load small chunks into a staging area
> and then copy the data into the correct location, often overwriting
> stuff they already loaded. Some have duplicated segments, some leave
> weird-looking holes in memory, etc... Even the cartridge cracks
> (which have no excuse for this behavior)

This is pretty much a feature of the Atari. The DOS/OS allows you to have
both a run and init vectors. Let's say you have 10 things to do before you
run your actual code. You could actually code all 10 things to work from the
same exact memory area, $600 for instance, and they will sequentially load,
run, and return control to DOS.

<snip>
> Thus my question: is there an archive somewhere of "raw" (that is,
> uncracked) media images? Not the ATR sector maps, but the real track
> images as can be gotten from a Happy 810 drive? My interest here
> isn't purely selfish; the original disks are pushing 20 years old now,
> and won't last much longer. I weep for the future if all we have to
> leave them are these terrible cracks...

At one time I posted the code to the newsgroup that fixed CARTCOPY and another code snippet that would repair improper vectors on the files created using it. Never been a pirate, don't play games, wasn't that important to me it gets fixed.

Needless to say, nobody took on the task to fix the files. Lots of work I imagine and most people would rather just not run the files then do that much work.

> Other random questionsi, if anyone has a clue:
>
> + What's a good sector copier for disk images? The DOS "J" command
> appears to use the VTOC to optimize away sectors that aren't
> allocated, which breaks down when the disk image isn't DOS. Most
> multi-disk games have images that won't copy using DOS, and I'm stuck
> running them from the PC.

I just used DISKCOPY or something similar. Public domain, single density only, wouldn't copy protected disks. I think there is one called Black Rabbit or something that people like.

1845. FS/T: Atari 8-bit computer items and more... [03/15/2001]

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 02:21:32 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <65u2bt8jkm6d24nqfhk8kngm03i1jtu5g5@4ax.com>
Source record: 37996

Items currently available for the following systems:

Atari 8-bit computers

Apple][computers
Atari ST computer
Commodore 64 / 128 computers
Commodore Vic-20 computer
Radio Shack Color Computer (CoCo)
T.I. 99/4A computer
IBM PC (CD ROM and diskette software)

3DO
Atari Lynx
Nintendo 64
Nintendo Game Boy
Nintendo NES
Nintendo SNES
Sega Dreamcast
Sega Genesis
Sega Master System (SMS)
Sony Playstation (PSX)

Books / Magazines (video game and computer related)
Miscellaneous (board games, hand-held video games, etc.)
Movies (DVD and VHS)

Atari 2600
Atari 5200
Atari 7800
Colecovision
Emerson Arcadia 2001
Mattel Intellivision
Magnavox Odyssey2

Comic Books -- coming soon!
Sports Cards -- coming soon!

You can visit VGA on the WWW at:

http://www.io.com/~vga2000/

or go directly to the VGA For Sale or Trade section at:

http://www.io.com/~vga2000/fsort.htm

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.

and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

1846. Atari DOS Quandry

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 03:24:08 UTC
From: Luigi Mattera <lmattera@yahoo.com>
Message-ID: <150320012224081522%lmattera@yahoo.com>
Source record: 38052

I just got a 130xe & 1050 disk drive from auction on eBay.

It came with a "SpartaDOS" disk that won't boot. All I get is "BOOT ERROR" over and over.

I do have a manual for both SpartaDOS (claims 1.1, don't know about the disk..) and Atari DOS 3.0, and they both say put the disk in the drive and switch on the computer..

So I'm stuck without a DOS. Obviously I can't use the drive without one.

Does anyone have any ideas?

My main system is a Mac, so I don't know if SIO2PC would work or not. Since I've got an actual 1050, I'd just like to get some stuff on disk.

I do have an 850 interface and a 56k sportster. Could I get the two working together and download a DOS from somewhere?

I guess I'm looking for options on where to get software for my computer.

Any help would be appreciated.

- Luigi.

1847. APE for the future?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 03:40:14 UTC
From: Seeva St Charles <seeva@aol.com>
Message-ID: <MPG.151b471aebc8d15598992b@news>
Source record: 37993

I am currently evaluating both APE 1.17 for Dos and APE 98.
I would like to register one version but what happens this fall when we move to Windows XP and neither version of APE will work anymore?
I suppose one solution will be to boot up the computer with a Dos floppy (ugh) and run APE 1.17 off a non-NTFS partition, but this seems crude.
Why does APE 98 not "see" the Serial Port under Win 2000 anyway? The program runs but is not usefull under NT.
Does anyone know if any updates are forthcoming since APE 98 is obviously 3 years old now?

TIA

1848. Re: Holmes Atari 8bit Games has closed...Not for good though.....

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 05:24:02 UTC
From: Calagan <calagan@beer.com>
Message-ID: <3AB1A372.31504D75@interbulletin.com>
Source record: 38048

I wish most visitors of the site would join me, thanking you for the fantastic job you did on this site.

Hope Holmes will emerge again very soon.

Calagan

"Aaron Wheeler" <aaronat@ihug.co.nz> wrote in article
<98kdnb$n6p$1@lust.ihug.co.nz> :
>Just to let everyone know, that my Atari Disk Image archive is offline while
>I
>switch ISP's, thus check out the various other good Disk Image archives out
>there, as I could be down for a month of two...
>
>Thanks for all the support over the last 3 years guys/gals.... over 150,000
>hits is way more than I ever expected... :-)
>
>Anyway, make sure you keep those Atari 8bits humming...
>--
>Regards
>
>Aaron
>
>==
>Holmes Atari 8bit Games Page: Closed till a new home is made...
>http://homepages.ihug.co.nz/~aaronat/atari.html
>==
>
>

____
Submitted via WebNewsReader of http://www.interbulletin.com

1849. FS: More Atari! Preferred Customer Discount!

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 07:50:04 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.21.0103152340320.29126-100000@shell.pacifier.com>
Source record: 37986
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

e-mail: atari@benjamin.net

Lately I've added more Atari inventory so checkout my Catalogs. Even my 8 Bit Atari Software grew by 25%! And I'm offering a 20% Discount to my regular customers! E-Mail for Details on Redeeming this offer! I'd like to say Thank You for letting Bravo Sierra Computers Support you & your Atari Needs. And if you have'nt bought from Bravo, Give Ben a Chance! I can be quite Beneficial. And remember, if you can't come see me today? Come see me tomorrow! E-Mail or call Ben anytime at (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

I've switched ISP's! Try www.pacifier.com/~atari or atari@pacifier.com and as always www.atari.benjamin.net and atari@benjamin.net still work but are being redirected to my new ISP and since I've moved, I have revamped and updated my WebSite and all my WebPages. So Check it out and, If you don't come see me today, come see me Tomorrow!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net while you Download Free Catalogs directly from my site. If you can't get my Catalogs that way, Feel free to Request catalogs by E-Mail. Really, it's not an inconvenience. I ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your full Mailing address so I can figure Shipping & Handling. I'll be back after the weekend. Bye!

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted. So when you see a new posting, check my Catalogs. After I post this message. I'm off for the weekend. But I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1850. Re: APE for the future?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 08:09:27 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <mNhs6.168$Lm3.207288@nnrp2.sbc.net>
Source record: 38054

If you're such a windows fanatic, what are you doing in this newsgroup?
There's no one in the world holding a gun to your head and saying that you
have to upgrade(downgrade?) to the new windows. I'm using my old 486 with
win31 as a permanent APE drive. 486's are cheap and available and much
handier than your main pentium unit. You could probably pick one up for less
than it costs to register APE!
No offense, I just stopped upgrading windows at the WIN98SE edition, if it
ain't broke- don't fix it!
Mo

Seeva St Charles wrote in message ...
>I am currently evaluating both APE 1.17 for Dos and APE 98.
>I would like to register one version but what happens this fall when we
>move to Windows XP and neither version of APE will work anymore?
>I suppose one solution will be to boot up the computer with a Dos floppy
>(ugh) and run APE 1.17 off a non-NTFS partition, but this seems crude.
>Why does APE 98 not "see" the Serial Port under Win 2000 anyway? The
>program runs but is not usefull under NT.
>Does anyone know if any updates are forthcoming since APE 98 is
>obviously 3 years old now?
>
>TIA
>

1851. Re: Atari DOS Quandry

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 08:20:57 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <8Yhs6.187$Lm3.211177@nnrp2.sbc.net>
Source record: 37987

Your booting problem may not be the spartados disk, I would try another known working disk before you throw that spartados away. If it errors on all disks then your head's out of alignment or the parking sensor is out. If it makes a rapid clicking noise when you insert a disk or it tries to access, then it's probably the parking sensor. There's a web page on fixing that but I can't remember the URL. I usually just find another drive and swap out keeping the extra for parts. Alignment is trickier, you have to open the case, connect the drive with it open. Loosen the screw holding the parking sensor and repeatedly try booting a disk while moving the sensor back and forth hairs at a time until you get a boot. The last time I did it, it took about an hour of patient rebooting but it came out perfect. The sportster is not gonna cut it 'cauze it's probably a winmodem that won't work without software modulation, it's too fast anyway. I can't remember the top speed of the 850 but I know it's not nearly 56k. Find an old 300 baud modem or acoustic coupler and look up a couple of BBS's to call, that's about the best you're gonna do.
Mo

Luigi Mattera wrote in message <15032001222408152 2%lmattera@yahoo.com>...
>
> I just got a 130xe & 1050 disk drive from auction on eBay.
>
> It came with a "SpartaDOS" disk that won't boot. All I get is "BOOT
>ERROR" over and over.
>
> I do have a manual for both SpartaDOS (claims 1.1, don't know about
>the disk..) and Atari DOS 3.0, and they both say put the disk in the
>drive and switch on the computer..
>
> So I'm stuck without a DOS. Obviously I can't use the drive without
>one.
>
> Does anyone have any ideas?
>
> My main system is a Mac, so I don't know if SIO2PC would work or not.
>Since I've got an actual 1050, I'd just like to get some stuff on disk.
>
> I do have an 850 interface and a 56k sportster. Could I get the two
>working together and download a DOS from somewhere?
>
> I guess I'm looking for options on where to get software for my
>computer.
>
> Any help would be appreciated.

>
>- Luigi.
>

1852. Re: Atari DOS Quandry

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 10:30:23 UTC
From: ronfucci@bellsouth.net
Message-ID: <3ab1eacd.366290@news.atl.bellsouth.net>
Source record: 37988

I get this error frequently with various combinations of console, disk drive and DOS. I find there is a timing issue between the drive and the console. One method that seems to work: turn on the drive, place the disk into the drive, latch it and then quickly turn on the console right after latching the drive. Hope this helps.

ron

On Thu, 15 Mar 2001 22:24:08 -0500, Luigi Mattera <lmattera@yahoo.com> wrote:

>
> I just got a 130xe & 1050 disk drive from auction on eBay.
>
> It came with a "SpartaDOS" disk that won't boot. All I get is "BOOT
>ERROR" over and over.
>
> I do have a manual for both SpartaDOS (claims 1.1, don't know about
>the disk..) and Atari DOS 3.0, and they both say put the disk in the
>drive and switch on the computer..
>
> So I'm stuck without a DOS. Obviously I can't use the drive without
>one.
>
> Does anyone have any ideas?
>
> My main system is a Mac, so I don't know if SIO2PC would work or not.
>Since I've got an actual 1050, I'd just like to get some stuff on disk.
>
> I do have an 850 interface and a 56k sportster. Could I get the two
>working together and download a DOS from somewhere?
>
> I guess I'm looking for options on where to get software for my
>computer.
>
> Any help would be appreciated.
>
>- Luigi.

1853. Re: APE for the future?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 10:58:00 UTC
From: llpwhite@cs.com
Message-ID: <20010316055800.00453.00001330@ng-ce1.news.cs.com>
Source record: 38049

>Does anyone know if any updates are forthcoming...<

You might consider a dual-boot setup with Win 98 + Win (Whatever). Check out
www.winmag.com and/or
www.v-com.com (makers of System Commander).

Larry

1854. Re: Atari DOS Quandry

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 13:52:08 UTC
From: Luigi Mattera <lmattera@yahoo.com>
Message-ID: <160320010852088278%lmattera@yahoo.com>
Source record: 38047

In article <8Yhs6.187$Lm3.211177@nnrp2.sbc.net>, chainsaw11
<mygranny@swbell.net> wrote:

> Your booting problem may not be the spartados disk, I would try another
> known working disk before you throw that spartados away.

I have a telecom disk that boots. I'll try some of the others
tonight.

> If it errors on all
> disks then your head's out of alignment or the parking sensor is out. If it
> makes a rapid clicking noise when you insert a disk or it tries to access,
> then it's probably the parking sensor. There's a web page on fixing that but
> I can't remember the URL. I usually just find another drive and swap out
> keeping the extra for parts.

Definitely not this problem.

> Alignment is trickier, you have to open the
> case, connect the drive with it open. Loosen the screw holding the parking
> sensor and repeatedly try booting a disk while moving the sensor back and
> forth hairs at a time until you get a boot. The last time I did it, it took
> about an hour of patient rebooting but it came out perfect.

Hmm.

> The sportster is not gonna cut it 'cauze it's probably a winmodem that won't
> work without software modulation, it's too fast anyway. I can't remember the
> top speed of the 850 but I know it's not nearly 56k. Find an old
> 300 baud modem or acoustic coupler and look up a couple of BBS's to call,
> that's about the best you're gonna do.

The Sportster is external. As I have a Mac as a main computer,
WinModems won't work. In any case, I know the difference between a
winmodem and a real modem and would never buy a winmodem.

I do have an 830, but I seriously doubt my cordless phone will work
with it..

I was just curious if I could do a null modem download of DOS onto a
floppy. No, it isn't going to be fast, but what other choice do I
have?

- Luigi.

1855. Re: Hello has anyone got henrys house for atari emulated?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 14:00:40 UTC
From: idavey@my-dejanews.com
Message-ID: <984751101.858119@ananke.eclipse.net.uk>
Source record: 37994

In article <uOpr6.2880$8n5.984218@news2.cableinet.net>, "R Brown"
<tbys08246@cableinet.co.uk> wrote:
>thanks I got henrys house and waxworks now but I'm having trouble with the
>win800 plus atari emulator I can't seem to start any of the games or get my
>control pad to work on them my control pad is a quickshot 6 button control
>pad.

I know the infinite lives cheat for Henry's House if anyone's interested ;-)
I'd post it here directly, but I've only just started reading the group and
don't know the rules on giving out cheats (is there a FAQ).

ian.

\ /
(@_@) http://www.eclipse.co.uk/sweetdespise/ (dark literature)
/(&)\ http://www.eclipse.co.uk/sweetdespise/libertycaptions/ (art)
| |

1856. Re: Raw (track) disk images?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 14:36:53 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010316093653.04389.00000481@ng-mq1.aol.com>
Source record: 38051

My favorite from the early '80s was always SECTOR COPY which was before XE COPY and other single pass apps for expanded memory machines; it allowed choices from a menu for drive #, format y/n, sector range, empty sectors y/n, verify y/n, & number of copies. Before that, David Young had a modified Dup.Sys with a Super-J that ignored the VTOC and replicated 1-720 absolutely. MyDOS 4.5 has a very versatile "J" option in any density when you can remember the parameters.

> "Rick Cortese" ricortes@netmagic.net replied:

>I just used DISKCOPY or something similar. Public domain,
> single density only, wouldn't copy protected disks. I think
> there is one called Black Rabbit or something that people like.

-Ron

Inform everyone that communications have completely broken down.

1857. Re: Holmes Atari 8bit Games has closed...Not for good though.....

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 14:42:33 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010316094233.04389.00000482@ng-mq1.aol.com>
Source record: 38055

Hear! Hear! I'm with him.

>Calagan calagan @ beer.com <donotreply@interbulletin.bogus> remarked:

>I wish most visitors of the site would join me, thanking you for the
>fantastic job you did on this site.
>
>Hope Holmes will emerge again very soon.

-Ron

Inform everyone that communications have completely broken down.

1858. Re: Atari DOS Quandry

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 15:13:52 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010316101352.04389.00000490@ng-mq1.aol.com>
Source record: 37992

Hey - Luigi.
Only 2 easy solutions:
A) Get SIO2PC, boot with it on a friends PC, format & create boot disk on 1050 as D2.
B) Secure another boot disk; members of this group have been known to mail or deliver them in some manner.
BOTH of these depend on a proper functioning 1050!

There are some other more involved options based on your abilities with hard and soft ware. The resident disk handler and some Atari Basic code can help you diagnose that drive along with the tips in Chainsaw Mo's post.

With a LOT of data statement typing, it is theoretically possible to create a bootable DOS disk from scratch and a Basic cart. This is only feasible when you are extremely remotely located.

BTW that Sportster will lock down to 300 or 1200 or 9600 with the correct setup string; possible problems are:
1) Is it real modem or Win? Probably real if Mac compatible.
2) You need drive access for terminal program to use it.
3) You need drive access to save what you download.

> Luigi Mattera lmattera@yahoo.com asked:

> I just got a 130xe & 1050 disk drive from auction on eBay.
>
> It came with "SpartaDOS" disk that won't boot. All I get is "BOOT
>ERROR" over and over.
>
> I do have a manual for both SpartaDOS (claims 1.1, don't know about
>the disk..) and Atari DOS 3.0, and they both say put the disk in the
>drive and switch on the computer..
>
> So I'm stuck without a DOS. Obviously I can't use the drive without
>one.
>
> Does anyone have any ideas?
>
> My main system is a Mac, so I don't know if SIO2PC would work or not.
>Since I've got an actual 1050, I'd just like to get some stuff on disk.
>
> I do have an 850 interface and a 56k sportster. Could I get the two
>working together and download a DOS from somewhere?
>
> I guess I'm looking for options on where to get software for my
>computer.

-Ron

Inform everyone that communications have completely broken down.

1859. Re: APE for the future?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 15:33:54 UTC
From: Dan Vernon <danv@whoever.com>
Message-ID: <98tbgb$v5e$1@brokaw.wa.com>
Source record: 38053

Microsoft really made a mess of the serial port (among other things). The serial communications api for NT and windows 2000 behaves differently than win9x. Furthermore SIO2PC and APE (even Ape98) don't use the windows api, but rather are 16-bit apps and write directly to the port, just like a DOS application would. This DOS compatibility is somewhat supported in Win9x, but not in NT/2000.

My solution was to just write my own version. Its a console app that runs in NT/2000 and also in Win9x. Actually it runs better in NT/2000 since the ring detect is absent in Win9x so you are forced to poll the port yourself and burn a lot of cycles.

I called it 810Win (although it will mount 8 of any size atr) and am considering releasing it as freeware or shareware soon. There's not much of a UI yet (think command line), but its quite functional for all of my needs I don't really care about P: or R: emulation... but I may add it later. I'd also like to add a simple UI... perhaps as an hta.

If you are interested in helping me out in beta testing, let me know. It really hasn't been run on any machines other than mine, so I'm sure some bugs are still lurking.

-Dan

1860. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 16:05:19 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3AB239BF.12953474@mail.uni-mainz.de>
Source record: 37989

[snip]

... lightgun software...

> - 5 Wins (not the exact name, but the gameplay) a PD game...
Ooops, the name is 5 Matrix or Matrix 5 (not the film, the atari game!)
-Andreas

1861. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 16:07:29 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3AB23A41.CF4BE629@mail.uni-mainz.de>
Source record: 38050

```
Andreas Magenheimer schrieb:
>
> Subject: 8.8) What games have a track ball or mouse mode?
>
> also add:
>
> Subject: 8.9) What games have a paddle(s) mode ??
>
> - Super Breakout (Atari) breakout clone
> - Live Wire (Analog) tempest clone
> - Live wire 2 (Analog) tempest clone
> - Planetary Defense (Analog)
> - Pong (Antic) Pong clone
> - Pong (Analog) Pong clone
> - Super Ball (Compy Shop Magazin) Breakout clone
> - Arkanoid (Taito/Imagic) Breakout clone
> - many more dozens of Pong and Breakout clones
> (forgot their names, maybe someone can help here!)
> - all Koala Pad software (it is paddle compatible!)

and: - Chiseler (Antic or Analog) a breakout clone
- Slime (Synapse) a slimy shooter...
- Chicken (Synapse) catch the chicken eggs...

greetings, Andreas.
```

1862. Re: Best games on 8 bits...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 16:40:05 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3AB241E5.35BBEA96@mail.uni-mainz.de>
Source record: 37958

Hello Vidar,
since I am located in Germany things may work better for you. I just
ordered some games from LK Avalon, all I had to do was a bank transfer
to poland - and voila the games are there. Unfortunately I have only
Miecze Valdgira and Hans Kloss left (from your list, besides that I have
30 other polish games left). Let me know, if you are interested. The
price is 7DM (german marks) or 4 Euro plus p & p per game... -Andreas

Vidar \"Hawk\" Olavesen schrieb:
>
> Any chance of getting some of those ? Can you get them for me ? I don't know
> if I am allowed to send money to Poland, someone once mentioned I had to
> send him some things as money was not allowed to send into Poland. I'd buy
> > 1) Miecze Valdgira
> > 2) Klatwa
> > 3) Fred
> > 4) Hans Kloss
> > 5) Misja (Mission Shark)
> > 8) Smus
> > 10) Tusker
>
> Let me know, okay ? I am located in Norway BTW. I'll pay shipping and send
> you some extra for the job.

1863. Re: Best games on 8 bits...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 17:05:32 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3AB247DC.96237586@mail.uni-mainz.de>
Source record: 37959

Piotr Fusik schrieb:
>
> > > Which are yours ???
> >
> > 1) Miecze Valdgira
> "Miecze Valdgira" sucks.
>
Yep, Miecze Valdgira 2 is better, but whenever you pick up an item, it
uses polish words instead of simple icons. A.D. 2044 is a great graphic
adventure with automap, but again with polish language... I have no time
to learn polish !!
My favorite polish games:

1) Deimos (a great Montezumas clone!)
2) Fred
3) Rockman
4) Wloczykij (means: The wanderer)
5) Operation Blood
6) Humanoid
7) Smus/Smush
8) Klatwa/The Curse (english version!)
9) Miecze Valdgira 2 (the sister of Valkyry ??)
10) Robbo

international games:
1) Archon
2) Montezumas Revenge (16k)
3) Zybex
4) Cavernia
5) Pitstop (Part 1 - 16k)
6) Fort Apocalypse
7) Dark Chambers
8) Star Raiders 2
9) Leaderboard
10) Bruce Lee

Pd games:
1) Golfer (Bewesoft. Jiri Bernasek)
2) Fortress (a tetris clone)
3) Gauntlet or Teltnuag (a shooter)
4) Break it (Oliver Cyranka; Breakout Clone)
5) Super Dash (Oliver Cyranka; Boulder Dash Clone)
6) Let`s Groove (F.T. Wittenmayer; a HERO clone)
7) Livewire 1+2 (Tom Hudson? a tempest clone)
8) Megablast I (Thorsten Karwoth; a shooter)

9) Warsaw Robbo (a Robbo clone)
10) Warsaw tetris (a Tetris clone)

and many others to mention. -Andreas

1864. Re: Most famous games on 8 bits... ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 17:17:29 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3AB24AA9.7BE11E7C@mail.uni-mainz.de>
Source record: 37961

Well,
I would also count Breakout (somewhat a Pong clone but with new
aspects!), Galaxian or Galaga (ok, also some kind of Space Invaders
clone, but...), Quix and maybe other original (thinking of originality)
and classic computer games...
-andreas

"Piotr F." schrieb:
>
> There are 'Best games' polls... How about 'Most famous games' ?
> Can you imagine, some of my friends (studying computer science!) don't even
> know Pac Man ? I think one should learn about classic computer games in
> elementary schools!
>
> IMHO knowledge of these should be a minimum (not only Atari games):
> 1. Tetris
> 2. Pong
> 3. Pac Man
> 4. Arkanoid
> 5. Space Invaders
> 6. Spy Hunter
> 7. River Raid
> 8. Boulder Dash
>
> Missed something?

1865. Re: Do these carts have any value?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 17:18:41 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3AB24AF1.70AE72FB@mail.uni-mainz.de>
Source record: 37960

Nope,
give them to me !! (Just joking) Of course they have, place them on Ebay
and see what you get... -Andreas

Ron schrieb:
>
> Miner 2049'er and Bounty Bob Strikes Back

1866. Re: Hello has anyone got henrys house for atari emulated?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 17:28:41 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3AB24D49.7371C019@mail.uni-mainz.de>
Source record: 37962

Well,
the background story is almost the same as Jet Set Willy. But the graphics are truly outstanding !! Created by Chris Paul Murray (Mr. Mirax Force) this game has 8 very detailed and colorful screens. Something to show these Nintendo (NES) and Sega (Master system) guys... The intro shows all avaiable game screens. You are little Henry, last night you visited your fathers laboratory and drunk something with a nice glowing color. Unfortunately right after that you are now as big as a mouse and have to battle your way through 8 different rooms, like bath room, kitchen, etc. etc. A great game from Mastertronic, but very hard to play with 3 lives. Just use CPM (remember: Chris Paul Murray) as a password on the title screen for infinite lives... -Andreas

P.S.: CPM also gives infinite lives in Mirax Force (unfortunately this does not work with The last Guardian, Winter Challenge, Gemstone Warrior and other Chris Murray games)...
P.P.S.: Which system was called Genesis in the US - Sega or Nintendo ???

Greg Goodwin schrieb:
>
> FamilyNet Newsgate
>
> > From: "R Brown" <tbys08246@cableinet.co.uk>
> > If you have henrys house for the atari for an atari emulator could you
> > please send it me at bobb320@yahoo.com I used to have this game along time
> > ago and it kept me glued to the atari screen playing it
> > Also send me waxworks if its not being too cheeky
> > thanks in advance
> > bye all
>
> So what was "Henry's House" all about?
>
> Doctor Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

1867. Re: Does Commando prototype cart exist ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 17:38:06 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3AB24F7E.C03EAC2F@mail.uni-mainz.de>
Source record: 37964

So Lance,
do we have a chance to see the prototypes, which John mentions ?? I
would be happy to ge Commando, Jinks, Mat Mania and others. What about
Mad Marbles or was it Marble Madness ?? Any 8-bit proto avaiable John
??? -Andreas

Lance Ringquist schrieb:
>
> john,
> i have a board that might do 128k,
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079

1868. Re: Getting rid of old Atari stuff, eventually

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 17:41:10 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3AB25036.86DFC211@mail.uni-mainz.de>
Source record: 37963

Well,
I am very interested in Parker Chess. sorry, I do not have anything to
trade for you... Just tell me how much do you want for the Parker cart.
-Andreas

P.S.: Eventually all companies are replaced." --Bill Gates, October
1999
and Microsoft should be included fast !!!

Ken Arromdee schrieb:
>
> I'm not selling any of this stuff yet, but I'd like to know if there is
> anyone here who really wants it, how much in demand some of it is, or if
> I have anything particularly desirable that should be sold separately. I
> haven't used any of it in years, and with the advent of good emulators, I
> probably never will, especially since I don't have a power supply.
>
> I have no way to know if any of this still works, lacking a power supply.
> I suspect the computer and carts work, but the floppies will be chancy. There
> are no manuals or anything else for most of these.
>
> If anyone wants to trade I'm only willing to trade for Sega CD, PCE/TG-16 CDs,
> or more modern systems, or DOS/Windows games on CD.
>
> Atari 800, 48K, no power supply
> Atari 800 cover
> Pinball Construction Set (1 floppy, I don't remember how many floppies it's
> supposed to have), with box (I only kept the box for this because it's flat)
> Scott Adams Adventures 1-12 (floppy)
> Super Zaxxon (floppy)
> Jawbreaker (floppy)
>
> Carts:
> Basic (rev A)
> Basic XL (with manual)
> Chess (Parker Brothers)
> Defender
> Deluxe Invaders
> Donkey Kong
> Editor Assembler
> Frogger
> Gorf (I think this doesn't work on the XL series)
> K-razy Shootout
> Millipede
> Monkey Wrench II (800 only)

> Pole Position
> Qix
> Robotron 2084
> Star Raiders
>
> Manuals only: Anyone who wants these can have them free for a SASE:
>
> Atari SX212 Modem
> Indus Disk Drive, GT Data Manager, GT Estate Word Processor. I don't know
> where the spreadsheet one is.
> --
> Ken Arromdee / arromdee@rahul.net / http://www.rahul.net/arromdee
>
> "Eventually all companies are replaced." --Bill Gates, October 1999

1869. Atari 810 wanted for case

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 18:18:49 UTC
From: Richard Daley <richard.daley@tesco.net>
Message-ID: <98tld5$779$1@barcode.tesco.net>
Source record: 37969

I am looking to get a 810 drive case in good condition, as I have a working set of boards and drive. Willing to buy/trade , UK based.

Thanks

Richard

1870. Re: 65xe keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 18:29:25 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <3AB25B84.7C3D2FDE@sisna.com>
Source record: 37966

Go to an Electronics Store preferably one that sells Radio repair parts, or get on the phone and call them. What you need is Nickel Print, it is a compound like the liquid silver pen but in a bottle and much cheaper.

Find the trace that is cracked and with a Needle after the bottle is shaken to mix up the compound as it has been setting quite a while cover the tip of the needle and apply to both sides and through the crack. This can be done on the bend area of the membrane. You can beef up the connect areas of the membrane with this compound also to replace worn traces. Let the compound completely dry and then test the trace with a Ohm meter, They are cheap at Radio Shack. Trace completed? If so then plug in the keyboard without the screws installed test the keys, if ok then remove and replace all screws. Your board is fixed for less than another computer or keyboard.

bob

1871. Re: USB SIO2PC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 18:36:12 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <3AB25D1B.E02EB9@sisna.com>
Source record: 37968

Mathy;

See you wanted a R-Time 8 cart but was not available at your offer. I have one I saved just for you, as you have contributed far more than most to the users of this area as in information, suggestions ect.. Now for the price you offered what do you offer for postage? Your address is not a general U.S.A. address!!!

bob

1872. Re: Atari DOS Quandry

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 18:58:12 UTC
From: bostone1@aol.com
Message-ID: <20010316135812.02778.00000274@nso-mn.aol.com>
Source record: 37971

Has anyone suggested that you check the switches on the back of the 1050 that select which drive number it's assigned? Make sure the switches are set for drive#1.

1873. Re: Atari 8bit bbs software

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 18:58:58 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <3AB26271.1CC54270@sisna.com>
Source record: 37970

I have some of the older stuff along with a copy of BBS Express!
Professional that was returned. What are you looking for?

bob

1874. Atari CD-ROM?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 19:32:23 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <3AB26A46.D5C0A3D1@sisna.com>
Source record: 37972

You have an Atari that will read a CD-ROM?

bob

1875. Atari 1040ST

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 20:39:35 UTC
From: prbshotton@aol.com
Message-ID: <20010316153935.26237.00001340@ng-fa1.aol.com>
Source record: 37976

I have an Atari 1040ST which I use for recording my genealogical research. I have 30 years worth of research on it and I am concerned that if it ever goes down I will have lost everything. Is it possible to transfer the information that I have on disc so that I can run it on my pc?
Paul R B Shotton
prbshotton@aol.com

1876. Re: Raw (track) disk images?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 21:42:43 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <6lts6.13$dh6.1399@nnrp1.sbc.net>
Source record: 37974

I think we have the original software companies to blame for this, including Atari. If they hadn't been so paranoid and used such heavy copy protection we might have decent archives today. That's one thing we can thank the early days of microsoft for, their stand was not in hardware protection but in legal protection.

Mo

Rick Cortese wrote in message ...
><andy@plausible.org> wrote in message
>news:JJas6.38174$zV3.2846419@news1.frmt1.sfba.home.com...
>> Hey all, I'm just now getting back into the 8 bit world to relive my
>> youth. I have an SIO2PC interface built, a re-written Linux-based
>> host program*, and a little perl tool to manipulate 90k DOS images.
>> (There are dozens of these kinds of things on the net, so I presume
>> I'm following the normal course of action...).
>
>Wecome back.
>>
>> The problems I'm having are with the Atari software. It's crap; or
>> rather, the cracks are crap. They crash, they start at the wrong
>> point, they hang. A lot of the images out there appear (literally!)
>> to just start running at some arbitrary address and just walk through
>> memory until they hit something runnable.
>
>No, they are for the most part consistantly bad vs doing a lot of different
>things bad. They may achieve it by different means, but they mostly do the
>same stupid thing.
>
>That is, they lower ramtop then jump directly to the screen initialization
>code in an 800 OS vs use the vectors like they are supposed to. This breaks
>on anything other then an emulator running in 800 mode or with a modified
>OS. Ditto for real 8 bits, 800 or modified OS.
>
>> The binary files are
>> bizzare -- some will repeatedly load small chunks into a staging area
>> and then copy the data into the correct location, often overwriting
>> stuff they already loaded. Some have duplicated segments, some leave
>> weird-looking holes in memory, etc... Even the cartridge cracks
>> (which have no excuse for this behavior)
>
>This is pretty much a feature of the Atari. The DOS/OS allows you to have
>both a run and init vectors. Let's say you have 10 things to do before you
>run your actual code. You could actually code all 10 things to work from
the

>same exact memory area, $600 for instance, and they will sequentially load,
>run, and return control to DOS.
>
><snip>
>> Thus my question: is there an archive somewhere of "raw" (that is,
>> uncracked) media images? Not the ATR sector maps, but the real track
>> images as can be gotten from a Happy 810 drive? My interest here
>> isn't purely selfish; the original disks are pushing 20 years old now,
>> and won't last much longer. I weep for the future if all we have to
>> leave them are these terrible cracks...
>
>At one time I posted the code to the newsgroup that fixed CARTCOPY and
>another code snippet that would repair improper vectors on the files
created
>using it. Never been a pirate, don't play games, wasn't that important to
me
>it gets fixed.
>
>Needless to say, nobody took on the task to fix the files. Lots of work I
>imagine and most people would rather just not run the files then do that
>much work.
>
>> Other random questionsi, if anyone has a clue:
>>
>> + What's a good sector copier for disk images? The DOS "J" command
>> appears to use the VTOC to optimize away sectors that aren't
>> allocated, which breaks down when the disk image isn't DOS. Most
>> multi-disk games have images that won't copy using DOS, and I'm stuck
>> running them from the PC.
>
>I just used DISKCOPY or something similar. Public domain, single density
>only, wouldn't copy protected disks. I think there is one called Black
>Rabbit or something that people like.
>
>
>

1877. Micro illustriator for atari

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 21:42:53 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B6D7C86E.40E%bobo_snyder@hotmail.com>
Source record: 37965

i just posted a message in regards to my koalapad, i also have a quetsion
that might relate to it, i have a cartridge for micro illustrator but when i
plug it in and turn it on, it wants me to put in the "power pad"

what is the power pad? and is the koalapad or atari touch tablet compatible
with it???

thanks
bo

1878. koalapad question

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 21:42:53 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B6D7C7FE.40C%bobo_snyder@hotmail.com>
Source record: 37967

hi everyone,

i just wanted to let you know that i tried that koala pad and it seems to work a little bit, but i wonder if it is not working correclty.

i plugged it into joystick port 0 and typed up a little program that just prints out the readings of paddle(0) and paddle(1)

anyway on the x axis, the paddle readings range from 3 on the far left to about 5 which is about 3/4 of the way to the right. then on the last 1/4 the values range dramatically between 5 and the 200's.

the y range is the same way.. 3/4 of the way it only ranges from say 3 to 5 for the paddle reading then the last 1/4 of the way it does the wild ranging of 5 to the 200's. so only a little bit of the pad is actually registering correclty as far as i can tell.

my quetsion is this, does it matter that it is a "commodore" koalapad.???? i thought that they were basically wired the same and most like hadd the same resistances since they both use the same type of connectors?? or is there a problem with my atari??

thanks bo

1879. Re: SIO2PC device for 8bit Atari - PC data exchange

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 21:46:22 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <bLts6.15$dh6.1602@nnrp1.sbc.net>
Source record: 37973

Hello, the one I got from you is working great! Thanks!

Elmo J.

webmaster@cbmpan.gdynia.pl wrote in message
<98ps0a$933$2@korweta.task.gda.pl>...
>If you still dont have one check it out at:
>http://members.ebay.com/aboutme/j131/
>
>j131
>

1880. Re: Atari 1040ST

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 22:05:58 UTC
From: Barry Ruck <bruck@peterswoodharlow.freeserve.co.uk>
Message-ID: <geVJaBAG5os6EwVy@peterswoodharlow.freeserve.co.uk>
Source record: 37975

In comp.sys.atari.8bit on Fri, 16 Mar 2001, Prbshotton Prbshotton
<prbshotton@aol.com> wrote ....

>I have an Atari 1040ST which I use for recording my genealogical research. I
>have 30 years worth of research on it and I am concerned that if it ever goes
>down I will have lost everything. Is it possible to transfer the information
>that I have on disc so that I can run it on my pc?
>Paul R B Shotton
>prbshotton@aol.com

I don't know what software you are using on the 1040, but if it is a
true genealogy program, allowing export of GEDCOM files (.GED) you
should be able to save them to a floppy and then import it to a GEDCOM
package on a PC. If you have any worries about this then feel free to
email me direct.

Regards,

Barry Ruck. Harlow, Essex.

1881. Re: Atari DOS Quandry

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-16 23:21:48 UTC
From: Luigi Mattera <lmattera@yahoo.com>
Message-ID: <160320011821485746%lmattera@yahoo.com>
Source record: 37977

In article <20010316135812.02778.00000274@nso-mn.aol.com>, Bostone1
<bostone1@aol.com> wrote:

> Has anyone suggested that you check the switches on the back of the 1050 that
> select which drive number it's assigned? Make sure the switches are set for
> drive#1.

Actually, yes. I just double checked, and according to the 1050 fold
out manual I have, it says drive "1".

1882. ATARI 8-bit 256k ICD MIO with SCSI hard drive Item #1221210739

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-17 04:42:04 UTC
From: "Gary McClain"
Message-ID: <3ab2e95f.3987936@spamkiller.newsfeeds.com>
Source record: 37978

The ICD Multi I/O board (MIO) is a complex peripheral device which
adds exceptional power to the Atari 800XL or 130XE computer. The MIO
gives the user five additional hardware functions not available
with a stock 8-bit Atari computer. These are: a parallel printer
interface, a serial interface
for printer or MODEM, a printer buffer, a bootable RAMDISK, and
an SCSI/SASI interface for hard disk drives. An optional sixth
function (80
column board) may be added at a later date. This 256k MIO was
used to run an ATARI BBS quite a number of years ago and was working
fine when
it was stored, It includes the MIO base unit,Instruction manual,
software,SCSI hard drive Seagate 1096N and SCSI cable. I couldn't find
the power
supply adapter. This needs an adapter to use on the 130XE.
SHIPPING IN USA ONLY. Payment must be received within 7 days of
auctions ending.
Shipping charge USPS MAIL $10.00. PS:The ICD/FTe Multi I/O (MIO),
all versions, can use both AC and DC supplies. But stick to voltages
of at
least 6.2-7.2 V. AUCTION ENDS Mar-18-01 10:36:44 PST

1883. Re: Atari 810 wanted for case

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-17 05:42:54 UTC
From: ASI Industries <ASIIndustries@usa.net>
Message-ID: <01c0aea5$0229bae0$LocalHost@default>
Source record: 38057

Hi Richard, i have got an Atari 810 drive complete with Archiver and
Autotect, but not working 90% certain that the replacement 6532 pia chip
was doa, just make me an offer!

Based in Bonnybridge, Stirlingshire, Scotland.
Where aliens come to visit!
--
Andrew Mcintosh
ASIIndustries@usa.net
http://www.asi-industries.freeserve.co.uk

1884. Re: Does Commando prototype cart exist ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-17 05:46:44 UTC
From: Video61@webtv.net
Message-ID: <28427-3AB2FA44-39@storefull-174.iap.bryant.webtv.net>
Source record: 37979

hi andreas,
some might make it, but john has a few i do not, you need to ask him, i would be more than willing to work with him to see that these come out,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

1885. atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-17 07:19:40 UTC
From: Tim Worthington <worthair@optushome.com.au>
Message-ID: <geEs6.11618$pG5.41718@news1.rdc1.nsw.optushome.com.au>
Source record: 37980

I reciently obtained an atari 600xl
i pluged a power supply into it and tuned it into the tv
and all i get is a black screen on startup...
is this meant to happen or is there something wrong with it

1886. SCSI - II

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-17 11:03:38 UTC
From: "David\\Julie Wilson" <cybrslider@home.com>
Message-ID: <ewHs6.171921$bb.1642795@news1.rdc1.tx.home.com>
Source record: 38058

Hey there good Atari people!

I recently acquired a seagate drive with an embedded controller. It's a 1480N. It has a SCSI II interface. I was wondering if the Black Box should work with this drive. I tried it out to no avail. My old 30 meg drive and Adaptec 4070 controller work great on the BB. An older seagate embedded drive with a 'plain' SCSI interface I have also works great. I couldn't get this drive to work though. So, I'm wondering if it's the drive or, if the BB simply doesn't work with SCSI II. Thanks!

David

1887. 65816

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-17 11:11:09 UTC
From: "David\\Julie Wilson" <cybrslider@home.com>
Message-ID: <hDHs6.171923$bb.1642880@news1.rdc1.tx.home.com>
Source record: 38059

Hey there good Atari people!

I recently acquired an 800xl with a Sweet 16 daughter board and I was wondering if anyone knows of any applications, programs, OS's, etc., written to utilize this upgrade. I found one thing on the net. It is a system information type program. It works on a 6502 machine as well as a 65816. Gives memory information, performs benchmark tests, etc. I also have version 1.1 of MAE assembler. I think there is a version 1.2, but I couldn't find it anywhere. I know that 65816 upgrades were very few and far between. Anyone got any clues? Thanks!

David

1888. My Ataris died :-(

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-17 14:05:11 UTC
From: oliver@knusperkopf.de
Message-ID: <nuqv89.ti2.ln@gmx.net>
Source record: 38060

Hi everybody,
can anyone tell me what happened to my Ataris?

Today I wanted to copy some games via sio2pc onto
disks. So I connected my 800XL to the TV (no further
cabling so far) and turned the power on. The TV showed
a grey screen with some stripes and I could hear a hum.

I switched the computer off, disconnected it, got a
800XE and tried the same. Same symptoms. I tried this
with a 600XL and a 130XE, too. Same symptoms. All four
computers worked fine around Christmas. They have been
stored in the cellary during winter.

Don't Ataris like cold temperatures of less than 10C (~50F)?

Who can help?

--
Oliver Graf, Oberhofstr. 11, 44575 Castrop-Rauxel, Germany
Phone: +49 2305 14230 - http://www.knusperkopf.de

"If I hadn't seen such riches I could live with being poor." - James

1889. DI Mega Images are coming ....

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-17 14:53:56 UTC
From: ebaiz@skyenet.net
Message-ID: <8UKs6.91$Mh1.2053@newsfeed.slurp.net>
Source record: 38061

Hello all,

The Mega DI images will be coming soon. I have all the files extracted
from the ATR mega images which can be found at: http://atari.webjump.com/atari0.html.
I used a program for Windows (had to use my wife's PC) which can be found
at: http://home.columbus.rr.com/ksiders/atari.htm. Now all I have to do is
to put them together. I need to have a DI image of MyDos 4.5. I have to
make it A friend of mine is bringing over a copy of it on an 8-bit disk.
I just need to load it into the 8-bit computer and then hook up the 8-bit
to my Hades and then tell MyDos to format a disk and put the DOS files on
it. Then the image will be made.

Having the MyDos DI disk, I can then format some big disk images and put the
file into the them. If this does not work I can always to a regular format in
high density using 800XLDJ. I will have to create two disks for each ATR
mega image file. There are 22 ATR mega images and all but the last 2 or 3
have lists that can with them.

I have already tested things out and everything seems to work. You need to
remove the basic in the XE in order to get some games to work. You really need
MyDos to load some of them because of the length of some names. There is also
a program where the ATR mega images can be found that is some sort of a
disk directory loading program. I could not extract the files from this atr
file, so if anyone has an 8-bit program that will bring up the directory of
an 8-bit disk and load the programs on it, please let me know. I could create
a DI image file of it and include it in the Mega DI images I am creating. Of
course I would just need theraw 8-bit files.

That's it so far. Any questions, comments, please email me or leave a message
on this User's Net...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1890. Re: Atari 810 wanted for case

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-17 17:08:46 UTC
From: ASI Industries <ASIIndustries@usa.net>
Message-ID: <01c0af04$e7bfa380$a400883e@default>
Source record: 38064

>What is Autotect please, I am not familiar with this?
The autotect is like the write-protect switch you get on 1050 drives, but
the autotect differs slighty it either allows write to all disks or no
write at all regardless whether the disk has a write-enable notch or not!

Also have the Atari 810 technical manual, but no cables or psu!
--
Andrew Mcintosh
ASIIndustries@usa.net
http://www.asi-industries.freeserve.co.uk

1891. Re: 65816

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-17 17:27:28 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tb77drlhffg8c6@corp.supernews.com>
Source record: 38065

"David\Julie Wilson" <cybrslider@home.com> wrote in message
news:hDHs6.171923$bb.1642880@news1.rdc1.tx.home.com...
> Hey there good Atari people!
>
> I recently acquired an 800xl with a Sweet 16 daughter board and I was
> wondering if anyone knows of any applications, programs, OS's, etc.,
written
> to utilize this upgrade. I found one thing on the net. It is a system
> information type program. It works on a 6502 machine as well as a 65816.
> Gives memory information, performs benchmark tests, etc. I also have
version
> 1.1 of MAE assembler. I think there is a version 1.2, but I couldn't find
it
> anywhere. I know that 65816 upgrades were very few and far between. Anyone
> got any clues? Thanks!

No. There was a cart-horse thing going on. Nobody is going to write
applications for a device that isn't widely distributed and no one is going
to buy a device that doesn't have applications/tools.

This could have happened since FTE did the Sweet 16 upgrade and had the
rights to the OSS languages. I don't really know the whole story behind it.
Ever heard that fable about the blind men and an elephant? One thought an
elephant was like a snake, another thought it was like a tree, etcetera,
depending on the part they touched.

1892. Re: atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-17 17:30:18 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tb77j68e7skkf7@corp.supernews.com>
Source record: 38066

"Tim Worthington" <worthair@optushome.com.au> wrote in message
news:geEs6.11618$pG5.41718@news1.rdc1.nsw.optushome.com.au...
> I reciently obtained an atari 600xl
> i pluged a power supply into it and tuned it into the tv
> and all i get is a black screen on startup...
> is this meant to happen or is there something wrong with it

It's supposed to have built in BASIC so it should come up to a blue screen
with a prompt that says

READY

They had really cheesy power supplies on some, only rated at 1.2 amps and my
800XL draws 1.2 amps. It would be one of the first things I would look at
anyway.

1893. Re: koalapad question

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-17 17:36:01 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tb77tslsvh5574@corp.supernews.com>
Source record: 38067

"bo snyder" <bobo_snyder@hotmail.com> wrote in message
news:B6D7C7FE.40C%bobo_snyder@hotmail.com...
> hi everyone,
>
> i just wanted to let you know that i tried that koala pad and it seems to
> work a little bit, but i wonder if it is not working correclty.
>
> i plugged it into joystick port 0 and typed up a little program that just
> prints out the readings of paddle(0) and paddle(1)
>
> anyway on the x axis, the paddle readings range from 3 on the far left to
> about 5 which is about 3/4 of the way to the right. then on the last 1/4
> the values range dramatically between 5 and the 200's.
>
> the y range is the same way.. 3/4 of the way it only ranges from say 3 to
5
> for the paddle reading then the last 1/4 of the way it does the wild
ranging
> of 5 to the 200's. so only a little bit of the pad is actually
registering
> correclty as far as i can tell.
>
> my quetsion is this, does it matter that it is a "commodore" koalapad.????
> i thought that they were basically wired the same and most like hadd the
> same resistances since they both use the same type of connectors?? or is
> there a problem with my atari??

Both Atari and C64 used the same technique for paddles. They have a counter
that determines how long it takes for a pin/citor to charge to logic level
1. The C64 used different values then the Atari as you can obviously tell by
now. You may be able to make a dongle that adds more resistance in series
with the controller to get it to go full scale. I wouldn't reccomend
changing the capacitors in the Atari to get the readings on scale.

1894. Re: My Ataris died :-(

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-17 17:38:56 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tb783bpv7ej9b1@corp.supernews.com>
Source record: 38068

"Oliver Graf" <oliver@knusperkopf.de> wrote in message
news:nuqv89.ti2.ln@gmx.net...
> Hi everybody,
> can anyone tell me what happened to my Ataris?
>
> Today I wanted to copy some games via sio2pc onto
> disks. So I connected my 800XL to the TV (no further
> cabling so far) and turned the power on. The TV showed
> a grey screen with some stripes and I could hear a hum.
>
> I switched the computer off, disconnected it, got a
> 800XE and tried the same. Same symptoms. I tried this
> with a 600XL and a 130XE, too. Same symptoms. All four
> computers worked fine around Christmas. They have been
> stored in the cellary during winter.

There was a huge mistake<IMNHO> with the DIN connectors on the back of the Atari. They made it such that the power jack and monitor jack can be switched. That would be the first thing I would check, then check the power output of the power supply for 5V.

1895. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-17 17:51:09 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_984851389@rtfm.mit.edu>
Source record: 38069
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 24, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

An Atari 800XL used in a Czech hospital: http://www.asw.cz/~kubecj/aczhwho.htm

1896. Re: Raw (track) disk images?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-17 17:56:05 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tb793g4ruvl6fb@corp.supernews.com>
Source record: 38070

"chainsaw11" <mygranny@swbell.net> wrote in message
news:6Its6.13$dh6.1399@nnrp1.sbc.net...
> I think we have the original software companies to blame for this,
including
> Atari. If they hadn't been so paranoid and used such heavy copy protection
> we might have decent archives today. That's one thing we can thank the
early
> days of microsoft for, their stand was not in hardware protection but in
> legal protection.
>
> Mo

I haven't looked at more then a few titles and that was years ago. The bulk of the busted files I saw were cart conversions to files. The wisdom of using heavy copyright protection is kind of a different and separate issue.

As I have stated, I have four legal copies of ARs and three routinely fail to pass copy protection. Doesn't seem like a wise move to me of course since I have ~$150 worth of legally purchased software that I can't use. IOW: They screwed a person who actually played by the rules and bought the software with their copy protection while not stopping piracy. AR wasn't the only one either, Montezuma's Revenge and countless other titles bit the dust on me.

More at issue here with busted files in the archives is the high price of disk drives => people bought carts instead of drives and the hack program that pirated them is a piece of crap. Well, it works fine if you have a real 800 anyway.

At this stage of the game, we really seem to be winding down, at least I am. People have the energy to put the archives up, but don't have the engery to go through hundreds of files patching each one and sorting by compatibility. I don't blame them, in pretty much the same boat myself.

1897. Re: Raw (track) disk images?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-17 19:03:04 UTC
From: Ian Davey <idavey@my-deja.com>
Message-ID: <990c4v$8lf$1@neptunium.btinternet.com>
Source record: 38071

andy@plausible.org wrote:

> Other random questionsi, if anyone has a clue:
>
> + What's a good sector copier for disk images? The DOS "J" command
> appears to use the VTOC to optimize away sectors that aren't
> allocated, which breaks down when the disk image isn't DOS. Most
> multi-disk games have images that won't copy using DOS, and I'm stuck
> running them from the PC.

Have you tried the dd command in Linux? If you give it the right parameters you should be able to get a raw dump. I've never tried it because my machine had a broken 5 1/4 drive, but I remember seeing a webpage once with an example parameter list.

Someone could potentially create a kernel module that would let you plug in atari 8bit filesystem support. I don't know enough to know how possible or desirable this would be though.

I'd like to rescue some of my old titles as well. I've got lots of games on tape, and several on disk. Many of my tape games are actually stored on disk, as I had a utility on the Atari that let you transfer tape games onto disks and create compilations with several tape games on them. It had quite a high success rate, even with multiload games. I image something like that would be useful to allow disk images to be created from tape games.

ian.

1898. European chat session (10 am CST/8 pm GMT)

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-17 23:14:46 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0009392d@fmlynet.org>
Source record: 38082

FamilyNet Newsgate

For the past year JYBOLAC has been chatting every Thursday night at 8 pm CST, and we have always wanted to make a time that was more convenient for our friends across "the pond". And after talking to our members in Sweden and the Netherlands (Jorgon and Mr. Atari) we concluded that 8pm Sunday evening would be a good time.

So this week will be the beginning weekend of the JYBOLAC Europe Chat, meeting at 10 am CST/8 pm GMT at the usual location...

http://stargate.cs.swau.edu/atari

Hope to see you there in 11 hours! ;)

Sincerely,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1899. Re: 65816

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-17 23:47:42 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3AB3F79E.33DCE519@one.net>
Source record: 38072

While it's not ready to run software, John Haris sent me this article
some time ago:

http://cerebro.cs.xu.edu/~ryanr/atari/65816.html

-Bob

Rick Cortese wrote:
>
> "David\Julie Wilson" <cybrslider@home.com> wrote in message
> news:hDHs6.171923$bb.1642880@news1.rdc1.tx.home.com...
> > Hey there good Atari people!
> >
> > I recently acquired an 800xl with a Sweet 16 daughter board and I was
> > wondering if anyone knows of any applications, programs, OS's, etc.,
> written
> > to utilize this upgrade. I found one thing on the net. It is a system
> > information type program. It works on a 6502 machine as well as a 65816.
> > Gives memory information, performs benchmark tests, etc. I also have
> version
> > 1.1 of MAE assembler. I think there is a version 1.2, but I couldn't find
> it
> > anywhere. I know that 65816 upgrades were very few and far between. Anyone
> > got any clues? Thanks!
>
> No. There was a cart-horse thing going on. Nobody is going to write
> applications for a device that isn't widely distributed and no one is going
> to buy a device that doesn't have applications/tools.
>
> This could have happened since FTE did the Sweet 16 upgrade and had the
> rights to the OSS languages. I don't really know the whole story behind it.
> Ever heard that fable about the blind men and an elephant? One thought an
> elephant was like a snake, another thought it was like a tree, etcetera,
> depending on the part they touched.

1900. Re: My Ataris died :-(

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-18 00:11:36 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-qKS2nzhKqrHD@draco.ames.pacbell.net>
Source record: 38073

sounds more like a bad power supply to me. get a known good one and
try again.

Ken
On Sat, 17 Mar 2001 14:05:11, oliver@knusperkopf.de (Oliver Graf)
wrote:

> Hi everybody,
> can anyone tell me what happened to my Ataris?
>
> Today I wanted to copy some games via sio2pc onto
> disks. So I connected my 800XL to the TV (no further
> cabling so far) and turned the power on. The TV showed
> a grey screen with some stripes and I could hear a hum.
>
> I switched the computer off, disconnected it, got a
> 800XE and tried the same. Same symptoms. I tried this
> with a 600XL and a 130XE, too. Same symptoms. All four
> computers worked fine around Christmas. They have been
> stored in the cellary during winter.
>
> Don't Ataris like cold temperatures of less than 10C (~50F)?
>
> Who can help?
>
> --
> Oliver Graf, Oberhofstr. 11, 44575 Castrop-Rauxel, Germany
> Phone: +49 2305 14230 - http://www.knusperkopf.de
>
> "If I hadn't seen such riches I could live with being poor." - James
>

1901. Re: Micro illustriator for atari

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-18 00:29:48 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3ab40106_2@news.iglou.com>
Source record: 38074

bo snyder wrote in message ...
>i just posted a message in regards to my koalapad, i also have a quetsion
>that might relate to it, i have a cartridge for micro illustrator but when
i
>plug it in and turn it on, it wants me to put in the "power pad"
>
>what is the power pad? and is the koalapad or atari touch tablet compatible
>with it???
>
The Power Pad was made by a company called Chalkboard. It was much
larger than a Koala Pad and not compatible.

1902. Re: Hello has anyone got henrys house for atari emulated?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-18 01:09:05 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010317200905.07441.00001395@ng-cj1.aol.com>
Source record: 38077

Hi, Andreas;

It was the Sega....

>Andreas Magenheimer magea000@mail.uni-mainz.de asked:

>P.P.S.: Which system was called Genesis in the US - Sega or Nintendo ???

-Ron

Inform everyone that communications have completely broken down.

1903. Re: My Ataris died :-(

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-18 01:28:36 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010317202836.07441.00001402@ng-cj1.aol.com>
Source record: 38078

Mine cannot...? The power is DIN-7 and the monitor is DIN-5, but my thought was similar; were you using the same power brick on all 4 computers?

> "Rick Cortese" ricortes@netmagic.net answered:

>There was a huge mistake<IMNHO> with the DIN connectors on the back of the >Atari. They made it such that power jack and monitor jack can be switched.

-Ron

Inform everyone that communications have completely broken down.

1904. Re: 65816

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-18 01:58:41 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3AB41651.539F4762@one.net>
Source record: 38076

Um, after I read my message, I realized it was ambiguous. What I meant
was, "while it's not a program that runs on the 65816, here's a link to
some programming information."

Sorry for the confusion.

-Bob

Bob Ryan wrote:
>
> While it's not ready to run software, John Haris sent me this article
> some time ago:
>
> http://cerebro.cs.xu.edu/~ryanr/atari/65816.html
>
> -Bob
>
> Rick Cortese wrote:
> >
> > "David\Julie Wilson" <cybrslider@home.com> wrote in message
> > news:hDHs6.171923$bb.1642880@news1.rdc1.tx.home.com...
> > > Hey there good Atari people!
> > >
> > > I recently acquired an 800xl with a Sweet 16 daughter board and I was
> > > wondering if anyone knows of any applications, programs, OS's, etc.,
> > written
> > > to utilize this upgrade. I found one thing on the net. It is a system
> > > information type program. It works on a 6502 machine as well as a 65816.
> > > Gives memory information, performs benchmark tests, etc. I also have
> > version
> > > 1.1 of MAE assembler. I think there is a version 1.2, but I couldn't find
> > it
> > > anywhere. I know that 65816 upgrades were very few and far between. Anyone
> > > got any clues? Thanks!
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> > No. There was a cart-horse thing going on. Nobody is going to write
> > applications for a device that isn't widely distributed and no one is going
> > to buy a device that doesn't have applications/tools.
> >
> > This could have happened since FTE did the Sweet 16 upgrade and had the
> > rights to the OSS languages. I don't really know the whole story behind it.
> > Ever heard that fable about the blind men and an elephant? One thought an
> > elephant was like a snake, another thought it was like a tree, etcetera,
> > depending on the part they touched.

1905. Assorted Atari 8-bit manuals Item #1222855040

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-18 02:28:44 UTC
From: Gary McClain <gmccla1n@swbell.net>
Message-ID: <3AB41D5C.2650507A@swbell.net>
Source record: 38075

An assortment of game and hardware manuals for the ATARI 400/800
computers. Titles includes KOALAWARE KoalaPainter owners manual,ICD
P:R: CONNECTION 50 page owners manual, Diskwiz-II disk editor
manual,Night Mission Pinball, Dimension X by synapse,Rubber Stamp 33
page
manual, Spitfire Ace manual,Epyx Summer Games instruction manual,
Cosmic Balance II (xerox copy),Interlogic reference card from
INFOCOM,quick reference card for GRAPHIC MASTER and 1984 color
catalog from INFOCOM featuring Zork I II and III and others. Shipping
in USA only $3.00 Priority mail.
You can view this auction
at:http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1222855040#DESC

1906. Re: Spring Computerfest

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-18 03:21:50 UTC
From: llpwhite@cs.com
Message-ID: <20010317222150.00474.00001511@ng-ce1.news.cs.com>
Source record: 38079

>...going to try the next one (Aug. 25-26?).<

Yes, 8/25-8/26. www.computerfest.com.
Although if you are into the flea market part of these, the Dayton Hamfest is arguably better.
On the other hand, half of the old (and new) stuff is ham-radio related. I've never been into ham radio, but I still like the hamfest. It's also expensive. They sell a 3-day ticket for about $22.50 ($16.50 advance). At least they moved it from April to May. Some years it was mighty cold walking the outside flea market.
www. hamvention.org
Larry

1907. Donkey Kong

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-18 03:55:33 UTC
From: Sonic98 <Sonic98@earthlink.net>
Message-ID: <VkWs6.5783$227.633886@newsread2.prod.itd.earthlink.net>
Source record: 38080

Where there more than 2 Donkey Kong Games? I remember Donkey Kong and Donkey Kong Jr.

--
Often imitated, never duplicated. The one, the only Sonic Boom of the South

http://funkytones.hypermart.net

http://gp1productions.hypermart.net

1908. Re: Donkey Kong

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-18 05:34:17 UTC
From: kellihanb@aol.comDelete
Message-ID: <20010318003417.11732.00001701@ng-xc1.aol.com>
Source record: 38081

>Where there more than 2 Donkey Kong Games? I remember Donkey Kong and =
>Donkey Kong Jr.

For the Atari? Not that I can think of. There is a Donkey Kong 3. That was made not too long after Donkey Kong Jr. It's got a guy called Jumpman in it instead of Mario. It wasn't put out on the Atari series if I remember right. Then of course there are all the new Donkey Kong games for Super Nintendo, Nintendo 64 and Game Boy... but that's another story...

1909. Re: 800XL Green Screen problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-18 10:30:14 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-ZPGDIvXcuHDr@a114.work.in.com.au>
Source record: 38083

On Sun, 9 Mar 3901 15:39:28, "Bowling" <mbowlin1@tampabay.rr.com>
wrote:

> I've got an Atari 800XL that only gives me a "lime-green" screen when I boot
> it up. Anyone know what my problem is? If it's a defective chip...which
> one? (I've got the system opened up, right now...).
> Thanks, emails to me directly, please.
> --Mark

could be almost anything. Useally one of the chips on the data/address
line is holding the line low/high. could be processor, antic, ram,
mmu, roms, pokey, pia. sounds like the gtia and clock are working, so
you know where not to look. If you have a socketed chips, you are
lucky. het a known working one and strat swaping chips till you find
it..
james B

1910. FA: Mask of the Sun, complete!

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-18 10:39:59 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3AB4907E.BF3E1C03@t-online.de>
Source record: 38084

Hi!

If you're looking for an boxed Mask of the Sun from Broderbund then you
have the opportunity to bid on it at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1221177854

The game is complete with two original discs, manual and big cardboard
box (shows some wear). I ship worldwide!

I also have:

MASTER OF THE LAMPS and DRAGONRIDERS OF PERN on ebay.de currently!

Hope to see you there,

Andre

1911. Re: Disassembler for 65c02

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-18 11:07:34 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-4Zd5dicRNjqX@a114.work.in.com.au>
Source record: 38085

On Sun, 12 Mar 3901 14:14:10, "Giovanni" <fastelrm@tin.it> wrote:

> I need a disassembler for the 65c02 processor (not the 6502) if is possible
> not the Atari version but a general purpose version. I try with IDA but the
> 65c02 isn't included in the shareware version and the full version is too
> much expansive.
>
> Any help is appreciated

I have one that does the job well, the finding data and code is the
hard bit.
it works in the 8 bit only...
James B

1912. Atari 7800 Maria chip + Atari 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-18 15:44:23 UTC
From: "David M. Lloyd" <david@atari-central.com>
Message-ID: <Pine.LNX.4.21.0103180929390.11426-100000@homebody.freemm.org>
Source record: 38086

Does anyone know where I could get an Atari Maria graphics chip? I would like to design a Maria upgrade for the Atari 8-bit systems, but I am lacking a supplier and technical info. :-(

Good news though, I've redone my website so it works again. :-) Also, I'm designing a PCB layout for my SID upgrade project (remember that one? :-) that I will upload as soon as it is finished. I've found a SID chip supplier so I'm ordering 8 this week, and I will hopefully have a prototype built by May!

- D

<david@atari-central.com>
http://www.atari-central.com

1913. Re: Donkey Kong

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-18 15:50:16 UTC
From: otakuvidiot@hotSPAMMYmail.com
Message-ID: <90688BFA4otakuvidiothotSPAMMY@209.189.89.226>
Source record: 38088

Whilst reliving childhood traumas, O_v spied KellihanB's 18 Mar 2001 message...

>There is a Donkey Kong 3.
>That was made not too long after Donkey Kong Jr. It's got a guy called
>Jumpman in it instead of Mario.

I don't want to be nitpicky, and yet...

"Jumpman" was the name of the character in DONKEY KONG, before he became Mario. (Mario, AFAIK, became Mario in MARIO BROS. Luigi first appeared in MARIO BROS., as well.)

DONKEY KONG 3's protagonist was gardener/horticulturalist/greenhouse-sentinel "Stanley." It was the only time Stanley ever appeared in a Nintendo game.

http://www.klov.com/D/Donkey_Kong.html
http://www.klov.com/D/Donkey_Kong_3.html

--
O_v -- Mike...

Fine Books - Specializing in Computer Non-Fiction
http://www.otakuboy.com

Visit RETROACTIVE.org's Forums for Retrocomputing/gaming talk!
http://www.retroarchive.org/forums/index.php

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1914. ULTRA RARE AUCTION - ATARI 400 / 800 / 1200 / VCS

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-18 16:56:38 UTC
From: Helen Greenacre <helen.greenacre@ntlworld.com>
Message-ID: <SM5t6.4296$Q4.1148185@news2-win.server.ntlworld.com>
Source record: 38087

http://cgi6.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=jon.d.w&include=0&since=-1&sort=2&rows=25

TAKE A LOOK, once these have gone..you might not find these again!

1915. HIP Pictures, Incomplete BASIC Game, Links

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-18 19:51:34 UTC
From: DCM01@USA.NET
Message-ID: <3ab51052.25331942@news.CIS.DFN.DE>
Source record: 38089

I uploaded a disk image of 5 HIP pictures with viewer, and also a disk image of my BASIC game in progress (it's quite unfinished, but maybe someone would like to have a look.)

http://linux.tc3net.com/velcro/basic02.html

Also my Atari 8bit links page might be of use to someone. There is a specialized eBay search link there, which works fairly well.

http://linux.tc3net.com/velcro/8bitlnks.html

1916. Re: SCSI - II

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-18 21:03:16 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <984951101.21524.0.pluto.d4ee0f47@news.demon.nl>
Source record: 38090

> I recently acquired a seagate drive with an embedded controller. It's a
> 1480N. It has a SCSI II interface. I was wondering if the Black Box should
> work with this drive. I tried it out to no avail. My old 30 meg drive and
> Adaptec 4070 controller work great on the BB. An older seagate embedded
> drive with a 'plain' SCSI interface I have also works great. I couldn't
get
> this drive to work though. So, I'm wondering if it's the drive or, if the
BB
> simply doesn't work with SCSI II. Thanks!

The BB can handle SCSI-1 by default, but can be modified for SCSI-2, you
have to add a chip to make a parity signal and maybe add termination power
to the BB scsi-bus, termination power is not always needed.

For termination power you can just run a wire from a +5v location to the
correct location on the BB connector, this place is unused...
For parity you need to add a special chip, info can be found on the net.

TXG

1917. Re: Atari 7800 Maria chip + Atari 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-18 21:41:20 UTC
From: carmel andrews <donotreply@interbulletin.bogus>
Message-ID: <3AB52B80.13846440@interbulletin.com>
Source record: 38094

Hello dave, hows that atari going,

Anyway re maria chip and a8's, I wish you all the best, I dont think it's feasable/possible as the original chip wasn't manuf. by atari, this was manuf'd by general consumer corp, who originally designed the 7800, apparently atari purchased the rights to the a7800 and the maria chip from gcc, because atari were about to sue gcc over an unrelated issue, anyway you'll need A 7800 precific version 6502, and the monitor/os rom, overwise the chip simply wouldn't work, for if it did, Atari or someone else would have come up with an upgrade or two, or even a 7800 emulator for the a8

Happy Atari'ng

carmel a

Submitted via WebNewsReader of http://www.interbulletin.com

1918. Re: returning to my roots

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-18 21:50:02 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010318165002.00587.00001923@ng-ce1.aol.com>
Source record: 38091

Most will agree that APE or SIO2PC give best results for data transfers.

One other option may exist. That working Rana should be double density capable
and allow AtariLink from HiasSoft to read/write A8 disks on the PC 5.25 drive.

>bo snyder bobo_snyder@hotmail.com asked:

> my basic questions are, what is best way to transfer files from my pc
> to the atari and are there any plans to build ide interfaces for 8bit ataris?

-Ron

Inform everyone that communications have completely broken down.

1919. Re: Donkey Kong

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-18 22:02:21 UTC
From: Luis Vasquez <luisv@mediaone.net>
Message-ID: <Nfat6.71301$Ch.8782936@typhoon.we.rr.com>
Source record: 38093

Hmmm... I thought Jumpman became Mario in Donkey Kong Jr. At least, AFAIK.

"O_v - Mike Whalen - v_O" <otakuvidiot@hotSPAMMYmail.com> wrote in message
news:90688BFA4otakuvidiothotSPAMMY@209.189.89.226...
> Whilst reliving childhood traumas, O_v spied KellihanB's 18 Mar 2001
> message...
>
> >There is a Donkey Kong 3.
> >That was made not too long after Donkey Kong Jr. It's got a guy called
> >Jumpman in it instead of Mario.
>
> I don't want to be nitpicky, and yet...
>
> "Jumpman" was the name of the character in DONKEY KONG, before he became
> Mario. (Mario, AFAIK, became Mario in MARIO BROS. Luigi first appeared in
> MARIO BROS., as well.)
>
> DONKEY KONG 3's protagonist was gardener/horticulturalist/greenhouse-
> sentinel "Stanley." It was the only time Stanley ever appeared in a
> Nintendo game.
>
> http://www.klov.com/D/Donkey_Kong.html
> http://www.klov.com/D/Donkey_Kong_3.html
>
>
> --
> O_v -- Mike...
>
> Fine Books - Specializing in Computer Non-Fiction
> http://www.otakuboy.com
>
> Visit RETROACTIVE.org's Forums for Retrocomputing/gaming talk!
> http://www.retroarchive.org/forums/index.php
>
>
>
>
>
>
> -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> ------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1920. Blackout

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-18 22:04:20 UTC
From: Frank Schroeder-Hoeftmann <frank_sh@web.de>
Message-ID: <993b5p$u5r$1@olaf.komtel.net>
Source record: 38092

Hi Gang!

Does anyone know/have the game "Blackout"? It was quite simple, written in Basic and sold in Germany under the "Europa Computer Club" wrapper back in 1985. The backside of the cassette had the C64 version on it.

Basically, the gameplay is getting to the exit in a darkened room avoiding bumping into the furniture.

I�ve been searching the �net for this game for years now.

Anyone?

Frank

1921. re: mystery 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-18 22:04:37 UTC
From: CARMEL ANDREWS <donotreply@interbulletin.bogus>
Message-ID: <3AB530F5.2D520985@interbulletin.com>
Source record: 38095

```
HELLO GUYS/GALS HOWS THE ATARI GOING

---------------------------------------------
Submitted via WebNewsReader of http://www.interbulletin.com
```

1922. Flip & Flop -- for the IBM??

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-18 23:57:47 UTC
From: Chris Puzzele <cpuzzele@net-lynx.com>
Message-ID: <zQbt6.10131$VQ4.1531114@e3500-chi1.usenetserver.com>
Source record: 38096

Hi all...

I have an old atari 8bit game called "flip & flop." Its a GREAT game.. I was curious if such a game exists for the ibm computer (or any game system out there). I have only found games with the same name, but totally not the same game.

ANY help would be enormously appreciated.

cpuzzele@net-lynx.com

1923. SID System for Atari Schematics Available

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-19 00:57:04 UTC
From: "David M. Lloyd" <dmlloyd@atari-central.com>
Message-ID: <Pine.LNX.4.21.0103181850100.11792-100000@homebody.freemm.org>
Source record: 37897

I have completed entering 6 of my 7 pages of handwritten schematics into
Xfig and have generated PostScript and PDF copies of them, available on my
website for download:

http://www.atari-central.com/hardware/projects/sid_system/

There are no pin numbers yet. I will hopefully add them this week.

Next step is building a prototype.... on breadboard. :-)

- D

<david@atari-central.com>
http://www.atari-central.com

1924. Atari Archivers

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-19 01:49:51 UTC
From: llpwhite@cs.com
Message-ID: <20010318204951.15065.00001630@ng-fh1.news.cs.com>
Source record: 37898

The subject of Atari Archivers comes up occasionally. I was looking at some Portfolio links, and I came up with this at UMICH...
http://www.umich.edu/~archive/atari/Archivers/
Larry

1925. Re: Most famous games on 8 bits... ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-19 02:43:20 UTC
From: nospam9212@aol.commune
Message-ID: <20010318214320.19005.00002128@ng-ci1.aol.com>
Source record: 37899

On Tue, Mar 13, 2001 17:41 EST, gozarcollins.hotmail@NoSpam.com (Ryan Collins) wrote...

>nospam9212@aol.commune (Nospam9212) wrote:
>>Tron/LightCycles (every "worm" game was a rip off of Tron LightCycles)
>
>Doesn't Surround on the 2600 predate TRON?
>
>--
>Ryan 'Gozar' Collins

Although I never had a 2600 and I am not familiar with the game Surround, I would imagine it probably would predate Tron in it's many incarnations. Although... I'd go out on a limb and say that Tron actually became the most "famous". It's for that reason that I assume that most worm games since Tron are Tron wanna-be's...

btw... I used to play a Tron (light cycles/worm) type game on either the Colecovision or Intellivision... I think it was called Snafu or something to that effect. I imagine that was probably a ripoff of Surround because now that I think of it... it probably predates Tron, too....

Ummm... just to be clear... when I refer to Tron on a home console or computer, I am refering to any of the Light Cycles clones, but the actual Tron game as it was introduced as a commercial game was four games in one... the MCP cone, the mechanical spider thingies, the tanks, and the light cycles (sorry, that's the best discription I can give !!) I played the hell outta that game in the local beer joint and the bartender would give a friend and I a free pitcher of beer for beating his high scores... needless to say... we pumped a lot of quarters into the machine... would have been cheaper to just buy the beer !!! :)

later...

-= Francis Yarra =-
fyarraATjunoDOTcom
http://members.aol.com/fyarra - My C64 website
http://members.aol.com/prsnl99 - My personal website

1926. Re: Most famous games on 8 bits... ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-19 05:57:10 UTC
From: james <jamesrfr@SPAMMENOThome.com>
Message-ID: <3AB59FB5.17AAAF84@SPAMMENOThome.com>
Source record: 37900

"Piotr F." wrote:
[snip]
> IMHO knowledge of these should be a minimum (not only Atari games):
> 1. Tetris
> 2. Pong
> 3. Pac Man
> 4. Arkanoid
> 5. Space Invaders
> 6. Spy Hunter
> 7. River Raid
> 8. Boulder Dash
>
> Missed something?

9. M.U.L.E.
10. Rescue on Fractalus
11. Koronis Rift
12. Star Raiders

1927. Re: Donkey Kong

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-19 08:00:00 UTC
From: Sonic98 <Sonic98@earthlink.net>
Message-ID: <40jt6.9193$lm6.1021062@newsread1.prod.itd.earthlink.net>
Source record: 37901

thanx for the links. I remember Donkey Kong 3 now.

--
Often imitated, never duplicated. The one, the only Sonic Boom of the South

http://funkytones.hypermart.net

http://gp1productions.hypermart.net
Luis Vasquez <luisv@mediaone.net> wrote in message
news:Nfat6.71301$Ch.8782936@typhoon.we.rr.com...
> Hmmm... I thought Jumpman became Mario in Donkey Kong Jr. At least,
AFAIK.
>
> "O_v - Mike Whalen - v_O" <otakuvidiot@hotSPAMMYmail.com> wrote in message
> news:90688BFA4otakuvidiothotSPAMMY@209.189.89.226...
> > Whilst reliving childhood traumas, O_v spied KellihanB's 18 Mar 2001
> > message...
> >
> > >There is a Donkey Kong 3.
> > >That was made not too long after Donkey Kong Jr. It's got a guy
called
> > >Jumpman in it instead of Mario.
> >
> > I don't want to be nitpicky, and yet...
> >
> > "Jumpman" was the name of the character in DONKEY KONG, before he became
> > Mario. (Mario, AFAIK, became Mario in MARIO BROS. Luigi first appeared
in
> > MARIO BROS., as well.)
> >
> > DONKEY KONG 3's protagonist was gardener/horticulturalist/greenhouse-
> > sentinel "Stanley." It was the only time Stanley ever appeared in a
> > Nintendo game.
> >
> > http://www.klov.com/D/Donkey_Kong.html
> > http://www.klov.com/D/Donkey_Kong_3.html
> >
> >
> > --
> > O_v -- Mike...
> >
> > Fine Books - Specializing in Computer Non-Fiction
> > http://www.otakuboy.com
> >
> > Visit RETROACTIVE.org's Forums for Retrocomputing/gaming talk!

> > http://www.retroarchive.org/forums/index.php
> >
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> >
> >
> > -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> > http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> > -----== Over 80,000 Newsgroups - 16 Different Servers! =-----
>
>
>

1928. Manual for 130XE / 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-19 09:00:13 UTC
From: Thomas Haenselmann <haensel@informatik.uni-mannheim.de>
Message-ID: <994hh3$qr0$1@trumpet.uni-mannheim.de>
Source record: 37902

I have bought an 130XE with a SIO2PC cable. I would like to get to know the basic- and io-commands and maybe a general introduction into to 130XE but have no manual.

For Commodore procducts there are many scanned manuals and guides on the net however for the Atari I have found little scanned information.

Can anyone help me?

Thanks a lot,

Thomas

--
Mannheim, den 2001

--
Thomas Haenselmann, wiss. Mitarbeiter
Lehrstuhl f�r Praktische Informatik IV
Uni-Mannheim
Tel.: 0621/181-2603
Fax: 0621/181-2601

1929. Re: Bad Picture Output on XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-19 13:14:23 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9950nfmaq1@nets3.rz.RWTH-Aachen.DE>
Source record: 37903

Howdy Rene, folks

>I did have the same problems, but now when I run my XE from a much more
>stable pc powersupply my screen output is much better. For an optimal
>picture you can do a Supervideo upgrade on XE.

Is the pc power supply more stable then an Atari power supply, or more stable
then another pc power supply?

CU Mathy van Nisselroy

PS I have the same stripes. Sometimes, especially when loading something
really fast (under SpartaDOS???) these lines shift to the left or right in
sync. with the SIO sound/beeps.

1930. Re: 800XL Green Screen problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-19 13:25:31 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9951cbmaq2@nets3.rz.RWTH-Aachen.DE>
Source record: 37904

Howdy Mark

>I've got an Atari 800XL that only gives me a "lime-green" screen when I boot
>it up. Anyone know what my problem is? If it's a defective chip...which
>one? (I've got the system opened up, right now...).
>Thanks, emails to me directly, please.

Have you checked the power supply? Mine did. Turned the screen green. And
made it flash white too. The green meant voltage was to low. The white flashs
was when it temperarily jumped to 11 Volts. Ouch!!

CU Mathy van Nisselroy

1931. Re: Atari CD-ROM?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-19 13:34:31 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9951t7maq3@nets3.rz.RWTH-Aachen.DE>
Source record: 37905

Howdy Bob

>You have an Atari that will read a CD-ROM?

I'm not sure you replied to my message (as I read your message, the original
was already gone), but...

I have a CD ROM player connected to my BlackBox
It will play audio CD's.
Somebody is working on more software.
The ASPI (advanced SCSI Programming interface) software for the BB is in beta.
The Audio CD player software is in Alpha, as is the SCSI monitor.

CU Mathy van Nisselroy

PS I'm wondering if CD Text can be read on CDROM players without CD Text
support in firmware.
PPS CD Text is where you have the name of performer and song stored on the
audio disk. Mini-Disks have it. Now they added it to CD's.

1932. Re: SCSI - II

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-19 13:37:22 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <99522imaq4@nets3.rz.RWTH-Aachen.DE>
Source record: 37906

Howdy Rene, folks

>For termination power you can just run a wire from a +5v location to the
>correct location on the BB connector, this place is unused...
>For parity you need to add a special chip, info can be found on the net.

Termination power is needed for SOME SCSI interfaces.

BOB PUFF told me the Black Box DOES NOT NEED IT. DON'T connect +5V to the BB
via the SCSI port. You can get into trouble doing so.

CU Mathy van Nisselroy

1933. Re: SCSI - II

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-19 13:39:45 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <995271maq5@nets3.rz.RWTH-Aachen.DE>
Source record: 37907

Howdy David

>The BB can handle SCSI-1 by default, but can be modified for SCSI-2, you
>have to add a chip to make a parity signal and maybe add termination power
>to the BB scsi-bus, termination power is not always needed.

It's probably the parity signal that is missing. Contact CSS and ask for the
parity chip. http://www.nleaudio.com/css css@nleaudio.com

CU Mathy van Nisselroy

1934. 1MB 30 pin SIMM upgrade, beta schematic online

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-19 13:47:27 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9952lfmaq6@nets3.rz.RWTH-Aachen.DE>
Source record: 37908

Howdy folks

The schematics to my 1MB 30 pin SIMM memory upgrade are now available at
http://www.holyoak.com/atari/ (click on 400/800/XL/XE)

As soon as I get the last bugs out, some PCB's will be made.
At the moment it's running 100% OK on my XEGS.
My 800XL and 800XE have timing errors.
Help is appreciated!!!

features that make my upgrade different:

- no loss of (software control over) BASIC, OS RAM, Selftest and Missile
Command
- no loss of data
- no fancy addresses
- no incompatible addresses used
- no loss of separate ANTIC and CPU access

CU Mathy van Nisselroy

PS there should be a text up there soon telling you a bit more about the
upgrade.

1935. Re: Atari CD-ROM?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-19 13:55:00 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <200103191455.a22625@du3.maus.de>
Source record: 37911

BK>You have an Atari that will read a CD-ROM?

Why not?
I have an ATARI with msc interface. It allows to use two ide devices (e.g.
one hard disc and one cd rom). And there is of course the so called black box
for scsi devices.

Why do you want to know?

Tschuess,

Frank

1936. FA: New/Sealed Atari 400/800/XL/XE Software & Books

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-19 14:33:22 UTC
From: Richard Smith <rsmith@NOSPAMplaneteer.com>
Message-ID: <FMot6.11493$TW.45219@tor-nn1.netcom.ca>
Source record: 37910
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace

I have the following new Atari 400/800/XL/XE software and books up for
auction on
Ebay:

Atari 400/800 Family Finances (new/sealed)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1223294185

Atari 400/800 Crossfire Cartridge (new)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1223284459

Atari Basic Learning by Using Book (new)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1222966946

Atari 101 Programming Tricks Book (new)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1222966455

Inside Atari BASIC Book (new)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1222965315

Atari XL/XE Food Fight Cartridge (new/sealed)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1222962671

Atari 400/800/XL Delta Drawing (new/sealed)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1222958420

Atari 400/800/XL Facemaker by Spinnaker (new)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1222956051

Atari 400/800 Story Machine (new/sealed)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1222955613

Atari 400/800/XL Fraction Fever (new/sealed)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1222954998

Atari 400/800 Football (new/sealed)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1222954240

Atari 400/800 Centipede (new)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1222953629

Thans for looking,

Richard.

--
Please remove the "NOSPAM" from my address if replying via email.

1937. FA: Atari 400/800 Wizard and the Princess

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-19 14:33:44 UTC
From: Richard Smith <rsmith@NOSPAMplaneteer.com>
Message-ID: <GMot6.11494$TW.45219@tor-nn1.netcom.ca>
Source record: 37909
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace

Hello there,

I have a copy of Wizard and the Princess by Sierraventure up for auction on Ebay. The software is complete as far as I can tell, and is in excellent condition. It would appear not to be used, as the original shrink wrap is still on the packaging, however it has split down the side probably due to ageing.

Here is the auction info:

Atari 400/800 Wizard and the Princess
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1223289807

Thanks for looking,

Richard.
--
Please remove the "NOSPAM" from my address if replying via email.

1938. Re: Manual for 130XE / 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-19 15:25:19 UTC
From: bostone1@aol.com
Message-ID: <20010319102519.07081.00001048@nso-cr.aol.com>
Source record: 37912

If you're interested, at www.myatari.com (B&C Computervisions), one can purchase the actual manuals that came with Atari equipment.

1939. Re: Manual for 130XE / 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-19 15:54:57 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010319105457.20610.00001757@ng-cn1.aol.com>
Source record: 37914

Here is a page full of links:
http://werple.net.au/~lions/atarif3.htm

If you read all of these issues, you know more than me:
http://www.atarimagazines.com/

More good volumes, but Mapping is down for a day.
http://trident.mcs.kent.edu/~clisowsk/8bit/atrpref.html
http://www.dislerdesign.com/Atari
http://members.xoom.com/Pairman/Ref.html
http://www.atariworld.com/tech_info/manuals.html
http://www.atariarchives.org/mapping/
http://www7.ewebcity.com/atari/a8men.htm
http://www.crestviewfl.com/~richard/atari-docs.htm

>"Thomas Haenselmann" haensel@informatik.uni-mannheim.de asked:

>130XE with a SIO2PC cable. I would like to get to know the
>basic- and io-commands and maybe a general introduction
(snip)
>scanned manuals and guides on the net for the Atari

-Ron

Inform everyone that communications have completely broken down.

1940. Re: Atari DOS Quandry

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-19 15:55:19 UTC
From: bostone1@aol.com
Message-ID: <20010319105519.07081.00001049@nso-cr.aol.com>
Source record: 37913

If no one has an actual 5 1/4 floppy with a DOS to send you, as a last resort you could get one shipped from B&C Computervisions (www.myatari.com) complete with a manual.

1941. Re: Manual for 130XE / 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-19 17:04:22 UTC
From: Pockets <pockets@DUMMYcix.co.uk>
Message-ID: <995e6q$j09$1@plutonium.compulink.co.uk>
Source record: 37915

http://members.nbci.com/Pairman/Ref.html

This may have the stuff your after, Has the following areas covered.

Atari BASIC Commands
Atari BASIC Functions
Color Codes
I/O Devices
Error Codes
Joystick Codes
6502 Assembly Language Mnemonics
Useful Memory Locations to PEEK and POKE
Player-Missile Memory Area Layout
SOUND Values
XIO Codes

Hope that helps.

Also of help http://www.cyou.com/~richard/atari-docs.htm though its mainly
game manuals.

"Thomas Haenselmann" <haensel@informatik.uni-mannheim.de> wrote in message
news:994hh3$qr0$1@trumpet.uni-mannheim.de...
> I have bought an 130XE with a SIO2PC cable. I would like to get to know
the
> basic- and io-commands and maybe a general introduction into to 130XE but
> have no manual.
>
> For Commodore procducts there are many scanned manuals and guides on the
net
> however for the Atari I have found little scanned information.
>
> Can anyone help me?
>
> Thanks a lot,
>
> Thomas
>
> --
> Mannheim, den 2001
>
> --
> Thomas Haenselmann, wiss. Mitarbeiter
> Lehrstuhl f�r Praktische Informatik IV
> Uni-Mannheim

> Tel.: 0621/181-2603
> Fax: 0621/181-2601
>
>

1942. Re: DI Mega Images are coming ....

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-19 17:15:54 UTC
From: Tom Rosso <audiophilia@yahoo.com>
Message-ID: <K3rt6.504$SI1.4765751@news.sisna.com>
Source record: 37916

Hello,

Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote in message
news:8UKs6.91$Mh1.2053@newsfeed.slurp.net...
> The Mega DI images will be coming soon. I have all the files extracted
> from the ATR mega images which can be found at:
http://atari.webjump.com/atari0.html.

What exactly is a Mega DI image? How is it different from the megaimages
currently available?

> There is also
> a program where the ATR mega images can be found that is some sort of a
> disk directory loading program. I could not extract the files from this
atr
> file, so if anyone has an 8-bit program that will bring up the directory
of
> an 8-bit disk and load the programs on it, please let me know. I could
create
> a DI image file of it and include it in the Mega DI images I am creating.
Of
> course I would just need theraw 8-bit files.

I found a binary file loader program that I've used on a couple of game
compilation disks that I've made for myself. Can't remember the name of it
or where exactly I found it. Probably UMich. But, it works with the
joystick and displays a list of the binaries on your disk, and you just
select the one that you want and hit your trigger and it loads. You still
have to hold down option. But, I've got it on a MyDos formatted disk. Is
this the kind of thing you're looking for? If so, I could email it to you.
Let me know.

> That's it so far. Any questions, comments, please email me or leave a
message
> on this User's Net...
> Edward S. Baiz Jr.
> (Gamer)

Thanks!
-Tom

1943. Re: APE for the future?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-19 19:18:36 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.1520259586bdaef7989688@news.telocity.com>
Source record: 37917

In article <MPG.151b471aebc8d15598992b@news>, seeva@aol.com says...
> Why does APE 98 not "see" the Serial Port under Win 2000 anyway? The
> program runs but is not usefull under NT.

Windows NT (Windows 2000) does not support the VxD driver model
that Windows 9x inherited from Windows 3.1. The user interface for
Ape'98 runs under NT, however the functional parts of APE do not.

Steve

1944. Re: APE for the future?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-19 19:24:17 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.152026ea93c9be4a989689@news.telocity.com>
Source record: 37918

In article <98tbgb$v5e$1@brokaw.wa.com>, danv@whoever.com says...
> Microsoft really made a mess of the serial port (among other things). The
> serial communications api for NT and windows 2000 behaves differently than
> win9x.

> Furthermore SIO2PC and APE (even Ape98) don't use the windows api,
> but rather are 16-bit apps and write directly to the port, just like a DOS
> application would. This DOS compatibility is somewhat supported in Win9x,
> but not in NT/2000.

APE'98 has a pure Win32 user interface, and a VxD driver as its
core. APE'98 does not contain any DOS or console-mode applications, nor
does it interact 'directly' with serial hardware like a DOS application
does.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
*
* * * Turn your 8-bit Atari into a powerhouse with APE! * *
*
* * * Ape Homepage: http://www.nacs.net/~classics * *
*
* * *** *
*
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+
Items !!

1945. Re: Are there any WORKING links to the "Online Pooldisk?"

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-19 19:37:07 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.152029ed4aa60fc398968a@news.telocity.com>
Source record: 37919

In article <MPG.1517411bf40ee770989929@news>, seeva@aol.com says...
> says...
> > I'd like to know that myself, all the links I've found are to somebodies
> > 'part-time linux box' which is never up.

Because of abuse by people basically running robots to mirror
the entire disk I was forced to take it down.

I tried to put it back up a number of times but the same problem
occured each time. I don't have the bandwidth to support people
trying to download 650mb off me 3-4 times a day. =(

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
*
* * * Turn your 8-bit Atari into a powerhouse with APE! * *
*
* * * Ape Homepage: http://www.nacs.net/~classics * *
*
* * *** *
*
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+
Items !!

1946. Re: Disassembler for 65c02

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-19 19:47:58 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.15202c7e7a2dc85598968b@news.telocity.com>
Source record: 37920

In article <SQ4r6.10749$x3.222678@news2.tin.it>, fastelrm@tin.it says...
> I need a disassembler for the 65c02 processor (not the 6502) if is possible
> not the Atari version but a general purpose version. I try with IDA but the
> 65c02 isn't included in the shareware version and the full version is too
> much expansive.

Go to the URL below and get Eric Bacher's DIS6502, which is an
excellent interactive 6502 disassembler.

It has many features designed for the Atari 8-bit, but works just
great for doing non-Atari 6502 software. Its free software.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
*
* * * Turn your 8-bit Atari into a powerhouse with APE! * *
*
* * * Ape Homepage: http://www.nacs.net/~classics * *
*
* * *** *
*
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+
Items !!

1947. Re: OK, so I have SIO2PC working with MyDos 4.5, now what?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-19 19:54:49 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.15202e0f49c925aa98968c@news.telocity.com>
Source record: 37921

In article <3aa28132$0$1517$53a6afc1@news.erinet.com>, russg@en.com
says...
> I don't know if you're using sio2pc or ape software on the pc side.
> You do realize that you don't load a .exe/.bin/.com file into the
> sio2pc or ape.

If you have game EXE/COM files on the PC that are not in
disk images (ATR) you can load them with the ApeLoader boot loader
software.

Set the PC-MIRROR drive to the directory where your Atari EXE
files are and boot from the pc-mirror. The interface is similar to
other boot loaders.

The pc-mirror boot loader runs completely in the bottom of the
6502 stack, so it will load anything, even programs regular boot loaders
will choke on.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
*
* * * Turn your 8-bit Atari into a powerhouse with APE! * *
*
* * * Ape Homepage: http://www.nacs.net/~classics * *
*
* * *** *
*
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+
Items !!

1948. Atari 800 stuff - Gilroy, California

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-19 19:55:05 UTC
From: bostone1@aol.com
Message-ID: <20010319145505.14735.00000971@nso-fl.aol.com>
Source record: 37922

I have a few Atari 800s, an 800XL, 1200, extra hardware and lots of software.
Will someone please take this stuff away?
By the way, I also have a bunch of Amiga 500 stuff that needs to go away.
Yes, I am a Jay Miner fan.

1949. Re: DI Mega Images are coming ....

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-19 22:57:52 UTC
From: ebaiz@skyenet.net
Message-ID: <Q9wt6.62$Rw3.140@newsfeed.slurp.net>
Source record: 37923

On 19 Mar 2001 10:15:54 , "Tom Rosso" wrote:
>Hello,
>
>Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote in message
>news:8UKs6.91$Mh1.2053@newsfeed.slurp.net...
>> The Mega DI images will be coming soon. I have all the files extracted
>> from the ATR mega images which can be found at:
>http://atari.webjump.com/atari0.html.
>
>What exactly is a Mega DI image? How is it different from the megaimages
>currently available?

No real difference except that these images can be used with the TOS
program 800XLDJ which allows any 16-bit or greater Atari computer to be
used as a file server for an 8-bit computer.

>I found a binary file loader program that I've used on a couple of game
>compilation disks that I've made for myself. Can't remember the name of it
>or where exactly I found it. Probably UMich. But, it works with the
>joystick and displays a list of the binaries on your disk, and you just
>select the one that you want and hit your trigger and it loads. You still
>have to hold down option. But, I've got it on a MyDos formatted disk. Is
>this the kind of thing you're looking for? If so, I could email it to you.
>Let me know.

I was on the UMich website and downloaded a filesector program. It may not
be the same one, but just in case why don't you email it to me. Thanks
alot..

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1950. ASICs

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-20 00:16:05 UTC
From: "David M. Lloyd" <dmlloyd@atari-central.com>
Message-ID: <Pine.LNX.4.21.0103191810151.13147-100000@homebody.freemm.org>
Source record: 37924

Does anyone here know of anybody who makes custom ASICs? (That's
application-specific integrated circuits, like POKEY or ANTIC).

I'm curious what the pricing is like these days... it's gotta be cheaper
than it was in the 80's, right?

- D

<david@atari-central.com>
http://www.atari-central.com

1951. Re: Donkey Kong

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-20 00:29:36 UTC
From: otakuvidiot@hotSPAMMYmail.com
Message-ID: <9069DDD68otakuvidiothotSPAMMY@209.189.89.226>
Source record: 37926

Whilst reliving childhood traumas, O_v spied Luis Vasquez's 18 Mar 2001 message...

>Hmmm... I thought Jumpman became Mario in Donkey Kong Jr. At least,
>AFAIK.

Could have been. I don't really know.

--
O_v -- Mike...

Fine Books - Specializing in Computer Non-Fiction
http://www.otakuboy.com

Visit RETROACTIVE.org's Forums for Retrocomputing/gaming talk!
http://www.retroarchive.org/forums/index.php

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1952. Atari 800 stuff - Gilroy, California

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-20 01:41:03 UTC
From: bostone1@aol.com
Message-ID: <20010319204103.13562.00001076@nso-fm.aol.com>
Source record: 37925

Someone in the San Francisco Bay area has offered to come by and take it.
Thanks for those shipping offers, but having someone just pick it up is a lot
easier for me.

Bob Stone

1953. Re: Atari 800 stuff - Gilroy, California

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-20 02:57:20 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010319215720.15009.00001700@ng-fh1.aol.com>
Source record: 37927

I sure wish my 731.. area code was closer to 9.. whatever; would like the 1200.

>bostone1@aol.com (Bostone1) remarks:

>I have a few Atari 800s, an 800XL, 1200, extra hardware and lots of software.
>Will someone please take this stuff away?

-Ron

Inform everyone that communications have completely broken down.

1954. Re: Re: Donkey Kong

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-20 04:27:39 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <9rmdbt4g19kfaltv0doi5qbeb39hjlm6d1@4ax.com>
Source record: 37929

On 18 Mar 2001 09:50:16 -0600, otakuvidiot@hotSPAMMYmail.com (O_v -
Mike Whalen - v_O) drooled an embarassing wet spot in his lap as he
typed:

>I don't want to be nitpicky, and yet...
>
>"Jumpman" was the name of the character in DONKEY KONG, before he became
>Mario. (Mario, AFAIK, became Mario in MARIO BROS. Luigi first appeared in
>MARIO BROS., as well.)

"Jumpman" was Mario's original Japanese name. Mario is his
americanized name ... plus, Jumpman sort of clashed with Broderbund's
game of the same name.

>
>DONKEY KONG 3's protagonist was gardener/horticulturalist/greenhouse-
>sentinel "Stanley." It was the only time Stanley ever appeared in a
>Nintendo game.
>
>http://www.klov.com/D/Donkey_Kong.html
>http://www.klov.com/D/Donkey_Kong_3.html

--

T-Minus Really Soon...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html
Music Builds the Savage Beast: http://www.mp3.com/mindfield2001
EmulationNET: Coming Soon...
EmuWire: Coming Soon...

Remove the badgers before E-Mailing.

1955. All I wanted was a nice Indus GT...

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-20 04:27:52 UTC
From: Steve Lugovsky <slugovsky@lyoness.com>
Message-ID: <3ab6dafa$0$23348@wodc7nh6.news.uu.net>
Source record: 37928

Hey guys (& gals),

I now am the unfortunate owner of *2* ebay originating Indus GT disk drives that don't work at all on my Atari *sigh*. Anyone know if Wizztronics is still around for service? Or perhaps some other places that might be able to take a look at these? And also, anywhere else I could purchase a GT or two that actually *work*?? I would really appreciate any insight.

Thanks in advance...

--Steve Lugovsky

1956. Re: All I wanted was a nice Indus GT...

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-20 08:55:48 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <iUEt6.2531$mh4.166746@news3.oke.nextra.no>
Source record: 37930

What happens ? Does it spin up at all ? Totally dead, no lights ? Is the
drive ID switch set ?

"Steve Lugovsky" <slugovsky@lyoness.com> wrote in message
news:3ab6dafa$0$23348@wodc7nh6.news.uu.net...
> Hey guys (& gals),
>
> I now am the unfortunate owner of *2* ebay originating Indus GT disk
> drives that don't work at all on my Atari *sigh*. Anyone know if
> Wizztronics is still around for service? Or perhaps some other places that
> might be able to take a look at these? And also, anywhere else I could
> purchase a GT or two that actually *work*?? I would really appreciate any
> insight.
>
> Thanks in advance...
>
> --Steve Lugovsky
>
>
>

1957. Re: SCSI - II

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-20 10:18:03 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-6kcPCdwE9hMd@a121.work.in.com.au>
Source record: 37931

On Sun, 19 Mar 3901 13:37:22, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:

> Howdy Rene, folks
>
> >For termination power you can just run a wire from a +5v location to the
> >correct location on the BB connector, this place is unused...
> >For parity you need to add a special chip, info can be found on the net.
>
> Termination power is needed for SOME SCSI interfaces.
>
> BOB PUFF told me the Black Box DOES NOT NEED IT. DON'T connect +5V to the BB
> via the SCSI port. You can get into trouble doing so.

I would connect term power through a diode at least.... :)

James B

1958. Henry's House via an emulator.

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-20 10:32:35 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <dtbebtsajvfe19pj498ndm9dovoojvk9t6@4ax.com>
Source record: 37932

A little while back there was a thread re this game, a few people wanted the game so I sent them the atr's. Sadly I wasn't aware they don't work 'as is' until Chad sent me a message re it booting with 'UNKNOWN OS'.

Slightly odd as Aaron tested them and he's pretty damn hot on the sorting of what's working and not. I get a feeling they need some form of DOS loader that might have been removed for the boot versions.

Anyway's, for those that got it from me you can either get the megaimage number 16 and a menu.atr for it or give me a mail back and I'll help you.

The mega-image works 100%
--

. Never argue with an idiot, they bring you down to their level
and then beat you with experience

1959. Re: Donkey Kong

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-20 10:48:41 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <4bdebt04llkldlsula5tuoqvl7ma65qg0h@4ax.com>
Source record: 37933

The other Day Mindfield <mindfield@badgers.emulationnet.com> wrote:

>"Jumpman" was Mario's original Japanese name. Mario is his
>americanized name ... plus, Jumpman sort of clashed with Broderbund's
>game of the same name.

Broderbund's ?
--

. Never argue with an idiot, they bring you down to their level
and then beat you with experience

1960. Re: Henry's House via an emulator.

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-20 15:03:58 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <s7sebtkgn8mvqnkt8st92kma4l8tkh6upk@4ax.com>
Source record: 37934

The other Day Paul Irvine <mclane.dellos@btinternet.com> wrote:

>Anyway's, for those that got it from me you can either get the megaimage
>number 16 and a menu.atr for it or give me a mail back and I'll help you.
>
>The mega-image works 100%

And now I have a 100% single file version of the game, no need for the
mega-image.

Drop me a mail if wanted
--

. Never argue with an idiot, they bring you down to their level
and then beat you with experience

1961. FS: Software & Publications

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-20 23:31:42 UTC
From: "Mark H. Kusz" <mark_kusz@yahoo.com>
Message-ID: <yLRt6.7762$M%2.608864@bgtnsc05-news.ops.worldnet.att.net>
Source record: 37935

Price is per item. Shipping not included in price.

VINTAGE ATARI 8-BIT HARDWARE
Atari 1040 Cassette Recorder (no instructions) $8.00

VINTAGE ATARI 8-BIT PUBLICATIONS
Analog Computing No.
24,25,26,28,29,29,33,34,35,36,37,40,41,42,43,44,45,47,48,49,50,50,51,51,54,5
5,58,65,66,67 $2.00
Antic Vol.1, No. 5,6 $2.00
Antic Vol.2, No. 1,2,3,4,5,6,7,8,9,11,12 $1.00
Antic Vol.3, No. 1,2,3,3,4,4,5,5,6,7,8,9 $1.00
Antic Vol.4, No. 1,2,3,5,6,7,7,8,8,8,9,10,11,12 $1.00
Antic Vol.5, No. 1,2,3,4,5,6,7,8,9,10,11,12 $1.00
Antic Vol.6, No. 1,2,4,6 $1.00
Antic Vol.7, No. 3,4,5,6,6,7,8 $1.00
Antic Vol.9, No. 1,2 $1.00
Atari Astroids Cart. Manual $3.00
Atari AtariWriter Cart. Manual & Quick Reference Card $5.00
Atari Basic Quick Reference Guide by John Wiley & Sons $3.00
Atari DOS 3 Intro & Ref. Manuals $1.00
Computer Gaming World Vol. 5.3 $1.00
M.A.C.E. Journal Vol.2, No.11 $1.00
M.A.C.E. Journal Vol.3, No. 4 $1.00
M.A.C.E. Journal Vol.5, No. 8 $1.00
M.A.C.E. Journal Vol.6, No. 6 $1.00
Softside: #35, #40, #42, #45, #46 $2.00
Today: The Videotex/Computer Magazine 12/1983 $0.50
Analog Movie Themes Cassette (req. Music Composer/no manual) $1.00

VINTAGE ATARI 8-BIT SOFTWARE
APX Player Piano Cassette (no instructions) $3.00
APX Three Holiday Games Cassette $2.00
Atari BASIC Cart. (no instructions) (3 available) $2.00
Atari Bug Hunt Cart. (no instructions) $3.00
Atari Centipede Cart. (no instructions) $3.00
Atari E.T. Phone Home Cart. (unopened) (9 available) $4.00
Atari Eastern Front (1941) Cart. (20 available) (no instructions) $4.00
Atari Graph It Cassettes $5.00
Atari Music Composer Cart. $5.00
Atari Pac-Man Cart. (no instructions) $3.00
Atari Star Raiders Cart. (no instructions) $3.50
Atari Super Breakout Cart. (25 available) (no instructions) $3.00
Atari Writing Programs One/Two Cassette (no instructions) $1.00
Avalon Hill Bomber Attack Cassette (no instructions) $1.00

Broderbund Stellar Shuttle Cassette (no instructions) $3.00
EA One On One Cart. (no instructions) $5.00
EA One On One Disk $7.00
Epyx Morloc's Tower Cassette (no instructions) $1.00
Softside Issue #35 Cassette w/Hopper & Saucer Formation $1.00
Softside Issue #40 Cassette w/Mini-Golf, Volcano Island & more $1.00
Softside Issue #41 Cassette w/Poker Squares, Atlantis & more $1.00
Softside Issue #42 Cassette w/Microtext 2.0, Arabian Nights & more $1.00
Sublogic Flight Simulator II Disk $10.00
--
The Collectaholic's Page - http://www.geocities.com/mark_kusz/
Sports Memorabilia, Non-Sports Cards & Other Collectibles

1962. Re: Donkey Kong

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-21 00:53:46 UTC
From: "Steven E. Posey" <stevenNOSPAMposey@yahoo.com>
Message-ID: <998u8f$9ri3$1@ID-60478.news.dfncis.de>
Source record: 37936

Yes, that would be Epyx, now wouldn't it? Must be confusing it with
LodeRunner. Easy to confuse, I guess. They're both great games

Paul Irvine <mclane.dellos@btinternet.com> wrote in message
news:4bdebt04llkldlsula5tuoqvl7ma65qg0h@4ax.com...
> The other Day Mindfield <mindfield@badgers.emulationnet.com> wrote:
>
> >"Jumpman" was Mario's original Japanese name. Mario is his
> >americanized name ... plus, Jumpman sort of clashed with Broderbund's
> >game of the same name.
>
> Broderbund's ?
> --
>
> . Never argue with an idiot, they bring you down to their level
> and then beat you with experience

1963. Classic GAMES for Atari 8bits - HARD TO FIND on EBAY

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-21 03:38:28 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <UmVt6.7847$g93.1521359@typhoon.tampabay.rr.com>
Source record: 37937

Check out these HARD to find games on ebay..

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=kmferrante@cfl.rr.com&include=0&since=-1&sort=2&rows=25

Thanks

1964. Classic Games for all Atari 8bits on Ebay GOOD Links (HARD TO FIND)

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-21 03:44:56 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <YsVt6.7863$g93.1529003@typhoon.tampabay.rr.com>
Source record: 37938

Ok here are the links for the CLASSIC ATARI GAMES
TAKE A L@@K

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1223739561

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1223746281

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1223748227

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1223749367

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1223751096

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1223757056

Plus some NEW Polish games!!

1965. Re: Are there any WORKING links to the "Online Pooldisk?"

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-21 05:14:59 UTC
From: james <jamesrfr@SPAMMENOThome.com>
Message-ID: <3AB838D3.B9D6F3F8@SPAMMENOThome.com>
Source record: 37940

```
> Because of abuse by people basically running robots to mirror
> the entire disk I was forced to take it down.
>
> I tried to put it back up a number of times but the same problem
> occured each time. I don't have the bandwidth to support people
> trying to download 650mb off me 3-4 times a day. =(

Couldn't you put some limits checking in? Not more than 1/meg per day
per IP or something? Or track the downloading IP and send mail asking
them not to mirror all at once?
```

1966. Re: Are there any WORKING links to the "Online Pooldisk?"

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-21 05:22:50 UTC
From: HedgeSlammer <hedge@home.com>
Message-ID: <MPG.1521f6a6c01f192498992f@news>
Source record: 37941

OK, so where are these mirror sites?

In article <3AB838D3.B9D6F3F8@SPAMMENOThome.com>,
jamesrfr@SPAMMENOThome.com says...
> > Because of abuse by people basically running robots to mirror
> > the entire disk I was forced to take it down.
> >
> > I tried to put it back up a number of times but the same problem
> > occured each time. I don't have the bandwidth to support people
> > trying to download 650mb off me 3-4 times a day. =(
>
> Couldn't you put some limits checking in? Not more than 1/meg per day
> per IP or something? Or track the downloading IP and send mail asking
> them not to mirror all at once?
>

1967. Re: Henry's House via an emulator.

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-21 07:15:50 UTC
From: Aaron Wheeler <holmesw@hotmail.com>
Message-ID: <999kbf$jp8$1@raewyn.paradise.net.nz>
Source record: 37942

Hi Paul,

I had some major hassle getting Henry's House going,
But in the end, I think it was just running the emu. with no patches,
and slow loading.

It definately did run though...

Aaron Wheeler
Holmes Atari 8bit Games (We're Moving....New Address soon)

Paul Irvine <mclane.dellos@btinternet.com> wrote in message
news:dtbebtsajvfe19pj498ndm9dovoojvk9t6@4ax.com...
>
> A little while back there was a thread re this game, a few people wanted
> the game so I sent them the atr's. Sadly I wasn't aware they don't work
'as
> is' until Chad sent me a message re it booting with 'UNKNOWN OS'.
>
> Slightly odd as Aaron tested them and he's pretty damn hot on the sorting
> of what's working and not. I get a feeling they need some form of DOS
> loader that might have been removed for the boot versions.
>
> Anyway's, for those that got it from me you can either get the megaimage
> number 16 and a menu.atr for it or give me a mail back and I'll help you.
>
> The mega-image works 100%
> --
>
> . Never argue with an idiot, they bring you down to their level
> and then beat you with experience

1968. Re: All I wanted was a nice Indus GT...

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-21 07:35:51 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <FLWt6.110$Hl5.10299@nnrp1.sbc.net>
Source record: 37939

Don't feel bad, I bought two 1050's before I finally got one that worked.
Such is the hazard of buying used as-is off the internet. Sorry I can't
help, but if you could describe the problems specifically somebody might.
Mo

Steve Lugovsky wrote in message <3ab6dafa$0$23348@wodc7nh6.news.uu.net>...
>Hey guys (& gals),
>
> I now am the unfortunate owner of *2* ebay originating Indus GT disk
>drives that don't work at all on my Atari *sigh*. Anyone know if
>Wizztronics is still around for service? Or perhaps some other places that
>might be able to take a look at these? And also, anywhere else I could
>purchase a GT or two that actually *work*?? I would really appreciate any
>insight.
>
>Thanks in advance...
>
>--Steve Lugovsky
>
>
>
>

1969. Locked Images in APE 95/98

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-21 11:58:29 UTC
From: llpwhite@cs.com
Message-ID: <20010321065829.25350.00000092@ng-cj1.news.cs.com>
Source record: 37943

Hi-

I've been using (registered) APE 95/98 quite a bit lately, and have a question about images. Images are evidently "locked" or "unlocked" when they are created. Once locked, I can't find a method to unlock it within APE, even if copied. At the right side of the main drive status screen, there is an icon that shows an open padlock (green) or a closed padlock (red). Clicking the padlock does *not* change its status. Just to the left of the padlock there is a blank button. Nothing seems to affect that button. There is a swap button to the right that does work to swap images/mirrors.

In APE for Dos, there was a "W" command that was a soft write-protect. I can't find anything similar in APE 95/98. It would seem that there should be some method to unlock an image probably by toggling it, maybe with a pop-up dialogue box. Perhaps I'm just missing something. Anyone?

Thanks,
Larry

1970. atari floppy drive questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-21 13:07:28 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B6DDE790.473%bobo_snyder@hotmail.com>
Source record: 37944

hi all,

i have a question about atari drives.

i now have 2 1050 drives that both seem to work fine, but my question is this, how can i tell if they have been modified in one way or another with a upgrade of some sort???

i mean i doubt that they have any sort of firmware or hardware upgrade, but it would be a rather nice score if they do....

thanks
bo

1971. the online pool disk

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-21 13:14:13 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B6DDE924.474%bobo_snyder@hotmail.com>
Source record: 37945

hi all,

okay well my wife and i have quite a bit of storage available to us for our web pages (we have about 1 gigs left) due to some work that i do for my isp. anyway i would be willing to put up some sort of an ftp site but i don't have any of the atari stuff to acutally put on it.

let me know if any of you are interested and i will set it up and then we can get access to it again.

thanks
bo

1972. Re: Henry's House via an emulator.

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-21 14:22:03 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <g0ehbt0hm99c3o5reth3q9hf8ki0bdfehq@4ax.com>
Source record: 37946

The other Day "Aaron Wheeler" <holmesw@hotmail.com> wrote:

>Hi Paul,
>
>I had some major hassle getting Henry's House going,
>But in the end, I think it was just running the emu. with no patches,
>and slow loading.
>
>It definately did run though...
>
This is what I thought odd, you had spent so much time intergrating and
sorting all the software to the point of marking 'no fast lo' on it.

I spent a while trying to get it to go and gave up.

Since then I got the Goodatari' series of dumps and the exe works great.

I am sure I could arrange a cd :-)

Let me know by mail if so..
--

. Never argue with an idiot, they bring you down to their level
and then beat you with experience

1973. Re: Donkey Kong

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-21 14:25:54 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <p8ehbt0f10p8q0gbkfm0d4eo6amgpc9o7f@4ax.com>
Source record: 37747

The other Day "Steven E. Posey" <stevenNOSPAMposey@yahoo.com> wrote:

>Yes, that would be Epyx, now wouldn't it? Must be confusing it with
>LodeRunner. Easy to confuse, I guess. They're both great games
>
Yep, the only two big named titles from Broderbund you might confuse it
with would be Lode runner and Spelunker..

Mind you, if there is a Broderbund version I want a dump please Mindfield
:-)
--

. Never argue with an idiot, they bring you down to their level
and then beat you with experience

1974. Re: atari floppy drive questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-21 15:58:54 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tbhjnjs8a61va1@corp.supernews.com>
Source record: 37748

"bo snyder" <bobo_snyder@hotmail.com> wrote in message
news:B6DDE790.473%bobo_snyder@hotmail.com...
> hi all,
>
> i have a question about atari drives.
>
> i now have 2 1050 drives that both seem to work fine, but my question is
> this, how can i tell if they have been modified in one way or another with
a
> upgrade of some sort???
>
> i mean i doubt that they have any sort of firmware or hardware upgrade,
but
> it would be a rather nice score if they do....

If you can get a hold of MyDOS or Sparta DOS you can try things like
formating a double density disk. I think every 1050 upgrade was double
density, it was only the older 810s that were upgraded for copy protection
removal that remained single density.

1975. Lynx problems...

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-21 23:30:38 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000a2459@fmlynet.org>
Source record: 37754

FamilyNet Newsgate

About the Lynx, great handheld system (to matter the fact it has it's own newsgroup... wink wink.. nudge nudge.. no what I mean?) and if you need any help getting to it, just reply to me on this message through E-mail.

1976. FS/T: Atari 8-bit computer items and more... [03/21/2001]

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-21 23:50:46 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <pefibtk8l64ukoqvo2tuohulicuia1l5v1@4ax.com>
Source record: 37749

Items currently available for the following systems:

Atari 8-bit computers

Apple][computers
Atari ST computer
Commodore 64 / 128 computers
Commodore Vic-20 computer
Radio Shack Color Computer (CoCo)
T.I. 99/4A computer
IBM PC (CD ROM and diskette software)

3DO
Atari Lynx
Nintendo 64
Nintendo Game Boy
Nintendo NES
Nintendo SNES
Sega Dreamcast
Sega Genesis
Sega Master System (SMS)
Sony Playstation (PSX)

Books / Magazines (video game and computer related)
Miscellaneous (board games, hand-held video games, etc.)
Movies (DVD and VHS)

Atari 2600
Atari 5200
Atari 7800
Colecovision
Emerson Arcadia 2001
Mattel Intellivision
Magnavox Odyssey2

Comic Books -- coming soon!
Sports Cards -- coming soon!

You can visit VGA on the WWW at:

http://www.io.com/~vga2000/

or go directly to the VGA For Sale or Trade section at:

http://www.io.com/~vga2000/fsort.htm

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.

and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

1977. Re: Classic Games for all Atari 8bits on Ebay GOOD Links (HARD TO FIND)

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-22 01:34:03 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010321203403.12433.00000179@ng-fb1.aol.com>
Source record: 37750

Game pac #1 contains Mouskattack someone was seeking.

>"Kathleen Ferrante" KMFerrante@cfl.rr.com advertised:

>Ok here are the links for the CLASSIC ATARI GAMES
>TAKE A L@@K
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1223739561
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1223746281
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1223748227
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1223749367
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1223751096
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1223757056

-Ron

Inform everyone that communications have completely broken down.

1978. Lynx problems...

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-22 01:34:31 UTC
From: Kyle Lavery <klavery@home.com>
Message-ID: <HEcu6.31386$5P1.388865@news1.rdc1.ab.home.com>
Source record: 37751

I didn't know where else to post this, I figured someone on one of the 3 Atari newsgroups I read would have an answer to my problem!
I just got my hands on a Lynx 2 system (it came in a whole lot of Atari things I bought today). The system looks to be in very nice shape, was complete with its box/manual (even had the registration card still!)
The person who I got everything from told me the Lynx didn't work, he had no clue what was wrong with it. I tried a fresh pair of batteries, and it didn't work for me either. I was wondering if anyone would have an idea what could be wrong, or is there anywhere I can send it to be repaired (or would that just be to costly, and should I just get a whole new one?) A dumb question: do you have to have a game in the unit for it to turn on? I don't have any Lynx games here, and I've never used one so I figured id ask =)

Thanks in advance!

1979. PhillyClassic 2001 UPDATE: 03.21.2001

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-22 01:58:34 UTC
From: Chuck Whitby <intv-sama@att.net>
Message-ID: <3AB9596C.E5C06164@att.net>
Source record: 37752
Cross-posted to: rec.games.video.sega,rec.games.vectrex,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.amiga.games

** PhillyClassic 2001, The East Coast Classic Gamer's Event! **
** http://www.phillyclassic.com **

** UPDATE: 03.21.2001 **

Joe Zbiciak has informed us that he is going to debute his 4-Tris Intellivision game at PhillyClassic, and what better way to introduce it than with a special PhillyClassic edition! 4-Tris is a GREAT Tetris game, with quite addicitive music. The details about the release can be found at www.primenet.com/~im14u2c/intv/4-tris-SE/

In addition to 4-Tris, Qb, and Wave 49, there will be a 4th special PhillyClassic edition game! Brian Prescott will be releasing a special version of his new Atari 2600 game, Crazy Valet, at PhillyClassic 2001! This version will feature more levels and a special PhillyClassic label! Be sure to download the demo of this game at home.tampabay.rr.com/bprescot/crazyvalet/index.htm

It is now confirmed that EVERYONE who attends PhillyClassic 2001 WILL be walking away with a free item! Funspot has donated a TON of great mercandise for us to give away! Visit their site at www.funspotnh.com Thanks to Gary Vincent at Funspot for their support!

Mike Gedeon of Video Game Connections has donated a TON of great items for us to give away as tournament and door prizes! Buku thanks go out to Mike! www.videogameconnection.com

** UPDATE: 03.05.2001 **

Deadline approaching! We are only able to offer the cool personalized Intellivision cartridge tickets to people who pre-order by March 9, 2001. If you order after that date, or buy tickets at the door, you will receive a non-personalized laminated paper ticket. Hope to see many of you at the show!

The new Atari 2600 game, Qb, will be making its cartridge form debute at PhillyClassic! Information can be found at www.phillyclassic.com/Qb.html with links to the official Qb page and the ROM image. We'd like to thank Andrew Davie for offering us this special opportunity!

Also, the classic based PC game Wave 49 will also have a special edition release for PhillyClassic. More information can be found at www.phillyclassic.com/soapbox.txt

** UPDATE: 02.26.2001 **

Even though we are officially SOLD OUT of table space, we still want to encourage as many people as possible to bring items for sale and trade. Towards that end, the PhillyClassic staff is pleased to announce The PhillyClassic Trading Post. The Trading Post will be available throughout the show for attendees to bring in items from their vehicles or hotel rooms once a deal is under negotiation, to inspect the goods, lay things out, etc. These tables are NOT to be used for displaying items to the public, but simply for buyer-to-seller inspections and transfers. Once a deal has been closed or declined, the table must be cleared. In this way, everyone will have a chance to sell and trade their goodies, even if they missed the chance for a permanent display table. We wish everyone happy hunting at PhillyClassic 2001.

Hozer Video Games has graciously donated *5* Atari 2600 Thrust carts and Good Deal Games has also donated a copy each of their new Sega CD games, Bug Blasters and Star Strike. Thanks to Hozer and Good Deal Games!

In addition to their donated games, Hozer and Good Deal Games have sent us carts to sell at PhillyClassic. Good Deal Games is offering a special $29.99 price for their Sega CD games, a $5 show discount plus NO SHIPPING! And Hozer will be sending a nice assortment of homebrew 2600 games for us to demo and sell at PhillyClassic!

** UPDATE: 02.04.2001 **

Tables are now * SOLD OUT *. Thanks to everyone who purchased one. Just because you can't get a table doesn't mean you shouldn't come! Be sure to attend and check out all sorts of cool classic games!

The t-shirts are almost done and are going to go to the printer soon! We think they look really cool!

The tournament list has been added to the PhillyClassic website! Games range from the 2600 up to the Playstation 2! Each tournament will be accompanied by a great prize package thanks to all our sponsors!!

** UPDATE: 01.31.2001 **

Table spaces are becoming EXTREMELY limited so if you're planning on attending and are debating getting a table, MAKE YOUR DECISION SOON! :)

Randy Femrite is going to bring down all sorts of neat Jaguar items to show off like a Jaguar Rotary Controller, Battlesphere, Skyhammer, and a XE/Jag controller interface!

** UPDATE: 01.22.2001 **

Hasbro has sent us a lot of games to be given away at the convention! Thanks Hasbro!

Michael Roberts has donated a TON of Star Wars handheld games
for us to give away at PhillyClassic. Thanks Michael!!

** UPDATE: 01.10.2001 **

Digital Press has graciously donated MANY Digital Press 6 guides
to be given away at PhillyClassic! Thanks Joe and everyone else
at DIGITAL PRESS!

We rented another 1000sq ft room for the convention, bringing the
total up to 3000 square feet!!

More and more sponsors are contacting us EVERY DAY meaning
more chances for everyone to leave PhillyClassic 2001
with a GREAT prize!

Classic Gaming Expo and PhillyClassic have teamed up to bring
you the best gaming experience you can get on the east coast!

John Hardie and Sean Kelly are graciously donating items for us
to give away at the convention. When you hear the names Hardie and
Kelly, you know they've gotta be good!

Ticket prices are currently $6 in advance, and $7.50 at the door.
Tables to setup your goodies on are $10 per table. Tickets will be
on preorder until March 30th, 2001. Just remember, we're a
non-profit event, every cent we make on PhillyClassic goes right
back into the convention!

This year's tickets are pretty nifty! Marc has made Intellivision
carts into our tickets that hang from you neck! Really neat!

** UPDATE: 12.23.2000 **

Sponsors are pouring in, which means more chances for everyone to
walk away from the convention with a great FREE item!!

T-shirts will soon be available for pre-order. These spiffy shirts
feature the PhillyClassic logo and some classic game logos! Be sure
to put an order in as soon as they're available!

Randy Crihfield of Hozer Video Games has donated some new
Atari 2600 games to be given away! Thanks Randy!

Jeff Folejewski will be bringing MANY (as in more than 5) full-size
coin-op arcade games! All games will be set on free-play and a
tournament will be held on his Joust machine!

Good Deal Games has also chosen to donate some of their new Sega
CD games to be given away at PhillyClassic! Thanks Good Deal
Games!!

** UPDATE: 10.30.2000 **

Van Burnham, editor of Wired magazine and author of Supercade
(www.supercade.com) has confirmed she will be attending

PhillyClassic! She's a great video game buff and a wonderful
person to talk to!

Be sure to bring all your spare games and systems, we will be
holding another auction this year! Last year people who auctioned
items off made a LOT of money, and it's a good way to part out
some of the extra items you don't need!

** UPDATE: 10.15.2000 **

Chad Schell of Schell's Electronics has donated an Intellicart
to be given away as a prize at PhillyClassic!! Thanks Chad!

Tickets for PhillyClassic are now on sale!! The price for admission
is $6 for both days, and $10 per table you wish to use to setup on.
Just remember, any money taken in from the attendees is not used
as profit for any of the organizers; it's used to pay for everything
used to setup the event. In case of any spill over money it will be
used towards next years event!!

If you have any items in particular you're wanting to pick up or to
part with, be sure to e-mail Jeff Folejewski and let him know so he
can add your list to our PhillyClassic webpage!

** INITIAL POST: 9.26.2000 **

David Newman, Chuck Whitby, Marc Pallante, and Jeff Folejewski
are proud to present PhillyClassic 2001!! The first
PhillyClassic was such a success we had no choice but to do it again!
This year's event promises to be nothing but BIGGER and BETTER!

Website is now up and LIVE, complete with:
* Information/scheduled events
* Hotel accomodation info/online reservations
* Driving directions and interactive maps
* Ticket information
* How To Link to Us banners/ads available for
YOUR classic game related site!

The weekend of April 20th and 21st will be one to remember as classic
gamers unite for a weekend of hardcore gaming!

Planned events include casual trading/selling, *tournaments*,
auction, show-and-tell, a guest speaker or two, and a
general good time by all!

We have rented a 2000! sq ft conference room at the Sheraton
Suites for the event, which means enough room for a lot of
people to come and setup the pride and joy of their collections,
and even a little tradebait!

The tentative times are as follows:

Friday: 5pm - ?? -- First Day, Setup, Meet and Greet, Informal
Trading and Game Playing
Saturday: 9am - 5:00pm -- MAIN DAY

If you have any questions about the event, PLEASE e-mail:
David Newman (davidnewman@adelphia.net)
Chuck Whitby (intv-sama@worldnet.att.net)
Jeff Folejewski (adventurevision@yahoo.com)
Marc Pallante (marc@classicgamer.net)

If you plan on attending, please
purchase your tickets early and make those hotel reservations!

Thank you very much!
-PhillyClassic 2001 Staff

www.phillyclassic.com
--
ï¿½ï¿½ Chuck Whitby ï¿½ï¿½
-->Intellivision Gaming Network<--
www.geocities.com/intellydood

** PhillyClassic 2001 **
The East Coast Classic Gamer Event
** www.phillyclassic.com **

1980. Re: Lynx problems...

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-22 05:22:54 UTC
From: Hugh Moore <hughmoor@yahoo.com>
Message-ID: <3AB98D0E.73EAC3B5@yahoo.com>
Source record: 37753

Yes, you do have to have a working game in the unit for it to turn on.
At least that's how my early model works.
Hugh

Kyle Lavery wrote:
>
> I didn't know where else to post this, I figured someone on one of the 3
> Atari newsgroups I read would have an answer to my problem!
> I just got my hands on a Lynx 2 system (it came in a whole lot of Atari
> things I bought today). The system looks to be in very nice shape, was
> complete with its box/manual (even had the registration card still!)
> The person who I got everything from told me the Lynx didn't work, he had no
> clue what was wrong with it. I tried a fresh pair of batteries, and it
> didn't work for me either. I was wondering if anyone would have an idea what
> could be wrong, or is there anywhere I can send it to be repaired (or would
> that just be to costly, and should I just get a whole new one?) A dumb
> question: do you have to have a game in the unit for it to turn on? I don't
> have any Lynx games here, and I've never used one so I figured id ask =)
>
> Thanks in advance!

--
Easy does it.

1981. SIO cables

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-22 15:01:02 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B6DF53AE.484%bobo_snyder@hotmail.com>
Source record: 37755

hi all,

is there any home made subsitutes for the sio cables?? so far i have 2 1050 drives and a couple more drives on the way but i still only have one sio cable, and i need to make a sio2pc cable but i really don't feel like waiting for best or one of the other atari vendors to ship one out to me, i just wanna go down to radioshack and buy some adapters and cable and whip up a sio2pc cable.

does anyone have any ideas on what would be a good subsitute for one??

thanks
bo

1982. Re: Re: Donkey Kong

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-22 15:16:00 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1010322101410.23415C-100000@mail1.wayne.edu>
Source record: 37757

As long as we're on the topic of Donkey Kong names, is it true that the "damsel in distress" is named Wilhomina? A guy I knew swore that was her name, but I never saw it written anywhere!

On Tue, 20 Mar 2001, Mindfield wrote:

> On 18 Mar 2001 09:50:16 -0600, otakuvidiot@hotSPAMMYmail.com (O_v -
> Mike Whalen - v_O) drooled an embarassing wet spot in his lap as he
> typed:
>
> >I don't want to be nitpicky, and yet...
> >
> >"Jumpman" was the name of the character in DONKEY KONG, before he became
> >Mario. (Mario, AFAIK, became Mario in MARIO BROS. Luigi first appeared in
> >MARIO BROS., as well.)
>
> "Jumpman" was Mario's original Japanese name. Mario is his
> americanized name ... plus, Jumpman sort of clashed with Broderbund's
> game of the same name.
>
> >
> >DONKEY KONG 3's protagonist was gardener/horticulturalist/greenhouse-
> >sentinel "Stanley." It was the only time Stanley ever appeared in a
> >Nintendo game.
> >
> >http://www.klov.com/D/Donkey_Kong.html
> >http://www.klov.com/D/Donkey_Kong_3.html
>
> --
>
> T-Minus Really Soon...
>
> "Ignorance breeds confidence more often than does knowledge." -Darwin
> The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html
> Music Builds the Savage Beast: http://www.mp3.com/mindfield2001
> EmulationNET: Coming Soon...
> EmuWire: Coming Soon...
>
> Remove the badgers before E-Mailing.
>
>

1983. Formatting Hard drive for Atari8

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-22 15:20:43 UTC
From: Michael Duffy <mqduffy@worldnet.att.net>
Message-ID: <3ABA199D.351424E2@worldnet.att.net>
Source record: 37756

Can I format an external hard drive that has already been formatted
(Apple, I think) with Spartados for use with my 130 xe? I have an ICD
mio. Thanks Mike.
--
mqduffy@worldnet.att.net

1984. Re: APE for the future?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-22 16:54:14 UTC
From: Dan Vernon <danv@whoever.com>
Message-ID: <99daep$4jc$1@brokaw.wa.com>
Source record: 37758

> APE'98 has a pure Win32 user interface, and a VxD driver as its
> core. APE'98 does not contain any DOS or console-mode applications, nor
> does it interact 'directly' with serial hardware like a DOS application
> does.

Hi Steve,
a few years ago when I was beta testing Ape98 we discussed this topic in a few emails. I was wondering if you were planning to do a port to the WDM model...

here's what you wrote in June of '99:
"... APE is using the ring 0 vcomm interface for a lot of its functions, and even making some direct port access to bypass some obscenely slow vcomm functions.
I dont think the vcomm interface, or port access is possible with the WDM driver model, but I suppose I could get a book and actually check it out :)
"

so did you change the code in the vxd to use the Win32 serial communications api or do you still access the port directly? If you are using Win32, how do you check for the ring?

-Dan

1985. Re: SIO cables

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-22 17:22:31 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010322122231.20371.00000603@ng-mq1.aol.com>
Source record: 37759

The trick will be finding the D13 connectors; after that just make sure the
pins attach to the proper wires.

>bo snyder bobo_snyder@hotmail.com asked:

>is there any home made subsitutes for the sio cables??
(snip)
>just wanna go to radioshack and buy some adapters and cable and whip up
>a sio2pc cable

-Ron

Inform everyone that communications have completely broken down.

1986. Re: SIO cables

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-22 17:49:36 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B6DF7B30.48A%bobo_snyder@hotmail.com>
Source record: 37760

That is the 20,000 dollar question that i am looking for an answer to, where are d13 hoods and connection assys?? does radioshack have something that will sub for those?? how can i piggyback a amd thunderbird onto the 6502??

thats all i am looking for answers for.. LOL

bo

in article 20010322122231.20371.00000603@ng-mq1.aol.com, RHamiIton5 at rhamiiton5@aol.comedy.com wrote on 3/22/01 9:22 AM:

> The trick will be finding the D13 connectors; after that just make sure the
> pins attach to the proper wires.
>
>> bo snyder bobo_snyder@hotmail.com asked:
>
>> is there any home made subsitutes for the sio cables??
> (snip)
>> just wanna go to radioshack and buy some adapters and cable and whip up
>> a sio2pc cable
>
> -Ron
>
> Inform everyone that communications have completely broken down.

1987. Re: Formatting Hard drive for Atari8

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-22 18:56:57 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <985289075.18512.2.pluto.d4ee0f47@news.demon.nl>
Source record: 37761

Hi,

Yes, you can use FMTDIR, HDINIT for this. It's also possible to low-level
format but don't do that if not neccesary because it takes a long time and
sometimes fails and then you have to reformat it on the MAC or PC...

TXG
"Michael Duffy" <mqduffy@worldnet.att.net> wrote in message
news:3ABA199D.351424E2@worldnet.att.net...
> Can I format an external hard drive that has already been formatted
> (Apple, I think) with Spartados for use with my 130 xe? I have an ICD
> mio. Thanks Mike.
> --
> mqduffy@worldnet.att.net
>
>

1988. Re: SIO cables

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-22 20:20:04 UTC
From: Mike Rhoades <mike@atariguy.com>
Message-ID: <U7tu6.84$4N3.3496@ord-read.news.verio.net>
Source record: 37762

That's what I've done, and it works great. You can have the PC plugged into the DB9 and all your SIO devices on the SIO chain at the same time...just make sure you have only one of each drive on the chain at a time. There's plenty of room inside your 8-bit for this mod.

Mike

"chainsaw11" <mygranny@swbell.net> wrote in message news:I6ru6.32$ml.13077@nnrp3.sbc.net...
> What I was gonna do, when I find the time, is build an sio2pc adapter into
> the case of my XL. Using a standard DB9 on the back edge with all of the
> other jacks it would look very stock and minimize parts. Inside the machine
> I would just wire it directly to the SIO bus, eliminating any need for
> cables and adapters.
> Mo
>
> bo snyder wrote in message ...
> >hi all,
> >
> >is there any home made subsitutes for the sio cables?? so far i have 2
> 1050
> >drives and a couple more drives on the way but i still only have one sio
> >cable, and i need to make a sio2pc cable but i really don't feel like
> >waiting for best or one of the other atari vendors to ship one out to me, i
> >just wanna go down to radioshack and buy some adapters and cable and whip
> up
> >a sio2pc cable.
> >
> >does anyone have any ideas on what would be a good subsitute for one??
> >
> >thanks
> >bo
> >
> >
> >
>
>

1989. Re: My Ataris died :-(

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-22 21:05:04 UTC
From: oliver@knusperkopf.de
Message-ID: <0epd99.8j2.ln@knusperkopf.de>
Source record: 37797

In article <f5O4dXX6MbiT-pn2-qKS2nzhKqrHD@draco.ames.pacbell.net>,
kenames@pacbell.net writes:
> sounds more like a bad power supply to me. get a known good one and
> try again.

Thanks Ken, that's it (I suppose). I got the 600XL to work with
another power supply. Unfortunately, the other machines still
refuse operation. Maybe there is a difference between a 600XL
and 800XL/800XE/130XE? I am talking about the German versions.

The power supply that fits to the 600XL has part no. CO61763-34
(5V/7.5VA/24W). My 130XE manual says that one needs 5V/1A. Maybe
that's the reason why the 130XE refuses to work with that brick?

However, my computer storage is kinda mess today, so it's not
easy for me to look for other power supplies.

If it is of any interest: The bad brick was part no. CO61763-11
(5V/7.5VA/22W).

Greets from Germany

--
Oliver Graf, Oberhofstr. 11, 44575 Castrop-Rauxel, Germany
Phone: +49 2305 14230 - http://www.knusperkopf.de

"If I hadn't seen such riches I could live with being poor." - James

1990. Re: Turbo BASIC Etc

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-22 21:51:19 UTC
From: "JTKirk (a.k.a. machf)" <no_me_j.j_t_kirk@geocities.com>
Message-ID: <6sskbts2golj8uq7i29s2p619ngnafasa3@4ax.com>
Source record: 37763

On 25 Feb 2001 13:12:59 GMT, Thomas Richter <thor@gibbs.math.tu-berlin.de>
wrote:

>> http://www.newbreedsoftware.com/xlsearch/
>
>> The ABC Compiler is the third result if you search for "BASIC." I
>> think that is the Datasoft one? So far it just seems to crash...
>
>No, the ABC is from "Monarch Data Systems". It's not a real compiler,
>though, it compiles programs into pseudo-code that gets interpreted
>by a run-time library. It also supports integer arithmetic only.
>The TurboBasic compiler really compiles programs into machine-code,
>so does the MMB (sp?) compiler.
>
Sorry, but the TB compiler is another pseudo-code generator,needing
its runtime module to load them later. MMG, OTOH, is really a "full"
compiler.

>Nevertheless, ABC has been widely used. Lots of MicroProse products
>have been written partially in Basic and were then compiled with the
>ABC (Solo Flight, F-15 Strike Eagle), also some other programs
>(Highway Duel, Cavelord). Actually, the compiler itself is in Basic
>and compiled by itself. (-; Not a very smart compiler, if I may add this
>remark. No optimizations whatsoever. The TurboBasic compiler is much
>better in this respect.
>
>So long,
> Thomas
>
>_____don't_cut_here,_it_could_damage_your_terminal_____
> _______ _____ _____
> / / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
> / /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
> / / / / / / \ PGP available on request, finger print:
> / / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
>_____

--
__________ ____---____ Marco Antonio Checa Funcke
_________D /-/---_----' Santiago de Surco, Lima, Perï¿½
_H__/_/ http://members.nbci.com/machf
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

1991. Attn Phil Goembel

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-22 22:23:05 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <maukbtkam6h3kbhc3npj3h075dflpe4l7u@4ax.com>
Source record: 37764

Did you get the file..

I missed the anti spam bit 1st time and was not sure how much of it to
extract..

Took a best guess 2nd time..Looked obvious but want to make sure.
--

. Never argue with an idiot, they bring you down to their level
and then beat you with experience

1992. Re: Re: Donkey Kong

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-23 00:16:01 UTC
From: otakuvidiot@hotSPAMMYmail.com
Message-ID: <906CDFB31otakuvidiothotSPAMMY@209.189.89.226>
Source record: 37766

Whilst reliving childhood traumas, O_v spied Mindfield's 19 Mar 2001
message...

>(O_v -Mike Whalen - v_O) drooled an embarassing wet spot in
>his lap as he typed:

HOW DID YOU KNOW!!! FUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUCK!

--
O_v -- Mike...

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http://www.retroarchive.org/forums/index.php

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1993. Re: Re: Donkey Kong

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-23 00:17:20 UTC
From: otakuvidiot@hotSPAMMYmail.com
Message-ID: <906CDF7C5otakuvidiothotSPAMMY@209.189.89.226>
Source record: 37765

Whilst reliving childhood traumas, O_v spied 's 22 Mar 2001 message...

>As long as we're on the topic of Donkey Kong names, is it true that the
>"damsel in distress" is named Wilhomina? A guy I knew swore that was her
>name, but I never saw it written anywhere!

God, I hope not!

--
O_v -- Mike...

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http://www.otakuboy.com

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http://www.retroarchive.org/forums/index.php

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
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1994. Re: All I wanted was a nice Indus GT...

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-23 02:22:42 UTC
From: Steve Lugovsky <slugovsky@lyoness.com>
Message-ID: <3abab21e$0$12687@wodc7nh6.news.uu.net>
Source record: 37767

Hey thanks everyone for the responses. It powers up ok, and spins to track 39, but when you insert a disk (any disk) and attempt to boot, it just flips to the "G4" error, and you get BOOT ERROR down the screen. The disks I have work great on both my 1040s and 810s. Any ideas?

--Steve

"Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message news:<iUEt6.2531$mh4.166746@news3.oke.nextra.no>...

> What happens ? Does it spin up at all ? Totally dead, no lights ? Is the

> drive ID switch set ?

>

> "Steve Lugovsky" <slugovsky@lyoness.com> wrote in message

> news:3ab6dafa$0$23348@wodc7nh6.news.uu.net...

> > Hey guys (& gals),

> >

> > I now am the unfortunate owner of *2* ebay originating Indus GT disk

> > drives that don't work at all on my Atari *sigh*. Anyone know if

> > Wizztronics is still around for service? Or perhaps some other places that

> > might be able to take a look at these? And also, anywhere else I could

> > purchase a GT or two that actually *work*?? I would really appreciate any

> > insight.

> >

> > Thanks in advance...

> >

> > --Steve Lugovsky

> >

> >

> >

>

1995. Re: Attn Phil Goembel

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-23 04:01:35 UTC
From: Phil Goembel <i-like-cw.but.not@sp.am.wi.rr.com>
Message-ID: <3ABAD077.846928D4@sp.am.wi.rr.com>
Source record: 37768

Paul Irvine wrote:
>
> Did you get the file..

Yep. Thanks.

>
> I missed the anti spam bit 1st time and was not sure how much of it to
> extract..
>
> Took a best guess 2nd time..Looked obvious but want to make sure.
> --
>
> . Never argue with an idiot, they bring you down to their level
> and then beat you with experience

1996. Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-23 04:02:57 UTC
From: Brad3d <brad3d@home.com>
Message-ID: <RVzu6.603986$U46.18415256@news1.sttls1.wa.home.com>
Source record: 37769

I just pulled my old Atari 80 out of a closet it has been in for about 15 years. I hooked up the floppy drive and tried to boot a few old games on 5.25. when I turn the Atari on (with the floppy drive on and disk in) I get a boot error message. I can't find my Atari basic cartridge is that the prob? I found an old note that said to hold start down when turning on the Atari, but that just make a beep come from it and nothing happens.

Thanks,
Brad

1997. Re: All I wanted was a nice Indus GT...

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-23 09:17:18 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <kuEu6.43$Tg2.433@news1.oke.nextra.no>
Source record: 37770

Hmmm ? Have you tried using a drive head cleaner ? I am not sure if the
Indus has a speed setting potmeter, but if it does, does it run at the right
speed ?

"Steve Lugovsky" <slugovsky@lyoness.com> wrote in message
news:3abab21e$0$12687@wodc7nh6.news.uu.net...
> Hey thanks everyone for the responses. It powers up ok, and spins to track
> 39, but when you insert a disk (any disk) and attempt to boot, it just
flips
> to the "G4" error, and you get BOOT ERROR down the screen. The disks I
have
> work great on both my 1040s and 810s. Any ideas?
>
> --Steve
>
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>
> "Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message
> news:<iUEt6.2531$mh4.166746@news3.oke.nextra.no>...
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> > What happens ? Does it spin up at all ? Totally dead, no lights ? Is the
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>
> >
>
> > "Steve Lugovsky" <slugovsky@lyoness.com> wrote in message
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> > news:3ab6dafa$0$23348@wodc7nh6.news.uu.net...
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> > > Hey guys (& gals),
>
> > >
>
> > > I now am the unfortunate owner of *2* ebay originating Indus GT disk
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> > > drives that don't work at all on my Atari *sigh*. Anyone know if
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> > > Wizztronics is still around for service? Or perhaps some other places
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> > > might be able to take a look at these? And also, anywhere else I could
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> > > purchase a GT or two that actually *work*?? I would really appreciate

> any
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> > > insight.
>
> > >
>
> > > Thanks in advance...
>
> > >
>
> > > --Steve Lugovsky
>
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1998. Re: Turbo BASIC Etc

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-23 10:01:06 UTC
From: Thomas Richter <thor@gibbs.math.tu-berlin.de>
Message-ID: <99f6t2$98u$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 37771

Hi,

> Sorry, but the TB compiler is another pseudo-code generator,needing
> its runtime module to load them later. MMG, OTOH, is really a "full"
> compiler.

Ehem, no. (-; The TB compiler generates real assembler code (please
check the code if you don't believe me!) It still requires a run-time
library for all the basic support functions (i.e. PRINT, SOUND, XIO, the
math routines etc. are within).

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

1999. FS: More Atari! Preferred Customer Discount!

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-23 12:52:20 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.21.0103230446470.8302-100000@shell.pacifier.com>
Source record: 37777
Cross-posted to:
alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

e-mail: atari@benjamin.net

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For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted. So when you see a new posting, check my Catalogs. After I post this message. I'm off for the weekend. But I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2000. Atari 830 Acoustic Modem

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-23 13:43:18 UTC
From: Mike Rhoades <mike@atariguy.com>
Message-ID: <WpIu6.118$4N3.5159@ord-read.news.verio.net>
Source record: 37772

Free to anyone willing to pay for shipping from Cleveland, OH. Modem and power supply only.

Thanks,
Mike Rhoades
mike@atariguy.com

2001. WTB: unitor for Atari running C-lab Creator

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-23 13:53:27 UTC
From: Mike Usiskin <misha.dreams@virgin.net>
Message-ID: <B6E105D7.1CB8%misha.dreams@virgin.net>
Source record: 37774

```
Please mail me
```

2002. Re: SIO cables

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-23 13:57:38 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B6E09652.4AC%bobo_snyder@hotmail.com>
Source record: 37773

Ahh, i think i like that idea.

that would be really cool, a built in sio2pc 9 pin port on the back or side
of the atari. not a bad idea, just wire it parallel to the existing sio
port on the motherboard.

the only issue in that case would be a way of daisy chaining devices to that
port while connected the pc is connected to the sio port in the 800xl.

i wonder if that would cause any problems though such as port noise or
anything...

bo

in article I6ru6.32$ml.13077@nnrp3.sbc.net, chainsaw11 at
mygranny@swbell.net wrote on 3/22/01 12:25 PM:

> What I was gonna do, when I find the time, is build an sio2pc adapter into
> the case of my XL. Using a standard DB9 on the back edge with all of the
> other jacks it would look very stock and minimize parts. Inside the machine
> I would just wire it directly to the SIO bus, eliminating any need for
> cables and adapters.
> Mo
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> bo snyder wrote in message ...
>> hi all,
>>
>> is there any home made subsitutes for the sio cables?? so far i have 2
> 1050
>> drives and a couple more drives on the way but i still only have one sio
>> cable, and i need to make a sio2pc cable but i really don't feel like
>> waiting for best or one of the other atari vendors to ship one out to me, i
>> just wanna go down to radioshack and buy some adapters and cable and whip
> up
>> a sio2pc cable.
>>
>> does anyone have any ideas on what would be a good subsitute for one??
>>
>> thanks
>> bo
>>
>>
>>
>
>

2003. Re: Formatting Hard drive for Atari8

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-23 14:05:54 UTC
From: Lenard Spencer <lspenc13@bellsouth.net>
Message-ID: <3ABB5842.634AFCE5@bellsouth.net>
Source record: 37775

Michael Duffy wrote:
>
> Can I format an external hard drive that has already been formatted
> (Apple, I think) with Spartados for use with my 130 xe? I have an ICD
> mio. Thanks Mike.
> --
> mqduffy@worldnet.att.net

What make and model drive? Only some of the very early SCSI drives (mostly the early Seagate drives) could be low-level formatted to the 256-byte sectors required for the MIO. If the Apple you mention is Mac, that one uses 1024-byte sectors. PC format is 512.

If you had a Black Box interface (Bob Puff/CSS) you could use the newer drives with almost no problem, as it can internally handle 512-byte sectors.

2004. Re: Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-23 14:11:57 UTC
From: Lenard Spencer <lspenc13@bellsouth.net>
Message-ID: <3ABB59AD.BA4AD3DD@bellsouth.net>
Source record: 37776

Brad3d wrote:
>
> I just pulled my old Atari 80 out of a closet it has been in for about 15
> years. I hooked up the floppy drive and tried to boot a few old games on
> 5.25. when I turn the Atari on (with the floppy drive on and disk in) I get
> a boot error message. I can't find my Atari basic cartridge is that the
> prob? I found an old note that said to hold start down when turning on the
> Atari, but that just make a beep come from it and nothing happens.
>
> Thanks,
> Brad

The START button is only when you are booting from a cassette drive (410
or 1010).
The boot error sounds like one or more of 4 things:

1) the head on the drive is dirty
2) the head on the drive is out of alignment
3) the disks have gone bad
4) the drive ID switches on the back are set wrong

I would lean more towards reason 3, as the disks do have a "shelf life"
as far as the recorded data is concerned. I have lost several games
just from the disks sitting on the shelf and I didn't have backups.

2005. a pacman clone question

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-23 14:43:53 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B6E0A129.4D8%bobo_snyder@hotmail.com>
Source record: 37778

hi all,

i can't remember for the life of me what this game that i used to have was called. it was a pac man clone and i beleive it came out before jawbreaker, atari pacman, etc.

it was a cassette game that i bought when i was i think 13. it did come in the ol' tyme plastic baggie packaging. the only things i think i remember clearly about it were that when it finished loading, it would scroll up from the bottom of the screen and when it was done scrolling up, you then could play the game.

i would love to play that game again (it was the first peice of software that i actually bought with my own money, i don't count basic since my parents bought it for me)

thanks
bo

2006. formatting floppy question

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-23 15:05:30 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B6E0A63A.82C%bobo_snyder@hotmail.com>
Source record: 37779

hi all,

is there any problem with formatting ibm formatted hi density (1.2m) floppys for the atari? or do the floppys need to be totally blank?? like most people i have tons of 5 1/4 inch floppys but most of them are all the hi density 1.2 meg floppys and they have data on them.

thanks
bo

2007. Re: formatting floppy question

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-23 15:22:12 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <ESJu6.285086$Vj5.37106915@news02.optonline.net>
Source record: 37780

DON'T do it.

It can only be done with DOS 3, which, fortunately, is not widely available
and has tremendous compatibility problems. What's more, the data will not
last long. The magnetic medium used on those disks expects a stronger
signal than our drives can produce.

"bo snyder" <bobo_snyder@hotmail.com> wrote in message
news:B6E0A63A.82C%bobo_snyder@hotmail.com...
> hi all,
>
> is there any problem with formatting ibm formatted hi density (1.2m)
floppys
> for the atari? or do the floppys need to be totally blank?? like most
> people i have tons of 5 1/4 inch floppys but most of them are all the hi
> density 1.2 meg floppys and they have data on them.
>
> thanks
> bo
>
>

2008. Re: DI Mega Images are coming ....

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-23 15:29:13 UTC
From: Tom Rosso <audiophilia@yahoo.com>
Message-ID: <1%Ju6.2$5H6.3996716@news.sisna.com>
Source record: 37781

> I was on the UMich website and downloaded a filesector program. It may not
> be the same one, but just in case why don't you email it to me. Thanks
> alot..
>
> Edward S. Baiz Jr.
> (Gamer)

Sorry I haven't emailed that off yet. I just moved all of my computers to another room in my house and I'm getting all of my wires plugged in right now. It's quite a project. I hate moving. But, I should get APE running soon and be able to send it off this weekend.

Here's a question: Must you have a hard drive for you ST in order for 800XLDJ to work? I assume so. Also, is the cable that you use the same as the SIO2PC cable that's used to hook up an 8-bit to a PC?

-Tom

2009. Re: Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-23 15:31:11 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010323103111.22576.00000742@ng-md1.aol.com>
Source record: 37782

It is not the absence of a Basic cart (which most games do not use) causing the boot error; it would go to the DUP menu if DOS were present without a cart.

Basic games would boot DOS and report a "press only one key error" if the cart were absent.

The Start key is for cassette boots; the buzz is a signal to press play on the 410/1010 and then Return on the 800.

It sure sounds like disk rot or drive malfunction if the connections are all good.

>"Brad3d" brad3d@home.com asked:

>I just pulled my old Atari 80 out of a closet it has been in for about 15
>years. I hooked up the floppy drive and tried to boot a few old games on
>5.25. when I turn the Atari on (with the floppy drive on and disk in) I get
>a boot error message. I can't find my Atari basic cartridge is that the
>prob? I found an old note that said to hold start down when turning on the
>Atari, but that just make a beep come from it and nothing happens.

-Ron

Inform everyone that communications have completely broken down.

2010. Re: SIO cables

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-23 15:37:05 UTC
From: Mike Rhoades <mike@atariguy.com>
Message-ID: <B4Ku6.122$4N3.5499@ord-read.news.verio.net>
Source record: 37783

Since the sio2pc is wired directly to the internal SIO, the Atari doesn't know the difference. It sees the pc and any other devices attached to the external SIO chain.

If it does cause noise, it's not enough to cause problems. I've been using this setup several years now without problems.

mike
"bo snyder" <bobo_snyder@hotmail.com> wrote in message news:B6E09652.4AC%bobo_snyder@hotmail.com...
> Ahh, i think i like that idea.
>
> that would be really cool, a built in sio2pc 9 pin port on the back or side
> of the atari. not a bad idea, just wire it parallel to the existing sio
> port on the motherboard.
>
> the only issue in that case would be a way of daisy chaining devices to that
> port while connected the pc is connected to the sio port in the 800xl.
>
> i wonder if that would cause any problems though such as port noise or
> anything...
>
> bo
>
> in article I6ru6.32$ml.13077@nnrp3.sbc.net, chainsaw11 at
> mygranny@swbell.net wrote on 3/22/01 12:25 PM:
>
> > What I was gonna do, when I find the time, is build an sio2pc adapter into
> > the case of my XL. Using a standard DB9 on the back edge with all of the
> > other jacks it would look very stock and minimize parts. Inside the machine
> > I would just wire it directly to the SIO bus, eliminating any need for
> > cables and adapters.
> > Mo
> >
> > bo snyder wrote in message ...
> >> hi all,
> >>
> >> is there any home made subsitutes for the sio cables?? so far i have 2
> > 1050
> >> drives and a couple more drives on the way but i still only have one sio

> >> cable, and i need to make a sio2pc cable but i really don't feel like
> >> waiting for best or one of the other atari vendors to ship one out to
me, i
> >> just wanna go down to radioshack and buy some adapters and cable and
whip
> > up
> >> a sio2pc cable.
> >>
> >> does anyone have any ideas on what would be a good subsitute for one??
> >>
> >> thanks
> >> bo
> >>
> >>
> >>
> >
> >
>
>

2011. Re: SIO cables

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-23 15:37:09 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010323103709.22576.00000745@ng-md1.aol.com>
Source record: 37784

You will still need some normal SIO cables for the drives and other Atari peripherals which have the 13 pin connector.

>bo snyder bobo_snyder@hotmail.com remarked:

>Ahh, i think i like that idea.
>
>that would be really cool, a built in sio2pc 9 pin port on the back or side
>of the atari. not a bad idea, just wire it parallel to the existing sio
>port on the motherboard.
>
>the only issue in that case would be a way of daisy chaining devices to that
>port while connected the pc is connected to the sio port in the 800xl.

-Ron

Inform everyone that communications have completely broken down.

2012. Re: SIO cables

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-23 15:46:32 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B6E0AFD8.833%bobo_snyder@hotmail.com>
Source record: 37785

i understand that, it is just that i only have one sio cable at this point,a
and i was looking for an alternative to cutting it and making it into an
sio2pc cable, that is why the internal sio2pc connector idea is so
appealing, plus it would just look more professinoal.

i am just lazy and don't feel like ordering more sio cables from one of the
vendors.. LOL

bo

> From: rhamiiton5@aol.comedy.com (RHamiIton5)
> Organization: AOL http://www.aol.com
> Newsgroups: comp.sys.atari.8bit
> Date: 23 Mar 2001 15:37:09 GMT
> Subject: Re: SIO cables
>
> You will still need some normal SIO cables for the drives and other Atari
> peripherals which have the 13 pin connector.
>
>> bo snyder bobo_snyder@hotmail.com remarked:
>
>> Ahh, i think i like that idea.
>>
>> that would be really cool, a built in sio2pc 9 pin port on the back or side
>> of the atari. not a bad idea, just wire it parallel to the existing sio
>> port on the motherboard.
>>
>> the only issue in that case would be a way of daisy chaining devices to that
>> port while connected the pc is connected to the sio port in the 800xl.
>
> -Ron
>
> Inform everyone that communications have completely broken down.

2013. Re: formatting floppy question

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-23 16:09:37 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B6E0B541.835%bobo_snyder@hotmail.com>
Source record: 37786

okay.. so its not a good idea. but what can i do besides reusing the few
old floppys i have?? is there any suppliers of NOS older floppys??

thanks
bo

> From: "Alan Sharkis" <asharkis@optonline.net>
> Organization: Optimum Online
> Newsgroups: comp.sys.atari.8bit
> Date: Fri, 23 Mar 2001 15:22:12 GMT
> Subject: Re: formatting floppy question
>
> DON'T do it.
>
> It can only be done with DOS 3, which, fortunately, is not widely available
> and has tremendous compatibility problems. What's more, the data will not
> last long. The magnetic medium used on those disks expects a stronger
> signal than our drives can produce.
>
> "bo snyder" <bobo_snyder@hotmail.com> wrote in message
> news:B6E0A63A.82C%bobo_snyder@hotmail.com...
>> hi all,
>>
>> is there any problem with formatting ibm formatted hi density (1.2m)
> floppys
>> for the atari? or do the floppys need to be totally blank?? like most
>> people i have tons of 5 1/4 inch floppys but most of them are all the hi
>> density 1.2 meg floppys and they have data on them.
>>
>> thanks
>> bo
>>
>>
>
>

2014. Re: SIO cables

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-23 17:25:01 UTC
From: bostone1@aol.com
Message-ID: <20010323122501.16562.00000166@nso-fl.aol.com>
Source record: 37787

In article <B4Ku6.122$4N3.5499@ord-read.news.verio.net>, "Mike Rhoades"
<mike@atariguy.com> writes:

>Since the sio2pc is wired directly to the internal SIO, the Atari doesn't
>know the difference. It sees the pc and any other devices attached to the
>external SIO chain.
>
>If it does cause noise, it's not enough to cause problems. I've been using
>this setup several years now without problems.

There are some versions of the SIO2PC cable that cause more noise than others.
IIRC, the two chip version was better? Any comments here would be appreciated,
since this seems to be something I read once. Otherwise, I have no
understanding of the electronics involved.

2015. WTB : Black Box

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-23 18:17:59 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <cpMu6.386$Tg2.3799@news1.oke.nextra.no>
Source record: 37788

Anybody have a spare to sell ? Offers appreciated

Are there many accessories for it ? I think I've heard something about
floppy boards or something.

2016. Re: Black Box

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-23 20:38:59 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <985381567.1167.1.pluto.d4ee0f47@news.demon.nl>
Source record: 37791

Hi,

CSS sells new Floppyboards, they did a new run last year...

TXG
"Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message
news:cpMu6.386$Tg2.3799@news1.oke.nextra.no...
> Anybody have a spare to sell ? Offers appreciated
>
> Are there many accessories for it ? I think I've heard something about
> floppy boards or something.
>
>
>

2017. 3 New Polish Games by LK AVALON FA: CHEAP 8bit GAMES

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-23 20:57:07 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <DMOu6.1328$y63.185669@typhoon.tampabay.rr.com>
Source record: 37790

I have 3 New LK AVALON games for auction on Ebay..

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1223812192

2 Days left, CHEAP!

Happy Bidding

2018. Re: formatting floppy question

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-23 22:28:51 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3ABBCE23.93BA506F@ev1.net>
Source record: 37789

bo snyder wrote:
>
> okay.. so its not a good idea [to use 1.2 Meg floppies with an Atari].
> but what can i do besides reusing the few old floppys i have?? is
> there any suppliers of NOS older floppys??
>
Try going to your local Goodwill or other thrift store that sells
used stuff... They usually have a few baggies full of the double-
density floppies that will work with the Atari 800. For example,
old Commodore 64 floppies will work fine.

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

2019. Re: a pacman clone question

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-23 22:55:38 UTC
From: DCM01@USA.NET
Message-ID: <3abbd362.3510298@news.CIS.DFN.DE>
Source record: 37792

It could be Ghosthunter. I do believe Ghosthunter scrolled up at the intro, while playing the Twilight Zone theme. Ghosthunter was an egregious Pacman clone, more so than Jawbreaker. Ghosthunter had excellent playvalue and I think it had a simultaneous 2-player option.

Anyone recall a BASIC type-in version of Pacman which was published in Antic, around issues 5 to 13?

On Fri, 23 Mar 2001 06:43:53 -0800, bo snyder <bobo_snyder@hotmail.com> wrote:

>i can't remember for the life of me what this game that i used to have was >called. it was a pac man clone and i beleive it came out before jawbreaker, >atari pacman, etc.

2020. Red screen of death

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-24 01:06:41 UTC
From: "David\\Julie Wilson" <cybrslider@home.com>
Message-ID: <BqSu6.192053$bb.1761759@news1.rdc1.tx.home.com>
Source record: 37793

Hi all,

I thought I remembered seeing a post here recently regarding a 800xl
that booted to only a red screen. Well, I can't seem to find it now and I
have the same problem. I boot the thing and get the red power LED and a red
screen. Any ideas on the cause? Thanks!

David

2021. Re: SIO cables

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-24 02:41:18 UTC
From: HedgeSlammer <hedge@home.com>
Message-ID: <MPG.1525c556da763656989932@news>
Source record: 37794

That is a good idea unless like me you have more than one Atari.
It is possible to cut your SIO cable and put a 25 pin plug on both ends
and also a 25 pin plug on the little black box you build your SIO2PC
into and then you have the best of both worlds.
Personally I cut the cable of an old Xetec Printerface to make my SIO2PC
cable.

In article <U7tu6.84$4N3.3496@ord-read.news.verio.net>,
mike@atariguy.com says...
> That's what I've done, and it works great. You can have the PC plugged into
> the DB9 and all your SIO devices on the SIO chain at the same time...just
> make sure you have only one of each drive on the chain at a time. There's
> plenty of room inside your 8-bit for this mod.

2022. Re: Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-24 03:11:23 UTC
From: eric@replyhere.net
Message-ID: <3abc104b.150797816@207.106.92.52>
Source record: 37795

Are the disks that cause the boot error message actual boot disks?
Sounds like the disks are not boot disks. Try a DOS disk and then get
a dir of the disks that fail. If a DOS disk can not boot then it may
be a hardware problem.

On Fri, 23 Mar 2001 04:02:57 GMT, "Brad3d" <brad3d@home.com> wrote:

>I just pulled my old Atari 80 out of a closet it has been in for about 15
>years. I hooked up the floppy drive and tried to boot a few old games on
>5.25. when I turn the Atari on (with the floppy drive on and disk in) I get
>a boot error message. I can't find my Atari basic cartridge is that the
>prob? I found an old note that said to hold start down when turning on the
>Atari, but that just make a beep come from it and nothing happens.
>
>Thanks,
>Brad
>
>

2023. Re: Turbo BASIC Etc

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-24 05:08:34 UTC
From: "JTKirk (a.k.a. machf)" <no_me_j.j_t_kirk@geocities.com>
Message-ID: <smaobt0s6kamn4tlipgsvc4tlkdo3emtm9@4ax.com>
Source record: 37796

On 23 Mar 2001 10:01:06 GMT, Thomas Richter <thor@gibbs.math.tu-berlin.de>
wrote:

>Hi,
>
>> Sorry, but the TB compiler is another pseudo-code generator,needing
>> its runtime module to load them later. MMG, OTOH, is really a "full"
>> compiler.
>
>Ehem, no. (-; The TB compiler generates real assembler code (please
>check the code if you don't believe me!) It still requires a run-time
>library for all the basic support functions (i.e. PRINT, SOUND, XIO, the
>math routines etc. are within).
>
>So long,
> Thomas
>
If you say so... I'll check it.
OTOH, the MMG does sorta "attach" a runtime module to the program, so it
becomes a standalone. It would be interesting, then, if there could be a way
to do something similar with TurboBASIC...

>_____don't_cut_here,_it_could_damage_your_terminal_____
> _______ _____ _____
> / / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
> / /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
> / / / / / / \ PGP available on request, finger print:
> / / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
>_____

--
__________ ____---____ Marco Antonio Checa Funcke
_________D /-/---_----' Santiago de Surco, Lima, Perï¿½
_H__/_/ http://members.nbci.com/machf
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

2024. Re: SIO cables

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-24 12:04:51 UTC
From: DCM01@USA.NET
Message-ID: <3abc8ced.909326@news.CIS.DFN.DE>
Source record: 37798

I have an 800 with 850 inteface module. I would prefer to use a
null-modem cable to run the PC Client software of the SIO2PC or APE
package, but I do not know if that is supported.

The null-modem works well with Ken Sider's Diskformer though.

On Fri, 23 Mar 2001 07:46:32 -0800, bo snyder
<bobo_snyder@hotmail.com> wrote:

>i understand that, it is just that i only have one sio cable at this point,a
>and i was looking for an alternative to cutting it and making it into an
>sio2pc cable, that is why the internal sio2pc connector idea is so

2025. Re: Lynx problems...

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-24 13:00:55 UTC
From: Brent Garvey <brentgarvey@skyenet.net>
Message-ID: <nT0v6.328$k25.985@newsfeed.slurp.net>
Source record: 37799

"Hugh Moore" <hughmoor@yahoo.com> wrote in message
news:3AB98D0E.73EAC3B5@yahoo.com...
> Yes, you do have to have a working game in the unit for it to turn on.
> At least that's how my early model works.
> Hugh
>

And that is also how my Lynx II works also, must have a game in, be an easy
fix if that is all that's wrong huh? ;-)

BG

2026. Re: Red screen of death

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-24 13:08:22 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <985440553.24374.0.pluto.d4ee0f47@news.demon.nl>
Source record: 37800

Hi,

If the computer has been opened for an upgrade or repair, then the problem lays in the metal-shielding. There is a 'short' been made by the metal-shielding, maybe at the pbi. because there is a small seperate shielding that sometimes moves.
Secondly the RAM and ROM can be damaged, I got an XEGS overhere where both the OS and RAM's where broken that had the same result.

Maybe there are several other hardware problems that result in an RED screen...

Gtx,
TXG

"David\Julie Wilson" <cybrslider@home.com> wrote in message news:BqSu6.192053$bb.1761759@news1.rdc1.tx.home.com...
> Hi all,
>
> I thought I remembered seeing a post here recently regarding a 800xl
> that booted to only a red screen. Well, I can't seem to find it now and I
> have the same problem. I boot the thing and get the red power LED and a red
> screen. Any ideas on the cause? Thanks!
>
> David
>
>
>

2027. Re: My Ataris died :-(

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-24 13:43:13 UTC
From: "David M. Lloyd" <dmlloyd@atari-central.com>
Message-ID: <Pine.LNX.4.21.0103240738050.1259-100000@homebody.freemm.org>
Source record: 37801

On Thu, 22 Mar 2001, Oliver Graf wrote:

> The power supply that fits to the 600XL has part no. CO61763-34
> (5V/7.5VA/24W). My 130XE manual says that one needs 5V/1A. Maybe
> that's the reason why the 130XE refuses to work with that brick?

Well, 5V/1A = 5V/5VA, and 7.5VA > 5VA, so your problem is not there...
Current ratings on a power supply can be higher than what the computer
requires (unless the power supply has a minimum current rating, which
'bircks' usually don't).

- D

<david@atari-central.com>
http://www.atari-central.com

2028. Re: Atari article in Seattle PI

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-24 18:47:38 UTC
From: Michael Glaser <M_G@Hotmail.com>
Message-ID: <eZ5v6.614153$U46.18714158@news1.sttls1.wa.home.com>
Source record: 37803

Where was this article on the Seattle PI. I couldn't find it online.

If they did do it, I wish they would just go back to doing "real" news. Top 10's are the second stupidest lists in the world, Top 10 worst's being the stupidest. At least w/ top 10's there is a positive feeling on them. Telling everyone that something is the worst is just insulting, especially since the item is something from our past. I had an Atari at home, an Apple at school, and a friend w/ a C64. All were good in there own way. Do I need a list, probably created from someone's opinion or a financial report, to tell me I made the wrong computer purchase? I had fun w/ my system and met alot of people, so screw that guy and his list.

"chainsaw11" <mygranny@swbell.net> wrote in message
news:cLmq6.1015$_e.258521@nnrp2.sbc.net...
> Oh this is just great, last week Atari was the 7th crappiest computer in
> history. This week they want to put our software on handheld PDA's. Why
> don't these news portals go back to attacking teenage hackers again and
> leave us alone? I just don't know anymore...
> Mo
>
> Pockets wrote in message <9860s8$ee4$1@plutonium.compulink.co.uk>...
> >Nice article
> >
> >There seems to be a growth industry in retro at the mo.I think its
windows
> >fatiuge myself as too many new games have to be fiddled with to run. Just
> >slap a cart in and kill something, Only Doom on my old 486 ever beat Star
> >raiders in my opinion for that instant gratification blast!
> >
> >"Dan Vernon" <danv@whoever.com> wrote in message
> >news:985n2n$fe0$1@brokaw.wa.com...
> >> "Atari Lives, Riding New Trends", Seattle Post Intelligencer, 3-6-2001
> (in
> >> the business section!)
> >>
> >> check it out...
> >> http://seattlep-i.nwsource.com/business/xatari06.shtml
> >>
> >>
> >>
> >>
> >>
> >
> >
> >

>
>

2029. Wanted: Atari 8 bit hardware.

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-24 18:54:49 UTC
From: Chris Puzzele <cpuzzele@net-lynx.com>
Message-ID: <pY5v6.27020$3i4.3874817@e3500-chi1.usenetserver.com>
Source record: 37802

Hey All...

If anybody is looking to get rid of their old atari 8-bit and/or ST computer hardware, and/or Amiga hardware, let me know.

I do NOT want to spend almost anything, but if you are just looking to get rid of it/clean out the closet, PLEASE drop me a line. I'd love to play with that old stuff.

thanks in advance.

PS: If possbile, please send me an email message since I rarely check the newgroups:

cpuzzele@net-lynx.com

Best Regards.

2030. Re: Best games on 8 bits...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-24 18:59:15 UTC
From: Michael Glaser <M_G@Hotmail.com>
Message-ID: <786v6.614247$U46.18716382@news1.sttls1.wa.home.com>
Source record: 37804

How about...

Pharoh's Curse
Agent USA (Great travel music)
Great American Road Race
Necromancer
Conan
Ultima 3 (Great music all around)
International Karate (I had a copy w/ no sound so we made the sounds w/ our mouths. lol)
Archon (Our little groups official "get drunk and fight each other" game)
Crush, Crumble, and Chomp
Snowkie(sp)
Miner 2049'er
Shamas 2
Star Raiders(1 and 2(or if you like, the Last Starfighter))

Bruce Lee, Zorro, Ballblazer, and Karateka were also in my list.

BTW: What's the FTP site for these? I just installed a emulator and got a few but some arn't working and I don't have all of the OS ROMS.

"Christophe" <ksim@eresmas.net> wrote in message news:TJxp6.255$x4.60761@news-reader.eresmas.com...
>
> Nowadays, we have access to huge ftp sites with all the games we
> want to download. But even if you had quite a lot 15 years ago, still most
> of the names are unknown to me...Maybe I'm passing through some fantastic
> ones but don't want to download EVERYTHING...So I'd like to start a poll for
> the best games ever on Atari 8 bits, just to check if I missed something,
> and also for the fun (well, mostly for the fun in fact...). So here I go :
>
> 1) Alternate Reality
> 2) Seven Cities of Gold
> 3) Hard Ball
> 4) Summer Games
> 5) Mercenary
> 6) Mail Order Monsters
> 7) Racing Destruction Set
> 8) One on One
> 9) Trilogy of Apshai
> 10) Fight Night
>
> Well, I'll stop at ten, keeping in mind Bruce Lee, Zorro, Karateka,

> F.R.E.E., Bop'n Wrestle, etc....
>
> HHHHMMMMMM, I feel better now....
>
> Which are yours ???
>
>

2031. Re: Wanted: Atari 8 bit hardware.

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-24 20:46:56 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <985467281.7381.0.pluto.d4ee0f47@news.demon.nl>
Source record: 37805

> I do NOT want to spend almost anything, but if you are just looking to get
> rid of it/clean out the closet, PLEASE drop me a line. I'd love to play
> with that old stuff.

Yeah right! We all like that, but I will pay a good price for a good
product, most people in this group now the value of there machines and I
don't think they just get rid of it for NOTHING!

TXG

2032. Re: ASICs

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-24 21:48:59 UTC
From: **** **** <***@***.com>
Message-ID: <fD8v6.183895$Z8.38814243@typhoon.southeast.rr.com>
Source record: 37806

As long as you buy 10,000 or more at a time, sure... it's alot cheaper.
A hobbyist should play around with pld's and fpga's though.

John

David M. Lloyd wrote in message ...
>Does anyone here know of anybody who makes custom ASICs? (That's
>application-specific integrated circuits, like POKEY or ANTIC).
>
>I'm curious what the pricing is like these days... it's gotta be cheaper
>than it was in the 80's, right?
>
>- D
>
><david@atari-central.com>
>http://www.atari-central.com
>

2033. Re: Wanted: Atari 8 bit hardware.

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-24 22:37:10 UTC
From: Pairman <pairman@nomysterymeat.alberta.com>
Message-ID: <MPG.1526cfbcc4c22dc6989680@news.telusplanet.net>
Source record: 37808

```
In article <985467281.7381.0.pluto.d4ee0f47@news.demon.nl>,
Txg@underground.demon.nl says...
>
> > I do NOT want to spend almost anything, but if you are just looking to get
> > rid of it/clean out the closet, PLEASE drop me a line. I'd love to play
> > with that old stuff.
>
> Yeah right! We all like that, but I will pay a good price for a good
> product, most people in this group now the value of there machines and I
> don't think they just get rid of it for NOTHING!
>
> TXG
>
Thats right.
```

2034. EPROM programmer in Antic magazine

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-24 22:46:03 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <tbq8tv9v6h5986@news.supernews.com>
Source record: 37807

Howdy

Anyone here tried assembling the EPROM programmer in Antic magazine Vol.4 No.8?

http://www.atarimagazines.com/v4n8/EPROMBurner.html

I want to try that project and I have a few questions about it. Most of the parts listed still match radio shack part no's but some specs are slightly off...like part #271-1313 is listed in the article as 240 OHM resistor, but the current RS catalog list it as 220 OHM. Does this make a difference or is it still compatible?

I know enough to put together kits, but not enough to deal with some specs like the difference between 240 and 220 ohm parts and if they will prevent it from working :-)

Thanks in advance.

Fernando

2035. Re: Turbo BASIC Etc

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-24 23:05:00 UTC
From: Thomas Richter <thor@gibbs.math.tu-berlin.de>
Message-ID: <99j96s$3rk$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 37810

> If you say so... I'll check it.

Please do. (-:

> OTOH, the MMG does sorta "attach" a runtime module to the program, so it
> becomes a standalone. It would be interesting, then, if there could be a way
> to do something similar with TurboBASIC...

Hmmm. Same goes for the ABC (rather, its interpreter library is attached). As
for TurboBasic: Yes, I'd say so, with some hacking, sure. IIRC, the output of
the compiler was not packed into a binary-load file, though, even though it does
contain machine language. It required the run-time library to load it from disk.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

2036. Re: Wanted: Atari 8 bit hardware.

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-24 23:08:36 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <tbqa89go2om80a@news.supernews.com>
Source record: 37809

TXG <Txg@underground.demon.nl> wrote in message
news:985467281.7381.0.pluto.d4ee0f47@news.demon.nl...
>
> Yeah right! We all like that, but I will pay a good price for a good
> product, most people in this group now the value of there machines and I
> don't think they just get rid of it for NOTHING!
>

About 2 years ago I picked up a free Atari 800 right on this newsgroup. The guy letting it go was not an Atari fan but he had it laying around and posted a message on this board. I was nearby so I picked it up at his place and didn't even have to pay shipping. So this newsgroup does get some visitors from time to time from non-Atarians I guess. And unless you are a big fan of it, these computers are worthless. It doesn't hurt to ask.

2037. Re: EPROM programmer in Antic magazine

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-24 23:44:59 UTC
From: Mark Watson <news@foft.fsnet.co.uk>
Message-ID: <99janm$md5$1@news7.svr.pol.co.uk>
Source record: 37811

> Anyone here tried assembling the EPROM programmer in Antic magazine Vol.4
> No.8?
>
> http://www.atarimagazines.com/v4n8/EPROMBurner.html
>
> I want to try that project and I have a few questions about it. Most of
> the parts listed still match radio shack part no's but some specs are
> slightly off...like part #271-1313 is listed in the article as 240 OHM
> resistor, but
> the current RS catalog list it as 220 OHM. Does this make a difference or
> is it still compatible?
>
> I know enough to put together kits, but not enough to deal with some specs
> like the difference between 240 and 220 ohm parts and if they will prevent
> it from working :-)

I've never tried building this, but can suggest something WRT the resistance values. Generally resisters are only supplied with 10% tolerance. i.e. a 240ohm may be from 216ohm to 264 ohm. Also the designer has to choose the nearest appropriate value. So a slight difference (as in 240->220) is unlikely to cause a problem. If you really are worried you can always put two resisters in series (e.g. two low tolerance 120ohms)!

Mark

2038. Re: SIO cables

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-24 23:48:05 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010324184805.03780.00000725@ng-fg1.aol.com>
Source record: 37812

It is not. The null modem cable is just a means of data transfer; the signals are of a different voltage level and would not have the format of commands/responses which the 800 expects from intelligent serial devices like a disk drive.

>DCM01@USA.NET (Daniel Miller) remarked:

>I have an 800 with 850 inteface module. I would prefer to use a
>null-modem cable to run the PC Client software of the SIO2PC or APE
>package, but I do not know if that is supported.

-Ron

Inform everyone that communications have completely broken down.

2039. Re: Wanted: Atari 8 bit hardware.

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-24 23:53:12 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010324185312.03780.00000726@ng-fg1.aol.com>
Source record: 37813

Especially to someone not even willing to read the group for a notice of a gift
for him...

> "TXG" Txg@underground.demon.nl responded:

>Yeah right! We all like that, but I will pay a good price for a good
>product, most people in this group now the value of there machines and I
>don't think they just get rid of it for NOTHING!
>
>> I do NOT want to spend almost anything, but if you are just looking to get
>> rid of it/clean out the closet, PLEASE drop me a line. I'd love to play
>> with that old stuff.

-Ron

Inform everyone that communications have completely broken down.

2040. Re: EPROM programmer in Antic magazine

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-25 00:31:58 UTC
From: Phil Goembel <i-like-cw.no.t@s.pam.wi.rr.com>
Message-ID: <3ABD3B94.57F80FEF@s.pam.wi.rr.com>
Source record: 37814

SoftNGui wrote:
>
> Howdy
>
> Anyone here tried assembling the EPROM programmer in Antic magazine Vol.4
> No.8?
>
> http://www.atarimagazines.com/v4n8/EPROMBurner.html
>
> I want to try that project and I have a few questions about it. Most of the
> parts listed still match radio shack part no's but some specs are slightly
> off...like part #271-1313 is listed in the article as 240 OHM resistor, but
> the current RS catalog list it as 220 OHM. Does this make a difference or
> is it still compatible?
>
> I know enough to put together kits, but not enough to deal with some specs
> like the difference between 240 and 220 ohm parts and if they will prevent
> it from working :-)
>
> Thanks in advance.
>
> Fernando

That particular resister value is not that important, since there is a
potentiometer to adjust the output voltage. The output voltage depends on
the ratio of R2/(R1+R3) [more precisely, Vout = 1.25v * (1 + R2/(R1+R3))].

As far as I can see, none of the other resister or capacitor values are
critical. Something within 10% - 20% should work. As for the other parts,
I would tend to go by the descriptions, not the RS numbers, as long as
the descriptions look like they match the drawings.

Just make sure the electrolytic caps are rated for at least the voltage
specified in the parts list.

And be sure to check the output of the power supply before you connect
it to anything, or you may release the smoke from the other parts. ;)

Phil

2041. Re: EPROM programmer in Antic magazine

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-25 00:37:08 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <tbqfec6hcsoo78@news.supernews.com>
Source record: 37815

Thanks. If I had more free time I would take a course in this stuff, but right now I'm limited to picking up tips anywhere I can get them. :-)

Fernando

Mark Watson <news@foft.fsnet.co.uk> wrote in message news:99janm$md5$1@news7.svr.pol.co.uk...
>
> I've never tried building this, but can suggest something WRT the
> resistance values. Generally resisters are only supplied with 10%
> tolerance. i.e. a 240ohm may be from 216ohm to 264 ohm. Also the designer
> has to choose the nearest appropriate value. So a slight difference (as in
> 240->220) is unlikely to cause a problem. If you really are worried you can
> always put two resisters in series (e.g. two low tolerance 120ohms)!

2042. Re: EPROM programmer in Antic magazine

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-25 01:45:51 UTC
From: Phil Goembel <i-like-cw.no@ts.pam.wi.rr.com>
Message-ID: <3ABD4CE3.BA750CF8@ts.pam.wi.rr.com>
Source record: 37816

Another thing you need to be careful about -
not all EPROM's take the same programming voltage.

A quick scan of one of my parts catalogs lists
most of the CMOS EPROMs as having a 12.5 volt
programming signal. Not sure whether this is
just a minimum or not, but I suspect 22 volts
will damage the part.

Regards,
Phil

2043. Holme's Atari 8bit Games has moved... Address inside....

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-25 05:06:06 UTC
From: Aaron Wheeler <holmesw@hotmail.com>
Message-ID: <99ju7r$2751$1@raewyn.paradise.net.nz>
Source record: 37817
Cross-posted to:
alt.atari.2600vcs,alt.atari-jaguar,alt.atari-jaguar.discussion,alt.games.atari,alt.games.lynx,comp.sys.atari,comp.sys.atari.8bit

```
Just to let those insterested know...
Holmes Atari 8bit Games site has moved as of now to:
http://homepages.paradise.net.nz/atari/

Please update your bookmarks, as the old site may go down at any stage.
Also bear in mind, that I have just dumped a copy of the page(s) on this
new server, thus many things may be broken, but most games should be
online...
--
Regards

Aaron

=====================================================
Holmes Atari 8bit Games Page:
http://homepages.paradise.net.nz/atari/
=====================================================
```

2044. What Ever Happened To "The Arcade Machine" Software?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-25 06:26:55 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <tbr3rqh8lomsb8@corp.supernews.com>
Source record: 37818

Hello Everybody,

I was looking at an old Atari 8-bit/Commodore 64
catalog, which listed in the Atari section a 5.25 inch
utility disk titled "The Arcade Machine".

It stated that "The Arcade Machine" assists in the
writing of game programs, by assembling a series
of templates into a working video game.

Does anyone have "The Arcade Machine" and
found a way to run of a fully working copy?

Wally

2045. .ARC <-- program to expand files???

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-25 07:49:25 UTC
From: Chris Puzzele <cpuzzele@net-lynx.com>
Message-ID: <nkhv6.750$n7.509267@e3500-chi1.usenetserver.com>
Source record: 37819

Hi all...

I recently downloaded a few atari 8-bit files that are in the .arc format.
Is there a super easy ibm program that can convert the .arc into the regular
.exe or .com files???

If so, PLEASE let me know where I can download such a program. Thanks a
bunch in advance.

cpuzzele@net-lynx.com

2046. Re: .ARC <-- program to expand files???

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-25 08:15:42 UTC
From: Daniel Ko&#65533;mi&#65533;ski <dely@atari-area.net>
Message-ID: <99k8v5$ie0$1@news.tpi.pl>
Source record: 37820

Hello !

> I recently downloaded a few atari 8-bit files that are in the .arc format.
> Is there a super easy ibm program that can convert the .arc into the
regular
> .exe or .com files???

IBM ? Try unarc for Atari ...

http://www.atari-area.net/pliki/tools/com/unarc.com

greetz

dely

2047. Re: What Ever Happened To "The Arcade Machine" Software?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-25 11:27:20 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <985521825.27469.0.pluto.d4ee0f47@news.demon.nl>
Source record: 37822

I have the software some where and even some games made with it, but I
didn't like it because it was to limited. Nowadays with all the knowledge of
8-bit we should have a version with color graphix and nice sounds from a
music composer...

Overal I think the idea was nice, but the program was useless...

TXG
"w_a_lang" <w_a_lang@willinet.net> wrote in message
news:tbr3rqh8lomsb8@corp.supernews.com...
>
> Hello Everybody,
>
> I was looking at an old Atari 8-bit/Commodore 64
> catalog, which listed in the Atari section a 5.25 inch
> utility disk titled "The Arcade Machine".
>
> It stated that "The Arcade Machine" assists in the
> writing of game programs, by assembling a series
> of templates into a working video game.
>
> Does anyone have "The Arcade Machine" and
> found a way to run of a fully working copy?
>
> Wally
>
>
>

2048. Re: .ARC <-- program to expand files???

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-25 11:35:25 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <jEiv6.780$op4.11386@nnrp1.sbc.net>
Source record: 37821

```
Yeah, goto WWW.Winace.com and download Winace, it's pretty good..
Mo

Chris Puzzele wrote in message ...
>Hi all...
>
>I recently downloaded a few atari 8-bit files that are in the .arc format.
>Is there a super easy ibm program that can convert the .arc into the
regular
>.exe or .com files???
>
>If so, PLEASE let me know where I can download such a program. Thanks a
>bunch in advance.
>
>cpuzzele@net-lynx.com
>
>
>
>
>
```

2049. Re: .ARC <-- program to expand files???

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-25 11:36:17 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <985521826.27469.1.pluto.d4ee0f47@news.demon.nl>
Source record: 37823

Hi,

Use powerarchiver 2001 it's freeware www.powerarchiver.com and it's like Winzip. It supports ZIP, RAR, CAB,LZH + (LHA), ACE, ARJ, JAR, ARC, ZOO, BH, TAR, GZIP + (TGZ), BZIP2, UUE and XXE files. It has an exelent archiver convertor in it. Just select all files you want to convert, can be different formats and convert them to zip.

Just play with it, I think it's a good usefull program. I use it alot because I download my software for Atari on pc. I had problems with the .ZOO archives on my Falcon030 but now I depack them on PC with powerarchiver and everything is ok, or I convert them to .ZIP which is easy to unpack of the Falcon030, on 8-bit I use UNLZH and SuperARC & UNARC 2.4

TXG
"Chris Puzzele" <cpuzzele@net-lynx.com> wrote in message
news:nkhv6.750$n7.509267@e3500-chi1.usenetserver.com...
> Hi all...
>
> I recently downloaded a few atari 8-bit files that are in the .arc format.
> Is there a super easy ibm program that can convert the .arc into the
regular
> .exe or .com files???
>
> If so, PLEASE let me know where I can download such a program. Thanks a
> bunch in advance.
>
> cpuzzele@net-lynx.com
>
>
>
>

2050. Re: What Ever Happened To "The Arcade Machine" Software?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-25 12:38:28 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <puorbt89uheca5r7lkmgocr95pr5p1vs3k@4ax.com>
Source record: 37824

The other Day "w_a_lang" <w_a_lang@willinet.net> wrote:

>Does anyone have "The Arcade Machine" and
>found a way to run of a fully working copy?
>
>Wally

Yes and yes (emulated)
--

. Never argue with an idiot, they bring you down to their level
and then beat you with experience

2051. Re: What Ever Happened To "The Arcade Machine" Software?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-25 12:45:35 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <avprbtsgj7sh9js0geol770ca6dp5qk73q@4ax.com>
Source record: 37825

The other Day "w_a_lang" <w_a_lang@willinet.net> wrote:

>
>Hello Everybody,
>
>I was looking at an old Atari 8-bit/Commodore 64
>catalog, which listed in the Atari section a 5.25 inch
>utility disk titled "The Arcade Machine".
>
>It stated that "The Arcade Machine" assists in the
>writing of game programs, by assembling a series
>of templates into a working video game.

Did you ever use the shootem up construction kit on the C64, well The
Arcade machine is very similar.

2 disks, 1 side boots as a demo and has the tools on and the other disk has
other demos etc on.
--

. Never argue with an idiot, they bring you down to their level
and then beat you with experience

2052. Re: EPROM programmer in Antic magazine

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-25 15:04:31 UTC
From: llpwhite@cs.com
Message-ID: <20010325100431.03883.00000575@ng-fh1.news.cs.com>
Source record: 37826

>Anyone here tried assembling the EPROM programmer in Antic magazine Vol.4 No.8?<

There was also a correction and addition printed a few issues later (#4-12, under HELP!).
Larry

2053. Re: Atari article in Seattle PI

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-25 15:43:42 UTC
From: Dan Vernon <danv@whoever.com>
Message-ID: <99l3ejbmo1@brokaw.wa.com>
Source record: 37827

> Where was this article on the Seattle PI. I couldn't find it online.

http://seattlep-i.nwsource.com/business/xatari06.shtml

this isn't the source of the "10 worst computer list" or whatever. I
believe this was just on someone's website somewhere (I never bothered to
look). Rather this is an article describing the renewed interest in Atari
in recent years.

2054. Looking for two SSI games

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-25 15:53:56 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3ABE1494.43DF81EC@pcisys.net>
Source record: 37828

Anyone know where I can find the following games:

Galatic Gladiators
Imperium Galatic

Published by SSI for the 400/800. I did check B&C's, Video 61, and
Holmes web sites. No luck yet.

Glenn Bruner
brunergs@pcisys.net

2055. Re: Most famous games on 8 bits... ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-25 19:42:26 UTC
From: nada@hotmail.com
Message-ID: <Xns906F76F5CE358ttt789earthlinknet@207.217.77.21>
Source record: 37829

>1. Tetris
>2. Pong
>3. Pac Man
>4. Arkanoid
>5. Space Invaders
>6. Spy Hunter
>7. River Raid
>8. Boulder Dash
>
>Missed something?

Spent the majority of my gaming time on disk versions of Pole Position, Moon Patrol, F15 Strike Eagle (I think it was called), and by far the best ever, the cartridge Qix.

2056. Old Atari 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-25 22:36:42 UTC
From: patchell <patchell@silcom.com>
Message-ID: <3ABE72FA.FD674D4A@silcom.com>
Source record: 37830

I made a scan of my 850 interface. Some of you might find it
ammusing. The one I have I ordered (I think, I might be off by one
year) late in 1979. They were not availiable yet, at the time, and this
is the one I got. The case is aluminum, instead of plastic. Otherwise,
it is the same inside, as far as I can tell. Of all the people I knew
that had Atari computers, I was the only one who had this case (I am
sure there are others, my Serial number is AN000418). But, I thought,
this might be a piece of Atari history that many of you may not have
seen.

http://www.silcom.com/~patchell/atari/atari850.jpg

--
-Jim
----
* Visit:http://www.silcom.com/~patchell/
*---
*I'm sure glad Merry Christmas comes just once a year
* -Yogi Yorgensen

2057. Re: Most famous games on 8 bits... ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-25 22:56:39 UTC
From: Ron <me@here.net>
Message-ID: <MPG.152819593eaae39698969a@news.icehouse.net>
Source record: 37831

In article <Xns906F76F5CE358ttt789earthlinknet@207.217.77.21>,
nada@hotmail.com says...
> >1. Tetris
> >2. Pong
> >3. Pac Man
> >4. Arkanoid
> >5. Space Invaders
> >6. Spy Hunter
> >7. River Raid
> >8. Boulder Dash
> >
> >Missed something?
>
> Spent the majority of my gaming time on disk versions of Pole Position,
> Moon Patrol, F15 Strike Eagle (I think it was called), and by far the best
> ever, the cartridge Qix.
>

Nope, the best ever is "Bounty Bob Strikes Back"

2058. Re: EPROM programmer in Antic magazine

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-26 00:36:22 UTC
From: Lenard Spencer <lspenc13@bellsouth.net>
Message-ID: <3ABE8F06.F483C718@bellsouth.net>
Source record: 37832

Mark Watson wrote:
>
> > Anyone here tried assembling the EPROM programmer in Antic magazine Vol.4
> > No.8?
> >
> > http://www.atarimagazines.com/v4n8/EPROMBurner.html
> >
> > I want to try that project and I have a few questions about it. Most of
> > the parts listed still match radio shack part no's but some specs are
> > slightly off...like part #271-1313 is listed in the article as 240 OHM
> > resistor, but
> > the current RS catalog list it as 220 OHM. Does this make a difference or
> > is it still compatible?
> >
> > I know enough to put together kits, but not enough to deal with some specs
> > like the difference between 240 and 220 ohm parts and if they will prevent
> > it from working :-)
> I've never tried building this, but can suggest something WRT the
> resistance values. Generally resisters are only supplied with 10%
> tolerance. i.e. a 240ohm may be from 216ohm to 264 ohm. Also the designer
> has to choose the nearest appropriate value. So a slight difference (as in
> 240->220) is unlikely to cause a problem. If you really are worried you can
> always put two resisters in series (e.g. two low tolerance 120ohms)!
>
> Mark

Where that 240 ohm resistor is located, 220 will make almost no
difference. When I built this, one addition I made was to add a second
potentiometer in parallel to R3, and a switch to switch between the
two. I set one for the 22v called for in the article, and the other I
set for 12.5v, to handle the 27c64 chips. I also used the mod in the
following April issue to be able to read/write 17128 (16k) EPROMs in 2
8k chunks. It worked like a champ, and I was able to make backup ROMs
of all my drives, as well as the 3.5" XF551 mod.

ONE BAD SIDE TO THIS PROJECT!!!! It will NOT work on the XL/XE
computers! It ONLY works on the original 800. I tried for several
weeks to make it work with the 800XL, but even with all the schematics
at my fingertips I never figured it out.

2059. Re: Red screen of death

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-26 01:26:34 UTC
From: "David\\Julie Wilson" <cybrslider@home.com>
Message-ID: <eVwv6.199666$bb.1801871@news1.rdc1.tx.home.com>
Source record: 37833

Hi,

Well, I tried the standard stuff. Re-seating the chips. Leaving it on
all night. I changed every socketed chip (this one has all the chips in
sockets!) out with one from a working 800xl. The chips I took from the
malfunctioning 800xl all work in the the 'donor' machine (it works fine with
the chips from the malfunctioning unit).

Any other ideas? This was a really pristine used machine. It was clean
enough to eat off of. Still had the cover over the PBI connector, too.
Thanks for the input.

David

"TXG" <Txg@underground.demon.nl> wrote in message
news:985440553.24374.0.pluto.d4ee0f47@news.demon.nl...
> Hi,
>
> If the computer has been opened for an upgrade or repair, then the problem
> lays in the metal-shielding. There is a 'short' been made by the
> metal-shielding, maybe at the pbi. because there is a small seperate
> shielding that sometimes moves.
> Secondly the RAM and ROM can be damaged, I got an XEGS overhere where both
> the OS and RAM's where broken that had the same result.
>
> Maybe there are several other hardware problems that result in an RED
> screen...
>
> Gtx,
> TXG
>
> "David\Julie Wilson" <cybrslider@home.com> wrote in message
> news:BqSu6.192053$bb.1761759@news1.rdc1.tx.home.com...
> > Hi all,
> >
> > I thought I remembered seeing a post here recently regarding a 800xl
> > that booted to only a red screen. Well, I can't seem to find it now and
I
> > have the same problem. I boot the thing and get the red power LED and a
> red
> > screen. Any ideas on the cause? Thanks!
> >
> > David
> >
> >

> >
>
>

2060. Re: Red screen of death

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-26 02:32:29 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tbtabi4amha492@corp.supernews.com>
Source record: 37834

"David\Julie Wilson" <cybrslider@home.com> wrote in message
news:eVwv6.199666$bb.1801871@news1.rdc1.tx.home.com...
> Hi,
>
> Well, I tried the standard stuff. Re-seating the chips. Leaving it on
> all night. I changed every socketed chip (this one has all the chips in
> sockets!) out with one from a working 800xl. The chips I took from the
> malfunctioning 800xl all work in the the 'donor' machine (it works fine
with
> the chips from the malfunctioning unit).
>
> Any other ideas? This was a really pristine used machine. It was clean
> enough to eat off of. Still had the cover over the PBI connector, too.
> Thanks for the input.

If it isn't the standard chips, you may be in some trouble. Did you swap out
the DRAMs too?

Only other thing I have had go wrong is the memory/PGA<PLD?> and I know they
do sell replacement delay chips.

2061. Re: Red screen of death

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-26 04:17:28 UTC
From: "David\\Julie Wilson" <cybrslider@home.com>
Message-ID: <spzv6.200267$bb.1804869@news1.rdc1.tx.home.com>
Source record: 37835

Hi,

Yep, I switched the drams too. Bummer. I was hoping it wouldn't be too
big a deal.

I've got another 800xl that the copper traces on the PBI connector are
coming up. Matter of fact, one trace is broken off about a quarter of an
inch from the end. I bought it used as well. The PBI connector on this one
must have been plugged/unplugged into what ever a million times or more.
It's pretty fried. I was hoping to switch the upgrades from the messed up
PBI machine into the red screen machine. What's a good way to fix those
copper traces? Thanks.

David

"Rick Cortese" <ricortes@netmagic.net> wrote in message
news:tbtabi4amha492@corp.supernews.com...
> "David\Julie Wilson" <cybrslider@home.com> wrote in message
> news:eVwv6.199666$bb.1801871@news1.rdc1.tx.home.com...
>
> If it isn't the standard chips, you may be in some trouble. Did you swap
out
> the DRAMs too?
>
> Only other thing I have had go wrong is the memory/PGA<PLD?> and I know
they
> do sell replacement delay chips.
>
>

2062. Converting programs to tapes

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-26 06:19:30 UTC
From: davide.guida@inwind.it
Message-ID: <008c01c0b5bc$e1a463a0$586699c2@dgs.it>
Source record: 37837

Hi everybody,
I like to transfer some Atari XE program, found on the net, to tapes so I can use with my original Atari XE... (similar to TAPER for Zx Spectrum or PRGWAV for Commodore 64).

Is there some software available?

Thanks in advance

Davide Guida (Responsabile tecnico Formamedia srl)
via Domenico Fontana 39 - 80128 Napoli - Tel.081.5799803
http://www.formamedia.it
E-mail davide.guida@formamedia.it

Casa: via Rodolfo Falvo 10 - 80127 Napoli
Tel.081.5604578 - Cell.0349.4732329

--
Posted from [194.153.73.220]
via Mailgate.ORG Server - http://www.Mailgate.ORG

2063. Re: All I wanted was a nice Indus GT...

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-26 06:41:50 UTC
From: Steve Lugovsky <slugovsky@lyoness.com>
Message-ID: <3abee353$0$9166@wodc7nh6.news.uu.net>
Source record: 37838

This is a very good question. The head cleaning I can do, but how would I check that the speed?

--Steve

"Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message news:kuEu6.43$Tg2.433@news1.oke.nextra.no...
> Hmmm ? Have you tried using a drive head cleaner ? I am not sure if the
> Indus has a speed setting potmeter, but if it does, does it run at the right
> speed ?
>
>
> "Steve Lugovsky" <slugovsky@lyoness.com> wrote in message
> news:3abab21e$0$12687@wodc7nh6.news.uu.net...
> > Hey thanks everyone for the responses. It powers up ok, and spins to track
> > 39, but when you insert a disk (any disk) and attempt to boot, it just
> flips
> > to the "G4" error, and you get BOOT ERROR down the screen. The disks I
> have
> > work great on both my 1040s and 810s. Any ideas?
> >
> > --Steve
> >
> >
> >
> > "Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message
> > news:<iUEt6.2531$mh4.166746@news3.oke.nextra.no>...
> >
> > > What happens ? Does it spin up at all ? Totally dead, no lights ? Is
> the
> >
> > > drive ID switch set ?
> >
> > >
> >
> > > "Steve Lugovsky" <slugovsky@lyoness.com> wrote in message
> >
> > > news:3ab6dafa$0$23348@wodc7nh6.news.uu.net...
> >
> > > > Hey guys (& gals),
> >
> > > >
> > >

> > > > I now am the unfortunate owner of *2* ebay originating Indus GT disk
> >
> > > > drives that don't work at all on my Atari *sigh*. Anyone know if
> >
> > > > Wizztronics is still around for service? Or perhaps some other
places
> > that
> >
> > > > might be able to take a look at these? And also, anywhere else I
could
> >
> > > > purchase a GT or two that actually *work*?? I would really
appreciate
> > any
> >
> > > > insight.
> >
> > > >
> >
> > > > Thanks in advance...
> >
> > > >
> >
> > > > --Steve Lugovsky
> >
> > > >
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>

2064. Atari stuff on Ebay, Mac 65, Basic XL and GAMES!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-26 06:48:50 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <mDBv6.12746$y63.3247565@typhoon.tampabay.rr.com>
Source record: 37839

I have a LOT on Atari STUFF on Ebay..

MAC 65

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1225054689

Basic XL

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1225120870

Star Wars the ARCADE Game

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1225163482

GYRUSS

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1225165132

Take a L@@K
More Comming Soon!!!

2065. Re: All I wanted was a nice Indus GT...

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-26 07:27:53 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <1aCv6.1231$Tg2.29667@news1.oke.nextra.no>
Source record: 37840

You need a program, for example DOS 2.6f, which has a drive speed check and find the potmeter inside the GT, if it has one, I am not sure. 1050's have'em. And then find the right speed. I think 1050's are supposed to run at a bit over 300 in Europe and 275 or so in the US, someone please confirm the numbers as I haven't done this in a while.

"Steve Lugovsky" <slugovsky@lyoness.com> wrote in message news:3abee353$0$9166@wodc7nh6.news.uu.net...
> This is a very good question. The head cleaning I can do, but how would I
> check that the speed?
>
> --Steve
>
> "Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message
> news:kuEu6.43$Tg2.433@news1.oke.nextra.no...
> > Hmmm ? Have you tried using a drive head cleaner ? I am not sure if the
> > Indus has a speed setting potmeter, but if it does, does it run at the
> right
> > speed ?
> >
> >
> > "Steve Lugovsky" <slugovsky@lyoness.com> wrote in message
> > news:3abab21e$0$12687@wodc7nh6.news.uu.net...
> > > Hey thanks everyone for the responses. It powers up ok, and spins to
> track
> > > 39, but when you insert a disk (any disk) and attempt to boot, it just
> > flips
> > > to the "G4" error, and you get BOOT ERROR down the screen. The disks I
> > have
> > > work great on both my 1040s and 810s. Any ideas?
> > >
> > > --Steve
> > >
> > >
> > >
> > > "Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message
> > > news:<iUEt6.2531$mh4.166746@news3.oke.nextra.no>...
> > >
> > > > What happens ? Does it spin up at all ? Totally dead, no lights ? Is
> the
> > >
> > > > drive ID switch set ?
> > >
> > > >

> > >
> > > > "Steve Lugovsky" <slugovsky@lyoness.com> wrote in message
> > >
> > > > news:3ab6dafa$0$23348@wodc7nh6.news.uu.net...
> > >
> > > > > Hey guys (& gals),
> > >
> > > > >
> > >
> > > > > I now am the unfortunate owner of *2* ebay originating Indus GT
disk
> > >
> > > > > drives that don't work at all on my Atari *sigh*. Anyone know if
> > >
> > > > > Wizztronics is still around for service? Or perhaps some other
> places
> > > that
> > >
> > > > > might be able to take a look at these? And also, anywhere else I
> could
> > >
> > > > > purchase a GT or two that actually *work*?? I would really
> appreciate
> > > any
> > >
> > > > > insight.
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> > > > >
> > >
> > > > > Thanks in advance...
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> > > > >
> > >
> > > > > --Steve Lugovsky
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2066. Re: Old Atari 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-26 08:39:55 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <x9Bv6.78$l42.192840@nnrp3.sbc.net>
Source record: 37836

Is this it???
http://www.atarihq.com/museum/atcomp/hardware/850.jpg

http://www.atarihq.com/museum/atcomp/index.html

Evidently this was the original style, kind of rare and definitely
collectable! Nice!
Mo

patchell wrote in message <3ABE72FA.FD674D4A@silcom.com>...
> I made a scan of my 850 interface. Some of you might find it
>ammusing. The one I have I ordered (I think, I might be off by one
>year) late in 1979. They were not availiable yet, at the time, and this
>is the one I got. The case is aluminum, instead of plastic. Otherwise,
>it is the same inside, as far as I can tell. Of all the people I knew
>that had Atari computers, I was the only one who had this case (I am
>sure there are others, my Serial number is AN000418). But, I thought,
>this might be a piece of Atari history that many of you may not have
>seen.
>
>http://www.silcom.com/~patchell/atari/atari850.jpg
>
>--
> -Jim
>---
>* Visit:http://www.silcom.com/~patchell/
>*---
>*I'm sure glad Merry Christmas comes just once a year
>* -Yogi Yorgensen
>---
>
>
>

2067. ebay comment.

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-26 13:47:50 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B6E48886.878%bobo_snyder@hotmail.com>
Source record: 37841

hi all,

i just wanted to say how i HATE it when people sell their cartridge collections one by one on ebay rather than in sets of a few at a time. i don't feel like dealing with having to bid on say 8 different carts at a time or differnt times, i would MUCH rather bid on a collection of 8 carts (even if i already have 1 or 2 or even 3 of them) and get a whole mess of carts from one person and have to deal with only ONE ebay auction rather than 8 ebay auctions from the same dude.

on that same topic, how come people rarely sell their entire collections of atari on ebay at once rather than split up the whole collection?? i saw about 2 or 3 months ago a atari 800 and like 45 different carts and a ton of other software (i don't think there really was all that much hardware besides the main unit and a tape drive?) went for like 288 dollars or something like that. that was a cool auction to watch, (i wished i could have bid on that one, however 288 bux was wayyyyy over my limit, i was thinking of going as high as 100 bux on that auction then watched it fly up in price)

i know that probabaly a lot of you long time collectors of atari would say "no way to having to buy a whole collection of 8 carts just to get that one that i am missing" when you probably have 50 or more carts in your collection now (including 5 basic carts, 4 star raiders carts, and 3 missle command carts, and at least one miner 2049er cart, LOL). but to a new collector like me, it sure would be a nice way of expanding my collection in a fairly painless and quick fashion.

this is all just my humble opinion on that i think that the selling of collections as a whole sets is really cool and that i don't like seeing them split up. :-) (btw there is a awesome collection of atari hardware for sale now, it looks like he has one of every atari made up to the 1040st boxed and each one is complete. it is at http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1224524927 , i would love to bid on it, but it is way over my limit of affordiblitiy)

thanks,
bo

2068. Re: a pacman clone question

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-26 13:50:07 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B6E4890F.879%bobo_snyder@hotmail.com>
Source record: 37842

yes that might be it (ghosthunter). i think that name sounds familiar and
that might have been it. does anyone have that game for download?? i would
LOVE to play that game again in particular.

thanks
bo

> From: DCM01@USA.NET (Daniel Miller)
> Newsgroups: comp.sys.atari.8bit
> Date: Fri, 23 Mar 2001 22:55:38 GMT
> Subject: Re: a pacman clone question
>
> It could be Ghosthunter. I do believe Ghosthunter scrolled up at the
> intro, while playing the Twilight Zone theme. Ghosthunter was an
> egregious Pacman clone, more so than Jawbreaker. Ghosthunter had
> excellent playvalue and I think it had a simultaneous 2-player
> option.
>
> Anyone recall a BASIC type-in version of Pacman which was published in
> Antic, around issues 5 to 13?
>
> On Fri, 23 Mar 2001 06:43:53 -0800, bo snyder
> <bobo_snyder@hotmail.com> wrote:
>
>> i can't remember for the life of me what this game that i used to have was
>> called. it was a pac man clone and i beleive it came out before jawbreaker,
>> atari pacman, etc.
>

2069. Weird 600xl fault

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-26 13:57:13 UTC
From: Nigel Henry <nigel.henry@virgin.net>
Message-ID: <uZKv6.32121$Q4.5604562@news2-win.server.ntlworld.com>
Source record: 37600

Hi all, I recently got a 600xl, seems to work great apart from one thing- I'm having no luck getting cassette games which require basic disabled to load. At first I thought that the option key was faulty, but the keybord test shows it's working fine.

The problem manifests itself when loading the cassette- after the first loader I will get the message "remove cartridge", like I had forgotton to hold down option.

Any ideas?

It's really strange, because apart from this the computer works great, ROM cartridges and BASIC programs all work fine. I've tried the cassettes on my 800xl and XEGS, and they work fine on those. Problem with POKEY maybe??

2070. Re: Red screen of death

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-26 16:18:34 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tbuqoad7ek4ld3@corp.supernews.com>
Source record: 37843

"David\Julie Wilson" <cybrslider@home.com> wrote in message
news:spzv6.200267$bb.1804869@news1.rdc1.tx.home.com...
> Hi,
>
> Yep, I switched the drams too. Bummer. I was hoping it wouldn't be too
> big a deal.
>
> I've got another 800xl that the copper traces on the PBI connector are
> coming up. Matter of fact, one trace is broken off about a quarter of an
> inch from the end. I bought it used as well. The PBI connector on this one
> must have been plugged/unplugged into what ever a million times or more.
> It's pretty fried. I was hoping to switch the upgrades from the messed up
> PBI machine into the red screen machine. What's a good way to fix those
> copper traces? Thanks.

I'm really not good at board level repair. I would probably do something
like solder a 50 pin edge card connector to what is left since I pretty much
hang stuff directly to it anyway.

2071. Re: Converting programs to tapes

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-26 16:24:04 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010326112404.18215.00000856@ng-fi1.aol.com>
Source record: 37844

Which type format are the files? Basic files using CLOAD or LOAD"C: are easy;
.EXE or .COM files are more difficult converting to boot tapes. Audio type
sound files would seem to require the most involved conversion process.

>davide.guida@inwind.it ("Davide Guida") asked:

>I like to transfer some Atari XE program, found on the net, to tapes so I
>can use with my original Atari XE... (similar to TAPER for Zx Spectrum or
>PRGWAV for Commodore 64).
>
>Is there some software available?

-Ron

Inform everyone that communications have completely broken down.

2072. Re: Re: Donkey Kong

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-26 16:25:12 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <a9rubt04csoufn0h6d31i6fl57c3ivl0s9@4ax.com>
Source record: 37845

On Tue, 20 Mar 2001 10:48:41 +0000, Paul Irvine
<mclane.dellos@btinternet.com> drooled an embarassing wet spot in his
lap as he typed:

>Broderbund's ?

Er, sorry, Broderbund did Lode Runner. I'm always getting those two
mixed up. (They were similar games, after all. :-)

--

T-Minus Really Soon...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html
Music Builds the Savage Beast: http://www.mp3.com/mindfield2001
EmulationNET: Coming Soon...
EmuWire: Coming Soon...

Remove the badgers before E-Mailing.

2073. Re: All I wanted was a nice Indus GT...

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-26 16:28:28 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010326112828.18215.00000857@ng-fi1.aol.com>
Source record: 37846

The 810's and 1050's in the US should be 288 +/-3 RPM; can't say about on the continent...

>"Vidar \"Hawk\" Olavesen" olavese@online.no replied:

> for example DOS 2.6f, which has a drive speed check and
>find the potmeter inside the GT, if it has one, I am not sure. 1050's
>have'em. And then find the right speed. I think 1050's are supposed to run
>at a bit over 300 in Europe and 275 or so in the US, someone please confirm
>the numbers as I haven't done this in a while.

-Ron

Inform everyone that communications have completely broken down.

2074. Re: SIO cables

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-26 16:33:03 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B6E4AF3F.87C%bobo_snyder@hotmail.com>
Source record: 37597

well yes, it would be a pain to a certain point to have only one atari that can actually connect to the pc, however i really don't think there is a big requirement to have all of them having the ability to connect to the pc. the main reason why i want a sio cable is so that i can copy from my pc a bunch of images to one atari so i can make floppys and play them on my ataris. i only need one atari to do the transfer, then once the floppy is made, i can play with all my ataris.. :-)

also i am still thinking about this idea, what about taking an old atari modem apart (like one of those cool looking but kinda useless 1030's) and ripping out much of the motherboard and then somehow using the 2 ports that are on the 1030 (i assume there are 2 sio ports on it). maybe desolder the ports and then put some sort of a blank breadboard or pc board in place of it and place the 2 ports on it and wire them up that way.

what do you think of that idea??

thanks
bo

> From: HedgeSlammer <hedge@home.com>
> Organization: Excite@Home - The Leader in Broadband http://home.com/faster
> Newsgroups: comp.sys.atari.8bit
> Date: Sat, 24 Mar 2001 02:41:18 GMT
> Subject: Re: SIO cables
>
> That is a good idea unless like me you have more than one Atari.
> It is possible to cut your SIO cable and put a 25 pin plug on both ends
> and also a 25 pin plug on the little black box you build your SIO2PC
> into and then you have the best of both worlds.
> Personally I cut the cable of an old Xetec Printerface to make my SIO2PC
> cable.
>
> In article <U7tu6.84$4N3.3496@ord-read.news.verio.net>,
> mike@atariguy.com says...
>> That's what I've done, and it works great. You can have the PC plugged into
>> the DB9 and all your SIO devices on the SIO chain at the same time...just
>> make sure you have only one of each drive on the chain at a time. There's
>> plenty of room inside your 8-bit for this mod.

2075. Re: Re: Re: Donkey Kong

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-26 16:33:19 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <7orubtcufshqil8dhi63v7iptdqgji4odr@4ax.com>
Source record: 37598

On Thu, 22 Mar 2001 10:16:00 -0500, <ae2598@wayne.edu> drooled an
embarassing wet spot in his lap as he typed:

>As long as we're on the topic of Donkey Kong names, is it true that the
>"damsel in distress" is named Wilhomina? A guy I knew swore that was her
>name, but I never saw it written anywhere!

AFAIK she didn't have a name other than "Damsel in Distress."

--

T-Minus Really Soon...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html
Music Builds the Savage Beast: http://www.mp3.com/mindfield2001
EmulationNET: Coming Soon...
EmuWire: Coming Soon...

Remove the badgers before E-Mailing.

2076. Re: Wanted: Atari 8 bit hardware.

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-26 16:41:11 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B6E4B127.882%bobo_snyder@hotmail.com>
Source record: 37599

well lets see now, i have a couple 1450xld's, a 1400xl, a few of those sf551 3 1/2 inch 8bit floppy drives, a couple icd mio thingys with these 1 gig scsi drives, and pacman cart. sure you can come pick the stuff up for free. as a matter of fact i will mail it to you free of charge and i will pay for shipping just to get the junk out of my closet.

oh wait, thats the letter i am hoping someone will write to me. LOL

(btw i DON'T have any of the above stuff, it just sounds like that the above stuff are the "holy grails" of the atari 8bit world)

sounds like to me that he was just trolling the usenet.

bo

> From: "Chris Puzzele" <cpuzzele@net-lynx.com>
> Organization: WebUseNet Corp http://www.usenetserver.com - Home of the
> fastest NNTP servers on the Net.
> Newsgroups: comp.sys.atari.8bit
> Date: Sat, 24 Mar 2001 13:54:49 -0500
> Subject: Wanted: Atari 8 bit hardware.
>
> Hey All...
>
> If anybody is looking to get rid of their old atari 8-bit and/or ST computer
> hardware, and/or Amiga hardware, let me know.
>
> I do NOT want to spend almost anything, but if you are just looking to get
> rid of it/clean out the closet, PLEASE drop me a line. I'd love to play
> with that old stuff.
>
> thanks in advance.
>
> PS: If possbile, please send me an email message since I rarely check the
> newgroups:
>
> cpuzzele@net-lynx.com
>
> Best Regards.
>
>
>
>

2077. Re: ebay comment.

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-26 19:17:22 UTC
From: Michael Duffy <mqduffy@worldnet.att.net>
Message-ID: <3ABF9725.5DA45B67@worldnet.att.net>
Source record: 37601

Yea' I saw that too, but what would I do with all that ST hardware.

bo snyder wrote:

> hi all,
>
> i just wanted to say how i HATE it when people sell their cartridge
> collections one by one on ebay rather than in sets of a few at a time. i
> don't feel like dealing with having to bid on say 8 different carts at a
> time or differnt times, i would MUCH rather bid on a collection of 8 carts
> (even if i already have 1 or 2 or even 3 of them) and get a whole mess of
> carts from one person and have to deal with only ONE ebay auction rather
> than 8 ebay auctions from the same dude.
>
> on that same topic, how come people rarely sell their entire collections of
> atari on ebay at once rather than split up the whole collection?? i saw
> about 2 or 3 months ago a atari 800 and like 45 different carts and a ton of
> other software (i don't think there really was all that much hardware
> besides the main unit and a tape drive?) went for like 288 dollars or
> something like that. that was a cool auction to watch, (i wished i could
> have bid on that one, however 288 bux was wayyyyy over my limit, i was
> thinking of going as high as 100 bux on that auction then watched it fly up
> in price)
>
> i know that probabaly a lot of you long time collectors of atari would say
> "no way to having to buy a whole collection of 8 carts just to get that one
> that i am missing" when you probably have 50 or more carts in your
> collection now (including 5 basic carts, 4 star raiders carts, and 3 missle
> command carts, and at least one miner 2049er cart, LOL). but to a new
> collector like me, it sure would be a nice way of expanding my collection in
> a fairly painless and quick fashion.
>
> this is all just my humble opinion on that i think that the selling of
> collections as a whole sets is really cool and that i don't like seeing them
> split up. :-) (btw there is a awesome collection of atari hardware for sale
> now, it looks like he has one of every atari made up to the 1040st boxed and
> each one is complete. it is at
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1224524927 , i would
> love to bid on it, but it is way over my limit of affordiblitiy)
>
> thanks,
> bo

--
mqduffy@worldnet.att.net

2078. Icd MIO 130XE adapter.

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-26 19:20:27 UTC
From: Michael Duffy <mqduffy@worldnet.att.net>
Message-ID: <3ABF97DF.27F322E4@worldnet.att.net>
Source record: 37602

Anybody know where I could get the adapter for the ICD MIO that goes to
the 130XE. It will work on my 800XL but need the adapter for my 130XE.
Thanks Mike.

--
mqduffy@worldnet.att.net

2079. this is a very interesting apple 2e clone

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-26 20:39:02 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B6E4E8E6.88E%bobo_snyder@hotmail.com>
Source record: 37603

hi all,

check this page out for a "apple 2" clone that was in brazil:

http://applefritter.com/appleclones/brazilian/tk2000.html

doesn't it look rather familar??

bo

2080. Re: SIO cables

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-26 20:42:36 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010326154236.22083.00001809@ng-fc1.aol.com>
Source record: 37604

That was a pretty spiffy device; I had never seen one in the A8 heyday.
Acquired one in a mixed box of Atari hardware recently and it apparently has
the atascii font built in; there are dip switches for configuration to about 20
specific printer models and a mode for output in the screen characters. It is
like a G: device for non-epson models with no special autorun boot required...

>HedgeSlammer <hedge@home.com> remarked:

>> Personally I cut the cable of an old Xetec Printerface to make
>> my SIO2PC cable.

-Ron

Inform everyone that communications have completely broken down.

2081. Re: SIO cables

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-26 20:46:02 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010326154602.22083.00001810@ng-fc1.aol.com>
Source record: 37605

It should work fine and recycle some hardware; I considered doing the same with
a dead 1020 printer or build it into a nonfunctional MPP 1100 printer interface
since it has the port to continue the daisy chain...

>bo snyder bobo_snyder@hotmail.com remarked:

>also i am still thinking about this idea, what about taking an old atari
>modem apart (like one of those cool looking but kinda useless 1030's) and
>ripping out much of the motherboard and then somehow using the 2 ports that
>are on the 1030 (i assume there are 2 sio ports on it). maybe desolder the
>ports and then put some sort of a blank breadboard or pc board in place of
>it and place the 2 ports on it and wire them up that way.
>
>what do you think of that idea??

-Ron

Inform everyone that communications have completely broken down.

2082. Re: Atari article in Seattle PI

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-26 21:17:38 UTC
From: Calagan <donotreply@interbulletin.bogus>
Message-ID: <3ABFB1F2.79BB80CB@interbulletin.com>
Source record: 37607

```
Excellent article indeed.

"Dan Vernon" <danv@whoever.com> wrote in article
<99l3ej$bmo$1@brokaw.wa.com> :
>> Where was this article on the Seattle PI. I couldn't find it online.
>
>http://seattlep-i.nwsource.com/business/xatari06.shtml
>
>this isn't the source of the "10 worst computer list" or whatever. I
>believe this was just on someone's website somewhere (I never bothered to
>look). Rather this is an article describing the renewed interest in Atari
>in recent years.
>
>

-----------------------------------------------
Submitted via WebNewsReader of http://www.interbulletin.com
```

2083. Software for the Atari Touch Tablet?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-26 21:32:10 UTC
From: Calagan <calagan@beer.com>
Message-ID: <3ABFB55A.48D484BB@interbulletin.com>
Source record: 37608

I'm considering whether to buy an Atari Touch Tablet with or without the Atari Artist cartridge. Can anyone please tell me if there are other good or better graphic softwares for the 8bit that would work with it?

I was also wondering if the Koala Pad and the Atari Touch Tablet were somehow compatible with each other?

Thanks in advance for enlighting me.

Calagan

Submitted via WebNewsReader of http://www.interbulletin.com

2084. File Selector Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-26 21:46:48 UTC
From: ebaiz@skyenet.net
Message-ID: <cNOv6.133$PS6.1656@newsfeed.slurp.net>
Source record: 37606

Hello All,

I was wondering if anyone has a good file selector program for the 8-bit? I am putting together some Mega DI images for 800XLDJ. I want to make it easier for people to load in the included games. The one program I have does bring up the list on the disks, but does not successfully load in all the games. Some files it does load in. The one I have is version 0.4 by Bill Kendricks. I would like the raw files... Thanks to any who can help....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

2085. Re: .ARC <-- program to expand files???

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-27 00:37:42 UTC
From: Pairman <pairman@nomysterymeat.alberta.com>
Message-ID: <MPG.15296f79439c28e6989681@news.telusplanet.net>
Source record: 37609

What I use is WINACE. It opens just about anything out there with out
having to use plugin's. Really nice program. Better then Winzip. And it
opens RAR ARJ JAR, etc..

http://www.winace.com or try tucows or download.com

In article <nkhv6.750$n7.509267@e3500-chi1.usenetserver.com>,
cpuzzele@net-lynx.com says...
> Hi all...
>
> I recently downloaded a few atari 8-bit files that are in the .arc format.
> Is there a super easy ibm program that can convert the .arc into the regular
> .exe or .com files???
>
> If so, PLEASE let me know where I can download such a program. Thanks a
> bunch in advance.
>
> cpuzzele@net-lynx.com
>

2086. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-27 00:47:31 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_985654019@rtfm.mit.edu>
Source record: 37610
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 24, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

An Atari 800XL used in a Czech hospital: http://www.asw.cz/~kubecj/aczhwho.htm

2087. Re: ebay comment.

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-27 01:49:39 UTC
From: eric@replyhere.net
Message-ID: <3abff130.101360512@207.106.92.52>
Source record: 37611

I feel they sell in parts to make more money. If someone really
wanted a cart they may bid up to $10, but would the same preson bid
$80 for 8 carts? I know it would depend on the cart. I'm just giving
an example of why I think they sell in parts.

On Mon, 26 Mar 2001 05:47:50 -0800, bo snyder
<bobo_snyder@hotmail.com> wrote:

>hi all,
>
>i just wanted to say how i HATE it when people sell their cartridge
>collections one by one on ebay rather than in sets of a few at a time. i
>don't feel like dealing with having to bid on say 8 different carts at a
>time or differnt times, i would MUCH rather bid on a collection of 8 carts
>(even if i already have 1 or 2 or even 3 of them) and get a whole mess of
>carts from one person and have to deal with only ONE ebay auction rather
>than 8 ebay auctions from the same dude.
>
>on that same topic, how come people rarely sell their entire collections of
>atari on ebay at once rather than split up the whole collection?? i saw
>about 2 or 3 months ago a atari 800 and like 45 different carts and a ton of
>other software (i don't think there really was all that much hardware
>besides the main unit and a tape drive?) went for like 288 dollars or
>something like that. that was a cool auction to watch, (i wished i could
>have bid on that one, however 288 bux was wayyyyy over my limit, i was
>thinking of going as high as 100 bux on that auction then watched it fly up
>in price)
>
>i know that probabaly a lot of you long time collectors of atari would say
>"no way to having to buy a whole collection of 8 carts just to get that one
>that i am missing" when you probably have 50 or more carts in your
>collection now (including 5 basic carts, 4 star raiders carts, and 3 missle
>command carts, and at least one miner 2049er cart, LOL). but to a new
>collector like me, it sure would be a nice way of expanding my collection in
>a fairly painless and quick fashion.
>
>this is all just my humble opinion on that i think that the selling of
>collections as a whole sets is really cool and that i don't like seeing them
>split up. :-) (btw there is a awesome collection of atari hardware for sale
>now, it looks like he has one of every atari made up to the 1040st boxed and
>each one is complete. it is at
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1224524927 , i would
>love to bid on it, but it is way over my limit of affordiblitiy)
>
>thanks,

>bo
>
>

2088. Re: Atari article in Seattle PI

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-27 06:22:34 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <KkWv6.539$hX.53737@typhoon.sonic.net>
Source record: 37612

Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
: Well, I've been trying to make the Newton have many of the effects and
: personalities of the Atari from Atari mods, Atari 800 fonts, and so forth...

: http://www.geocities.com/lady-aramis/newtonconnect.html

I recently got a dev. edition of the Agenda (a Linux-based PDA that's
coming out soon) and built an Atari XL keyboard map for it. :)

http://www.newbreedsoftware.com/agenda-keyboards/

-bill!

2089. Re: HIP Pictures, Incomplete BASIC Game, Links

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-27 06:26:57 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <RoWv6.540$hX.53737@typhoon.sonic.net>
Source record: 37613

Daniel Miller <DCM01@usa.net> wrote:
: http://linux.tc3net.com/velcro/basic02.html
: http://linux.tc3net.com/velcro/8bitlnks.html

both links are 404 errors :(

-bill!

2090. Re: File Selector Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-27 06:30:25 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <5sWv6.541$hX.53737@typhoon.sonic.net>
Source record: 37615

Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:
: Hello All,

: I was wondering if anyone has a good file selector program for the
: 8-bit? I am putting together some Mega DI images for 800XLDJ. I want to
: make it easier for people to load in the included games. The one
: program I have does bring up the list on the disks, but does not
: successfully load in all the games. Some files it does load in. The one
: I have is version 0.4 by Bill Kendricks. I would like the raw files...
: Thanks to any who can help....

Heheh.. Sorry 'bout that. ;) I think the Action! source is available
with File Selector, so if anyone wants to hack it to make it work better
(Rick Cortese, you out here? ;)) feel free. (Just send me the source
back so I can release it :))

Anyway, in the meantime, good luck!

-bill!

2091. Re: Help ---- Trying to play Kaboom on my PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-27 06:33:23 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <TuWv6.542$hX.53737@typhoon.sonic.net>
Source record: 37614

Piotr Fusik <fox@scene.pl> wrote:

: The PDF documentation of Stella contains schematics of 2600 paddle -> PC
: interface.

DAMNIT! :) When I was working on Mad Bomber (a Kaboom! clone for Linux),
and then again when I was working on Circus Linux! (Circus Atari! clone),
I asked all over for info. on a Paddle->PC hack.

How does the data come in to the PC? Mouse data? Some other way?

-bill!

2092. Re: Most famous games on 8 bits... ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-27 06:37:24 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <EyWv6.543$hX.53737@typhoon.sonic.net>
Source record: 37616

Nospam9212 <nospam9212@aol.commune> wrote:

: (hmmm.... which one came first Galaga or Galaxian ?? I think Galaxian.

Yep.

: And Gaunlet may be the "mother" of all RPG's !!! naaaa... Zork !!! Yea,
: that's the ticket, yea !!!)

Actually, Adventure is the mother of all RPG's :) Then probably Zork and
Ultima. Gauntlet was based on Dandy (an APX game for Atari 8bits)

-bill!

2093. Re: Most famous games on 8 bits... ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-27 06:39:52 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <YAWv6.544$hX.53737@typhoon.sonic.net>
Source record: 37617

Ron <me@here.net> wrote:
:> Moon Patrol, F15 Strike Eagle (I think it was called), and by far the best
:> ever, the cartridge Qix.
: Nope, the best ever is "Bounty Bob Strikes Back"

STAR RAIDERS!!! :)

-bill!

2094. Re: APE for the future?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-27 06:47:08 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <MHWv6.545$hX.53737@typhoon.sonic.net>
Source record: 37618

Seeva St Charles <seeva@aol.com> wrote:
: I am currently evaluating both APE 1.17 for Dos and APE 98.
: I would like to register one version but what happens this fall when we
: move to Windows XP

Ugh! :) <flamebait> Yet another reason for people to use Linux </flamebait>

-bill!

2095. Re: Atari 8 bits and the Internet?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-27 06:53:15 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <vNWv6.547$hX.53737@typhoon.sonic.net>
Source record: 37619

ANTHONY WILBER <wilbera@prodigy.net> wrote:
: What software would be needed for a Atari 65xe to work with a dial-up PPP
: internet service provider. I have a 850 interface and a very old 14400 bps
: modem that will connect at 9600 baud with the 850. Stuff I would like to do
: are telnet, ftp, e-mail and have a lynx browser. Does any atari 8 bit
: software exists that does these things?

Just use a shell account and any old (eg, Ice-T or FlickerTerm 80)
comm. software! :)

-bill!

2096. Re: Atari article in Seattle PI

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-27 06:53:41 UTC
From: euskara@aol.com
Message-ID: <20010327015341.20339.00001558@ng-mq1.aol.com>
Source record: 37620

I just read in time magazine an article about the Atari 2600 and its newfound popularity. Talks about how much people are having rediscovering the system despite what they describe as "blocky" graphics. Some of us never stopped having fun all along!!!

2097. OT: ISP suggestion (Was Re: Atari 8 bits and the Internet?)

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-27 06:58:17 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <dSWv6.548$hX.53737@typhoon.sonic.net>
Source record: 37621

Russ Gilbert <russg@en.com> wrote:
: Somebody is working on a ppp conection.
: But, you don't need ppp for any of the things you mentioned, lynx,
: telnet, ftp, e-mail. What you need is a shell account with your ISP.
: Then you can do all those things without a ppp connection.
: Very hard to find (shell access).

If you're in California, I can't recommend Sonic.net enough.
They started as a local (Sonoma County) ISP, but very recently rolled out
dialups throughout the state.

They offer shell (telnet, SSH), web space (CGI, SSI, PHP, domains),
FTP space, and, for folks who like that kind of thing, web based tools.

Even before they rolled out the California dialup, I still signed up with
them even though I was moving out of range (about 100 miles east :)).

I _knew_ I wouldn't find a better ISP out here in the Sac area, and I was
right.

The few that do support shell access are either dying or restructuring.
It's pretty scarey. One day AOL and Earthlink will own the 'net. <shudder>

-bill!

2098. Re: Atari 8 bits and the Internet?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-27 07:02:58 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <CWWv6.549$hX.53737@typhoon.sonic.net>
Source record: 37622

Sid Pacman <erasmus@6502.chips.ahoy> wrote:

: After getting into Unix shell mode, the Internet can be reached with
: a Unix text-browser program like Lynx. The Lynx program is still being
: supported and works fairly well. The latest version is 2.8.3rel.1, and
: information about it can be obtained at: http://lynx.browser.org/

Also keep any eye on "Links" (a "Lynx-like text WWW browser").
It supports frames and tables, all in 80 column text mode. :)
No SSL yet, though. But it's also being actively developed.

http://artax.karlin.mff.cuni.cz/~mikulas/links/

For those with Linux, if you're running Debian, just do an
"apt-get install links" as root. ;)

-bill!

2099. Re: All I wanted was a nice Indus GT...

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-27 09:09:31 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <99plcb$4u4$1@nets3.rz.RWTH-Aachen.DE>
Source record: 37623

Howdy Steve

> I now am the unfortunate owner of *2* ebay originating Indus GT disk
>drives that don't work at all on my Atari *sigh*. Anyone know if
>Wizztronics is still around for service? Or perhaps some other places that
>might be able to take a look at these? And also, anywhere else I could
>purchase a GT or two that actually *work*?? I would really appreciate any
>insight.

The rights to the Indus GT were bougth by Future Systems years ago. Have you
tried them?

Future Systems
21634 Lassen Street
Chatsworth, CA 91311
(818) 407-1647

I don't have an Indus myself, but they sent me some info when I asked for it.

CU Mathy van Nisselroy

2100. Re: Black Box

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-27 09:18:17 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <99plsp$4u4$2@nets3.rz.RWTH-Aachen.DE>
Source record: 37624

Howdy Vidar, folks

>CSS sells new Floppyboards, they did a new run last year...

I've got one. You can have up to 4 standard Floppy mechs connected to it. You can even exchange files between PC and Atari. Meaning all the neat stuff you find on the net (software written for the Atari and text) can be read from PC disk and written to you Atari system (either floppy or Harddrive).

BTW if your getting the BB, make sure it either has the Parity PAL or use a 74xx280 to create parity (SysOp Fox-1 can tell you exactly how) or order a parity PAL from CSS. http://www.nleaudio.com/css

I've got a ZIP drive and a CDROM connected to my BB. The CDROM software will only play audio CD's for now.

CU Mathy van Nisselroy

2101. Re: HIP Pictures, Incomplete BASIC Game, Links

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-27 12:09:59 UTC
From: DCM01@USA.NET
Message-ID: <3ac0829c.1131991@news.CIS.DFN.DE>
Source record: 37625

Try these instead:

http://linux.tc3net.com/daclmi/basic02.html
http://linux.tc3net.com/daclmi/8bitlnks.html

Having something of an identity crisis, changing several accounts
recently, sorry!

On Tue, 27 Mar 2001 06:26:57 GMT, William Kendrick
<nbs@bolt.sonic.net> wrote:

>Daniel Miller <DCM01@usa.net> wrote:
>: http://linux.tc3net.com/velcro/basic02.html
>: http://linux.tc3net.com/velcro/8bitlnks.html
>
>both links are 404 errors :(

2102. Re: Converting programs to tapes

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-27 12:58:45 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ac0d398$0$11816$4c5ecdc7@news.erinet.com>
Source record: 37631

I did this some.
The one I remember using was a 'header' program. You copied
the header program to tape, then copied the disk file to tape.
The procedure probably only works with single stage loading disk files.
There's also a dsk2cas program I have in my archives.
You'd have to have a way to get the files to your real a8, as I don't think
APE or SIO2PC have cassette support. I mean you have to get 'header'
to the cassette somehow. I used a term program to copy the header
to tape. I guess you could use just the DOS copy function.
This goes way back. I remember putting a R: handler to tape so
a kid could use his tape drive and amodem 4.2 for telecomm.
I can't find this 'header' program on the net.
I bet Jindroush Kubec has something that will do disk to tape.
Russg
If you need 'header.cas', I can mail it to you.

2103. Re: All I wanted was a nice Indus GT...

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-27 13:07:50 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ac0d51e$0$11809$4c5ecdc7@news.erinet.com>
Source record: 37632

If I remember, SmartDOS also has a disk speed built in.
Russg

2104. Re: File Selector Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-27 13:52:03 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tc16hj77u9n783@corp.supernews.com>
Source record: 37626

"William Kendrick" <nbs@bolt.sonic.net> wrote in message
news:5sWv6.541$hX.53737@typhoon.sonic.net...
> Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:
> : Hello All,
>
> : I was wondering if anyone has a good file selector program for the
> : 8-bit? I am putting together some Mega DI images for 800XLDJ. I want to
> : make it easier for people to load in the included games. The one
> : program I have does bring up the list on the disks, but does not
> : successfully load in all the games. Some files it does load in. The one
> : I have is version 0.4 by Bill Kendricks. I would like the raw files...
> : Thanks to any who can help....
>
> Heheh.. Sorry 'bout that. ;) I think the Action! source is available
> with File Selector, so if anyone wants to hack it to make it work better
> (Rick Cortese, you out here? ;)) feel free. (Just send me the source
> back so I can release it :))

Still around, mostly hacking around microcontrollers right now<Atmel
90S8515>. I am looking for something with a little more horsepower, but the
market has *seriously* changed.

The old days of people pushing their products is gone now. If you aren't
doing 1,000 units a month, they don't return your phone calls. There's some
really interesting stuff out there, Mitsubishi has a 32 bit RISC
processor/DSP with 2 megs of RAM on the chip that I would like to look at.
Can't even get a sales person on the phone. I think they must have caller
ID.<grin>

Really hits me hard since I get an urge to do something and it takes 6
months for me to get my hands on a part. By the time I get the part, I have
already mentally moved on. I just bought a compiler suite from
www.microcross.com for ~$150, but I can't seem to buy any of the 21 target
processors!

So now I have pretty much put my career as a chemist behind me, looks like
my electronics hobby is going by the wayside. I think I going to spend my
declining years raising ducks and chickens: Much less frustrating then the
current electronics market. Things may improve now that the slash dot and
mobile phone things have imploded. I am so burnt out by the experience of
trying to be an electronics hobbist during this time period that I don't
think I am ever going to enjoy it again. If Mitsubishi *gave* me 100
processors to play with I doubt if I could even stand to look at them.

2105. Re: Software for the Atari Touch Tablet?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-27 15:20:24 UTC
From: Pockets <pockets@DUMMYcix.co.uk>
Message-ID: <99qb3qhom1@plutonium.compulink.co.uk>
Source record: 37627

I to would like to know what works with the touch tablet software wise, I picked up a touch-tablet without the atari artist cart pretty cheep, but at a loss what to use with it with!

"Calagan" <calagan @ beer. comdonotreply@interbulletin.bogus> wrote in message news:3ABFB55A.48D484BB@interbulletin.com...
> I'm considering whether to buy an Atari Touch Tablet with or without the Atari Artist cartridge. Can anyone please tell me if there are other good or better graphic softwares for the 8bit that would work with it?
>
> I was also wondering if the Koala Pad and the Atari Touch Tablet were somehow compatible with each other?
>
> Thanks in advance for enlighting me.
>
> Calagan
> ____
> Submitted via WebNewsReader of http://www.interbulletin.com
>

2106. Re: ISP suggestion (Was Re: Atari 8 bits and the Internet?)

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-27 15:31:13 UTC
From: Pockets <pockets@DUMMYcix.co.uk>
Message-ID: <99qbo2icj1@plutonium.compulink.co.uk>
Source record: 37628

Any UK shell dial-ins apart from CIX/Net Nextra? Most ISPs seem not to do
them over here and its £15 a month for a cix account.
"William Kendrick" <nbs@bolt.sonic.net> wrote in message
news:dSWv6.548$hX.53737@typhoon.sonic.net...
> Russ Gilbert <russg@en.com> wrote:
> : Somebody is working on a ppp conection.
> : But, you don't need ppp for any of the things you mentioned, lynx,
> : telnet, ftp, e-mail. What you need is a shell account with your ISP.
> : Then you can do all those things without a ppp connection.
> : Very hard to find (shell access).
>
> If you're in California, I can't recommend Sonic.net enough.
> They started as a local (Sonoma County) ISP, but very recently rolled out
> dialups throughout the state.
>
> They offer shell (telnet, SSH), web space (CGI, SSI, PHP, domains),
> FTP space, and, for folks who like that kind of thing, web based tools.
>
>
> Even before they rolled out the California dialup, I still signed up with
> them even though I was moving out of range (about 100 miles east :)).
>
> I _knew_ I wouldn't find a better ISP out here in the Sac area, and I was
> right.
>
> The few that do support shell access are either dying or restructuring.
> It's pretty scarey. One day AOL and Earthlink will own the 'net.
<shudder>
>
>
> -bill!
>
>
>

2107. Re: File Selector Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-27 15:55:17 UTC
From: bostone1@aol.com
Message-ID: <20010327105517.09508.00000309@nso-mn.aol.com>
Source record: 37629

In article <tc16hj77u9n783@corp.supernews.com>, "Rick Cortese"
<ricortes@netmagic.net> writes:

>If Mitsubishi *gave* me 100 processors to play with I doubt if I could even
stand to look at them.

Hey, Rick! Snap out of it! I remember hearing once that we should never make a
big decision when feeling down. Something tells me that if you got 100 chips in
the mail, it would be like Christmas in March. :)
(BTW, speaking of raising poultry, my fantasy job is a gas station in the
middle of Nevada with a house trailer in the back and a Museum of the Weird
next door.)

Bob Stone
Gilroy, CA - Home of the Gilroy Garlic Festival !!!

2108. Re: All I wanted was a nice Indus GT...

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-27 16:01:22 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3AC0B952.19EC1571@mail.uni-mainz.de>
Source record: 37630

Well,
it is the same in good old Europe... (286-291 RpM are allowed; 288 is
standard) -Andreas

RHamiIton5 schrieb:
>
> The 810's and 1050's in the US should be 288 +/-3 RPM; can't say about on the
> continent...
>
> >"Vidar \"Hawk\" Olavesen" olavese@online.no replied:
>
> > for example DOS 2.6f, which has a drive speed check and
> >find the potmeter inside the GT, if it has one, I am not sure. 1050's
> >have'em. And then find the right speed. I think 1050's are supposed to run
> >at a bit over 300 in Europe and 275 or so in the US, someone please confirm
> >the numbers as I haven't done this in a while.
>
> -Ron
>
> Inform everyone that communications have completely broken down.

2109. Alternate Reality MID?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-27 18:24:01 UTC
From: Steve Lugovsky <slugovsky@lyoness.com>
Message-ID: <3ac0d963$0$12687@wodc7nh6.news.uu.net>
Source record: 37633

Hey all,
Does anyone know where I can find the original Alternate Reality theme song in MIDI format? If anyone ever released one? Getting Cubase happy over here :)

Thanks in advance!

--Steve

2110. Re: Icd MIO 130XE adapter.

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-27 18:41:04 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <985794503.3488.0.pluto.d4ee0f47@news.demon.nl>
Source record: 37643

When there is a company selling these I also want to have a few of them!

TXG
"Michael Duffy" <mqduffy@worldnet.att.net> wrote in message
news:3ABF97DF.27F322E4@worldnet.att.net...
> Anybody know where I could get the adapter for the ICD MIO that goes to
> the 130XE. It will work on my 800XL but need the adapter for my 130XE.
> Thanks Mike.
>
> --
> mqduffy@worldnet.att.net
>
>

2111. FS/T: Atari 8-bit computer items and more... [03/27/2001]

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-27 19:54:43 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <m0s1ctk5sr13ha4a29v2ekuk1jqqim7n1e@4ax.com>
Source record: 37634

```
Items currently available for the following systems:

Atari 8-bit computers

Apple ][ computers
Atari ST computer
Commodore 64 / 128 computers
Commodore Vic-20 computer
Radio Shack Color Computer (CoCo)
T.I. 99/4A computer
IBM PC (CD ROM and diskette software)

3DO
Atari Lynx
Nintendo 64
Nintendo Game Boy
Nintendo NES
Nintendo SNES
Sega Dreamcast
Sega Genesis
Sega Master System (SMS)
Sony Playstation (PSX)

Books / Magazines (video game and computer related)
Miscellaneous (board games, hand-held video games, etc.)
Movies (DVD and VHS)

Atari 2600
Atari 5200
Atari 7800
Colecovision
Emerson Arcadia 2001
Mattel Intellivision
Magnavox Odyssey2

Comic Books -- coming soon!
Sports Cards -- coming soon!

You can visit VGA on the WWW at:

http://www.io.com/~vga2000/

or go directly to the VGA For Sale or Trade section at:

http://www.io.com/~vga2000/fsort.htm

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
```

and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

2112. Re: All I wanted was a nice Indus GT...

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-27 21:01:44 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <Hd7w6.2094$NR.170942@news3.oke.nextra.no>
Source record: 37635

Are you sure Andreas ? I am positive my XF551 runs at over 300. I think there was a difference in speed from US to Europe, but I am getting old, so maybe I am just delirious.

"Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message news:3AC0B952.19EC1571@mail.uni-mainz.de...
> Well,
> it is the same in good old Europe... (286-291 RpM are allowed; 288 is
> standard) -Andreas
>
>
>
> RHamiIton5 schrieb:
> >
> > The 810's and 1050's in the US should be 288 +/-3 RPM; can't say about on the
> > continent...
> >
> > >"Vidar \"Hawk\" Olavesen" olavese@online.no replied:
> >
> > > for example DOS 2.6f, which has a drive speed check and
> > >find the potmeter inside the GT, if it has one, I am not sure. 1050's
> > >have'em. And then find the right speed. I think 1050's are supposed to run
> > >at a bit over 300 in Europe and 275 or so in the US, someone please confirm
> > >the numbers as I haven't done this in a while.
> >
> > -Ron
> >
> > Inform everyone that communications have completely broken down.

2113. Re: Software for the Atari Touch Tablet?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-27 22:55:04 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3AC11A72.54CF18EF@optonline.net>
Source record: 37636
Body handling: Binary attachment payload not displayed: rsely74.vcf

Pockets wrote:
>
> I to would like to know what works with the touch tablet software wise, I
> picked up a touch-tablet without the atari artist cart pretty cheep, but at
> a loss what to use with it with!
>
> "Calagan" <calagan @ beer. comdonotreply@interbulletin.bogus> wrote in
> message news:3ABFB55A.48D484BB@interbulletin.com...
> > I'm considering whether to buy an Atari Touch Tablet with or without the
> Atari Artist cartridge. Can anyone please tell me if there are other good or
> better graphic softwares for the 8bit that would work with it?
> >
> > I was also wondering if the Koala Pad and the Atari Touch Tablet were
> somehow compatible with each other?
> >
> > Thanks in advance for enlighting me.
> >
> > Calagan
> > ____
> > Submitted via WebNewsReader of http://www.interbulletin.com
> >

Actually there are/were a number of programs that worked with the Atari
Touch tablet. It also works through BASIC BASIC XL/XE specifically since
I did some programming with these languages. I can't be 100% certain
about stock Atari BASIC, but would guess that it does just as well.

The only thing I didn't like was trying to account for vertical position
. Horizontal wasn't too big of a deal.

--
Robert S Ely
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

[One or more binary attachments are retained only in the source text.]

2114. Re: Converting programs to tapes

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-27 23:23:42 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ac16576$0$53481$4c5ecdc7@news.erinet.com>
Source record: 37639

From: Russ Gilbert <russg@en.com>
To: RHamiIton5 <rhamiiton5@aol.comedy.com>
Subject: Re: Converting programs to tapes
Date: Tuesday, March 27, 2001 11:13 PM
Shoot. I keep messing up my response, this time I sent to r. hamilton.
I did a response to this that may have gotten 'lost'.
Like Ron says, BASIC files are no problem. Well, you have to
have APE or SIO2PC, as you have no disk drive. You could use
APE, load DOS, then copy the cassette file to your tape drive, I guess
APE supports a DOS copy to C:. Now I'm thinking, the copy to
tape will normally have the long interrecord gaps, and you don't want that.
I used a term program to copy to tape, for some reason it did short irgs.
Long irgs are a pain and I think I remember they don't work with
what I used.
I used a 'header.cas' program. You copy the header to the tape, then
copy the executable to the tape right behind it. I think it only works with
single stage disk load files, which a lot of games probably won't work,
because
many are multiple stage programs. In addition, you can't use a disk image
and put that to tape with the 'header', many games on the net are images
of boot disks.
I have this 'header.cas' and a program called 'dsk2cas.bas', I think.
Can send them to you if you want.
How about some detail about how you are going to write to your
tape drive? You download with a pc, then use APE or SIO2PC?
Russg

2115. Re: Weird 600xl fault

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-27 23:31:31 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ac1674b$0$53494$4c5ecdc7@news.erinet.com>
Source record: 37640

Uhm. I'm guessing you have a stock 600xl with 16k of memory.
It could just be that this cassette is having an error because there
is no RAM behind BASIC to load the cassette to. The program
may be loading, checking to see if RAM is available in the BASIC
$A000-$BFFF and of course there isn't any.
I don't think anything is wrong with your 600xl.
Russg

2116. Re: Atari article in Seattle PI

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-28 00:13:21 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <B0aw6.623$hX.56862@typhoon.sonic.net>
Source record: 37637

Euskara <euskara@aol.com> wrote:
: Some of us never stopped having fun all along!!!

TOTALLY!

-bill!

2117. Re: Software for the Atari Touch Tablet?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-28 03:49:28 UTC
From: david_p@storm.ca
Message-ID: <9071E4B6Ddapstormca@209.87.239.10>
Source record: 37638

rsely74@optonline.net (Robert S Ely) wrote in
<3AC11A72.54CF18EF@optonline.net>:

>Actually there are/were a number of programs that worked with the Atari
>Touch tablet. It also works through BASIC BASIC XL/XE specifically since
>I did some programming with these languages. I can't be 100% certain
>about stock Atari BASIC, but would guess that it does just as well.
>
>The only thing I didn't like was trying to account for vertical position
>. Horizontal wasn't too big of a deal.

I seem to recall that the tablet would return values to the two paddle
registers, using the paddle triggers for the buttons. One of the tablets
had its horiz or vert reversed from the other (been too long; I can't
recall which was which).

So, from BASIC, reading PADDLE(0) and PADDLE(1) would give you relative X
and Y co-ordinates on the tablet (or Y and X); PTRIG(0) and PTRIG(1) would
give you the buttons.

The remainder is left as an exercise for the student...

David P.

2118. Proline controllers

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-28 11:56:21 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3AC1D165.804B40C5@asw.cz>
Source record: 37641

Hi!

Does anybody know how are fire buttons wired in 7800 Pro-line and 7800
pad controllers? 8bit Atari recognizes them as single button, but Atari
7800 gets them as two different buttons.

Jindroush (kubecj@asw.cz)

2119. Re: Weird 600xl fault

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-28 14:04:42 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ac233f1$0$53487$4c5ecdc7@news.erinet.com>
Source record: 37650

(I changed news servers, couldn't see my posts with my old one.
If this is a repeat, sorry.)
I think your 600xl is alright.
The program is probably looking for RAM under $A000-$BFFF.
There isn't any as 600xl is 16k machine.
Russg

2120. Re: All I wanted was a nice Indus GT...

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-28 14:13:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tc3s4qe2v466ae@corp.supernews.com>
Source record: 37642

"Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message
news:Hd7w6.2094$NR.170942@news3.oke.nextra.no...
> Are you sure Andreas ? I am positive my XF551 runs at over 300. I think
> there was a difference in speed from US to Europe, but I am getting old,
so
> maybe I am just delirious.

The XF551 was the exception since it used a standard<low power> IBM type
mechanism. 300 RPM is right for a XF.

2121. www.atari-computer.de is gone ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-28 15:43:17 UTC
From: Michael Geyer <geyer@sun42.mpia-hd.mpg.de>
Message-ID: <99t0ql$101$1@news.urz.uni-heidelberg.de>
Source record: 37644

Hi !

I noticed that www.atari-computer.de is offline
for some weeks now - does anybody know what happened ?
Also the pages from ABBUC (german atari user group)
seem to be gone.... :-(?

Bye, Michael

--
Michael Geyer at Max-Planck-Institut fuer Astronomie, Heidelberg
geyer@mpia-hd.mpg.de +49 (6221) 528 262
www.mpia-hd.mpg.de/homes/geyer

2122. Re: File Selector Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-28 16:39:49 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <99t43babh1@wrath.news.nacamar.de>
Source record: 37645

What you need is BOSS-X running under MyDOS: them you have a Win95-Like Desktop witch can curse through the folders, and you have a folder-supporting filemanager (1.4.2001). MyDOS is available some news later, I've seen. BOSS-X is downloadable here: www.atarixle.de

Mirko

www.atarixle.de

"Edward S. Baiz Jr." <ebaiz@skyenet.net> schrieb im Newsbeitrag news:cNOv6.133$PS6.1656@newsfeed.slurp.net...
> Hello All,
>
> I was wondering if anyone has a good file selector program for the
> 8-bit? I am putting together some Mega DI images for 800XLDJ. I want to
> make it easier for people to load in the included games. The one
> program I have does bring up the list on the disks, but does not
> successfully load in all the games. Some files it does load in. The one
> I have is version 0.4 by Bill Kendricks. I would like the raw files...
> Thanks to any who can help....
>
>
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------
>
>

2123. Re: www.atari-computer.de is gone ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-28 16:41:54 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <99t478acg1@wrath.news.nacamar.de>
Source record: 37646

The www.atari-computer.de will not come back, it seems. The new
ABBUC-Homepage can be found at www.abbuc.de (finaly with its own URL).

Mirko

www.atarixle.de

"Michael Geyer" <geyer@sun42.mpia-hd.mpg.de> schrieb im Newsbeitrag
news:99t0ql$101$1@news.urz.uni-heidelberg.de...
> Hi !
>
> I noticed that www.atari-computer.de is offline
> for some weeks now - does anybody know what happened ?
> Also the pages from ABBUC (german atari user group)
> seem to be gone.... :-(?
>
> Bye, Michael
>
> --
> Michael Geyer at Max-Planck-Institut fuer Astronomie, Heidelberg
> geyer@mpia-hd.mpg.de +49 (6221) 528 262
> www.mpia-hd.mpg.de/homes/geyer

2124. Re: www.atari-computer.de is gone ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-28 16:42:08 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3AC21460.BD80CC5C@t-online.de>
Source record: 37647

> I noticed that www.atari-computer.de is offline
> for some weeks now - does anybody know what happened ?

Databyte (provider) went bankrupt.

> Also the pages from ABBUC (german atari user group)
> seem to be gone.... :-(?

No. Try www.abbuc.da.ru

> Michael Geyer at Max-Planck-Institut fuer Astronomie, Heidelberg

Hey, astronomers do it at night ;)

Andre

2125. Re: Atari 8 bits and the Internet?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-28 18:16:28 UTC
From: Larry Richardson <larryr@cyou.com>
Message-ID: <3AC22A7C.5D18E32A@cyou.com>
Source record: 37648

The modems could talk to each other, but wouldn't you need something to
do the PPP comm? Plus, telnet and ftp all use TCP/IP, so you would need
some kind of TCP/IP software for the 8-bit, and then build telnet and
ftp software that uses the TCP/IP layer.

However, if you know of a unix box that you can dial into and log onto
directly (you would need an account set up on the unix box) then you
would be set, provided the unix machine also has internet connectivity.
Your Atari becomes a terminal, and you would be logged in running
whatever unix shell is set up for your account.

(yea, it's basically what Bill said below, but his reply sort-of made it
would like you could just dial up your ISP with an Atari terminal
program and that was all that was needed. To directly go through an
ISP, your atari would need PPP software, some type of TCP/IP software,
and then TCP/IP based utilities like FTP, telnet, etc. Don't even know
that these exist written for an Atari 8-bit...).

William Kendrick wrote:
>
> ANTHONY WILBER <wilbera@prodigy.net> wrote:
> : What software would be needed for a Atari 65xe to work with a dial-up PPP
> : internet service provider. I have a 850 interface and a very old 14400 bps
> : modem that will connect at 9600 baud with the 850. Stuff I would like to do
> : are telnet, ftp, e-mail and have a lynx browser. Does any atari 8 bit
> : software exists that does these things?
>
> Just use a shell account and any old (eg, Ice-T or FlickerTerm 80)
> comm. software! :)
>
> -bill!

--
Larry Richardson
Sr. Software Engineer, 3SI
larryr@cyou.com

2126. Re: File Selector Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-28 18:49:23 UTC
From: ebaiz@skyenet.net
Message-ID: <Tmqw6.174$R21.2411@newsfeed.slurp.net>
Source record: 37649

On 27 Mar 2001 17:06:25 , Andreas Magenheimer wrote:

>Well,
>how about the File loader from Poland ??? This one is written especially
>for MyDOS 4.5x; it allows Subdirs, harddisks and thus 90k - up to 16MB
>images; another loader program is MyPicodos from Hiassoft, works with
>360k, 720k 1440k and up to 16MB; also allows Subdirs (and supports
>Ultraspeed if you need)...
>greetings, -Andreas
>
>P.S.: take a look at the attachment; you should find MyDOs 4.53 and many
>MyDOS utilities there (Fileloader/Gamedos and Mypicodos included)...

Thanks for the files. I make a DI image that has all of them on it. The
file selector programs work fine, but still do not load all the files
in. It may have to do with the DI image create by 800XLDJ or else the
fact that I think 800XLDJ needs to be upgraded. I have made a DI image
that has all 3 file selector programs that were on your disk. Between
all 3 of them, alot of programs can be loaded in easily. The "binary
load" option works on all of them, so that is the fall-back option.
Thanks again...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2127. Re: Weird 600xl fault

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-28 19:38:40 UTC
From: Nigel Henry <nigel.henry@virgin.net>
Message-ID: <zqrw6.1349$MD6.177417@news6-win.server.ntlworld.com>
Source record: 37651

Well that's possible Russ, except that all the programs I tried were 16k and should really work on a 600xl. They were: Star Raiders, Centipede, Qix, Zenji, Keystone Kapers and Pengon. The only game which worked out of all of these was Pengon, and I figured it was because this was a "boot with basic" game.

It's doubly weird because I have the cartridge version of Star Raiders too and it works fine.

Thanks for your interest. Any other ideas?

Nigel

Russ Gilbert <russg@en.com> wrote in message
news:3ac233f1$0$53487$4c5ecdc7@news.erinet.com...
> (I changed news servers, couldn't see my posts with my old one.
> If this is a repeat, sorry.)
> I think your 600xl is alright.
> The program is probably looking for RAM under $A000-$BFFF.
> There isn't any as 600xl is 16k machine.
> Russg
>
>

2128. MIO accessories

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-28 20:22:25 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010328152225.22568.00001986@ng-md1.aol.com>
Source record: 37652

I finally have possession of the 256K MIO promised to me for about the last year and a half. Who has the best deal on SCSI controller cards which are compatible?

-Ron

Inform everyone that communications have completely broken down.

2129. Re: Weird 600xl fault

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-28 20:28:19 UTC
From: KS <someone@somewhere.com>
Message-ID: <DPrw6.915$BB5.45902@typhoon.columbus.rr.com>
Source record: 37653

> Well that's possible Russ, except that all the programs I tried were 16k
and
> should really work on a 600xl. They were: Star Raiders, Centipede, Qix,
> Zenji, Keystone Kapers and Pengon. The only game which worked out of all
of
> these was Pengon, and I figured it was because this was a "boot with
basic"
> game.
>
> It's doubly weird because I have the cartridge version of Star Raiders too
> and it works fine.
>
But the cartridge ROM would have been 8K or 16K that you will need in
addition
to the 8 or 16K RAM the cartridge may need.
Iif these are cartridge converted games they would need 48K if they load
in upper RAM where the cartridge ROM would normally reside.

--Ken

2130. Re: Atari 8 bits and the Internet?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-28 22:08:28 UTC
From: david_p@storm.ca
Message-ID: <9072A8055dapstormca@209.87.239.10>
Source record: 37654

There is PPP under development at:

http://home.columbus.rr.com/ksiders/ice.htm

I'll have my 800xl / 800 set up soon and be trying it out. Still a proof
of concept, but looks really good!

David P

larryr@cyou.com (Larry Richardson) wrote in <3AC22A7C.5D18E32A@cyou.com>:

>The modems could talk to each other, but wouldn't you need something to
>do the PPP comm? Plus, telnet and ftp all use TCP/IP, so you would need
>some kind of TCP/IP software for the 8-bit, and then build telnet and
>ftp software that uses the TCP/IP layer.
>
>However, if you know of a unix box that you can dial into and log onto
>directly (you would need an account set up on the unix box) then you
>would be set, provided the unix machine also has internet connectivity.
>Your Atari becomes a terminal, and you would be logged in running
>whatever unix shell is set up for your account.
>
>(yea, it's basically what Bill said below, but his reply sort-of made it
>would like you could just dial up your ISP with an Atari terminal
>program and that was all that was needed. To directly go through an
>ISP, your atari would need PPP software, some type of TCP/IP software,
>and then TCP/IP based utilities like FTP, telnet, etc. Don't even know
>that these exist written for an Atari 8-bit...).
>
>

2131. Re: Weird 600xl fault

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-28 22:16:01 UTC
From: Nigel Henry <nigel.henry@virgin.net>
Message-ID: <qqtw6.3325$MD6.241184@news6-win.server.ntlworld.com>
Source record: 37655

Oh My.....How embarrassing for me! You guys are absolutely right. I thought of a way to test how much RAM these programs need. I have an 800 with 48K, and I know these programs work on it. So I took out two of the memory boards, just leaving 16K in there to see how she would react when I tried to load the games. Guess what, it reacted almost exactly like the 600xl, proving that the games need more than 16K. NEVER BELIEVE what's written on the cassette inlay- all these programs were on a compilation released by Atari in 1987, and it clearly states that they are compatible with the 600xl (does not state how much memory is required).

Thanks for your help Russ and Ken- I feel a lot better now I know there's nothing wrong with the computer!!

All the best...

Nigel

2132. Can't Escape Self Test Mode !!!!!!!! HELP !!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-29 03:59:49 UTC
From: mjl <mjl04133@iname.com>
Message-ID: <99uc1bcfr1@Masala.CC.UH.EDU>
Source record: 37656

Hello,

When I turn on my ATARI 800 XL computer, I receive the "READY" prompt which means that I am in ATARI BASIC.

However, I want to use DOS. At the "READY" prompt, I type in the word DOS and
the ATARI computer goes into self test mode without the use of a disk drive. Furthermore, when I connect a disk drive to the ATARI and then type in the word DOS
at the "READY", the computer still goes into self test mode.

No matter what I do, I still go into self test mode.

What do I have to do to get out of self test mode? All of the manuals that I have read
say that the DOS menu should automatically come up. What am I doing wrong?

Thank you so much in advance for your help.

Jenene

2133. Re: Can't Escape Self Test Mode !!!!!!!! HELP !!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-29 08:36:18 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <6uCw6.126$tx5.6656@typhoon.sonic.net>
Source record: 37657

mjl <mjl04133@iname.com> wrote:
: Hello,

: When I turn on my ATARI 800 XL computer, I receive the "READY" prompt which
: means that I am in ATARI BASIC.

: However, I want to use DOS. At the "READY" prompt, I type in the word DOS
: and
: the ATARI computer goes into self test mode without the use of a disk drive.
: Furthermore, when I connect a disk drive to the ATARI and then type in the
: word DOS
: at the "READY", the computer still goes into self test mode.

Are you turning it on with the disk drive connected, and a bootable disk
inserted? :)

-bill!

2134. Re: Can't Escape Self Test Mode !!!!!!!! HELP !!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-29 10:36:29 UTC
From: Thomas Richter <thor@gibbs.math.tu-berlin.de>
Message-ID: <99v37djpv1@mamenchi.zrz.TU-Berlin.DE>
Source record: 37658

> mjl <mjl04133@iname.com> wrote:
> : Hello,

> : When I turn on my ATARI 800 XL computer, I receive the "READY" prompt which
> : means that I am in ATARI BASIC.

> : However, I want to use DOS. At the "READY" prompt, I type in the word DOS
> : and
> : the ATARI computer goes into self test mode without the use of a disk drive.
> : Furthermore, when I connect a disk drive to the ATARI and then type in the
> : word DOS
> : at the "READY", the computer still goes into self test mode.

> Are you turning it on with the disk drive connected, and a bootable disk
> inserted? :)

Or are you using DOS 3 without KCP.SYS?

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

2135. Re: Weird 600xl fault

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-29 10:37:48 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <985886916.14173.0.pluto.d4ee0f47@news.demon.nl>
Source record: 37662

I think you better upgrade the 600XL to 64Kb, it's very easy to build an internal upgrade..

TXG

2136. Re: Can't Escape Self Test Mode !!!!!!!! HELP !!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-29 10:39:35 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <985886918.14173.1.pluto.d4ee0f47@news.demon.nl>
Source record: 37663

Check also if the diskdrive is set to drive 1, any other number will not respond when booting...

TXG
"William Kendrick" <nbs@bolt.sonic.net> wrote in message news:6uCw6.126$tx5.6656@typhoon.sonic.net...
> mjl <mjl04133@iname.com> wrote:
> : Hello,
>
> : When I turn on my ATARI 800 XL computer, I receive the "READY" prompt which
> : means that I am in ATARI BASIC.
>
> : However, I want to use DOS. At the "READY" prompt, I type in the word DOS
> : and
> : the ATARI computer goes into self test mode without the use of a disk drive.
> : Furthermore, when I connect a disk drive to the ATARI and then type in the
> : word DOS
> : at the "READY", the computer still goes into self test mode.
>
> Are you turning it on with the disk drive connected, and a bootable disk
> inserted? :)
>
> -bill!

2137. Various Atari Chat rooms...

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-29 13:07:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000bd127@fmlynet.org>
Source record: 37666

FamilyNet Newsgate

For those wondering where some of the Atari activity is tonight and Sundays, we have the online Atari chat every Thursday 8 pm Central Standard time at...

http://stargate.cs.swau.edu/atari

And we have a Europe chat session happening 4pm London time (10 am Central Standard time) every Sunday. If you are across the pond, we'd like to hear from you!

Also, if you'd like to sponsor a chat session, I know a place that could use some activity:

http://www.atariusers.com/aunt/

Just go there, click on the "main chat room" option on the left side of the screen and it goes to a auto refresh screen, or you can access...

http://www.atariusers.com/cgi-bin/chat/chatform.html

Just wanted to let a lot of you know that was out there. Take care and I hope to see some of you tonight.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2138. Re: Can't Escape Self Test Mode !!!!!!!! HELP !!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-29 15:25:03 UTC
From: bostone1@aol.com
Message-ID: <20010329102503.18052.00000582@nso-da.aol.com>
Source record: 37659

In article <99uc1bcfr1@Masala.CC.UH.EDU>, "mjl" <mjl04133@iname.com> writes:

>Furthermore, when I connect a disk drive to the ATARI and then type in the
>word DOS at the "READY", the computer still goes into self test mode.

When you power up the computer, DOS is loaded into ram. This only happens
though when the computer is connected to a disk drive which is selected as
"drive#1" using the switches in the back of the disk drive. Also, a DOS disk
has to be in the drive at power up.

2139. Re: Weird 600xl fault

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-29 16:42:43 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <4fp6ct046qvukcsp35uc1v5trm0j84vnca@4ax.com>
Source record: 37660

On Mon, 26 Mar 2001 14:57:13 +0100, "Nigel Henry"
<nigel.henry@virgin.net> drooled an embarassing wet spot in his lap as
he typed:

>Hi all, I recently got a 600xl, seems to work great apart from one thing-
>I'm having no luck getting cassette games which require basic disabled to
>load. At first I thought that the option key was faulty, but the keybord
>test shows it's working fine.
>
>The problem manifests itself when loading the cassette- after the first
>loader I will get the message "remove cartridge", like I had forgotton to
>hold down option.
>
>Any ideas?

Hold START to load casette games without BASIC.

>
>It's really strange, because apart from this the computer works great, ROM
>cartridges and BASIC programs all work fine. I've tried the cassettes on my
>800xl and XEGS, and they work fine on those. Problem with POKEY maybe??
>

--

T-Minus Really Soon...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html
Music Builds the Savage Beast: http://www.mp3.com/mindfield2001
EmulationNET: Coming Soon...
EmuWire: Coming Soon...

Remove the badgers before E-Mailing.

2140. Re: Proline controllers

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-29 17:05:04 UTC
From: Nigel Henry <nigel.henry@virgin.net>
Message-ID: <ZYJw6.978$MZ2.196059@news2-win.server.ntlworld.com>
Source record: 37661

Both of the buttons are connected to pin 6 of the controller port like a normal joystick. How the Proline differs is that rather than having the other contact on each button connected directly to ground (pin 8), the left button is connected to Pot input A (pin 9) and the right button is connected to Pot input B (pin 5). The two pot inputs are then connected to ground via resistors. The effect of all this is that pressing the right button raises the potential at pin 5, and pressing the left button raises the potential at pin 9. Pressing either button lowers the potential at pin 6, whiich is how a normal "fire" is detected. All the program has to do is check the state at pins 5 and 9 to determine which button was pressed.

Nigel

Jindrich Kubec <kubecj@asw.cz> wrote in message
news:3AC1D165.804B40C5@asw.cz...
> Hi!
>
> Does anybody know how are fire buttons wired in 7800 Pro-line and 7800
> pad controllers? 8bit Atari recognizes them as single button, but Atari
> 7800 gets them as two different buttons.
>
> Jindroush (kubecj@asw.cz)
>

2141. Re: File Selector Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-29 17:52:58 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010329125258.27169.00002603@ng-ch1.aol.com>
Source record: 37664

It is very rare for a single loader to avoid memory conflicts with all of the varied applications, especially games because of the miscellaneous non standard RAM utilizations. But, if they are all compatible with DOS binary load, then it *should* be possible to locate a universal DOS type loader.

We mostly use 3 sector boot loaders executing from the cassette buffer that read the directory, but started out with a rainbow Autorun.sys which was configured with the filenames in its code. It took a keypress selection and poked the applicable filename into the DOS RAM area overwriting "D1:AUTORUN.SYS" and then jumped back into the DOS initialization code to load the selected app.

> ebaiz@skyenet.net (Edward S. Baiz Jr.) replied:

>Thanks for the files. I make a DI image that has all of them on it. The
>file selector programs work fine, but still do not load all the files
>in. It may have to do with the DI image create by 800XLDJ or else the
>fact that I think 800XLDJ needs to be upgraded. I have made a DI image
>that has all 3 file selector programs that were on your disk. Between
>all 3 of them, alot of programs can be loaded in easily. The "binary
>load" option works on all of them, so that is the fall-back option.

-Ron

Inform everyone that communications have completely broken down.

2142. Re: Weird 600xl fault

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-29 18:25:25 UTC
From: Nigel Henry <nigel.henry@virgin.net>
Message-ID: <h8Lw6.1231$MZ2.249059@news2-win.server.ntlworld.com>
Source record: 37665

TXG <Txg@underground.demon.nl> wrote in message
news:985886916.14173.0.pluto.d4ee0f47@news.demon.nl...
> I think you better upgrade the 600XL to 64Kb, it's very easy to build an
> internal upgrade..
>
> TXG
>
>
Yeah, I came across the Ken Sumrall upgrade. I can not source the 4464 RAM
chips though- none of the usual sources stock them any more.

Nigel

2143. Re: Icd MIO 130XE adapter.

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-29 20:00:50 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-jdStrvQVYpNQ@draco.ames.pacbell.net>
Source record: 37667

Ask Bob Klaus. He is an Atari oldtimer and seller of all things Atari.
A great guy to deal with. I heard he retired recently and hope he
still plays a bit though.

Ken

On Mon, 26 Mar 2001 19:20:27, Michael Duffy <mqduffy@worldnet.att.net>
wrote:

> Anybody know where I could get the adapter for the ICD MIO that goes to
> the 130XE. It will work on my 800XL but need the adapter for my 130XE.
> Thanks Mike.
>
> --
> mqduffy@worldnet.att.net
>
>

2144. Re: MIO accessories

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-29 20:06:59 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-3mec6n4tFv6D@draco.ames.pacbell.net>
Source record: 37668

Hi Ron,
I used to see a company called Timeline advertizing the adaptec
4000a, 4070, and 5500 at one time. Also, I have directly connected a
number of scsi drives right to them and they work. they just gotta be
able to do 256 byte sectors. Hope this helps.

Ken

On Wed, 28 Mar 2001 20:22:25, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

> I finally have possession of the 256K MIO promised to me for about the last
> year and a half. Who has the best deal on SCSI controller cards which are
> compatible?
>
> -Ron
>
> Inform everyone that communications have completely broken down.

2145. Re: File Selector Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-29 21:05:53 UTC
From: ebaiz@skyenet.net
Message-ID: <RsNw6.115$Xc2.515@newsfeed.slurp.net>
Source record: 37669

On 28 Mar 2001 18:39:49 , "Mirko Sobe" wrote:
>What you need is BOSS-X running under MyDOS: them you have a Win95-Like
>Desktop witch can curse through the folders, and you have a
>folder-supporting filemanager (1.4.2001). MyDOS is available some news
>later, I've seen. BOSS-X is downloadable here: www.atarixle.de
>
>Mirko
>
>www.atarixle.de

Well I certainly will give that a try. Thanks for the information.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2146. Re: Various Atari Chat rooms...

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-29 22:13:28 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <lqc7ctkklv9i3hsmkl7hpsnc226hn453o5@4ax.com>
Source record: 37670

The other Day "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:

> And we have a Europe chat session happening 4pm London time (10 am
>Central Standard time) every Sunday. If you are across the pond, we'd like to
>hear from you!
>
Great news..
--

As long as you remember them they will always be with you..

2147. Z-Net

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-29 23:29:59 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3AC3C5A4.57F89625@optonline.net>
Source record: 37671
Body handling: Binary attachment payload not displayed: rsely74.vcf

Does anyone know where I can find the old 8-bit Z-Net disk of the month
files? Is any of this stuff in an archive someplace?

--
Robert S Ely
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

[One or more binary attachments are retained only in the source text.]

2148. Anyone in North America have an "Into The Eagle's Nest" game for sale?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 02:21:53 UTC
From: av999@freenet.carleton.ca
Message-ID: <3AC3EDC1.73C482EB@freenet.carleton.ca>
Source record: 37672
Body handling: Binary attachment payload not displayed: av999.vcf

Please let me know.

Mark

[One or more binary attachments are retained only in the source text.]

2149. Re: File Selector Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 03:32:35 UTC
From: HedgeSlammer <hedge@home.com>
Message-ID: <MPG.152dba5870bd532f989935@news>
Source record: 37673

Got links for these loader programs?
TIA

In article <Tmqw6.174$R21.2411@newsfeed.slurp.net>, ebaiz@skyenet.net
says...
> On 27 Mar 2001 17:06:25 , Andreas Magenheimer wrote:
>
> >Well,
> >how about the File loader from Poland ??? This one is written especially
> >for MyDOS 4.5x; it allows Subdirs, harddisks and thus 90k - up to 16MB
> >images; another loader program is MyPicodos from Hiassoft, works with
> >360k, 720k 1440k and up to 16MB; also allows Subdirs (and supports
> >Ultraspeed if you need)...
> >greetings, -Andreas
> >
> >P.S.: take a look at the attachment; you should find MyDOs 4.53 and many
> >MyDOS utilities there (Fileloader/Gamedos and Mypicodos included)...
>
> Thanks for the files. I make a DI image that has all of them on it. The
> file selector programs work fine, but still do not load all the files
> in. It may have to do with the DI image create by 800XLDJ or else the
> fact that I think 800XLDJ needs to be upgraded. I have made a DI image
> that has all 3 file selector programs that were on your disk. Between
> all 3 of them, alot of programs can be loaded in easily. The "binary
> load" option works on all of them, so that is the fall-back option.
> Thanks again...
>
>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --
>
>
>

2150. Re: Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 04:33:27 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3AC40C96.531A19D1@compuserve.com>
Source record: 37674

Brad3d wrote:

> I just pulled my old Atari 80 out of a closet it has been in for about 15
> years. I hooked up the floppy drive and tried to boot a few old games on
> 5.25. when I turn the Atari on (with the floppy drive on and disk in) I get
> a boot error message.

Could be:
Dirty head,
The head pressure pade is gone,
The drive belt is off,
or, the disk is not a boot type disk.

Rick D.

2151. Re: File Selector Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 04:46:58 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3AC40FC2.60246E78@compuserve.com>
Source record: 37675

"Edward S. Baiz Jr." wrote:

> Hello All,
>
> I was wondering if anyone has a good file selector program for the
> 8-bit?

I do have a file loader I use a lot specifically written for Mydos by its author, that handles most files(some crazy files just lock up). It will list the first 8 locked files to load. They must be runable binary programs. I think it has or I added a poke that does a reboot when System Reset it pushed.

If interested, I can post it.

Rick D.

2152. Re: File Selector Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 04:50:47 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3AC410A7.1CCC708D@compuserve.com>
Source record: 37676

Rick Cortese wrote:

> Still around, mostly hacking around microcontrollers right now<Atmel
> 90S8515>. I am looking for something with a little more horsepower, but the
> market has *seriously* changed.
>
> ...

> Really hits me hard since I get an urge to do something and it takes 6
> months for me to get my hands on a part. By the time I get the part, I have
> already mentally moved on. I just bought a compiler suite from
> www.microcross.com for ~$150, but I can't seem to buy any of the 21 target
> processors!
>
>

I know how you feel. I just found a diode for a project after looking for two
years! But, electronics and computers are my passion, so I won't give up.

My favorite suppliers are:
Mouser
Digikey
Jameco Electronics
All Elelctonics
Alltronics
Electronic Goldmine
Hosfelt
MPJA
JDR
Unicorn Electronics

Anybody else have suggestions?

What processors are you looking for?

Rick D.

2153. Re: formatting floppy question

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 05:03:18 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3AC41396.3846A525@compuserve.com>
Source record: 37677

bo snyder wrote:

> hi all,
>
> is there any problem with formatting ibm formatted hi density (1.2m) floppys
> for the atari? or do the floppys need to be totally blank?? like most
> people i have tons of 5 1/4 inch floppys but most of them are all the hi
> density 1.2 meg floppys and they have data on them.
>

You can't format reliably 1.2 meg floppies in regular Atari drives. You can only use up to double sided-double density rated disks. If you have a Black box or an ATR8000, you CAN format almost to 1.2 meg 5 1/4" floppies. Thats what I do. But they are only good for data/standard programs. Not commercial(99%).

Places to look for useable floppies:Really old computer stores, independants. Or those that cater to surplus/hobbiest. Some thrift stores will have bags or boxes of new or used disks. We have a Goodwill Computer center that has a bin of floppies with software. Yea some will not work, but they are cheap.

I know a few places will still likely to carry new disks such as B&C. I even have a few hundred left of DSDD(new and used), 1.2M(HD)(new), and 720K(new and used) for the ST. You can even check ebay, etc.

Rick D.

2154. Re: Lynx problems...

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 05:12:03 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3AC415A3.67D5F27@compuserve.com>
Source record: 37678

Kyle Lavery wrote:

> I didn't know where else to post this, I figured someone on one of the 3
> Atari newsgroups I read would have an answer to my problem!
> I just got my hands on a Lynx 2 system (it came in a whole lot of Atari
> things I bought today). The system looks to be in very nice shape, was
> complete with its box/manual (even had the registration card still!)
> The person who I got everything from told me the Lynx didn't work, he had no
> clue what was wrong with it. I tried a fresh pair of batteries, and it
> didn't work for me either. I was wondering if anyone would have an idea what
> could be wrong, or is there anywhere I can send it to be repaired (or would
> that just be to costly, and should I just get a whole new one?) A dumb
> question: do you have to have a game in the unit for it to turn on? I don't
> have any Lynx games here, and I've never used one so I figured id ask =)
>
> Thanks in advance!

There is a newsgroup:alt.games.lynx.

Yes, you have to have a game cart before it will turn on.

I bought a dead LynxII, and it didn't work. I opened it up, to find that all three pins of the power connector had broken from the PCB. Soldered them back, and it has worked perfectly since. I took the oppourtunity to clean the LCD and inside window.

Other problems could be dirty battery contacts, dirty switchpad under the ON switch.

It could also just have a dead chip.

Rick D.

2155. Re: Manual for 130XE / 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 05:15:25 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3AC4166C.5E4A3928@compuserve.com>
Source record: 37679

Thomas Haenselmann wrote:

> I have bought an 130XE with a SIO2PC cable. I would like to get to know the
> basic- and io-commands and maybe a general introduction into to 130XE but
> have no manual.
>
> For Commodore procducts there are many scanned manuals and guides on the net
> however for the Atari I have found little scanned information.
>
> Can anyone help me?
>
>

One of the best references is by Michael Current posted here quite often-Welcome to Atari FAQ.

Rick D.

2156. Re: My Ataris died :-(

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 05:21:40 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3AC417E4.60AD5566@compuserve.com>
Source record: 37680

Oliver Graf wrote:

> Hi everybody,
> can anyone tell me what happened to my Ataris?
>
> Today I wanted to copy some games via sio2pc onto
> disks. So I connected my 800XL to the TV (no further
> cabling so far) and turned the power on. The TV showed
> a grey screen with some stripes and I could hear a hum.
>

As mentioned by others, the power supply is my first guess as well.

If stored at very cold temps, and then broght it, plugged in, and turned on without letting everything get used to the higher temp first, can make things stop working-throw a fit(thermal shock). The brick that is now bad may just have a component with a cracked lead on the circuit board. Any other computer that doesn't work may also have chips that need reseating. Just one pin can keep it from working.

Rick D.

2157. Re: SIO cables

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 05:37:17 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3AC41B8D.3C9F1C10@compuserve.com>
Source record: 37681

bo snyder wrote:

> hi all,
>
> is there any home made subsitutes for the sio cables?? so far i have 2 1050
> drives and a couple more drives on the way but i still only have one sio
> cable, and i need to make a sio2pc cable but i really don't feel like
> waiting for best or one of the other atari vendors to ship one out to me, i
> just wanna go down to radioshack and buy some adapters and cable and whip up
> a sio2pc cable.
>
> does anyone have any ideas on what would be a good subsitute for one??
>
> thanks
> bo

Unless Best Electronics or B&C has the connectors, the other sources have dried up. The choice is to buy more cables and have them around.

I have info on my experiences with setting up an A8 to ST connection(SIO2ST using 800XLDJ) at "http://people.delphi.com/rldetlefsen/atari/info/infomain.htm#apps". Look at the pages or download them as a local set.

I purposely set mine up with null modeming as a priority. Along with this I have info on system bypassing/switching using DB25 connectors. I call it "EASIO". Easy to build, but does require 1 or more SIO cables. But it lets me use switch boxes to switch between peripheral sets and the 800XLDJ.

Rick D.

2158. Re: Weird 600xl fault

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 05:45:18 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3AC41D6E.7B37ECC3@compuserve.com>
Source record: 37682

Nigel Henry wrote:

> Hi all, I recently got a 600xl, seems to work great apart from one thing-
> I'm having no luck getting cassette games which require basic disabled to
> load. At first I thought that the option key was faulty, but the keybord
> test shows it's working fine.
>
> The problem manifests itself when loading the cassette- after the first
> loader I will get the message "remove cartridge", like I had forgotton to
> hold down option.
>
> Any ideas?
>
> It's really strange, because apart from this the computer works great, ROM
> cartridges and BASIC programs all work fine. I've tried the cassettes on my
> 800xl and XEGS, and they work fine on those. Problem with POKEY maybe??

Hold Option to disable internal Basic.

Hold Start to boot tapes.

If internal basic will not switch out, then the PIA chip could be bad(even just
that one bit). Its like leaving the Basic cart plugged into a 400 or 800.
Just the ram in the 16K area used by the cart may be enough.

Rick D.

PS. for the 4464 chips try Mouser, Digikey, and Jameco Electronics. Minimum
order charges apply.

2159. Re: Can't Escape Self Test Mode !!!!!!!! HELP !!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 06:16:38 UTC
From: mjl <mjl04133@iname.com>
Message-ID: <9a18ds$j5n$1@Masala.CC.UH.EDU>
Source record: 37683

What could I be doing that would cause the self test to come up?

William Kendrick wrote in message <6uCw6.126$tx5.6656@typhoon.sonic.net>...
>mjl <mjl04133@iname.com> wrote:
>: Hello,
>
>: When I turn on my ATARI 800 XL computer, I receive the "READY" prompt
which
>: means that I am in ATARI BASIC.
>
>: However, I want to use DOS. At the "READY" prompt, I type in the word DOS
>: and
>: the ATARI computer goes into self test mode without the use of a disk
drive.
>: Furthermore, when I connect a disk drive to the ATARI and then type in
the
>: word DOS
>: at the "READY", the computer still goes into self test mode.
>
>Are you turning it on with the disk drive connected, and a bootable disk
>inserted? :)
>
>-bill!

2160. Re: Can't Escape Self Test Mode !!!!!!!! HELP !!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 06:33:56 UTC
From: mjl <mjl04133@iname.com>
Message-ID: <9a19e7$j42$1@Masala.CC.UH.EDU>
Source record: 37684

Hello,

How long should it take the computer to power up?
DOS seems to not be loading into RAM.

I am sure that the disk drive is drive#1 and am using the
Master diskette that came with the disk drive to boot up the
computer. I have tried the following on two different Atari
800 XL computers, along with a 810 disk drive, and then again
with a 1050 disk drive. I can't get rid of the annoying self test
screen when I type DOS.

1.) Traced the cables to make sure that the computer and
disk drives were properly connected and turned on the television
(computer screen).

2.) Turned on the disk drive and waited until the red light went off,
placed the bootable floppy diskette into the disk drive, and then
closed the door of the disk drive.

3.) Turned on the computer console and received the "READY" prompt.

4.) At "READY" prompt, typed DOS and, oh no, the annoying self test mode
screen reappears. I know that it is something that I am doing wrong because
I never see the DOS menu which is supposed to appear on the screen when
the computer is connected to a disk drive.

Thank you again so much in advance for your help. Any help is deeply
appreciated.

Jenene

Bob Stone wrote in message <20010329102503.18052.00000582@nso-da.aol.com>...
>In article <99uc1bcfr1@Masala.CC.UH.EDU>, "mjl" <mjl04133@iname.com>
writes:
>
>>Furthermore, when I connect a disk drive to the ATARI and then type in the
>>word DOS at the "READY", the computer still goes into self test mode.
>
>When you power up the computer, DOS is loaded into ram. This only happens
>though when the computer is connected to a disk drive which is selected as
>"drive#1" using the switches in the back of the disk drive. Also, a DOS
disk
>has to be in the drive at power up.
>

2161. FS: More Atari! Preferred Customer Discount!

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 07:57:41 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.21.0103292349540.2730-100000@shell.pacifier.com>
Source record: 37686
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

e-mail: atari@benjamin.net

Lately I've added more Atari inventory and next I'm adding at least a half a dozen boxes of Atari ST Software, including some choice Games. So please checkout my Catalogs Even my 8 Bit Atari Software grew by 25%! And Now I'm offering a 20% Discount to my regular customers! E-Mail me for Details on Redeeming this offer! I'd like to say Thank You for letting Bravo Sierra Computers Support you and your Atari Needs. Haven't bought from Bravo yet? Give Ben a Chance! I can be quite Beneficial. Remember, if you can't call/ E-Mail me today? Call/E-Mail me tomorrow! Call Ben anytime: (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

I've switched ISP's! Try www.pacifier.com/~atari or atari@pacifier.com and as always www.atari.benjamin.net and atari@benjamin.net still work but are being redirected to my new ISP and since I've moved, I have revamped and updated my WebSite and all my WebPages. So Check it out and, If you don't come see me today, come see me Tomorrow!

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For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted. So when you see a new posting, check my Catalogs. After I post this

message. I'm off for the weekend. But I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2162. dual screen and rs232 output

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 09:27:55 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <meWw6.529$kU5.212653@nnrp3.sbc.net>
Source record: 37685

Howdy! Let me explain what I'm trying to do here and maybe someone will have a suggestion. I'm running an atari 800 with the 850 interface. I have an intex-talker speech synth. that runs off the rs232. The speech box works extremely well with any terminal program because it looks like a modem to the computer, running at 300 baud which can be changed all the way up to 9600 baud. What I want to do is setup my computer so that it will send output to both the display and the rs232 simultaneously or very close at least. The idea is to run old text adventures and have the speech box read the text as it is displayed. I know this is possible on my old TRS-80, the DOS even has a dual command to initialize it. I've never tried it on the atari and I'm thinking that I'll probably have to write some kind of autorun.sys file for the dos disk. I don't know. Thanks Mo

2163. Need some help with Atari disks please!

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 09:59:52 UTC
From: dunxuk@aol.com
Message-ID: <20010330045952.01613.00001296@ng-fo1.aol.com>
Source record: 37687

OK - I'm looking for advice on Atari disk formats.

I've so far managed to get .EXE files from inside downloaded .ATR files onto Atari disks and they successfully run using the [L]oad option on Atari Dos.

However I would like to transfer them onto Multiboot disks if possible since almost everything I have is on Multiboot.

Is there a way of turning a single .EXE file on a normal Atari disk into a bootable disk (perhaps something similar to autoexec.bat on a PC) so that multiboot can pull it in and add it to its menu?

Thanks team!

2164. Re: formatting floppy question

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 11:24:01 UTC
From: dunxuk@aol.com
Message-ID: <20010330062401.01665.00001390@ng-fo1.aol.com>
Source record: 37688

>hi all,
>
>is there any problem with formatting ibm formatted hi density (1.2m) floppys
>for the atari? or do the floppys need to be totally blank?? like most
>people i have tons of 5 1/4 inch floppys but most of them are all the hi
>density 1.2 meg floppys and they have data on them.

I think this has been covered before but the short answer is no. Hi-density disks use a magnetic coating that has a much faster equalisation time (a bit like chrome tape against ferric) and as such use a weaker signal than normal. The heads on your Atari are too 'loud' and distort the data. The results are very unreliable and marginal although it does work occasionally.

2165. Re: Converting programs to tapes

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 12:01:44 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ac4ba1f$0$53484$4c5ecdc7@news.erinet.com>
Source record: 37698

Oh, well.
that's sorta dumb (using APE cable to do tape stuff). If he had
a APE cable, he'd have the disk drive.
What he wants is to be able to write games to tape just using the pc.
Like make a wav file out of the game and then out from the pc to
a tape recorder. I think.
Russg

2166. Re: Weird 600xl fault

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 12:29:20 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ac4c096$0$53485$4c5ecdc7@news.erinet.com>
Source record: 37700

I'm not sure this will work.
The first byte on a boot tape is not used.
The second byte is the # of 128 byte records to load.
The third and fourth bytes are the address to load at.
The fifth and sixth bytes are init address.
So, probably, if you look at bytes 3 and 4, you'll see that they load
above $4000 (16384), which will be just like having the BASIC
cartridge in, no RAM there. Since the program is saying 'remove
the cartridge', you know it is trying to access the cart area ($A000-$BFFF).

This might work to see the load address and how many records to load:

```
10 CLOSE #1
20 OPEN #1,4,128,"C:"
30 GET #1,X
40 GET #1,X
50 ? "RECORDS TO LOAD = ";X
60 GET #1,X
70 GET #1,Y
80 LADR=X + (256*Y)
90 ? "ADDRESS TO LOAD AT = ";LADR
100 GET #1,X
110 GET #1,Y
120 INITADR=X + (256*Y)
130 ? "INIT ADR = ";INITADR
140 CLOSE #1
```

This may not work, it has been some time since I did tape stuff.
The tape has 128 byte records, with long or short interrecord gaps.
I'm not sure you can just get a couple bytes, you may have to get
the first 128 byte record, then read the info from that.

russg

2167. Re: Weird 600xl fault

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 12:47:17 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ac4c4d6$0$53490$4c5ecdc7@news.erinet.com>
Source record: 37701

Nigel has figured it out.
But, I forgot. Most commercial tapes are multi-stage boot tapes,
they load in the first section, then init to load some more sections.
So, my program won't tell you about following sections to load.
You could write a BASIC program to trace the entire load process,
but anyway, you figured it out.
Russg

2168. Atari items for sale

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 13:50:03 UTC
From: GENE EHRICH <gene@ehrich.com>
Message-ID: <fa0x6.7218$083.3206753@typhoon.tampabay.rr.com>
Source record: 37689
Cross-posted to: alt.atari.2600,alt.games.atari,comp.sys.atari.8bit,rec.games.video.atari

http://www.voicenet.com/~generic
On-Line Computer & Video Game Garage Sale
gene@ehrich.com

2169. this is a very interesting apple 2e clone (looks like a 1200 XL !!)

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 14:02:06 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000c0909@fmlynet.org>
Source record: 37708

FamilyNet Newsgate

> From: bo snyder <bobo_snyder@hotmail.com>
> hi all,
> check this page out for a "apple 2" clone that was in brazil:
> http://applefritter.com/appleclones/brazilian/tk2000.html
> doesn't it look rather familar??
> bo

Man this IS weird!! I can't believe someone hasn't commented on this! Is there any explaination on why they cloned an Atari design? Or did Atari get their idea from this machine?

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2170. Re: Weird 600xl fault

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 14:34:17 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010330093417.13227.00002595@ng-fi1.aol.com>
Source record: 37690

The START button at cold start directs the OS to initiate cassette boot; the
OPTION is still required to disable Basic.

>Mindfield mindfield@badgers.emulationnet.com replied:

>Hold START to load casette games without BASIC.

-Ron

Inform everyone that communications have completely broken down.

2171. Re: Z-Net

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 14:45:26 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010330094526.13227.00002600@ng-fi1.aol.com>
Source record: 37691

I had found some stuff under ZMAG on XL Search...
http://newbreedsoftware.com/xlsearch/
was that the same?

>Robert S Ely rsely74@optonline.net asked:

>Does anyone know where I can find the old 8-bit Z-Net disk of the month
>files? Is any of this stuff in an archive someplace?

-Ron

Inform everyone that communications have completely broken down.

2172. Re: Can't Escape Self Test Mode !!!!!!!! HELP !!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 15:22:08 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010330102208.13227.00002603@ng-fi1.aol.com>
Source record: 37692

Should normally be 15 to 20 seconds for DOS to load and initialize and continue
to the READY prompt. The drive busy light would indicate activity and a lot of
beep-beep... should be heard on the monitor audio.

The test mode indicates DOS did not load and lack of a 'boot error' message
points to one of a few possibilities:
1) drive not powered up when XL boots, (pretty much eliminated)
2) drive not connected to SIO, (bad or loose cable?)
3) drive not D1: (check both black and white switches to the left looking at
switches on rear of drive; 810 has diagram)
4) drives are dead, not responding electronically to strobe poll from XL,
5) XL is not seeking or not recognizing drive presence.

>"mjl" mjl04133@iname.com asked:

>How long should it take the computer to power up?
>DOS seems to not be loading into RAM.
>

>I am sure that the disk drive is drive#1 and am using the
>Master diskette that came with the disk drive to boot up the
>computer. I have tried the following on two different Atari
>800 XL computers, along with a 810 disk drive, and then again
>with a 1050 disk drive. I can't get rid of the annoying self test
>screen when I type DOS.
>
>1.) Traced the cables to make sure that the computer and
>disk drives were properly connected and turned on the television
>(computer screen).
>
>2.) Turned on the disk drive and waited until the red light went off,
>placed the bootable floppy diskette into the disk drive, and then
>closed the door of the disk drive.
>
>3.) Turned on the computer console and received the "READY" prompt.
>
>4.) At "READY" prompt, typed DOS and, oh no, the annoying self test mode
>screen reappears. I know that it is something that I am doing wrong because
>I never see the DOS menu which is supposed to appear on the screen when
>the computer is connected to a disk drive.

-Ron

Inform everyone that communications have completely broken down.

2173. Re: dual screen and rs232 output

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 15:46:37 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010330104637.13227.00002617@ng-fi1.aol.com>
Source record: 37693

The hardware is all in place so the software is all that is needed; it would be a snap to include in 'open' programs when you have access to alter the code. It is pretty much just (for Basic):
OPEN #1,8,0,"R:" to initialize
...
PRINT #0;OUT$ (screen editor)
PRINT #1;OUT$ (speech)

It becomes more difficult for commercial applications; especially so with copy protection. It could require sophisticated code to hide itself, patch into interrupts, watch for screen code and grab it for speech; might necessitate a translator configuration which then boots the adventure.

>"chainsaw11" mygranny@swbell.net asked:

>Howdy! Let me explain what I'm trying to do here and maybe someone will have
>a suggestion. I'm running an atari 800 with the 850 interface. I have an
>intex-talker speech synth. that runs off the rs232. The speech box works
>extremely well with any terminal program because it looks like a modem to
>the computer, running at 300 baud which can be changed all the way up to
>9600 baud. What I want to do is setup my computer so that it will send
>output to both the display and the rs232 simultaneously or very close at
>least. The idea is to run old text adventures and have the speech box read
>the text as it is displayed. I know this is possible on my old TRS-80, the
>DOS even has a dual command to initialize it. I've never tried it on the
>atari and I'm thinking that I'll probably have to write some kind of
>autorun.sys file for the dos disk. I don't know. Thanks Mo

-Ron

Inform everyone that communications have completely broken down.

2174. Re: Can't Escape Self Test Mode !!!!!!!! HELP !!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 15:55:26 UTC
From: bostone1@aol.com
Message-ID: <20010330105526.06705.00000399@nso-fw.aol.com>
Source record: 37694

In article <9a19e7$j42$1@Masala.CC.UH.EDU>, "mjl" <mjl04133@iname.com> writes:

>3.) Turned on the computer console and received the "READY" prompt.

Between "Turned on the computer console" and "received the "READY" prompt",
there should be about 30 seconds or so of disk drive spinning while DOS.SYS is
loaded into lower ram.
Next, (and this is maybe where a problem is) when you type DOS and press
RETURN, another program called DUP.SYS is supposed to load and then bring up
the DOS menu. If that file isn't available on the disk in drive#1, you'll get
the self test instead.

Bob Stone
Gilroy, CA
Home of the Gilroy Garlic Festival!

2175. Re: File Selector Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 16:33:12 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <9a2cf0$75t$1@wrath.news.nacamar.de>
Source record: 37695

Thanks for trying, but think: it's not windows98. To install BOSS-X under MyDOS, you have to know something about your computer. But I think, it's no problem for you.

Mirko

"Edward S. Baiz Jr." <ebaiz@skyenet.net> schrieb im Newsbeitrag news:RsNw6.115$Xc2.515@newsfeed.slurp.net...
> On 28 Mar 2001 18:39:49 , "Mirko Sobe" wrote:
> >What you need is BOSS-X running under MyDOS: them you have a Win95-Like
> >Desktop witch can curse through the folders, and you have a
> >folder-supporting filemanager (1.4.2001). MyDOS is available some news
> >later, I've seen. BOSS-X is downloadable here: www.atarixle.de
> >
> >Mirko
> >
> >www.atarixle.de
>
> Well I certainly will give that a try. Thanks for the information.
>
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------
>
>

2176. Re: File Selector Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 16:37:04 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tc9dar864drq0f@corp.supernews.com>
Source record: 37696

"Richard Detlefsen" <"74766,1561"@compuserve.com> wrote in message
news:3AC410A7.1CCC708D@compuserve.com...
> Rick Cortese wrote:
<snip>
> What processors are you looking for?

http://www.mitsubishichips.com/data/datasheets/mcus/m32rdgrp.html

I *mostly* like low end stuff that doesn't require a lot of horsepower.
Turning on a light bulb once a day is my average project.<grin> This
processor is the exception that kind of caught my fancy. It seems like it is
strong enough to handle just about anything I could even concieve of
throwing at it.

2177. Re: Can't Escape Self Test Mode !!!!!!!! HELP !!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 16:39:36 UTC
From: Billy Ko <bill-ko@home.com>
Message-ID: <ovyyxbubzrpbz.gb0rmc0.pminews@news.plfld1.nj.home.com>
Source record: 37697

On 30 Mar 2001 15:22:08 GMT, RHamiIton5 wrote:

:>Should normally be 15 to 20 seconds for DOS to load and initialize and continue
:>to the READY prompt. The drive busy light would indicate activity and a lot of
:>beep-beep... should be heard on the monitor audio.
:>
:>The test mode indicates DOS did not load and lack of a 'boot error' message
:>points to one of a few possibilities:
:>1) drive not powered up when XL boots, (pretty much eliminated)
:>2) drive not connected to SIO, (bad or loose cable?)
:>3) drive not D1: (check both black and white switches to the left looking at
:>switches on rear of drive; 810 has diagram)
:>4) drives are dead, not responding electronically to strobe poll from XL,
:>5) XL is not seeking or not recognizing drive presence.
:>
:>>"mjl" mjl04133@iname.com asked:
:>
:>>How long should it take the computer to power up?
:>>DOS seems to not be loading into RAM.
:>>
:>
:>>I am sure that the disk drive is drive#1 and am using the
:>>Master diskette that came with the disk drive to boot up the
:>>computer. I have tried the following on two different Atari
:>>800 XL computers, along with a 810 disk drive, and then again
:>>with a 1050 disk drive. I can't get rid of the annoying self test
:>>screen when I type DOS.
:>>
:>>1.) Traced the cables to make sure that the computer and
:>>disk drives were properly connected and turned on the television
:>>(computer screen).
:>>
:>>2.) Turned on the disk drive and waited until the red light went off,
:>>placed the bootable floppy diskette into the disk drive, and then
:>>closed the door of the disk drive.
:>>
:>>3.) Turned on the computer console and received the "READY" prompt.
:>>
:>>4.) At "READY" prompt, typed DOS and, oh no, the annoying self test mode
:>>screen reappears. I know that it is something that I am doing wrong because
:>>I never see the DOS menu which is supposed to appear on the screen when
:>>the computer is connected to a disk drive.
:>
:>-Ron

:>
:>Inform everyone that communications have completely broken down.

Doesn't it also mean that the XL was booted without the BASIC cartridge present/disabled? If the XL is a model that has a built-in BASIC cartridge, maybe something happened to unseat some of the ROMs inside the computer? (I think the 1200XL did NOT come with BASIC built in, but the 800XL did. I forget about the others, it's been such a long time since I've seen them physically.)

Bill

2178. Re: Need some help with Atari disks please!

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 17:09:32 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010330120932.13251.00002565@ng-fi1.aol.com>
Source record: 37699

The quick and easy way is to rename your .EXE file to AUTORUN.SYS and make certain DOS.SYS is on the same disk; it will then autostart when the disk is booted but might leave a lot of space unused.

There are also 5-12 sector DOS loader programs that you can name to AUTORUN.SYS; these will boot and either give you a fixed list of apps to run or read the directory and throw up a menu list for your selection. Most of these look for files which have the Locked = Protected attribute set or an extender like .EXE in the name and skip any others. The DOS and the ARS files together use almost 50 sectors on the disk.

The other option is a 3-7 sector boot loader which resides in the area normally reserved to boot the DOS and can read directories and load the raw sector data without DOS. These are good for games and apps which conflict with DOS RAM and overwrite and damage it but not practical for those like Visicalc or TextPro because you cannot save and load data files with no DOS. Boot loaders can free up that 50 sector DOS space on a disk and load quicker.

I can send you a copy of my BOOTMAKR in a day or so...

>dunxuk@aol.com (DunxUK) stated:

>I've so far managed to get .EXE files from inside downloaded .ATR files onto
>Atari disks and they successfully run using the [L]oad option on Atari Dos.
>
>However I would like to transfer them onto Multiboot disks if possible since
>almost everything I have is on Multiboot.
>
>Is there a way of turning a single .EXE file on a normal Atari disk into a
>bootable disk (perhaps something similar to autoexec.bat on a PC) so that
>multiboot can pull it in and add it to its menu?

-Ron

Inform everyone that communications have completely broken down.

2179. [Epyx Shrine] Jumpman Junior page up / 1985 catalogue wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 18:48:00 UTC
From: Manuel Polik <cybergoth@nexgo.de>
Message-ID: <3AC4D4E0.74F77636@nexgo.de>
Source record: 37703

Hi there!

The Epyx Shrine (http://home.nexgo.de/cybergoth) now features an additional page for Jumpman Junior.

Featured amongst other things are:

- Animated GIFs of some of the ending sequences
- A complete level by level strategy guide to solve all 12 levels

--- The normally featured interviews are delayed this time, I'm expecting to add two interviews about Jumpman Junior within the next four weeks, one with Randy Glover (Atari & C64) and one with Chris Capener (Coleco).

Hope you like what you see at the moment despite this little delay :-)

Apart from that, I'm searching some friendly guy with both a scanner and an Epyx catalogue from 1985. Can someone provide complete+readable scans of such a treasured item?

Greetings,
Manuel

2180. Re: dual screen and rs232 output

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 20:10:09 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <sE3x6.10$GG6.1505@nnrp1.sbc.net>
Source record: 37702

Yeah that's what I thought, I guess for commercial programs I would actually have to use a disassembler, patch the program, and then recompile it. Unless (this is probably just fantasy) I could make a special homebrew cartridge that would route my outputs at boot time. Thanks again, Mo

RHamiIton5 wrote in message
<20010330104637.13227.00002617@ng-fi1.aol.com>...
>The hardware is all in place so the software is all that is needed; it would be
>a snap to include in 'open' programs when you have access to alter the code. It
>is pretty much just (for Basic):
>OPEN #1,8,0,"R:" to initialize
>...
>PRINT #0;OUT$ (screen editor)
>PRINT #1;OUT$ (speech)
>
>It becomes more difficult for commercial applications; especially so with copy
>protection. It could require sophisticated code to hide itself, patch into
>interrupts, watch for screen code and grab it for speech; might necessitate a
>translator configuration which then boots the adventure.
>
>>"chainsaw11" mygranny@swbell.net asked:
>
>>Howdy! Let me explain what I'm trying to do here and maybe someone will have
>>a suggestion. I'm running an atari 800 with the 850 interface. I have an
>>intex-talker speech synth. that runs off the rs232. The speech box works
>>extremely well with any terminal program because it looks like a modem to
>>the computer, running at 300 baud which can be changed all the way up to
>>9600 baud. What I want to do is setup my computer so that it will send
>>output to both the display and the rs232 simultaneously or very close at
>>least. The idea is to run old text adventures and have the speech box read
>>the text as it is displayed. I know this is possible on my old TRS-80, the
>>DOS even has a dual command to initialize it. I've never tried it on the
>>atari and I'm thinking that I'll probably have to write some kind of
>>autorun.sys file for the dos disk. I don't know. Thanks Mo
>
>-Ron
>
>Inform everyone that communications have completely broken down.
>

2181. Re: Weird 600xl fault

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 20:15:45 UTC
From: KS <someone@somewhere.com>
Message-ID: <RP5x6.15615$BB5.152597@typhoon.columbus.rr.com>
Source record: 37704

bg micro (www.bgmicro.com) has them for 2.95ea. There are probably other
places also.

--Ken

"Nigel Henry" <nigel.henry@virgin.net> wrote in message
news:h8Lw6.1231$MZ2.249059@news2-win.server.ntlworld.com...
>
> TXG <Txg@underground.demon.nl> wrote in message
> news:985886916.14173.0.pluto.d4ee0f47@news.demon.nl...
> > I think you better upgrade the 600XL to 64Kb, it's very easy to build an
> > internal upgrade..
> >
> > TXG
> >
> >
> Yeah, I came across the Ken Sumrall upgrade. I can not source the 4464 RAM
> chips though- none of the usual sources stock them any more.
>
> Nigel
>
>

2182. Re: [Epyx Shrine] Jumpman Junior page up / 1985 catalogue wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 20:33:08 UTC
From: Manuel Polik <cybergoth@nexgo.de>
Message-ID: <3AC4ED84.A983E975@nexgo.de>
Source record: 37707

Hi again!

> I might have one hidden and buried somewhere in my "walk-in-closet",

Hey, that'd be cool! I recently got one from '84 where I found that some
Epyx games/ports had escaped me, so I thought it's better to check all
the catalogues :-)

> but i'm
> looking at one right now from 1982, at least thats the copyright on it.

Hm... I think I've seen that one before...

> I'll add it to my homepage sometime this week and you can just lift whatever
> you want off of it.

Thanks, as usual!

Greetings,
Manuel

2183. Re: this is a very interesting apple 2e clone (looks like a 1200 XL !!)

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 21:24:36 UTC
From: Liam Busey <buseyl@my-deja.com>
Message-ID: <3AC4F994.6D79@my-deja.com>
Source record: 37709

Greg Goodwin wrote:
>
> FamilyNet Newsgate
>
> > From: bo snyder <bobo_snyder@hotmail.com>
> > hi all,
> > check this page out for a "apple 2" clone that was in brazil:
> > http://applefritter.com/appleclones/brazilian/tk2000.html
> > doesn't it look rather familar??
> > bo
>
> Man this IS weird!! I can't believe someone hasn't commented on this! Is
> there any explaination on why they cloned an Atari design? Or did Atari get
> their idea from this machine?

What's so weird about it? They chose a damn fine case for their clone.
It easily beats 95% of Apple 2 computers looks wise.

Liam Busey

2184. Re: Weird 600xl fault

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 22:39:22 UTC
From: Nigel Henry <nigel.henry@virgin.net>
Message-ID: <aY7x6.4515$u93.648433@news6-win.server.ntlworld.com>
Source record: 37710

Thanks for that Ken, but I am located in the UK so I was hoping for a source
a bit closer! If I don't have any luck I might give some of the companies in
the states a try. TXG reckons he might be able to help me out though.

Nigel

KS <someone@somewhere.com> wrote in message
news:RP5x6.15615$BB5.152597@typhoon.columbus.rr.com...
> bg micro (www.bgmicro.com) has them for 2.95ea. There are probably other
> places also.
>
> --Ken
>
>
>
> "Nigel Henry" <nigel.henry@virgin.net> wrote in message
> news:h8Lw6.1231$MZ2.249059@news2-win.server.ntlworld.com...
> >
> > TXG <Txg@underground.demon.nl> wrote in message
> > news:985886916.14173.0.pluto.d4ee0f47@news.demon.nl...
> > > I think you better upgrade the 600XL to 64Kb, it's very easy to build
an
> > > internal upgrade..
> > >
> > > TXG
> > >
> > >
> > Yeah, I came across the Ken Sumrall upgrade. I can not source the 4464
RAM
> > chips though- none of the usual sources stock them any more.
> >
> > Nigel
> >
> >
>
>

2185. Re: [Epyx Shrine] Jumpman Junior page up / 1985 catalogue wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 22:40:17 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <fR5x6.24$RY5.28978@nnrp3.sbc.net>
Source record: 37705

I might have one hidden and buried somewhere in my "walk-in-closet", but i'm looking at one right now from 1982, at least thats the copyright on it. I'll add it to my homepage sometime this week and you can just lift whatever you want off of it. I'll be sure to make a post, I also have the original packaging and manual for Jumpan and others. I'll probably add those as well.
Mo

http://members.tripod.com/~chainsaw1661/crush.htm

Manuel Polik wrote in message <3AC4D4E0.74F77636@nexgo.de>...
>Hi there!
>
>The Epyx Shrine (http://home.nexgo.de/cybergoth) now features an
>additional page for Jumpman Junior.
>
>Featured amongst other things are:
>
>- Animated GIFs of some of the ending sequences
>- A complete level by level strategy guide to solve all 12 levels
>
>--- The normally featured interviews are delayed this time, I'm
>expecting to add two interviews about Jumpman Junior within the next
>four weeks, one with Randy Glover (Atari & C64) and one with Chris
>Capener (Coleco).
>
>Hope you like what you see at the moment despite this little delay :-)
>
>Apart from that, I'm searching some friendly guy with both a scanner and
>an Epyx catalogue from 1985. Can someone provide complete+readable scans
>of such a treasured item?
>
>Greetings,
> Manuel
>

2186. Re: Can't Escape Self Test Mode !!!!!!!! HELP !!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 22:44:08 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ac550ac$0$11817$4c5ecdc7@news.erinet.com>
Source record: 37713

Your disk isn't booting.
Make sure your disk drive is turned on and a boot disk (with DOS on it
if you want DOS), inserted before you turn the computer on.
Make sure your drive is set as drive D1: also, (there are switches in a
hole
in the back of a 1050, I think both should be toward the left as you
look inside). Other drives also have switches to set the drive number.
When you turn the computer on, the disk drive should start going. After
DOS loads, then you get that nasty raspberry (fart) sound and READY
comes up. Then you can type DOS and get the DUP.SYS menu, or
D1: prompt if SpartaDOS.
Russg

2187. Re: Need some help with Atari disks please!

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-30 22:48:07 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <yY5x6.26$RY5.29900@nnrp3.sbc.net>
Source record: 37706

Looking at 'The hackerbook for your atari computer' a book by H.C. Wagner
1983, ELCOMP Publishing, the easiest way to do this is to write in assembly
language a bootable tape generator program which converts your program into
a bootable tape. You then use any generic tape to disk program to create a
bootable disk. it seems like a lot of trouble but after reading the code all
you would need is an assembler and a blank tape. When I get time I'll scan
some of this book and add it to my homepage.
Mo

RHamiIton5 wrote in message
<20010330120932.13251.00002565@ng-fi1.aol.com>...
>The quick and easy way is to rename your .EXE file to AUTORUN.SYS and make
>certain DOS.SYS is on the same disk; it will then autostart when the disk
is
>booted but might leave a lot of space unused.
>
>There are also 5-12 sector DOS loader programs that you can name to
>AUTORUN.SYS; these will boot and either give you a fixed list of apps to
run or
>read the directory and throw up a menu list for your selection. Most of
these
>look for files which have the Locked = Protected attribute set or an
extender
>like .EXE in the name and skip any others. The DOS and the ARS files
together
>use almost 50 sectors on the disk.
>
>The other option is a 3-7 sector boot loader which resides in the area
normally
>reserved to boot the DOS and can read directories and load the raw sector
data
>without DOS. These are good for games and apps which conflict with DOS RAM
and
>overwrite and damage it but not practical for those like Visicalc or
TextPro
>because you cannot save and load data files with no DOS. Boot loaders can
free
>up that 50 sector DOS space on a disk and load quicker.
>
>I can send you a copy of my BOOTMAKR in a day or so...
>
>>dunxuk@aol.com (DunxUK) stated:
>
>>I've so far managed to get .EXE files from inside downloaded .ATR files

onto
>>Atari disks and they successfully run using the [L]oad option on Atari
Dos.
>>
>>However I would like to transfer them onto Multiboot disks if possible
since
>>almost everything I have is on Multiboot.
>>
>>Is there a way of turning a single .EXE file on a normal Atari disk into a
>>bootable disk (perhaps something similar to autoexec.bat on a PC) so that
>>multiboot can pull it in and add it to its menu?
>
>-Ron
>
>Inform everyone that communications have completely broken down.
>

2188. Re: ISP suggestion (Was Re: Atari 8 bits and the Internet?)

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-31 00:11:21 UTC
From: Raphael Espino <rjespino@yahoo.com>
Message-ID: <m34rwag5lh.fsf@islita.localdomain>
Source record: 37711

"Pockets" <pockets@DUMMYcix.co.uk> writes:

> Any UK shell dial-ins apart from CIX/Net Nextra? Most ISPs seem not to do
> them over here and its £15 a month for a cix account.

There's also Netscalibur (Direct Connection) at www.dircon.net but
they'll charge you about that much for it too, if not more.

--
-- Raphael Espino - rjespino@yahoo.com - Ramdrive v1.0 ramdisk and a8jdpeg --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
-------------- http://www.geocities.com/rjespino/a8ring.html --------------

2189. FA: Atari BASIC XL and ATARI XL/XE MAC 65 OSS Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-31 03:45:03 UTC
From: William Forbes <wforbes@third-wave.com>
Message-ID: <3AC552BF.D9A13D22@third-wave.com>
Source record: 37712

Atari BASIC XL by OSS NEAR MINT RARE Item #1225120870
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewItem&item=1225120870

Atari XL/XE MAC 65 CARTRIDGE MINT RARE Item #1225054689
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewItem&item=1225054689

2190. Re: this is a very interesting apple 2e clone (looks like a 1200 XL !!)

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-31 04:24:56 UTC
From: llpwhite@cs.com
Message-ID: <20010330232456.12456.00001624@ng-fb1.news.cs.com>
Source record: 37714

> check this page out for a "apple 2" clone that was in brazil: <

Now we know what happened to all those 1200's that Atari couldn't sell. And all this time I thought they went to the landfill with the E.T. and Pacman (2600) carts... :-)
Larry

2191. OSS ACTION CART ON EBAY

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-31 04:31:07 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <f4dx6.2190$z4.673373@typhoon.tampabay.rr.com>
Source record: 37715

ACTION cart by OSS on Ebay

ACTION
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1226284935

Take a peek

2192. Re: MIO accessories

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-31 04:50:10 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3AC56202.679A0160@pcisys.net>
Source record: 37716

Ron,

Check with B&C Computervisions (www.myatari.com) and Bob Puff of CSS
(http://www.nleaudio.com/css/).
I originally bought my Adaptec from CSS with my Black Box. And I bought a
replacement
4070 from B&C.

Glenn Bruner

kenames@pacbell.net wrote:

> Hi Ron,
> I used to see a company called Timeline advertizing the adaptec
> 4000a, 4070, and 5500 at one time. Also, I have directly connected a
> number of scsi drives right to them and they work. they just gotta be
> able to do 256 byte sectors. Hope this helps.
>
> Ken
>
> On Wed, 28 Mar 2001 20:22:25, rhamiiton5@aol.comedy.com (RHamiIton5)
> wrote:
>
> > I finally have possession of the 256K MIO promised to me for about the last
> > year and a half. Who has the best deal on SCSI controller cards which are
> > compatible?
> >
> > -Ron
> >
> > Inform everyone that communications have completely broken down.

2193. Re: Need some help with Atari disks please!

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-31 05:29:37 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010331002937.25365.00001342@ng-cj1.aol.com>
Source record: 37717

2 boot loader creator programs are in a .ZIP on my page:
http://members.aol.com/rhamiiton5/bootmakr.zip

>The other option is a 3-7 sector boot loader which resides in the area
>normally
>reserved to boot the DOS and can read directories and load the raw sector
>data
>without DOS. These are good for games and apps which conflict with DOS RAM
>and
>overwrite and damage it but not practical for those like Visicalc or TextPro
>because you cannot save and load data files with no DOS. Boot loaders can
>free
>up that 50 sector DOS space on a disk and load quicker.
>
>I can send you a copy of my BOOTMAKR in a day or so...

-Ron

Inform everyone that communications have completely broken down.

2194. Re: File Selector Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-31 05:37:52 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010331003752.25365.00001344@ng-cj1.aol.com>
Source record: 37718

Hi Edward,
There are two at my page:
http://members.aol.com/rhamiiton5/bootmakr.zip
Both are org'd differently and load most of my files.

>ebaiz@skyenet.net (Edward S. Baiz Jr.) requested:

>I was wondering if anyone has a good file selector program for the
>8-bit? I am putting together some Mega DI images for 800XLDJ. I want to
>make it easier for people to load in the included games. The one
>program I have does bring up the list on the disks, but does not
>successfully load in all the games. Some files it does load in. The one
>I have is version 0.4 by Bill Kendricks. I would like the raw files...

-Ron

Inform everyone that communications have completely broken down.

2195. FS: Recorder, Publications & Software

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-31 05:56:09 UTC
From: "Mark H. Kusz" <mark_kusz@yahoo.com>
Message-ID: <Zjex6.2630$RF1.194940@bgtnsc06-news.ops.worldnet.att.net>
Source record: 37721

VINTAGE ATARI 8-BIT HARDWARE
Atari 1040 Cassette Recorder (no instructions) $8.00

VINTAGE ATARI 8-BIT PUBLICATIONS
Analog Computing No. 29,50 $2.00
Atari Astroids Cart. Manual $3.00
Atari AtariWriter Cart. Manual & Quick Reference Card $5.00
Atari Basic Quick Reference Guide by John Wiley & Sons $3.00
Atari DOS 3 Intro & Ref. Manuals $1.00
Computer Gaming World Vol. 5.3 $1.00
M.A.C.E. Journal Vol.2, No.11 $1.00
M.A.C.E. Journal Vol.3, No. 4 $1.00
M.A.C.E. Journal Vol.5, No. 8 $1.00
M.A.C.E. Journal Vol.6, No. 6 $1.00
Softside: #35, #40, #42, #45, #46 $2.00
Analog Movie Themes Cassette (req. Music Composer/no manual) $1.00

VINTAGE ATARI 8-BIT SOFTWARE
Atari BASIC Cart. (no instructions) (3 available) $2.00
Atari Bug Hunt Cart. (no instructions) $3.00
Atari Centipede Cart. (no instructions) $3.00
Atari E.T. Phone Home Cart. (unopened) (9 available) $4.00
Atari Eastern Front (1941) Cart. (20 available) (no instructions) $4.00
Atari Graph It Cassettes $5.00
Atari Music Composer Cart. $5.00
Atari Pac-Man Cart. (no instructions) $3.00
Atari Star Raiders Cart. (no instructions) $3.50
Atari Super Breakout Cart. (25 available) (no instructions) $3.00
Atari Writing Programs One/Two Cassette (no instructions) $1.00
Avalon Hill Bomber Attack Cassette (no instructions) $1.00
Broderbund Stellar Shuttle Cassette (no instructions) $3.00
EA One On One Cart. (no instructions) $5.00
EA One On One Disk $7.00
Epyx Morloc's Tower Cassette (no instructions) $1.00
Softside Issue #35 Cassette w/Hopper & Saucer Formation $1.00
Softside Issue #40 Cassette w/Mini-Golf, Volcano Island & more $1.00
Softside Issue #41 Cassette w/Poker Squares, Atlantis & more $1.00
Softside Issue #42 Cassette w/Microtext 2.0, Arabian Nights & more $1.00
Sublogic Flight Simulator II Disk $10.00
--
The Collectaholic's Page - http://www.geocities.com/mark_kusz/
Sports Memorabilia, Non-Sports Cards & Other Collectibles

2196. Need Xformer cable

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-31 06:26:39 UTC
From: Brian Siano <bsiano@bellatlantic.net>
Message-ID: <3AC5769E.E6CA416F@bellatlantic.net>
Source record: 37724

I'd like to transfer my old Atari text files to my PC, and the Xformer cable seems like it'd be the best way-- I have an 810 disk drive. Can someone direct me to a place where I can get one? Or, if someone has one they'd like to seell, we can deal. Reply by Email, please.

--
Brian Siano
email: bsiano@bellatlantic.net
Domain: http://www.briansiano.com

2197. Re: All I wanted was a nice Indus GT...

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-31 07:47:22 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3AC58B89.252C4C53@sisna.com>
Source record: 37719

Unfortunatly I still have all the Indus Diagonistic disks and factory manual. If you can not get them fixed anywhere I can, now that I have lots of spare time fix the Indus Disk Drives. But before you do anything else, take the cover off (assume you already have), ok look at the two rails the head tracks on, if dirty clean them! If not clean them anyway you are in there so do something. Now gently lift the Head Pressure level, check to see there actualy is some pad left, while you are looking take a flashlight and check the head itself. If you see crud on it then clean it with Isopropyl alchohol, (No this will not rust the head!) Then try the disk again. You have to keep in mind that the Indus tracking system is more complicated than the old Atari 800 or 1050, it tracks for errors each step.

Hopefully this will fix your problem, if not then you have a last resort ME?

bob

2198. Re: atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-31 07:54:23 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3AC58D2E.1090AB48@sisna.com>
Source record: 37720

Black screen is not your power supply, power supply problems gives you a
Black screen with in the middle a 1/4 inch line of trash. Your problem
lies within the Ram, replace the 44264 ram chips and you should be fine.

bob

2199. Re: Atari CD-ROM?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-31 08:04:32 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3AC58F8F.B8D0D5C0@sisna.com>
Source record: 37722

I have the interface capable of reading writing but no software
available to do so at this time.

bob

2200. Re: Icd MIO 130XE adapter.

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-31 08:15:25 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3AC5921C.D0B8CFAC@sisna.com>
Source record: 37723

K-Products Bought out the rights to these from Supra Corp, and are still available from myself.

bob

2201. Re: Z-Net

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-31 15:11:50 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ac6382e$0$11823$4c5ecdc7@news.erinet.com>
Source record: 37732

I'm not sure this is the one.
But the cth archive at ftp.spudster.org has zmag disks under the
magazines directory.
Russg

2202. Re: Need Xformer cable

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-31 15:52:15 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3AC5FD2F.7036A9FD@pcisys.net>
Source record: 37726

Brian,

Check with B&C (www.myatari.com). Bruce may still have some.

Glenn

Brian Siano wrote:

> I'd like to transfer my old Atari text files to my PC, and the Xformer
> cable seems like it'd be the best way-- I have an 810 disk drive. Can
> someone direct me to a place where I can get one? Or, if someone has one
> they'd like to seell, we can deal. Reply by Email, please.
>
> --
> Brian Siano
> email: bsiano@bellatlantic.net
> Domain: http://www.briansiano.com

2203. Re: Icd MIO 130XE adapter.

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-31 15:57:58 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010331105758.25311.00001156@ng-cj1.aol.com>
Source record: 37725

Great news, Bob; do you also have a source of or for the scsi controller cards needed for the MIO?

> BobKlaas bobkla19@sisna.com

>K-Products Bought out the rights to these from Supra Corp, and are still
>available from myself.

-Ron

Inform everyone that communications have completely broken down.

2204. Re: Old Atari 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-31 16:10:36 UTC
From: patchell <patchell@silcom.com>
Message-ID: <3AC6017B.423AECEE@silcom.com>
Source record: 37728

chainsaw11 wrote:

> Is this it???
> http://www.atarihq.com/museum/atcomp/hardware/850.jpg
>
> http://www.atarihq.com/museum/atcomp/index.html
>
> Evidently this was the original style, kind of rare and definitely
> collectable! Nice!
> Mo
>

Yep, that is it. Much better picture than my scan. One thing I noted on
the index page was the 1090XL expansion box. I actually have part of one. I
found it in a surplus store, bought it for a couple of bucks. The only thing
it lacks is the cover (I have the chassis and mother board).

--
-Jim
----
* Visit:http://www.silcom.com/~patchell/
*---
*I'm sure glad Merry Christmas comes just once a year
* -Yogi Yorgensen

2205. Re: Need Xformer cable

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-31 16:12:01 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010331111201.25311.00001158@ng-cj1.aol.com>
Source record: 37727

They are a snap to build and the instructions are on Darek's page:

http://www.emulators.com/

It is just one plug connected to an SIO cable with wires and only one resistor.

CAUTION!! If your PC is newer (faster) than a Pentium-I 75-100MHz, Darek advises it will probably NOT function since it is writing out of the PC printer port and timing is somewhat critical on the Atari SIO bus.

How much stuff is involved? If you are not comfortable making the $7 cable, you might just want to mail the diskettes to someone to do the transfer and email you the files.

>Brian Siano bsiano@bellatlantic.net asked:

>I'd like to transfer my old Atari text files to my PC, and the Xformer
>cable seems like it'd be the best way-- I have an 810 disk drive. Can
>someone direct me to a place where I can get one? Or, if someone has one
>they'd like to seell, we can deal.

-Ron

Inform everyone that communications have completely broken down.

2206. Re: ISP suggestion (Was Re: Atari 8 bits and the Internet?)

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-31 17:07:22 UTC
From: Phil Goembel <i-like-cw.n@t.sp.am.wi.rr.com>
Message-ID: <3AC60ECA.AB77425C@t.sp.am.wi.rr.com>
Source record: 37729

Raphael Espino wrote:
>
> "Pockets" <pockets@DUMMYcix.co.uk> writes:
>
> > Any UK shell dial-ins apart from CIX/Net Nextra? Most ISPs seem not to do
> > them over here and its ï¿½15 a month for a cix account.
>
> There's also Netscalibur (Direct Connection) at www.dircon.net but
> they'll charge you about that much for it too, if not more.
>
> --
> -- Raphael Espino - rjespino@yahoo.com - Ramdrive v1.0 ramdisk and a8jdpeg --
> -- http://rjespino.atari.org or http://rjespino.webhop.org --
> ----------------- Join The Atari 8-bit Computer WebRing at: -----------------
> -------------- http://www.geocities.com/rjespino/a8ring.html --------------

If what you really want is affordable access to the 'net and a way to upload/download files to your Atari, you might want to look into getting an old i386/486 box and installing Linux on it. Then you get a shell account without having to pay, plus all of the apps that you would ever want - ftp client, ftp server, telnet, a web server, web browser, ...

If you're really good at scrounging, you could put together a system for almost nothing. Minimum requirements: about 8 Mb RAM, floppy drive, serial console (e.g. your Atari).

You could transfer files between the Linux box and your Atari using just about any of the standard BBS tools (like Kermit). And you could still play with PPP tools for your Atari, but now you don't need to be connected to an ISP to do it, and you can see what's happening at both ends of the connection!

Please accept my apologies if I've offended anyone by pushing Linux on this newsgroup.

Sincerely,
Phil

2207. Re: ISP suggestion (Was Re: Atari 8 bits and the Internet?)

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-31 17:09:16 UTC
From: Phil Goembel <i-like-cw.n@t.sp.am.wi.rr.com>
Message-ID: <3AC60F3C.4E5FB9D1@t.sp.am.wi.rr.com>
Source record: 37730

```
Phil Goembel wrote:
>
> Raphael Espino wrote:
> >
> > "Pockets" <pockets@DUMMYcix.co.uk> writes:
> >
> > > Any UK shell dial-ins apart from CIX/Net Nextra? Most ISPs seem not to do
> > > them over here and its ï¿½15 a month for a cix account.
> >
> > There's also Netscalibur (Direct Connection) at www.dircon.net but
> > they'll charge you about that much for it too, if not more.
> >
> > --
> > -- Raphael Espino - rjespino@yahoo.com - Ramdrive v1.0 ramdisk and a8jdpeg --
> > -- http://rjespino.atari.org or http://rjespino.webhop.org --
> > ----------------- Join The Atari 8-bit Computer WebRing at: -----------------
> > -------------- http://www.geocities.com/rjespino/a8ring.html --------------
>
> If what you really want is affordable access to the 'net and a way to
> upload/download files to your Atari, you might want to look into getting
> an old i386/486 box and installing Linux on it. Then you get a shell account
> without having to pay, plus all of the apps that you would ever want - ftp client,
> ftp server, telnet, a web server, web browser, ...
>
> If you're really good at scrounging, you could put together a system for almost
> nothing. Minimum requirements: about 8 Mb RAM, floppy drive, serial console
> (e.g. your Atari).
>
Oops, forgot to include a modem.

> You could transfer files between the Linux box and your Atari using just about
> any of the standard BBS tools (like Kermit). And you could still play with PPP
> tools for your Atari, but now you don't need to be connected to an ISP to do it,
> and you can see what's happening at both ends of the connection!
>
> Please accept my apologies if I've offended anyone by pushing Linux on this
> newsgroup.
>
> Sincerely,
> Phil
```

2208. Could Someone Send Me A Copy of DOS 2.0 and/or DOS 2.5?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-31 18:00:56 UTC
From: mjl <mjl04133@iname.com>
Message-ID: <9a852h$f8$1@Masala.CC.UH.EDU>
Source record: 37742

Hello,

Could someone send me a copy of DOS 2.0 and/or DOS 2.5 for my
ATARI 800 XL? Are there any web sites where they can be downloaded
from?

Thank you for answering my email.

mjl

2209. Re: Need Xformer cable

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-31 20:36:18 UTC
From: ebaiz@skyenet.net
Message-ID: <6drx6.706$Ks3.2816@newsfeed.slurp.net>
Source record: 37733

On 31 Mar 2001 06:26:39 , Brian Siano wrote:
>I'd like to transfer my old Atari text files to my PC, and the Xformer
>cable seems like it'd be the best way-- I have an 810 disk drive. Can
>someone direct me to a place where I can get one? Or, if someone has one
>they'd like to seell, we can deal. Reply by Email, please.

Here is a place that still sells them:

http://home.t-online.de/home/tgrasel/restarte.htm

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2210. Re: ISP suggestion (Was Re: Atari 8 bits and the Internet?)

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-31 20:42:44 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <Zcpx6.19$bY.1816@nnrp1.sbc.net>
Source record: 37731

Actually that's not too bad of an idea, I wass thinking you could set up a 'home server' by using a box like you said with apache webserver. By running a null modem cable from atari to the box and the box dialed up to your ISP as it's main connection, you could actually surf the web with the atari using lynx and pine for email.
Mo

Phil Goembel wrote in message <3AC60F3C.4E5FB9D1@t.sp.am.wi.rr.com>...
>Phil Goembel wrote:
>>
>> Raphael Espino wrote:
>> >
>> > "Pockets" <pockets@DUMMYcix.co.uk> writes:
>> >
>> > > Any UK shell dial-ins apart from CIX/Net Nextra? Most ISPs seem not to do
>> > > them over here and its £15 a month for a cix account.
>> >
>> > There's also Netscalibur (Direct Connection) at www.dircon.net but
>> > they'll charge you about that much for it too, if not more.
>> >
>> > --
>> > -- Raphael Espino - rjespino@yahoo.com - Ramdrive v1.0 ramdisk and a8jdpeg --
>> > -- http://rjespino.atari.org or http://rjespino.webhop.org --
>> > ---------- Join The Atari 8-bit Computer WebRing at: ----------
>> > ----------
http://www.geocities.com/rjespino/a8ring.html ----------
>>
>> If what you really want is affordable access to the 'net and a way to
>> upload/download files to your Atari, you might want to look into getting
>> an old i386/486 box and installing Linux on it. Then you get a shell account
>> without having to pay, plus all of the apps that you would ever want - ftp client,
>> ftp server, telnet, a web server, web browser, ...
>>
>> If you're really good at scrounging, you could put together a system for almost
>> nothing. Minimum requirements: about 8 Mb RAM, floppy drive, serial console
>> (e.g. your Atari).

>>
>Oops, forgot to include a modem.
>
>> You could transfer files between the Linux box and your Atari using just about
>> any of the standard BBS tools (like Kermit). And you could still play with PPP
>> tools for your Atari, but now you don't need to be connected to an ISP to do it,
>> and you can see what's happening at both ends of the connection!
>>
>> Please accept my apologies if I've offended anyone by pushing Linux on this
>> newsgroup.
>>
>> Sincerely,
>> Phil
>

2211. Re: Anyone in North America have an "Into The Eagle's Nest" game for sale?

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-31 21:29:09 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ac6909a$0$11815$4c5ecdc7@news.erinet.com>
Source record: 37737

Into Eagles nest is probably available from vendors (just did a quick check)
B&C has the cart for 9.95 (but $20 minimum order). Video 61 has
the cart for $19.95.
You can check the vendor list kept by M. Current in the Welcome to csa8
post.
I found the game too difficult.
Video 61: http://www.atarisales.com
B&C: http://www.myatari.com
Ben Smith (Bravo Sierra) didn't seem to have it.
Russg

2212. Re: ISP suggestion (Was Re: Atari 8 bits and the Internet?)

Newsgroup: comp.sys.atari.8bit
Date: 2001-03-31 21:56:42 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <uosx6.82253$K54.10621587@news02.optonline.net>
Source record: 37734

```
Talk to Tom Hunt about that. He actually had the software for it working,
but for an older Winsock.
```

"chainsaw11" <mygranny@swbell.net> wrote in message
news:Zcpx6.19$bY.1816@nnrp1.sbc.net...
> Actually that's not too bad of an idea, I wass thinking you could set up a
> 'home server' by using a box like you said with apache webserver. By
running
> a null modem cable from atari to the box and the box dialed up to your ISP
> as it's main connection, you could actually surf the web with the atari
> using lynx and pine for email.
> Mo
>
> Phil Goembel wrote in message <3AC60F3C.4E5FB9D1@t.sp.am.wi.rr.com>...
> >Phil Goembel wrote:
> >>
> >> Raphael Espino wrote:
> >> >
> >> > "Pockets" <pockets@DUMMYcix.co.uk> writes:
> >> >
> >> > > Any UK shell dial-ins apart from CIX/Net Nextra? Most ISPs seem not
> to do
> >> > > them over here and its £15 a month for a cix account.
> >> >
> >> > There's also Netscalibur (Direct Connection) at www.dircon.net but
> >> > they'll charge you about that much for it too, if not more.
> >> >
> >> > --
> >> > -- Raphael Espino - rjespino@yahoo.com - Ramdrive v1.0 ramdisk and
> a8jdpeg --
> >> > -- http://rjespino.atari.org or
> http://rjespino.webhop.org --
> >> > ---------- Join The Atari 8-bit Computer WebRing
> at: ----------
> >> > ----------
> http://www.geocities.com/rjespino/a8ring.html ----------
> >>
> >> If what you really want is affordable access to the 'net and a way to
> >> upload/download files to your Atari, you might want to look into
getting
> >> an old i386/486 box and installing Linux on it. Then you get a shell
> account
> >> without having to pay, plus all of the apps that you would ever want -

> ftp client,
> >> ftp server, telnet, a web server, web browser, ...
> >>
> >> If you're really good at scrounging, you could put together a system
for
> almost
> >> nothing. Minimum requirements: about 8 Mb RAM, floppy drive, serial
> console
> >> (e.g. your Atari).
> >>
> >Oops, forgot to include a modem.
> >
> >> You could transfer files between the Linux box and your Atari using
just
> about
> >> any of the standard BBS tools (like Kermit). And you could still play
> with PPP
> >> tools for your Atari, but now you don't need to be connected to an ISP
to
> do it,
> >> and you can see what's happening at both ends of the connection!
> >>
> >> Please accept my apologies if I've offended anyone by pushing Linux on
> this
> >> newsgroup.
> >>
> >> Sincerely,
> >> Phil
> >
>
>

2213. Your Computer Covers updated

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-01 00:32:51 UTC
From: Ian Marshall <ian@imarshall.karoo.co.uk>
Message-ID: <9a5sqhrid1@newsreaderg1.core.theplanet.net>
Source record: 37735

Just to let you know that i have added more Your Computer Covers to the site. In there is most of the early ones but still missing a few if you can help.

www.retrocomputergallery.com

cheers

ian

2214. Re: ISP suggestion (Was Re: Atari 8 bits and the Internet?)

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-01 00:43:39 UTC
From: DCM01@USA.NET
Message-ID: <3ac678f4.40438606@news.CIS.DFN.DE>
Source record: 37736

Although that in itself is a nice thing to do in itself, it is a
different thing altogether than accessing the Internet directly with
an Atari 8bit.

On Sat, 31 Mar 2001 12:42:44 -0800, "chainsaw11" <mygranny@swbell.net>
wrote:

>Actually that's not too bad of an idea, I wass thinking you could set up a
>'home server' by using a box like you said with apache webserver. By running
>a null modem cable from atari to the box and the box dialed up to your ISP
>as it's main connection, you could actually surf the web with the atari
>using lynx and pine for email.

2215. Looking for: Indus Diagonistic disks and factory manual.

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-01 03:48:22 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <986136100.25417.0.pluto.d4ee0f47@news.demon.nl>
Source record: 37741

Can somebody e-mail the disks as .ATR image and send a scanned copy of this,
or does somebody has this for sale?

TXG

2216. Rare carts FA Pitfall 2 Zaxxon Ms Pac more! 800 xl

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-01 04:02:35 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <9a6923$j1a$1@nnrp2.phx.gblx.net>
Source record: 37738
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.classic

If you like rare Atari 800 xl cartridges and rare disk games, etc, then you have to check my auctions this week. Shrinkwrapped Dunzhin RPG game from 1983! Wow! Check it out at the following link! Thanks! -Satcom2

PS click see all my auctions after you get to this link please so you won't miss out on the other rarities you might be interested in. thanks!

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1226702587

2217. Anyone have plans to....

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-01 04:46:42 UTC
From: tom@mindwarped.com
Message-ID: <Xns9075F2DED5904tommindwarpedcom@63.210.103.15>
Source record: 37739

anyone have plans for an adapter so I can read 400/800 cartridges with my eprom programmer.

--
Eprom Programmer Discussion Forum
http://www.epromtalk.com

2218. Re: ISP suggestion (Was Re: Atari 8 bits and the Internet?)

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-01 11:58:08 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <9DCx6.1170$BQ5.265235@nnrp3.sbc.net>
Source record: 37740

True, very much like using an APE cable to load up Disk images. <grin>
Mo

Daniel Miller wrote in message <3ac678f4.40438606@news.CIS.DFN.DE>...
>Although that in itself is a nice thing to do in itself, it is a
>different thing altogether than accessing the Internet directly with
>an Atari 8bit.
>
>On Sat, 31 Mar 2001 12:42:44 -0800, "chainsaw11" <mygranny@swbell.net>
>wrote:
>
>>Actually that's not too bad of an idea, I wass thinking you could set up a
>>'home server' by using a box like you said with apache webserver. By
running
>>a null modem cable from atari to the box and the box dialed up to your ISP
>>as it's main connection, you could actually surf the web with the atari
>>using lynx and pine for email.
>
>

2219. XL Trouble

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-01 21:14:23 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010401171424.29857.00001766@ng-fn1.aol.com>
Source record: 37743

My trusty and longlived 800XL suddenly cratered; how do I isolate Pokey problems from real keyboard malfunction?

It totally fails the Keyboard self test, but passes the memory and audoi/video. Only the Option, Select, Start and Reset respond; but not Help.

It boots into Basic and behaves like the Return key is stuck; the cursor scrolls off the bottom of the screen accompanied by the key clicks.

It boots into SpartaX, reads autoexec.bat and starts the new time input and freezes there.

-Ron

Inform everyone that communications have completely broken down.

2220. Re: Rare carts FA Pitfall 2 Zaxxon Ms Pac more! 800 xl

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-02 01:40:20 UTC
From: Ianoid <ianoid@ianoidianoid.com>
Message-ID: <8MQx6.17305$aP5.1590271@newsread2.prod.itd.earthlink.net>
Source record: 37744
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.classic

Ah, I remember trading this Pitfall 2 to Satcom2 a while back. I didn't have a spare so I had to trade it out of my collection- which I almost never do. I think I got some nice stuff. Still haven't gotten another Pitfall 2 (8-bit) to replace it. Ah, well.

-ian

"Satcom2" <svenhard@primenet.com> wrote in message news:9a6923$j1a$1@nnrp2.phx.gblx.net...
> If you like rare Atari 800 xl cartridges and rare disk games, etc, then you
> have to check my auctions this week. Shrinkwrapped Dunzhin RPG game from
> 1983! Wow! Check it out at the following link! Thanks! -Satcom2
>
> PS click see all my auctions after you get to this link please so you won't
> miss out on the other rarities you might be interested in. thanks!
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1226702587
>
>

2221. Re: Re: Weird 600xl fault

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-02 02:01:37 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <c7nfctcs5b9qg8h1ktopr6nrnapnh100ej@4ax.com>
Source record: 37746

On 30 Mar 2001 14:34:17 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
drooled an embarassing wet spot in his lap as he typed:

>The START button at cold start directs the OS to initiate cassette boot; the
>OPTION is still required to disable Basic.

Oh ... right. Heh. It's been a long time since I spent some quality
time with the ol' 8-bit, and even longer since I had to deal with
cassettes. :-)

>
>>Mindfield mindfield@badgers.emulationnet.com replied:
>
>>Hold START to load casette games without BASIC.
>
>-Ron
>
>Inform everyone that communications have completely broken down.

--
T-Minus Really Soon...

"I'm mad ... but I've got a good watch." -Alexei Sayle

The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html
Music Builds the Savage Beast: http://www.mp3.com/mindfield2001
EmulationNET: Coming Soon...
EmuWire: Coming Soon...

Remove the badgers before E-Mailing.

2222. Re: Can't Escape Self Test Mode !!!!!!!! HELP !!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-02 02:03:46 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <0anfctkl83cj1unirn5o1uf54k631ou7mv@4ax.com>
Source record: 37745

On Wed, 28 Mar 2001 21:59:49 -0600, "mjl" <mjl04133@iname.com> drooled
an embarassing wet spot in his lap as he typed:

>Hello,
>
>When I turn on my ATARI 800 XL computer, I receive the "READY" prompt which
>means that I am in ATARI BASIC.
>
>However, I want to use DOS. At the "READY" prompt, I type in the word DOS
>and
>the ATARI computer goes into self test mode without the use of a disk drive.
>Furthermore, when I connect a disk drive to the ATARI and then type in the
>word DOS
>at the "READY", the computer still goes into self test mode.
>
>No matter what I do, I still go into self test mode.
>
>What do I have to do to get out of self test mode? All of the manuals that I
>have read
>say that the DOS menu should automatically come up. What am I doing wrong?
>
>Thank you so much in advance for your help.
>
>Jenene
>

Typing DOS at the BASIC prompt when no disk operating system is
present is the same as typing BYE to enter self-test mode (since the
computer thinks that, since you typed DOS, you obviously want DOS, but
as none is present something must be wrong). You need to have the
floppy connected to the SIO chain (and naturally have the drive select
switch properly configured) and have a bootable disk inserted in the
drive (preferably a DOS disk) for it to work.

--
T-Minus Really Soon...

"I'm mad ... but I've got a good watch." -Alexei Sayle

The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html
Music Builds the Savage Beast: http://www.mp3.com/mindfield2001
EmulationNET: Coming Soon...
EmuWire: Coming Soon...

Remove the badgers before E-Mailing.

2223. Re: Re: Can't Escape Self Test Mode !!!!!!!! HELP !!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-02 02:10:08 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <ednfctgiktgostcf665rktugoplbisc3qs@4ax.com>
Source record: 37547

On Fri, 30 Mar 2001 00:33:56 -0600, "mjl" <mjl04133@iname.com> drooled
an embarassing wet spot in his lap as he typed:

>Hello,
>
>How long should it take the computer to power up?
>DOS seems to not be loading into RAM.
>
>I am sure that the disk drive is drive#1 and am using the
>Master diskette that came with the disk drive to boot up the
>computer. I have tried the following on two different Atari
>800 XL computers, along with a 810 disk drive, and then again
>with a 1050 disk drive. I can't get rid of the annoying self test
>screen when I type DOS.
>
>1.) Traced the cables to make sure that the computer and
>disk drives were properly connected and turned on the television
>(computer screen).
>
>2.) Turned on the disk drive and waited until the red light went off,
>placed the bootable floppy diskette into the disk drive, and then
>closed the door of the disk drive.
>
>3.) Turned on the computer console and received the "READY" prompt.

Did you hear the familiar beeping of DOS loading when the computer was
turned on? This is indicative of DOS (or the bootable disk in
general) being loaded. Depending on what DOS you've booted up, and
what drive/addonds (i.e. US doublers) you're using, it could take
10-15 seconds to load, or as few as 5.

>4.) At "READY" prompt, typed DOS and, oh no, the annoying self test mode
>screen reappears. I know that it is something that I am doing wrong because
>I never see the DOS menu which is supposed to appear on the screen when
>the computer is connected to a disk drive.

As I said before, self-test comes up if no DOS is present in RAM (i.e.
no bootable disk or disk drive was found)

>
>Thank you again so much in advance for your help. Any help is deeply
>appreciated.
>
>Jenene
>

If no beeping is heard when you turn the computer on (i.e. no DOS is loaded) and you're certain the drive is on, set to drive 1, and contains a bootable disk, then the problem may lie in the SIO cable, your SIO port, or the drive itself (be it the SIO port on the drive, or the drive's electronics). If possible, try connecting another drive, preferably one you know to be working. If it still fails then the problem is somewhere between the computer and the SIO cable inclusive. If it works, then you know it's the drive. If both are working, and the disk is at fault, then you'd be hearing rapid beeping and the words "BOOT ERROR" repeating on your screen, or you'd hear something trying (but failing) to load.

--
T-Minus Really Soon...

"I'm mad ... but I've got a good watch." -Alexei Sayle

The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html
Music Builds the Savage Beast: http://www.mp3.com/mindfield2001
EmulationNET: Coming Soon...
EmuWire: Coming Soon...

Remove the badgers before E-Mailing.

2224. Re: Z-Net

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-02 02:10:50 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3AC7DFDC.569E8739@optonline.net>
Source record: 37549
Body handling: Binary attachment payload not displayed: rsely74.vcf

Russ Gilbert wrote:
>
> I'm not sure this is the one.
> But the cth archive at ftp.spudster.org has zmag disks under the
> magazines directory.
> Russg

Thanx... Found what I was looking for...

--
Robert S Ely
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

[One or more binary attachments are retained only in the source text.]

2225. Re: Re: Can't Escape Self Test Mode !!!!!!!! HELP !!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-02 02:12:45 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <oqnfctkv84rp6h1d3bnf2kv8fa5rmnu04p@4ax.com>
Source record: 37548

On Fri, 30 Mar 2001 16:39:36 GMT, "Billy Ko" <bill-ko@home.com>
drooled an embarassing wet spot in his lap as he typed:

>Doesn't it also mean that the XL was booted without the BASIC cartridge
>present/disabled? If the XL is a model that has a built-in BASIC cartridge,
>maybe something happened to unseat some of the ROMs inside the computer? (I
>think the 1200XL did NOT come with BASIC built in, but the 800XL did. I
>forget about the others, it's been such a long time since I've seen them
>physically.)

Only the 400/800, and 1200XL came without an internal BASIC.
Oxydization is a possibility either in the system itself or, more
likely, in the drive. In that case, re-seating the chips would do the
trick.

>
>Bill
>

--
T-Minus Really Soon...

"I'm mad ... but I've got a good watch." -Alexei Sayle

The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html
Music Builds the Savage Beast: http://www.mp3.com/mindfield2001
EmulationNET: Coming Soon...
EmuWire: Coming Soon...

Remove the badgers before E-Mailing.

2226. Re: Rare carts FA Pitfall 2 Zaxxon Ms Pac more! 800 xl

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-02 02:36:02 UTC
From: Kingpin <kingpin@atstake.com>
Message-ID: <3AC7E592.CB40E85A@atstake.com>
Source record: 37550
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.classic

Now's your chance.. :)

Joe

Ianoid wrote:

> Ah, I remember trading this Pitfall 2 to Satcom2 a while back. I didn't have
> a spare so I had to trade it out of my collection- which I almost never do.
> I think I got some nice stuff. Still haven't gotten another Pitfall 2
> (8-bit) to replace it. Ah, well.
>
> -ian
>
> "Satcom2" <svenhard@primenet.com> wrote in message
> news:9a6923$j1a$1@nnrp2.phx.gblx.net...
> > If you like rare Atari 800 xl cartridges and rare disk games, etc, then
> you
> > have to check my auctions this week. Shrinkwrapped Dunzhin RPG game from
> > 1983! Wow! Check it out at the following link! Thanks! -Satcom2
> >
> > PS click see all my auctions after you get to this link please so you
> won't
> > miss out on the other rarities you might be interested in. thanks!
> >
> > http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1226702587
> >
> >

2227. Re: formatting floppy question

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-02 06:14:49 UTC
From: ANTHONY WILBER <wilbera@prodigy.net>
Message-ID: <9a94vc$5i06$1@newssvr06-en0.news.prodigy.com>
Source record: 37551

Stick with the oldie but goodie 360k 5 1/4's. They work good, and you dont have to worry about wether the drive has enough ummpf to write to the disk properly. You can still find the older types of 5 1/4's at Fry's electronics, Staples and Office Depot

Alan Sharkis <asharkis@optonline.net> wrote in message news:ESJu6.285086$Vj5.37106915@news02.optonline.net...
> DON'T do it.
>
> It can only be done with DOS 3, which, fortunately, is not widely available
> and has tremendous compatibility problems. What's more, the data will not
> last long. The magnetic medium used on those disks expects a stronger
> signal than our drives can produce.
>
> "bo snyder" <bobo_snyder@hotmail.com> wrote in message
> news:B6E0A63A.82C%bobo_snyder@hotmail.com...
> > hi all,
> >
> > is there any problem with formatting ibm formatted hi density (1.2m) floppys
> > for the atari? or do the floppys need to be totally blank?? like most
> > people i have tons of 5 1/4 inch floppys but most of them are all the hi
> > density 1.2 meg floppys and they have data on them.
> >
> > thanks
> > bo
> >
> >
>
>

2228. Re: ISP suggestion (Was Re: Atari 8 bits and the Internet?)

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-02 06:43:49 UTC
From: Phil Goembel <i-like-cw.n@tsp.am.wi.rr.com>
Message-ID: <3AC81FA1.AFE95715@tsp.am.wi.rr.com>
Source record: 37552

Right. That's why I said "If what you really want...".
I'm not sure what Tony really wants.

Having an Atari 8-bit doing TC/IP over PPP would be
a lot of work, but a great accomplishment. Having
the bragging rights would be nice too.

One of my points was that having a second machine,
with a known good TCP/IP stack and tools, and a
working implementation of PPP, would be a big help
in developing the Atari PPP app.

It would be cheaper than going through an ISP, and
you'd be able to see what is going on at both ends
of the PPP link.

And you wouldn't have to worry about the ISP shutting
down your account when they see funny stuff going out
on your connection.

Anyway, if Tony (or anyone else) is interested, I
can give them more info via email, so this thread
doesn't drag on any longer.

Best regards,

Phil

Daniel Miller wrote:
>
> Although that in itself is a nice thing to do in itself, it is a
> different thing altogether than accessing the Internet directly with
> an Atari 8bit.
>
> On Sat, 31 Mar 2001 12:42:44 -0800, "chainsaw11" <mygranny@swbell.net>
> wrote:
>
> >Actually that's not too bad of an idea, I wass thinking you could set up a
> >'home server' by using a box like you said with apache webserver. By running
> >a null modem cable from atari to the box and the box dialed up to your ISP
> >as it's main connection, you could actually surf the web with the atari
> >using lynx and pine for email.

2229. Re: File Selector Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-02 16:04:28 UTC
From: ebaiz@skyenet.net
Message-ID: <gq1y6.23$f35.282@newsfeed.slurp.net>
Source record: 37553

On 28 Mar 2001 18:39:49 , "Mirko Sobe" wrote:
>What you need is BOSS-X running under MyDOS: them you have a Win95-Like
>Desktop witch can curse through the folders, and you have a
>folder-supporting filemanager (1.4.2001). MyDOS is available some news
>later, I've seen. BOSS-X is downloadable here: www.atarixle.de

I downloaded all the versions. I got the German version 4.5 to work,
but I cannot get the others at the moment. I had to extract the files
from the XLD images and make DI images in order to get them to work
with my XE - SIO2ST(PC) cable - Hades setup using 800XLDJ. If there are
any special instructions in getting things to work, please me know...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2230. Re: Could Someone Send Me A Copy of DOS 2.0

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-02 16:04:30 UTC
From: ebaiz@skyenet.net
Message-ID: <iq1y6.24$f35.282@newsfeed.slurp.net>
Source record: 37555

On 31 Mar 2001 12:00:56 , "mjl" wrote:
>Hello,
>
>Could someone send me a copy of DOS 2.0 and/or DOS 2.5 for my
>ATARI 800 XL? Are there any web sites where they can be downloaded
>from?

Do you need the actual disks or the raw files. I have 2.5 and MyDos. I
could upload the raw files to you if you wish. Let me know...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2231. Di Images are Done

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-02 16:04:32 UTC
From: ebaiz@skyenet.net
Message-ID: <kq1y6.25$f35.282@newsfeed.slurp.net>
Source record: 37554

Hello all.

The Mega DI images are done. There are 22 of them and together they
hold about 800+ 8-bit games. These images can be used with an Atari
8-bit XL or XE computer (did not try it out on my 400) connected to a
16-bit or great Atari computer using the SIO2ST(PC) cable. I will be
uploading them to Aaron Wheeler who will put them on the site below:

http://homepages.paradise.net.nz/atari/The whole process should take a couple of weeks. I
just hope you all
enjoy them.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2232. Instant TV

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-02 17:31:05 UTC
From: llpwhite@cs.com
Message-ID: <20010402133105.03787.00001834@ng-fg1.news.cs.com>
Source record: 37556

Some time ago, I purchased a couple of Instant TV adapters (ITV) when Tiger Direct was closing them out. ITV is essentially a JAM!! composite to VGA convertor with a TV tuner and remote control added. I remember seeing two posts saying that the Atari picture was really bad using the ITV. I finally got around to hooking one up today to my 130XE and PC. On my S-Video setup, at least, the picture is just as good as the JAM!! -- which is superb. And it is arguably better, because you can adjust the brightness, contrast, and saturation using the remote control. I was hoping to be able to display both the PC and the Atari simultaneously (so I could see both the APE 95/98 screen and the Atari screens at the same time) using the included software, but no luck, it's still an either/or proposition.
Larry

2233. Re: Could Someone Send Me A Copy of DOS 2.0

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-02 18:46:21 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010402144621.13201.00003779@ng-fi1.aol.com>
Source record: 37557

2.0, 2.5, MyDOS and some versions of Sparta are out there; I will have to check
my bookmarks on another system.

>On 31 Mar 2001 12:00:56 , "mjl" wrote:

>Could someone send me a copy of DOS 2.0 and/or DOS 2.5 for my
>ATARI 800 XL? Are there any web sites where they can be downloaded
>from?

-Ron

Inform everyone that communications have completely broken down.

2234. Re: Instant TV

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-02 19:28:00 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <986576303.10869.0.pluto.d4ee0f47@news.demon.nl>
Source record: 37403

Hi,

Is an ITV also S-video to VGA? I thought JAM was a video to VGA convertor...
And how much does it cost? Is there a web-site where I can read the specs?

Rene

"LLpwhite" <llpwhite@cs.com> wrote in message
news:20010402133105.03787.00001834@ng-fg1.news.cs.com...
> Some time ago, I purchased a couple of Instant TV adapters (ITV) when
Tiger
> Direct was closing them out. ITV is essentially a JAM!! composite to VGA
> convertor with a TV tuner and remote control added. I remember seeing two
> posts saying that the Atari picture was really bad using the ITV. I
finally
> got around to hooking one up today to my 130XE and PC. On my S-Video
setup, at
> least, the picture is just as good as the JAM!! -- which is superb. And
it is
> arguably better, because you can adjust the brightness, contrast, and
> saturation using the remote control. I was hoping to be able to display
both
> the PC and the Atari simultaneously (so I could see both the APE 95/98
screen
> and the Atari screens at the same time) using the included software, but
no
> luck, it's still an either/or proposition.
> Larry

2235. Re: Di Images are Done

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-02 22:24:31 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3AC8FC52.EA4FD556@optonline.net>
Source record: 37558
Body handling: Binary attachment payload not displayed: rsely74.vcf

"Edward S. Baiz Jr." wrote:
>
> Hello all.
>
> The Mega DI images are done. There are 22 of them and together they
> hold about 800+ 8-bit games. These images can be used with an Atari
> 8-bit XL or XE computer (did not try it out on my 400) connected to a
> 16-bit or great Atari computer using the SIO2ST(PC) cable. I will be
> uploading them to Aaron Wheeler who will put them on the site below:
>
> http://homepages.paradise.net.nz/atari/The whole process should take a couple of weeks.
I just hope you all
> enjoy them.
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------

The link (http://www.paradise.net.nz/atari/) doesn't work. What should
it be?

--
Robert S Ely
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

[One or more binary attachments are retained only in the source text.]

2236. Re: Manual for 130XE / 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-02 22:46:36 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3AC9017F.C060D3AE@optonline.net>
Source record: 37559
Body handling: Binary attachment payload not displayed: rsely74.vcf

Richard Detlefsen wrote:
>
> Thomas Haenselmann wrote:
>
> > I have bought an 130XE with a SIO2PC cable. I would like to get to know the
> > basic- and io-commands and maybe a general introduction into to 130XE but
> > have no manual.
> >
> > For Commodore procducts there are many scanned manuals and guides on the net
> > however for the Atari I have found little scanned information.
> >
> > Can anyone help me?
> >
> >
>
> One of the best references is by Michael Current posted here quite often-Welcome
> to Atari FAQ.
>
> Rick D.

Thomas,
There are two books (the first is probably what you need more) that
ever Atari 8-bit user should own. 1) Your Atari Computer- A Guide to the
400/800 Personal Computer (XL Version) By Lon Poole. 2) Mapping the
Atari by Ian Chadwick. These are BASIC programmers bibles and extremely
good reference books. There are others, but these should be in your
library!
--
Robert S Ely
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

[One or more binary attachments are retained only in the source text.]

2237. Real Time Clock Carts

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-02 22:50:08 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3AC90254.2A265D00@optonline.net>
Source record: 37560
Body handling: Binary attachment payload not displayed: rsely74.vcf

All,
Has anyone come up with a descent replacement for the R-Time8 cart? If
so, where can I get one and how much?

--
Robert S Ely
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

[One or more binary attachments are retained only in the source text.]

2238. Re: Anyone have plans to....

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-02 23:30:15 UTC
From: ASI Industries <ASIIndustries@usa.net>
Message-ID: <01c0bbcc$d6877d20$LocalHost@default>
Source record: 37561

Why dont you open the cartridges and put the rom chips directly into your
eprom programmer!
--
Andrew Mcintosh
ASIIndustries@usa.net
http://www.asi-industries.freeserve.co.uk

2239. simple machine code program wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-02 23:32:07 UTC
From: Gary Morton <gary@alma.demon.co.uk>
Message-ID: <3AC90C33.C7BC4318@alma.demon.co.uk>
Source record: 37563

I am playing around with the SIO, using an oscilloscope to look at the signals. I would like a simple short machine code program which can repeatedly read the same sector (any) into the same buffer then loop around if a key is not pressed (one of the function keys would be OK). I need this to repeatedly trigger the scope to get a good display.

I have a good idea that I have to setup the locations around $300, but then I am unsure as to which vector to call. I think I need to use SIOV ($E459), but I have seen some programs which use DSKINV ($E453).

I intend to type the code into BUG65 then run the code, pressing an appropriate key to stop.

I've had a search on the Internet and through some old Analog magazines, but I haven't resolved this problem.

Can anyone help?

thanks...

--Gary

2240. Re: Need Xformer cable

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-02 23:32:59 UTC
From: ASI Industries <ASIIndustries@usa.net>
Message-ID: <01c0bbcd$3861d7c0$LocalHost@default>
Source record: 37562

```
Xformer cable only works with systems 166mhz or less
--
Andrew Mcintosh
ASIIndustries@usa.net
http://www.asi-industries.freeserve.co.uk
```

2241. Re: Di Images are Done

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-02 23:48:02 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <Sc8y6.431$tx5.22057@typhoon.sonic.net>
Source record: 37564

Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:
: Hello all.

: The Mega DI images are done. There are 22 of them and together they
: hold about 800+ 8-bit games.

You gonna build a QIF index file so I can add your site's content to
the XL Search search-engine? ;)

http://www.newbreedsoftware.com/xlsearch/

-bill!

2242. Re: Could Someone Send Me A Copy of DOS 2.0 and/or DOS 2.5?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-02 23:49:52 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <Ae8y6.432$tx5.22057@typhoon.sonic.net>
Source record: 37565

mjl <mjl04133@iname.com> wrote:
: Hello,

: Could someone send me a copy of DOS 2.0 and/or DOS 2.5 for my
: ATARI 800 XL? Are there any web sites where they can be downloaded
: from?

You can search for many different flavors of DOS (available on numerous
Atari FTP- and web-sites) using my search engine, "XL Search": :)

http://www.newbreedsoftware.com/xlsearch/

This is assuming you don't need a real floppy disk. :)

-bill!

2243. Re: simple machine code program wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-03 02:21:06 UTC
From: david_p@storm.ca
Message-ID: <9077E5779dapstormca@209.87.239.10>
Source record: 37566

Look for ANALOG #12 and the Snail utility - it ran an RPM check by reading certain sectors. The code should be adaptable to your needs.

David P

gary@alma.demon.co.uk (Gary Morton) wrote in <3AC90C33.C7BC4318@alma.demon.co.uk>:

>I am playing around with the SIO, using an oscilloscope to look at the
>signals. I would like a simple short machine code program which can
>repeatedly read the same sector (any) into the same buffer then loop
>around if a key is not pressed (one of the function keys would be OK). I
>need this to repeatedly trigger the scope to get a good display.
>
>I have a good idea that I have to setup the locations around $300, but
>then I am unsure as to which vector to call. I think I need to use SIOV
>($E459), but I have seen some programs which use DSKINV ($E453).
>
>I intend to type the code into BUG65 then run the code, pressing an
>appropriate key to stop.
>
>I've had a search on the Internet and through some old Analog magazines,
>but I haven't resolved this problem.
>
>Can anyone help?
>
>thanks...
>
>--Gary

2244. Re: XL Trouble

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-03 06:29:05 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3ac95f22_1@news.iglou.com>
Source record: 37567

RHamiIton5 wrote in message
<20010401171424.29857.00001766@ng-fn1.aol.com>...
>My trusty and longlived 800XL suddenly cratered; how do I isolate Pokey
>problems from real keyboard malfunction?
>
>It totally fails the Keyboard self test, but passes the memory and
audoi/video.
>Only the Option, Select, Start and Reset respond; but not Help.
>
>It boots into Basic and behaves like the Return key is stuck; the cursor
>scrolls off the bottom of the screen accompanied by the key clicks.
>
Disconnect the keyboard and see if it still behaves that way. If it
does, it's the Pokey, or possibly a short on the main board.

2245. Re: Can't Escape Self Test Mode !!!!!!!! HELP !!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-03 06:38:08 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3ac96141_1@news.iglou.com>
Source record: 37568

Billy Ko wrote in message ...

>Doesn't it also mean that the XL was booted without the BASIC cartridge
>present/disabled? If the XL is a model that has a built-in BASIC
cartridge,
>maybe something happened to unseat some of the ROMs inside the computer?
(I
>think the 1200XL did NOT come with BASIC built in, but the 800XL did. I
>forget about the others, it's been such a long time since I've seen them
>physically.)
>
The original poster was saying that his Atari started up in Basic, and
went to self test if he typed DOS.

2246. Re: Atari CD-ROM?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-03 06:49:00 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <200104030849.a23224@du3.maus.de>
Source record: 37500

B>I have the interface capable of reading writing but no software
B>available to do so at this time.

Why don't you get their software from their website?

Tschuess,

Frank

2247. Re: Looking for: Indus Diagonistic disks and factory manual.

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-03 09:13:56 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-5LQhtEcTRI1x@bne75.in.com.au>
Source record: 37570

On Sun, 1 Apr 3901 05:48:22, "TXG" <Txg@underground.demon.nl> wrote:

> Can somebody e-mail the disks as .ATR image and send a scanned copy of this,
> or does somebody has this for sale?
>
I have both. the disk is somewhere atr'ed, but manual will be a
problem :(
James B

2248. Re: simple machine code program wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-03 09:21:28 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-xNn3jPlj11nn@bne75.in.com.au>
Source record: 37569

On Sun, 2 Apr 3901 23:32:07, Gary Morton <gary@alma.demon.co.uk>
wrote:

> I am playing around with the SIO, using an oscilloscope to look at the
> signals. I would like a simple short machine code program which can
> repeatedly read the same sector (any) into the same buffer then loop
> around if a key is not pressed (one of the function keys would be OK). I
> need this to repeatedly trigger the scope to get a good display.
>
> I have a good idea that I have to setup the locations around $300, but
> then I am unsure as to which vector to call. I think I need to use SIOV
> ($E459), but I have seen some programs which use DSKINV ($E453).
>
> I intend to type the code into BUG65 then run the code, pressing an
> appropriate key to stop.
>
> I've had a search on the Internet and through some old Analog magazines,
> but I haven't resolved this problem.
>

get smart dos, it has a an rpm checker, also sparta dos has an rpm
checker to.
both read sector one on a contuinous basis till it is stoped.

James B

2249. Adding a reset switch to a 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-03 09:44:03 UTC
From: Gary Morton <gary@alma.demon.co.uk>
Message-ID: <3AC99B91.D223F0DB@alma.demon.co.uk>
Source record: 37571

I have never really liked reseting the Atari by power cycling. I modified my old Atari 800 by using the TV channel select switch and wiring it into the reset circuitry (bear in mind this is a long long time ago). The only problem is that the switch isn't spring loaded and I often forget which state it is in!

My Atari 130XE seems to need a long off time before powering up again, therefore I want to make a similar modification. I want to add a push to make spring loaded switch. It is well out of warrently ;-). Can anyone tell me what the reset circuitry is like on this version of the Atari? Is anyone aware of any sites which give this information or perhaps show a picture of the circuit board with the various blocks highlighted. If necessary I will trace back from the 6502 pin, but it's best to ask first and hopefully save some time.

thanks...

--Gary

2250. Re: simple machine code program wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-03 10:14:04 UTC
From: Matthias Belitz <Matthias.Belitz@gmx.net>
Message-ID: <3AC9A26C.890663ED@gmx.net>
Source record: 37572

Hallo,

Gary Morton schrieb:
>
> I am playing around with the SIO, using an oscilloscope to look at the
> signals. I would like a simple short machine code program which can
> repeatedly read the same sector (any) into the same buffer then loop
> around if a key is not pressed (one of the function keys would be OK). I
> need this to repeatedly trigger the scope to get a good display.
>
> I have a good idea that I have to setup the locations around $300, but
> then I am unsure as to which vector to call. I think I need to use SIOV
> ($E459), but I have seen some programs which use DSKINV ($E453).
>
> I intend to type the code into BUG65 then run the code, pressing an
> appropriate key to stop.
>
> I've had a search on the Internet and through some old Analog magazines,
> but I haven't resolved this problem.
>

The following little machine-code Program should do, what you
want.(ATMAS II -mnemonic) It has not implemented a check for a
key-press, but any error should terminate the program.
Use for BUFR any memory-location, you want to.
So hitting the break-key will work also .

Bye,
Matt

```
DDEVIC EQU $0300
DUNIT EQU $0301
DCOMND EQU $0302
DSTATS EQU $0303
DBUFLO EQU $0304
DBUFHI EQU $0305
DTIM EQU $0306
DBYTLO EQU $0308
DBYTHI EQU $0309
DAUX1 EQU $030A
DAUX2 EQU $030B

SIOV EQU $E459

ORG $
```

```
LP01 LDX #0B
LP02 LDA PARAM,X
STA DDEVIC,X
DEX
BPL LP02
JSR SIOV
BPL LP01
RTS

PARAM DFB $31,$01,'R,$40
DFW BUFR
DFB $01,$00
DFW $0080
DFW $0001
```

2251. Still no joy with bootable disks - help!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-03 11:02:10 UTC
From: dunxuk@aol.com
Message-ID: <20010403070210.20410.00000168@ng-fz1.aol.com>
Source record: 37573

Ok - I'm still having no joy with making bootable disks.

By downloading .ATR files from the internet and extracting the
.EXE files I can create a disk full of .EXE files that the
Atari can read.

By using the [L]oad option from MyDos I can then run these
programs and they work faultlessly.

However, every single loader I have found on the internet
refuses to work including;

FL.EXE
PICADOS
HSINIT.EXE and HSMENU.EXE
BOOTMAKR.BAS
NEWBOOT.BAS

Also renaming the .EXE file to AUTORUN.SYS and leaving DOS in
is a /bad/ idea.

Most loaders don't work with DD disks, but transferring them
to ED or SD makes no difference whatsover.

They all crash at some point. About half crash before attempting
to load the .EXE file, the other half won't run the program
once it has been loaded.

Are there any loaders out there that actually work with files
like these or did the author(s) of MyDos know something that
knobody else ever picked up on?

Thanks again team!

Dunx.

(Incidentally I would be happy to email an example .EXE file to
anyone willing to give this a try...)

2252. Re: File Selector Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-03 12:34:38 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <9acfv5$6jm$1@wrath.news.nacamar.de>
Source record: 37574

BOSS-X is the version, you need for MyDOS-Subdirectorys. BOSS-X is running
in Turbo-BASIC, but in MyDOS it's possible to run EXE/COM-Files from BASIC
or Turbo-BASIC.
Can you work with .ATR-Files? Or do you need .XFD? Most programs can handle
both formats (ATRINTER, ATARI-Disk-Managerment, Xformer, A800Win...), but
some cannot (XLDJ).
If you need .XFD, I can create a xfd-file with BOSS-X.

Mirko

"Edward S. Baiz Jr." <ebaiz@skyenet.net> schrieb im Newsbeitrag
news:gq1y6.23$f35.282@newsfeed.slurp.net...
> On 28 Mar 2001 18:39:49 , "Mirko Sobe" wrote:
> >What you need is BOSS-X running under MyDOS: them you have a Win95-Like
> >Desktop witch can curse through the folders, and you have a
> >folder-supporting filemanager (1.4.2001). MyDOS is available some news
> >later, I've seen. BOSS-X is downloadable here: www.atarixle.de
>
> I downloaded all the versions. I got the German version 4.5 to work,
> but I cannot get the others at the moment. I had to extract the files
> from the XLD images and make DI images in order to get them to work
> with my XE - SIO2ST(PC) cable - Hades setup using 800XLDJ. If there are
> any special instructions in getting things to work, please me know...
>
>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --
>
>

2253. Re: Di Images are Done

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-03 12:43:00 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B6EF1364.CAA%bobo_snyder@hotmail.com>
Source record: 37575

hi there,

okay i have downloaded all the images, and i downloaded the dos frontend for the emulator and everything works great (finally was able to play for the first time in about 19/20 years the game ghosthunter, which was the first game i acutally ever bought for a computer when i was 13). i am able to play all the games and see which ones are worthy of collecting and which ones are not, but my question is this:

is there a way of me loading those games up on my ataris themselves without using an emulator (such as with a sio cable)? i assume that is probbably not too difficult, but my biggest question is this, is there a way of me splitting up the megaimages so i can say put digdug onto a floppy and play that game byitself? so that way i would not need to use an sio cable?

thanks,
bo

> From: William Kendrick <nbs@bolt.sonic.net>
> Newsgroups: comp.sys.atari.8bit
> Date: Mon, 02 Apr 2001 23:48:02 GMT
> Subject: Re: Di Images are Done
>
> Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:
> : Hello all.
>
> : The Mega DI images are done. There are 22 of them and together they
> : hold about 800+ 8-bit games.
>
> You gonna build a QIF index file so I can add your site's content to
> the XL Search search-engine? ;)
>
> http://www.newbreedsoftware.com/xlsearch/
>
> -bill!

2254. Sick 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-03 12:52:35 UTC
From: Thomas Main <main@appstate.edu>
Message-ID: <Pine.PMDF.4.21L.0104030846510.673688125-100000@appstate.edu>
Source record: 37579

I took my Atari 8-bit out of storage yesterday and hooked it up again. The 800XL works fine but I'm having a problem with the 1050 drive. The drive was working fine a few months ago, but now won't boot from any disk I put in. I took the cover off and cleaned the head. Any suggestions as to what might be wrong?

Here are some symtoms I noticed:

* power comes on fine and disks spin fine in drive

* after first turning the power on and spinning for a second, there is a rattle sound

* There is a spring on the carriage that moves the head back and forth...how is this supposed to be connected?

Any ideas and/or suggestions would be most welcome. Thanks.

--
Thomas Main
main@appstate.edu

2255. Re: Adding a reset switch to a 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-03 13:35:22 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3AC9D19A.6EB0C04D@pcisys.net>
Source record: 37576

Gary,

Why are you trying to add another RESET switch? The RESET switch on the 130XE is
wired to a 555 timer circuit that provides a switch debounce function. The output of the 555
timer is connected to the RESET signal line that goes to SALLY (CPU), ANTIC, PIA, and
Freddie.

I think what you probably want to do is put the COLD START modification in that Bob Woolley
made some years ago. This is a push button activated mod that force a cold start reset (like power
cycling the computer) when you press RESET.

Just setting the RESET line to an active low state is not enough to force a RESET of the computer.
You have to get around the RESET vector/warm start routine in the operating system.

Glenn Bruner
brunergs@pcisys.net

Gary Morton wrote:

> I have never really liked reseting the Atari by power cycling. I
> modified my old Atari 800 by using the TV channel select switch and
> wiring it into the reset circuitry (bear in mind this is a long long
> time ago). The only problem is that the switch isn't spring loaded and I
> often forget which state it is in!
>
> My Atari 130XE seems to need a long off time before powering up again,
> therefore I want to make a similar modification. I want to add a push to
> make spring loaded switch. It is well out of warrently ;-). Can anyone
> tell me what the reset circuitry is like on this version of the Atari?
> Is anyone aware of any sites which give this information or perhaps show
> a picture of the circuit board with the various blocks highlighted. If
> necessary I will trace back from the 6502 pin, but it's best to ask
> first and hopefully save some time.
>
> thanks...
>
> --Gary

2256. Re: Adding a reset switch to a 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-03 13:39:34 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3AC9D296.414A2E8F@asw.cz>
Source record: 37577

Glenn Bruner wrote:
> I think what you probably want to do is put the COLD START modification in
> that Bob Woolley
> made some years ago. This is a push button activated mod that force a cold
> start reset (like power
> cycling the computer) when you press RESET.

Hm, maybe the easiest would be adding a switch which would negate TRIG3.
It would fool the computer in thinking there was cartridge
inserted/removed. After RESET, the computer will coldboot.

Jindroush

2257. Re: Looking for: Indus Diagonistic disks and factory manual.

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-03 15:12:48 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1010403111207.2812C-100000@mail4.wayne.edu>
Source record: 37578

```
Was the diag. disk very useful? If there's an image of it, could it be
made available to everyone?

On Tue, 3 Apr 2001, James Bradford wrote:

> On Sun, 1 Apr 3901 05:48:22, "TXG" <Txg@underground.demon.nl> wrote:
>
> > Can somebody e-mail the disks as .ATR image and send a scanned copy of this,
> > or does somebody has this for sale?
> >
> I have both. the disk is somewhere atr'ed, but manual will be a
> problem :(
> James B
>
>
>
```

2258. Re: Sick 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-03 19:16:53 UTC
From: dunxuk@aol.com
Message-ID: <20010403151653.27650.00001563@ng-fj1.aol.com>
Source record: 37580

```
>
>* There is a spring on the carriage that moves the head back and
> forth...how is this supposed to be connected?

The carriage wire should be tight and wrapped around a capstan right beside it,
rather like the dial wire on a radio. When then positioning capstan is turned
the head *must* move in and out of the drive.
```

2259. Geisterschloss RARE 1992 light gun game Atari 800xl complete boxed! Look!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-03 19:59:30 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <9ad9sp$l3e$1@nnrp1.phx.gblx.net>
Source record: 37588

See my other auctions as well for very hard to get Atari 800 xl games, cartridge and disk, and an 800xl boxed computer. Click here for the Geisterschloss auction.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1226704494

2260. Re: Still no joy with bootable disks - help!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-03 21:36:14 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3ACA4282.224DF1C8@optonline.net>
Source record: 37582
Body handling: Binary attachment payload not displayed: rsely74.vcf

DunxUK wrote:
>
> Ok - I'm still having no joy with making bootable disks.
>
> By downloading .ATR files from the internet and extracting the
> .EXE files I can create a disk full of .EXE files that the
> Atari can read.
>
> By using the [L]oad option from MyDos I can then run these
> programs and they work faultlessly.
>
> However, every single loader I have found on the internet
> refuses to work including;
>
> FL.EXE
> PICADOS
> HSINIT.EXE and HSMENU.EXE
> BOOTMAKR.BAS
> NEWBOOT.BAS
>
> Also renaming the .EXE file to AUTORUN.SYS and leaving DOS in
> is a /bad/ idea.
>
> Most loaders don't work with DD disks, but transferring them
> to ED or SD makes no difference whatsover.
>
> They all crash at some point. About half crash before attempting
> to load the .EXE file, the other half won't run the program
> once it has been loaded.
>
> Are there any loaders out there that actually work with files
> like these or did the author(s) of MyDos know something that
> knobody else ever picked up on?
>
> Thanks again team!
>
> Dunx.
>
> (Incidentally I would be happy to email an example .EXE file to
> anyone willing to give this a try...)

Dunx,
Have you tried the Sparta Menu? When I find it I'll e-mail that one to

you. I have another one I can e-mail to you. It works fine with AtariDOS 2.0 and 2.5. It's very small too.

--
Robert S Ely
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

[One or more binary attachments are retained only in the source text.]

2261. Re: Di Images are Done

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-03 21:37:52 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010403173752.05468.00000519@ng-fc1.aol.com>
Source record: 37581

Yes & yes; with the SIO2?? cable you are booting the A8 with the ?? as D1:. If you boot with MyDOS or other large capacity FMS you can easily transfer files from the image file to a real disk and set it up with a loader.

>bo snyder bobo_snyder@hotmail.com asks:

>okay i have downloaded all the images, and i downloaded the dos frontend for
>the emulator and everything works great
snip
>is there a way of me loading those games up on my ataris themselves without
>using an emulator (such as with a sio cable)? i assume that is probbably
>not too difficult, but my biggest question is this, is there a way of me
>splitting up the megaimages so i can say put digdug onto a floppy and play
>that game byitself? so that way i would not need to use an sio cable?

-Ron

Inform everyone that communications have completely broken down.

2262. Re: Manual for 130XE / 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-03 21:47:39 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010403174739.05468.00000525@ng-fc1.aol.com>
Source record: 37583

There is a link to "Mapping... on Kevin's site:

http://www.atariarchives.org/agagd/

and I second what Robert said about the great volume by Lon Poole! It is THE best single work for the Atari 800/XL/XE series.

>Robert S Ely rsely74@optonline.net replied:

>There are two books (the first is probably what you need more) that
>ever Atari 8-bit user should own. 1) Your Atari Computer- A Guide to the
>400/800 Personal Computer (XL Version) By Lon Poole. 2) Mapping the
>Atari by Ian Chadwick. These are BASIC programmers bibles and extremely
>good reference books. There are others, but these should be in your
>library!

-Ron

Inform everyone that communications have completely broken down.

2263. I Am the Pengo King

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-03 22:05:52 UTC
From: DCM01@USA.NET
Message-ID: <3aca4896.8010384@news.CIS.DFN.DE>
Source record: 37584

Acquired a copy of the Pengo cartridge for Atari 8bit (all models) and
it is a blast!

I scored 67,680! You'll have to get up pretty early in the morning to
beat that!

Sincerely,

The Pengo King

2264. Re: Manual for 130XE / 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-03 22:16:04 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010403181604.27169.00003726@ng-ch1.aol.com>
Source record: 37585

The actual link direct to "Mapping... is:

http://www.atariarchives.org/mapping/

-Ron

Inform everyone that communications have completely broken down.

2265. IRC Chat Tonight (Tuesday) on Advanced Graphics Modes

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-03 22:20:12 UTC
From: DCM01@USA.NET
Message-ID: <3aca49e9.8349395@news.CIS.DFN.DE>
Source record: 37586

This announces an IRC chat tonight for Atari 8bit enthusiasts. For tonight Tuesday April 3rd, 2000, 10:00 pm Eastern US time.

Here are the corresponding times for some other places, choose the one near you.

California: 7:00 pm. Colorado 8:00 pm. Texas 9:00 pm.
London, England: 4:00 AM. Berlin: 5:00 AM. Hong Kong: 11:00 AM.

The topic for the chat will be "Advanced 8bit Graphic Modes." The plan is to learn about the merits and disadvantages of the higher resolution modes that were developed late on the 8bits. We'll also address Raphael Espino's current work on A8jdpeg, the Atari 8bit jpeg viewer. I will have a new disk image of 5 HIP pictures with HIP viewer to DCC to anyone who would like to try it.

General Atari8 chat is also welcome.

This will be a standard IRC chat. It is not a web-based chat on your browser. You need an IRC client, such as mIRC. mIRC is really easy to set up, and you can find it at www.mirc.com. Not to advertise it, there are other great IRC clients for many platforms, but mIRC is sort of the standard.

The chat will be on Amiganet. Here are some servers that will get you there:

irc.whiterose.net
thule.no.amiganet.org
fullcomp.au.amiganet.org
linux.us.amiganet.org
au, uk, se, no & us.amiganet.org

Once you log onto a server type "/join #atari8" and we will be there waiting for you I hope!

2266. FA: NewsRoom Desktop Publishing for Atari 8bit, and Lords of Conquest

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-03 22:28:04 UTC
From: DCM01@USA.NET
Message-ID: <3aca4d63.9239682@news.CIS.DFN.DE>
Source record: 37587

The NewsRoom is a somewhat groundbreaking DTP package for Atari 8bit.
It is in nice shape with a thick manual etc. It is for the XL and XE
series, requiring 64k. Also on auction is Lords of Conquest, an
Electron Arts conquer the world game, ala Risk, with multiple maps.

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&userid=velcro-spy&include=0&since=14&sort=8&rows=25

2267. Re: simple machine code program wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-04 00:15:20 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010403201520.21885.00003256@ng-fi1.aol.com>
Source record: 37589

```
Matt's code is good and efficient if a little cryptic for the less than
advanced coder. I would add:
CASBUF EQU $3FD ;sector read buffer
CONSOL EQU $D01F ;53279
SELECT EQU 5
READ EQU $52
SECNUM EQU 368 ;middle of disk

and make the flow a little easier to visualize, but using more code:
*=$600
LOOP LDA #$31 ;disk
STA DDEVIC ;device code

LDA #1 ;drive #
STA DUNIT ;

LDA #READ ;command
STA DCOMND

LDA #64 ;in, 128 is out
STA DSTATS ;data direction

LDA #CASBUF&$FF ;lo byte
STA DBUFLO ;addr lo
LDA #CASBUF/256 ;hi byte
STA DBUFHI ;addr hi

LDA #15 ;about 15 seconds
STA DTIM ;timeout value

LDA #128 ;128 = single density
STA DBYTLO ;bytes per sector lo
LDA #0
STA DBYTHI ;bytes per sector hi

LDA #SECNUM&$FF ;lo byte
STA DAUX1 ;sector ID lo
LDA #SECNUM/256 ;hi byte
STA DAUX2 ;sector ID hi
JSR SIOV
BMI ERROR ;oops, exit
LDA CONSOL ;chk console buttons
CMP #SELECT ;is it pressed
BNE LOOP ;nope, do it again
ERROR BRK ;or RTS depend on monitor, it will exit to here on a read error or
pressing Select.
```

>Matthias Belitz Matthias.Belitz@gmx.net replied:

```
>DDEVIC EQU $0300
>DUNIT EQU $0301
>DCOMND EQU $0302
>DSTATS EQU $0303
>DBUFLO EQU $0304
>DBUFHI EQU $0305
>DTIM EQU $0306
>DBYTLO EQU $0308
>DBYTHI EQU $0309
>DAUX1 EQU $030A
>DAUX2 EQU $030B
>SIOV EQU $E459
>
> ORG $
>
>LP01 LDX #0B
>LP02 LDA PARAM,X
> STA DDEVIC,X
> DEX
> BPL LP02
> JSR SIOV
> BPL LP01
> RTS
>
>PARAM DFB $31,$01,'R,$40
> DFW BUFR
> DFB $01,$00
> DFW $0080
> DFW $0001
```

-Ron

Inform everyone that communications have completely broken down.

2268. FA: Atari 400/800 Wizard and the Princess

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-04 01:22:33 UTC
From: Richard Smith <rsmith@NOSPAMplaneteer.com>
Message-ID: <5Guy6.19$wt3.10570@news.aloha.net>
Source record: 37590
Cross-posted to:
alt.games.video.classic,alt.games.video.historic,comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace

Hello there,

I have a copy of Wizard and the Princess up for auction on Ebay. The game still has it's original shrinkwrap on it, but the wrapping is split down the once side. The packaging is otherwise in excellent condition and looks to be complete.

Here is the auction information:

Item # 1226215993
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1226215993

Thanks for looking,

Richard.
~~~~~~~
If replying by email, please remove the "NOSPAM" from my address.
~~~~~~~

2269. atari portfolio

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-04 01:25:36 UTC
From: pcman@ozbytes.net.au
Message-ID: <3aca7cc0$1@kastagir.senet.com.au>
Source record: 37595

hi everyone

i just got a atari portfolio computer

the screen dosnt seem to work on it so i pulled it apart and the ribbon cable between the lcd and mainboard is broken

im after someone that can replace this or has a portfolio that dosnt work that they wanna sell

its not like a ide cable its the little flat orange ribbon stuff

if i cant get a replacement i guess i will have to make a cable out of ide lead and have it always open

cheers
pcman

cmaggee@start.com.au

2270. Re: File Selector Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-04 01:29:25 UTC
From: ebaiz@skyenet.net
Message-ID: <VNuy6.67$216.1442@newsfeed.slurp.net>
Source record: 37594

On 3 Apr 2001 14:34:38 +, "Mirko Sobe" wrote:
>BOSS-X is the version, you need for MyDOS-Subdirectorys. BOSS-X is running
>in Turbo-BASIC, but in MyDOS it's possible to run EXE/COM-Files from BASIC
>or Turbo-BASIC.
>Can you work with .ATR-Files? Or do you need .XFD? Most programs can handle
>both formats (ATRINTER, ATARI-Disk-Managerment, Xformer, A800Win...), but
>some cannot (XLDJ).
>If you need .XFD, I can create a xfd-file with BOSS-X.

Actually I do not either XFD or ATR. I am using a program called
800XLDJ. It is to the Atari ST what APE is the PC world. I extraced the
files from the XFD image and then imported them into a DI image that
works with 800XLDJ. I got the German version of 4.5 and 8.1 to work
fine. I cannot get the English version to run. I keep getting a line
error. I am working on it. Oh, just how is a file loaded in. I am
trying to load some game files that can be loaded in using the "binary
load" command. Still, Boss-X is a nice program.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2271. Re: Di Images are Done

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-04 01:29:27 UTC
From: ebaiz@skyenet.net
Message-ID: <XNuy6.68$216.1442@newsfeed.slurp.net>
Source record: 37592

On 2 Apr 2001 22:24:31 G, Robert S Ely wrote:

>
>The link (http://www.paradise.net.nz/atari/) doesn't work. What should
>it be?

No the above address is incorrect. Here is the one I have:

http://homepages.paradise.net.nz/atari/

The DI images are not there yet. I uploaded 5 to Aaron last night. I
have not received a message from him saying he received them.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2272. Re: Di Images are Done

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-04 01:29:29 UTC
From: ebaiz@skyenet.net
Message-ID: <ZNuy6.69$216.1442@newsfeed.slurp.net>
Source record: 37593

On 2 Apr 2001 23:48:02 G, William Kendrick wrote:
>Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:
>: Hello all.
>
>: The Mega DI images are done. There are 22 of them and together they
>: hold about 800+ 8-bit games.
>
>You gonna build a QIF index file so I can add your site's content to
>the XL Search search-engine? ;)
>
> http://www.newbreedsoftware.com/xlsearch/

Well the site is not mine. Aaron Wheeler is the guy you want to talk
to. He has tons of 8-bit stuff on there. However, I could do that, but
I am not sure how...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2273. Re: Di Images are Done

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-04 01:29:30 UTC
From: ebaiz@skyenet.net
Message-ID: <_Nuy6.70$216.1442@newsfeed.slurp.net>
Source record: 37591

On 3 Apr 2001 05:43:00 -, bo snyder wrote:
>is there a way of me loading those games up on my ataris themselves without
>using an emulator (such as with a sio cable)? i assume that is probbably
>not too difficult, but my biggest question is this, is there a way of me
>splitting up the megaimages so i can say put digdug onto a floppy and play
>that game byitself? so that way i would not need to use an sio cable?

Yes, but you would still need the SIO2ST cable. You could then copy the
game file to an 8bit disk and use that way if you so wish. I am going
the oposite way. I want to put all my disks on a CD in DI image form.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2274. Re: IRC Chat Tonight (Tuesday) on Advanced Graphics Modes

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-04 03:08:05 UTC
From: DCM01@USA.NET
Message-ID: <3aca8fa8.26207828@news.CIS.DFN.DE>
Source record: 37596

I posted this notification too late, and we had light turnout at
#atari8. We agreed to recover the topic next week. Same Atari time.
Same Atari channel.

2275. Digicom "The Freezer"

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-04 03:26:37 UTC
From: Garry Mills <garry.mills@dewrsb.gov.au>
Message-ID: <3aca941f@info-int>
Source record: 37497

Hi,
Can anyone tell me what this proram is for and how to use it?

Cheers
Gaz

2276. atari 600xl upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-04 06:54:45 UTC
From: Tim Worthington <worthair@optushome.com.au>
Message-ID: <Vyzy6.1568$hb.4126@news1.belrs1.nsw.optushome.com.au>
Source record: 37499

im looking for 2 4464 equivalent (eg. 44264, HM50464P, etc) ram chips
to upgrade an atari 600xl to 64k of ram
does anyone have any spares?

tim

2277. Re: Adding a reset switch to a 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-04 08:26:53 UTC
From: Gary Morton <gary@alma.demon.co.uk>
Message-ID: <3ACADAFF.EB00C47E@alma.demon.co.uk>
Source record: 37501

Glenn Bruner wrote:
>
> Gary,
>
> Why are you trying to add another RESET switch? The RESET switch on the
> 130XE is
> wired to a 555 timer circuit that provides a switch debounce function. The
> output of the 555
> timer is connected to the RESET signal line that goes to SALLY (CPU), ANTIC,
> PIA, and
> Freddie.
>
> I think what you probably want to do is put the COLD START modification in
> that Bob Woolley
> made some years ago. This is a push button activated mod that force a cold
> start reset (like power
> cycling the computer) when you press RESET.
>
> Just setting the RESET line to an active low state is not enough to force a
> RESET of the computer.
> You have to get around the RESET vector/warm start routine in the operating
> system.
>
> Glenn Bruner
> brunergs@pcisys.net

Glenn,

last night I took apart the 130XE. I indeed found a NE555 timer
circuit which generated a reset which goes to: the 6502; ANTIC; the
6520; and the connector at the back. The trigger comes from the keyboard
connector. This ties up with your description.

I am now puzzled. On the Atari 800/400 the same reset was generated
by a power on reset circuit. The "System Reset" key appears to connect
to the NMI pin. My hack of connecting a wire from the channel switch to
the power on circuit capacitor (to short it out) generated a cold reset
every time - just what I wanted.

Has something fundemental changed in the XE/XL series. If the "Reset"
key now generated a hard reset how does the system differentiate between
a cold and warm start?

I'll have a search for the modification you point out.

regards...

--Gary

2278. Re: Digicom "The Freezer"

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-04 08:30:21 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <mSyy6.539$he6.222068@nnrp2.sbc.net>
Source record: 37498

I could be wrong but it sounds like an assembly language debugger, the kind
that can halt execution and do a memory dump.

Garry Mills wrote in message <3aca941f@info-int>...
>Hi,
> Can anyone tell me what this proram is for and how to use it?
>
>Cheers
>Gaz
>
>
>

2279. Re: Sick 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-04 12:38:15 UTC
From: Thomas Main <main@appstate.edu>
Message-ID: <Pine.PMDF.4.21L.0104040836290.683790539-100000@appstate.edu>
Source record: 37503

On 3 Apr 2001, DunxUK wrote:

> >
> >* There is a spring on the carriage that moves the head back and
> > forth...how is this supposed to be connected?
>
> The carriage wire should be tight and wrapped around a capstan right beside it,
> rather like the dial wire on a radio. When then positioning capstan is turned
> the head *must* move in and out of the drive.

Yes, that wire is connected and the head moves as the capstan turns.
The spring is actually on top and in back of the carriage, centered.

Still no luck in getting the drive to work, though :(

--
Thomas Main
main@appstate.edu

2280. Re: Di Images are Done

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-04 12:41:25 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B6F06485.CC6%bobo_snyder@hotmail.com>
Source record: 37502

What is a SIO2ST cable?? i am planning on building a SIO2PC cable (or interface within a spare 1027 printer that doesn't work) to hook this up to my pc. Do i need a atari st to split the mega images up? the reason why i am unsure about this is because when i unzip one of the mega images (btw thanks a ton!!!!!!), it is one huge atr file and i don't know how to actually split/extract a single game from one huge atr file that has 50 games in it for example.

is a atr file actually just a pc file that actually holds the filesystem and individual files from an atari imaged floppy (or hard disk) and when i get the sio2pc hooked up, i will acutally be able to break the file down with my atari and see what exactly is on it?

well i am inexpericed still in the world of atari to pc connections and don't quite understand how atr files work, maybe after i get my danged sio2pc cable built, i won't be such a weenie and ask so many annoying questions, LOL.

bo

> From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
> Organization: I.M.A.G.E.
> Newsgroups: comp.sys.atari.8bit
> Date: Wed, 04 Apr 2001 01:29:30 GMT
> Subject: Re: Di Images are Done
>
> On 3 Apr 2001 05:43:00 -, bo snyder wrote:
>> is there a way of me loading those games up on my ataris themselves without
>> using an emulator (such as with a sio cable)? i assume that is probbably
>> not too difficult, but my biggest question is this, is there a way of me
>> splitting up the megaimages so i can say put digdug onto a floppy and play
>> that game byitself? so that way i would not need to use an sio cable?
>
> Yes, but you would still need the SIO2ST cable. You could then copy the
> game file to an 8bit disk and use that way if you so wish. I am going
> the oposite way. I want to put all my disks on a CD in DI image form.
>
>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,

> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ---
>
>

2281. Re: File Selector Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-04 15:02:24 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <9afd03$1a72$1@wrath.news.nacamar.de>
Source record: 37504

The english ver of BOSS-X is still not available, I have not much time to translate, but I will do this (or next) week. If you have downloaded the "old" english version and got it run under MyDOS, you have to remove the REM in the AUTORUN.BAS - File. If you don't, the RAM-Disk will not formatted. You also have to setup your MyDOS-RAM-Disk well. BOSS-X has no tool to do this, you have to do this in MyDOS-DUP-Menu.
Binary files (games) can be loaded from the Start-Menu - BUT ONLY if you run BOSS-X under MyDOS!

Mirko

"Edward S. Baiz Jr." <ebaiz@skyenet.net> schrieb im Newsbeitrag news:VNuy6.67$216.1442@newsfeed.slurp.net...
> On 3 Apr 2001 14:34:38 +, "Mirko Sobe" wrote:
> >BOSS-X is the version, you need for MyDOS-Subdirectorys. BOSS-X is running
> >in Turbo-BASIC, but in MyDOS it's possible to run EXE/COM-Files from BASIC
> >or Turbo-BASIC.
> >Can you work with .ATR-Files? Or do you need .XFD? Most programs can handle
> >both formats (ATRINTER, ATARI-Disk-Managerment, Xformer, A800Win...), but
> >some cannot (XLDJ).
> >If you need .XFD, I can create a xfd-file with BOSS-X.
>
> Actually I do not either XFD or ATR. I am using a program called
> 800XLDJ. It is to the Atari ST what APE is the PC world. I extraced the
> files from the XFD image and then imported them into a DI image that
> works with 800XLDJ. I got the German version of 4.5 and 8.1 to work
> fine. I cannot get the English version to run. I keep getting a line
> error. I am working on it. Oh, just how is a file loaded in. I am
> trying to load some game files that can be loaded in using the "binary
> load" command. Still, Boss-X is a nice program.
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------
>

>

2282. Re: Sick 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-04 16:04:58 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tcmhagnlv186e4@corp.supernews.com>
Source record: 37505

"Thomas Main" <main@appstate.edu> wrote in message
news:Pine.PMDF.4.21L.0104040836290.683790539-100000@appstate.edu...
> On 3 Apr 2001, DunxUK wrote:
>
> > >
> > >* There is a spring on the carriage that moves the head back and
> > > forth...how is this supposed to be connected?
> >
> > The carriage wire should be tight and wrapped around a capstan right
beside it,
> > rather like the dial wire on a radio. When then positioning capstan is
turned
> > the head *must* move in and out of the drive.
>
> Yes, that wire is connected and the head moves as the capstan turns.
> The spring is actually on top and in back of the carriage, centered.
>
> Still no luck in getting the drive to work, though :(

With the drive cover off and a disk inserted, what happens to the head if
you repeatedly cycle the power?

2283. Re: Digicom "The Freezer"

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-04 17:11:14 UTC
From: Nigel Henry <nigel.henry@virgin.net>
Message-ID: <uvJy6.1375$%W5.170212@news6-win.server.ntlworld.com>
Source record: 37507

This is actually program used to make copies of games, but it used a very novel way to do it. As far as I can remember, it worked as follows:

First you load The Freezer. When it has loaded you get the message "press option to load disk or start to load cassette"

You would then insert your game disk into the drive and press option. The game would load as normal. When the game was loaded you would then insert a blank formatted disk into your drive.

Then you press the option and select keys together (I think) and the program would "freeze" and be written out to disk.

What this produced was a bootable version of the game on the disk. However, as far as I remember, the results were not very reliable and it normally resulted in the game locking up, or producing a copy which did not run.

I never actually owned this program, I only had a copy (is'nt that ironic!) so I don't have the instructions for it and I am only working from memory. I hope that helps anyway.

Nigel

2284. Re: atari 600xl upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-04 17:38:47 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-0HEe8V6QwmJQ@draco.ames.pacbell.net>
Source record: 37506

I found some on an old paradise video card for the pc so maybe if you
have a used computer store around you could check there.

Ken

On Wed, 4 Apr 2001 06:54:45, "Tim Worthington"
<worthair@optushome.com.au> wrote:

> im looking for 2 4464 equivalent (eg. 44264, HM50464P, etc) ram chips
> to upgrade an atari 600xl to 64k of ram
> does anyone have any spares?
>
> tim
>
>

2285. Re: simple machine code program wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-04 18:35:55 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010404143555.14288.00000176@ng-cg1.aol.com>
Source record: 37508

Hi, Gary;
SIOV at $E459 is the general SIO routine vector and requires complete info in the device control block at $300.

DSKINV at $E453 is the more restricted resident disk handler; it is limited to single or enhanced (128 byte sector) density diskettes and you can skip some of the entries in DCB. Still required are DUNIT, DCOMND, DBUFLO, DBUFHI, DAUX1 & DAUX2 before calling the routine.

>Gary Morton gary@alma.demon.co.uk asked:

>I have a good idea that I have to setup the locations around $300, but
>then I am unsure as to which vector to call. I think I need to use SIOV
>($E459), but I have seen some programs which use DSKINV ($E453).

-Ron

Inform everyone that communications have completely broken down.

2286. Re: Still no joy with bootable disks - help!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-04 20:38:16 UTC
From: ASI Industries <ASIIndustries@usa.net>
Message-ID: <01c0bd47$22599dc0$9734893e@default>
Source record: 37509

There is a pirate program called BOOT2DOS, it allows you to convert boot sectors to files and vice vera, it even worked from dos2.0s - Robc menus, but it only works with single density or the first 720 sectors of an enhanced density disk.

I may still have this program however if i dont some of the long-term users should have this program!
--
Andrew Mcintosh
ASIIndustries@usa.net
http://www.asi-industries.freeserve.co.uk

2287. Atari800 (emulator) on Agenda (linux PDA)

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-04 21:12:50 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <m7My6.641$tx5.29001@typhoon.sonic.net>
Source record: 37510

I'm beginning to 'port' the Atari800 emulator to the
Agenda VR3 Linux-based PDA.

Wish me luck!

http://www.newbreedsoftware.com/agenda-atari800/

-bill!

2288. Re: File Selector Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-04 21:23:55 UTC
From: ebaiz@skyenet.net
Message-ID: <LhMy6.172$Jw6.1930@newsfeed.slurp.net>
Source record: 37511

On 4 Apr 2001 17:02:24 +, "Mirko Sobe" wrote:
>The english ver of BOSS-X is still not available, I have not much time to
>translate, but I will do this (or next) week. If you have downloaded the
>"old" english version and got it run under MyDOS, you have to remove the REM
>in the AUTORUN.BAS - File. If you don't, the RAM-Disk will not formatted.
>You also have to setup your MyDOS-RAM-Disk well. BOSS-X has no tool to do
>this, you have to do this in MyDOS-DUP-Menu.
>Binary files (games) can be loaded from the Start-Menu - BUT ONLY if you run
>BOSS-X under MyDOS!

Thanks for the tip about the binary load. I will give it a try.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2289. Re: Di Images are Done

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-04 21:23:58 UTC
From: ebaiz@skyenet.net
Message-ID: <OhMy6.173$Jw6.1930@newsfeed.slurp.net>
Source record: 37512

On 4 Apr 2001 05:41:25 -, bo snyder wrote:
>What is a SIO2ST cable?? i am planning on building a SIO2PC cable (or
>interface within a spare 1027 printer that doesn't work) to hook this up to
>my pc. Do i need a atari st to split the mega images up? the reason why i
>am unsure about this is because when i unzip one of the mega images (btw
>thanks a ton!!!!!!), it is one huge atr file and i don't know how to
>actually split/extract a single game from one huge atr file that has 50
>games in it for example.

The SIO2ST cable is the same thing as the SIO2PC cable. It is just that
in the Atari World SIO2ST sounds better. <g> You also need the program
800XLDJ which runs on the ST or any other Atari 16-bit or great
computer. The program uses DI images not ATR. You can do what I did.
Use a utility program to extract all the files from the ATR images and
then import them into a DI image and use it. I have all the raw files
extracted an saved to a Jaz cart and a CD for all 22 Mega ATR/DI
images. Need them?? I could zip them and email you some if you wish.
Email me and let me know.

>is a atr file actually just a pc file that actually holds the filesystem and
>individual files from an atari imaged floppy (or hard disk) and when i get
>the sio2pc hooked up, i will acutally be able to break the file down with my
>atari and see what exactly is on it?

No, you need a PC to work with ATR files. My wife's PC came in handy
here. I can run APE on my Hades and view the files, but I cannot
extract them. Guess we Atarian's need a better emulator.

>well i am inexpericed still in the world of atari to pc connections and
>don't quite understand how atr files work, maybe after i get my danged
>sio2pc cable built, i won't be such a weenie and ask so many annoying
>questions, LOL.

There is a program for the Atari and PC that will load in these ATR
files and bring up the game. Works best on a TT or Falcon since the
sound comes through DMA...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2290. Re: simple machine code program wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-04 22:19:21 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3acbd3fb$0$11816$4c5ecdc7@news.erinet.com>
Source record: 37520

I forgot to comment #6 in CONSOL means START has been pressed.

Not actually tested, but does assemble on emulator.

```
10 *=$600
20 RUNAD = $2E0
30 SIOV = $E459
40 DUNIT = $301 ;DRIVE UNIT D1:
50 DCOMND = $302 ;READ SECTOR = #$52
60 DSTATS = $303 ;RCV. BIT 6 SET $40
70 DBUFLO = $304 ;WHERE BYTES GO
80 DBUFHI = $305 ;HERE $A000
90 DBYTLO = $308 ;# BYTES TO TRANSFER
0100 DBYTHI = $309 ;128 OR 256
0110 DAUX1 = $30A ;SECTOR #. HI=1
0120 DAUX2 = $30B ;MEANS SECTOR 256
0130 CONSOL = $D01F
0140 LOOP
0150 LDA #01
0160 STA DUNIT
0170 LDA #$52
0174 STA DCOMND
0176 LDA #$40
0180 STA DSTATS
0190 LDA #0
0200 STA DBUFLO
0210 LDA #$A0
0220 STA DBUFHI
0230 LDA #$80
0240 STA DBYTLO
0250 LDA #0
0260 STA DBYTHI
0270 LDA #0
0280 STA DAUX1
0290 LDA #1
0300 STA DAUX2
0310 JSR SIOV
0320 LDA CONSOL
0330 CMP #$6
0340 BNE LOOP
0344 JMP ($0A) ;GOOD EXIT? DOSVEC
0350 *=$2E0 ;SET RUN ADR FOR .OBJ
0360 .BYTE 0,6
0370 .END
```

russg

2291. Re: Atari800 (emulator) on Agenda (linux PDA)

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-04 22:33:01 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010404183301.22568.00004074@ng-md1.aol.com>
Source record: 37516

Good luck, Bill!

>William Kendrick nbs@bolt.sonic.net

>I'm beginning to 'port' the Atari800 emulator to the
>Agenda VR3 Linux-based PDA.
>
>Wish me luck!

-Ron

Inform everyone that communications have completely broken down.

2292. Re: atari 600xl upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-04 23:21:47 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3ACBAC8A.5E6C4DD1@sisna.com>
Source record: 37513

Jaimco Has the chips also may be found at JDR Electronics think they are online.

bob

2293. Re: Atari CD-ROM?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-04 23:23:05 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3ACBACD8.D1017C87@sisna.com>
Source record: 37514

Give me the sight address and I will galdly persue the project.

bob

2294. Re: Icd MIO 130XE adapter.

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-04 23:30:37 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3ACBAE9C.CA230059@sisna.com>
Source record: 37515

What is needed for the MIO to a MFM hard drive is an old Adaptec 4000, 4000a or a 5500? (5500) if my memory serves me correctly (?) the 5500 will take on 4 seperate drives off of one card. The others take on 2 drives each. There is also another card available to those that had the Supra Interface which is the Omti card.

bob

2295. Re: Adding a reset switch to a 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-04 23:33:16 UTC
From: Gary Morton <gary@alma.demon.co.uk>
Message-ID: <3ACBAF67.92252DB7@alma.demon.co.uk>
Source record: 37518

Glenn Bruner wrote:
>
> Gary,
>
> Why are you trying to add another RESET switch? The RESET switch on the
> 130XE is
> wired to a 555 timer circuit that provides a switch debounce function. The
> output of the 555
> timer is connected to the RESET signal line that goes to SALLY (CPU), ANTIC,
> PIA, and
> Freddie.
>
> I think what you probably want to do is put the COLD START modification in
> that Bob Woolley
> made some years ago. This is a push button activated mod that force a cold
> start reset (like power
> cycling the computer) when you press RESET.
>
> Just setting the RESET line to an active low state is not enough to force a
> RESET of the computer.
> You have to get around the RESET vector/warm start routine in the operating
> system.
>
> Glenn Bruner
> brunergs@pcisys.net
>

Glenn,

I now suspect that the behaviour of "System Reset" changed between the old 800 series, where it appears to be connected to NMI, and the newer XL/XE series where it connects to hard/CPU reset. I assume that there is some magic value held in memory which if exists causes a warm boot and if not (e.g. after power-up) causes a cold boot. I wonder why Atari made this change?

I searched out the Bob Woolley mod and I have just got it working. Hint use the 74HC part specified and not the 74LS part like I did. The pull down for the LS part has to be much smaller (I used 270 ohms). My first circuit didn't work because the pull-down was too high value and didn't pull down the voltage low enough.

Anyway this now works as wanted. Even so its a bit of a pain to have to hold down Reset & Option & the new switch. Bring back the good old Atari 800!

thanks for the pointers...

--Gary

2296. Re: XL Trouble

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-04 23:40:06 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3ACBB0D5.A386E8F@sisna.com>
Source record: 37517

There are 2 other chips that control the Keyboard function on all XL computers.

They are the two on the right hand side of the board CO4052be, this may be causing your problem along with the Pokey
bob

2297. FA: ACTION on Ebay 1 day left!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-04 23:50:40 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <krOy6.34129$Lz6.5560803@typhoon.tampabay.rr.com>
Source record: 37519

1 Day Left on Ebay.

Action by OSS Super Cartridge

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1226284935

2298. Re: Adding a reset switch to a 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-05 05:12:56 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3ACBFED8.35E5E3B3@pcisys.net>
Source record: 37521

Gary,

Glad to be of assistance.

Glenn

Gary Morton wrote:

> Glenn Bruner wrote:
> >
> > Gary,
> >
> > Why are you trying to add another RESET switch? The RESET switch on the
> > 130XE is
> > wired to a 555 timer circuit that provides a switch debounce function. The
> > output of the 555
> > timer is connected to the RESET signal line that goes to SALLY (CPU), ANTIC,
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> > Freddie.
> >
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> > made some years ago. This is a push button activated mod that force a cold
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> >
> > Just setting the RESET line to an active low state is not enough to force a
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> > You have to get around the RESET vector/warm start routine in the operating
> > system.
> >
> > Glenn Bruner
> > brunergs@pcisys.net
> >
>
> Glenn,
>
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> old 800 series, where it appears to be connected to NMI, and the newer
> XL/XE series where it connects to hard/CPU reset. I assume that there is
> some magic value held in memory which if exists causes a warm boot and
> if not (e.g. after power-up) causes a cold boot. I wonder why Atari made
> this change?
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> I searched out the Bob Woolley mod and I have just got it working. Hint

> use the 74HC part specified and not the 74LS part like I did. The pull
> down for the LS part has to be much smaller (I used 270 ohms). My first
> circuit didn't work because the pull-down was too high value and didn't
> pull down the voltage low enough.
>
> Anyway this now works as wanted. Even so its a bit of a pain to have to
> hold down Reset & Option & the new switch. Bring back the good old Atari
> 800!
>
> thanks for the pointers...
>
> --Gary

2299. Rare carts ???

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-05 09:24:33 UTC
From: Emmanuel Fernandes <manu@writeme.com>
Message-ID: <9ahd57$qd9$1@estragon.sri.ucl.ac.be>
Source record: 37522

Hi Everybody!

I have a simple question : are the following carts for the 400/800/XL/XE considered as rare carts ? Where could I find more info about them, such as screenshots, etc... ?

Deflector (XL/XE only)
Superman III
Tower Toppler (XL/XE only)
Pac Man Jr
Atari XE Demo Cartridge
Super Pac Man
Animated Puzzle

Thanks,

Emmanuel.

2300. Re: atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-05 10:27:28 UTC
From: Tim Worthington <worthair@optushome.com.au>
Message-ID: <kMXy6.1665$hb.4386@news1.belrs1.nsw.optushome.com.au>
Source record: 37523

I replaced the ram with the procedure at
http://trident.mcs.kent.edu/~clisowsk/8bit/600xl64Kb.html but i still get
the same problem and i know theres nothing wrong with my power supply...
I looked closer and notesd that there are faint lines on the left half of
the screen

BobKlaas <bobkla19@sisna.com> wrote in message
news:3AC58D2E.1090AB48@sisna.com...
> Black screen is not your power supply, power supply problems gives you a
> Black screen with in the middle a 1/4 inch line of trash. Your problem
> lies within the Ram, replace the 44264 ram chips and you should be fine.
>
> bob
>

2301. Re: Adding a reset switch to a 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-05 11:13:31 UTC
From: nj_toothenbecker@hotmail.com
Message-ID: <vrYy6.558964$ge4.203187607@news2.rdc2.tx.home.com>
Source record: 37524

In article <3ACBAF67.92252DB7@alma.demon.co.uk>, gary@alma.demon.co.uk
says...
>
>I now suspect that the behaviour of "System Reset" changed between the
>old 800 series, where it appears to be connected to NMI, and the newer
>XL/XE series where it connects to hard/CPU reset. I assume that there is
>some magic value held in memory which if exists causes a warm boot and
>if not (e.g. after power-up) causes a cold boot. I wonder why Atari made
>this change?
>
My memory may fail me (so what else is new), but in the 400/800, the RESET
was maskable when it wasn't supposed to be. Remember the program
"Paperweight" that was supposed to "destroy" the Ataris ala harikari? When I
ran the program, it was on an XL. I got a good laugh out of it, hit the RESET
key and went on.

I showed it to somebody on an 800 and the RESET didn't work when I went to
reset the computer. (which gave me another good laugh).

2302. Re: APE for the future?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-05 11:19:28 UTC
From: nj_toothenbecker@hotmail.com
Message-ID: <4xYy6.558974$ge4.203193793@news2.rdc2.tx.home.com>
Source record: 37525

In article <MPG.152026ea93c9be4a989689@news.telocity.com>,
classics@atarimax.com says...
>
>
>In article <98tbgb$v5e$1@brokaw.wa.com>, danv@whoever.com says...
>> Microsoft really made a mess of the serial port (among other things). The
>> serial communications api for NT and windows 2000 behaves differently than
>> win9x.
>
I don't know if you wrote the above or not, but I'd lke to toss in a comment.
Win98se treats the serial ports differently also. I used Telix on clones for
about 5 years. Its an early 90s DOS term program. It quit working when I went
to 98se.

(since NT is an entirely different OS than 9x, its not surprising that it
treats the serial ports differently). 8-)

2303. Re: Rare carts ???

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-05 13:11:19 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3ACC6EF7.A5C4C9E5@asw.cz>
Source record: 37531

Emmanuel Fernandes wrote:
> I have a simple question : are the following carts for the 400/800/XL/XE
> considered as rare carts ? Where could I find more info about them, such as
> screenshots, etc... ?

All of the carts you've mentioned were never produced, prototypes exist.
Except for the XE Demo cartridge which was IMO available only in shops
for demonstration.

Why?

Jindroush (kubecj@asw.cz)

2304. Re: Sick 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-05 13:42:47 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tcotbtmd8ja188@corp.supernews.com>
Source record: 37526

"Thomas Main" <main@appstate.edu> wrote in message
news:Pine.PMDF.4.21L.0104050811180.676095037-100000@appstate.edu...
> On Wed, 4 Apr 2001, Rick Cortese wrote:
>
> > > Still no luck in getting the drive to work, though :(
> >
> > With the drive cover off and a disk inserted, what happens to the head
if
> > you repeatedly cycle the power?
> >
> It moves forward in small increments until it reaches the end of its
> path and then keeps trying to move forward, but just rattles because it
> has run out of space.

Good news is I am 99.9% sure it is the track zero sensor. Bad news is they
are a bit hard to find and expensive when you do find them.

I remember when one went out on me I balked at paying the ~$13 B&C wanted. I
ended up carefully taking the sensor case apart and found it was just a flat
rectangular LED in the plastic. I just sanded a regular IR LED from Radio
Shack to fit in the plastic and glued the case back together. Yes, I am that
cheap.<grin>

2305. Re: simple machine code program wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-05 14:04:43 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010405100443.27249.00003956@ng-ch1.aol.com>
Source record: 37527

or if you use:

0360 .WORD LOOP

you can eliminate the worry of keeping the bytes straight....

>"Russ Gilbert" russg@en.com suggested:

...
>0350 *=$2E0 ;SET RUN ADR FOR .OBJ
>0360 .BYTE 0,6
>0370 .END

-Ron

Inform everyone that communications have completely broken down.

2306. Re: Icd MIO 130XE adapter.

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-05 14:09:30 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010405100930.27249.00003957@ng-ch1.aol.com>
Source record: 37528

Hi Bob;
Do you know of a source for these old Adaptec cards? Is William Moeller still
around? He had a few at one time...

>BobKlaas bobkla19@sisna.com replied:

>What is needed for the MIO to a MFM hard drive is an old Adaptec 4000,
>4000a or a 5500? (5500) if my memory serves me correctly (?) the 5500
>will take on 4 seperate drives off of one card. The others take on 2
>drives each.

-Ron

Inform everyone that communications have completely broken down.

2307. Re: Rare carts ???

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-05 14:16:04 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010405101604.27249.00003958@ng-ch1.aol.com>
Source record: 37529

I would have to say they are less than common at least; I have seen only the Pac Man Jr cart and a ROM dump of the Super Pac Man.

>"Emmanuel Fernandes" manu@writeme.com asked:

>I have a simple question : are the following carts for the 400/800/XL/XE
>considered as rare carts ? Where could I find more info about them, such as
>screenshots, etc... ?

>Deflector (XL/XE only)
>Superman III
>Tower Toppler (XL/XE only)
>Pac Man Jr
>Atari XE Demo Cartridge
>Super Pac Man
>Animated Puzzle

-Ron

Inform everyone that communications have completely broken down.

2308. Re: Sick 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-05 14:20:57 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010405102057.27249.00003959@ng-ch1.aol.com>
Source record: 37530

Well, that pretty much diagnosed the problem right there.. I won't steal Rick's thunder, but he has it pinned down.

>Thomas Main main@appstate.edu

>> With the drive cover off and a disk inserted, what happens to the head if
>> you repeatedly cycle the power?
>>
>It moves forward in small increments until it reaches the end of its
>path and then keeps trying to move forward, but just rattles because it
>has run out of space.

-Ron

Inform everyone that communications have completely broken down.

2309. Re: All I wanted was a nice Indus GT...

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-05 15:09:04 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3ACC8A90.1FDD97F1@mail.uni-mainz.de>
Source record: 37532

Yes Vidar,
I am absolutely sure. Atari 1050 drives have 288 RpM as standard,
whereas XF drives use a PC mechanic (Mitsumi or others) which drives at
300RpM (+-2). You know, in the Pc world 300 RpM were some kind of
standard before Atari introduced the 810 and 1050 (which both used 288
RpM). Later (1987-1991), when Atari wanted to produce a new 8Bit drive
Jiri Tandon systems (JTS !?!) was gone, so the 1050 was no more
affordable. thus they used a standard PC drive (Mitsumi must have been
cheap at this time) which spins at 300RpM. To be compatible with 1050
drives they raised the crystal clock from 8Mhz (standard for DD PC/ST
drives) to 8.33Mhz. You see Atari did not always use or support the
industrial standards...
-Andreas

P.S.: If your XF551 runs a little bit faster than 300RpM, do not worry.
But it should not be higher than 303RpM... (by the way 300 RpM is
standard for 3,5" DD and HD drives; 300RpM is standard for 5,25" DD
drives, 360 RpM is standard for 5,25" HD drives).

Vidar \"Hawk\" Olavesen schrieb:
>
> Are you sure Andreas ? I am positive my XF551 runs at over 300. I think
> there was a difference in speed from US to Europe, but I am getting old, so
> maybe I am just delirious.
>
>

2310. Re: www.atari-computer.de is gone ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-05 15:12:10 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3ACC8B4A.3DB48550@mail.uni-mainz.de>
Source record: 37533

Well,
they did not pay their server any longer, so the server was closed.
ABBUC is online again at www.abbuc.da.ru or at www.abbuc.de Maybe
mathias faust (the chairman of atari-computer.de) has some financial
problems. I dont know...
-Andreas

Michael Geyer schrieb:
>
> Hi !
>
> I noticed that www.atari-computer.de is offline
> for some weeks now - does anybody know what happened ?
> Also the pages from ABBUC (german atari user group)
> seem to be gone.... :-(?
>
> Bye, Michael
>
> --
> Michael Geyer at Max-Planck-Institut fuer Astronomie, Heidelberg
> geyer@mpia-hd.mpg.de +49 (6221) 528 262
> www.mpia-hd.mpg.de/homes/geyer

2311. Re: File Selector Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-05 15:24:09 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3ACC8E19.CF40B7FA@mail.uni-mainz.de>
Source record: 37534

Hello Edward,
speaking of the File selector programs again, this is what you should
know about:
1) Fileselector: written by Bill Kendrick. This one works under MyDOS,
i.e. it is a DOS-Fileloader... it can only load programs that work under
DOS (and there are quite a lot of ML programs that do not).
2) Gameloader: written by a polish guy (???) this one can be loaded from
MyDOS or any other DOS (or from a Gamedos!). It directly frees the
memory (kills the DOS, if one is there) and then loads the ML files. For
binary loading it uses Page 1 (0100-01FF), I guess... there are a lot
more ML files that work with this program...
3) Mypicodos: this is in fact a Gamedos. You load the create file from
DOS and it will create a short Gamedos-loader onto another disk (i.e.
the game disk). Since this is a gamedos it will load all ML files that
do not need a DOS (most game and demo programs). Unfortunately it only
supports higher densities from 360k to 16 megabyte. It does not support
90k/130k/180k (but the Fileselector and the Gamedos both do!). All
Fileloaders support MyDOS sudirectories; only the Fileselector can load
Basic files (all others can merely load ML files).

I hope this is enough info. -Andreas

"Edward S. Baiz Jr." schrieb:
>
> On 27 Mar 2001 17:06:25 , Andreas Magenheimer wrote:
>
> >Well,
> >how about the File loader from Poland ??? This one is written especially
> >for MyDOS 4.5x; it allows Subdirs, harddisks and thus 90k - up to 16MB
> >images; another loader program is MyPicodos from Hiassoft, works with
> >360k, 720k 1440k and up to 16MB; also allows Subdirs (and supports
> >Ultraspeed if you need)...
> >greetings, -Andreas
> >
> >P.S.: take a look at the attachment; you should find MyDOs 4.53 and many
> >MyDOS utilities there (Fileloader/Gamedos and Mypicodos included)...
>
> Thanks for the files. I make a DI image that has all of them on it. The
> file selector programs work fine, but still do not load all the files
> in. It may have to do with the DI image create by 800XLDJ or else the
> fact that I think 800XLDJ needs to be upgraded. I have made a DI image
> that has all 3 file selector programs that were on your disk. Between
> all 3 of them, alot of programs can be loaded in easily. The "binary
> load" option works on all of them, so that is the fall-back option.
> Thanks again...

>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --

2312. Re: Can't Escape Self Test Mode !!!!!!!! HELP !!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-05 15:29:53 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3ACC8F71.E1B7DAF3@mail.uni-mainz.de>
Source record: 37535

Well,
first of all connect a disk drive to the computer. Next set the drive to
drive 1 (look at the switches at the back of the drive!), since the A8
will only boot from drive 1. Power on the drive, insert a good DOS disk
(i.e. one which is not defective) and finally power on the Atari. It
should now boot up the DOS (if there is no cart in the slot, START has
not been pressed and the standard OS is active). Otherwise, well I am
out of ideas... maybe the drive, the computer, the disk or hardware
parts (some drive or computer chips) are bad... -Andreas

mjl schrieb:
>
> Hello,
>
> When I turn on my ATARI 800 XL computer, I receive the "READY" prompt which
> means that I am in ATARI BASIC.
>
> However, I want to use DOS. At the "READY" prompt, I type in the word DOS
> and
> the ATARI computer goes into self test mode without the use of a disk drive.
> Furthermore, when I connect a disk drive to the ATARI and then type in the
> word DOS
> at the "READY", the computer still goes into self test mode.
>
> No matter what I do, I still go into self test mode.
>
> What do I have to do to get out of self test mode? All of the manuals that I
> have read
> say that the DOS menu should automatically come up. What am I doing wrong?
>
> Thank you so much in advance for your help.
>
> Jenene

2313. Re: Can't Escape Self Test Mode !!!!!!!! HELP !!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-05 15:38:43 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3ACC9183.32A65532@mail.uni-mainz.de>
Source record: 37536

Just a joke:

Can`t escape self test mode !!!!!!!!!! Help !!!!
Well, HELP is already the answer. Press RESET or HELP to leave...

-Andreas

2314. Re: Can't Escape Self Test Mode !!!!!!!! HELP !!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-05 15:41:27 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3ACC9227.30E83970@mail.uni-mainz.de>
Source record: 37537

Well,
in the worst case (since you are using an 810 drive) the disk is
medium/dual density and DOS sits somewhere at sectors 721-1040 (which an
810 drive cannot read/access)... Just a thought... -Andreas

mjl schrieb:
>
> Hello,
>
> How long should it take the computer to power up?
> DOS seems to not be loading into RAM.
>
> I am sure that the disk drive is drive#1 and am using the
> Master diskette that came with the disk drive to boot up the
> computer. I have tried the following on two different Atari
> 800 XL computers, along with a 810 disk drive, and then again
> with a 1050 disk drive. I can't get rid of the annoying self test
> screen when I type DOS.
>
> 1.) Traced the cables to make sure that the computer and
> disk drives were properly connected and turned on the television
> (computer screen).
>
> 2.) Turned on the disk drive and waited until the red light went off,
> placed the bootable floppy diskette into the disk drive, and then
> closed the door of the disk drive.
>
> 3.) Turned on the computer console and received the "READY" prompt.
>
> 4.) At "READY" prompt, typed DOS and, oh no, the annoying self test mode
> screen reappears. I know that it is something that I am doing wrong because
> I never see the DOS menu which is supposed to appear on the screen when
> the computer is connected to a disk drive.
>
> Thank you again so much in advance for your help. Any help is deeply
> appreciated.
>
> Jenene
>
> Bob Stone wrote in message <20010329102503.18052.00000582@nso-da.aol.com>...
> >In article <99uc1bcfr1@Masala.CC.UH.EDU>, "mjl" <mjl04133@iname.com>
> writes:
> >
> >>Furthermore, when I connect a disk drive to the ATARI and then type in the

> >>word DOS at the "READY", the computer still goes into self test mode.
> >
> >When you power up the computer, DOS is loaded into ram. This only happens
> >though when the computer is connected to a disk drive which is selected as
> >"drive#1" using the switches in the back of the disk drive. Also, a DOS
> disk
> >has to be in the drive at power up.
> >

2315. Re: Atari CD-ROM?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-05 15:58:35 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3ACC962B.E5E707B1@mail.uni-mainz.de>
Source record: 37538

Well,
I guess Bob means he has an Atari 8Bit interface which can read & write
a CD (CD-R, CD-RW or so), but no Atari software to do so... -Andreas

Frank Szymanski schrieb:
>
> B>I have the interface capable of reading writing but no software
> B>available to do so at this time.
>
> Why don't you get their software from their website?
>
> Tschuess,
>
> Frank

2316. Re: Geisterschloss RARE 1992 light gun game Atari 800xl complete boxed! Look!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-05 16:05:40 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3ACC97D4.3F1D31C5@mail.uni-mainz.de>
Source record: 37539

Well,
Geisterschloss once was a commercial KE-Soft title. But in 1996 I bought the rights to many KE titles and then released Geisterschloss as PD. A few other KE titles, like Tobot II, Atomit 2, Brundles editor, Turbo-DOS, Ashido are also PD.

All the rest (The Brundles, Techno Ninja, Oblitroid, Bomber jack, Bros., Cultivation, etc.) can be had from ABBUC or Pd-world Versand in Germany. None of the KE-Soft titles are rare - at least not here in Germany.
greetings, Andreas.

Satcom2 schrieb:
>
> See my other auctions as well for very hard to get Atari 800 xl games,
> cartridge and disk, and an 800xl boxed computer. Click here for the
> Geisterschloss auction.
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1226704494

2317. Re: Rare carts ???

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-05 16:15:36 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3ACC9A28.DF1F6CD@mail.uni-mainz.de>
Source record: 37540

Well,
originally most of these carts never appeared on the market (except the XE Demo cart!), so they are Prototypes. But afaik Video 61, Best and B & C have copies of these games, so they can produce as many eprom-carts as they like. Thus, speaking of quantity/avaiability they are not rare, since the three companies can produce them without any limits. Speaking of the subject "I have seen this game or I have a copy/pirated version of it" they are rare, because there are not many (pirated) copies flying around of these games. But surely this will change soon... -Andreas

Emmanuel Fernandes schrieb:
>
> Hi Everybody!
>
> I have a simple question : are the following carts for the 400/800/XL/XE
> considered as rare carts ? Where could I find more info about them, such as
> screenshots, etc... ?
>
> Deflector (XL/XE only)
> Superman III
> Tower Toppler (XL/XE only)
> Pac Man Jr
> Atari XE Demo Cartridge
> Super Pac Man
> Animated Puzzle
>
> Thanks,
>
> Emmanuel.

2318. Re: simple machine code program wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-05 16:15:44 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3accd044$0$42871$4c5ecdc7@news.erinet.com>
Source record: 37541

Hello.
While I'm here, doing assembler stuff. I'll mention I put the ASMED
stuff back on my website. It is a ASMED.COM file to run ASMED
from DOS (BASIC disabled of course).
If you don't own a ASMED cart, I suggest you buy one from B&C
or Video 61. I would guess it would be about $10.

I also put ATASCII/ASCII translators, for both the A8 and PC.
Mat Ratcliffs article is in ATASCII and the tutorial is in ASCII.
These are very simple programs, which I use all the time.
I don't think I check for an error, like giving the same source and
destination filename. You'd probably erase your source file if
you gave the same source and dest. names.

Somebody actually was looking for the ASMED stuff and I had taken
it down (Ron Hamilton, I think.)

I don't understand Mat Belitz's ATMAS (Atari Macro Assembler I guess.)
code very much.

Russg

2319. Re: simple machine code program wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-05 16:19:10 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3accd111$0$42872$4c5ecdc7@news.erinet.com>
Source record: 37542

I forgot to mention my url.

http://www.en.com/users/russg

russg

2320. Re: Atari800 (emulator) on Agenda (linux PD

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-05 21:06:11 UTC
From: ebaiz@skyenet.net
Message-ID: <775z6.357$T17.3943@newsfeed.slurp.net>
Source record: 37543

On 4 Apr 2001 21:12:50 G, William Kendrick wrote:
>I'm beginning to 'port' the Atari800 emulator to the
>Agenda VR3 Linux-based PDA.
>
>Wish me luck!
>
> http://www.newbreedsoftware.com/agenda-atari800/

Well good luck. That is a great emulator and works fine on my Hades060.
Too bad I cannot get any sound...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2321. Re: File Selector Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-05 21:06:14 UTC
From: ebaiz@skyenet.net
Message-ID: <a75z6.358$T17.3943@newsfeed.slurp.net>
Source record: 37544

On 5 Apr 2001 17:24:09 +, Andreas Magenheimer wrote:
>Hello Edward,
>speaking of the File selector programs again, this is what you should
>know about:
>1) Fileselector: written by Bill Kendrick. This one works under MyDOS,
>i.e. it is a DOS-Fileloader... it can only load programs that work under
>DOS (and there are quite a lot of ML programs that do not).
>2) Gameloader: written by a polish guy (???) this one can be loaded from
>MyDOS or any other DOS (or from a Gamedos!). It directly frees the
>memory (kills the DOS, if one is there) and then loads the ML files. For
>binary loading it uses Page 1 (0100-01FF), I guess... there are a lot
>more ML files that work with this program...
>3) Mypicodos: this is in fact a Gamedos. You load the create file from
>DOS and it will create a short Gamedos-loader onto another disk (i.e.
>the game disk). Since this is a gamedos it will load all ML files that
>do not need a DOS (most game and demo programs). Unfortunately it only
>supports higher densities from 360k to 16 megabyte. It does not support
>90k/130k/180k (but the Fileselector and the Gamedos both do!). All
>Fileloaders support MyDOS sudirectories; only the Fileselector can load
>Basic files (all others can merely load ML files).
>
>I hope this is enough info. -Andreas

Yes, that helps me. Thanks....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2322. Re: Can't Escape Self Test Mode !!!!!!!! HELP !!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-05 21:46:48 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010405174648.05310.00001156@ng-fc1.aol.com>
Source record: 37545

My 810 cannot even read sectors 1-720 of an enhabced disk nor can the Percoms
or ATR8000 drives. DOS 2.0 can only write up thru 719 so thay designed the 2.5
format such that 2.0 will not see any files which occupy postions on the disk
past sector 719.

>Andreas Magenheimer magea000@mail.uni-mainz.de replied:

>Well, in the worst case (since you are using 810 drive) the disk is
>medium/dual density and DOS sits somewhere at sectors 721-1040 (which
> an 810 drive cannot read/access)... Just a thought... -Andreas

-Ron

Inform everyone that communications have completely broken down.

2323. Re: Can't Escape Self Test Mode !!!!!!!! HELP !!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-05 21:59:20 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010405175920.05310.00001159@ng-fc1.aol.com>
Source record: 37546

We need more help than that, Andreas; there is one new drive and one near new which were both certified functional. Also ionvolved are about 100 diskettes; some are 2.0 & 2.5 master disks, tested before shipment, that fail to boot on either of 2 800XL's when obeying connection and boot procedures from their 1050 drive manul..

Probabilities seem low that so much hardware or software could crash at the same time. I have them trying the resident disk handler to see if any sectors are readable and if DOS is present. We are waiting for the Murphy's law guy to come by with unsought advice and see the problem immediately...

> Andreas Magenheimer magea000@mail.uni-mainz.de responded:

>first of all connect a disk drive to the computer. Next set the drive to
>drive 1 (look at the switches at the back of the drive!), since the A8
>will only boot from drive 1. Power on the drive, insert a good DOS disk
>(i.e. one which is not defective) and finally power on the Atari. It
>should now boot up the DOS (if there is no cart in the slot, START has
>not been pressed and the standard OS is active). Otherwise, well I am
>out of ideas... maybe the drive, the computer, the disk or hardware
>parts (some drive or computer chips) are bad... -Andreas

-Ron

Inform everyone that communications have completely broken down.

2324. Re: APE for the future?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-05 23:39:57 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3acd090f$1@dnews.tpgi.com.au>
Source record: 37397

Nearl J Toothenbecker <nj_toothenbecker@hotmail.com> wrote in message
news:4xYy6.558974$ge4.203193793@news2.rdc2.tx.home.com...
> In article <MPG.152026ea93c9be4a989689@news.telocity.com>,
> classics@atarimax.com says...
> >
> >
> >In article <98tbgb$v5e$1@brokaw.wa.com>, danv@whoever.com says...
> >> Microsoft really made a mess of the serial port (among other things).
The
> >> serial communications api for NT and windows 2000 behaves differently
than
> >> win9x.
> >
> I don't know if you wrote the above or not, but I'd lke to toss in a
comment.
> Win98se treats the serial ports differently also. I used Telix on clones
for
> about 5 years. Its an early 90s DOS term program. It quit working when I
went
> to 98se.

NT does NOT allow direct access to any hardware, and also has a dislike for older apps. i.e. 16 bit or 8 bit. Any version of APE for NT/2000 will need to address the drivers not the port. 98SE and ME have some trouble with DOS apps for similar reasons. WINXP will see the demise of DOS altogether..

Mark

PS use your st's instead;-)

2325. Re: Rare carts ???

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-06 01:01:37 UTC
From: llpwhite@cs.com
Message-ID: <20010405210137.12554.00000550@ng-fv1.news.cs.com>
Source record: 37398

>Where could I find more info about them, such as screenshots, etc... ?
...Tower Toppler (XL/XE...<

I have an A8 Tower Toppler cart. I originally bought it on disk for the ST.
A very clever and difficult game, but the A8 version is done in Graphics 8, and
depends on artifacting for its "colors". Which also means that if you use a
VGA convertor, Gr.8 games are B&W.
Larry

2326. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-06 04:04:36 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/vendev_986529812@rtfm.mit.edu>
Source record: 37399
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: January 27, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: Introduction

Conventions
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All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" PD/freeware/shareware developers should also be listed.
Persons or entities holding rights to products, but not selling or supporting
them in any way, are NOT listed here.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, PD/freeware/
shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the
developer are listed. No product can be developed by more than one
developer. No prices are given.
```

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Super-Brief Copyright Primer

Commerical software - protected by copyright, may not be copied except for personal archival purposes
Shareware -protected by copyright, may be freely copied and distributed, shareware payment required for continued use
Freeware - protected by copyright, may be freely copied and distributed, no payment required for continued use
Public Domain software - NOT protected by copyright, anyone may do anything with it, period.

Software is protected by copyright from the moment of creation. No copyright notice is required for copyright protection. Software does not enter the Public Domain unless explicitly released to the PD *by the copyright owner*.

My article "Intellectual Property Protection for Computer Software" appeared in Atari Classics, 3(1), 1994, pp. 4-7, or see:
http://www.library.carleton.edu/staff/michael/acarticle.html

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

"Hi!" to Marek Tomczyk, who has supplied so much information from Germany.
"Hi!" to Alex Martin, who has done the same for the land of Poland.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen)
519 W. Fourth Street

Antioch, CA 94509
USA
(925) 777-1160
Store Hours: 11-6pm Tuesday thru Saturday
mailto:4jays@ccnet.com
http://www.4jays.com/
Vendor: used hardware and software

8-Bits Forever (book)
See: GFH Marketing

A-ONE Magazine - Atari Online News, Etc.
Dana P. Jacobson -- Editor
mailto:dpj@atarinews.org
http://www.AtariNews.org/
Publisher: A-ONE online magazine. weekly

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (718) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
USA
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair Shop.

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Associated Enterprises
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
mailto:DCBBERRY@aol.com (Dave Berry)
mailto:halling@silcom.com (Vic Halling)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari Bit Byter User Club e.V. (ABBUC)
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
Mailbox: +49 5439 92592
Online: Mon.-Fri.: 19.00h - 06.45h (MEZ)
Sat.+Sun.: 15.00h - 06:45h (MEZ)
mailto:wburger@cityweb.de
http://abbuc.da.ru/
Developer: wide variety including: SIO2PC(SIO2ST)-Interface, PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply (SPS), 8-Channel dig. Voltmeter (DVM), XL Switching Interface, Speedy 1050 upgrade, RomDisk. also available: QMEG+ 4.0.
Has obtained rights to many products including: KE-Soft, Klaus Peters Elektronik, AMC-Verlag
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

ATARIX (paper magazine)
See: Satantronic

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: PD/freeware/shareware

The Atari Warehouse
c/o Richard Smith
Barrie Ontario
Canada

mailto:rsmith@planeteer.com
http://toronto.planeteer.com/~rsmith/atari.htm
Vendor: commercial software, some hardware

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

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Subject: B

B&C ComputerVisions
5917 Stope Way
El Dorado, CA 95623-4716
USA
tel: (530) 295-9270
FAX: (530) 295-9271
mailto:myatari2@juno.com
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware.
MAJOR ATARI PARTS SOURCE

Krzysztof Balicki
mailto:kbalicki@univ.rzeszow.pl
http://www.a800win.atari-area.prv.pl/ (slow main site)
http://users.swing.be/Atari800winPL/ (fast mirror site)
Developer: Atari800Win Plus 2.7b

Ullrich von Bassewitz
mailto:mailto:uz@cc65.org
http://www.cc65.org/
Developer: cc65 2.6.0 - C crosscompiler / crossassembler combo for 6502
systems, including the 8-bit Atari

Marlin Bates, IV (Fuji-dom)
96 W. Arcade St.
Stockton, CA 95204-4405
USA
mailto:mbates4@gte.net
http://home1.gte.net/mbates4/
Vendor: used hardware, used software

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
mailto:bestelec@concentric.net
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software)
Na Hrebenkach 42
15000 Praha
Czech Republic
mailto:olda@jrc.cz (c/o Oldrich Rezler)
Developer: BW-DOS 1.30, Multi Dash
(it is pronounced "Bay Vay Dos")

Adam Bienias
Poland
mailto:adam@nautilus.com.pl
http://www.try2emu.cavern.com.pl/sap/
Developer: SAP -- Slight's Atari Player

Steve Birmanns and Matthias Belitz (3/00)
Germany
mailto:Stefan@Birmanns.de
mailto:Matthias.Belitz@gmx.de
http://www.birmanns.de/atari/
Developers: MSC IDE Harddisk-Controller

Bit Busters Computer Group
Poland
Aleksander Martin (Alex), Piotr Kielczyk (Pet), Pawel Szewczyk (Replay),
Tomasz Zdulski (Zulus), Pawel Sikorski (Sikor), Michal Szpilowski (Miker)
http://www.bitbusters.topnet.pl/
Developer: Bobsland (Intro), Extract (Graphic Collection), More! (Intro),
Sheol (Demo Disk), Timless Announcement (Demo), Waves (Intro)

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Bravo Sierra Computers (BSC) (Ben Smith)
USA
tel: (503) 256-9974 24hrs
mailto:atari@benjamin.net or mailto:atari@pacifier.com or
http://www.atari.benjamin.net/ or http://www.pacifier.com/~atari/
Vendor: used/new hardware/software/books/accessories

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals,
Mathematics, Fractals

Roland Buehler
Engelgasse 21
D-72348 Rosenfeld-Bickelsberg
Germany
tel: +49 -(0) 7428-1260
Developer: PC SLOT: Schematics + handler software, PC Herc Card,
ISA<->Atari interface card, Connector for above

B. Utschig
This address has been reported invalid. Confirmations???
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

A DIFFERENT ADDRESS TO TRY?:
B. Utschig (vendor)
Suite G-304
208 SW 319th Lane
Federal Way, WA 98023
USA

Subject: C

C&T ComputerActive (Rusty Cryer)
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: PD/freeware/shareware

Sidney Cadot
mailto:sidney@ch.twi.tudelft.nl
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software
USA
mailto:alicat@earthlink.net
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,

3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix: Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not, Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5, Stellar Rescue, Teleport, Strip Dice Blackjack, Lights Out

Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
mail: itayc at cs.huji.ac.il
http://www.cs.huji.ac.il/~itayc
Developer: Ice-T XE v2.72 (128K XL/XE), Ice-T 800 v1.1 (48K), The Wall, Sirtoot, Joust patcher

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay Software Services
9127 Hwy 25 APT E
Monticello, MN 55362
USA
mailto:serflaten@usinternet.com
Developer: games, and other software, including Solitaire

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Classics
RR 1 Box 117
Cabool MO 65689-9504
USA
tel: (417) 469-4571
Vendor: used hardware
Repair Shop.

COMPUTER FLOHMARKT (print magazine / newspaper)
See: Verlag Thomas Eberle (in the "V" section)

Computer Games Plus
PO Box 6144
Orange, CA 92861
USA
tel: (714) 639-8189

mailto:cgp@digitaldeluge.com
http://www.digitaldeluge.com/gamesplus/
Vendor: commercial software

Computer Software Services (CSS) (Bob Puff)
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (716) 429-5639
mailto:nleaudio@nleaudio.com
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc, SuperArc, Disk Communicator, MYDOS 4.50,
BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Computer STudio (Sheldon H. Winick)
40 Westgate Parkway Suite H
Asheville, NC 28806
USA
tel: (704) 251-0201 / 800-253-0201
mailto:s.winick@worldnet.att.net
Vendor: hardware and software

Creative Micro Designs, Inc. (CMD)
P.O. Box 646
15 Benton Drive
East Longmeadow, MA 01028-0646
USA
Orders: 1-800-638-3263
Info/Support: 1-413-525-0023
FAX: 1-413-525-0147
mailto:support@cmdweb.com / mailto:sales@cmdweb.com
http://www.cmdweb.com/
Vendor: a major Commodore products vendor. Sells new Commodore brand
monitors, ideal for the 8-bit Atari

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904

mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyberpeeps
United Kingdom
mailto:David@cyberpeeps.freeserve.co.uk
http://www.cyberpeeps.freeserve.co.uk/
Vendor: some hardware and software

Subject: D

Dadgum Games
P.O. Box 1154
Issaquah, WA 98027-1154
USA
tel: 1-888-313-4699 (orders only)
tel: 425-313-4699
mailto:sales@dadgum.com
http://www.dadgum.com/
Publisher: Halcyon Days: Interviews with Classic Computer and Video Game Programmers (software for Mac or PC)

D'Antiques (Dan Dotson and Marilyn Saul)
PO Box 40751
Tucson, AZ 85717-0751
USA
tel/FAX: (888) 860-0582 (toll-free, US only) or +1 (520) 881-0582
mailto:dand1@dantiques.com
http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

DATABYTE Hard- & Softwareservice / FAUST Internetservice
Bramfelder Chaussee 297
22177 Hamburg
Germany
Tel.: +49 40 63 29 58 55
Fax: +49 40 63 29 58 56
mailto:info@dbyte.de
http://www.dbyte.de/
Vendor: hardware and software
Developer: Wordprocessors Text-800 and Text-130, Briefkopf 1029 (Publishing Software), Makler & El Bordello (strategic games like Kaiser or Hanse)

DGS
See: Dean Garraghty

Digital Data Factory (Edward Williams)
200 Crestview Dr Apt 62
Jacksonville AR 72076-4068
USA
(501) 985-2082
Used hardware
Repair Shop.

Digital Force
Mario Trams
An der Eiche 1
D-09577 Lichtenwalde
Germany/Saxony
mailto:Mario.Trams@informatik.tu-chemnitz.de
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (a 65C816 Extension for the ATARI XL/XE)

Digital World (Sam Gunda)
711 W Army Trail Blvd
Addison IL 60101-3187
USA
tel: (630) 543-9000
Vendor: new hardware (very limited supply, includes XF551s, XDM121s)
Repair Shop.

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair Shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772

Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
USA
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
USA
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
USA
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Emulators Inc. (Derek Mihocka)
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
mailto:info@emulators.com
http://www.emulators.com/
Developer: ST Xformer 3.0, PC Xformer Classic, PC Xformer 2000, Xformer Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
USA
Vendor: commercial software

Raphael James Espino
United Kingdom
mailto:rjespino@hotmail.com
http://rjespino.atari.org or http://rjespino.webhop.org
Developer: a8jdpeg 0.4 (JPEG viewer),
Ramdrive v1.0 (DOS-independent ramdisk utility)

Evangelo's Wares (Angelo Vahatouras)
Elizabeth NJ 07208

USA
tel: (908) 558-0383
mailto:VangelisV@AOL.com
http://vangelisv.safeshopper.com/
Vendor: commercial software. "has over 1,000 titles for the Atari 8 & 16 bit machines, IBM, Amiga, C-64-128 and Used Musical Instruments. Mailorder ONLY! No Store front."

EXMINSY
Kubikova 1180
182 00 Praha 8
Czech Republic
tel+fax 02/859 2980
mailto:semecky@saul-is.cz
http://www.mujweb.cz/www/semecky
Vendor: commercial software, +

Subject: F

Far North Atari Computers (Frank Stallings)
515 Craig Avenue
Fairbanks, Alaska 99701
USA
tel: 907-456-3700
mailto:farnorth@ptialaska.net or mailto:farnorth@polarnet.com
Vendor: new and used hardware and software, PD/freeware/shareware

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

FIRMA MILENG
c/o W. Schul (?)
Gollinerstr. 37
D-12689 Berlin
Germany
Vendor: various 8-bit hardware and software

David Firth
United Kingdom
mailto:david@signus.demon.co.uk
http://www.signus.demon.co.uk/
Developer: Alien Encounter, Superman, Test Computer Language (TCL), UltraSpeed Copier 2.3, 1050 Menu, Atari800 Emulator 0.8.6

Flashback Classic Video Games
See: Games + (Games Plus)

Ron Fries
USA
mailto:rfries@tcmail.frco.com
Developer: POKEYSND 2.0: POKEY Chip Sound Emulation Library
ftp://members.aol.com/atari800xl/pokey20.zip

Subject: G

Paul Gallier (Panther)
USA
mailto:panther@strangeworld.com
http://www.pacificnet.net/~panther/Atari/
Developer: ADIR.ZIP - Atari 8-bit ATR/DSK file viewer/extractor

Games + (Games Plus) / Flashback Classic Video Games (James Mitchell)
4501 E Thomas Rd 1216 W University
Phoenix AZ 85018 ** OR ** Mesa AZ 85201
USA USA
tel: (602) 840-8866 after 10:00 am (602) 890-0556
tel: 1-888-73-GAMES
FAX: (602) 840-8838
mailto:gamespls@micronerd.com
http://www.micronerd.com/
Vendor: new/used hardware, new/used software

Dean Garraghty Software (DGS) (all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone/Fax: +44-(0)-1302-855026 (9am - 7pm BST/GMT only please!)
mailto:dgs@clara.net
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast, Demo Maker
Publisher: News-Paper, News-Disk (back issues available)

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
Germany ?
Developer: XL-it! 0.20
A win95 frontend by mailto:e9326116@stud1.tuwien.ac.at (Roland Gimpl)

is located at http://stud1.tuwien.ac.at/%7Ee9326116/atari/
Another one is at http://opossum.ml.org/~atlan/emu/index.htm

GMG - Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan Cmarko)
c/o Marek Chorvat
Polna 11
974 05 B.Bystrica
Slovakia
mailto:mchorvat@econ.umb.sk
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro, HTML converter/viewer 1.3, Implosion demo, Quick formatter 1.0, Dynakillers, Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor, Mega Color Editor, Wanted megademo, Bristly hedgehog music collection, Robot Assault intro, Risa Zla intro, Street fighter II demo,

Roy Goldman
3440 Ramona, Apt 14
Palo Alto, CA 94306
USA
(650) 565-8113
FAX: (603) 676-3116 (efax)
mailto:royg@cs.stanford.edu
http://www-db.stanford.edu/~royg/
Developer: Daisy-Dot III

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
mailto:RGorexxx@aol.com
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE, GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies, Guntris, Tag!

Subject: H

Norbert HALEY
Poste Restante
P.O.Wellesley St.
Auckland
New Zealand
mailto:norb@kcbbs.gen.nz
http://members.tripod.com/~apd2/catweasl.htm

Developer: Catweasel Advanced Floppy Controller (8-bit ISA card for PC)

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research
40 Wiley Ln
Woodstock NY 12498-1228
USA
Developer: composite/S-Video ->15.75 KHz RGB decoder

John Harris
USA
mailto:jharris@poboxes.com
Developer: the MAE assembler 1.1 (also wrote: Jawbreaker, Frogger, Hackers)
ftp://ftp.pulsarinteractive.com/pub/

Highlander (Raimund Altmayer)
Konz,
Germany
mailto:highland@t-online.de
http://home.t-online.de/home/highland/
Developer: He has coded man utilities and nice little programms for many
tasks, IDE hard disk interface, 800XL-DJ (800XL-DeeJay)

Mike Hill
USA
mailto:mhill@one.net
http://w3.one.net/~mhill/
Developer: Pokey 0.62 (800/800XL/5200 emulator for MSDOS),
Printer Port Pokey Sound Card

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [ZIP CODE???]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Horizon Computers
3431 S Federal Blvd Ste G
Englewood CO 80110-1826
USA
tel: (303) 762-8080
Vendor: hardware and software
Repair Shop.

Howard W. Sams & Co.
2647 Waterfront Parkway, East Drive, Suite 100

Indianapolis, IN 46214-2041
USA
tel: (800) 255-6989
mailto:csmgr@hwsams.com
http://www.hwsams.com/
Developer: PHOTOFACTs (schematics) for the: 1025, 1050, 130XE, 400, 800,
800XL, 810

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

Tom Hunt (Closer To Home)
USA
http://cth.dtdns.net/
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
mailto:tomhunt@bright.net
Developer: The Armorizer, BBS Programs, Check CRC32,
Disk Fragmentation Utility, The Long Interger Library, M.T.O.S., RC4 Encryptor,
Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell,
Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler,
The PC-Gateway (allows you to use your old computer or dumb terminal to access
the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an
8-bit bbs on the internet), AT Term (ATASCII terminal emulator for Windows)

Subject: I

The Independent Eight Bit Association (IEBA)
Harrowden
39 High Street
Sutton-in-the-Isle
Ely
Cambridgeshire
CA6 2RA
United Kingdom
tel: 01353 777006
FAX: 01353 777766
mailto:ieba@spheroid.demon.co.uk (Brian Watson, Publicity Officer)
Publisher: The Independent Eight Bit Association Directory, Fourth Edition
(revised) Winter 1997; IEBA Newsletter

Subject: J

Jeff Jackson
USA
mailto:jeff@jeff-jackson.com
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

Jay Software (Jan Krupka and Stanislav Opichal)
Czech Republic
http://www.inf.upol.cz/~krupkaj/jay/
http://www.inf.upol.cz/~krupkaj/jay/atari8.htm
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
USA
Vendor: ????

JRC Interactive
Naskove 3
150 00 Praha 5
Czech Republic
Tel: + 420 2 57189515, +420 2 57189516
Fax: + 420 2 526424
mailto:Interactive@jrc.cz or mailto:atari@jrc.cz
http://www.jrc.cz/ or http://www.jrc.cz/atari/
Developer: Turbo Tape / Turbo 2000, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
USA
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
USA
Vendor: PD/freeware/shareware

K-Products (Bob Klaas)
4267 W. Midway Dr.
Salt Lake City, Ut. 84122
USA
tel: (801) 967-8738
mailto:bobkla19@sisna.com
Vendor: new and used hardware and software

Developer: Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software, TurBoss! High Speed O/S, KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, 1050 US Doubler (USD), DK-Utilities for the Black Box and the MIO Repair Shop. (computers, disk drives, MIO)

Nick Kennedy
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
mailto:nkennedy@cswnet.com
http://www.cswnet.com/~nkennedy/
Developer: SIO2PC 4.19

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
USA
Vendor: PD/freeware/shareware

Konrad M.Kokoszkiewicz (Draco)
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
+48 501 125 498
mailto:draco@mi.com.pl
http://www.atari.org.pl/~draco/
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol description, A proposed standard for Atari executable relocatable file, DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s, CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX, TRACE, XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo 2.0, EmuXL v0.32 (emulator for Falcon030)

Jindrich Kubec (Jindroush)
Czech Republic
mailto:kubecj@asw.cz
http://www.asw.cz/~kubecj/
Developer: Acvt v1.04 (PC), Adir v0.62 (PC), AExt v1.00 (PC), AutoRBas v1.00 (ATARI), Bas2Boot v1.01 (PC+ATARI), BasLoad v1.00 (ATARI), Boot2Atr v0.96 (PC), ChkBas v1.04 (PC), ChkBoot v0.96 (PC), ChkExe v2.62 (PC), ChkRom v1.00 (PC), Exe2Tur v0.95 (PC), Rom2Exe v1.01 (PC+ATARI), SidLoad v1.06 (ATARI), Tur2Exe v0.95 (PC), Tur2Wav v0.95 (PC), Unix2Atr v0.95 (PC), Wav2Tur v0.95 (PC)

Subject: L

L&Y Electronics
14824 Build America Drive
Woodbridge, VA 22191

USA
tel: (703) 494-3444
Vendor: new/used hardware, new/used software

Chris Lam
United Kingdom
mailto:chris@chrislam.co.uk
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for the Apple Mac,
Rainbow 1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000

Rich "Twist" Lawrence
USA
mailto:rich@kesmai.com
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.6c (Atari 8-bit emulator for Win9X/NT)

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Derek Ledbetter
USA
mailto:derekl@mail.serve.com
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari 800 Emulator for the Mac 0.9.9h, developement release 2

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
USA
mailto:earl.halliwell@dyess.af.mil
mailto:e.halliwell@genie.com
http://www.atarihq.com/jeo/
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

Subject: M

MacFalkner (Andre Bertram)
Germany
mailto:macfalkner@aol.com
http://www.macfalkner.de/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS,
Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502

Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software:
MEMDRV10

Ivan Mackintosh
United Kingdom
mailto:ivan@rcp.co.uk
http://dales.rmplc.co.uk/ivan/atari/
Developer: ImageMan 0.3, Monitor 1.1, XFD2ATR, ADIR, ROBC2DOS

Charles Marslett
USA
mailto:cmarslett@excite.com
Developer: A65 (assembler), MYDOS 4.53

Alex Martin
Poland
mailto:alex6502@friko.onet.pl
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static-memory expansion (backuped with lithium battery),
65c816 CPU exchange project, SIO2PC cables, MIDI interfaces, & the like

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for
SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine
c/o Freddy Offenga
Paardebloemstraat 53-3
6841 BT Arnhem
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
mailto:F.Offenga@student.kun.nl
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

Microcode Solutions
USA
mailto:msdei@ctaz.com
http://www.ctaz.com/~msdei
Developer: ACE (Atari Console Emulator - Amiga software), WACKE ("Weightless
Atari Computer Keepsake Emulator - Macintosh software)

Micro Discount (Derek Fern)
12/99-- Nir Dary wrote: i Called him and talked to him over the phone...
he said that after christmas he will put up a web site..
Micros discount had closed out but he still have lots of atari items
stocked...
265 Chester Road

Streetly
West Midlands
B74 3EA
England
tel: 0121-353-5730 (or international +44 021 353 5730) 4pm-8pm Mon-Fri
FAX: 0121-352-1669
Vendor: new/used hardware, commercial software
Developer: Print Works (text processor for 1029 printer), Tagalon,
Tube Baddies, The Last Guardian, Zybex (in POKEY/GUMBY Stereo),
G.M Transfer Cable (SIO2PC compatible), 1050-2-PC Cable
MAJOR ATARI PARTS SOURCE

Moonsoft
See: Black Moon Systems

David Moore
8023 N. Berkeley Ave #2
Portland, Ore 97203
USA
tel: (503) 289-9699
mailto:dwmoar@teleport.com
Repair Shop.

More Than Games (Rick Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
mailto:74766.1561@compuserve.com
mailto:rldetlefsen@delphi.com
http://people.delphi.com/rldetlefsen/
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MS-Software (Mirko Sobe)
H.-Jentsch.Str. 7
D-03172 Guben
Germany
mailto:atarixle@hotmail.com
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, BOSS X, JIL

MTS Creations
P.O. Box 56762
Chicago, IL 60656
USA
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
USA

Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
USA
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
USA
Developer: Print Shop icons

New Breed Software
c/o William Kendrick
1509 Cypress Lane
Davis, CA 95616-1317
USA
FAX: 1 (530) 325-9588
mailto:bill@newbreedsoftware.com
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. XL Search (Internet search engine
for Atari files). utilities: Super-IRG Font Editor (SIFE), File Selector,
MuxChat, Colorizer, DigiPlay Menu

Nelson Nieves
USA
mailto:nelson@dropmail.com
http://www.celebritybase.net/atari8/
Developer: SpartaDOS tools: Undelete, DualTest, xErase, Delete Tree, xType,
Check Disk, Clear Memory (Main Bank only), Reset, SpartaDOS X On, Cls,
TS (Text Search)

No Frills Software
800 East 23rd St.
Kearney, NE 68847
USA
Developer: Converter, Converter Companion, P.S. Users Utility Disk,
PrintShop graphics

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
USA

tel: (703) 425-5030
Vendor: PD/freeware/shareware

Subject: O

OMC Games (James Garvin)
P.O. Box 8107
Austin, TX 78713
USA
mailto:omcinfo@omcgames.com
http://www.omcgames.com/
Developer: The Assassin. Release Date: 3rd or 4th Quarter '99

Subject: P

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
USA
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
USA
tel: (815) 633-6300
Repair Shop.

James R. Parish
mailto:JRParish@J-Com.net
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

PD-Magazin / PD-Mag / PD World Versand
c/o Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: various software (PD-MAG-CLUB), some hardware;
Power Per Post products and ATARImagazin rights
Publisher: PD-Magazin (disk magazine: 2 DS disks, 6 per year)

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
USA
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)

Vendor: used hardware
Repair Shop.

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
USA
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

Burkhard Rau (HCRBurk)
Germany
mailto:BR@HCRBurk.de
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari), ATARI FileManagement 1.5 0128 (WIN 95/98/NT)

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
USA
tel: (504) 388-5248
FAX: (504) 388-5263
mailto:tom@ready.rsip.lsu.edu
http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software systems design, developement, and coding; Media conversion from magnetic to optical and imaging; Consulting on system purchases and requirements; Film production from short to feature length

Redmond Cable
15331 N.E. 90th St.
Redmond, WA 98052
USA
Phone:(425) 882-2009
Fax: (425) 883-1430
mailto:info@redcab.com
http://www.redcab.com/pages/atari.html
Developer: new hardware: sells come Atari-specific cables

Matthias 'Hias' Reichl
mailto:hias@horus.com
http://www.horus.com/~hias/atari/
Developer: AtariDsk V1.2 (read, write and format DD 180K Atari disks on the PC), MyPDOS V2.1 (small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks)

Ronnie Riche
See: Dale F. Wooster for TextPRO documentation
1700 Aycock St.
Arabi, LA 70032
USA
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
USA
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
USA
Vendor: PD/freeware/shareware

Satantronic
Lubo ROBA
Poste restante
Posta 1
04001 Kosice
SLOVAKIA
mailto:xi@napri.sk (-XI-)
http://www.napri.sk/web/satantronic/
Developer: Demo: Te.mod. Game: Jurassic Park II. Utils: Paradox,
Mad editor.
Publisher: ATARIX - paper magazin in Slovak language

Bo Schreurs
The Netherlands
mailto:stack@home.nl
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
mailto:ernest@wxs.nl
http://home.planet.nl/~ernest/
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm
archive to SIO2PC archive converter), WAV2CAS (Digital Cassette Image system),
CAS2WAV (Create a clean .wav file from a Digital Cassette Image),
POOLDISK TOO (PD/freeware/shareware CD-ROM)

Shadow Software (David Hunt, The Shadow)
16016 SE Division St PMB 19
Portland OR 97236-1999
USA
mailto:the_shadow@portland.cc (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
Developer: Carina BBS 2.6

Ken Siders
USA
mailto:atari8bit AT columbus DOT rr DOT com
http://jump.to/atari or http://home.columbus.rr.com/ksiders/atari.htm
Developer: Utilities: ATRUTILS.ZIP (PC utilities),
AtrUtil.zip Ver 1.13(Win95 utility), ATRSRC.ZIP (PC utilities),
ATRDir (PC utility), SortATR (PC utility), MakeATR (PC utility),
UnMakATR (PC utility), ATRExtr (PC utility), FIXROM (PC Utility),
High Speed Menu, DiskFormer, Flash40, Flash80, Flick80, A.Writer+ Super Menus.
Development Software: KAsm65 V2.51, KLink65 1.51,
KLink65 0.07 Cross Linker for MSDOS (PC Executable), KEdit, Project ICE
(Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Burger Boy, PacMunch Jr, Mr. Fish, Circle of Richness

Sikor Soft
c/o Pawel Sikorski
1-go Sierpnia 28 m. 64
02134 Warszawa
Poland
Developer: Cyborg, Fire Stone, Tekblast, Sexy Six, Mr. Proper

Mark Simonson
USA
mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts

SINTECH
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033
mailto:sintech@online.de
http://www.sintech.onlinehome.de/
Vendor: commercial software

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

Len Spencer
2513 Healy Dr
Orlando FL 32818-3109
USA
mailto:lenspencer@aol.com
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces), Forem-XE Pro 5.4 (BBS program)

ST Informer (online magazine)
See: MacDonald Associates

STAK, La Revista Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
mailto:at_kiwi@mailxoom.com
http://stak.atari.org/
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Petr Stehlik
Czech Republic
mailto:pstehlik@sophics.cz
http://joy.sophics.cz/a800.htm or http://atari800.atari.org/
Developer: Atari800 1.0.6 emulator source code, plus binaries:
Atari800 for TOS compatible machines (Falcon030, TT030, clones),
Atari800 for MS-DOS (Windows 9x, OS/2) v1.0.5,
Atari800 for Linux (both SVGAlib and X11) v1.0.4

SteveR's Classic Cartridges (Steve Reed)
USA
mailto:steverd@cet.com
http://prowlers.net/stever
BBS: Prowler's DOMAIN 509-327-8922 9-lines 18.0+GIGS
Vendor: used hardware and software

STeve's Computer Technology
405 Main Street
Woodland, CA 95695
USA
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
mailto:steves@woodland.net
http://www.atarionline.com/
Vendor: new/used hardware, new/used commercial software

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169
FAX: +61 7 54969056
mailto:sup8pdct@mail.cth.com.au
ftp://www.closer.brisnet.org.au/atari8cd/ (POOLDISK CD-ROM online)
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
USA
Vendor/Developer: education related

Telegames
Box 901
Lancaster, TX 75146
USA
Orders: (972) 224-7200
Cust Service: (972) 228-0690
FAX: (972) 228-0693
http://www.telegames.com/
Vendor: commcerial software

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527
Toronto, Ontario
Canada, M2N 6M2
tel: (416) CALL-TAF
BBS: (416) 421-8999
mailto:schrist@interlog.com (Stephen Christian)
http://www.interlog.com/~schrist/taf/
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
USA
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Triple SSS (William Moeller & Michael Schoedel)
720 Rennie Street
Hamilton, Ontario
Canada L8H 3R2
Vendor: PD/freeware/shareware

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven J. Tucker
9731 Sunrise Blvd Apt 33
North Royalton OH 44133-3445

USA
tel: (216) 237-5308
mailto:classics@nacs.net
http://www.nacs.net/~classics/
Developer: APE, the Atari Peripheral Emulator: Ape'98 and ProSystem'98 v1.20, Ape & ProSystem 1.17 DOS, APE Warp+ OS, Imagic 1.06 95/NT--the Atari Disk Image Conversion System for 9x/NT, Imagic 1.06 DOS--the Atari Disk Image Conversion System for DOS

TWAUG (Tyne & Wear Atari User Group)
c\o J. Matthewson
80 George Road
Wallsend
Tyne & Wear
NE28 6BU
England
mailto:max@gerum.freeserve.co.uk (Max Gerum)
mailto:a.b.t@zetnet.co.uk (Alan Turnbull)
mailto:jlmatt@twaug.freeserve.co.uk (John)
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson (book, in 2 volumes) #6.00 plus the following P&P:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print+disk magazine)
Newsletter and disk prices are as follows:-
Single Copy 6 Copies
UK 2.50 pounds 12.50 pounds
Europe 2.50 pounds 13.50 pounds
Overseas 3.50 pounds 16.00 pounds

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Verlag Thomas Eberle
Postfach 66
D-75433 Maulbronn

Germany
Publisher: COMPUTER FLOHMARKT (print magazine / newspaper) (bi?)monthly

Video 61 & Atari Sales (Lance Ringquist)
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
FAX: (651) 449-0488
BBS: (651) 462-3680
mailto:Video61@webtv.net
http://www.atarisales.com/
http://cth.dtdns.net/pro/pro1.html (BBS Express! Pro)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): MYDOS 4.5, Ultra Translator,
Amazemaze, Hearts, Montana Solitaire, Checkers, Jailbreak, Ricochet,
Sharp Shoooter, My Jong, Paddle Wars, Bumpers, Lights Out, Puzzler,
Paddle Pack, Puzzled, Twin Pack:Battle Ship/Jump the Pegs, Solitaire,
Video Slots, Desmonds Dungeons, Dungeonlords, Maze War, Dan Strikes Back,
Elevator Man, Plaqueman, Zybex, Mah Jong, Monopoly, Mr. Robot & His Robot
Factory, Dinky Doo, Concentration, Tetris II, Clash of the Kings, Smush,
Midas Maze, Lord of the Orb, Rally Speedway, BBS Express! Professional 6.0b,
SpartaDOS 3.3c (also 3.3a, 3.3b)

Video Game Depot
130 Hoffman Lane
Islandia, NY 11722
USA
tel: 516-582-5663
FAX: 800-327-0455
mailto:Sales@videogamedepot.com
http://www.videogamedepot.com/
Vendor: new hardware and commercial software (small selection)

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (440) 843-8815 24hrs
mailto:VideoGameAdvantage@DittosRush.com
http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
tel: (412) 7841-2241 5pm-8pm eastern time only
mailto:vidgame@earthlink.net

Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vintage Micro-Computers (Jon Lucas)
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
mailto:Vintage_Micro@yahoo.com
http://pw1.netcom.com/~jonart/VMC/
Vendor: hardware and software

Vogtlander (Helmut Weidner)
Otto-Nuschke Strabe 45
08485 Lengenfeld
GERMANY
tel: +49 37606 2688
Vendor: hardware and software

Subject: W

Wacko Software
The Netherlands
mailto:ellman@xs4all.nl
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, BobTerm 1.2 and several others

Subject: Z

Z Systems
USA
mailto:zsystem@freeyellow.com
http://www.freeyellow.com/members2/zsystem/
Vendor: new and used hardware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731-0240
USA
tel: (609) 971-5807
mailto:shamroc@webspan.net
http://www.webspan.net/~shamroc/
Vendor: commercial software (some L.K Avalon games), PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

2327. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-06 04:06:40 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_986529812@rtfm.mit.edu>
Source record: 37400
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 24, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

An Atari 800XL used in a Czech hospital: http://www.asw.cz/~kubecj/aczhwho.htm

2328. Re: simple machine code program wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-06 07:52:18 UTC
From: Matthias Belitz <Matthias.Belitz@gmx.net>
Message-ID: <3ACD75B2.AEC3FBB1@gmx.net>
Source record: 37401

Hallo,

Russ Gilbert schrieb:
>
> I don't understand Mat Belitz's ATMAS (Atari Macro Assembler I guess.)
> code very much.
>

I dont know what is your problem with the code ?
I guess the assembler pseudo-opcodes, as the program itselves is very
simple.

So I will put a little documentation here - maybe there is any document
dealing with different syntax of 6502 assemblers and the author wants to
add:

EQU should be the same, assigns a label to an adress/constant
EPZ the same, for zero-page only

ORG sets the target adress for assembling
DFB define byte, inserts one (or more) 8-byte constants in the code
DFW the same with 16-bit constants, in "Atari" byte order LSB/MSB
ASC inserts ATASCII constants

Definition of constants:
#123 decimal
#%10111010 binary
#$E4 hexadecimal
#'R ATASCI

the #-charakter must be removed for direkt memory definitions (DFB, DFW)

#LABEL:L LSB of the word
#LABEL:H MSB of the word

A label could be placed directly into the code - this would generate a
JSR intruction to that label:

Example

```
TEST LDA #10
STA $30
TEST
```

ist the same as

```
TEST LDA #10
STA $30
```

JSR TEST

I think, that should be enough to understand the little code fragments,
published with ATMAS II -syntax .

Bye,
Matt

2329. Re: simple machine code program wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-06 08:20:35 UTC
From: Gary Morton <gary@alma.demon.co.uk>
Message-ID: <3ACD7C88.6FCC4931@alma.demon.co.uk>
Source record: 37402

James Bradford wrote:
>
> On Sun, 2 Apr 3901 23:32:07, Gary Morton <gary@alma.demon.co.uk>
> wrote:
>
>
> get smart dos, it has a an rpm checker, also sparta dos has an rpm
> checker to.
> both read sector one on a contuinous basis till it is stoped.
>
> James B

Thanks for all the suggestions and code, but in the end the above
"lateral thinking" method was the one which I used. The RPM program
syncs the scope perfectly and I was able to finally gather the timing
information which I was after.

I now have a 8031 micro attached to the SIO which is finally reading the
5 header bytes of a command packet. Next I need to grab the data!

--Gary

2330. Re: Atari CD-ROM?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-06 12:57:00 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <200104061457.a23522@du3.maus.de>
Source record: 37458

B>Give me the sight address and I will galdly persue the project.

Try this.

http://www.birmanns.de/atari/index.html

Tschuess,

Frank

2331. Re: simple machine code program wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-06 13:04:50 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3acdf507$0$42877$4c5ecdc7@news.erinet.com>
Source record: 37404

Ok, I get it, sorta (ATMAS code). You load up $30B down to
$300 with your parameters, then jsr siov.

DFW is LSB/MSB? But is stored as the reverse?

I mean you have last parameters, which are loaded first, as
DFW $0080
and
DFW $0001

If everything is going backwards, wouldn't that be putting $80 in
dbythi, instead of dbytlo?

I get it basically. ORG $ Don't know where that is ($600 usually).

And BUFR don't know where that is. seems like would load
at whereever BUFR is? DFW BUFR, is that like a label?

I haven't used ATMAS. It is a different syntax from ASMED. I have
Mac65, but never used it. I think Mac65 can use the same source
as ASMED and produce an .obj out of it.

Thanks,
Russg

2332. Atari810Win Beta announce!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-06 19:21:21 UTC
From: Dan Vernon <danv@whoever.com>
Message-ID: <9al4mc$6ht$1@brokaw.wa.com>
Source record: 37405

Just wanted to let the interested atari fans to know that I have just posted this first beta release of Atari810Win available at the moment only for Windows NT 4.0 & 2000. The program is similar in functionality to the excellent SIO2PC program by Nick Kennedy, and requires the use of an SIO2PC cable to emulate an Atari 8-bit disk drive using disk images files on your NT box. Enjoy! Please let me know about any thanks, bugs, problems, or wish-lists you have. The source code is forthcoming and will be released soon under the GNU GPL license.

get it at:
http://www.bitsofthepast.com/atari

-Dan Vernon

P.S. I have made an attempt to make my site more Netscape-friendly (at least for version 4.77), please advise as to my success in this endeavor.

2333. FS/FT: Atari ST and 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-06 21:17:37 UTC
From: Joe Grand <jgrand@mindspring.com>
Message-ID: <3ACE3271.735A90F@mindspring.com>
Source record: 37406
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hi everyone-

As the subject says.. :) If you're interested in anything, feel free to
send me some mail!

Joe
jgrand@mindspring.com

ATARI 8-BIT (All cartridges)

Star Raiders
Miner 2049er (Blue casing, metallic silver label)
Miner 2049er (Blue casing, blue picture label)

ATARI ST

Omnitrend's Universe II
Sierra Codename: Iceman
Sierra Man Hunter 2: San Francisco
TimeWorks Data Manager ST

2334. FS/T: Atari 8-bit computer items and more... [04/06/2001]

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-06 21:22:07 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <gncsctk5kq8u86bim5frss27m4gkh14csf@4ax.com>
Source record: 37407

```
Items currently available for the following systems:

Atari 8-bit computers

Apple ][ computers
Atari ST computer
Commodore 64 / 128 computers
Commodore Vic-20 computer
Radio Shack Color Computer (CoCo)
T.I. 99/4A computer
IBM PC (CD ROM and diskette software)

3DO
Atari Lynx
Nintendo 64
Nintendo Game Boy
Nintendo NES
Nintendo SNES
Sega Dreamcast
Sega Genesis
Sega Master System (SMS)
Sony Playstation (PSX)

Books / Magazines (video game and computer related)
Miscellaneous (board games, hand-held video games, etc.)
Movies (DVD and VHS)

Atari 2600
Atari 5200
Atari 7800
Colecovision
Emerson Arcadia 2001
Mattel Intellivision
Magnavox Odyssey2

Comic Books -- coming soon!
Sports Cards -- coming soon!

You can visit VGA on the WWW at:

http://www.io.com/~vga2000/

or go directly to the VGA For Sale or Trade section at:

http://www.io.com/~vga2000/fsort.htm

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
```

and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

2335. HELP! BASIC / ASSEMBLY LANGUAGE for ATARI 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-06 23:27:44 UTC
From: mjl <mjl04133@iname.com>
Message-ID: <9aljd8$o6l$1@Masala.CC.UH.EDU>
Source record: 37408

Hello,

Could someone provide me with BASIC code or ASSEMBLY LANGUAGE code?

>When DOS is in memory, changes can be made to the DOS program. These
>changes can be made by poking the changes into memory. If you want to
>make the changes permanent, you can type DOS [RETURN] to load the
>utilities. From the utilities menu you can use the write DOS files
>option to save the changes on disk. Some of the useful changes you
>can make follow.

>This turns write verify on

> POKE 5903,42
> POKE 5904,46
> POKE 5905,82
> POKE 5906,85
> POKE 5907,78
> POKE 5908,155

> This causes any binary file with the extender .RUN to be loaded
> automatically when the computer is turned on.

> POKE 5903,65
> POKE 5904,85
> POKE 5905,84
> POKE 5906,79
> POKE 5907,82
> POKE 5908,85

> This returns the DOS to normal, Automatically loading files named
> AUTORUN.SYS.

After reading the above in a manual, is it possible to override previously
made configurations to DOS with code in BASIC or assembly language
at the "READY" prompt without having access to the actual DOS files
such as autorun.sys and dup.sys? (DOS can not be accessed on
the disk drive on my computer.)

I recently purchased ATARI 800 XL and disk drives on EBAY.
I suspect that DOS menu coming up after boot annoyed the previous
owner so he changed the default settings to DOS, etc.

For example, the manual says that for AUTORUN.SYS (DOS 2.0 and 2.5),
If you don't want this program to automatically load when
you boot with the master disk, rename the file to RS232.

I would like the program to load automatically. How do you undo what has been done to the file? However since the change has been done, DOS will not automatically run so how can the behavior created by the change be returned to default behavior?

Thank you in advance for answering my post.

mjl

2336. Atari Light Gun Game "Geisterschloss" boxed E-RARE! last day! 6 cents?!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-06 23:31:34 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <9alje2hpg1@nnrp1.phx.gblx.net>
Source record: 37409
Cross-posted to:
alt.games.video.classic,comp.sys.atari.8bit,maus.computer.atari.software,maus.sys.atari.software,rec.games.video.classic

Please bid this up a little for me, any Atari collector should appreciate this, I am selling some of my coolest games and cartridges this week and I hate to give any of them away for nothing! (i will be living off of ebay for a few months, in between jobs) Click like here for auction:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1226704494

This is a rare 1992 game by KE Soft (makers of Brundles the Lemmings clone) for the 800xl, on disk. It is complete with game pieces, score/map sheet, german instructions, and small english supplemental leaflet. Kind of unique to have, and unlikely to be seen much at all again. Thanks for reading my ad, and don't forget to see all my auctions this week including:

Dunzhin shrinkwrapped RPG!
Pitfall II cart
Zaxxon cart
Ms Pac Man cart
Bally Astrocade boxed console system! and more! -Satcom2

2337. Re: HELP! BASIC / ASSEMBLY LANGUAGE for ATARI 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-07 00:25:02 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ace9470$0$14441$4c5ecdc7@news.erinet.com>
Source record: 37413

mjl.
Hard to understand what your problem is, at least for me.
It seems the DOS menu doesn't come up when you boot your disk.
And, I suspect, it is the only boot disk you have?
You have an 800xl, so you boot this disk with OPTION held
(disable BASIC) and you expect the menu but aren't getting it?
And you want the R: handler (RS232) to load at boot.
It is possilbe you have a modified DOS disk, I've never seen
all the POKEs you mention to make .RUN file autorun instead
of AUTORUN.SYS files. I do know you can set the number of
disk drive buffers with a POKE and change the number of drives
DOS will recognize.

You can access a disk, as long as DOS is loading, using BASIC.

For example you can see the files on the disk with:

```
10 CLOSE #1
20 DIM A$(100)
30 OPEN #1,6,0,"D1:"
40 INPUT #1,A$
50 ? A$,
60 GOTO 40
```

that should show you the files on the disk.

You can also rename and erase files on a disk using XIO commands
from BASIC.

If you look at the files on the disk, I suspect DUP.SYS just isn't there.

In that case you need to figure a way to get another DOS boot disk.

Regards,
Russg

2338. Re: HELP! BASIC / ASSEMBLY LANGUAGE for ATARI 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-07 00:44:07 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ace98e9$0$14445$4c5ecdc7@news.erinet.com>
Source record: 37414

Let me try a bit more.
You can boot your disk and get READY.
You then type DOS from BASIC and nothing happens? No menu loads?
What we normally call 'DOS' is the DiskUtilitiesPackage or DUP.SYS,
DUP.SYS loads when you type DOS from the BASIC READY prompt.
Actually the Disk Operating System (DOS.SYS) loads at boot time and
installs the disk drive handlers so you can do things with the "D:" device.
I don't know if your disk is loading DOS.SYS at boot or not.
Russg

2339. Re: Atari810Win Beta announce!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-07 00:50:08 UTC
From: Oscar Fowler <oscar@justified.com>
Message-ID: <MPG.15381189b1fd36ae9896ae@news-east.newscene.com>
Source record: 37410

Good work, Dan -- something like this was sorely needed.

-Oscar

In article <9al4mc$6ht$1@brokaw.wa.com>, danv@whoever.com says...
> Just wanted to let the interested atari fans to know that I have just posted
> this first beta release of Atari810Win available at the moment only for
> Windows NT 4.0 & 2000. The program is similar in functionality to the
> excellent SIO2PC program by Nick Kennedy, and requires the use of an SIO2PC
> cable to emulate an Atari 8-bit disk drive using disk images files on your
> NT box. Enjoy! Please let me know about any thanks, bugs, problems, or
> wish-lists you have. The source code is forthcoming and will be released
> soon under the GNU GPL license.
>
> get it at:
> http://www.bitsofthepast.com/atari
>
> -Dan Vernon
>
> P.S. I have made an attempt to make my site more Netscape-friendly (at least
> for version 4.77), please advise as to my success in this endeavor.
>
>
>

2340. Re: HELP! BASIC / ASSEMBLY LANGUAGE for ATARI 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-07 01:04:38 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ace9dbc$0$14451$4c5ecdc7@news.erinet.com>
Source record: 37415

Shoot. My program was wrong.
should be

```
10 CLOSE #1
20 DIM A$(100)
30 OPEN #1,6,0,"D:*.*"
40 INPUT #1,A$
50 ? A$
60 GOTO 40
```

2341. Re: Instant TV

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-07 02:30:09 UTC
From: llpwhite@cs.com
Message-ID: <20010406223009.09648.00001958@ng-fu1.news.cs.com>
Source record: 37411

>Is an ITV also S-video to VGA? I thought JAM was a video to VGA convertor...
And how much does it cost? Is there a web-site where I can read the specs? <

Regretably, AIMS Labs, the maker, is a casualty in the business world. You would have to look for these as "distress merchandise". IIRC, I paid $19.95 each for these. The JAM!! has inputs for Composite video and S-Video. The ITV has inputs for both those as well as a coax input for TV/Cable signals (no descrambling, of course). I'm going to hook up the TV portion, but mainly for (NFL) football next Fall, so when I hear a big play has happened, I can switch for a few minutes and see the replay. My post was mainly to balance the negative comments previously posted. Mine works great!
Larry

2342. Re: XL Trouble

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-07 02:35:27 UTC
From: legion@voicenet.com
Message-ID: <q2vsctg78cvl0srnonbonfgv3bs97o4jnk@4ax.com>
Source record: 37412

On 01 Apr 2001 21:14:23 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

>My trusty and longlived 800XL suddenly cratered; how do I isolate Pokey
>problems from real keyboard malfunction?
>It boots into Basic and behaves like the Return key is stuck; the cursor
>scrolls off the bottom of the screen accompanied by the key clicks.

On Tue, 3 Apr 2001 01:29:05 -0500, in comp.sys.atari.8bit you wrote:

>>My trusty and longlived 800XL suddenly cratered; how do I isolate Pokey
>>problems from real keyboard malfunction?
>>It boots into Basic and behaves like the Return key is stuck; the cursor
>>scrolls off the bottom of the screen accompanied by the key clicks.

>Disconnect the keyboard and see if it still behaves that way. If it
>does, it's the Pokey, or possibly a short on the main board.

I just read this post on this newsgourp and wondered if anyone could
point me in the direction or help answer a similar question.

I have an almost brand new (sealed in the box) 800XL and just
recently it start this identical behavior (ie: booting and then
pretending to have the return key stuck). I have never heard of the
term "Pokey" but it seems to be the same problem this other fellow is
having.

I fix PCs and can solder and open machine but I have no idea what's
going on with an 800 XL. Is there some resource that will explain what
this problem is and how I can fix it or is my beloved new toy salvage?
Is this a common problem?

And I *Finally* got some cool disks and carts for it too, Damn!

Any help appreciated

please email legion@voicenet.com

Thanks!

2343. FS: More Atari! Preferred Customer Discount!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-07 05:31:09 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0104062225550.18255-100000@shell.pacifier.com>
Source record: 37416
Cross-posted to:
alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

e-mail: atari@benjamin.net

I've just added 6 boxes of Atari ST Software, including some choice Games. So please checkout my Catalogs as they Grow! Not just ST Software! And I'm offering a 20% Discount to my regular customers! E-Mail me for Details on Redeeming this offer! I'd like to say Thank You for letting Bravo Sierra Computers Support you and your Atari Needs. Haven't bought from Bravo yet? Give Ben a Chance! I can be quite Beneficial. Remember, if you can't come see me today? Come see me tomorrow! Call Ben anytime at (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

I've switched ISP's! Try www.pacifier.com/~atari or atari@pacifier.com and as always www.atari.benjamin.net and atari@benjamin.net still work but are being redirected to my new ISP and since I've moved, I have revamped and updated my WebSite and all my WebPages. So Check it out and, If you don't come see me today, come see me Tomorrow!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net while you Download Free Catalogs directly from my site. If you can't get my Catalogs that way, Feel free to Request catalogs by E-Mail. Really, it's not an inconvenience. I ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your full Mailing address so I can figure Shipping & Handling. I'll be back after the weekend. Bye!

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted. So when you see a new posting, check my Catalogs. After I post this message. I'm off for the weekend. But I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2344. Re: Atari810Win Beta announce!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-07 08:33:34 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <yhAz6.917$tx5.37385@typhoon.sonic.net>
Source record: 37418

Dan Vernon <danv@whoever.com> wrote:
: Just wanted to let the interested atari fans to know that I have just posted
: this first beta release of Atari810Win

Hrm... Think it's portable enough to also become Atari810Lin? ;)

-bill!
Doesn't use windows

2345. Re: Atari800 (emulator) on Agenda (linux PD

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-07 08:36:04 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <UjAz6.918$tx5.37385@typhoon.sonic.net>
Source record: 37419

Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:

: Well good luck. That is a great emulator and works fine on my Hades060.
: Too bad I cannot get any sound...

That reminds me.. Sound mostly works under the latest kernel builds for
the Agenda (I was able to play the AU file of Linus Torvalds explaining
how he pronounces the word "Linux").

I should see if Atari800 can make any noise. :)

-bill!

2346. Re: XL Trouble

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-07 10:37:14 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <2%zz6.470$ZG2.201192@nnrp2.sbc.net>
Source record: 37417

If you try turning it on without a cartridge, and holding down the option key to disable basic, with no disk drives turned on it will do a self-test that may isolate your problem. I would be really inclined to believe that it's a keyboard problem, you may want to go ahead and open the keyboard and clean,wash,dry,blow it as best you can and see if that helps. Check the keyboard connector for oxidation as well.
Mo

legion@voicenet.com wrote in message ...
>On 01 Apr 2001 21:14:23 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
>wrote:
>
>>My trusty and longlived 800XL suddenly cratered; how do I isolate Pokey
>>problems from real keyboard malfunction?
>>It boots into Basic and behaves like the Return key is stuck; the cursor
>>scrolls off the bottom of the screen accompanied by the key clicks.
>
>On Tue, 3 Apr 2001 01:29:05 -0500, in comp.sys.atari.8bit you wrote:
>
>>>My trusty and longlived 800XL suddenly cratered; how do I isolate Pokey
>>>problems from real keyboard malfunction?
>>>It boots into Basic and behaves like the Return key is stuck; the cursor
>>>scrolls off the bottom of the screen accompanied by the key clicks.
>
>>Disconnect the keyboard and see if it still behaves that way. If it
>>does, it's the Pokey, or possibly a short on the main board.
>
>I just read this post on this newsgourp and wondered if anyone could
>point me in the direction or help answer a similar question.
>
>I have an almost brand new (sealed in the box) 800XL and just
>recently it start this identical behavior (ie: booting and then
>pretending to have the return key stuck). I have never heard of the
>term "Pokey" but it seems to be the same problem this other fellow is
>having.
>
>I fix PCs and can solder and open machine but I have no idea what's
>going on with an 800 XL. Is there some resource that will explain what
>this problem is and how I can fix it or is my beloved new toy salvage?
>Is this a common problem?
>
>And I *Finally* got some cool disks and carts for it too, Damn!
>
>Any help appreciated

>
>please email legion@voicenet.com
>
>Thanks!
>
>
>
>

2347. FA: Final Legacy, 1 On 1, Lords of Conquest, Newsroom, Flight Simulator 2

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-07 11:50:18 UTC
From: DCM01@USA.NET
Message-ID: <3acefddc.1591556@news.CIS.DFN.DE>
Source record: 37420

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPIcommand=ViewListedItems&userid=velcro-spy&include=0&since=28&sort=8&rows=25

Please visit my above eBay auctions. Final Legacy is one of the later Atari cartridges. One on One Basketball is the popular EA software endorse by Dr J and Larry Bird. Newsroom the great DTP package. Lords of Conquest is Risk style game with some important differences, and Flight Simultor 2 is the acclaimed subLOGIC game on an XE cart!

2348. Re: Atari810Win Beta announce!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-07 15:59:28 UTC
From: Dan Vernon <danv@bitsofthepast.com>
Message-ID: <9an9na$7dm$1@brokaw.wa.com>
Source record: 37421

> Hrm... Think it's portable enough to also become Atari810Lin? ;)
>
> -bill!
> Doesn't use windows

The code is fairly portable. The OS specific stuff for the most part is in a serial port class. I use the Win32API to create threads and signal events and mutexes as well as talk to the serial port. This stuff would need to be rewritten for glibc. I'll take a look at it and let you know. I do have SUSE installed on a partition as well as Win2k... just don't get a chance to use it much.

So how does my site look now with your browser? Are the colors still off? Granted, the colors are a bit strange, but I was attempting an "OSS look-and-feel". It should look like OSS packaging. If it still looks dark gray or whatever, please let me know what version of netscape you have.

2349. Re: Atari810Win Beta announce!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-07 16:02:31 UTC
From: Dan Vernon <danv@bitsofthepast.com>
Message-ID: <9an9t2arj1@brokaw.wa.com>
Source record: 37422

I forgot to mention that this initial beta does not support the format command. I do have it working in my dev code base, so it will be present in version 1.0. Please give this program a try and let me know what happens. Please mention processor speed, which OS you are using, what error messages or behavior you noticed.
-Dan

"Dan Vernon" <danv@whoever.com> wrote in message news:9al4mc$6ht$1@brokaw.wa.com...
> Just wanted to let the interested atari fans to know that I have just posted
> this first beta release of Atari810Win available at the moment only for
> Windows NT 4.0 & 2000. The program is similar in functionality to the
> excellent SIO2PC program by Nick Kennedy, and requires the use of an SIO2PC
> cable to emulate an Atari 8-bit disk drive using disk images files on your
> NT box. Enjoy! Please let me know about any thanks, bugs, problems, or
> wish-lists you have. The source code is forthcoming and will be released
> soon under the GNU GPL license.
>
> get it at:
> http://www.bitsofthepast.com/atari
>
> -Dan Vernon
>
> P.S. I have made an attempt to make my site more Netscape-friendly (at least
> for version 4.77), please advise as to my success in this endeavor.
>
>

2350. Re: atari 600xl upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-07 17:01:46 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3ACF47FA.2F225480@compuserve.com>
Source record: 37423

kenames@pacbell.net wrote:

> I found some on an old paradise video card for the pc so maybe if you
> have a used computer store around you could check there.
>
> Ken
>
> On Wed, 4 Apr 2001 06:54:45, "Tim Worthington"
> <worthair@optushome.com.au> wrote:
>
> > im looking for 2 4464 equivalent (eg. 44264, HM50464P, etc) ram chips
> > to upgrade an atari 600xl to 64k of ram
> > does anyone have any spares?
> >
> > tim
> >
> >

That should be Jameco(www.jameco.com part#172945 is .75 each 150ns). I get a lot of my stuff from them. Fast delivery.

Rick D.

2351. Re: atari portfolio

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-07 17:05:14 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3ACF48C9.16F65D36@compuserve.com>
Source record: 37424

pcman@ozbytes.net.au wrote:
portfolio display lead problem:

Try Best Electronics. They have lots of Portfolio parts. And lots of Atari parts in general.

Also try the vendors list for dealers closer to you.

Rick D.

2352. Re: dual screen and rs232 output

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-07 17:14:32 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3ACF4AF8.1A4FD388@compuserve.com>
Source record: 37425

chainsaw11 wrote:

> ..... What I want to do is setup my computer so that it will send
> output to both the display and the rs232 simultaneously or very close at
> least. The idea is to run old text adventures and have the speech box read
> the text as it is displayed. .....

With PD software, its much easier to create a boot disk that loads the 850 handler and possibly a patch that intercepts the S: handler when its done with a line, to copy the data to the R: handler. With commercial stuff, this is much more difficult.

One way is to use a soft loaded OS such as BobWooleys Smart OS, where you can put the code you need into the os space, boot the commercial game with the rom OS, then switch to the smart OS with the R: handler and patch set up. As long as the commercial software uses S: or E: , it should work, but stuff written directly to screen ram won't.

Rick D.

2353. Re: IRC Chat Tonight (Tuesday) on Advanced Graphics Modes

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-07 17:25:08 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3ACF4D74.D2ECF6FE@compuserve.com>
Source record: 37426

Daniel Miller wrote:

> I posted this notification too late, and we had light turnout at
> #atari8. We agreed to recover the topic next week. Same Atari time.
> Same Atari channel.

Heh, not suprised. If most are like me, they don't look at posts
constantly, but every few days to a week.

Good its going again. I'll be there.

Rick D.

2354. Re: Still no joy with bootable disks - help!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-07 17:40:51 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3ACF5123.48F2F9EC@compuserve.com>
Source record: 37427

Have you tried the MYDOS menu loader? It only does 8 ml progs per
disk/side, but I have used it, with only a few things that locked
up(overwrote DOS or the loader I suspect which is why all loaders will
have trouble with some programs).

"I do have a file loader I use a lot specifically written for Mydos by
its
author, that handles most files(some crazy files just lock up). It will

list the first 8 locked files to load. They must be runable binary
programs. I think it has or I added a poke that does a reboot when
System
Reset it pushed."

If interested, I can post it.

Rick D.

DunxUK wrote:

> Ok - I'm still having no joy with making bootable disks.
>
> By downloading .ATR files from the internet and extracting the
> .EXE files I can create a disk full of .EXE files that the
> Atari can read.
>
> By using the [L]oad option from MyDos I can then run these
> programs and they work faultlessly.
>
> However, every single loader I have found on the internet
> refuses to work including;
>
> FL.EXE
> PICADOS
> HSINIT.EXE and HSMENU.EXE
> BOOTMAKR.BAS
> NEWBOOT.BAS
>
> Also renaming the .EXE file to AUTORUN.SYS and leaving DOS in
> is a /bad/ idea.
>
> Most loaders don't work with DD disks, but transferring them
> to ED or SD makes no difference whatsover.
>
> They all crash at some point. About half crash before attempting
> to load the .EXE file, the other half won't run the program

> once it has been loaded.
>
> Are there any loaders out there that actually work with files
> like these or did the author(s) of MyDos know something that
> knobody else ever picked up on?
>
> Thanks again team!
>
> Dunx.
>
> (Incidentally I would be happy to email an example .EXE file to
> anyone willing to give this a try...)

2355. Re: XL Trouble

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-07 17:46:25 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3ACF5271.193141FA@compuserve.com>
Source record: 37428

legion@voicenet.com wrote:

> On 01 Apr 2001 21:14:23 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
> wrote:
>
> >My trusty and longlived 800XL suddenly cratered; how do I isolate Pokey
> >problems from real keyboard malfunction?
> >It boots into Basic and behaves like the Return key is stuck; the cursor
> >scrolls off the bottom of the screen accompanied by the key clicks.
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> On Tue, 3 Apr 2001 01:29:05 -0500, in comp.sys.atari.8bit you wrote:
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> >>My trusty and longlived 800XL suddenly cratered; how do I isolate Pokey
> >>problems from real keyboard malfunction?
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> >Disconnect the keyboard and see if it still behaves that way. If it
> >does, it's the Pokey, or possibly a short on the main board.
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> term "Pokey" but it seems to be the same problem this other fellow is
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> I fix PCs and can solder and open machine but I have no idea what's
> going on with an 800 XL. Is there some resource that will explain what
> this problem is and how I can fix it or is my beloved new toy salvage?
> Is this a common problem?
>
> And I *Finally* got some cool disks and carts for it too, Damn!
>
> Any help appreciated
>
> please email legion@voicenet.com
>
> Thanks!

Keys not working and dead ram or power supplies are much more common problems.
You can start getting to know the Atari 8 bit by read the Welcome to atari FAQ
in this newsgroup. And keeping an eye out for references such as the 800

Reference manual, Mapping the atari and any other Computer book, &
Os/Technical/Hardware notes.

Rick D.

2356. FS: Atari & Nintendo Cartridges - added to the list

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-07 22:03:35 UTC
From: GENE EHRICH <gene@ehrich.com>
Message-ID: <X8Mz6.42805$Lz6.8543473@typhoon.tampabay.rr.com>
Source record: 37429
Cross-posted to: alt.atari.2600,alt.games.atari,alt.games.video,alt.games.video.classic,alt.video.games,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

```
Atari 5200 Cartridges

Centipede
Defender
Football
Missile Command
Pac-Man
Pole Position
QIX (2)
Real Sports Baseball
Soccer
Space Invaders
Star Raiders

Super Nintendo Cartridges

Spiderman X-Man Arcades Revenge

Nintendo (NES) Cartridges

Defenders of Dynatron City
Gotcha The Sport
Hoops
Ikari II Victory Road
Iron Tank
Kings of the Beach from Ultra
Ninja Gaiden from Tecmo
RoboCop
Shockwave
Zelda II - Adventures of LINK
--
http://www.voicenet.com/~generic
On-Line Computer & Video Game Garage Sale
gene@ehrich.com
```

2357. Re: HELP! BASIC / ASSEMBLY LANGUAGE for ATARI 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-07 22:09:22 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010407180922.14592.00001787@ng-ca1.aol.com>
Source record: 37430

You will need some knowledge of exactly which version of which DOS is in use, (Atari 2.0, 2.5, 3.0, Sparta, MyDOS...) and what changes were made. The best, but not necessarily most convenient thing to do is start over by booting with a stock DOS and writing over the offending .SYS files.

>"mjl" mjl04133@iname.com asks:

>>When DOS is in memory, changes can be made to the DOS program.
(snip)
>After reading the above in a manual, is it possible to override previously
>made configurations to DOS with code in BASIC or assembly language
>at the "READY" prompt without having access to the actual DOS files
>such as autorun.sys and dup.sys?

-Ron

Inform everyone that communications have completely broken down.

2358. Re: Atari810Win Beta announce!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-08 09:55:39 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <vAWz6.999$tx5.40685@typhoon.sonic.net>
Source record: 37431

Dan Vernon <danv@bitsofthepast.com> wrote:

: The code is fairly portable. The OS specific stuff for the most part is in
: a serial port class. I use the Win32API to create threads and signal events
: and mutexes as well as talk to the serial port. This stuff would need to be
: rewritten for glibc. I'll take a look at it and let you know. I do have
: SUSE installed on a partition as well as Win2k... just don't get a chance to
: use it much.

AWESOME

: So how does my site look now with your browser?

I didn't look around too much, but it was usable! :)
Thanks!

-bill!

2359. MIO w/MyDOS?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-08 21:15:54 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010408171554.29818.00002316@ng-fn1.aol.com>
Source record: 37432

Is it possible to use the RAMdisk in the ICD MIO when booting from a MyDOS 4.534 partition? Sparta likes it fine but I can't seem to configure MyDOS to accept it and what's worse, it locks up requiring reboot when access is attempted... How can it be done> Is there a list of sequence codes and mapping registers somewhere.

thanx

-Ron

Inform everyone that communications have completely broken down.

2360. Re: MIO w/MyDOS?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-08 21:29:43 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ad10e5d$0$14441$4c5ecdc7@news.erinet.com>
Source record: 37433

I have no idea. Never tried it.
But to be clear, if I understand.
You have a hard drive with a MyDOS partition (you don't mean a
MyDOS boot disk on a MIO Ramdisk). You boot from the hd,
then can't access the MIO Ramdisks of the MIO.
I guess you've formated and copied your files to the MIO ramdisks you've
configured.
Since you're using MyDOS, you can't access Sparta formatted disks of
any kind, ramdisk or floppy.
There's info about how the MIO works in the docs you get with the MIO.
MyDOS is likely to be more compatible with the Black Box, as Bob Puff,
Charles Marslett sorta made things incompatible between the MIO and BB.
russg

2361. Re: simple machine code program wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-09 07:05:55 UTC
From: Matthias Belitz <Matthias.Belitz@gmx.net>
Message-ID: <3AD15F53.1D501999@gmx.net>
Source record: 37434

Hallo,

Russ Gilbert schrieb:
>
> Ok, I get it, sorta (ATMAS code). You load up $30B down to
> $300 with your parameters, then jsr siov.
>
> DFW is LSB/MSB? But is stored as the reverse?
>
> I mean you have last parameters, which are loaded first, as
> DFW $0080
> and
> DFW $0001

Sorry, was not precise enough:

DFW MSBLSB ($1234)

is stored as

ADR LSB($34)
ADR+1 MSB($12)

>
> If everything is going backwards, wouldn't that be putting $80 in
> dbythi, instead of dbytlo?
>
> I get it basically. ORG $ Don't know where that is ($600 usually).

I had not given any adress , you must fill it with an adress of your
choice.

F.E.
ORG $0600

>
> And BUFR don't know where that is. seems like would load
> at whereever BUFR is? DFW BUFR, is that like a label?

The same - you must set an adress to the BUFR label

BUFR EQU $0580 ...

>
> I haven't used ATMAS. It is a different syntax from ASMED. I have
> Mac65, but never used it. I think Mac65 can use the same source
> as ASMED and produce an .obj out of it.

Hope, this will help

Matt

2362. Cartridge Dumps?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-09 10:58:21 UTC
From: Manuel Polik <mpolik@neulandmm.de>
Message-ID: <3AD195CD.D595215F@neulandmm.de>
Source record: 37435

Hi there!

There's some thing that made me wonder: While researching about Epyx games, I've never seen cartridge dumps of Gateway To Apshai, Jumpman Jr. or Pitstop. In fact I've never seen _any_ dump of an Atari 8-Bit cartridge game.

Is there any special reason for that? Technical problems?

I think dumped cartridges would be way better than all these disk cracks floating around, or?

Greetings,
Manuel

2363. S.A.M. emulation for SoundBlaster

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-09 12:16:26 UTC
From: "rtdos@qwest.net" <rtdos@rocketmail.com>
Message-ID: <SOhA6.38$gY.47563@news.uswest.net>
Source record: 37436

Has anyone every emulated or simulated S.A.M. on sound blaster or the pokey chip on a sound blaster (without emulating or simulating the Atari)?

--
J.Wood
rtdos@rocketmail.com

2364. Re: MIO w/MyDOS?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-09 13:00:08 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ad1e874$0$18892$4c5ecdc7@news.erinet.com>
Source record: 37440

Ron.
I should quote, but too lazy.
You can boot MyDOS, then enter the MIO menu with SELECT RESET.
So, things are working ok up to there.
You make your print spooler and RAMdisk picks, then exit with
RESET again.
Then I don't understand. You said 'go back to MyDOS to set
the Ramdisk number'. MIO ramdisks are different from ramdisks
that reside in A8 RAM, you can't use ramdisk utilities that are for
RAM disks in the computer.
If you try to access the MIO ramdisk in the MIO, without formatting
the MIO ramdisk, you will probably freeze up and cause an error.
I think you have to format the MIO ramdisk first, just using MyDOS.

After you get this figured out, you may want to try 'miosave' and 'mioget'.
These are binary load files that will save your mio config to a file
(MIO.CFG
I think) and so you can load your config without SELECT-RESET.
Also, if you change the print spooler config, the MIORAMDISK will
be erased, you have to format it using DOS afterward.

I think I'm right about this.

Russg

2365. Re: XL Trouble

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-09 13:17:32 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B6F7047C.1377%bobo_snyder@hotmail.com>
Source record: 37437

well i got a 800xl from a thrift store and when i bought it home, it didn't seem to work right at all. when i turned it on the keyboard just acted all strange and not correct, rather like your descriptions below. i would try typing and then it would start line feeding and it would give rather strange errors.

i opened the machine up totally. found out that all the chips that were on the motherboard suffered from chip creep. loosened the chips up some more, then reseated all of them.

the 800xl works like a charm now.

i also did that with rana dd floppy drive i bought off ebay. i bought 2 of them and in the ad, the seller stated that one of them didn't work, it spun but didn't read. took it apart. pulled the drive up and reseated all the chips under the drive and took out the toy car axle (like a hotwheels axle) out of it and then put it back together. works like a charm now. the other drive worked fine, but the floppy eject mech was not working. found out it was missing out of the drive. i found an old apple unidisk 2 5 1/4 floppy at home that wasn't being use for anything so i took it apart and was amazed to find out that basically they used the same mechanical frames, just totally different electornics. so i was able to salvage the floppy eject assy out of the apple drive and install it into the rana. now they both work just fine and dandy. what is a good lubricant though for lubing up floppy drives? silicone?

bo

> From: legion@voicenet.com
> Newsgroups: comp.sys.atari.8bit
> Date: Sat, 07 Apr 2001 02:35:27 GMT
> Subject: Re: XL Trouble
>
> On 01 Apr 2001 21:14:23 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
> wrote:
>
>> My trusty and longlived 800XL suddenly cratered; how do I isolate Pokey
>> problems from real keyboard malfunction?
>> It boots into Basic and behaves like the Return key is stuck; the cursor
>> scrolls off the bottom of the screen accompanied by the key clicks.
>
> On Tue, 3 Apr 2001 01:29:05 -0500, in comp.sys.atari.8bit you wrote:
>
>>> My trusty and longlived 800XL suddenly cratered; how do I isolate Pokey
>>> problems from real keyboard malfunction?
>>> It boots into Basic and behaves like the Return key is stuck; the cursor

>>> scrolls off the bottom of the screen accompanied by the key clicks.
>
>> Disconnect the keyboard and see if it still behaves that way. If it
>> does, it's the Pokey, or possibly a short on the main board.
>
> I just read this post on this newsgourp and wondered if anyone could
> point me in the direction or help answer a similar question.
>
> I have an almost brand new (sealed in the box) 800XL and just
> recently it start this identical behavior (ie: booting and then
> pretending to have the return key stuck). I have never heard of the
> term "Pokey" but it seems to be the same problem this other fellow is
> having.
>
> I fix PCs and can solder and open machine but I have no idea what's
> going on with an 800 XL. Is there some resource that will explain what
> this problem is and how I can fix it or is my beloved new toy salvage?
> Is this a common problem?
>
> And I *Finally* got some cool disks and carts for it too, Damn!
>
> Any help appreciated
>
> please email legion@voicenet.com
>
> Thanks!
>
>
>

2366. Re: MIO w/MyDOS?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-09 13:25:29 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ad1ee65$0$18895$4c5ecdc7@news.erinet.com>
Source record: 37441

Some more.
The great thing about the MIO is booting from it, really fast.
So, you leave your MIO on all the time, after you have it set the
way you want it, with the files, etc. the way you want.
You should be able to (always MIO on first, before the computer,
you can blow the power supply or something if you turn on the
computer then the MIO.) .. be able to turn on the MIO,
boot MyDOS. Format D6: (if that's the default). write DOS files
to D6:. Then use a utility called 'bswap' to swap d6 and d1. Now
MIO is D1:. Configure your floppy to D2:. Now you can turn
off computer and boot from MIO. If you want print spooler,
you'd have to SELECT-RESET for that first, then exit, format the
mio ramdisk, write DOS files, copy what you want onto the ramdisk.
Since you have to start with your real floppy as D1:, you have to
initially set your mio ramdisk as D2: or higher.
I had a Sparta batch file that would initialize my MIO the way I wanted
it, and copy my files to the MIO, do the bswap and re-boot if I remember.
It was all automated. I had a BBS that would bring itself back up
after a power outage. That required the batch file to be on a real
floppy as d1: tho.
Russg

2367. Fast E: Handler

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-09 14:14:41 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <9asg2c$22vt$1@wrath.news.nacamar.de>
Source record: 37438

I remen�mber, that I've seen in the ABBUC-PD Lib a fast E: Handler, that replaces the ATARI-E: Handler, so that most PLOT, PRINT, DRAW functions are faster.

Does anyone know, what's the name is of that program? Does anyone know the author? (May I use it for my BOSS-X system, to make a faster GUI?)

Mirko

2368. Re: MIO w/MyDOS?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-09 14:48:17 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010409104817.27249.00004741@ng-ch1.aol.com>
Source record: 37439

I have an ST-225 with no controller yet so I boot with a MyDOS floppy and enter the MIO configuration screen where you swap drives and set partitions for the print spooler and RAMdisk. The default for the RAM is 192K as D6: but going back to MyDOS to set the RAMdisk number will not allow access to it. MyDOS will usually produce a gibberish directory because the sectors do not contain data which it expects but instead freezes requiring a cold start as a warm start will not recover.

Maybe I will cold start the MIO as normally I have started with Sparta and just restarted the XL.

ps :Who has the plans for an XL cold start switch? Clarence's Redshift page has the 800 version but not XL.

pps: Who has a good buy on Adaptec SCSI controllers?

>"Russ Gilbert" russg@en.com replies:

>I have no idea. Never tried it.
>But to be clear, if I understand.
>You have a hard drive with a MyDOS partition (you don't mean a
>MyDOS boot disk on a MIO Ramdisk). You boot from the hd,
>then can't access the MIO Ramdisks of the MIO.
>I guess you've formated and copied your files to the MIO ramdisks you've
>configured.
>Since you're using MyDOS, you can't access Sparta formatted disks of
>any kind, ramdisk or floppy.

-Ron

Inform everyone that communications have completely broken down.

2369. 1027 printer ink

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-09 17:38:39 UTC
From: Nigel Henry <nigel.henry@virgin.net>
Message-ID: <aBmA6.3972$Fm4.1100873@news2-win.server.ntlworld.com>
Source record: 37442

Hey all, can anyone suggest an ink which would be suitable for re-inking the ink roller in the 1027 printer? I have tried rubber stamp ink, but the results are not very good. Any ideas?

Thanks

Nigel

2370. Re: Cartridge Dumps?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-09 18:18:23 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3AD1FCEF.408171A5@asw.cz>
Source record: 37457

Manuel Polik wrote:
> There's some thing that made me wonder: While researching about Epyx
> games, I've never seen cartridge dumps of Gateway To Apshai, Jumpman Jr.
> or Pitstop. In fact I've never seen _any_ dump of an Atari 8-Bit
> cartridge game.
I've got some dumps...

> Is there any special reason for that? Technical problems?
Laziness?

> I think dumped cartridges would be way better than all these disk cracks
> floating around, or?

Functionality is (almost) same and I doubt anybody would notice. Also,
disk cracks could be used on real Atari, cartridge dumps won't work.

Jindroush (kubecj@asw.cz)

2371. Re: Cartridge Dumps?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-09 19:03:06 UTC
From: Billy Ko <bill-ko@home.com>
Message-ID: <ovyyxbubzrpbz.gbjgxg0.pminews@news.plfld1.nj.home.com>
Source record: 37443

On Mon, 09 Apr 2001 12:58:21 +0200, Manuel Polik wrote:

:>Hi there!
:>
:>There's some thing that made me wonder: While researching about Epyx
:>games, I've never seen cartridge dumps of Gateway To Apshai, Jumpman Jr.
:>or Pitstop. In fact I've never seen _any_ dump of an Atari 8-Bit
:>cartridge game.
:>
:>Is there any special reason for that? Technical problems?
:>
:>I think dumped cartridges would be way better than all these disk cracks
:>floating around, or?
:>
:>Greetings,
:> Manuel
The EPROMs themselves may be encrypted.

Bill

2372. Re: Fast E: Handler

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-09 20:15:24 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <986922918.12753.0.pluto.d4ee0f47@news.demon.nl>
Source record: 37469

"Mirko Sobe" <atarixle@12move.de> wrote in message
news:9asg2c$22vt$1@wrath.news.nacamar.de...
> I remen�mber, that I've seen in the ABBUC-PD Lib a fast E: Handler, that
> replaces the ATARI-E: Handler, so that most PLOT, PRINT, DRAW functions
are
> faster.
>
> Does anyone know, what's the name is of that program? Does anyone know the
> author? (May I use it for my BOSS-X system, to make a faster GUI?)

A program called Hyper E: but it only speeds up the E: handler, (editor), so
only graphics 0, NO draw function are accelerated.

TXG

2373. Re: Fast E: Handler

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-09 20:40:32 UTC
From: david_p@storm.ca
Message-ID: <907EA990Ddapstormca@209.87.239.10>
Source record: 37444

It's the Hyper E: handler; some work was done by John Harris, based on sources by someone else.

The full archive includes a BIN file to merge with your OS ROM of choice to burn into an EPROM, along with instructions.

Hope this helps,

David P.

atarixle@12move.de (Mirko Sobe) wrote in <9asg2c$22vt$1@wrath.news.nacamar.de>:

>I remen�mber, that I've seen in the ABBUC-PD Lib a fast E: Handler, that
>replaces the ATARI-E: Handler, so that most PLOT, PRINT, DRAW functions
>are faster.
>
>Does anyone know, what's the name is of that program? Does anyone know
>the author? (May I use it for my BOSS-X system, to make a faster GUI?)
>
>Mirko
>
>
>
>

2374. Picodos/MyPicodos

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-09 22:06:36 UTC
From: ebaiz@skyenet.net
Message-ID: <MnqA6.109$6v3.1327@newsfeed.slurp.net>
Source record: 37445

Hello all,

Can someone tell me just how to use this program to load games. I can
get the program to put a SYS file on a disk, but then what do I with
it? I know this may sound stupid to some, but I have never come accross
this program. Thanks...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

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PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2375. Good Copy program

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-09 22:23:34 UTC
From: ebaiz@skyenet.net
Message-ID: <GDqA6.124$6v3.1892@newsfeed.slurp.net>
Source record: 37446

Hello,

What is the best copy program for the 8-bit?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2376. IRC Chat Tuesday Night, Advanced GFX Modes

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-10 00:14:23 UTC
From: DCM01@USA.NET
Message-ID: <3ad24ff6.3330978@news.CIS.DFN.DE>
Source record: 37447

This announces an IRC chat for Atari 8bit enthusiasts on Tuesday April 10th, 2000, 10:00 pm Eastern US time.

Here are the corresponding times for some other places, choose the one near you.

California: 7:00 pm. Colorado 8:00 pm. Texas 9:00 pm.
London, England: 4:00 AM. Berlin: 5:00 AM. Hong Kong: 11:00 AM.

The topic for the chat will be "Advanced 8bit Graphic Modes." The plan is to learn about the merits and disadvantages of the higher resolution modes that were developed late on the 8bits. We'll also address Raphael Espino's current work on A8jdpeg, the Atari 8bit jpeg viewer. I will have a new disk image of 5 HIP pictures with HIP viewer to DCC to anyone who would like to try it.

General Atari8 chat is also welcome.

This will be a standard IRC chat. It is not a web-based chat on your browser. You need an IRC client, such as mIRC. mIRC is really easy to set up, and you can find it at www.mirc.com. Not to advertise it, there are other great IRC clients for many platforms, but mIRC is sort of the standard.

The chat will be on Amiganet. Here are some servers that will get you there:

irc.whiterose.net
thule.no.amiganet.org
fullcomp.au.amiganet.org
linux.us.amiganet.org
au, uk, se, no & us.amiganet.org

Once you log onto a server type "/join #atari8" and we will be there waiting for you I hope!

2377. Re: Cartridge Dumps?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-10 01:18:12 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3AD25F54.E54A56A3@pcisys.net>
Source record: 37448

Billy Ko,

Atari 8bit series has never used encryption for the cartridges. Neither has
the 5200.

Some may use very elaborate forms of bank selecting and relocatable code
(SpartaDOS X).
But not encryption.

Glenn Bruner
brunergs@pcisys.net

Billy Ko wrote:

> On Mon, 09 Apr 2001 12:58:21 +0200, Manuel Polik wrote:
>
> :>Hi there!
> :>
> :>There's some thing that made me wonder: While researching about Epyx
> :>games, I've never seen cartridge dumps of Gateway To Apshai, Jumpman Jr.
> :>or Pitstop. In fact I've never seen _any_ dump of an Atari 8-Bit
> :>cartridge game.
> :>
> :>Is there any special reason for that? Technical problems?
> :>
> :>I think dumped cartridges would be way better than all these disk cracks
> :>floating around, or?
> :>
> :>Greetings,
> :> Manuel
> The EPROMs themselves may be encrypted.
>
> Bill

2378. Re: Cartridge Dumps?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-10 01:42:17 UTC
From: "Steven E. Posey" <stevenNOSPAMposey@yahoo.com>
Message-ID: <9atoeq$6k2h2$1@ID-60478.news.dfncis.de>
Source record: 37450

Well, technically, Atari did use a form of copy protection on their carts, in the form of the "destructive write," where the cart tried to write to a part of memory that should be occupied by read-only data. If the cart had been dumped (with the program 'cartdump', for example), then the write would have been successful, which would overwrite itself, making it unplayable.

It's not exactly encryption, but it was pretty effective for a while, at least until people figured out how to hack the cart dumps to avoid overwriting themselves. Years ago, I had uploaded the article that came with the Pirate's Treasure Chest to the UMich archive which detailed many of the copy-protection schemes used by software vendors of the time. It was a very interesting document, to say the least.

If you're interested in the Pirate's Treasure Chest, let me know. I think I still have an image of it floating around somewhere in .atr format.

Regards,
Steven

Glenn Bruner <brunergs@pcisys.net> wrote in message
news:3AD25F54.E54A56A3@pcisys.net...
> Billy Ko,
>
> Atari 8bit series has never used encryption for the cartridges. Neither
has
> the 5200.
>
> Some may use very elaborate forms of bank selecting and relocatable code
> (SpartaDOS X).
> But not encryption.
>
> Glenn Bruner
> brunergs@pcisys.net
>
>
>
> Billy Ko wrote:
>
> > On Mon, 09 Apr 2001 12:58:21 +0200, Manuel Polik wrote:
> >
> > :>Hi there!
> > :>
> > :>There's some thing that made me wonder: While researching about Epyx
> > :>games, I've never seen cartridge dumps of Gateway To Apshai, Jumpman
Jr.

> > :>or Pitstop. In fact I've never seen _any_ dump of an Atari 8-Bit
> > :>cartridge game.
> > :>
> > :>Is there any special reason for that? Technical problems?
> > :>
> > :>I think dumped cartridges would be way better than all these disk
cracks
> > :>floating around, or?
> > :>
> > :>Greetings,
> > :> Manuel
> > The EPROMs themselves may be encrypted.
> >
> > Bill
>

2379. Re: Fast E: Handler

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-10 01:42:26 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <6ytA6.1828$tx5.47340@typhoon.sonic.net>
Source record: 37449

David A. Paterson <david_p@storm.ca> wrote:
: It's the Hyper E: handler; some work was done by John Harris, based on
: sources by someone else.

Did Hyper E: really speed up PLOT and DRAWTO? I thought it just sped
up text.

Either way, what _was_ the issue with the Atari OS's E: handler, anyway?

-bill!

2380. Re: S.A.M. emulation for SoundBlaster

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-10 01:43:40 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <gztA6.1829$tx5.47340@typhoon.sonic.net>
Source record: 37451

rtdos@qwest.net <rtdos@rocketmail.com> wrote:
: Has anyone every emulated or simulated S.A.M. on sound blaster or the pokey
: chip on a sound blaster (without emulating or simulating the Atari)?

I think it's been done. The POKEY code has been reused a few places. :)

I'd _really_ like to see that Atari 8-bit music player (similar to C=64 SID
players) for Windows ported to Linux.

-bill!

2381. Re: Fast E: Handler

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-10 02:05:33 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <td4qcebirbi631@corp.supernews.com>
Source record: 37452

"William Kendrick" <nbs@bolt.sonic.net> wrote in message
news:6ytA6.1828$tx5.47340@typhoon.sonic.net...
> David A. Paterson <david_p@storm.ca> wrote:
> : It's the Hyper E: handler; some work was done by John Harris, based on
> : sources by someone else.
>
> Did Hyper E: really speed up PLOT and DRAWTO? I thought it just sped
> up text.

Sped up most calls to screen handler for everything from PUT to scrolling. I ran it with my old Atari BBS and terminal software and could actually get pretty good performance up to ~1200 baud in nothing but basic.

I thought it was someone like Bill Boderstien that wrote them, old ANALOG mag IIRC.
>
> Either way, what _was_ the issue with the Atari OS's E: handler, anyway?

To safe.<grin> Figure everytime you used them from basic anyway they had to make heavy use of the floating point routines since all numbers in Atari basic are floating point so you take a double hit.

If engineers had a chance to do it all over again, we would have things like interleaved access between ANTIC and the 6502 so no slowdown, ~256kx8 20 nsec static ram which would elimnate the need for refresh which would further speed up the system.

The processor itself would probably be one of the Rockwell DSP chips since they are derivitive of the 6502, so they would do calculations as fast as a math coprocessor.

No engineer in their right mind would do it of course.

2382. Re: Fast E: Handler

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-10 02:14:58 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <C0uA6.1837$tx5.47437@typhoon.sonic.net>
Source record: 37453

Rick Cortese <ricortes@netmagic.net> wrote:
<snip>
: No engineer in their right mind would do it of course.

Yes, but you aren't in your right mind, right Rick? ;)

-bill!

PS - We need to hang out some time. You're in the bay area, right?

2383. Re: Fast E: Handler

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-10 04:57:20 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <td54efju3m8k50@corp.supernews.com>
Source record: 37456

"William Kendrick" <nbs@bolt.sonic.net> wrote in message
news:C0uA6.1837$tx5.47437@typhoon.sonic.net...
> Rick Cortese <ricortes@netmagic.net> wrote:
> <snip>
> : No engineer in their right mind would do it of course.
>
>
> Yes, but you aren't in your right mind, right Rick? ;)
>

You have that right! Unfortunately a chemist vs an engineer though.
>
> -bill!
>
> PS - We need to hang out some time. You're in the bay area, right?

Yeap, doing the deranged loner in living in a cabin up in the hills thing.
Except instead of making mail bombs I have a microwave, satelite dish,
internet connection, and HBO.

My son's house is a lot more main stream, better for light hanging with easy
access.

2384. Re: Cartridge Dumps?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-10 06:25:05 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <zAvA6.82$Bb7.153256@nnrp2.sbc.net>
Source record: 37454

I'd love to check out the Pirate's Treasure Chest ATR and the article, can
you tell me where I could find them at?
Thanks Mo.

Steven E. Posey wrote in message <9atoeq$6k2h2$1@ID-60478.news.dfncis.de>...
>Well, technically, Atari did use a form of copy protection on their carts,
>in the form of the "destructive write," where the cart tried to write to a
>part of memory that should be occupied by read-only data. If the cart had
>been dumped (with the program 'cartdump', for example), then the write
would
>have been successful, which would overwrite itself, making it unplayable.
>
>It's not exactly encryption, but it was pretty effective for a while, at
>least until people figured out how to hack the cart dumps to avoid
>overwriting themselves. Years ago, I had uploaded the article that came
>with the Pirate's Treasure Chest to the UMich archive which detailed many
of
>the copy-protection schemes used by software vendors of the time. It was a
>very interesting document, to say the least.
>
>If you're interested in the Pirate's Treasure Chest, let me know. I think
I
>still have an image of it floating around somewhere in .atr format.
>
>Regards,
>Steven
>
>
>Glenn Bruner <brunergs@pcisys.net> wrote in message
>news:3AD25F54.E54A56A3@pcisys.net...
>> Billy Ko,
>>
>> Atari 8bit series has never used encryption for the cartridges. Neither
>has
>> the 5200.
>>
>> Some may use very elaborate forms of bank selecting and relocatable code
>> (SpartaDOS X).
>> But not encryption.
>>
>> Glenn Bruner
>> brunergs@pcisys.net
>>
>>

>>
>> Billy Ko wrote:
>>
>> > On Mon, 09 Apr 2001 12:58:21 +0200, Manuel Polik wrote:
>> >
>> > :>Hi there!
>> > :>
>> > :>There's some thing that made me wonder: While researching about Epyx
>> > :>games, I've never seen cartridge dumps of Gateway To Apshai, Jumpman
>Jr.
>> > :>or Pitstop. In fact I've never seen _any_ dump of an Atari 8-Bit
>> > :>cartridge game.
>> > :>
>> > :>Is there any special reason for that? Technical problems?
>> > :>
>> > :>I think dumped cartridges would be way better than all these disk
>cracks
>> > :>floating around, or?
>> > :>
>> > :>Greetings,
>> > :> Manuel
>> > The EPROMs themselves may be encrypted.
>> >
>> > Bill
>>
>
>

2385. Re: Good Copy program

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-10 06:27:41 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <_CvA6.83$Bb7.155023@nnrp2.sbc.net>
Source record: 37455

I've had a lot of luck with Sparky Starks' Diskey Disk Editor. You probably
have an ATR of it in all of the archives you've downloaded, the manual for
it is on my homepage.
Mo
http://members.tripod.com/~chainsaw1661/crush.htm

Edward S. Baiz Jr. wrote in message ...
>Hello,
>
>What is the best copy program for the 8-bit?
>
>Edward S. Baiz Jr.
> (Gamer)
>---
>HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
>PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
>---
>
>
>

2386. Atari BASIC listing ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-10 08:11:02 UTC
From: Gerhard Janka <gerhard.janka@siemens.at>
Message-ID: <3AD2C016.1559E809@siemens.at>
Source record: 37459

Hello,

Is there a, maybe even documented, listing of the Atari BASIC ROM
(any revision) somewhere to be downloaded ?

Thanks
Gerhard

2387. Re: Good Copy program

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-10 10:14:06 UTC
From: Piotr Fusik <pfusik@elka.pw.edu.pl>
Message-ID: <Pine.SOL.4.30.0104101213350.12594-100000@elektron.elka.pw.edu.pl>
Source record: 37460

On Mon, 9 Apr 2001, Edward S. Baiz Jr. wrote:

> What is the best copy program for the 8-bit?

Professional Copy 2.1

..... Piotr Fusik <pfusik@elka.pw.edu.pl> |
..... a.k.a. Fox/Taquart <www.6502.org/users/fox> |
_____ "64 KB should be enough for everyone" /

2388. Re: Good Copy program

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-10 11:38:42 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3AD2F0C1.E2C3B3A0@pcisys.net>
Source record: 37461

Your web address in the signature below is no good. Get a file not found.

It links to this address: http://www.he.net/cgi-bin/error404

Glenn

Piotr Fusik wrote:

> On Mon, 9 Apr 2001, Edward S. Baiz Jr. wrote:
>
> > What is the best copy program for the 8-bit?
>
> Professional Copy 2.1
>
> ..... Piotr Fusik <pfusik@elka.pw.edu.pl> |
> ..... a.k.a. Fox/Taquart <www.6502.org/users/fox> |
> _____ "64 KB should be enough for everyone" /

2389. Re: MIO w/MyDOS?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-10 12:19:10 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ad33059$0$14449$4c5ecdc7@news.erinet.com>
Source record: 37468

Right.
Uhm. Bswap allows you to swap MIO drives from DOS. I don't
know that it works with MyDOS, as it is a command line thing and
I don't think you can pass parameters from the command line.
It is just much more convenient than SELECT-RESET.
There is also a MIO Menu program, that will bring up the MIO menu
from DOS. That I think you could use with MyDOS. It seems that
the doc said SpartaX didn't like SELECT-RESET was one reason for
the menu from DOS.
Right you can't save the configuration into the MIO itself. You either
have to have a hard drive, which saves the config, I think. Or use
mioinit/miosave programs, which put mio.cfg on whatever disk is
default when you run it.
Uhm. Did you get MyDOS to boot and access ok? On the MIO Ramdisk?
Russg

2390. Technical Info?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-10 13:49:12 UTC
From: "rtdos@qwest.net" <rtdos@rocketmail.com>
Message-ID: <0gEA6.2$QA6.3666@news.uswest.net>
Source record: 37462

http://home.hccnet.nl/g.baltissen/index.htm

I found this page while searching for technical inf. on the 6502. Is there
a similar page for the Atari eight bit?

--
J.Wood
rtdos@rocketmail.com

2391. Re: Technical Info?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-10 14:40:24 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3AD31B58.686CE26E@asw.cz>
Source record: 37465

"rtdos@qwest.net" wrote:
> I found this page while searching for technical inf. on the 6502. Is there
> a similar page for the Atari eight bit?

Covers a bit wide range of topics. I have something on my page (not that
much).

Jindroush (kubecj@asw.cz)

2392. Re: XL Trouble

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-10 14:57:54 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010410105754.05402.00002345@ng-fc1.aol.com>
Source record: 37463

Self test had been the 1st step and it had passed memory and audio/video and failed all but the 4 function keys. Question was it is mechanical problem in the keyboard or electronic trouble in the TTL decoding or POKEY chip? I had opened unit and believed ribbon cable was OK with minimal discoloration.

Here is the status; loosened and reseated POKEY & TTL decoders with no change. Swapped out the POKEY w/ no change. Popped off a key top and found no access to internals. Saved ribbon cable to last as they are reportedly fragile; finally disconnected it and boot looks normal w/ 'Ready' but no access since no KB... Next step is removing the tiny little screws on the metal KB back; I sure hope all of the little springs do not fly across the room and that reassembly is successful.

>"chainsaw11" mygranny@swbell.net replied:

>If you try turning it on without a cartridge, and holding down the option
>key to disable basic, with no disk drives turned on it will do a self-test
>that may isolate your problem. I would be really inclined to believe that
>it's a keyboard problem, you may want to go ahead and open the keyboard and
>clean,wash,dry,blow it as best you can and see if that helps. Check the
>keyboard connector for oxidation as well.

-Ron

Inform everyone that communications have completely broken down.

2393. Re: Atari BASIC listing ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-10 15:01:44 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010410110144.05402.00002346@ng-fc1.aol.com>
Source record: 37464

I have the Compute! Inside Atari Basic book which includes commented source code and several chapters of explanation, but I have not seen it in electronic format, unfortunately.

>Gerhard Janka gerhard.janka@siemens.at asked:

>Is there a, maybe even documented, listing of the Atari BASIC ROM
>(any revision) somewhere to be downloaded ?

-Ron

Inform everyone that communications have completely broken down.

2394. Re: Cartridge Dumps?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-10 15:05:16 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010410110516.05402.00002348@ng-fc1.aol.com>
Source record: 37466

Yea! what he said...

>"chainsaw11" mygranny@swbell.net replied:

>I'd love to check out the Pirate's Treasure Chest ATR and the article, can
>you tell me where I could find them at?

-Ron

Inform everyone that communications have completely broken down.

2395. Re: MIO w/MyDOS?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-10 15:26:15 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010410112615.05402.00002356@ng-fc1.aol.com>
Source record: 37467

The default spooler is 64K leving 192K as D6: RAM; they are both user alterable
in 32K chunks. You could also change RAM to D2: but apparently saving the
configuration requires a hard drive and D6: is conveniently out of the way of
D1-D4 plus the 64 & 192 size split is about right for most apps.

What does bswap offer that you cannot do in the SELECT-RESET menu with the
possible exception of hands free operation?

>"Russ Gilbert" russg@en.com replied:

>Format D6: (if that's the default). write DOS files to D6:.
>Then use a utility called 'bswap' to swap d6 and d1. Now
>MIO is D1:. Configure your floppy to D2:. Now you can turn
>off computer and boot from MIO. If you want print spooler,
>you'd have to SELECT-RESET for that first, then exit, format the
>mio ramdisk, write DOS files, copy what you want onto the ramdisk.
>Since you have to start with your real floppy as D1:, you have to
>initially set your mio ramdisk as D2: or higher.
>I had a Sparta batch file that would initialize my MIO the way I wanted
>it, and copy my files to the MIO, do the bswap and re-boot if I remember.

-Ron

Inform everyone that communications have completely broken down.

2396. Re: Fast E: Handler

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-10 18:57:30 UTC
From: Matthias Belitz <Matthias.Belitz@gmx.net>
Message-ID: <3AD3579A.54E3BEBD@gmx.net>
Source record: 37470

Hallo,

TXG schrieb:
>
> "Mirko Sobe" <atarixle@12move.de> wrote in message
> news:9asg2c$22vt$1@wrath.news.nacamar.de...
> > I remenï¿½mber, that I've seen in the ABBUC-PD Lib a fast E: Handler, that
> > replaces the ATARI-E: Handler, so that most PLOT, PRINT, DRAW functions
> are
> > faster.
> >
> > Does anyone know, what's the name is of that program? Does anyone know the
> > author? (May I use it for my BOSS-X system, to make a faster GUI?)
>
> A program called Hyper E: but it only speeds up the E: handler, (editor), so
> only graphics 0, NO draw function are accelerated.
>

There was also a replacement for the math-pack available.
As I remeber correctly, it also speeds up the plot and draw routines.
You can test the effect of both with the sysinfo program by draco (cant
remember if this was the correct name).

BTW: The Boss-system is coded with turbo-basic - isnt it ?
So why not speed up by using machine code for some critical routines ?

bye,
Matt

2397. Re: S.A.M. emulation for SoundBlaster

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-10 21:55:43 UTC
From: DCM01@USA.NET
Message-ID: <3ad38123.39517848@news.CIS.DFN.DE>
Source record: 37471

I have seen SID converters for Atari music files, but have never found
a native 8bit SID player. Is there one, and does anyone know where I
can get it?

On Tue, 10 Apr 2001 01:43:40 GMT, William Kendrick
<nbs@bolt.sonic.net> wrote:

>rtdos@qwest.net <rtdos@rocketmail.com> wrote:
>: Has anyone every emulated or simulated S.A.M. on sound blaster or the pokey
>: chip on a sound blaster (without emulating or simulating the Atari)?
>
>I think it's been done. The POKEY code has been reused a few places. :)
>
>I'd _really_ like to see that Atari 8-bit music player (similar to C=64 SID
>players) for Windows ported to Linux.
>
>-bill!
>
>

2398. Re: S.A.M. emulation for SoundBlaster

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-11 01:24:34 UTC
From: DCM01@USA.NET
Message-ID: <3ad3b241.52093741@news.CIS.DFN.DE>
Source record: 37472

Did I say SID? I mean SAP!

On Tue, 10 Apr 2001 21:55:43 GMT, DCM01@USA.NET (Daniel Miller) wrote:

>I have seen SID converters for Atari music files, but have never found
>a native 8bit SID player. Is there one, and does anyone know where I
>can get it?
>
>On Tue, 10 Apr 2001 01:43:40 GMT, William Kendrick
><nbs@bolt.sonic.net> wrote:
>
>>rtdos@qwest.net <rtdos@rocketmail.com> wrote:
>>: Has anyone every emulated or simulated S.A.M. on sound blaster or the pokey
>>: chip on a sound blaster (without emulating or simulating the Atari)?
>>
>>I think it's been done. The POKEY code has been reused a few places. :)
>>
>>I'd _really_ like to see that Atari 8-bit music player (similar to C=64 SID
>>players) for Windows ported to Linux.
>>
>>-bill!
>>
>>
>

2399. Re: XL Trouble

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-11 07:36:32 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <uJRA6.261$Be2.9434@nnrp1.sbc.net>
Source record: 37473

Well my 800 (not XL) has the solid self-contained switches in the keyboard which are a pain (but not impossible) to clean. I've heard the XL's had several different types of keyboard, if you're lucky yours will have a thin mylar sheet that's easy to wash-n-dry. From what I've seen, there aren't any small springs, just small screws. That's not to say that yours won't have though. This reminds me, I need to fix my 'N' key!
Mo

RHamiIton5 wrote in message
<20010410105754.05402.00002345@ng-fc1.aol.com>...
>Self test had been the 1st step and it had passed memory and audio/video and
>failed all but the 4 function keys. Question was it is mechanical problem in
>the keyboard or electronic trouble in the TTL decoding or POKEY chip? I had
>opened unit and believed ribbon cable was OK with minimal discoloration.
>
>Here is the status; loosened and reseated POKEY & TTL decoders with no change.
>Swapped out the POKEY w/ no change. Popped off a key top and found no access to
>internals. Saved ribbon cable to last as they are reportedly fragile; finally
>disconnected it and boot looks normal w/ 'Ready' but no access since no KB...
>Next step is removing the tiny little screws on the metal KB back; I sure hope
>all of the little springs do not fly across the room and that reassembly is
>successful.
>
>>"chainsaw11" mygranny@swbell.net replied:
>
>>If you try turning it on without a cartridge, and holding down the option
>>key to disable basic, with no disk drives turned on it will do a self-test
>>that may isolate your problem. I would be really inclined to believe that
>>it's a keyboard problem, you may want to go ahead and open the keyboard and
>>clean,wash,dry,blow it as best you can and see if that helps. Check the
>>keyboard connector for oxidation as well.
>
>-Ron
>
>Inform everyone that communications have completely broken down.
>

2400. Re: Atari BASIC listing ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-11 07:40:33 UTC
From: Gerhard Janka <gerhard.janka@siemens.at>
Message-ID: <3AD40A71.5ACCDAB9@siemens.at>
Source record: 37474

RHamiIton5 wrote:
>
> I have the Compute! Inside Atari Basic book which includes commented source
> code and several chapters of explanation, but I have not seen it in electronic
> format, unfortunately.

That's a pity. I own 'mapping', 'de re' and 'Compute!'s first book..'
but
never heard about or have seen 'inside atari basic'.
Just looked at B&C and Bravo Sierra and they don't have it for sale
either.

Gerhard

2401. Re: Good Copy program

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-11 08:26:50 UTC
From: Piotr Fusik <pfusik@elka.pw.edu.pl>
Message-ID: <Pine.SOL.4.30.0104111015150.18511-100000@elektron.elka.pw.edu.pl>
Source record: 37475

On Tue, 10 Apr 2001, Glenn Bruner wrote:

> Your web address in the signature below is no good. Get a file not found.
>
> It links to this address: http://www.he.net/cgi-bin/error404
>
Oops... I forgot to remove the address from my sig.
My page is unavailable for few months. The 6502.org server was down and
(believe it or not) my HDD has also died...
And I'm too busy to rewrite the pages, sorry.

..... Piotr Fusik <pfusik@elka.pw.edu.pl> |
..... a.k.a. Fox/Taquart <fox@scene.pl> |
_____ "64 KB should be enough for everyone" /

2402. Re: Good Copy program

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-11 08:57:00 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3AD41C5C.D842073@pcisys.net>
Source record: 37476

No problem. Just thought I let you know.

Glenn

Piotr Fusik wrote:

> On Tue, 10 Apr 2001, Glenn Bruner wrote:
>
> > Your web address in the signature below is no good. Get a file not found.
> >
> > It links to this address: http://www.he.net/cgi-bin/error404
> >
> Oops... I forgot to remove the address from my sig.
> My page is unavailable for few months. The 6502.org server was down and
> (believe it or not) my HDD has also died...
> And I'm too busy to rewrite the pages, sorry.
>
> ..... Piotr Fusik <pfusik@elka.pw.edu.pl> |
> ..... a.k.a. Fox/Taquart <fox@scene.pl> |
> _____ "64 KB should be enough for everyone" /

2403. Try it out! Online Atari ST BBS!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-11 11:37:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000e7dcf@fmlynet.org>
Source record: 37488

FamilyNet Newsgate

> From: ncc0106@nbc.netcom.ca (Jeff Mitchell)
> We need users! The world's only online Atari ST BBS, with more
> than a dozen games, and not enough players? Unbelievable! Come, give it a
> shot!
> telnet to "shadow.skeleton.org", login "bbs".
> Check out http://www.skeleton.org/bbsindex.html
> jeff

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2404. Re: MIO w/MyDOS?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-11 13:06:25 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ad48cec$0$14453$4c5ecdc7@news.erinet.com>
Source record: 37487

I have to reply group or edit your e-mail address.
I'm not sure you even have an aol account.
mioinit3.arc is at ftp.spudster.org in the CTH utilities misc directory I
think.
There's mioinit.arc and mioinit3.arc and maybe mioinit2.arc. Probably
the 3 one is the best.
You might also want the mio_menu.arc it allows accessing the mio menu
from DOS.
Russg

2405. Re: Atari BASIC listing ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-11 14:28:31 UTC
From: bostone1@aol.com
Message-ID: <20010411102831.27291.00000336@nso-fw.aol.com>
Source record: 37477

The Atari Basic Source Book is available here:

ftp://ftp.spudster.org/pub/Atari/CTH/Programming/Assembly/AtariBasicSource
Book.zip

(I'd copy and paste this address if I were you. Note that it's a long address
and ends with "AtariBasicSourceBook.zip". It might appear as two or more lines
on your computer.)

Or if you'd like it just online, try:

http://www.ping.be/kim-1__6502/6502/absb.html

(again I'd cut and paste. That's 2 underscores between kim-1 and 6502)

Bob Stone
Gilroy, CA
Home of the Gilroy Garlic Festival
(What do you mean you never heard of it?)

2406. Re: XL Trouble

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-11 14:46:29 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010411104629.13031.00003742@ng-mq1.aol.com>
Source record: 37480

I disconnected the ribbon cable and an apparent ground wire to separate the top from the bottom of the case; next I removed 4 screws which hold the KB assembly to the case top. With the KB face down on a large towel on the table, I removed approx 15 tiny screws and slowly lifted the metal back with mylar from the keys matrix.

No surprises and no visible holes in the mylar nor protruding springs; so far so good I smiled. Then a sudden lapse of sanity as I lifted the keys matrix to verify which was 'Return'; just as it passed through vertical, about 50 tiny brass springs cascaded to the table and the floor. I stood motionless to retrieve all I saw from the table and around my feet then felt for others on the rust carpet under the table. Next it was hands and knees with a flashlight feeling around chair legs for the last couple. With a spring in each recess I wiped clean the mylar top surface and blew between the mylar sheets, lined up the holes and put it back together.

After some trial and error centering of the KB in the case top to avoid binding and sticking function keys (initially it again failed the KB self test), I am back in business with a very positive sense of accomplishment.

>"chainsaw11" mygranny@swbell.net replied:

>Well my 800 (not XL) has the solid self-contained switches in the keyboard
>which are a pain (but not impossible) to clean. I've heard the XL's had
>several different types of keyboard, if you're lucky yours will have a thin
>mylar sheet that's easy to wash-n-dry. From what I've seen, there aren't any
>small springs, just small screws. That's not to say that yours won't have
>though. This reminds me, I need to fix my 'N' key!

-Ron

Inform everyone that communications have completely broken down.

2407. Re: Picodos/MyPicodos

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-11 14:47:06 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3AD46E6A.7393A16D@mail.uni-mainz.de>
Source record: 37478

Well,
after you put the SYS file to a disk (be sure to use 360k or higher densities!), copy all your ML files (named *.COM) to this game disk. Next, lock all the files, which should appear on this menu and boot the disk... Now a menu should appear where you can select files or dirs/subdirs. Pressing RETURN or the fire Button should load a file or change the directory... -Andreas

P.S.: Well, at least this was the way I did it - and it worked !!

"Edward S. Baiz Jr." schrieb:
> Hello all,
>
> Can someone tell me just how to use this program to load games. I can
> get the program to put a SYS file on a disk, but then what do I with
> it? I know this may sound stupid to some, but I have never come accross
> this program. Thanks...
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz

> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --
>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --
>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --
>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --

2408. Re: MIO w/MyDOS?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-11 14:51:12 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010411105112.13031.00003744@ng-mq1.aol.com>
Source record: 37482

Where would on acquire those 'mioinit/miosave' programs?

Won't get to the RAMdisk stuff until maybe this weekend; see XL trouble in a separate thread.

>"Russ Gilbert" russg@en.com replied

>You either have to have a hard drive, which saves the config, I think.
> Or use mioinit/miosave programs, which put mio.cfg on whatever disk is
> default when you run it. Uhm. Did you get MyDOS to boot and
> access ok? On the MIO Ramdisk?

-Ron

Inform everyone that communications have completely broken down.

2409. Re: Good Copy program

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-11 14:52:43 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3AD46FBB.B1B17B83@mail.uni-mainz.de>
Source record: 37479

Well,
do you mean a Sector Copier ?!? This depends on the drive(s) you have
and the densities you are using... For a Happy or Speedy drive a sector
copier that supports these speeders and 90k/130k/180k would be fine. For
a US Doubler any US (sector skewing) sector copier would be fine, for an
XF551 an XF551 copier program with XF highspeed and up to 360k would be
fine; for a Turbo drive a turbo copier would be fine... etc. etc.

Well, you will get some problems (maybe - maybe not) when using mixed
drives, however. And past 360kbytes there are not so many sector copier
programs. I have one sector copier for 720k and there is also the
SpartaDOS Copy or Xcopy program that can copy up to 16 MB
partitions... -Andreas

"Edward S. Baiz Jr." schrieb:
>
> Hello,
>
> What is the best copy program for the 8-bit?
>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --

2410. Re: Good Copy program

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-11 14:58:41 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3AD47121.110727AB@mail.uni-mainz.de>
Source record: 37481

Well,
speaking of Prof. Copy 2.1 this is a file/multi-file copier. It needs
xtra-ram (i.e. a ramdisk) and if I remember correctly its all greek,
ahem, polish to me... There are other multi-file copiers, that do not
nescesarily need a ramdisk (but which may support one, if one is there).
And there are also dozens of good sector copiers. Just use or search for
the one which fullfills your needs (i.e. which supports your avaiable
drive formats or densities and your drive speeders)... -Andreas

Glenn Bruner schrieb:
>
> Your web address in the signature below is no good. Get a file not found.
>
> It links to this address: http://www.he.net/cgi-bin/error404
>
> Glenn
>
> Piotr Fusik wrote:
>
> > On Mon, 9 Apr 2001, Edward S. Baiz Jr. wrote:
> >
> > > What is the best copy program for the 8-bit?
> >
> > Professional Copy 2.1
> >
> > ..... Piotr Fusik <pfusik@elka.pw.edu.pl> |
> > ..... a.k.a. Fox/Taquart <www.6502.org/users/fox> |
> > _____ "64 KB should be enough for everyone" /

2411. Re: Rare carts ???

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-11 15:08:41 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3AD47379.E95FBDE0@mail.uni-mainz.de>
Source record: 37483

Well,
on PAL the artifacting does not work, thus it is b/w. Besides, the VCS 7800 Tower Toppler comes in 320x200 x4 colors and it works alright. The XL/XE prototype does not: it completely crashes after the second level (well, there are interlude levels after each tower and if you have finished the 2nd tower, the game directly crashes or it crashes after this interlude...) You know, the 7800 has more colors on 320x200 than the XL/XE computers. It can also display more players and missiles than XL/XE machines (256 players and 256 missiles, if I remember correctly). So even in the first two levels (the first two towers) you will recognize some kind of trash or garbage on XL/XE - thats a player or missile (an enemy) on the VCS. The XL/XE just cannot display it alright, since there are already 4 or 5 players onscreen... In short words: the XL/XE version of Tower Toppler sucks, it seems unfinished or missed the debugging time. Thus it is much better to buy the VCS 7800 Tower Toppler cart, if you have a 7800 VCS... -Andreas

LLpwhite schrieb:
>
> >Where could I find more info about them, such as screenshots, etc... ?
> ...Tower Toppler (XL/XE...<
>
> I have an A8 Tower Toppler cart. I originally bought it on disk for the ST.
> A very clever and difficult game, but the A8 version is done in Graphics 8, and
> depends on artifacting for its "colors". Which also means that if you use a
> VGA convertor, Gr.8 games are B&W.
> Larry

2412. Re: Atari BASIC listing ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-11 15:18:20 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3AD475BB.2768CFC3@siemens.at>
Source record: 37484

Bob Stone wrote:
>
> The Atari Basic Source Book is available here:
>
> ftp://ftp.spudster.org/pub/Atari/CTH/Programming/Assembly/AtariBasicSource
> Book.zip
>

Many thanks, that's really great !

> Gilroy, CA
> Home of the Gilroy Garlic Festival
> (What do you mean you never heard of it?)

Maybe that I've really never heard of it ?

Thanks again

Gerhard

2413. Re: Can't Escape Self Test Mode !!!!!!!! HELP !!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-11 15:36:43 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3AD47A0B.6033FAE7@mail.uni-mainz.de>
Source record: 37485

Well,
as said before, I am out of ideas. Visit me here in Germany (our german
Tornado fighter jets will bring your Us planes down, haha!) and I will
give you help. Or I will visit you (with a chinese plane, ha!) and give
you some very easy help: You need not care anymore about Atari, because
I will take everything away I can find in your house... Just joking of
course !! -Andreas

#P.S.: Maybe the disks have some special format (sector-skewing,
turbo-format, etc.) or any density you cannot read... Or there is
something missing on them (i.e. they have good boot sectors, but miss
the DUP.SYS portion or any other data), who can tell ?!? Just use a good
DOS disk (or different DOS versions) and try to find out whats stored on
these disks - if you can escape the Self test someday...

RHamiIton5 schrieb:
>
> We need more help than that, Andreas; there is one new drive and one near new
> which were both certified functional. Also ionvolved are about 100 diskettes;
> some are 2.0 & 2.5 master disks, tested before shipment, that fail to boot on
> either of 2 800XL's when obeying connection and boot procedures from their 1050
> drive manul..
>
> Probabilities seem low that so much hardware or software could crash at the
> same time. I have them trying the resident disk handler to see if any sectors
> are readable and if DOS is present. We are waiting for the Murphy's law guy to
> come by with unsought advice and see the problem immediately...
>
> > Andreas Magenheimer magea000@mail.uni-mainz.de responded:
>
> >first of all connect a disk drive to the computer. Next set the drive to
> >drive 1 (look at the switches at the back of the drive!), since the A8
> >will only boot from drive 1. Power on the drive, insert a good DOS disk
> >(i.e. one which is not defective) and finally power on the Atari. It
> >should now boot up the DOS (if there is no cart in the slot, START has
> >not been pressed and the standard OS is active). Otherwise, well I am
> >out of ideas... maybe the drive, the computer, the disk or hardware
> >parts (some drive or computer chips) are bad... -Andreas
>
> -Ron
>
> Inform everyone that communications have completely broken down.

2414. Re: FS/FT: Atari ST and 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-11 15:38:21 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3AD47A6D.F3ECEBAE@mail.uni-mainz.de>
Source record: 37486
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Well,
I am interested in both Miner 2049er carts. How much do you want for
them (or at least for one of these carts) ?? -Andreas

P.S.: I am located in Germany...

Joe Grand schrieb:
>
> Hi everyone-
>
> As the subject says.. :) If you're interested in anything, feel free to
> send me some mail!
>
> Joe
> jgrand@mindspring.com
>
> ATARI 8-BIT (All cartridges)
>
> Star Raiders
> Miner 2049er (Blue casing, metallic silver label)
> Miner 2049er (Blue casing, blue picture label)
>
> ATARI ST
>
> Omnitrend's Universe II
> Sierra Codename: Iceman
> Sierra Man Hunter 2: San Francisco
> TimeWorks Data Manager ST

2415. Wanted Ultracopy 1.1

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-11 19:22:43 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <987018880.2099.0.pluto.d4ee0f47@news.demon.nl>
Source record: 37489

Can anybody help me!

TXG

2416. Re: Atari BASIC listing ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-12 00:28:02 UTC
From: llpwhite@cs.com
Message-ID: <20010411202802.03868.00002365@ng-fh1.news.cs.com>
Source record: 37490

>The Atari Basic Source Book is available here:... (snip)<

I have the original book, and when I saw the ZIP file was 280K, I thought "no way this is complete." But then I looked it over, and it sure appears to be complete. And the compression achieved is about 25% of the original HTML. Anyone know how this was done? I presume it was scanned, since you can still see the spiral bindings. But to go from a TIF file (or some other format), OCR'd (?), saved as HTML. Or maybe not OCR'd, but went directly from TIF to HTML? I'd sure like to know what kind of a process this went through -- I still have a problem grasping a whole 280 page book in about 1 meg of HTML....
Larry
P.S. The Gilroy what??? :-)

2417. Re: Atari BASIC listing ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-12 05:35:07 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3AD53E8B.78C1E19D@ev1.net>
Source record: 37491

Gerhard Janka wrote:
>
> RHamiIton5 wrote:
> >
> > I have the Compute! Inside Atari Basic book which includes commented source
> > code and several chapters of explanation, but I have not seen it in electronic
> > format, unfortunately.
>
> That's a pity. I own 'mapping', 'de re' and 'Compute!'s first book..'
> but
> never heard about or have seen 'inside atari basic'.
> Just looked at B&C and Bravo Sierra and they don't have it for sale
> either.
>
Check the site <http://www.abebooks.com/>...search for the title and you
may find they have about four copies for sale. This site lists books from
sellers across the U.S. and some in Canada. These are used books, so be
sure to seek the lowest price...price can vary *widely*...

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

2418. Re: Atari BASIC listing ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-12 09:34:34 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3AD576E8.8B3A54C1@optonline.net>
Source record: 37492
Body handling: Binary attachment payload not displayed: rsely74.vcf

LLpwhite wrote:
>
> >The Atari Basic Source Book is available here:... (snip)<
>
> I have the original book, and when I saw the ZIP file was 280K, I thought "no
> way this is complete." But then I looked it over, and it sure appears to be
> complete. And the compression achieved is about 25% of the original HTML.
> Anyone know how this was done? I presume it was scanned, since you can still
> see the spiral bindings. But to go from a TIF file (or some other format),
> OCR'd (?), saved as HTML. Or maybe not OCR'd, but went directly from TIF to
> HTML? I'd sure like to know what kind of a process this went through -- I
> still have a problem grasping a whole 280 page book in about 1 meg of HTML....
> Larry
> P.S. The Gilroy what??? :-)

Larry,
The file AtariBASIC.SRC was just a simple text file when I got it. The
web site used a graphic like a spiral bound book. I replaced the default
font in mine with the Atari course font at 6 points and printed the
whole thing. (78 pages worth). Obviously NOT the layout of the original
book, but hey... I didn't get a chance to look over the rest of the
files in the .ZIP.
--
Robert S Ely
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

[One or more binary attachments are retained only in the source text.]

2419. Boot Disk loader

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-12 15:15:35 UTC
From: Eric Sokolowsky <esok@cosimo.gsfc.nasa.gov>
Message-ID: <Pine.SGI.4.33.0104121110090.27303-100000@cosimo.gsfc.nasa.gov>
Source record: 37493

I have a program that will take a disk and add a boot loader to it. The boot loader will bring up the first 9 filenames on the disk and then you press a key 1-9 for the file you want to load. The loader is very small (I think it fits into the three boot sectors of a 2.0/2.5 single density disk) and I haven't found a program that doesn't load with it. Of course, using this won't let you use DOS, so I use it primarily for games and loading translators for other games on my 130XE. I will have to hunt for it and as soon as I find it I'll either post it here or send it to interested parties (The program that creates the boot loaders is small).

--
Eric Sokolowsky Scientific Visualization Studio
Scientific Visualization Programmer NASA Goddard Space Flight Center
301.286.3751 Code 935.0 Bldg 28 Rm S121
esok@cosimo.gsfc.nasa.gov Greenbelt, MD 20771

2420. Re: 1027 printer ink

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-12 15:45:29 UTC
From: Pockets <pockets@DUMMYcix.co.uk>
Message-ID: <9b4iit$74u$1@plutonium.compulink.co.uk>
Source record: 37494

what about the ink for re-filling ink jet printers?

Or will that dry up too quickly?

"Nigel Henry" <nigel.henry@virgin.net> wrote in message
news:aBmA6.3972$Fm4.1100873@news2-win.server.ntlworld.com...
> Hey all, can anyone suggest an ink which would be suitable for re-inking
the
> ink roller in the 1027 printer? I have tried rubber stamp ink, but the
> results are not very good. Any ideas?
>
> Thanks
>
> Nigel
>
>

2421. Re: 1027 printer ink

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-12 17:29:16 UTC
From: Matthias Belitz <Matthias.Belitz@gmx.net>
Message-ID: <3AD5E5EC.E25666CC@gmx.net>
Source record: 37495

Hallo,

Pockets schrieb:
>
> what about the ink for re-filling ink jet printers?
>
> Or will that dry up too quickly?
>
> "Nigel Henry" <nigel.henry@virgin.net> wrote in message
> news:aBmA6.3972$Fm4.1100873@news2-win.server.ntlworld.com...
> > Hey all, can anyone suggest an ink which would be suitable for re-inking
> the
> > ink roller in the 1027 printer? I have tried rubber stamp ink, but the
> > results are not very good. Any ideas?
> >

I am sorry to have no answer, but I am interested in getting a pad (or
ink roller) for these printers.
I picked up some, but without these rollers.

Any idea appreciated.

Thanx,
Matt

2422. [Epyx Shrine] Gateway To Apshai!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-12 18:02:06 UTC
From: Manuel Polik <cybergoth@nexgo.de>
Message-ID: <3AD5ED9E.1D832BCD@nexgo.de>
Source record: 37496

Hi there!

The Epyx Shrine (http://home.nexgo.de/cybergoth) now features an
additional page about Gateway To Apshai.

Other news on the Shrine are:

- Added one of the two promised Jumpman Jr. interviews
- Updated my hombrew attempt Gunfight 2600 port with a new version

Apart from that, I'm still searching some friendly guy with both a
scanner and an Epyx catalogue from 1985. Can someone provide
complete+readable scans of such a treasured item?

Greetings,
Manuel

2423. Ethernet for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-12 23:26:24 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3AD639DF.77F191D1@optonline.net>
Source record: 37347
Body handling: Binary attachment payload not displayed: rsely74.vcf

Has anyone tried to construct a (10Base-T) ethernet adapter for the
Atari 8-bit to allow fast file transfer to PCs? There is something like
this being worked on or already exists for the C64... Here is part of a
post that talks about it from the alt.c64 newsgroup:

>>>>> There is no ready built solution for your problem as yet, but
>>>>> an ethernet project is currently under construction
>>>>> http://www.students.cs.uu.nl/people/llgorzem/project.html
>>>>> I am told the card is finally built. I guess you should contact the author
>>>>> of this nifty apparatus.

>>>>Uhhh... well, the author mentions writing a TCP stack for the C64. There are
>>>>IC's that do this already. The TCP stack could be moved to the hardware to
>>>>eliminate the overhead.

-tom

--
Robert S Ely
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

[One or more binary attachments are retained only in the source text.]

2424. Re: Ethernet for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-13 01:49:28 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tdcmi6ult1c5f@corp.supernews.com>
Source record: 37348

"Robert S Ely" <rsely74@optonline.net> wrote in message
news:3AD639DF.77F191D1@optonline.net...
> Has anyone tried to construct a (10Base-T) ethernet adapter for the
> Atari 8-bit to allow fast file transfer to PCs? There is something like
> this being worked on or already exists for the C64... Here is part of a
> post that talks about it from the alt.c64 newsgroup:

There's a couple of hacks out now for attaching networks cards to micros. I
remember one for the AVR anyway, artical in Circuit Cellar.

It would be hard to get more speed then we currently get with SIO. There is
always someone that comes out of the woodwork and says "1-4 megs/sec" but
the fact of the matter is through put is always limited by by a 6502's ~.1
MIP to ~25kb/sec. I think if you managed to hack an Atari to 1.84 vs 1.79
MHz <something I did a while back BTW> you could get the proper divisiors to
run at 115k baud => ~1/2 the maximum theoretical rate.

2425. Re: Cartridge Dumps?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-13 02:20:16 UTC
From: "Steven E. Posey" <stevenNOSPAMposey@yahoo.com>
Message-ID: <9b5nqb$802of$1@ID-60478.news.dfncis.de>
Source record: 37349

The article was uploaded to the UMich archive back in 1998, but I haven't checked lately to see if it's still there. It's called copygard.txt, and was formatted for PC's. I tried to keep it as close to 80 columns as possible, and I know I spilled over a few lines while transcribing, but it should still be pretty readable in just about any text editor -- ok, maybe not AtariWriter, but I haven't tried it either, so you be the judge :-)

I asked this question back in 1998, but nobody had an answer then, so I'm posing it again: Does anyone know if Gardner Computers, Inc. wrote the programs on the Pirate's Treasure Chest, or was it just a collection of PD software that they packaged and sold under that name?

Steven

RHamiIton5 <rhamiiton5@aol.comedy.com> wrote in message
news:20010410110516.05402.00002348@ng-fc1.aol.com...
> Yea! what he said...
>
> >"chainsaw11" mygranny@swbell.net replied:
>
> >I'd love to check out the Pirate's Treasure Chest ATR and the article,
can
> >you tell me where I could find them at?
>
> -Ron
>
> Inform everyone that communications have completely broken down.

2426. FREE Atari Computer/Game Catalogs! FREE Atari stuff! More Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-13 03:02:46 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0104121953130.19881-100000@shell.pacifier.com>
Source record: 37350
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

FREE!!! If your looking for free Atari Catalogs, read on down below!!!

I have some semi-FREE Atari stuff. If your local to me (Portland, Oregon USA) Your welcome to come pick it up for FREE! Dan Vernon, this offer is also extended to you. If your not local to me, you'll need to pay me to ship it to you. Besides paying for Shipping, a bribe will be expected or it isn't worth my trouble. You could also make a purchase from my Atari Catalogs which would motivate me. If you have someone local to me who can come pick it up for you? I would appreciate it. And while your here you might buy something. FREE stuff I have? 520STs, the first ST computers without built-in floppies. A big box of 3.5" Disks you can use! Atari 800 Computers. 8 Bit Drives & HardWare. E-Mail or Call Ben@(503)256-9974!

e-mail: atari@benjamin.net

I've just added 6 boxes of Atari ST Software, including some choice Games. So please checkout my Catalogs as they Grow! Not just ST Software! And I'm offering a 20% Discount to my regular customers! E-Mail me for Details on Redeeming this offer! I'd like to say Thank You for letting Bravo Sierra Computers Support you and your Atari Needs. Haven't bought from Bravo yet? Give Ben a Chance! I can be quite Beneficial. Remember, if you can't come see me today? Come see me tomorrow! Call Ben anytime at (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

I've switched ISP's! Try www.pacifier.com/~atari or atari@pacifier.com and as always www.atari.benjamin.net and atari@benjamin.net still work but are being redirected to my new ISP and since I've moved, I have revamped and updated my WebSite and all my WebPages. So Check it out and, If you don't come see me today, come see me Tomorrow!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net while you Download Free Catalogs directly from my site. If you can't get my Catalogs that way, Feel free to Request catalogs by E-Mail. Really, it's not an inconvenience. I ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can

download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your full Mailing address so I can figure Shipping & Handling. I'll be back after the weekend. Bye!

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted. So when you see a new posting, check my Catalogs. After I post this message. I'm off for the weekend. But I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2427. FS: Recorder, Publications & Software

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-13 03:49:26 UTC
From: "Mark H. Kusz" <mark_kusz@yahoo.com>
Message-ID: <aHuB6.19202$RF1.1517728@bgtnsc06-news.ops.worldnet.att.net>
Source record: 37351

VINTAGE ATARI 8-BIT HARDWARE
Atari 1040 Cassette Recorder (no instructions) $5.00

VINTAGE ATARI 8-BIT PUBLICATIONS
Analog Computing No. 29,50 $1.50
Antic Vol.2, No. 1,3,5,6,7,8,9,11,12 $0.75
Antic Vol.3, No. 1,2,3,3,4,4,5,5,6,7,8,9 $0.75
Antic Vol.4, No. 1,2,3,5,6,7,7,8,8,8,9,10,11,12 $0.75
Antic Vol.5, No. 1,2,3,4,5,6,7,8,9,10,11,12 $0.75
Antic Vol.6, No. 1,2,4,6 $1.00
Antic Vol.7, No. 3,4,5,6,6,7,8 $0.75
Antic Vol.9, No. 1,2 $0.75
Atari Astroids Cart. Manual $2.00
Atari AtariWriter Cart. Manual & Quick Reference Card $4.00
Atari Basic Quick Reference Guide by John Wiley & Sons $3.00
Atari DOS 3 Intro & Ref. Manuals $0.50
Computer Gaming World Vol. 5.3 $0.75
M.A.C.E. Journal Vol.2, No.11 $0.75
M.A.C.E. Journal Vol.3, No. 4 $0.75
M.A.C.E. Journal Vol.5, No. 8 $0.75
M.A.C.E. Journal Vol.6, No. 6 $0.75
Softside: #35, #40, #42, #45, #46 $1.00/ea
Analog Movie Themes Cassette (req. Music Composer/no manual) $0.75

VINTAGE ATARI 8-BIT SOFTWARE
Atari BASIC Cart. (no instructions) (3 available) $2.00
Atari Bug Hunt Cart. (no instructions) $3.00
Atari Centipede Cart. (no instructions) $3.00
Atari E.T. Phone Home Cart. (unopened) (9 available) $4.00
Atari Eastern Front (1941) Cart. (20 available) (no instructions) $1.00
Atari Graph It Cassettes $5.00
Atari Music Composer Cart. $5.00
Atari Pac-Man Cart. (no instructions) $3.00
Atari Star Raiders Cart. (no instructions) $3.00
Atari Super Breakout Cart. (25 available) (no instructions) $1.00
Atari Writing Programs One/Two Cassette (no instructions) $0.75
Avalon Hill Bomber Attack Cassette (no instructions) $1.00
Broderbund Stellar Shuttle Cassette (no instructions) $3.00
EA One On One Cart. (no instructions) $5.00
EA One On One Disk $5.00
Epyx Morloc's Tower Cassette (no instructions) $0.75
Softside Issue #35 Cassette w/Hopper & Saucer Formation $0.75
Softside Issue #40 Cassette w/Mini-Golf, Volcano Island & more $0.75
Softside Issue #41 Cassette w/Poker Squares, Atlantis & more $0.75
Softside Issue #42 Cassette w/Microtext 2.0, Arabian Nights & more $0.75

Sublogic Flight Simulator II Disk $5.00

Buyer pays shipping.
--
The Collectaholic's Page - http://www.geocities.com/mark_kusz/
Sports Memorabilia, Non-Sports Cards & Other Collectibles

2428. 8 bit commands...

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-13 05:10:37 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1010413020634.21823A-100000@halifax.chebucto.ns.ca>
Source record: 37354

I am trying to use several different DOSes with little success. I booted Spartados 3.2d and it gives me a READY prompt. Typing DIR renders ERROR - DIR, CAT renders ERROR - CAT, LIST renders just ERROR and then READY.

What is the command to get a disk directory at least.

Thanks...

2429. Re: 8 bit commands...

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-13 05:24:36 UTC
From: eplicon@-NOSPAM-wam.umd.edu
Message-ID: <9b62ik$7hk$1@dailyplanet.wam.umd.edu>
Source record: 37355

Tony Cianfaglione <ab616@chebucto.ns.ca> wrote:

: I am trying to use several different DOSes with little success. I booted
: Spartados 3.2d and it gives me a READY prompt. Typing DIR renders ERROR -
: DIR, CAT renders ERROR - CAT, LIST renders just ERROR and then READY.

: What is the command to get a disk directory at least.

: Thanks...

Sounds like you've booted up with BASIC.

Try typing DOS and then [RETURN] You'll get a command prompt. DIR will
give you a listing in Sparta format, DIRS gives you the classic Atari DOS
2.x listing.

2430. Re: XL Trouble

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-13 06:31:45 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <IYuB6.127$Yc4.153823@nnrp2.sbc.net>
Source record: 37352

Sorry about that <grin>, I didn't think that they used the hell-springs in the XL's KB. At least you were able to remove the mylar sheet, I washed mine with dish soap and warm water and it worked like a charm. I'm not sure I'm clear- are you still having trouble with it?
Mo

RHamiIton5 wrote in message
<20010411104629.13031.00003742@ng-mq1.aol.com>...
>I disconnected the ribbon cable and an apparent ground wire to separate the top
>from the bottom of the case; next I removed 4 screws which hold the KB assembly
>to the case top. With the KB face down on a large towel on the table, I removed
>approx 15 tiny screws and slowly lifted the metal back with mylar from the keys
>matrix.
>
>No surprises and no visible holes in the mylar nor protruding springs; so far
>so good I smiled. Then a sudden lapse of sanity as I lifted the keys matrix to
>verify which was 'Return'; just as it passed through vertical, about 50 tiny
>brass springs cascaded to the table and the floor. I stood motionless to
>retrieve all I saw from the table and around my feet then felt for others on
>the rust carpet under the table. Next it was hands and knees with a flashlight
>feeling around chair legs for the last couple. With a spring in each recess I
>wiped clean the mylar top surface and blew between the mylar sheets, lined up
>the holes and put it back together.
>
>After some trial and error centering of the KB in the case top to avoid binding
>and sticking function keys (initially it again failed the KB self test), I am
>back in business with a very positive sense of accomplishment.
>
>>"chainsaw11" mygranny@swbell.net replied:
>
>>Well my 800 (not XL) has the solid self-contained switches in the keyboard

>>which are a pain (but not impossible) to clean. I've heard the XL's had
>>several different types of keyboard, if you're lucky yours will have a
thin
>>mylar sheet that's easy to wash-n-dry. From what I've seen, there aren't
any
>>small springs, just small screws. That's not to say that yours won't have
>>though. This reminds me, I need to fix my 'N' key!
>
>-Ron
>
>Inform everyone that communications have completely broken down.
>

2431. Re: [Epyx Shrine] Gateway To Apshai!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-13 06:33:58 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <U_uB6.128$Yc4.154324@nnrp2.sbc.net>
Source record: 37353

That's pretty interesting! The only time I ever saw this game was in an
E-bay auction, yes I got sniped at the last minute. The really interesting
thing was that it was an Epyx cartridge! I never even knew that Epyx made
cart programs.
Mo

Manuel Polik wrote in message <3AD5ED9E.1D832BCD@nexgo.de>...
>Hi there!
>
>The Epyx Shrine (http://home.nexgo.de/cybergoth) now features an
>additional page about Gateway To Apshai.
>
>Other news on the Shrine are:
>
>- Added one of the two promised Jumpman Jr. interviews
>- Updated my hombrew attempt Gunfight 2600 port with a new version
>
>Apart from that, I'm still searching some friendly guy with both a
>scanner and an Epyx catalogue from 1985. Can someone provide
>complete+readable scans of such a treasured item?
>
>Greetings,
> Manuel
>

2432. atari portfolio --> Best Electronics

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-13 07:42:26 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000ee5c4@fmlynet.org>
Source record: 37359

FamilyNet Newsgate

> From: pcman@ozbytes.net.au
> hi everyone
> i just got a atari portfolio computer

A cute portable machine. I would have used it longer if the memory was
more stable. :) Toting a small "Atari" labelled machine would have been fun,
but unfortunately I am spoiled by Newton messagepads. :)

> the screen dosnt seem to work on it so i pulled it apart and the ribbon cable
> between the lcd and mainboard is broken
>im after someone that can replace this or has a portfolio that dosnt work that
> they wanna sell
> its not like a ide cable its the little flat orange ribbon stuff
>if i cant get a replacement i guess i will have to make a cable out of ide lea
> and have it always open
> cheers
> pcman
> cmaggee@start.com.au

Back when I was trying out the Portfolio (and rescued one from a used
electronics store) I had to replace the hatches, the keyboard mylar underlay,
and a multitude of other things. In the end Best Electronics was a great help
and had all the stuff I needed. And Brad has recently been helpful in getting
my SLM 604 laser printer online again (and saved me from buying a drum). So
yeh, they're based out of California:

http://www.best-electronics-ca.com/

Contact Information
Our hours of operation are Monday through Friday 1:00pm to 5:00pm PST

Telephone
408-243-6950
FAX
408-243-8274
Postal address
2021 The Alameda Suite 290 San Jose, CA 95126

Tell em Greg Goodwin sent you. :) If he asks, let him know it was the guy
he helped (without cost) with the SLM 604 laser printer questions. ;)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2433. Re: Ethernet for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-13 11:46:42 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3AD6E761.E47CCB3A@optonline.net>
Source record: 37356
Body handling: Binary attachment payload not displayed: rsely74.vcf

Rick Cortese wrote:
>
> "Robert S Ely" <rsely74@optonline.net> wrote in message
> news:3AD639DF.77F191D1@optonline.net...
> > Has anyone tried to construct a (10Base-T) ethernet adapter for the
> > Atari 8-bit to allow fast file transfer to PCs? There is something like
> > this being worked on or already exists for the C64... Here is part of a
> > post that talks about it from the alt.c64 newsgroup:
>
> There's a couple of hacks out now for attaching networks cards to micros. I
> remember one for the AVR anyway, artical in Circuit Cellar.
>
> It would be hard to get more speed then we currently get with SIO. There is
> always someone that comes out of the woodwork and says "1-4 megs/sec" but
> the fact of the matter is through put is always limited by by a 6502's ~.1
> MIP to ~25kb/sec. I think if you managed to hack an Atari to 1.84 vs 1.79
> MHz <something I did a while back BTW> you could get the proper divisiors to
> run at 115k baud => ~1/2 the maximum theoretical rate.

Rick,
That makes sense. How difficult is that hack to 1.84MHz on either an
800XL or 130XE? I need more x-fer speed. I have a lot of old disks to
x-fer to my PC. Even 56Kb/s would be a huge help.
On a side note. I have a couple of XF551 drives and most of my disks
are in Sparta 360K format. The drives are giving me fits over here. Once
I resolve that problem. I can start the transfer via null-modem cable
at 19200. I'm not sure if my XF-cable will work with my new machine.
P3-933 Dell.
Play time... B^)

--
Robert S Ely
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

[One or more binary attachments are retained only in the source text.]

2434. Re: 8 bit commands...

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-13 11:55:46 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3AD6E982.D976C9ED@optonline.net>
Source record: 37357
Body handling: Binary attachment payload not displayed: rsely74.vcf

eplicon@-NOSPAM-wam.umd.edu wrote:
>
> Tony Cianfaglione <ab616@chebucto.ns.ca> wrote:
>
> : I am trying to use several different DOSes with little success. I booted
> : Spartados 3.2d and it gives me a READY prompt. Typing DIR renders ERROR -
> : DIR, CAT renders ERROR - CAT, LIST renders just ERROR and then READY.
>
> : What is the command to get a disk directory at least.
>
> : Thanks...
>
> Sounds like you've booted up with BASIC.
>
> Try typing DOS and then [RETURN] You'll get a command prompt. DIR will
> give you a listing in Sparta format, DIRS gives you the classic Atari DOS
> 2.x listing.
Additionally, you can print the directory to a printer with:
D1:>DIR *.* > PRT: (The spaces you see there are required.)
(now I forget if it's PRT or PRN:) I've been doing MS-DOS for so long
now...) Anyway, many of the commands are very similar to those in
MS-DOS.

Speaking of SD3.2d has anyone converted the manual for that to e-form
yet. I could use a copy. It had loads of great info in it. I sold my
original package when I got SDX. I'll have to check www.myatari.com to
see if they still have a few... B^)

When I get my new scanner I'll be able to do the SDX manual and a few of
the other OSS manuals.
--
Robert S Ely
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

[One or more binary attachments are retained only in the source text.]

2435. FS: Atari 8-bit disk software (cheap to clear last few titles)

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-13 13:27:36 UTC
From: paul r <paul@#nospam#stillavailable.co.uk>
Message-ID: <A6DB6.8937$Ow3.2107809@news2-win.server.ntlworld.com>
Source record: 37358

For Sale: Atari 8-bit disk software as listed below (all items are originals with full packaging unless stated otherwise). Prices in GB Pounds. Please add the postage cost to your destination. If interested, please email paul@#nospam#stillavailable.co.uk (remove #nospam# to send).

ACE OF ACES US Gold 2.00
BOMB Ke-Soft 2.00
BOMBI Power-Per-Post 2.00
BOP 'N WRESTLE Mindscape 4.00
DIGI-STUDIO DGS (4 disks) 4.00
EUREKA ANG Software 2.00
FIRST XLENT WORD PROCESSOR Ke-Soft (German Inst.) 2.00
GLAGGS IT Power-Per-Post 2.00
HUMANOID Sonix 2.00
KE-COMMANDER Ke-Soft 2.00
LITTLE DEVIL Red Rat 2.50
LIZARD Tiger Dev 2.00
MINES ANG 2.00
MINESWEEPER Power-Per-Post 2.00
ROBOMASH TWAUG 2.00
ROCKMAN Mirage 2.00
RUBBER BALL Power-Per-Post 2.00
SAM BUDGET Power Per Post (Requires SAM) 2.00
SAM DESIGNER Power Per Post (Requires SAM) 2.00
SAM UTILITY EXTENSIONS 1 Power Per Post (Requires SAM) 2.00
SAPER Ke-Soft 2.00
SAPER CONSTRUCTOR ANG 2.00
SARGON III CHESS Hayden 5.00
SPINDIZZY Electric Dreams 2.00
STAR RAIDERS II Atari (Tatty Box) 1.00
TAIPEI R&E Software 2.00
THINKER ANG 2.00
THINX ANG 2.00
VAGABOND Avalon 2.00
WHOOPS 2 ANG 2.00
ZAXXON Datasoft (boxed) 4.00

2436. speeds of Atari and compatible drives.

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-13 14:43:35 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B6FC5EA6.1735%bobo_snyder@hotmail.com>
Source record: 37360

hi all,

i recently bought 2 rana drives (one was supposiblly dead, but seems to work) however there is a problem and i am not sure if it is with both or just one of them.

it seems that some floppys can be booted to both of the rana drives (such as the actual rana dos floppys, can't think of what the name of the dos is, but it is 6.1d version) but other floppys can only boot to one drive or the other.

i did run a speed test on both of the drives and the one that seems to work better has a speed of 288 to 290 rpms and the one that doesn't seem to boot as many floppy's only has a rpm of 280 to 285 or so. i have heard that 288 is supposed to be normal. is 280 within the tolerances?? how about 290??

how can i alter the speeds in my rana drive? is that most likely the problem with having disks that sometimes boot or sometimes don't? also if i make a boot floppy using a blank floppy on one drive and try booting it to the other, that usually will not work even though the orginal floppy i booted to will work on both drive... usually.

any ideas ???

thanks
bo

2437. Re: [Epyx Shrine] Gateway To Apshai!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-13 15:16:46 UTC
From: Manuel Polik <cybergoth@nexgo.de>
Message-ID: <3AD7185E.C762F8E3@nexgo.de>
Source record: 37361

chainsaw11 schrieb:

> That's pretty interesting! The only time I ever saw this game was in an
> E-bay auction, yes I got sniped at the last minute. The really interesting
> thing was that it was an Epyx cartridge! I never even knew that Epyx made
> cart programs.

Unfotunately I don't own one either. There's two more Atari cartridges
from Epyx: Pitstop 2 & Jumpman Jr. Seems like these are pretty rare
stuff & most people played the uhm... *disk versions* of it :-)

Greetings,
Manuel

2438. Re: XL Trouble

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-13 15:38:13 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010413113813.03464.00000021@ng-ca1.aol.com>
Source record: 37362

The mylar was barely dusty and not dirty so I opted for a little wiping and "air" cleaning; thus keeping it moisture free. Knock wood, it seems to be holding so far.

Do you have any good plans on how to install an easy cold start switch?

> "chainsaw11" mygranny@swbell.net replied:

>Sorry about that <grin>, I didn't think that they used the hell-springs in >the XL's KB. At least you were able to remove the mylar sheet, I washed mine >with dish soap and warm water and it worked like a charm. I'm not sure I'm >clear- are you still having trouble with it?

-Ron

Inform everyone that communications have completely broken down.

2439. Re: Ethernet for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-13 16:03:39 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tde8jmlfuk35cf@corp.supernews.com>
Source record: 37363

"Robert S Ely" <rsely74@optonline.net> wrote in message
news:3AD6E761.E47CCB3A@optonline.net...
> Rick Cortese wrote:
> >
> > "Robert S Ely" <rsely74@optonline.net> wrote in message
> > news:3AD639DF.77F191D1@optonline.net...
> > > Has anyone tried to construct a (10Base-T) ethernet adapter for the
> > > Atari 8-bit to allow fast file transfer to PCs? There is something
like
> > > this being worked on or already exists for the C64... Here is part of
a
> > > post that talks about it from the alt.c64 newsgroup:
> >
> > There's a couple of hacks out now for attaching networks cards to
micros. I
> > remember one for the AVR anyway, artical in Circuit Cellar.
> >
> > It would be hard to get more speed then we currently get with SIO. There
is
> > always someone that comes out of the woodwork and says "1-4 megs/sec"
but
> > the fact of the matter is through put is always limited by by a 6502's
~.1
> > MIP to ~25kb/sec. I think if you managed to hack an Atari to 1.84 vs
1.79
> > MHz <something I did a while back BTW> you could get the proper
divisiors to
> > run at 115k baud => ~1/2 the maximum theoretical rate.
>
> Rick,
> That makes sense. How difficult is that hack to 1.84MHz on either an
> 800XL or 130XE? I need more x-fer speed. I have a lot of old disks to
> x-fer to my PC. Even 56Kb/s would be a huge help.

I used a ~74LS193<or 1?> counter to divide down from a higher crystal, but I
think all you would need to do is switch the existing crystal with a 3.68
MHz crystal or switch an 3.68 MHz oscillator with the xtal input pin of the
GTIA. Three pole switch kind of thing with the center going to the mother
board, two crystal legs tied together and attached to the mother board, and
the other legs of the crystal going to either side of the switch.

I changed the timing for the HSYNC pulse so I could have stable video, but I
think this isn't really necessary for transfers. You can't believe how
stable the 6502 is to static operation/clock variations. I was switching
between clock sources with a bare wire applied to pins and the the Atari

never glitched once. I added a switch later and no problems there either.

I think you could just set up the transfer at 1.79 MHz with stable screen,
flick the switch and start transferring. I'm not sure where you would find a
program that supports setting the serial rate to 115kbaud.
> On a side note. I have a couple of XF551 drives and most of my disks
> are in Sparta 360K format. The drives are giving me fits over here. Once
> I resolve that problem. I can start the transfer via null-modem cable
> at 19200. I'm not sure if my XF-cable will work with my new machine.
> P3-933 Dell.
> Play time... B^)

Steve Tucker says a SIO2PC cable works with the RVerter handler.

2440. Re: APE for the future?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-13 19:31:38 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3AD7545A.C9366577@optonline.net>
Source record: 37365
Body handling: Binary attachment payload not displayed: rsely74.vcf

Mark Bedingfield wrote:
>
> Nearl J Toothenbecker <nj_toothenbecker@hotmail.com> wrote in message
> news:4xYy6.558974$ge4.203193793@news2.rdc2.tx.home.com...
> > In article <MPG.152026ea93c9be4a989689@news.telocity.com>,
> > classics@atarimax.com says...
> > >
> > >
> > >In article <98tbgb$v5e$1@brokaw.wa.com>, danv@whoever.com says...
> > >> Microsoft really made a mess of the serial port (among other things).
> The
> > >> serial communications api for NT and windows 2000 behaves differently
> than
> > >> win9x.
> > >
> > I don't know if you wrote the above or not, but I'd lke to toss in a
> comment.
> > Win98se treats the serial ports differently also. I used Telix on clones
> for
> > about 5 years. Its an early 90s DOS term program. It quit working when I
> went
> > to 98se.
>
> NT does NOT allow direct access to any hardware, and also has a dislike for
> older apps. i.e. 16 bit or 8 bit. Any version of APE for NT/2000 will need
> to address the drivers not the port. 98SE and ME have some trouble with DOS
> apps for similar reasons. WINXP will see the demise of DOS altogether..
>
> Mark
>
> PS use your st's instead;-)

I'm now running a new Dell P3-933 with Win-2000. Will APE work with
this?
--
Robert S Ely
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

[One or more binary attachments are retained only in the source text.]

2441. Re: Boot Disk loader

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-13 19:33:33 UTC
From: dunxuk@aol.com
Message-ID: <20010413153333.11509.00000029@ng-fj1.aol.com>
Source record: 37364

>I'll either post it here or send it to interested parties

Interested party!

(can it read DD disks...?)

2442. Re: Still no joy with bootable disks - help!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-13 19:37:45 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3AD755C8.8088415F@optonline.net>
Source record: 37366
Body handling: Binary attachment payload not displayed: rsely74.vcf

```
Robert S Ely wrote:
>
> DunxUK wrote:
> >
> > Ok - I'm still having no joy with making bootable disks.
> >
> > By downloading .ATR files from the internet and extracting the
> > .EXE files I can create a disk full of .EXE files that the
> > Atari can read.
> >
> > By using the [L]oad option from MyDos I can then run these
> > programs and they work faultlessly.
> >
> > However, every single loader I have found on the internet
> > refuses to work including;
> >
> > FL.EXE
> > PICADOS
> > HSINIT.EXE and HSMENU.EXE
> > BOOTMAKR.BAS
> > NEWBOOT.BAS
> >
> > Also renaming the .EXE file to AUTORUN.SYS and leaving DOS in
> > is a /bad/ idea.
> >
> > Most loaders don't work with DD disks, but transferring them
> > to ED or SD makes no difference whatsover.
> >
> > They all crash at some point. About half crash before attempting
> > to load the .EXE file, the other half won't run the program
> > once it has been loaded.
> >
> > Are there any loaders out there that actually work with files
> > like these or did the author(s) of MyDos know something that
> > knobody else ever picked up on?
> >
> > Thanks again team!
> >
> > Dunx.
> >
> > (Incidentally I would be happy to email an example .EXE file to
> > anyone willing to give this a try...)
>
```

> Dunx,
> Have you tried the Sparta Menu? When I find it I'll e-mail that one to
> you. I have another one I can e-mail to you. It works fine with AtariDOS
> 2.0 and 2.5. It's very small too.
>
> --
> Robert S Ely
> rsely74@optonline.net
> rsely@dhs.state.nj.us
> rsely74@hotmail.com
> hsrelyy@vm.state.nj.us
> ICQ#: 33390750
> AOL-IM: Eliice1954

Well the 8-bit is back up, but I'm have a bit of trouble transferring
files to the PC. It use to work with the old PC. Hmmm... I'll keep
working on this. The loader/menu program is very simple and will allow
many files. I have no idea how many. It just adds a letter/character
for the selector to however many programs there are on the disk. I've
had this one since 1982 and has always worked.
The Sparta one works pretty well too, but requires SD1.x on the disk to
work. Not always compatible with the programs.
As soon as I can get the file on the PC, I'll e-mail it.

--
Robert S Ely
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

[One or more binary attachments are retained only in the source text.]

2443. Re: Boot Disk loader

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-13 19:40:04 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3AD75653.7372C914@optonline.net>
Source record: 37367
Body handling: Binary attachment payload not displayed: rsely74.vcf

DunxUK wrote:
>
> >I'll either post it here or send it to interested parties
>
> Interested party!
>
> (can it read DD disks...?)

The one I have was originally for AtariDOS 2.x, but seems to work fine
with Sparta (all versions I have) and MyDOS. It's a simple autorun.sys
file that goes on the disk with DOS and your game files.

--
Robert S Ely
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

[One or more binary attachments are retained only in the source text.]

2444. Apology Upfront for Language!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-13 22:55:47 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3AD783F1.1EB54700@sisna.com>
Source record: 37368

Stephen J. Carden replied to one of the users on this net or directly and I received a copy. Mr. Carden, you are a bald face lire! I purchased BBS Express Professional from Keith Ledbetter in 1993 or 94, doesn't matter exact date as I have if in writing. You approached me in your lame, Tooth Drugged attitude or under the influence, threatened to put the code into Public Domain at that time unless I took you on as a programer. Well Sir you at that time cost me a phone bill, with your trivia in excess of #300.00 a month, I reluctantly agreed and the phone bill increased over the years.

I paid you for each module you produced, not reducing any commission by the phone bill I encored. So for many years you came out ahead. Not a problem, as I kept the program alive and available to those that wanted it.

I also in your drugged or drunken stupor purchased, items from you that others would have passed upon. The last conversation I had with you was to Sparta 3.3c, which you informed me that M. Hohman had not paid his bill, and that you were going to release it into Public Domain. I told you then that I would pick up the charges, sent you a check for the amount we agreed upon, can go back on checks as I just learned 7 years so it is still in effect for the source and all M. Hohmans rights to Sparta 3.3c code which you sent me the day I told you the check was in the mail!

I personally take offense to what you posted to Lance Rinquist! Mother Fucker you want to be taken upon you offer in court? Go for it, I have Canceled checks you cashed, with a notation on the bottom of each as to what it was for!

And do not ever tell Lance or anyone else in this community, to call me and tell me what you have in your stupor said! Pick up the damn phone and do it yourself!!!

You may think you have screwed me and K-Products, but before you do anything I honestly think you should go back through the checks you cashed in your behalf and see exactly what you were agreeing to!!!

I have spent a lot of money in the Atari 8-bits behalf but I do guarantee you I will not be fucked over by you or anyone else! Take your life as it is now and live it to your fullest mess with mine?

Robert Klaas
K-Products
Long Live the devoted Atari Enthusiasts!

2445. Re: APE for the future?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-14 00:34:45 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ad7a149@dnews.tpgi.com.au>
Source record: 37369

```
Robert S Ely <rsely74@optonline.net> wrote in message
news:3AD7545A.C9366577@optonline.net...
> Mark Bedingfield wrote:
> >
> > Nearl J Toothenbecker <nj_toothenbecker@hotmail.com> wrote in message
> > news:4xYy6.558974$ge4.203193793@news2.rdc2.tx.home.com...
> > > In article <MPG.152026ea93c9be4a989689@news.telocity.com>,
> > > classics@atarimax.com says...
> > > >
> > > >
> > > >In article <98tbgb$v5e$1@brokaw.wa.com>, danv@whoever.com says...
> > > >> Microsoft really made a mess of the serial port (among other
things).
> > The
> > > >> serial communications api for NT and windows 2000 behaves
differently
> > than
> > > >> win9x.
> > > >
> > > I don't know if you wrote the above or not, but I'd lke to toss in a
> > comment.
> > > Win98se treats the serial ports differently also. I used Telix on
clones
> > for
> > > about 5 years. Its an early 90s DOS term program. It quit working when
I
> > went
> > > to 98se.
> >
> > NT does NOT allow direct access to any hardware, and also has a dislike
for
> > older apps. i.e. 16 bit or 8 bit. Any version of APE for NT/2000 will
need
> > to address the drivers not the port. 98SE and ME have some trouble with
DOS
> > apps for similar reasons. WINXP will see the demise of DOS altogether..
> >
> > Mark
> >
> > PS use your st's instead;-)
>
> I'm now running a new Dell P3-933 with Win-2000. Will APE work with
> this?
```

You can try but NT hates it;-) Can't hurt.

Mark

2446. Re: APE for the future?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-14 00:40:14 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3AD79CAE.C75CE7F7@optonline.net>
Source record: 37370
Body handling: Binary attachment payload not displayed: rsely74.vcf

```
Mark Bedingfield wrote:
>
> Robert S Ely <rsely74@optonline.net> wrote in message
> news:3AD7545A.C9366577@optonline.net...
> > Mark Bedingfield wrote:
> > >
> > > Nearl J Toothenbecker <nj_toothenbecker@hotmail.com> wrote in message
> > > news:4xYy6.558974$ge4.203193793@news2.rdc2.tx.home.com...
> > > > In article <MPG.152026ea93c9be4a989689@news.telocity.com>,
> > > > classics@atarimax.com says...
> > > > >
> > > > >In article <98tbgb$v5e$1@brokaw.wa.com>, danv@whoever.com says...
> > > > >> Microsoft really made a mess of the serial port (among other
> things).
> > > The
> > > > > serial communications api for NT and windows 2000 behaves
> differently
> > > than
> > > > > win9x.
> > > > >
> > > > I don't know if you wrote the above or not, but I'd lke to toss in a
> > > comment.
> > > > Win98se treats the serial ports differently also. I used Telix on
> clones
> > > for
> > > > about 5 years. Its an early 90s DOS term program. It quit working when
> I
> > > went
> > > > to 98se.
> > >
> > > NT does NOT allow direct access to any hardware, and also has a dislike
> for
> > > older apps. i.e. 16 bit or 8 bit. Any version of APE for NT/2000 will
> need
> > > to address the drivers not the port. 98SE and ME have some trouble with
> DOS
> > > apps for similar reasons. WINXP will see the demise of DOS altogether..
> > >
> > > Mark
> > >
> > > PS use your st's instead;-)
> >
```

> > I'm now running a new Dell P3-933 with Win-2000. Will APE work with
> > this?
>
> You can try but NT hates it;-) Can't hurt.
>
> Mark
I have a test version for 95/98. I built the 1 chip cable, but could
never get it work. It's been a long time since I tried it, so I guess
I'll have to give it a shot with the new machine. I have to check the
wiring of the cable too...

--
Robert S Ely
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

[One or more binary attachments are retained only in the source text.]

2447. Re: speeds of Atari and compatible drives.

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-14 01:09:33 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3AD7A34D.C852780A@pcisys.net>
Source record: 37371

bo snyder wrote:

> hi all,
>
> i recently bought 2 rana drives (one was supposiblly dead, but seems to
> work) however there is a problem and i am not sure if it is with both or
> just one of them.
>
> it seems that some floppys can be booted to both of the rana drives (such as
> the actual rana dos floppys, can't think of what the name of the dos is, but
> it is 6.1d version) but other floppys can only boot to one drive or the
> other.
>
> i did run a speed test on both of the drives and the one that seems to work
> better has a speed of 288 to 290 rpms and the one that doesn't seem to boot
> as many floppy's only has a rpm of 280 to 285 or so. i have heard that 288
> is supposed to be normal. is 280 within the tolerances?? how about 290??
>

The drive speed should be set at 288. The 810 / 1050 ran at this speed. The
XF551 uses a speed of 300 (which is why Flight Simimulator 2 doesn't work
with this drive).

>
> how can i alter the speeds in my rana drive?

There should be an adjustable potentiometer (adjustable resistor) that will
allow
you to adjust the speed. Try and look for a marking on the circuit board near
the potentiometer that might be labeled "RPM".

These pot's are usually the 10:1 or high precision value varitey. They can be
a blue or black square box with a small flat tip screw adjustment.

If there is more than one pot, be careful of what you adjust. You might adjust
the write precompensation circuits that disk drive controllers usually have.

Take care to note the position of the pot before adjusting. Then turn it slowly

and see if the drive speed changes. If it doesn't, then this isn't the
adjustment you
want and put it back in its original position.

Good luck.

Glenn Bruner
brunergs@pcisys.net

2448. Re: APE for the future?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-14 01:30:54 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ad7ae71@dnews.tpgi.com.au>
Source record: 37372

```
Robert S Ely <rsely74@optonline.net> wrote in message
news:3AD79CAE.C75CE7F7@optonline.net...
> Mark Bedingfield wrote:
> >
> > Robert S Ely <rsely74@optonline.net> wrote in message
> > news:3AD7545A.C9366577@optonline.net...
> > > Mark Bedingfield wrote:
> > > >
> > > > Nearl J Toothenbecker <nj_toothenbecker@hotmail.com> wrote in
message
> > > > news:4xYy6.558974$ge4.203193793@news2.rdc2.tx.home.com...
> > > > > In article <MPG.152026ea93c9be4a989689@news.telocity.com>,
> > > > > classics@atarimax.com says...
> > > > > >
> > > > > >
> > > > > >In article <98tbgb$v5e$1@brokaw.wa.com>, danv@whoever.com says...
> > > > > >> Microsoft really made a mess of the serial port (among other
> > things).
> > > > > The
> > > > > >> serial communications api for NT and windows 2000 behaves
> > differently
> > > > > than
> > > > > >> win9x.
> > > > > >
> > > > > I don't know if you wrote the above or not, but I'd lke to toss in
a
> > > > > comment.
> > > > > Win98se treats the serial ports differently also. I used Telix on
> > clones
> > > > > for
> > > > > about 5 years. Its an early 90s DOS term program. It quit working
when
> > I
> > > > > went
> > > > > to 98se.
> > > > >
> > > > NT does NOT allow direct access to any hardware, and also has a
dislike
> > for
> > > > older apps. i.e. 16 bit or 8 bit. Any version of APE for NT/2000
will
> > need
> > > > to address the drivers not the port. 98SE and ME have some trouble
with
```

> > DOS
> > > > apps for similar reasons. WINXP will see the demise of DOS
altogether..
> > > >
> > > > Mark
> > > >
> > > > PS use your st's instead;-)
> > >
> > > I'm now running a new Dell P3-933 with Win-2000. Will APE work with
> > > this?
> >
> > You can try but NT hates it;-) Can't hurt.
> >
> > Mark
> I have a test version for 95/98. I built the 1 chip cable, but could
> never get it work. It's been a long time since I tried it, so I guess
> I'll have to give it a shot with the new machine. I have to check the
> wiring of the cable too...

90% of basic computer problems are wiring/cables......the rest is windows.

Mark

2449. Re: [Epyx Shrine] Gateway To Apshai!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-14 02:04:07 UTC
From: eric@replyhere.net
Message-ID: <3ad7b021.527814011@207.106.92.52>
Source record: 37373

On Fri, 13 Apr 2001 17:16:46 +0200, Manuel Polik <cybergoth@nexgo.de>
wrote:

>chainsaw11 schrieb:
>
>> That's pretty interesting! The only time I ever saw this game was in an
>> E-bay auction, yes I got sniped at the last minute. The really interesting
>> thing was that it was an Epyx cartridge! I never even knew that Epyx made
>> cart programs.
>
>Unfotunately I don't own one either. There's two more Atari cartridges
>from Epyx: Pitstop 2 & Jumpman Jr. Seems like these are pretty rare
>stuff & most people played the uhm... *disk versions* of it :-)
>
>Greetings,
> Manuel

Both PitStop and Fun With Art came on cartridge too.
I have both.

2450. Re: speeds of Atari and compatible drives.

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-14 04:00:01 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010414000001.08029.00000108@ng-cj1.aol.com>
Source record: 37374

> bo snyder bobo_snyder@hotmail.com remarked:

>i recently bought 2 rana drives (one was supposiblly dead, but seems to
>work) however there is a problem and i am not sure if it is with both or
>just one of them.
>it seems that some floppys can be booted to both of the rana drives (such as
>the actual rana dos floppys, can't think of what the name of the dos is, but
>it is 6.1d version) but other floppys can only boot to one drive or the
>other.

That would be SmartDOS 6.1d...

>i did run a speed test on both of the drives and the one that seems to work
>better has a speed of 288 to 290 rpms and the one that doesn't seem to boot
>as many floppy's only has a rpm of 280 to 285 or so. i have heard that 288
>is supposed to be normal. is 280 within the tolerances?? how about 290??

288 is optimum and it is +/- 2-3 so 290 is OK and 280 is getting way out of
range.

>how can i alter the speeds in my rana drive? is that most likely the
>problem with having disks that sometimes boot or sometimes don't? also if i
>make a boot floppy using a blank floppy on one drive and try booting it to
>the other, that usually will not work even though the orginal floppy i
>booted to will work on both drive... usually.
>
>any ideas ???

You do not specify which drive is worse nor which one gives which symptom, but
I reccomend readjusting that slow drive first.

-Ron

Inform everyone that communications have completely broken down.

2451. Re: speeds of Atari and compatible drives.

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-14 07:08:39 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <KRSB6.7244$R6.165994@news1.oke.nextra.no>
Source record: 37375

And do that as fast as possible. When the drive runs slow, it
creates/destroys your disks. I am not sure 280 would destroy it, but to
create a bad sector on a disk, an old copy program did this exact thing. It
tried to write or read to a spesific sector and you should set the speed
down to make it create a bad sector.

Be careful with your disks, just in case

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
news:20010414000001.08029.00000108@ng-cj1.aol.com...
> > bo snyder bobo_snyder@hotmail.com remarked:
>
> >i recently bought 2 rana drives (one was supposiblly dead, but seems to
> >work) however there is a problem and i am not sure if it is with both or
> >just one of them.
> >it seems that some floppys can be booted to both of the rana drives (such
as
> >the actual rana dos floppys, can't think of what the name of the dos is,
but
> >it is 6.1d version) but other floppys can only boot to one drive or the
> >other.
>
> That would be SmartDOS 6.1d...
>
> >i did run a speed test on both of the drives and the one that seems to
work
> >better has a speed of 288 to 290 rpms and the one that doesn't seem to
boot
> >as many floppy's only has a rpm of 280 to 285 or so. i have heard that
288
> >is supposed to be normal. is 280 within the tolerances?? how about
290??
>
> 288 is optimum and it is +/- 2-3 so 290 is OK and 280 is getting way out
of
> range.
>
> >how can i alter the speeds in my rana drive? is that most likely the
> >problem with having disks that sometimes boot or sometimes don't? also
if i
> >make a boot floppy using a blank floppy on one drive and try booting it
to
> >the other, that usually will not work even though the orginal floppy i
> >booted to will work on both drive... usually.
> >

> >any ideas ???
>
> You do not specify which drive is worse nor which one gives which symptom,
but
> I reccomend readjusting that slow drive first.
>
> -Ron
>
> Inform everyone that communications have completely broken down.
>

2452. To Cabell and Dr. Clu:

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-14 12:43:05 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <tBXB6.48680$uk.5244649@news02.optonline.net>
Source record: 37376

If either/both of you are lurking, I'd like to log on to your telnet BBSs,
but I need something appropriate to type in for logon and password.

You may respond by e-mail if you wish to keep this private.

Some of the old OHAUG members are coming over to my house on Tuesday night.
I want to show them some things, among which are your BBSs!

Thanks.

Alan

2453. Re: [Epyx Shrine] Gateway To Apshai!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-14 13:00:36 UTC
From: DCM01@USA.NET
Message-ID: <3ad849b6.2099425@news.CIS.DFN.DE>
Source record: 37377

Alien Garden was an Epyx cart.

On Sat, 14 Apr 2001 02:04:07 GMT, eric@replyhere.net (eric) wrote:

>On Fri, 13 Apr 2001 17:16:46 +0200, Manuel Polik <cybergoth@nexgo.de>
>wrote:

>>Unfotunately I don't own one either. There's two more Atari cartridges
>>from Epyx: Pitstop 2 & Jumpman Jr. Seems like these are pretty rare
>>stuff & most people played the uhm... *disk versions* of it :-)

>Both PitStop and Fun With Art came on cartridge too.
>I have both.
>

2454. Re: [Epyx Shrine] Gateway To Apshai!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-14 13:59:03 UTC
From: ebaiz@skyenet.net
Message-ID: <HIYB6.192$ph.1661@newsfeed.slurp.net>
Source record: 37378

On 12 Apr 2001 23:33:58 , "chainsaw11" wrote:
>That's pretty interesting! The only time I ever saw this game was in an
>E-bay auction, yes I got sniped at the last minute. The really interesting
>thing was that it was an Epyx cartridge! I never even knew that Epyx made
>cart programs.
>Mo

Oh yes, Epyx made carts. I have the this game along with their other
disk game Temple to Apshai. Temple was excellent and I had many along
hours of fun playing it. Gateway is more arcade-like, but is still fun
to play.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2455. Re: APE for the future?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-15 01:54:49 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3AD8FFAB.FDEA00A1@optonline.net>
Source record: 37379
Body handling: Binary attachment payload not displayed: rsely74.vcf

```
Mark Bedingfield wrote:
>
> Robert S Ely <rsely74@optonline.net> wrote in message
> news:3AD79CAE.C75CE7F7@optonline.net...
> > Mark Bedingfield wrote:
> > >
> > > Robert S Ely <rsely74@optonline.net> wrote in message
> > > news:3AD7545A.C9366577@optonline.net...
> > > > Mark Bedingfield wrote:
> > > > >
> > > > > Nearl J Toothenbecker <nj_toothenbecker@hotmail.com> wrote in
> message
> > > > > news:4xYy6.558974$ge4.203193793@news2.rdc2.tx.home.com...
> > > > > > In article <MPG.152026ea93c9be4a989689@news.telocity.com>,
> > > > > > classics@atarimax.com says...
> > > > > > >
> > > > > > >
> > > > > > >In article <98tbgb$v5e$1@brokaw.wa.com>, danv@whoever.com says...
> > > > > > >> Microsoft really made a mess of the serial port (among other
> > > things).
> > > > > > The
> > > > > > >> serial communications api for NT and windows 2000 behaves
> > > differently
> > > > > > than
> > > > > > >> win9x.
> > > > > > >
> > > > > > I don't know if you wrote the above or not, but I'd lke to toss in
> a
> > > > > > comment.
> > > > > > Win98se treats the serial ports differently also. I used Telix on
> > > clones
> > > > > > for
> > > > > > about 5 years. Its an early 90s DOS term program. It quit working
> when
> > > I
> > > > > went
> > > > > > to 98se.
> > > > >
> > > > > NT does NOT allow direct access to any hardware, and also has a
> dislike
> > > for
> > > > > older apps. i.e. 16 bit or 8 bit. Any version of APE for NT/2000
> will
```

> > > need
> > > > > to address the drivers not the port. 98SE and ME have some trouble
> with
> > > DOS
> > > > > apps for similar reasons. WINXP will see the demise of DOS
> altogether..
> > > > >
> > > > > Mark
> > > > >
> > > > > PS use your st's instead;-)
> > > >
> > > > I'm now running a new Dell P3-933 with Win-2000. Will APE work with
> > > > this?
> > >
> > > You can try but NT hates it;-) Can't hurt.
> > >
> > > Mark
> > I have a test version for 95/98. I built the 1 chip cable, but could
> > never get it work. It's been a long time since I tried it, so I guess
> > I'll have to give it a shot with the new machine. I have to check the
> > wiring of the cable too...
>
> 90% of basic computer problems are wiring/cables......the rest is windows.
>
> Mark

Grin...
--
Robert S Ely
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

[One or more binary attachments are retained only in the source text.]

2456. What System Was This?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-15 06:06:50 UTC
From: wertz321@aol.com
Message-ID: <20010415020650.16012.00000394@ng-fo1.aol.com>
Source record: 37380

I hope someone can help me out here.When I was a kid I had a stand alone system that I cant seem to track down.It had pong (could have been called tennis or hocky),A game just like Air Sea Battle for the 2600,Tank Battle (like Combat) and I am not 100% sure but I think it had a built in revolver light gun game.I have seen lots of simillar systems on the net but I cant find any that had Combat or Air Sea Battle.I know this isnt really 8 bit realated but I am hopeing somebody else has seen this system.

2457. Re: What System Was This?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-15 11:32:08 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <cydC6.395$Gn1.7350@nnrp1.sbc.net>
Source record: 37381

Sounds like the Sears video arcade I had, I'm not sure if that was the exact name. I do remember that it was black n white only.
Mo

Wertz321 wrote in message <20010415020650.16012.00000394@ng-fo1.aol.com>...
>I hope someone can help me out here.When I was a kid I had a stand alone system
>that I cant seem to track down.It had pong (could have been called tennis or
>hocky),A game just like Air Sea Battle for the 2600,Tank Battle (like Combat)
>and I am not 100% sure but I think it had a built in revolver light gun game.I
>have seen lots of simillar systems on the net but I cant find any that had
>Combat or Air Sea Battle.I know this isnt really 8 bit realated but I am
>hopeing somebody else has seen this system.
>

2458. Re: APE for the future?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-15 14:02:17 UTC
From: Dan Vernon <danv@bitsofthepast.com>
Message-ID: <9bc9c1tvl1@brokaw.wa.com>
Source record: 37382

you could give my beta-test version of Atari810Win a try! It doesn't do near all the stuff that APE does yet... but I'm working on it. So far, it just reads and writes at standard SIO speed from atr disk images. Also it is free software. It does work in both NT4 and Windows 2000.

get it at: http://www.bitsofthepast.com/atari

-Dan

2459. happy sio commands anyone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-15 14:50:12 UTC
From: Dan Vernon <danv@bitsofthepast.com>
Message-ID: <9bcc5uuot1@brokaw.wa.com>
Source record: 37383

Hello all,

I'm trying to add happy compatibility to Atari810 and need a little help.

When I boot with a happy-aware DOS (such as Dos 2.5+ by Tim Patrick, or Warp-Speed DOS by Happy Computers): First I receive some standard status and read requests - no problem. Then I receive an 'H' (0x48) followed by a space (0x20) -- a happy write protect off request - no response needed . Then I receive first a request to speed-up: a '?' (0x3f). I respond to this with two bytes of 0x10 which is a tidbit I gleaned from the SIO2PC source. I *think* that this means jump to 38400 baud. Finally I get tons of 'r' (0x72) commands which I believe are Happy read sector requests, although I can't find any info about this anywhere.

When I "snoop" on my own happy 810 when booting, the 'r' commands are definitely for high-speed sector reads (can't see how the drive is responding since thats on the data out line). However, it looks to me like the sio commands coming through standard speed and the data is expected back faster. Can anyone shed any light on this? I need to know exactly when to shift into high speed and how fast it expects the data to come. It doesn't seem to work to just go to 38400 baud at the data frame. Perhaps some of the Acknowledge - Complete sequence needs to be high speed as well? Or does the happy drive expect something more than the 128 bytes of sector data back?

I do have double-speed I/O working great with SpartaDos 3.2g. Although I think it must be in "US doubler" mode or something because I don't get any special happy commands. Just speed-up '?', which I respond to with two 0x10 bytes. After that, just about everything (commands and data) come 38400 baud.

-Dan
http://www.bitsofthepast.com/atari

2460. Re: Cartridge Dumps?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-15 14:54:39 UTC
From: Dan Vernon <danv@bitsofthepast.com>
Message-ID: <9bcce8vdq1@brokaw.wa.com>
Source record: 37384

I've got the original disk of Pirates Treasure Chest. Haven't tried making
an atr yet, but I'll try. After that I'll post it to my site. If
everything goes well it should be there on Tuesday. Stay tuned.
-Dan
http://www.bitsofthepast.com/atari

2461. Re: 1027 printer ink

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-15 16:06:05 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3AD9C6ED.A7D3C2E8@compuserve.com>
Source record: 37385

Matthias Belitz wrote:

> Hallo,
>
> Pockets schrieb:
> >
> > what about the ink for re-filling ink jet printers?
> >
> > Or will that dry up too quickly?
> >
> > "Nigel Henry" <nigel.henry@virgin.net> wrote in message
> > news:aBmA6.3972$Fm4.1100873@news2-win.server.ntlworld.com...
> > > Hey all, can anyone suggest an ink which would be suitable for re-inking
> > the
> > > ink roller in the 1027 printer? I have tried rubber stamp ink, but the
> > > results are not very good. Any ideas?
> > >
>
> I am sorry to have no answer, but I am interested in getting a pad (or
> ink roller) for these printers.
> I picked up some, but without these rollers.
>
> Any idea appreciated.
>
> Thanx,
> Matt

I have used replacement calculator rolls for the 1027, Royal machine I think.
But they are longer so need to be cut down. You get three or four pads that
way. I don't reink-probably needs an oil based ink.

RickD.

2462. npturton@msn.com

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-15 18:22:09 UTC
From: npturton <npturton@email.msn.com>
Message-ID: <uJ#htjdxAHA.300@cpmsnbbsa07>
Source record: 37386

```
help
```

2463. Re: Atari 8-bit disk software (cheap to clear last few titles)

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-15 18:24:25 UTC
From: npturton <npturton@email.msn.com>
Message-ID: <#eSp$kdxAHA.273@cpmsnbbsa07>
Source record: 37387

mail me back paul

paul r wrote in message ...
>
>For Sale: Atari 8-bit disk software as listed below (all items are
originals
>with full packaging unless stated otherwise). Prices in GB Pounds. Please
>add the postage cost to your destination. If interested, please email
>paul@#nospam#stillavailable.co.uk (remove #nospam# to send).
>
>ACE OF ACES US Gold 2.00
>BOMB Ke-Soft 2.00
>BOMBI Power-Per-Post 2.00
>BOP 'N WRESTLE Mindscape 4.00
>DIGI-STUDIO DGS (4 disks) 4.00
>EUREKA ANG Software 2.00
>FIRST XLENT WORD PROCESSOR Ke-Soft (German Inst.) 2.00
>GLAGGS IT Power-Per-Post 2.00
>HUMANOID Sonix 2.00
>KE-COMMANDER Ke-Soft 2.00
>LITTLE DEVIL Red Rat 2.50
>LIZARD Tiger Dev 2.00
>MINES ANG 2.00
>MINESWEEPER Power-Per-Post 2.00
>ROBOMASH TWAUG 2.00
>ROCKMAN Mirage 2.00
>RUBBER BALL Power-Per-Post 2.00
>SAM BUDGET Power Per Post (Requires SAM) 2.00
>SAM DESIGNER Power Per Post (Requires SAM) 2.00
>SAM UTILITY EXTENSIONS 1 Power Per Post (Requires SAM) 2.00
>SAPER Ke-Soft 2.00
>SAPER CONSTRUCTOR ANG 2.00
>SARGON III CHESS Hayden 5.00
>SPINDIZZY Electric Dreams 2.00
>STAR RAIDERS II Atari (Tatty Box) 1.00
>TAIPEI R&E Software 2.00
>THINKER ANG 2.00
>THINX ANG 2.00
>VAGABOND Avalon 2.00
>WHOOPS 2 ANG 2.00
>ZAXXON Datasoft (boxed) 4.00
>
>
>

2464. Re: 1027 printer ink

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-15 19:04:03 UTC
From: dunxuk@aol.com
Message-ID: <20010415150403.11417.00000303@ng-fj1.aol.com>
Source record: 37388

>I don't reink-probably needs an oil based ink.

We used to re-ink with the contents of a bic biro. Worked fine.

2465. Atari 8-bit software Online

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-15 19:16:25 UTC
From: phantomm@bellsouth.net
Message-ID: <dsmC6.358$rk3.13184@news1.atl>
Source record: 37389

Are there any FTP sites that have Atari 8-bit software thats ready to run
on an Atari 8-bit?

If the files are compressed in ZIP, LZH, or ARC format, that would be ok.

I have an Atari Falcon with an 8-bit emulator and would like to download
some Atari 8-bit software that I can run on it, or transfer from the Falcon
to Atari 8-bit using a null modem cable with an ICD MIO.

Thanks for any help,

phantomm@bellsouth.net

2466. Re: Atari 8-bit software Online

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-15 20:40:59 UTC
From: NoOne@FakeEmail.com
Message-ID: <9084A7C97CTHEnterprises@205.212.123.11>
Source record: 37390

I've kept a bunch of A8 files in the CTH archive in their native formats.
Check out-

ftp://ftp.spudster.org/pub/Atari/CTH/Games/DCM
ftp://ftp.spudster.org/pub/Atari/CTH/Games/FILES

There's a bunch of other directories containing non-ATR type files. Just
transfer them to a real A8 and they are ready to run.

phantomm@bellsouth.net (Phantomm) wrote in
<dsmC6.358$rk3.13184@news1.atl>:

>Are there any FTP sites that have Atari 8-bit software thats ready to
>run on an Atari 8-bit?
>

2467. I am the Joust king

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-16 01:19:24 UTC
From: Itay Chamiel <itayc@spam.huji.ac.il>
Message-ID: <9bddnvflb1@news.huji.ac.il>
Source record: 37391

Heh. I actually zeroed the score on Joust at Expert level (after the score runs out of digits it resets to 0).

Beat that :)

-itay
--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc

"Daniel Miller" <DCM01@USA.NET> wrote in message
news:3aca4896.8010384@news.CIS.DFN.DE...
> Acquired a copy of the Pengo cartridge for Atari 8bit (all models) and
> it is a blast!
>
> I scored 67,680! You'll have to get up pretty early in the morning to
> beat that!
>
> Sincerely,
>
> The Pengo King
>
>

2468. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-16 04:34:58 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_987395367@rtfm.mit.edu>
Source record: 37392
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 24, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

An Atari 800XL used in a Czech hospital: http://www.asw.cz/~kubecj/aczhwho.htm

2469. Re: APE for the future?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-16 09:25:59 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3ADABAEB.B0B7B4F6@optonline.net>
Source record: 37393
Body handling: Binary attachment payload not displayed: rsely74.vcf

Dan Vernon wrote:
>
> you could give my beta-test version of Atari810Win a try! It doesn't do
> near all the stuff that APE does yet... but I'm working on it. So far, it
> just reads and writes at standard SIO speed from atr disk images. Also it
> is free software. It does work in both NT4 and Windows 2000.
>
> get it at: http://www.bitsofthepast.com/atari
>
> -Dan

I did grab that. I haven't had any time yet to play with it. It has a
feature for communicating directly with a PC? Does it HAVE to use disk
images or can it WRITE/read directly to the PC native disk directories
(preferred method for my purposes). I have having to use those .ATR
files.
--

--
Robert S Ely
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

[One or more binary attachments are retained only in the source text.]

2470. Re: To Cabell and Dr. Clu:

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-16 12:13:41 UTC
From: Cabell <cabell.clarkeSPAMNO@verizon.net>
Message-ID: <VIBC6.4394$lc.2434426@typhoon1.ba-dsg.net>
Source record: 37394

My BBS is not running now since upgrading to Windows 2000. I lost my
motherboard last week and have had to replace it. Hopefully I can get it
back online in the not too distant future but hard to say right now.

"Alan Sharkis" <asharkis@optonline.net> wrote in message
news:tBXB6.48680$uk.5244649@news02.optonline.net...
> If either/both of you are lurking, I'd like to log on to your telnet BBSs,
> but I need something appropriate to type in for logon and password.
>
> You may respond by e-mail if you wish to keep this private.
>
> Some of the old OHAUG members are coming over to my house on Tuesday
night.
> I want to show them some things, among which are your BBSs!
>
> Thanks.
>
> Alan
>
>

2471. Re: [Epyx Shrine] Gateway To Apshai!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-16 13:34:30 UTC
From: llpwhite@cs.com
Message-ID: <20010416093430.07963.00000532@ng-cj1.news.cs.com>
Source record: 37395

>There's two more Atari cartridges
>from Epyx: Pitstop 2 & Jumpman Jr.

JJ carts are pretty common, I believe. But I have never seen a Pitstop 2 cart, and I have looked quite extensively. Has anyone actually seen PS2 on cart? I'm quite sure that PS2 was originally released for the A8 on disk.
Larry

2472. Re: speeds of Atari and compatible drives.

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-16 14:29:56 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B7004FF4.1839%bobo_snyder@hotmail.com>
Source record: 37396

hey thanks for the replies. i am going to adjust my drives probably tonight
when i get home. it really doesn't sound all that difficult. i am assuming
that the most pain in the arse part is going to be acutally taking the drive
apart enough to gain access to the adjustment pots and being able to keep
all the connections connected so i can adjust it while its powered on.

well thanks again,
bo

> From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
> Organization: Nextra Public Access
> Newsgroups: comp.sys.atari.8bit
> Date: Sat, 14 Apr 2001 09:08:39 +0200
> Subject: Re: speeds of Atari and compatible drives.
>
> And do that as fast as possible. When the drive runs slow, it
> creates/destroys your disks. I am not sure 280 would destroy it, but to
> create a bad sector on a disk, an old copy program did this exact thing. It
> tried to write or read to a spesific sector and you should set the speed
> down to make it create a bad sector.
>
> Be careful with your disks, just in case
>
>
> "RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
> news:20010414000001.08029.00000108@ng-cj1.aol.com...
>>> bo snyder bobo_snyder@hotmail.com remarked:
>>
>>> i recently bought 2 rana drives (one was supposiblly dead, but seems to
>>> work) however there is a problem and i am not sure if it is with both or
>>> just one of them.
>>> it seems that some floppys can be booted to both of the rana drives (such
> as
>>> the actual rana dos floppys, can't think of what the name of the dos is,
> but
>>> it is 6.1d version) but other floppys can only boot to one drive or the
>>> other.
>>
>> That would be SmartDOS 6.1d...
>>
>>> i did run a speed test on both of the drives and the one that seems to
> work
>>> better has a speed of 288 to 290 rpms and the one that doesn't seem to
> boot
>>> as many floppy's only has a rpm of 280 to 285 or so. i have heard that

> 288
>>> is supposed to be normal. is 280 within the tolerances?? how about
> 290??
>>
>> 288 is optimum and it is +/- 2-3 so 290 is OK and 280 is getting way out
> of
>> range.
>>
>>> how can i alter the speeds in my rana drive? is that most likely the
>>> problem with having disks that sometimes boot or sometimes don't? also
> if i
>>> make a boot floppy using a blank floppy on one drive and try booting it
> to
>>> the other, that usually will not work even though the orginal floppy i
>>> booted to will work on both drive... usually.
>>>
>>> any ideas ???
>>
>> You do not specify which drive is worse nor which one gives which symptom,
> but
>> I reccomend readjusting that slow drive first.
>>
>> -Ron
>>
>> Inform everyone that communications have completely broken down.
>>
>
>

2473. Omnimon

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-16 14:57:49 UTC
From: Eric Cron <ericcron@!NOSPAMMER!yahoo.com>
Message-ID: <9bf1bdmti1@bob.news.rcn.net>
Source record: 37297

I expect to be the proud owner of an omnimon
equipped 800xl soon. I believe it also has ramrod...

Has anybody seen the documentation online?
Or would anybody be willing to scan them for me?

Thanks!
--
eric

2474. K products hard drive interface

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-16 15:03:42 UTC
From: Eric Cron <ericcron@!NOSPAMMER!yahoo.com>
Message-ID: <9bf1mjodb1@bob.news.rcn.net>
Source record: 37298

Hey there -

Does anybody use the K-products
hard drive interface that may be
able to shed some light on it's use?
Pro's? Con's? Compatibility with the
major OS's.. Special Features?

I'd like to buy one but I don't want to
get stuck with something not practical
to use...

--
eric
(yes, I already have an SIO2PC cable,
but I hate the tail wagging the dog)

2475. Re: APE for the future?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-16 17:28:40 UTC
From: Dominik <dominik1@looksmart.com>
Message-ID: <tdmare9apl6325@corp.supernews.com>
Source record: 37299

I use APE with a single chip SIO2PC cable on a Win98 PC and it works great!
It WILL NOT work with NT/2000. I tried it on 2 different Win2k Pro systems.
The software cannot get control of the serial port under the NT systems.

Dominik

Mark Bedingfield wrote in message <3ad7a149@dnews.tpgi.com.au>...
>
>Robert S Ely <rsely74@optonline.net> wrote in message
>news:3AD7545A.C9366577@optonline.net...
>> Mark Bedingfield wrote:
>> >
>> > Nearl J Toothenbecker <nj_toothenbecker@hotmail.com> wrote in message
>> > news:4xYy6.558974$ge4.203193793@news2.rdc2.tx.home.com...
>> > > In article <MPG.152026ea93c9be4a989689@news.telocity.com>,
>> > > classics@atarimax.com says...
>> > > >
>> > > >
>> > > >In article <98tbgb$v5e$1@brokaw.wa.com>, danv@whoever.com says...
>> > > >> Microsoft really made a mess of the serial port (among other
>things).
>> > The
>> > > > >> serial communications api for NT and windows 2000 behaves
>differently
>> > than
>> > > > >> win9x.
>> > > >
>> > > > I don't know if you wrote the above or not, but I'd lke to toss in a
>> > comment.
>> > > > Win98se treats the serial ports differently also. I used Telix on
>clones
>> > for
>> > > > about 5 years. Its an early 90s DOS term program. It quit working
when
>I
>> > went
>> > > > to 98se.
>> >
>> > NT does NOT allow direct access to any hardware, and also has a dislike
>for
>> > older apps. i.e. 16 bit or 8 bit. Any version of APE for NT/2000 will
>need
>> > to address the drivers not the port. 98SE and ME have some trouble with
>DOS
>> > apps for similar reasons. WINXP will see the demise of DOS altogether..

>> >
>> > Mark
>> >
>> > PS use your st's instead;-)
>>
>> I'm now running a new Dell P3-933 with Win-2000. Will APE work with
>> this?
>
>You can try but NT hates it;-) Can't hurt.
>
>Mark
>
>

2476. Re: [Epyx Shrine] Gateway To Apshai!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-16 17:34:51 UTC
From: Manuel Polik <cybergoth@nexgo.de>
Message-ID: <3ADB2D3B.E87CE74@nexgo.de>
Source record: 37300

Hi Larry!

> JJ carts are pretty common, I believe. But I have never seen a Pitstop 2
> cart, and I have looked quite extensively. Has anyone actually seen PS2 on
> cart? I'm quite sure that PS2 was originally released for the A8 on disk.

You're absolutely right, that was just a typo of mine. I meant of course
the first Pitstop. Sorry for any confusion caused.

Greetings,
Manuel

2477. Re: Omnimon

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-16 18:05:10 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <d1dmdtkirue1afrjh85m711v6v9efpl8bj@4ax.com>
Source record: 37301

The other Day "Eric Cron" <ericcron@!NOSPAMMER!yahoo.com> wrote:

>I expect to be the proud owner of an omnimon
>equipped 800xl soon. I believe it also has ramrod...
>
>Has anybody seen the documentation online?
>Or would anybody be willing to scan them for me?
>
>Thanks!

Check your mail box, I OCR'ed them quite a while ago for someone else.

Have fun
--

As long as you remember them they will always be with you..

2478. Looking for info on an OLD game

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-16 22:21:47 UTC
From: Adam Bullock <abul1@columbus.rr.com>
Message-ID: <%fKC6.111031$BB5.839483@typhoon.columbus.rr.com>
Source record: 37302

I used to have an Atari 400. I was trying to find info on a game I use to play alot. I beleive it was called Buried Bucks. The game had a helicopter that you used to shoot up the ground, fly in and pick up money. The game was loaded from a cassette tape.

Does anyone else remeber the game or who made it ?

2479. Re: APE for the future?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-16 22:25:31 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3ADB719F.21A49321@optonline.net>
Source record: 37304
Body handling: Binary attachment payload not displayed: rsely74.vcf

Dominik wrote:
>
> I use APE with a single chip SIO2PC cable on a Win98 PC and it works great!
> It WILL NOT work with NT/2000. I tried it on 2 different Win2k Pro systems.
> The software cannot get control of the serial port under the NT systems.
>
> Dominik
>
> Mark Bedingfield wrote in message <3ad7a149@dnews.tpgi.com.au>...
> >
> >Robert S Ely <rsely74@optonline.net> wrote in message
> >news:3AD7545A.C9366577@optonline.net...
> >> Mark Bedingfield wrote:
> >> >
> >> > Nearl J Toothenbecker <nj_toothenbecker@hotmail.com> wrote in message
> >> > news:4xYy6.558974$ge4.203193793@news2.rdc2.tx.home.com...
> >> > > In article <MPG.152026ea93c9be4a989689@news.telocity.com>,
> >> > > classics@atarimax.com says...
> >> > > >
> >> > > >In article <98tbgb$v5e$1@brokaw.wa.com>, danv@whoever.com says...
> >> > > >> Microsoft really made a mess of the serial port (among other
> >things).
> >> > The
> >> > > >> serial communications api for NT and windows 2000 behaves
> >differently
> >> > than
> >> > > >> win9x.
> >> > > >
> >> > > I don't know if you wrote the above or not, but I'd lke to toss in a
> >> > comment.
> >> > > Win98se treats the serial ports differently also. I used Telix on
> >clones
> >> > for
> >> > > about 5 years. Its an early 90s DOS term program. It quit working
> when
> >I
> >> > went
> >> > > to 98se.
> >> >
> >> > NT does NOT allow direct access to any hardware, and also has a dislike
> >for
> >> > older apps. i.e. 16 bit or 8 bit. Any version of APE for NT/2000 will

> >need
> >> > to address the drivers not the port. 98SE and ME have some trouble with
> >DOS
> >> > apps for similar reasons. WINXP will see the demise of DOS altogether..
> >> >
> >> > Mark
> >> >
> >> > PS use your st's instead;-)
> >>
> >> I'm now running a new Dell P3-933 with Win-2000. Will APE work with
> >> this?
> >
> >You can try but NT hates it;-) Can't hurt.
> >
> >Mark
> >
> >

This is interesting since I run a few Win 3.1x communications programs
for dial-up to various systems at work. I'm running W2K-Pro at home.
These programs seem to work just fine. They never were intended to work
on a layered OS like Windows 2000 either. Hmmm...

I need some software and interface cabling that will allow reasonable
speed transfers from the 130XE,XF551,MI/O to my Win2K PC (directly to
the PCs HD directories, not an .ATR image.) I can build the .ATR images
later/as needed for the emulator(s).

Any suggestions?
--
Robert S Ely
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

[One or more binary attachments are retained only in the source text.]

2480. FS/T: Atari 8-bit computer items and more... [04/16/2001]

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-16 22:27:44 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <7bsmdt84lfb0qone096cj7ouivnr8l3t52@4ax.com>
Source record: 37303

Items currently available for the following systems:

Atari 8-bit computers

Apple][computers
Atari ST computer
Commodore 64 / 128 computers
Commodore Vic-20 computer
Radio Shack Color Computer (CoCo)
T.I. 99/4A computer
IBM PC (CD ROM and diskette software)

3DO
Atari Lynx
Nintendo 64
Nintendo Game Boy
Nintendo NES
Nintendo SNES
Sega Dreamcast
Sega Genesis
Sega Master System (SMS)
Sony Playstation (PSX)

Books / Magazines (video game and computer related)
Miscellaneous (board games, hand-held video games, etc.)
Movies (DVD and VHS)

Atari 2600
Atari 5200
Atari 7800
Colecovision
Emerson Arcadia 2001
Mattel Intellivision
Magnavox Odyssey2

Comic Books -- coming soon!
Sports Cards -- coming soon!

You can visit VGA on the WWW at:

http://www.io.com/~vga2000/

or go directly to the VGA For Sale or Trade section at:

http://www.io.com/~vga2000/fsort.htm

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.

and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

2481. Re: Looking for info on an OLD game

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-17 00:04:05 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3adbbea3$0$42873$4c5ecdc7@news.erinet.com>
Source record: 37308

'Buried Bucks' was an ANALOG game by Tom Hudson.
About 1982 I think. I don't think it was a magazine type in, maybe,
but I think was sold separately from the magazines.

I didn't find it at Video 61, B&C or Bravo Sierra, so it probably doesn't
come as a disk or cart game.

russg

2482. used atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-17 01:51:12 UTC
From: Timothy Douma <doumafam@speakeasy.org>
Message-ID: <3ADBA190.EF5EAF98@speakeasy.org>
Source record: 37305

I have an 800, a machine that replaced the 800, the original tape drive, a 1050(?) drive, about 50 games on disk, some cartridges and controllers. Is there any market for this stuff? I am in chicago. I am new to your news group.

Please respond directly to me if possible.

thanks a lot

Tim

2483. Re: APE for the future?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-17 02:09:40 UTC
From: Greg Menke <gregm-news@mindspring.com>
Message-ID: <m3zodgcm57.fsf@mindspring.com>
Source record: 37306

> you could give my beta-test version of Atari810Win a try! It doesn't do
> near all the stuff that APE does yet... but I'm working on it. So far, it
> just reads and writes at standard SIO speed from atr disk images. Also it
> is free software. It does work in both NT4 and Windows 2000.
>
> get it at: http://www.bitsofthepast.com/atari

How to you handle the I/O timing? When I was writing my roughly
equivalent 810/825 emulator, I ran into horrible latency & scheduling
jitter in NT/Win98 even using realtime priority threads in busy wait
loops. I/O timing was OK until I did something like scrolling a
browser window while it was going on.

This was on a K6/2 233 using Visual C++ 5, maybe faster hardware will
overwhelm the scheduling pathologies by providing more speed...

Gregm

2484. Looking For OS ROM File

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-17 02:38:18 UTC
From: Gary Galloway <zarf@wwa.com>
Message-ID: <10bndtsjc5dq49c90bspogdfmui3pnga98@4ax.com>
Source record: 37307

Does anyone know where I can get a copy of ATARIOSA.ROM ? I can only
find ATARIOSA.ROM.

Later . . .

2485. Re: APE for the future?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-17 05:33:34 UTC
From: Dan Vernon <danv@bitsofthepast.com>
Message-ID: <9bgka7$5gt$1@brokaw.wa.com>
Source record: 37309

The hardcore I/O is all on a separate devoted thread. It pushes status
messages on a queue which the UI thread pops off to display if there's any
idle time. You can dink with the window all you want and it will not
disturb the transfer. Sometimes the UI gets behind whats actually going on
but its really no big deal. Also, the program relies heavily on the Win32
communications layer to really do most of the work notifying state changes,
so the program never spins in a loop polling the port state and so on.
Sorry the source is not ready for you to check out yet... I'm very close to
being happy with v1.0. I have done a lot of work to stabilize reading and
writing under very heavy loads (like during a large compile and simultaneous
grep) and for the most part the transfer of data is successful. I'm more
concerned with reliability than tons of cool features at this point.
CPU usage never gets above like 3-4% in my testing, although I'm using a
P-III 450 with Win2k. I'm really hoping for people with slower NT machines
to try it so I can figure out the minimum processor requirements.

> How to you handle the I/O timing? When I was writing my roughly
> equivalent 810/825 emulator, I ran into horrible latency & scheduling
> jitter in NT/Win98 even using realtime priority threads in busy wait
> loops. I/O timing was OK until I did something like scrolling a
> browser window while it was going on.
>
> This was on a K6/2 233 using Visual C++ 5, maybe faster hardware will
> overwhelm the scheduling pathologies by providing more speed...
>
> Gregm

2486. Bruce Lee (was: Re: I am the Joust king)

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-17 06:14:06 UTC
From: Ivo van Poorten <ivop@euronet.nl>
Message-ID: <20010417.081406.1960709859.9854@morris.paisley.park>
Source record: 37310

In article <9bddnvflb1@news.huji.ac.il>, "Itay Chamiel"
<itayc@spam.huji.ac.il> wrote:

> Heh. I actually zeroed the score on Joust at Expert level (after the
> score runs out of digits it resets to 0).
>
> Beat that :)

Ok, ok :-)

I recently got my Atari out of the closset again and the first game I
played (yeah, I started playing games offcourse :-)), was Bruce Lee.
I always loved to kick that Ninja back to where it came from.

And, believe it or not, the first game I _ever_ bought, was Boulder Dash,
on tape! and, (that's the believe it part) it still works! Right off the
tape! A 15 minutes wait, but I loved it, just like I did the first time!
Got stuck in Level M though.... Damn!!! :-))

Great to see most of the people of some years ago are still around. I
have been ill (still am.... :-( ) but I plan to read and maybe post
some more here again.

Also, I'm planning to convert all my sourcecode-disks to ATR images, cuz
they probably wear out sooner or later. I have a _lot_ of music and
graphical demos I never let out to the public. I don't know if you'll
find them any good, but I just think they shouldn't be lost forever.

Anyroad, I'm off to bed right now :-)

Bye,
--Ivo

2487. Re: Looking For OS ROM File

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-17 07:14:54 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <O3SC6.2596$tx5.71889@typhoon.sonic.net>
Source record: 37311

Gary Galloway <zarf@wwa.com> wrote:
: Does anyone know where I can get a copy of ATARIOSA.ROM ? I can only
: find ATARIOSA.ROM.

Uh... Sounds like you found it! ;) Or, that's a typo. :)

Grab PCXformer 2.5. It (legally) contains a bunch of OS ROMs.

Find it via: http://www.newbreedsoftware.com/xlsearch/

(cuz I'm too lazy to search for the exact URL myself; and I like to plug
my site ;))

-bill!

2488. Re: APE for the future?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-17 09:05:54 UTC
From: Matthias Belitz <Matthias.Belitz@gmx.net>
Message-ID: <3ADC0772.A2468805@gmx.net>
Source record: 37312

Hallo Dan,

Dan Vernon schrieb:
>
> you could give my beta-test version of Atari810Win a try! It doesn't do
> near all the stuff that APE does yet... but I'm working on it. So far, it
> just reads and writes at standard SIO speed from atr disk images. Also it
> is free software. It does work in both NT4 and Windows 2000.
>

I tried it, but had no success running it under a plain Win95 OSR 2.1.

It claims an export in Kernel32.dll missing.

I dont know, if this is the originail kernel32.dll, cause I had to patch
Win95 to get my AMD k6-II-450 running.

Any ideas ?

Matt

2489. Re: 8 bit commands...

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-17 09:10:03 UTC
From: Matthias Belitz <Matthias.Belitz@gmx.net>
Message-ID: <3ADC086B.760F4FD6@gmx.net>
Source record: 37313

Hallo,

> Speaking of SD3.2d has anyone converted the manual for that to e-form
> yet. I could use a copy. It had loads of great info in it. I sold my
> original package when I got SDX. I'll have to check www.myatari.com to
> see if they still have a few... B^)

what about the shareware versions of 3.2 (f;h) ? Did they come without a
manual in electronic form ?

Otherwise you could find using and programming hnts in the BW-Dos
manual, cause the dos is very compatible to SD 3.2.

Matt

2490. Re: APE for the future?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-17 10:23:51 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3adc1fa2$1@dnews.tpgi.com.au>
Source record: 37314

Matthias Belitz <Matthias.Belitz@gmx.net> wrote in message
news:3ADC0772.A2468805@gmx.net...
> Hallo Dan,
>
> Dan Vernon schrieb:
> >
> > you could give my beta-test version of Atari810Win a try! It doesn't do
> > near all the stuff that APE does yet... but I'm working on it. So far,
it
> > just reads and writes at standard SIO speed from atr disk images. Also
it
> > is free software. It does work in both NT4 and Windows 2000.
> >
>
> I tried it, but had no success running it under a plain Win95 OSR 2.1.
>
> It claims an export in Kernel32.dll missing.
>
> I dont know, if this is the originail kernel32.dll, cause I had to patch
> Win95 to get my AMD k6-II-450 running.

No it isn't if you used k6upd or similar, try using usbsup as well, and make
sure your pci bridge drivers are correct. then reapply the k6fix. This is
the usual way to fix these sort of problems. Or you could try formatting,
this is the quickest win9x cure....

Mark

2491. Tuesday IRC Chat Atari 8bit Topic: Which DOS is Best?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-17 11:07:40 UTC
From: DCM01@USA.NET
Message-ID: <3adc21bd.2076272@news.CIS.DFN.DE>
Source record: 37315

This announces an IRC chat for Atari 8bit enthusiasts on Tuesday April 17th, 2000, 10:00 pm Eastern US time.

Here are the corresponding times for some other places, choose the one near you.

California: 7:00 pm. Colorado 8:00 pm. Texas 9:00 pm.
London, England: 4:00 AM. Berlin: 5:00 AM. Hong Kong: 11:00 AM.

The topic for the chat will be "Which DOS is Best." We will address the merits of different Operating Systems for the Atari 8bit, including the standard Atari DOS 2.5, the ill-fated Atari DOS 3.0, the power-user's favorite Sparta DOS, as well as MyDOS and some of the less-well-known DOS's such as BeWe DOS.

General Atari8 chat is also welcome.

This will be a standard IRC chat. It is not a web-based chat on your browser. You need an IRC client, such as mIRC. mIRC is really easy to set up, and you can find it at www.mirc.com. Not to advertise it, there are other great IRC clients for many platforms, but mIRC is sort of the standard. Pirch is another one.

Most people have a Windows machine, but there are many other options for running an IRC Client. Arachne has one that runs in DOS.

The chat will be on Amiganet. Here are some servers that will get you there:

irc.whiterose.net
thule.no.amiganet.org
fullcomp.au.amiganet.org
linux.us.amiganet.org
au, uk, se, no & us.amiganet.org

Once you log onto a server type "/join #atari8" and we will be there waiting for you I hope!

2492. Re: Bruce Lee (was: Re: I am the Joust king)

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-17 11:41:14 UTC
From: DCM01@USA.NET
Message-ID: <3adc2955.4020575@news.CIS.DFN.DE>
Source record: 37316

Bruce Lee is one of the best. I think someone was tweaking a deluxe version a year ago that was put online at Closer to Home BBS?

Gatekeeper, I hope you put your musical and graphic demos up. Like you said it would be a shame is your home flooded or something, and they were lost forever. I had some similar sentiments, but about some Amiga programming I had done. The stuff was not really great, but it was good enough that I wanted to share it, rather than leaving it on failing floppies. I screenshot and uploaded all the stuff that was good,and a few things that were marginal. ;) Now it is a subsection of my webpage, and doesn't take up much space at all.

http://linux.tc3net.com/daclmi/amiga.html

So I hope you upload your efforts too. Someone will be interested!

On Tue, 17 Apr 2001 08:14:06 +0200, "Ivo van Poorten" <ivop@euronet.nl> wrote:

>Also, I'm planning to convert all my sourcecode-disks to ATR images, cuz
>they probably wear out sooner or later. I have a _lot_ of music and
>graphical demos I never let out to the public. I don't know if you'll
>find them any good, but I just think they shouldn't be lost forever.

2493. Re: Looking for info on an OLD game

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-17 11:44:12 UTC
From: Adam Bullock <abul1@columbus.rr.com>
Message-ID: <g0WC6.111142$BB5.876709@typhoon.columbus.rr.com>
Source record: 37317

Is there any place to look for those old Mags. I completely forgot about
them. What were some of the others at that time ?

Thanks

"Russ Gilbert" <russg@en.com> wrote in message
news:3adbbea3$0$42873$4c5ecdc7@news.erinet.com...
> 'Buried Bucks' was an ANALOG game by Tom Hudson.
> About 1982 I think. I don't think it was a magazine type in, maybe,
> but I think was sold separately from the magazines.
>
> I didn't find it at Video 61, B&C or Bravo Sierra, so it probably doesn't
> come as a disk or cart game.
>
> russg
>
>

2494. Re: Looking for info on an OLD game

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-17 11:50:59 UTC
From: llpwhite@cs.com
Message-ID: <20010417075059.24597.00000237@ng-fb1.news.cs.com>
Source record: 37318

>'Buried Bucks' was an ANALOG game by Tom Hudson.<

Yes, and I seem to recall that several years later, this game was re-released
by another company, and IIRC, maybe under a different name. (?) At that time,
I think it got a fairly negative review as being "dated". Anyone else recall
that part of the story?
Larry

2495. Re: APE for the future?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-17 12:35:11 UTC
From: Greg Menke <gregm-news@mindspring.com>
Message-ID: <m33db7ya9s.fsf@mindspring.com>
Source record: 37319

> The hardcore I/O is all on a separate devoted thread. It pushes status
> messages on a queue which the UI thread pops off to display if there's any
> idle time. You can dink with the window all you want and it will not
> disturb the transfer. Sometimes the UI gets behind whats actually going on
> but its really no big deal. Also, the program relies heavily on the Win32
> communications layer to really do most of the work notifying state changes,
> so the program never spins in a loop polling the port state and so on.
> Sorry the source is not ready for you to check out yet... I'm very close to
> being happy with v1.0. I have done a lot of work to stabilize reading and
> writing under very heavy loads (like during a large compile and simultaneous
> grep) and for the most part the transfer of data is successful. I'm more
> concerned with reliability than tons of cool features at this point.
> CPU usage never gets above like 3-4% in my testing, although I'm using a
> P-III 450 with Win2k. I'm really hoping for people with slower NT machines
> to try it so I can figure out the minimum processor requirements.

Interesting. I had a dedicated thread for the comms too- actually 1
thread for each connected Atari, as my program could "serve" multiple
Ataris, though I wasn't using the comms api event stuff which is
really dreadful. I tried a couple alternative approaches, sleeping
when not busy or busy waiting to try and increase timing accuracy and
neither worked very well.

I wonder if its not the 450's speed overwhelming the scheduling
weaknesses in 98/NT. I never saw very much load either- SIO2PC stuff
doesn't consume much cpu time, though its timing is moderately
critical. Given the Atari I/O bandwidth and timing properties, I
think an old 8051 or slow pic would work pretty easily as a "disk
emulator" serving up sectors from an IDE hard disk.

I to gather you do see some timing instability- with large background
compiles going on. If so, it looks like timing problems are likely a
matter of degree in inverse proportion to the host cpu speed & load.

I set up basic support for 825 drives- the ones with 256 byte sectors
(hopefully I remember the name), though it didn't work extremely well.
I think I saw some odd behavior on the Atari end. Does anyone know
how well the real drives were supported by the 8 bits? I also started
on printer support, to the point where printers could be selected, but
no I/O support for P: in there.

I became a Linux convert not long after I got it more or less working
and haven't done much of anything with it since. The source is GPL,
if anyone wants it, please indicate so and I'll put it on my webpage.

Gregm

2496. Re: 8 bit commands...

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-17 12:40:04 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <9bhdj4$pq0$1@plutonium.compulink.co.uk>
Source record: 37320

In article <3AD6E982.D976C9ED@optonline.net>, rsely74@optonline.net
(Robert S Ely) wrote:

> This is a multi-part message in MIME format.
> --------------4A8C08E77F85CDA39B299EB7
> Content-Type: text/plain; charset=us-ascii
> Content-Transfer-Encoding: 7bit
>
Robert, can you please set your newsreader to post plain text not mime,
thanks.

2497. Re: Looking for info on an OLD game

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-17 12:57:44 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3adc73f7$0$42883$4c5ecdc7@news.erinet.com>
Source record: 37322

Adam.
Like I said, I don't think it was a ANALOG magazine type in.
Tom Hunt made an index of most of ANALOG articles and I couldn't
find it in that index. There is a site dedicated to ANALOG (by
cyber roach if I recall).
I looked at the game on an emulator. You can probably find it
at Holme's site. I know you can find it at ftp.spudster.org
under games/files/b (file called buriedbucks.exe).
You probably don't have a way to get it to your real Atari, so playing
it on emulators is probably (maybe) your only choice. It didn't play
very well on my machine and atari800 DOS emulator. But at least
I could see the title screen.
russg

2498. Re: APE for the future?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-17 16:49:42 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010417124942.26014.00000442@ng-cn1.aol.com>
Source record: 37321

I thought those were 815 DD drives which Sunnyvale never actually released. The Percom and ATR8000 256 byte sectors always performed flawless with my 800 & XL's.

>Greg Menke gregm-news@mindspring.com remarked:

>I set up basic support for 825 drives- the ones with 256 byte sectors
>(hopefully I remember the name), though it didn't work extremely well.
>I think I saw some odd behavior on the Atari end. Does anyone know
>how well the real drives were supported by the 8 bits?

-Ron

Inform everyone that communications have completely broken down.

2499. Re: Looking for info on an OLD game

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-17 18:03:44 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <9x%C6.10125$NR.788454@news3.oke.nextra.no>
Source record: 37323

```
Wasn't it released with another title too ? I seem to recall having two of
the same game, with different titles. Maybe I'm getting old :-/

"Adam Bullock" <abul1@columbus.rr.com> wrote in message
news:g0WC6.111142$BB5.876709@typhoon.columbus.rr.com...
> Is there any place to look for those old Mags. I completely forgot about
> them. What were some of the others at that time ?
>
> Thanks
>
> "Russ Gilbert" <russg@en.com> wrote in message
> news:3adbbea3$0$42873$4c5ecdc7@news.erinet.com...
> > 'Buried Bucks' was an ANALOG game by Tom Hudson.
> > About 1982 I think. I don't think it was a magazine type in, maybe,
> > but I think was sold separately from the magazines.
> >
> > I didn't find it at Video 61, B&C or Bravo Sierra, so it probably
doesn't
> > come as a disk or cart game.
> >
> > russg
> >
> >
>
>
```

2500. ANN: Telnettable Atari ST BBS! Need users!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-17 20:38:52 UTC
From: ncc0106@nbc.netcom.ca
Message-ID: <wR1D6.20307$TW.90895@tor-nn1.netcom.ca>
Source record: 37324

Apologies for posting in the 8bit group.. but you know :)

I've got the worlds first and only Atari ST telnet based BBS. Its
a rebirth of my bbs last seen about 8 years ago. Mainly its to be a chat
forum for like minded fellows, Atarians, and a gaming platform to relive
the old BBS classics.

Please come check it out!

http://www.skeleton.org/bbsindex.html

or just telnet right to "shadow.skeleton.org", logging in as
"bbs"

jeff

2501. Re: Omnimon

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-17 21:14:17 UTC
From: NoOne@FakeEmail.com
Message-ID: <9086B5FE4CTHEnterprises@205.212.123.11>
Source record: 37325

Check out-

ftp://ftp.spudster.org/pub/Atari/CTH/Emulators/ROMs/usingomnimonxl.txt

and

ftp://ftp.spudster.org/pub/Atari/CTH/Emulators/ROMs/omnimon.txt

I believe both of those files were taken from postings from this newsgroup.

====
http://cth.dtdns.net
telnet://cth.dtdns.net
ftp://ftp.spudster.org/pub/Atari/CTH

2502. Re: To Cabell and Dr. Clu:

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-17 21:20:35 UTC
From: NoOne@FakeEmail.com
Message-ID: <9086B647CCTHEnterprises@205.212.123.11>
Source record: 37326

RE Windows 2000

Was there a problem with the WIN version or DOS of the emulator? I've heard that WIN2k has problems with some DOS apps, but the WIN version should run OK.

cabell.clarkeSPAMNO@verizon.net (Cabell) wrote in <VlBC6.4394$lc.2434426@typhoon1.ba-dsg.net>:

>My BBS is not running now since upgrading to Windows 2000.

2503. Re: 8 bit commands...

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-17 21:38:38 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3ADCB823.ACB0B928@optonline.net>
Source record: 37327
Body handling: Binary attachment payload not displayed: rsely74.vcf

ilaskey@cix.compulink.co.uk wrote:
>
> In article <3AD6E982.D976C9ED@optonline.net>, rsely74@optonline.net
> (Robert S Ely) wrote:
>
> > This is a multi-part message in MIME format.
> > --------------4A8C08E77F85CDA39B299EB7
> > Content-Type: text/plain; charset=us-ascii
> > Content-Transfer-Encoding: 7bit
> >
> Robert, can you please set your newsreader to post plain text not mime,
> thanks.

Hmmm... Sorry 'bout that. The replies should be only in plain text.

--
Robert S Ely
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

[One or more binary attachments are retained only in the source text.]

2504. Re: 8 bit commands...

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-17 21:41:46 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3ADCB8E0.A3A92A90@optonline.net>
Source record: 37328
Body handling: Binary attachment payload not displayed: rsely74.vcf

Matthias Belitz wrote:
>
> Hallo,
>
> > Speaking of SD3.2d has anyone converted the manual for that to e-form
> > yet. I could use a copy. It had loads of great info in it. I sold my
> > original package when I got SDX. I'll have to check www.myatari.com to
> > see if they still have a few... B^)
>
> what about the shareware versions of 3.2 (f;h) ? Did they come without a
> manual in electronic form ?
>
> Otherwise you could find using and programming hnts in the BW-Dos
> manual, cause the dos is very compatible to SD 3.2.
>
> Matt

Matt,
I'm actually looking for the SpartaDOS Construction Set (SD 3.2D)
original manual (in e-form). It came with 2 disks and the RTime-8 manual
in the pack. It's much more detailed than the SDX manual for
programming.
--
Robert S Ely
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

[One or more binary attachments are retained only in the source text.]

2505. Re: 8 bit commands...

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-17 21:43:11 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3ADCB935.D2CC6C2F@optonline.net>
Source record: 37329
Body handling: Binary attachment payload not displayed: rsely74.vcf

```
Robert S Ely wrote:
>
> ilaskey@cix.compulink.co.uk wrote:
> >
> > In article <3AD6E982.D976C9ED@optonline.net>, rsely74@optonline.net
> > (Robert S Ely) wrote:
> >
> > > This is a multi-part message in MIME format.
> > > --------------4A8C08E77F85CDA39B299EB7
> > > Content-Type: text/plain; charset=us-ascii
> > > Content-Transfer-Encoding: 7bit
> > >
> > Robert, can you please set your newsreader to post plain text not mime,
> > thanks.
>
> Hmmm... Sorry 'bout that. The replies should be only in plain text.
>
> --
> Robert S Ely
> rsely74@optonline.net
> rsely@dhs.state.nj.us
> rsely74@hotmail.com
> hsrelyy@vm.state.nj.us
> ICQ#: 33390750
> AOL-IM: Eliice1954

Hmmm... again. I just looked at the old post and it came up as plain
text for me. Got me on that one...

--
Robert S Ely
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

[One or more binary attachments are retained only in the source text.]
```

2506. Re: 8 bit commands...

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-17 21:45:14 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3ADCB9B0.EFCD2CE2@optonline.net>
Source record: 37330
Body handling: Binary attachment payload not displayed: rsely74.vcf

```
Robert S Ely wrote:
>
> ilaskey@cix.compulink.co.uk wrote:
> >
> > In article <3AD6E982.D976C9ED@optonline.net>, rsely74@optonline.net
> > (Robert S Ely) wrote:
> >
> > > This is a multi-part message in MIME format.
> > > --------------4A8C08E77F85CDA39B299EB7
> > > Content-Type: text/plain; charset=us-ascii
> > > Content-Transfer-Encoding: 7bit
> > >
> > Robert, can you please set your newsreader to post plain text not mime,
> > thanks.
>
> Hmmm... Sorry 'bout that. The replies should be only in plain text.
>
> --
> Robert S Ely
> rsely74@optonline.net
> rsely@dhs.state.nj.us
> rsely74@hotmail.com
> hsrelyy@vm.state.nj.us
> ICQ#: 33390750
> AOL-IM: Eliice1954

Oh... I think it's the V-card that you're getting as a MIME attachment.
Is this better? I turned it off.
--
Robert S Ely
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

[One or more binary attachments are retained only in the source text.]
```

2507. The Pill

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-17 21:46:30 UTC
From: rlashley <rlashley@satx.rr.com>
Message-ID: <3ADCB5C6.D69EF530@satx.rr.com>
Source record: 37331

Does anyone know how to use the "Pill". I have one and a whole bunch of games on floppies (that were originally cartridge games). It is a 1200XL with an Indus drive. Thanks in advance.

2508. Re: Boot Disk loader

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-17 22:03:07 UTC
From: Eric Sokolowsky <esok@cosimo.gsfc.nasa.gov>
Message-ID: <Pine.SGI.4.33.0104171752080.33765-100000@cosimo.gsfc.nasa.gov>
Source record: 37332

On 13 Apr 2001, DunxUK wrote:

> >I'll either post it here or send it to interested parties
>
> Interested party!
>
> (can it read DD disks...?)

I'm not sure about that. My guess is that it doesn't do it correctly. It doesn't load DOS. It probably just calls SIOV Read Sector directly for both the directory and for loading the program after it's been selected. I don't know if this process works for DD disks.

On a related note, does anyone know how DD disks are formatted? I thought that the first three sectors of any disk are single density (128 bytes of data) regardless of the density. Is this correct?

2509. Re: Bruce Lee (was: Re: I am the Joust kin

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-17 23:11:10 UTC
From: ebaiz@skyenet.net
Message-ID: <i44D6.511$x_2.4952@newsfeed.slurp.net>
Source record: 37334

On 17 Apr 2001 08:14:06 , "Ivo van Poorten" wrote:
>
>I recently got my Atari out of the closset again and the first game I
>played (yeah, I started playing games offcourse :-)), was Bruce Lee.
>I always loved to kick that Ninja back to where it came from.

Yes I have that game and just played it yesterday. Great game. A friend
and I finished also.

>And, believe it or not, the first game I _ever_ bought, was Boulder Dash,
>on tape! and, (that's the believe it part) it still works! Right off the
>tape! A 15 minutes wait, but I loved it, just like I did the first time!
>Got stuck in Level M though.... Damn!!! :-))

I have that one in a disk image (ATR, DI). Nice game...

>Great to see most of the people of some years ago are still around. I
>have been ill (still am.... :-( ) but I plan to read and maybe post
>some more here again.

We are all die-hard Atarians here....

>Also, I'm planning to convert all my sourcecode-disks to ATR images, cuz
>they probably wear out sooner or later. I have a _lot_ of music and
>graphical demos I never let out to the public. I don't know if you'll
>find them any good, but I just think they shouldn't be lost forever.

I am doing the same except I am converting them to DI images which are
used with a program that runs on 16-bit Atari's.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2510. Re: ISP suggestion (Was Re: Atari 8 bits and the Internet?)

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-17 23:31:45 UTC
From: Itay Chamiel <itayc@spam.huji.ac.il>
Message-ID: <9big5t$83j$1@news.huji.ac.il>
Source record: 37333

"Daniel Miller" <DCM01@USA.NET> wrote in message
news:3ac678f4.40438606@news.CIS.DFN.DE...
> Although that in itself is a nice thing to do in itself, it is a
> different thing altogether than accessing the Internet directly with
> an Atari 8bit.

But what do you mean by "directly"? Do you consider dialing up to a Unix
shell account a "direct" connection? IMO It's not any different from having
a Linux box and a modem at home doing the PPP dialup and using the Atari as
a console.

The only way to "directly" connect the Atari to the net is by implementing
PPP and TCP/IP, and then writing software that will be able to talk to these
implementations. I wish you luck ;)

-itay
--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc

2511. Re: Boot Disk loader

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 01:17:54 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3ADCEB88.5DC09F9B@optonline.net>
Source record: 37336

Eric Sokolowsky wrote:
>
> On 13 Apr 2001, DunxUK wrote:
>
> > >I'll either post it here or send it to interested parties
> >
> > Interested party!
> >
> > (can it read DD disks...?)
>
> I'm not sure about that. My guess is that it doesn't do it correctly. It
> doesn't load DOS. It probably just calls SIOV Read Sector directly for both
> the directory and for loading the program after it's been selected. I don't
> know if this process works for DD disks.
>
> On a related note, does anyone know how DD disks are formatted? I thought that
> the first three sectors of any disk are single density (128 bytes of data)
> regardless of the density. Is this correct?

Eric,
That's what I've read in a few places.
--
Robert S Ely
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

2512. Re: The Pill

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 01:22:22 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3ADCEC93.871A3D33@optonline.net>
Source record: 37337

rlashley wrote:
>
> Does anyone know how to use the "Pill". I have one and a whole bunch of
> games on floppies (that were originally cartridge games). It is a
> 1200XL with an Indus drive. Thanks in advance.

Rob,
Bob Puff is the creator of The Pill. His web site
http://www.nleaudio.com/ doesn't currently have the manual, but it looks
like he's working on it. You could e-mail Bob at nle@nleaudio.com to
maybe order a copy of the paper manual.
--
Robert S Ely
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

2513. ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 01:59:58 UTC
From: "rtdos@qwest.net" <rtdos@rocketmail.com>
Message-ID: <7E6D6.3235$TK.195706@news.uswest.net>
Source record: 37338

Does anyone have any programming information on the ATR8000? Are there any emulators for it?

--
J.Wood
rtdos@rocketmail.com

2514. Re: Boot Disk loader

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 02:10:42 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010417221042.10519.00000370@ng-ft1.aol.com>
Source record: 37339

That is definitely the way everything behaves, but it is actually unclear whether sectors 1-2-3 are really 128 byte or the controller passes them back to SIO as 128 byte by convention as I have heard...

Bottom line is you must configure the DCB for 128 bytes when asking SIO to read the 1st 3 sectors from a DD diskette.

> Robert S Ely rsely74@optonline.net responded:

>> On a related note, does anyone know how DD disks are formatted? I thought
>that
>> the first three sectors of any disk are single density (128 bytes of data)
>> regardless of the density. Is this correct?
>
>Eric,
> That's what I've read in a few places.

-Ron

Inform everyone that communications have completely broken down.

2515. Re: APE for the future?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 03:04:44 UTC
From: Cabell <cabell.clarkeSPAMNO@verizon.net>
Message-ID: <gv7D6.2905$V1.1073778@typhoon1.ba-dsg.net>
Source record: 37340

I'd be interested in looking at the source.

"Greg Menke" <gregm-news@mindspring.com> wrote in message
news:m33db7ya9s.fsf@mindspring.com...
>
> > The hardcore I/O is all on a separate devoted thread. It pushes status
> > messages on a queue which the UI thread pops off to display if there's
any
> > idle time. You can dink with the window all you want and it will not
> > disturb the transfer. Sometimes the UI gets behind whats actually going
on
> > but its really no big deal. Also, the program relies heavily on the
Win32
> > communications layer to really do most of the work notifying state
changes,
> > so the program never spins in a loop polling the port state and so on.
> > Sorry the source is not ready for you to check out yet... I'm very close
to
> > being happy with v1.0. I have done a lot of work to stabilize reading
and
> > writing under very heavy loads (like during a large compile and
simultaneous
> > grep) and for the most part the transfer of data is successful. I'm
more
> > concerned with reliability than tons of cool features at this point.
> > CPU usage never gets above like 3-4% in my testing, although I'm using a
> > P-III 450 with Win2k. I'm really hoping for people with slower NT
machines
> > to try it so I can figure out the minimum processor requirements.
>
>
> Interesting. I had a dedicated thread for the comms too- actually 1
> thread for each connected Atari, as my program could "serve" multiple
> Ataris, though I wasn't using the comms api event stuff which is
> really dreadful. I tried a couple alternative approaches, sleeping
> when not busy or busy waiting to try and increase timing accuracy and
> neither worked very well.
>
> I wonder if its not the 450's speed overwhelming the scheduling
> weaknesses in 98/NT. I never saw very much load either- SIO2PC stuff
> doesn't consume much cpu time, though its timing is moderately
> critical. Given the Atari I/O bandwidth and timing properties, I
> think an old 8051 or slow pic would work pretty easily as a "disk
> emulator" serving up sectors from an IDE hard disk.

>
> I to gather you do see some timing instability- with large background
> compiles going on. If so, it looks like timing problems are likely a
> matter of degree in inverse proportion to the host cpu speed & load.
>
> I set up basic support for 825 drives- the ones with 256 byte sectors
> (hopefully I remember the name), though it didn't work extremely well.
> I think I saw some odd behavior on the Atari end. Does anyone know
> how well the real drives were supported by the 8 bits? I also started
> on printer support, to the point where printers could be selected, but
> no I/O support for P: in there.
>
> I became a Linux convert not long after I got it more or less working
> and haven't done much of anything with it since. The source is GPL,
> if anyone wants it, please indicate so and I'll put it on my webpage.
>
> Gregm

2516. Re: ISP suggestion (Was Re: Atari 8 bits and the Internet?)

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 03:15:22 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <0z5D6.42$ia6.5429@nnrp1.sbc.net>
Source record: 37335

Exactly, what I'm putting together here is a linux box with two modems, one
is a stock trs-80 modem IB 300 baud, the other a 56k used for the main
dial-up. I'm using a telephone line simulator to connect the atari's modem
to the trs-80 modem in a pseudo dial-up fashion (I could just cable the
serial ports together but I'm going for authenticity and the complete 8bit
dialup experience). I haven't actually implemented this system yet as I'm
currently looking for an old fashioned deskphone to use on the atari's
acoustic coupler, these are getting pretty hard to find!
Mo

Itay Chamiel wrote in message <9big5t$83j$1@news.huji.ac.il>...
>"Daniel Miller" <DCM01@USA.NET> wrote in message
>news:3ac678f4.40438606@news.CIS.DFN.DE...
>> Although that in itself is a nice thing to do in itself, it is a
>> different thing altogether than accessing the Internet directly with
>> an Atari 8bit.
>
>But what do you mean by "directly"? Do you consider dialing up to a Unix
>shell account a "direct" connection? IMO It's not any different from having
>a Linux box and a modem at home doing the PPP dialup and using the Atari as
>a console.
>
>The only way to "directly" connect the Atari to the net is by implementing
>PPP and TCP/IP, and then writing software that will be able to talk to
these
>implementations. I wish you luck ;)
>
>-itay
>--
>Itay Chamiel
>http://www.cs.huji.ac.il/~itayc
>
>
>
>

2517. Re: APE for the future?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 03:18:43 UTC
From: Greg Menke <gregm-news@mindspring.com>
Message-ID: <m33db6hp4c.fsf@mindspring.com>
Source record: 37341

In that case its probably my bug, no suprise there....

Thanks,

Gregm

> I thought those were 815 DD drives which Sunnyvale never actually released. The
> Percom and ATR8000 256 byte sectors always performed flawless with my 800 &
> XL's.
>
> >Greg Menke gregm-news@mindspring.com remarked:
>
> >I set up basic support for 825 drives- the ones with 256 byte sectors
> >(hopefully I remember the name), though it didn't work extremely well.
> >I think I saw some odd behavior on the Atari end. Does anyone know
> >how well the real drives were supported by the 8 bits?
>
>

2518. Re: To Cabell and Dr. Clu:

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 03:25:52 UTC
From: Cabell <cabell.clarkeSPAMNO@verizon.net>
Message-ID: <4P7D6.2922$V1.1087415@typhoon1.ba-dsg.net>
Source record: 37342

Actually, I believe it runs, but since my first motherboard caught on fire, I am very hesitant to leave it up when I am not sitting in front of it :) I was only getting about 1 user per week anyway so it wasn't a big priority to get it running when I got my new machine... and then the MB burnt up.

On another subject, off the top of your head, what would keep AT_Telnet (compiled under Win2k) from working under Win2k... winsock?

"Tom Hunt" <NoOne@FakeEmail.com> wrote in message news:9086B647CCTHEnterprises@205.212.123.11...
>
> RE Windows 2000
>
> Was there a problem with the WIN version or DOS of the emulator? I've
> heard that WIN2k has problems with some DOS apps, but the WIN version
> should run OK.
>
>
>
> cabell.clarkeSPAMNO@verizon.net (Cabell) wrote in
> <VlBC6.4394$1c.2434426@typhoon1.ba-dsg.net>:
>
> >My BBS is not running now since upgrading to Windows 2000.

2519. Re: To Cabell and Dr. Clu:

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 03:44:28 UTC
From: Cabell <cabell.clarkeSPAMNO@verizon.net>
Message-ID: <w48D6.2926$Q_6.1344890@typhoon2.ba-dsg.net>
Source record: 37343

"Cabell" <cabell.clarkeSPAMNO@verizon.net> wrote in message
news:4P7D6.2922$V1.1087415@typhoon1.ba-dsg.net...

> On another subject, off the top of your head, what would keep AT_Telnet
> (compiled under Win2k) from working under Win2k... winsock?
>

Never mind... apparently when I migrated the software from the old machine
to the new machine, somehow I got a bad BBS list file - and your telnet URL
was wrong. I fixed the URL and AT_Telnet (compiled under win2k) works fine
now... duh!

2520. Looking for recomendations

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 05:02:03 UTC
From: Adam Bullock <abul1@columbus.rr.com>
Message-ID: <fd9D6.111420$BB5.921461@typhoon.columbus.rr.com>
Source record: 37344

What is good 400/800 emulator for windows(2000) ?

Thanks.

2521. Re: Looking for info on an OLD game Buried Bucks & Chopper Hunt

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 07:03:05 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <9bje0v$i7l$1@raewyn.paradise.net.nz>
Source record: 37346

Buried Bucks (we're in the money theme sticks in my head for days everytime
I play it...) had a 'sequel'? or update called Chopper Hunt?? Pretty much
the
same sort of game. Different graphics.

Links to both below: from http://homepages.paradise.net.nz/atari/
Buried Bucks:
http://209.4.22.27/atari/games/buried%20bucks.zip
Chopper Hunt:
http://209.4.22.27/atari/games/chopper%20hunt.zip

Buried Bucks is reviewed on my site:
http://homepages.paradise.net.nz/atari/reviews/buried.html

Regards

Holmes

> Vidar said:
> Wasn't it released with another title too ? I seem to recall having two of
> the same game, with different titles. Maybe I'm getting old :-/
>
> "Adam Bullock" <abul1@columbus.rr.com> wrote in message
> news:g0WC6.111142$BB5.876709@typhoon.columbus.rr.com...
> > Is there any place to look for those old Mags. I completely forgot about
> > them. What were some of the others at that time ?
> >
> > Thanks
> >
> > "Russ Gilbert" <russg@en.com> wrote in message
> > news:3adbbea3$0$42873$4c5ecdc7@news.erinet.com...
> > > 'Buried Bucks' was an ANALOG game by Tom Hudson.
> > > About 1982 I think. I don't think it was a magazine type in, maybe,
> > > but I think was sold separately from the magazines.

2522. Re: [Epyx Shrine] Gateway To Apshai!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 07:20:58 UTC
From: Manuel Polik <mpolik@neulandmm.de>
Message-ID: <3ADD405A.61FC38CE@neulandmm.de>
Source record: 37097

Hi Mo!

> Okay, I did a microscopic update to my homepage and added the 1981 Epyx
> catalog, the scans are kind of big and fuzzy but it was really the best I
> could do without spending all night on it. In the next week or two I'll add
> the 1982 catalog as well as a page of links including yours Manuel.

Cool job! I'll open a section with Epyx catalogs as soon as I find the
time to scan my catalogs. I've already gathered Fall '84, Spring '85 &
an '88 catalog. At the moment I'm looking for scnas of the Fall '85 &
both '86 catalogs.

I'll definitely have to link again to your scans, since these offer
lot's of infos about older AS games.
I've scans from an '83 catalog, would you like to put it up on your page
too, along with the '81/'82 catalogs?

> If
> somebody knows of a freeware PDF maker it would save a lot of trouble
> posting these things. Adobe has an online demo but it can only make a one
> page PDF (worthless).

I once found one, which was rather good. Only drawback was that it'd
create an additional advertisment page on every document... Hm... I've
forgotten its name anyway.

Greetings,
Manuel

2523. New JYBOLAC main page...

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 07:22:38 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00100646@fmlynet.org>
Source record: 37109

FamilyNet Newsgate

Hey everyone! We now have a new main page for JYBOLAC. It is....

http://www.geocities.com/doctor_clu/JYBOLAC.html

I tried to get a lot more links in there from our members, and well... I
think it is a lot better. Check it out! :)

Doctor Clu
"President" of JYBOLAC
Just Your Basic On-Line Atari Computer (and general 8-bitters club)

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2524. Re: [Epyx Shrine] Gateway To Apshai!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 07:26:07 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <Ld9D6.63$ia6.8623@nnrp1.sbc.net>
Source record: 37345

Okay, I did a microscopic update to my homepage and added the 1981 Epyx catalog, the scans are kind of big and fuzzy but it was really the best I could do without spending all night on it. In the next week or two I'll add the 1982 catalog as well as a page of links including yours Manuel. If somebody knows of a freeware PDF maker it would save a lot of trouble posting these things. Adobe has an online demo but it can only make a one page PDF (worthless).
Once again, here's the link...
http://members.tripod.com/~chainsaw1661/crush.htm

Mo

Manuel Polik wrote in message <3ADB2D3B.E87CE74@nexgo.de>...
>Hi Larry!
>
>> JJ carts are pretty common, I believe. But I have never seen a Pitstop
2
>> cart, and I have looked quite extensively. Has anyone actually seen PS2
on
>> cart? I'm quite sure that PS2 was originally released for the A8 on
disk.
>
>You're absolutely right, that was just a typo of mine. I meant of course
>the first Pitstop. Sorry for any confusion caused.
>
>Greetings,
> Manuel
>

2525. Bug in floating point routines.... Who knows?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 09:22:26 UTC
From: Roland.Wassenberg@post.rwth-aachen.de
Message-ID: <B703297296687E934@spock.iwk.rwth-aachen.de>
Source record: 37098

As far as i know from 80s, there was a bug in the floating-routines from the OS or basic. I have tried ? SQR(4), but result 2 was o.k.. Does anyone know an example, where one can reproduce a 1.99999 instead of (or something like that) ?

Best regards in advance

Roland

wassenberg@iwk.rwth-aachen.de

2526. Atari Calculator (C) 1979 Manual

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 09:22:26 UTC
From: Roland.Wassenberg@post.rwth-aachen.de
Message-ID: <B703297296687E93E@spock.iwk.rwth-aachen.de>
Source record: 37099

There was just one program the people in Europe never could buy, it was the Atari Calculator (C) 1979.

Has anyone a manual of that program? Or does anyone know how to extract the commands via an editor or something like that? Or has anyone a textfile or htmlfile of the commands?

I would be wishless lucky, if one can help me.

The very best regards

Roland

wassenberg@iwk.rwth-aachen.de

2527. Re: Looking for recomendations

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 09:29:03 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3ADD5EA6.86FBC4D7@optonline.net>
Source record: 37100

Adam Bullock wrote:
>
> What is good 400/800 emulator for windows(2000) ?
>
> Thanks.

So far, I've only run Derek's PC XFormer 2000, which is really a 95 app.
It seems to work OK. I haven't had time to run any of the others yet.

--
Robert S Ely
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

2528. Re: ISP suggestion (Was Re: Atari 8 bits and the Internet?)

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 10:14:10 UTC
From: Pockets <pockets@DUMMYcix.co.uk>
Message-ID: <9bjpdijbk1@plutonium.compulink.co.uk>
Source record: 37101

"Itay Chamiel" <itayc@spam.huji.ac.il> wrote in message
news:9big5t$83j$1@news.huji.ac.il...
> "Daniel Miller" <DCM01@USA.NET> wrote in message
> news:3ac678f4.40438606@news.CIS.DFN.DE...
> > Although that in itself is a nice thing to do in itself, it is a
> > different thing altogether than accessing the Internet directly with
> > an Atari 8bit.

There was mutterins of a ppp dialer and wap browser for an 8 bit machine,
apparently the rumour is more hopeful speculation than substance from what i
could work out. Someone i know claims to have seen a prototype set-up on a
BBC master system (128k) but he as a source is suspect at times.

2529. Re: Weird 600xl fault

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 10:35:34 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9bjqlmrqt1@nets3.rz.RWTH-Aachen.DE>
Source record: 37102

Howdy Nigel, folks

>Thanks for that Ken, but I am located in the UK so I was hoping for a source
>a bit closer! If I don't have any luck I might give some of the companies in
>the states a try. TXG reckons he might be able to help me out though.

Of old chips try places where they have old stuff, like a second hand store
that has old computers (old PC's have lots of RAMchips, some are xxx by one
bit, others are xxx by 4 bit. For the 600XL you need the 'by 4' RAMs), or the
recycle center.

CU Mathy van Nisselroy

2530. Re: Bug in floating point routines.... Who knows?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 10:53:58 UTC
From: Thomas Richter <thor@gibbs.math.tu-berlin.de>
Message-ID: <9bjro6$q79$2@mamenchi.zrz.TU-Berlin.DE>
Source record: 37103

```
> As far as i know from 80s, there was a bug in the floating-routines from
> the OS or basic. I have tried ? SQR(4), but result 2 was o.k.. Does anyone
> know an example, where one can reproduce a 1.99999 instead of (or something
> like that) ?

Varios. The floating point stuff is neither part of Basic, nor part of the Os,
it's in the Math-Pack ($d800 to $dfff). I wouldn't call the above a bug, but
just the lack of precision. IIRC, EXP and LOG where sensitive to these bugs,
and therefore the power function (^) was.

Try:

? 2^7

should give 128, but IRRC gave 127.99999 on some older releases.

Another bug within basic I remember of is the "NOT NOT" crash.

Try:

? NOT NOT 1

Not really math related, though.

Greetings,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_______ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____
```

2531. Re: Atari CD-ROM?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 10:59:29 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9bjs2hrqt2@nets3.rz.RWTH-Aachen.DE>
Source record: 37104

Howdy folks

>I guess Bob means he has an Atari 8Bit interface which can read & write
>a CD (CD-R, CD-RW or so), but no Atari software to do so... -Andreas

>> B>I have the interface capable of reading writing but no software
>> B>available to do so at this time.
>>
>> Why don't you get their software from their website?

Bob's probably talking about the KPI/Supra harddrive interface. No CD software is available for this interface as far as I know. If Bob has a BlackBox also, he can get software that is still in beta (the ASPI part) and alpha (the tools themselves) state. If you want full control over a CDROM player (well,you get my drift) you'll have to have/order the MSC-IDE controller. For which you can find software at http://www.birmanns.de/atari/index.html But that's IDE, not SCSI.

Cu Mathy van Nisselroy

2532. Re: Omnimon

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 11:10:04 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <1ctqdt4rprjnj3cet60qff438j25ke4urb@4ax.com>
Source record: 37105

The other Day NoOne@FakeEmail.com (Tom Hunt) wrote:

>
>Check out-
>
>ftp://ftp.spudster.org/pub/Atari/CTH/Emulators/ROMs/usingomnimonxl.txt
>
>and
>
>ftp://ftp.spudster.org/pub/Atari/CTH/Emulators/ROMs/omnimon.txt
>
>I believe both of those files were taken from postings from this newsgroup.

Yes, the 2nd one is mine but if CTH want they can use the full OCR'ed
docs I did a while ago.

They are the ones I have sent to people asking for it and are the
entire user manual bar pictures of which there are only 2 I think and
not needed for using the Omnimon.
--

As long as you remember them they will always be with you..

2533. upjoy for win9x rainbow atari emulator

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 11:53:13 UTC
From: Bob WALKER <qwalkra@optusnet.com.au>
Message-ID: <3add7fe4$0$25523$7f31c96c@news01.syd.optusnet.com.au>
Source record: 37106

does anyone have details on where/how to get upjoy for win95 rainbow atari emulator?

2534. Re: Searching stuff

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 11:56:59 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3addb731$0$14440$4c5ecdc7@news.erinet.com>
Source record: 37114

I have the Assembler Editor and some beginner's docs at.
http://www.en.com/users/russg
ASMED is good for small things and making code for USR calls
from BASIC. Not good for larger applications, where you'd need
to make a library of macros.

If you're looking for a macro assembler, those are available, but
I don't know about docs for them.

russg

2535. chips/controllers

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 12:18:20 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9bk0mcrqt5@nets3.rz.RWTH-Aachen.DE>
Source record: 37107

Howdy folks

This might be a silly question, but;

How hard would it be to emulate a drive controller like the 2793 using a PLA/PLD/PEEL or whatever they are called?

(It's just an idea, I don't have any plans to do this. Or the knowledge.)

CU Mathy van Nisselroy

2536. Searching stuff

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 12:28:33 UTC
From: Jens Syckor <js712688@irz.inf.tu-dresden.de>
Message-ID: <3ADD8871.716E1ABD@irz.inf.tu-dresden.de>
Source record: 37108

Hi,

I am searching docs about assembler coding on Atari 8bit,
the programs: Turbo Basic and a good Assembler (I have
a standard 800XL with 64k RAM).

Thanx for Your helps says

spion/escape

-> http://escape.atari.org

2537. Re: Bug in floating point routines.... Who knows?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 14:02:43 UTC
From: bostone1@aol.com
Message-ID: <20010418100243.06597.00000175@nso-ce.aol.com>
Source record: 37110

Maybe PRINT (1/3)*3 will give you .9999999999, unless Atari Basic rounds it back to 1. I remember that the Atari used Binary Coded Decimal in their routines for more accurate results, but was therefore a little slower than Apple and C64, which went with less accurate but faster routines. I think the Fastchip rom that was an option for Atari 800s used routines similar to Apple and Commodore.
Anyone else?

2538. Re: Bug in floating point routines.... Who knows?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 14:40:47 UTC
From: Greg Menke <gregm-news@mindspring.com>
Message-ID: <m3eluqjmog.fsf@mindspring.com>
Source record: 37111

> As far as i know from 80s, there was a bug in the floating-routines from
> the OS or basic. I have tried ? SQR(4), but result 2 was o.k.. Does anyone
> know an example, where one can reproduce a 1.99999 instead of (or something
> like that) ?
>
> Best regards in advance

From memory;

This is symptomatic of floating point implementations in general, some fp implementations are better than others. As I understand the problem, floating point numbers are stored as a ratio and exponent. Some values are easier to represent as ratios than others. The numbers that cannot be precisely represented as ratios within the capacity of a particular floating point notation will become imprecise in their least significant places. Generally, fractional numbers are easier to represent than integers.

In "conventional" floating point, addition and subtraction can introduce more error into their results than multiplication and division. So you'll see these errors creep in when doing lots of adding & subtracting more often than when performing lots of multiplication & division. Most times the operations work fine, but pathological combinations of error arise where precision is lost; 2 becoming 1.999999 for instance. Which isn't necessarily all that bad for "scientific" calculations, but is catostrophic for financial ones. This is why floating point should not be used for money-related calculations... There are ways to deal with it; add .005, then truncate to hundredths will round a 1.99999999 up to 2.00, but not round up 1.000001- this works, but can be tricky when dealing with complicated arithmetic. Some fp routines may well try to detect the precision loss and compensate, but thats well beyond my understanding of the issue.

For a real discussion of this, track down a copy of Donald Knuth's book on it. He has a series of book on various compsci related topics- very instructive reading.

Gregm

2539. pirate's treasure chest atr

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 14:53:15 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <9bk9fi$5ei$1@brokaw.wa.com>
Source record: 37112

I ripped it, zipped it, and posted it yesterday.

grab it at:
http://www.bitsofthepast.com/atari

2540. Re: 8 bit commands...

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 14:57:33 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <9bka0t$3j6$1@plutonium.compulink.co.uk>
Source record: 37113

In article <3ADCB935.D2CC6C2F@optonline.net>, rsely74@optonline.net
(Robert S Ely) wrote:

> This is a multi-part message in MIME format.
> --------------35BF2FE5A909E541514B99DA
> Content-Type: text/plain; charset=us-ascii
> Content-Transfer-Encoding: 7bit
>
> Robert S Ely wrote:
> >
> > ilaskey@cix.compulink.co.uk wrote:
> > >
> > > In article <3AD6E982.D976C9ED@optonline.net>, rsely74@optonline.net
> > > (Robert S Ely) wrote:
> > >
> > > > This is a multi-part message in MIME format.
> > > > --------------4A8C08E77F85CDA39B299EB7
> > > > Content-Type: text/plain; charset=us-ascii
> > > > Content-Transfer-Encoding: 7bit
> > > >
> > > Robert, can you please set your newsreader to post plain text not
> > > mime,
> > > thanks.
> > >
> > Hmmm... Sorry 'bout that. The replies should be only in plain text.
> >

> Hmmm... again. I just looked at the old post and it came up as plain
> text for me. Got me on that one...
All your others today are plain text except for this thread so hopefully
it's sorted now. Thanks!

2541. Attn person who I sent Black lamp to.

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 17:27:09 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <49jrdtooogapllm1l7nbbpp7po0ommu6k4@4ax.com>
Source record: 37115

Deleted my inbox by accident the other day, I had been speaking via
mail to someone who's name I can't remember at the mo re Black Lamp
not working on Atari800win and many other things.

I had promised a list of the non working files under Atari800 win
(well as best as possible) but my mother had just died that week and I
said I would send it after the funeral etc.

Well I tried to be good to my word but deleted the inbox, so please
get back in touch mystery person (sorry about forgetting your name but
its been a trying and sad few weeks as you know)
--

As long as you remember them they will always be with you..

2542. Memory upgrade for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 21:02:46 UTC
From: Michael Duffy <mqduffy@worldnet.att.net>
Message-ID: <3ADE00EE.9C8A8263@worldnet.att.net>
Source record: 37117

Is there still memory upgrades for the 800XL available? And where would
one go? Thanks.
--
mqduffy@worldnet.att.net

2543. Re: ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 21:49:05 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010418174905.29459.00000012@ng-fb1.aol.com>
Source record: 37119

Rick has the manual and part of it are on his site here:
http://people.delphi.com/rldetlefsen/atari/info/infomain.htm#hard

>"rtdos@qwest.net" rtdos@rocketmail.com asked:

> Does anyone have any programming information on the ATR8000?
> Are there any emulators for it?

-Ron

Inform everyone that communications have completely broken down.

2544. Re: Omnimon

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 21:52:14 UTC
From: NoOne@FakeEmail.com
Message-ID: <9087B09F5CTHEnterprises@205.212.123.11>
Source record: 37120

Excellent! Could you either upload them to-

ftp://ftp.spudster.org/Incoming/

or you could email it to me. I'll send you an email now just in case that
is what you prefer.

mclane.dellos@btinternet.com (Paul Irvine) wrote in
>
>Yes, the 2nd one is mine but if CTH want they can use the full OCR'ed
>docs I did a while ago.
>

2545. Re: Omnimon

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 22:03:43 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <ep3sdto5el37l9s1shqn3b4mvhtps864k6@4ax.com>
Source record: 37121

The other Day NoOne@FakeEmail.com (Tom Hunt) wrote:

>
>Excellent! Could you either upload them to-
>
>ftp://ftp.spudster.org/Incoming/
>
>or you could email it to me. I'll send you an email now just in case that
>is what you prefer.
>
>mclane.dellos@btinternet.com (Paul Irvine) wrote in
>>
>>Yes, the 2nd one is mine but if CTH want they can use the full OCR'ed
>>docs I did a while ago.
>>
All yours Tom...
--

As long as you remember them they will always be with you..

2546. Re: ASM music ATR

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 22:46:04 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ade4f5d$0$42872$4c5ecdc7@news.erinet.com>
Source record: 37124

I'd say your post of trying to play 'ASM' files was a typo, but you
also put 'ASM' in your subject line.
I'm sure you're trying to play '.AMS' files.
There are some ams players in the audio/ams/amsplayr directory.
As far as I know, the actual AMS disk isn't there (in ftp.spudster.org)
I have an .dcm or .atr of the original disk.
Be sure to allow BASIC, I think, it requires (the original AMS) BASIC.
russg

2547. Re: [Epyx Shrine] Gateway To Apshai!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 23:02:50 UTC
From: Manuel Polik <cybergoth@nexgo.de>
Message-ID: <3ADE1D1A.AF1A5261@nexgo.de>
Source record: 37122

Hi Mo!

> Hey that sounds great. you can email them to my alternate box,
> chainsaw11@zdnetmail.com or just post them and I'll shoplift. I thought I
> had one from 1980 but I may have been dreaming, I didn't realize they went
> as far up as '86.

Uhm... the last game Epyx made was 'Battle Bugs' in 1994 :-)

Greetings,
Manuel

2548. Re: [Epyx Shrine] Gateway To Apshai!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 23:26:16 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <ChnD6.32$pN5.46097@nnrp2.sbc.net>
Source record: 37116

Hey that sounds great. you can email them to my alternate box,
chainsaw11@zdnetmail.com or just post them and I'll shoplift. I thought I
had one from 1980 but I may have been dreaming, I didn't realize they went
as far up as '86. Feel free to take anything you want off my homepage and
add it to yours, I don't own a copyright to anything on it.

Mo

Manuel Polik wrote in message <3ADD405A.61FC38CE@neulandmm.de>...
>Hi Mo!
>
>> Okay, I did a microscopic update to my homepage and added the 1981 Epyx
>> catalog, the scans are kind of big and fuzzy but it was really the best I
>> could do without spending all night on it. In the next week or two I'll
add
>> the 1982 catalog as well as a page of links including yours Manuel.
>
>Cool job! I'll open a section with Epyx catalogs as soon as I find the
>time to scan my catalogs. I've already gathered Fall '84, Spring '85 &
>an '88 catalog. At the moment I'm looking for scnas of the Fall '85 &
>both '86 catalogs.
>
>I'll definitely have to link again to your scans, since these offer
>lot's of infos about older AS games.
>I've scans from an '83 catalog, would you like to put it up on your page
>too, along with the '81/'82 catalogs?
>
>> If
>> somebody knows of a freeware PDF maker it would save a lot of trouble
>> posting these things. Adobe has an online demo but it can only make a one
>> page PDF (worthless).
>
>I once found one, which was rather good. Only drawback was that it'd
>create an additional advertisment page on every document... Hm... I've
>forgotten its name anyway.
>
>Greetings,
> Manuel
>

2549. ASM music ATR

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-18 23:29:38 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <_knD6.33$pN5.47099@nnrp2.sbc.net>
Source record: 37118

Howdy! I'm trying to find a working copy of the Advanced Music System for Atari (AMS). The only ATR's I've been able to find are on the closer to home archive and none of them work, emulator or real machine. I downloaded a whole mass of ASM files and have no way to play them! I'd be really interested in editing with this system as well. Thanx
Mo

2550. Re: Memory upgrade for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-19 00:33:17 UTC
From: llpwhite@cs.com
Message-ID: <20010418203317.15358.00000032@ng-ft1.news.cs.com>
Source record: 37123

Best Electronics. They still sell a Rambo-compatible upgrade. (or at least did several months ago.) It is the "Wiztronics" 256K upgrade, and it comes as a very nice small board.

http://www.best-electronics-ca.com/

Good luck-
Larry White

2551. Re: Memory upgrade for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-19 03:27:50 UTC
From: Cabell <cabell.clarkeSPAMNO@verizon.net>
Message-ID: <WWsD6.754$uf.337269@typhoon2.ba-dsg.net>
Source record: 37125

I have some text files around here somewhere that tell you how to build your
own if you are interested in going that route.

"Michael Duffy" <mqduffy@worldnet.att.net> wrote in message
news:3ADE00EE.9C8A8263@worldnet.att.net...
> Is there still memory upgrades for the 800XL available? And where would
> one go? Thanks.
> --
> mqduffy@worldnet.att.net
>
>

2552. Re: Bug in floating point routines.... Who knows?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-19 04:39:20 UTC
From: ASI Industries <ASIIndustries@usa.net>
Message-ID: <01c0c88a$bd479140$6309883e@default>
Source record: 37128

Basic osa rom had fp bugs, basic osb ment to fix them, but created even
more and finally basic osc is the final working copy!

Source: Inside Atari Basic, by Compute books!
--
Andrew Mcintosh
ASIIndustries@usa.net
http://www.asi-industries.freeserve.co.uk

2553. Music Composer Cartridge: How To

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-19 06:38:05 UTC
From: Anodyne777 <anodyne777@hotmail.com>
Message-ID: <hJvD6.10135$6j1.1886864@news1.rdc1.ne.home.com>
Source record: 37126

I purchased the Atari cartridge, Music Composer (CXL4007), without a manual
from someone from eBay. I thought I could figure it out, and I still
might, but if anyone has the manual or knows how to get to a manual, etc...
I would really appreciate the info. Please email me at
anodyne777@hotmail.com

or respond to this thread!
Thank you,
Owen Godwin
anodyne777.com

2554. Re: [Epyx Shrine] Gateway To Apshai!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-19 09:14:04 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <DUvD6.409$ss.8838@nnrp1.sbc.net>
Source record: 37127

Okay <sigh of relief> The Epyx Summer 1982 Catalog is up on my homepage. The scans are a little better <took 3 times as long>. I believe all I have left here to add is the other 1982 Epyx catalog I have, this one doesn't say spring or summer or anything. I'll also be adding a page of links that I use regularly and a couple of ATR's, sometime nextweek.
The URL is:
http://members.tripod.com/~chainsaw1661/crush.htm

Mo

chainsaw11 wrote in message ...
>Hey that sounds great. you can email them to my alternate box,
>chainsaw11@zdnetmail.com or just post them and I'll shoplift. I thought I
>had one from 1980 but I may have been dreaming, I didn't realize they went
>as far up as '86. Feel free to take anything you want off my homepage and
>add it to yours, I don't own a copyright to anything on it.
>
>Mo
>
>Manuel Polik wrote in message <3ADD405A.61FC38CE@neulandmm.de>...
>>Hi Mo!
>>
>>> Okay, I did a microscopic update to my homepage and added the 1981 Epyx
>>> catalog, the scans are kind of big and fuzzy but it was really the best
I
>>> could do without spending all night on it. In the next week or two I'll
>add
>>> the 1982 catalog as well as a page of links including yours Manuel.
>>
>>Cool job! I'll open a section with Epyx catalogs as soon as I find the
>>time to scan my catalogs. I've already gathered Fall '84, Spring '85 &
>>an '88 catalog. At the moment I'm looking for scnas of the Fall '85 &
>>both '86 catalogs.
>>
>>I'll definitely have to link again to your scans, since these offer
>>lot's of infos about older AS games.
>>I've scans from an '83 catalog, would you like to put it up on your page
>>too, along with the '81/'82 catalogs?
>>
>>> If
>>> somebody knows of a freeware PDF maker it would save a lot of trouble
>>> posting these things. Adobe has an online demo but it can only make a
one
>>> page PDF (worthless).
>>

>>I once found one, which was rather good. Only drawback was that it'd
>>create an additional advertisment page on every document... Hm... I've
>>forgotten its name anyway.
>>
>>Greetings,
>> Manuel
>>
>
>

2555. Re: chips/controllers

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-19 10:50:33 UTC
From: Piotr Fusik <pfusik@elka.pw.edu.pl>
Message-ID: <Pine.SOL.4.30.0104191244400.11376-100000@elektron.elka.pw.edu.pl>
Source record: 37145

On 18 Apr 2001, Mathy Van Nisselroy wrote:

> How hard would it be to emulate a drive controller like the 2793 using a
> PLA/PLD/PEEL or whatever they are called?
VERY hard I think. It would be much easier with a fast 8051 (or typical
8051 or 6502 with some extra electronics for buffering bits into bytes).

..... Piotr Fusik <pfusik@elka.pw.edu.pl> |
..... a.k.a. Fox/Taquart <fox@scene.pl> |
_____ "64 KB should be enough for everyone" /

2556. Re: Memory upgrade for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-19 12:26:42 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9bmli2pbo1@nets3.rz.RWTH-Aachen.DE>
Source record: 37129

Howdy Michael, folks

>Is there still memory upgrades for the 800XL available? And where would
>one go? Thanks.

The schematics to the betaversion of my 1MB 30pin SIMM upgrade for all ATARI XL and XE(GS)s (except MAYBE 1200XL and 14x0XLy) can be found at http://www.holyoak.com/atari/ And so is the text accompanying it. But you do have to have experience in soldering, otherwise, wait for the PCB to become available.

Why take my design:

No flicker
No loss of (software control over) BASIC, OS RAM, SelfTest and if you computer is an XEGS, Missile Command.
No funny addresses
No loss of separate ANTIC and CPU banking.

CU Mathy van Nisselroy

PS still trying to chase some bugs out. And I could need some help. (please)

2557. Re: [Epyx Shrine] Gateway To Apshai!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-19 12:28:53 UTC
From: Manuel Polik <mpolik@neulandmm.de>
Message-ID: <3ADEDA05.D14C288D@neulandmm.de>
Source record: 37130

chainsaw11 wrote:

> Okay <sigh of relief> The Epyx Summer 1982 Catalog is up on my homepage. The

I hope the '83 catalog made its way to you, too. It was quite a big
mail, almost 2MB I think.

Greetings,
Manuel

2558. Re: Bug in floating point routines.... Who knows?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-19 14:41:54 UTC
From: Matthias Belitz <Matthias.Belitz@gmx.net>
Message-ID: <3ADEF932.D428166E@gmx.net>
Source record: 37131

Hallo,

ASI Industries schrieb:
>
> Basic osa rom had fp bugs, basic osb ment to fix them, but created even
> more and finally basic osc is the final working copy!
>
> Source: Inside Atari Basic, by Compute books!

The FP-Routines are different from Basic, as fas as I know (Every A800
has a three built-in ROM, two for the OS and one for FP) Or does
Atari-Basic provide some additional FP-functions ?

Matt

2559. Re: APE for the future?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-19 16:31:14 UTC
From: Greg Menke <gregm-news@mindspring.com>
Message-ID: <m3zodclulp.fsf@mindspring.com>
Source record: 37132

> I'd be interested in looking at the source.
>

http://www.mindspring.com/~menkesjg/AtariServer.html

should do it, thats sort of a minifaq with a download url inside it.
Please let me know if it doesn't work- it should, but you know...

Gregm

2560. Re: Searching stuff

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-19 16:36:30 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010419123630.20094.00000103@ng-fg1.aol.com>
Source record: 37133

I believe that Fox-1 has some Mac docs on his Thunderdome site under
Programming info...
http://www7.ewebcity.com/atari

> "Russ Gilbert" russg@en.com replied:

>If you're looking for a macro assembler, those are available, but
>I don't know about docs for them.

-Ron

Inform everyone that communications have completely broken down.

2561. Re: Bug in floating point routines.... Who knows?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-19 17:01:57 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010419130157.20094.00000105@ng-fg1.aol.com>
Source record: 37134

All of the generic floating point math routines are in the OS ROM; some of the trigonometry (SIN, COS, ATAN) functions and SQR reside in the Basic cart ROM at $BDA5-$BFF9.

Basic A did have some bugs which Basic B changed while introducing more and Basic C finally corrected the great majority of them; most of these had nothing to do with FP math.

>Matthias Belitz Matthias.Belitz@gmx.net replied:

>ASI Industries schrieb:
>>
>> Basic osa rom had fp bugs, basic osb ment to fix them, but created even
>> more and finally basic osc is the final working copy!
>>
>> Source: Inside Atari Basic, by Compute books!
>
>The FP-Routines are different from Basic, as fas as I know (Every A800
>has a three built-in ROM, two for the OS and one for FP) Or does
>Atari-Basic provide some additional FP-functions ?

-Ron

Inform everyone that communications have completely broken down.

2562. Re: Music Composer Cartridge: How To

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-19 17:26:22 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010419132622.20094.00000108@ng-fg1.aol.com>
Source record: 37135

Hi Owen;
I have that and as cumbersome as it is, you will really enjoy it unless you are a real musician. It is a little arcane to use; I believe it has a cryptic (n o d . t) syntax reminder prompt which stands for:
Note= A-G, R= rest
Octave= 1-5
Duration= Whole, Half, Quarter, Eighth, Sixteenth, Thirtysecond
period (.)= dot for 1.5 times duration
Tie= slur notes together

eg. "a3T.T" is dotted thirtysecond "A" note in the third octave tied to the note following it. 1st 3 parameters required; last 2 optional. Saving and playing are somewhat intuitive from the menus; arranging needs some explanation.

Have not seen docs at any sites... Will try to type something up and send you when I can. Any questions, mail 'em.

>"Anodyne777" anodyne777@hotmail.com requested:

>I purchased the Atari cartridge, Music Composer (CXL4007), without a manual
>from someone from eBay. I thought I could figure it out, and I still
>might, but if anyone has the manual or knows how to get to a manual, etc...
>I would really appreciate the info. Please email me at
>anodyne777@hotmail.com

-Ron

Inform everyone that communications have completely broken down.

2563. Re: Music Composer Cartridge: How To

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-19 17:55:08 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010419135508.01034.00000138@ng-cn1.aol.com>
Source record: 37136

There is a prior prompt with (S)top, (M)easure #, (I)nsert measure & (N)ote entry choices.

Plus the note entry prompt is actually "l a o d . t"; (L)etter = note, (A)ccidental, (O)ctave, (D)uration, (.)dot, (T)ie. The available octaves are parts of 3 thru 6 and the optional accidentals are (S)harp, (F)lat or (N)atural.
hth

I said:
>I believe it has a cryptic (n o
>d . t) syntax reminder prompt which stands for:
>Note= A-G, R= rest
>Octave= 1-5
>Duration= Whole, Half, Quarter, Eighth, Sixteenth, Thirtysecond
>period (.)= dot for 1.5 times duration
>Tie= slur notes together

-Ron

Inform everyone that communications have completely broken down.

2564. SIO2PC and Linux

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-19 19:02:07 UTC
From: oliver@knusperkopf.de
Message-ID: <fncnb9.i52.ln@knusperkopf.de>
Source record: 37143

Hi everybody,
does anyone know a programme which makes it possible
to use the SIO2PC cable with Linux?

Thx.

--
Oliver Graf, Oberhofstr. 11, 44575 Castrop-Rauxel, Germany
Phone: +49 2305 14230 - http://www.knusperkopf.de
ABBUC #709

"If I hadn't seen such riches I could live with being poor." - James

2565. FA: Atari Lab

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-20 03:02:46 UTC
From: Richard Smith <rsmith@NOSPAMplaneteer.com>
Message-ID: <9HND6.85$wt3.44765@news.aloha.net>
Source record: 37140
Cross-posted to:
alt.games.video.classic,alt.games.video.historic,comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace

I have the following new/boxed Atari Lab kits up for auction on Ebay:

Atari 400/800 AtariLab Starter set (new)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1230336597

Atari 400/800 AtariLab Light Module (new)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1230337326

Thanks for looking,

Richard.
~~~~~~~
Please remove the "NOSPAM" from my email address if replying via email.
~~~~~~~

2566. MC to SB (WAS:Re: Music Composer Cartridge: How To)

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-20 03:03:13 UTC
From: "rtdos@qwest.net" <rtdos@rocketmail.com>
Message-ID: <CLND6.3596$XQ.402913@news.uswest.net>
Source record: 37142

Has anyone ever thought of converting the Music Composer files to MIDI so that they can be played on a SoundBlaster or compatible card? What about others such as Pokey Player?

eh, Tom? :)

"chainsaw11" <mygranny@swbell.net> wrote in message news:_GMD6.90$od7.100535@nnrp2.sbc.net...
> I've got the manual, sometime over the next week I'll try to put it up on my
> homepage.
> http://members.tripod.com/~chainsaw1661/crush.htm
>
> Mo
>
> RHamiIton5 wrote in message
> <20010419132622.20094.00000108@ng-fg1.aol.com>...
> >Hi Owen;
> >I have that and as cumbersome as it is, you will really enjoy it unless you
> are
> >a real musician. It is a little arcane to use; I believe it has a cryptic
> (n o
> >d . t) syntax reminder prompt which stands for:
> >Note= A-G, R= rest
> >Octave= 1-5
> >Duration= Whole, Half, Quarter, Eighth, Sixteenth, Thirtysecond
> >period (.)= dot for 1.5 times duration
> >Tie= slur notes together
> >
> >eg. "a3T.T" is dotted thirtysecond "A" note in the third octave tied to the
> >note following it. 1st 3 parameters required; last 2 optional. Saving and
> >playing are somewhat intuitive from the menus; arranging needs some
> >explanation.
> >
> >Have not seen docs at any sites... Will try to type something up and send
> you
> >when I can. Any questions, mail 'em.
> >
> >>"Anodyne777" anodyne777@hotmail.com requested:
> >
> >>I purchased the Atari cartridge, Music Composer (CXL4007), without a
> manual
> >>from someone from eBay. I thought I could figure it out, and I still

> >>might, but if anyone has the manual or knows how to get to a manual,
> etc...
> >>I would really appreciate the info. Please email me at
> >>anodyne777@hotmail.com
> >
> >-Ron
> >
> >Inform everyone that communications have completely broken down.
>
>

2567. FA: Atari 400/800/XL/XE Antic Software

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-20 03:09:27 UTC
From: Richard Smith <rsmith@NOSPAMplaneteer.com>
Message-ID: <IKND6.87$wt3.44670@news.aloha.net>
Source record: 37141
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace

I have the following atari 400/800/XL/XE software by Antic up for auction on
Ebay:

Antic Mathlib for C - Atari 400/800XL/XE
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1230316197

Antic Memorease + for the Atari 400/800XL/XE
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1230326578

Antic Floating Point Pkg Atari 400/800/XL/XE
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1230329444

Thanks for looking,

Richard.

2568. Re: Music Composer Cartridge: How To

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-20 04:20:05 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <_GMD6.90$od7.100535@nnrp2.sbc.net>
Source record: 37137

I've got the manual, sometime over the next week I'll try to put it up on my homepage.
http://members.tripod.com/~chainsaw1661/crush.htm

Mo

RHamiIton5 wrote in message
<20010419132622.20094.00000108@ng-fg1.aol.com>...
>Hi Owen;
>I have that and as cumbersome as it is, you will really enjoy it unless you are
>a real musician. It is a little arcane to use; I believe it has a cryptic (n o
>d . t) syntax reminder prompt which stands for:
>Note= A-G, R= rest
>Octave= 1-5
>Duration= Whole, Half, Quarter, Eighth, Sixteenth, Thirtysecond
>period (.)= dot for 1.5 times duration
>Tie= slur notes together
>
>eg. "a3T.T" is dotted thirtysecond "A" note in the third octave tied to the
>note following it. 1st 3 parameters required; last 2 optional. Saving and
>playing are somewhat intuitive from the menus; arranging needs some
>explanation.
>
>Have not seen docs at any sites... Will try to type something up and send you
>when I can. Any questions, mail 'em.
>
>>"Anodyne777" anodyne777@hotmail.com requested:
>
>>I purchased the Atari cartridge, Music Composer (CXL4007), without a manual
>>from someone from eBay. I thought I could figure it out, and I still
>>might, but if anyone has the manual or knows how to get to a manual, etc...
>>I would really appreciate the info. Please email me at
>>anodyne777@hotmail.com
>
>-Ron
>
>Inform everyone that communications have completely broken down.

2569. Re: [Epyx Shrine] Gateway To Apshai!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-20 04:21:03 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <_HMD6.91$od7.101336@nnrp2.sbc.net>
Source record: 37138

Yes I got it! I'll try to get it posted tonight or tomorrow and I'll be sure
to give credits. Thanks, Mo

Manuel Polik wrote in message <3ADEDA05.D14C288D@neulandmm.de>...
>chainsaw11 wrote:
>
>> Okay <sigh of relief> The Epyx Summer 1982 Catalog is up on my homepage.
The
>
>I hope the '83 catalog made its way to you, too. It was quite a big
>mail, almost 2MB I think.
>
>Greetings,
> Manuel
>

2570. Re: [Epyx Shrine] Gateway To Apshai!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-20 05:00:17 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <FgND6.56$I22.7496@nnrp1.sbc.net>
Source record: 37139

Okay, I got the 1983 catalog up! Thanks Manuel, in my next update I'll
correct the spelling of your name- sorry about that! If anyone has anymore
catalogs they like to see up in lights let me know at
chainsaw11@zdnetmail.com

Mo
http://members.tripod.com/~chainsaw1661/crush.htm

Manuel Polik wrote in message <3ADEDA05.D14C288D@neulandmm.de>...
>chainsaw11 wrote:
>
>> Okay <sigh of relief> The Epyx Summer 1982 Catalog is up on my homepage.
The
>
>I hope the '83 catalog made its way to you, too. It was quite a big
>mail, almost 2MB I think.
>
>Greetings,
> Manuel
>

2571. Re: SIO2PC and Linux

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-20 07:48:13 UTC
From: Matthias Belitz <Matthias.Belitz@gmx.net>
Message-ID: <3ADFE9BD.86218B3@gmx.net>
Source record: 37144

Hallo,

Oliver Graf schrieb:
>
> Hi everybody,
> does anyone know a programme which makes it possible
> to use the SIO2PC cable with Linux?
>

Yes - there is a generic (but usable) package out. As I remember
correctly, the name is "FEMUL", so try searchig for that name, cause I
do not have a location to point you to.

Bye,
Matt

2572. Re: 1027 printer ink

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-20 13:02:31 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <HrWD6.27931$IJ1.2364914@bgtnsc05-news.ops.worldnet.att.net>
Source record: 37146

Nigel,

I still have four NEW ink rollers for the 1027 printer. They're still in their original sealed packaging so they probably haven't dried out, but they were obviously manufactured many years ago so I can't guarantee their condition. They were originally priced at $5,99 each, but if you want them, you can have all four for $5 to cover the cost of packaging and shipping (within the continental U.S. only). Reply in Email if interested.

Sheldon

"Nigel Henry" <nigel.henry@virgin.net> wrote in message
news:aBmA6.3972$Fm4.1100873@news2-win.server.ntlworld.com...
> Hey all, can anyone suggest an ink which would be suitable for re-inking
the
> ink roller in the 1027 printer? I have tried rubber stamp ink, but the
> results are not very good. Any ideas?
>
> Thanks
>
> Nigel
>
>

2573. "dumb" questions about dos and diskzine question.

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-20 13:25:36 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B70586E0.1B1C%bobo_snyder@hotmail.com>
Source record: 37247

hi everyone,

i bought yesterday at the local thrift store about 100 floppy's from the old "first atari computer club of spokane". they have lots of utilities and stuff on them.

about 40 of the floppys also were "Atari Interface" floppys from around the early 90's. Was that a atari magazine from the early 90's?

i don't know quite how to actually read them, (i can get directories so i now that they are working floppys but unsure of the next step). they are in .arc format. i have used msdos and windows for so long i have forgotten the exact procedure for reading text files.

with ms-dos it is just "type filename.ext" but thats the issue, how do i read a text file in ataridos (these are mydos 4.5 floppys btw and they boot to mydos, no boot menu).

i know that the atari dos is a completely different animal than msdos, i just don't remember how to do simple things like read text files, (which commands do i use for that?), how to run .arc, .obj, and other files besides basic.

basically is there any tutorial on the web how to use dos with an atari? and how to different functions with the different versions of dos (mydos, spartados, dos 2.5, etc. etc.)

thanks,
bo

2574. Re: Wanted Ultracopy 1.1

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-20 15:01:47 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3AE04F5B.B59FB342@mail.uni-mainz.de>
Source record: 37248

Well,
is this the german "Ultra Copier 1.1 (side a) and 2.0 (Side b)" once distributed by Ulf Petersen ?!? If yes, it needs a Happy or Speedy drive and may (or may not) backup copy protected Single density and Medium Density disks... I gave my version to Stefan Dorndorf, so he could include it (the knowledge of this and other backup programs, like MS-Copy, Disk-Master,etc. and copy protections) into his Hyper-XF-OS ROM and further more into some software (backup program) to allow the XF drive to do backups also... still waiting for the Hyper XF software to be released (at the moment it looks like this will never happen). I am not sure if it is avaiable anywhere in Germany at the moment, nor if this program has been sold outside germany... -Andreas

TXG schrieb:
>
> Can anybody help me!
>
> TXG

2575. Re: I am the Joust king

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-20 15:14:01 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3AE05239.BA1F81CF@mail.uni-mainz.de>
Source record: 37249

Very Easy !!
Get a score of 1 or greater and I have more points than you have !! By
the way, when the game starts, does it begin with one zero or with more
than one zero ?? Otherwise anyone could say, that he reached that point,
allthough he did not even start the game... (Lets examine the game
starts with three or four zeros and after you reached that great score
it sets back to one zero, that would make a clear difference!)
-Andreas

Itay Chamiel schrieb:
>
> Heh. I actually zeroed the score on Joust at Expert level (after the score
> runs out of digits it resets to 0).
>
> Beat that :)
>
> -itay
> --
> Itay Chamiel
> http://www.cs.huji.ac.il/~itayc
>
> "Daniel Miller" <DCM01@USA.NET> wrote in message
> news:3aca4896.8010384@news.CIS.DFN.DE...
> > Acquired a copy of the Pengo cartridge for Atari 8bit (all models) and
> > it is a blast!
> >
> > I scored 67,680! You'll have to get up pretty early in the morning to
> > beat that!
> >
> > Sincerely,
> >
> > The Pengo King
> >
> >

2576. Re: SIO2PC and Linux

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-20 15:20:12 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3AE053AC.CF8323DE@ti.com>
Source record: 37251

Matthias Belitz wrote:

> Hallo,
>
> Oliver Graf schrieb:
> >
> > Hi everybody,
> > does anyone know a programme which makes it possible
> > to use the SIO2PC cable with Linux?
> >
>
> Yes - there is a generic (but usable) package out. As I remember
> correctly, the name is "FEMUL", so try searchig for that name, cause I
> do not have a location to point you to.
>
> Bye,
> Matt

Matt, Oliver,

The FEMUL sources can be found here:

http://atrey.karlin.mff.cuni.cz/~pavel/atari/

l8r,

Chris

2577. Re: Boot Disk loader

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-20 15:28:37 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3AE055A5.CDA94D92@mail.uni-mainz.de>
Source record: 37264

Well,
Single density (90k) and Medium Density (130k) disks are formatted with
128 Bytes each sector, no matter if boot or data sector. Double density
is always formatted 256 bytes each sector, also no matter if boot or
data sector. the floppies can only do/format/initialize/magnetize one
density on a disk (128 or 256 bytes); they cannot "mix" the density. In
other words, with Atari drives, the whole disk is formatted with 128 or
256 bytes per sector (not thinking of any copy protections now). But:
the Atari only accepts 128 bytes for the boot sectors, thus the floppy
drives have to fool the Atari when booting DD disks, i.e. sending only
128 bytes, allthough there are 256 bytes physically there... Thats what
some emulator programs forget, to send always 128 Bytes for the Boot
sectors !! -Andreas

Robert S Ely schrieb:
>
> Eric Sokolowsky wrote:
> >
> > On 13 Apr 2001, DunxUK wrote:
> >
> > > >I'll either post it here or send it to interested parties
> > >
> > > Interested party!
> > >
> > > (can it read DD disks...?)
> >
> > I'm not sure about that. My guess is that it doesn't do it correctly. It
> > doesn't load DOS. It probably just calls SIOV Read Sector directly for both
> > the directory and for loading the program after it's been selected. I don't
> > know if this process works for DD disks.
> >
> > On a related note, does anyone know how DD disks are formatted? I thought that
> > the first three sectors of any disk are single density (128 bytes of data)
> > regardless of the density. Is this correct?
>
> Eric,
> That's what I've read in a few places.
> --
> Robert S Ely
> rsely74@optonline.net
> rsely@dhs.state.nj.us
> rsely74@hotmail.com
> hsrelyy@vm.state.nj.us
> ICQ#: 33390750

> AOL-IM: Eliice1954

2578. Xformer densities ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-20 15:49:21 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3AE05A81.B28C8FD0@mail.uni-mainz.de>
Source record: 37252

Well,
some years ago I played around with ST Xformer (but soon gave up,
because it was so slooooww). This is what I found out about the ST
Xformer densities:

1) Single density (90k): the ST Xformer could a) create, b) load and c)
boot from these XFD images...

2) Medium/Dual density (130k): the ST Xformer could not a) create, b)
load nor c) boot from these XFD images...

3) Double Density (180k): the ST Xformer could a) create and b) load but
not (!) c) boot from these images, since the boot sectors were loaded
and saved with 256 bytes each, which the A8 did not accept...

Now, today there are much newer and faster PC versions around, like PC
Xformer 3.x for DOS based platforms and Xformer 95/98/2k for windows
based platforms. My question is: Is the Pc Xformer still unable to use
Medium/dual density ?? And is the PC Xformer still unable to boot from
DD images ???

I wanna know this, because I am currently creating a CD ROM with my own
Atari software. Since there are only 150-200MB of ATR images I have
enough space to include other image formats, like DCM, XFD and probably
also DI. But most (80%) of my private software is medium/dual density,
so it would not make much sense to include the XFD images, if the PC
Xformer cannot read/use them...

-Andreas

2579. Re: "dumb" questions about dos and diskzine question.

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-20 16:26:31 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010420122631.14627.00000145@ng-ft1.aol.com>
Source record: 37253

Mo>bo snyder bobo_snyder@hotmail.com asked:

>about 40 of the floppys also were "Atari Interface" floppys from around the
>early 90's. Was that a atari magazine from the early 90's?

Yes, it was from the upper midwest and supported a dozen or so semi-affiliated
user groups nation wide.

> they are in .arc format. i have used msdos and windows for so
>long i have forgotten the exact procedure for reading text files.

".arc" is a compressed format, sort of a precursor to .zip files; you will need
Arcx.com or Superarc.com (probably on one of those disks) to expand them.

>with ms-dos it is just "type filename.ext" but thats the issue, how do i
>read a text file in ataridos

The simplest method is "C"opy to the screen editor (E:) device and toggle the
screen with ctrl-1; The MyDos 4.5 docs are on one of those AIM disks and the
Atari DOS 2.5 docs are on that site Mo suggested:
http://www.crestviewfl.com/~richard/atari-docs.htm

The best method is loading them into TextPro or VTex (both also on an AIM disk)
so you can move back and forth through the documents.

>just don't remember how to do simple things like read text files, (which
>commands do i use for that?), how to run .arc, .obj, and other files

".obj" files are binary "L"oad types from the DOS menu.

-Ron

Inform everyone that communications have completely broken down.

2580. Re: "dumb" questions about dos and diskzine question.

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-20 17:45:01 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <DtYD6.4$k91.2154@nnrp2.sbc.net>
Source record: 37250

You'll have to use a word processor or text editor prog to read the text files. I haven't really seen any Atari dos with one built into it like MSDOS. Here's a link to a page of Docs on games, DOS's and etc.
http://www.crestviewfl.com/~richard/atari-docs.htm

Mo

bo snyder wrote in message ...
>hi everyone,
>
>i bought yesterday at the local thrift store about 100 floppy's from the old
>"first atari computer club of spokane". they have lots of utilities and
>stuff on them.
>
>about 40 of the floppys also were "Atari Interface" floppys from around the
>early 90's. Was that a atari magazine from the early 90's?
>
>i don't know quite how to actually read them, (i can get directories so i
>now that they are working floppys but unsure of the next step). they are in
>.arc format. i have used msdos and windows for so long i have forgotten the
>exact procedure for reading text files.
>
>with ms-dos it is just "type filename.ext" but thats the issue, how do i
>read a text file in ataridos (these are mydos 4.5 floppys btw and they boot
>to mydos, no boot menu).
>
>i know that the atari dos is a completely different animal than msdos, i
>just don't remember how to do simple things like read text files, (which
>commands do i use for that?), how to run .arc, .obj, and other files besides
>basic.
>
>basically is there any tutorial on the web how to use dos with an atari?
>and how to different functions with the different versions of dos (mydos,
>spartados, dos 2.5, etc. etc.)
>
>thanks,
>bo
>
>
>

2581. Re: Music Composer Cartridge: How To

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-20 19:02:03 UTC
From: Anodyne777 <anodyne777@hotmail.com>
Message-ID: <LI%D6.20$Qi1.54932@news1.rdc1.ne.home.com>
Source record: 37254

I really appreciate the help from those who contributed here!

> Hi Owen;
> I have that and as cumbersome as it is, you will really enjoy it unless
you are
> a real musician. It is a little arcane to use; I

I'm a real musician (if you're interested in that, look me up on MP3.com :-)
and I plan on using the Atari 800 in a live P.A. techno bit alongside a C64
and 2 PCs. I think I'll have fun with it despite having a serious use!

believe it has a cryptic (n o
> d . t) syntax reminder prompt which stands for:
> Note= A-G, R= rest
> Octave= 1-5
> Duration= Whole, Half, Quarter, Eighth, Sixteenth, Thirtysecond
> period (.)= dot for 1.5 times duration
> Tie= slur notes together

I don't think I would've ever figured that out through experimentation only,
that's pretty awkward.

> eg. "a3T.T" is dotted thirtysecond "A" note in the third octave tied to
the
> note following it. 1st 3 parameters required; last 2 optional. Saving and
> playing are somewhat intuitive from the menus; arranging needs some
> explanation.

Right now, I'm checking out how to use the arranger part of the thing (with
goto's, etc.).

Someone is posting the manual on their website soon, that'll definately be
worth checking out. Thanks to that person too.

Owen Godwin (mp3.com/anodyne777)
anodyne777@hotmail.com

2582. Re: Searching stuff

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-20 20:05:48 UTC
From: ASI Industries <ASIIndustries@usa.net>
Message-ID: <01c0c9d5$54d2ebe0$042a883e@default>
Source record: 37255

Are you looking for an assembly language tutorial or an assembler documentation?

If you are looking for the 6502 instruction set you could try my Assembly Source Interface v1.5AM (ASI15AM.DCM) it is a dis-asembly type program written in Turbo Basic and contains the full 6502 instruction set in an english form.

http://www.umich.edu/~archive/atari/8bit/Languages/Assembly/

Plus you may find other assembler related material elsewhere on the same site, even an assembler tutorial as i have a few of them that are on disk (pd)!

--
Andrew Mcintosh
ASIIndustries@usa.net
http://www.asi-industries.freeserve.co.uk

2583. Re: Bug in floating point routines.... Who knows?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-20 21:13:58 UTC
From: Thomas Richter <thor@gibbs.math.tu-berlin.de>
Message-ID: <9bq8qm$s2$2@mamenchi.zrz.TU-Berlin.DE>
Source record: 37256

> Hallo,

> ASI Industries schrieb:
>>
>> Basic osa rom had fp bugs, basic osb ment to fix them, but created even
>> more and finally basic osc is the final working copy!
>>
>> Source: Inside Atari Basic, by Compute books!

> The FP-Routines are different from Basic, as fas as I know (Every A800
> has a three built-in ROM, two for the OS and one for FP) Or does
> Atari-Basic provide some additional FP-functions ?

Atari basic provides some additional routines, indeed. The math-pack (as said
not really part of the Os) provides elementary operations (+,-,*,/), evaluation
of polynomials, log, exp and sqrt. Basic contained some additional, mainly using
the math pack routines as building stone, i.e. cos, sin, tan. (they use - rather naive -
taylor polynomials for approximation).

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

2584. Re: Xformer densities ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-20 21:48:45 UTC
From: ebaiz@skyenet.net
Message-ID: <192E6.55$oA3.1247@newsfeed.slurp.net>
Source record: 37257

>I wanna know this, because I am currently creating a CD ROM with my own
>Atari software. Since there are only 150-200MB of ATR images I have
>enough space to include other image formats, like DCM, XFD and probably
>also DI. But most (80%) of my private software is medium/dual density,
>so it would not make much sense to include the XFD images, if the PC
>Xformer cannot read/use them...
>
>-Andreas

If you need any DI images I am uploading some to a website. I have 22
Mega DI images with about 40-60 games on each one.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2585. Re: Xformer densities ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-21 00:45:40 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010420204540.11780.00000349@ng-ca1.aol.com>
Source record: 37258

3.8 for DOS boots fine from a DD MyDos 4.5 .xfd or .atr image and reads ED (133K) with Atari 2.5 as MyDos does not seem to like the medium. XF2000 can read but not boot the DD images.

> Andreas Magenheimer magea000@mail.uni-mainz.de asked:

>My question is: Is the Pc Xformer still unable to use
>Medium/dual density ?? And is the PC Xformer still unable to boot from
>DD images ???

-Ron

Inform everyone that communications have completely broken down.

2586. Re: Music Composer Cartridge: How To

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-21 00:52:01 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010420205201.11780.00000351@ng-ca1.aol.com>
Source record: 37259

Pt 2 is on its way with some hints on that... it is pretty cool to see it display what is playing.

>"Anodyne777" anodyne777@hotmail.com expressed appreciation:

>I really appreciate the help from those who contributed here!

>Right now, I'm checking out how to use the arranger part of the thing (with >goto's, etc.).

-Ron

Inform everyone that communications have completely broken down.

2587. Re: SIO2PC and Linux

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-21 02:28:52 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <Ef6E6.3542$tx5.89920@typhoon.sonic.net>
Source record: 37260

Chris Martin <cmartin@ti.com> wrote:
: Matt, Oliver,

: The FEMUL sources can be found here:

: http://atrey.karlin.mff.cuni.cz/~pavel/atari/

Is this under active development? A lack of space on my desk and free serial ports are only _part_ of the reason I don't use my real 8-bits much these days. :)

-bill!

2588. Re: SIO2PC and Linux

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-21 03:12:30 UTC
From: Ken Siders <atari7bit@columbus.rr.com>
Message-ID: <yU6E6.3084$nm1.301709@newsread2.prod.itd.earthlink.net>
Source record: 37262

Try also: http://www.crowcastle.net/preston/atari/
This page contains an updated version.

--Ken Siders
atari7bit@columbus.rr.com (change seven to eight to reply)
http://home.columbus.rr.com/ksiders/atari.htm

"Chris Martin" <cmartin@ti.com> wrote in message
news:3AE053AC.CF8323DE@ti.com...
> Matthias Belitz wrote:
>
> > Hallo,
> >
> > Oliver Graf schrieb:
> > >
> > > Hi everybody,
> > > does anyone know a programme which makes it possible
> > > to use the SIO2PC cable with Linux?
> > >
> >
> > Yes - there is a generic (but usable) package out. As I remember
> > correctly, the name is "FEMUL", so try searchig for that name, cause I
> > do not have a location to point you to.
> >
> > Bye,
> > Matt
>
> Matt, Oliver,
>
> The FEMUL sources can be found here:
>
> http://atrey.karlin.mff.cuni.cz/~pavel/atari/
>
> l8r,
>
> Chris
>
>
>
>
>
>

2589. FS: Atari, SEGA & Nintendo Bargains and much more

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-21 03:21:29 UTC
From: GENE EHRICH <gene@ehrich.com>
Message-ID: <Z07E6.51772$fs3.9797118@typhoon.tampabay.rr.com>
Source record: 37263
Cross-posted to:
alt.atari.2600,alt.sega,alt.sega.genesis,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.nintendo,rec.games.video.sega

Lots of Atari, Nintendo, SEGA bargains and much more on my web site listed
below:

--
http://www.voicenet.com/~generic
On-Line Computer & Video Game Garage Sale
gene@ehrich.com

2590. Re: Free Live...

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-21 04:54:51 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <yh6E6.101$k91.89417@nnrp2.sbc.net>
Source record: 37261

Who needs SEX when you have an ATARI !!!!
Mo
p.s. just ask my wife!

gris@aport.ru wrote in message <9bq31j$1oul$804@serv2.vsi.ru>...
>Are you looking for a little spice in your sex life? Adult Friend Finder
can help! We're the largest adult personals and swingers directory with over
7,000,000 registered members with thousands of sexy photos! It's FREE, easy,
and anonymous to join! Every day, over 15,000 new people join Adult Friend
Finder so you'll always find new hot friends here!
>Click here... http://adultfriendfinder.com/go/p39467c
>
>

2591. Corvus HD for 800 For Auction

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-21 05:29:50 UTC
From: llpwhite@cs.com
Message-ID: <20010421012950.06771.00000454@ng-fx1.news.cs.com>
Source record: 37265

This isn't mine, but it is very unusual item (unlike the "ultra rare" PacMan cartridges :-), so I thought I would post a link...
Larry
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1230318139

2592. Using Atari Disk Drive Model 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-21 06:26:59 UTC
From: Anodyne777 <anodyne777@hotmail.com>
Message-ID: <TK9E6.1436$Qi1.226040@news1.rdc1.ne.home.com>
Source record: 37266

Hi.

I came across some Atari 1050 disk drives, and I have no idea how to use them. I want to save compositions I create in a cart called Music Composer to disk - but unfortunately, although I can obtain 5 1/4" disks, I can't even begin to use them because I have no DOS. The software I obtained with these drives was in an unfortunate state (melted from garage storage).

Is there a way around this? Or could someone mail me a disk (I'd be willing to pay a couple of bucks for a copy)?

Thanks,
Owen Godwin
anodyne777.com

2593. FREE Atari Catalogs! FREE Games! Discount! More Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-21 06:46:20 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0104202341370.15484-100000@shell.pacifier.com>
Source record: 37267
Cross-posted to:
alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

If your looking for FREE Atari Catalogs, Please, Read On down the page!

I've just added 7 boxes of Atari Software, including some Jaguar Games. So please checkout my Catalogs! Buy an Atari Computer, Get FREE Games! Now I'm offering a 20% Tax Relief Discount. E-Mail me for Details on Redeeming these offers! I'd like to say Thank You for letting Bravo Sierra Computers Support you and your Atari Needs. Haven't bought from Bravo yet? Give Ben a Chance! I can be quite Beneficial. Remember, if you can't come see me today? Come see me tomorrow! Call Ben anytime at (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

e-mail: atari@benjamin.net

I've switched ISP's! Try www.pacifier.com/~atari or atari@pacifier.com and as always www.atari.benjamin.net and atari@benjamin.net still work but are being redirected to my new ISP and since I've moved, I have revamped and updated my WebSite and all my WebPages. So Check it out and, If you don't come see me today, come see me Tomorrow!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net while you Download Free Catalogs directly from my site. If you can't get my Catalogs that way, Feel free to Request catalogs by E-Mail. Really, it's not an inconvenience. I ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your full Mailing address so I can figure Shipping & Handling. I'll be back after the weekend. Bye!

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
atari@pacifier.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit,
ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2594. Wizard of Wor

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-21 09:31:07 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <6gk2etg3lb38slrr0pbve84gva964o5poi@4ax.com>
Source record: 37269

Howdy atarians!

Remember the old game "Wizard of Wor" ? Wow, what a cool game. And so
I decieded to reproduce the concept and programm a "Wizard of Wor over
Network" Game. I plannend to programm it in a java virtual machine.

Are there any old "Wizard of Wor"-atarians, who are interessted in
this project? Any help is welcome!

-thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Business Computer Science
Technical University of Ilmenau

2595. Re: Corvus HD for 800 For Auction

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-21 10:39:14 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <pkbE6.445$k91.155866@nnrp2.sbc.net>
Source record: 37268

What they mention in the auction is that they had seen one like this attached through a special interface to the atari. They also mention that all that is included is the drive itself, nothing else and that it is 'untested'. I'd be willing to bet it's just a regular hard drive that is probably burned up. Forgive my scrutiny but I got burned on a Tandy hard drive on Ebay. It is pretty interesting to think of a hard drive attached through the joystick ports, I guess the SIO would have to be rerouted? How would POKEY talk to the joystick ports?
Mo

LLpwhite wrote in message
<20010421012950.06771.00000454@ng-fx1.news.cs.com>...
>This isn't mine, but it is very unusual item (unlike the "ultra rare"
PacMan
>cartridges :-), so I thought I would post a link...
>Larry
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1230318139
>

2596. Looking for e-issues of Atari Interface

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-21 13:06:25 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3AE1861B.D247EB2@optonline.net>
Source record: 37271

I'm Trying to find e-issues of Atari Interface and the disk files for
them. Anyone have these or know of a site to FTP them?

--
Robert S Ely
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

2597. Music Composer Manual is up!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-21 13:35:13 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <nVdE6.296$MV6.247572@nnrp3.sbc.net>
Source record: 37270

Okay I got the Music Composer manual posted as well as the musical score
from the muppet movie- a song titled "The Rainbow Connection". When my
Atari 800 was brand new, I was playing this song in my middle school band.
On the tuba - ahh the memories.....

the link is:
http://members.tripod.com/~chainsaw1661/crush.htm

Mo

P.S. you are warned- the manual is just over 5mgb <took an hour and a half
to upload over my dialup!>

2598. Re: Wizard of Wor

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-21 14:45:03 UTC
From: DCM01@USA.NET
Message-ID: <3ae19bee.17808577@news.CIS.DFN.DE>
Source record: 37272

I did a version for Amiga, and can contribute my graphics, which are
all visible in the screenshot at:

http://linux.tc3net.com/daclmi/amos_a.html

On Sat, 21 Apr 2001 11:31:07 +0200, Thomas Havemeister <twh1@gmx.de>
wrote:

>Howdy atarians!
>
>Remember the old game "Wizard of Wor" ? Wow, what a cool game. And so
>I decieded to reproduce the concept and programm a "Wizard of Wor over
>Network" Game. I plannend to programm it in a java virtual machine.
>
>Are there any old "Wizard of Wor"-atarians, who are interessted in
>this project? Any help is welcome!
>
>-thomsen
>
>--
>Sturz des Zaren & Take those Atarian care!
>Thomas Havemeister, Student of Business Computer Science
>Technical University of Ilmenau

2599. Wanted: beta testers for A8 desktop

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-21 14:51:31 UTC
From: NoOne@FakeEmail.com
Message-ID: <908A6CF8CCTHEnterprises@205.212.123.11>
Source record: 37273

I've been working on a desktop program for the Atari 8-bit and I need
some additional help in testing it. You can read about it at-

http://cth.dtdns.net/desktop/p1.html

I can supply the desktop as a 1/2 meg ATR which should work fine with
an APE or SIO2PC setup. If someone has a real A8 setup with a high
capacity disk drive of some sort I could also supply the files in ARC or
ZIP format with installation instructions.

At this point I need feedback about

1 Display legibility reports on various types of TV's and composite
moniters.

2 Performance comparisons between various desktop configurations
involving ramdisk configurations vs. disk drive configurations.

If you are a gung-ho entheasusiastic Atari 8-bit freak and want to
help me out with these things (and more as it develops), please send email
to me at-

tom_hunt361@NOmy-dejaSPAM.com

NOTE: Take out the NO and SPAM in the email address before sending.

Thanks,
Tom

2600. Re: Wizard of Wor

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-21 17:59:15 UTC
From: Billy Ko <bill-ko@home.com>
Message-ID: <ovyyxbubzrpbz.gc5lxm0.pminews@news.plfld1.nj.home.com>
Source record: 37274

On Sat, 21 Apr 2001 11:31:07 +0200, Thomas Havemeister wrote:

:>Howdy atarians!
:>
:>Remember the old game "Wizard of Wor" ? Wow, what a cool game. And so
:>I decieded to reproduce the concept and programm a "Wizard of Wor over
:>Network" Game. I plannend to programm it in a java virtual machine.
:>
:>Are there any old "Wizard of Wor"-atarians, who are interessted in
:>this project? Any help is welcome!
:>
:>-thomsen
:>
:>--
:>Sturz des Zaren & Take those Atarian care!
:>Thomas Havemeister, Student of Business Computer Science
:>Technical University of Ilmenau

I have the actual upright arcade game in storage. I used to play that game for hours. I could be utilized as a consultant for any game type issues/questions that you might have. I consider myself to be an expert, as I have been all the way to Dungeon 31 before losing a Worrior (Worlord, at that stage). Of course, luck played as much a role as skill in this accomplishment, and I have been all the way past dungeon 99 before (it then starts assigning dungeon numbers out of numerical order. I think it's because the dungeon number variable holds only two digits, much like the y2k issue).

Bill

2601. Re: Wizard of Wor

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-21 18:00:50 UTC
From: Billy Ko <bill-ko@home.com>
Message-ID: <ovyyxbubzrpbz.gc5m091.pminews@news.plfld1.nj.home.com>
Source record: 37275

On Sat, 21 Apr 2001 17:59:15 GMT, Billy Ko wrote:

:>On Sat, 21 Apr 2001 11:31:07 +0200, Thomas Havemeister wrote:
:>
:>:>Howdy atarians!
:>:>
:>:>Remember the old game "Wizard of Wor" ? Wow, what a cool game. And so
:>:>I decieded to reproduce the concept and programm a "Wizard of Wor over
:>:>Network" Game. I plannend to programm it in a java virtual machine.
:>:>
:>:>Are there any old "Wizard of Wor"-atarians, who are interessted in
:>:>this project? Any help is welcome!
:>:>
:>:>-thomsen
:>:>
:>:>--
:>:>Sturz des Zaren & Take those Atarian care!
:>:>Thomas Havemeister, Student of Business Computer Science
:>:>Technical University of Ilmenau
:>
:>I have the actual upright arcade game in storage. I used to play that game
:>for hours. I could be utilized as a consultant for any game type
:>issues/questions that you might have. I consider myself to be an expert, as
:>I have been all the way to Dungeon 31 before losing a Worrior (Worlord, at
:>that stage). Of course, luck played as much a role as skill in this
:>accomplishment, and I have been all the way past dungeon 99 before (it then
:>starts assigning dungeon numbers out of numerical order. I think it's
:>because the dungeon number variable holds only two digits, much like the y2k
:>issue).
:>
:>Bill
:>
:>
Oh, yeah... I also used to own the Action! programming language for the 8-bit
computer. I was eventually gonna get around to doing a Wizard Of Wor deal,
too.

Bill

2602. Re: SIO2PC and Linux

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-21 19:05:24 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <URkE6.3587$tx5.92113@typhoon.sonic.net>
Source record: 37276

Ken Siders <atari7bit@columbus.rr.com> wrote:
: Try also: http://www.crowcastle.net/preston/atari/
: This page contains an updated version.

Aww... Very old still :(

Version 1.4 22 Mar 1998 Preston Crow <crow@cs.dartmouth.edu>

-bill!

2603. Re: Using Atari Disk Drive Model 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-21 19:50:28 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ae21aba$0$88189$4c5ecdc7@news.erinet.com>
Source record: 37281

(has no boot disk)
A warning. You mentioned you can get 5 1/4" disks.
If you're talking standard computer store, you can't use those 5 1/4"
disks. I mean you can't use high density disks. They must be double
density to use with the 1050. Almost all double density 5 1/4" disks
have a hub ring, high density disks don't have the hub ring.
russg

2604. Re: Using Atari Disk Drive Model 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-21 22:29:59 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010421182959.02336.00000316@ng-cn1.aol.com>
Source record: 37277

Alas, there is not an easy way around it. I could email you the instructions to make a DOS boot disk, but it would involve typing thousands of data statements..

US mail will be simpler unless someone is fairly close; who here is the nearest?

After receiving a disk, you must 'boot' the system in a specific order; connect Atari computer and drive and display CRT and all power supplies, insert Music Composer cart, power on the drive empty, insert disk when drive quiet, close drive latch, power on Atari computer. Drive should activate and load DOS and start the cart program which will allow you to load the DOS Menu to format disks, etc. The boot 1050 must be set to drive #1 with 2 little switches; they must both be toward the left as you look at them through the small window on the back of the drive case.

>"Anodyne777" anodyne777@hotmail.com asks:

>I came across some Atari 1050 disk drives, and I have no idea how to use
>them. I want to save compositions I create in a cart called Music Composer
>to disk - but unfortunately, although I can obtain 5 1/4" disks, I can't
>even begin to use them because I have no DOS. The software I obtained with
>these drives was in an unfortunate state (melted from garage storage).
>
>Is there a way around this? Or could someone mail me a disk (I'd be willing
>to pay a couple of bucks for a copy)?

-Ron

Inform everyone that communications have completely broken down.

2605. Re: Using Atari Disk Drive Model 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-21 22:49:19 UTC
From: Michael Duffy <mqduffy@worldnet.att.net>
Message-ID: <3AE20E6F.9539989D@worldnet.att.net>
Source record: 37278

I live in Florida (USA). I could send you a copy of DOS (would 2.5 be best). Let me know.
It would be on an Atari floppy. Mike.

RHamiIton5 wrote:

> Alas, there is not an easy way around it. I could email you the instructions to
> make a DOS boot disk, but it would involve typing thousands of data
> statements..
>
> US mail will be simpler unless someone is fairly close; who here is the
> nearest?
>
> After receiving a disk, you must 'boot' the system in a specific order; connect
> Atari computer and drive and display CRT and all power supplies, insert Music
> Composer cart, power on the drive empty, insert disk when drive quiet, close
> drive latch, power on Atari computer. Drive should activate and load DOS and
> start the cart program which will allow you to load the DOS Menu to format
> disks, etc. The boot 1050 must be set to drive #1 with 2 little switches; they
> must both be toward the left as you look at them through the small window on
> the back of the drive case.
>
> >"Anodyne777" anodyne777@hotmail.com asks:
>
> >I came across some Atari 1050 disk drives, and I have no idea how to use
> >them. I want to save compositions I create in a cart called Music Composer
> >to disk - but unfortunately, although I can obtain 5 1/4" disks, I can't
> >even begin to use them because I have no DOS. The software I obtained with
> >these drives was in an unfortunate state (melted from garage storage).
> >
> >Is there a way around this? Or could someone mail me a disk (I'd be willing
> >to pay a couple of bucks for a copy)?
>
> -Ron
>
> Inform everyone that communications have completely broken down.

--
mqduffy@worldnet.att.net

2606. Re: Music Composer Cartridge: How To

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-21 23:04:15 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010421190415.01705.00000305@ng-cn1.aol.com>
Source record: 37279

The info is here:
http://members.aol.com/rhamiiton5/musicomp.htm
for any other aspiring musicians.

> rhamiiton5@aol.comedy.com (RHamiIton5) replied:

>Pt 2 is on its way with some hints on that...

>>Right now, I'm checking out how to use the arranger part of the thing (with
>>goto's, etc.).

-Ron

Inform everyone that communications have completely broken down.

2607. Re: Music Composer Manual is up!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-21 23:07:06 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010421190706.01705.00000306@ng-cn1.aol.com>
Source record: 37280

Good work, Mo! Here is my short essay to get someone started in less than 5MB:
http://members.aol.com/rhamiiton5/musicomp.htm

>"chainsaw11" mygranny@swbell.net

>Okay I got the Music Composer manual posted as well as the musical score
>from the muppet movie- a song titled "The Rainbow Connection". When my
>Atari 800 was brand new, I was playing this song in my middle school band.
>On the tuba - ahh the memories.....
>
>the link is:
>http://members.tripod.com/~chainsaw1661/crush.htm
>
>Mo
>
>P.S. you are warned- the manual is just over 5mgb <took an hour and a half
>to upload over my dialup!>

-Ron

Inform everyone that communications have completely broken down.

2608. Re: Using Atari Disk Drive Model 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-22 01:58:22 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010421215822.14680.00000225@ng-ft1.aol.com>
Source record: 37282

We don't know where Anodyne777 is located...

I am in Oklahoma.
>Michael Duffy mqduffy@worldnet.att.net responded:

>I live in Florida (USA).

-Ron

Inform everyone that communications have completely broken down.

2609. APE98 question

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-22 02:09:59 UTC
From: Omar <omar27@bellsouth.net>
Message-ID: <KXqE6.1757$_a7.898121@news3.mia>
Source record: 37283

Hi group!
I've just set up my SIO2PC cable from the serial port on my windows 98 machine to my Atari 800XL. I've loaded APE98 onto windows were it seems to want to work fine. It tells me that it is using COM Port 2 and that it is ready on that port. "Ape is Ready" appears below.
The SIO2PC cable was purchased from the same site that sells Ape.
My Atari is unable to boot from any of several hundred games that I have on my wintel machine's c: drive. I keep loading the image and directing Ape to load the ATR images on drives 1, 2, 3, etc. but I cannot seem to get any response from the Atari 800xl after i keep rebooting it besides the basic blue screen that says ready.

My question (finally) is:
Do I need to configure my com port 2 on my wintel machine, for example, 8,N,1, 19200 baud, hardware xon/xoff?
Or any specific thing to set on that com port? I used to have a US Robotics 56k modem on that port which I went and disabled.

Also, do I need a null modem or something else attacheched to the SIO2PC cable in order for it to work?

And lastly, I have MyDos 4.5 on cartridge which I have also loaded into the Atari to see if I can run a program with it. I have no idea if it is really necessary since in theory I should be able to boot from the ATR image as it says on the Ape page FAQ.

Please help with any basic advice since I have just blown about 5 hours trying to get this to work! I you have documentation that you can share or direct me to a web page that would be terrific!

Regards,
Omar
Ape/Atari Newbie

2610. Re: SIO2PC and Linux

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-22 02:38:03 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <furE6.3612$tx5.93062@typhoon.sonic.net>
Source record: 37284

William Kendrick <nbs@bolt.sonic.net> wrote:
: Ken Siders <atari7bit@columbus.rr.com> wrote:
: : Try also: http://www.crowcastle.net/preston/atari/
: : This page contains an updated version.
:
: Aww... Very old still :(
:
: Version 1.4 22 Mar 1998 Preston Crow <crow@cs.dartmouth.edu>

I was helping out at a Linux demo that my local LUG held today, and
one of our members has been using DOSEMU on his laptop to do some
embeded systems development for some CS or Engineering class he's in.

I think DOSEMU + APE or SIO2PC might be the way to go. Anyone have any
experience or pointers!?

-bill!

2611. Re: chips/controllers

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-22 02:44:02 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <te4h486bgu1e36@corp.supernews.com>
Source record: 37285

"Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:9bk0mcrqt5@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> This might be a silly question, but;
>
> How hard would it be to emulate a drive controller like the 2793 using a
> PLA/PLD/PEEL or whatever they are called?

BG Micro is selling the real thing for ~$7. I think the PLA/PLD/PEEL that could handle something like that would cost ~$10-$20.

If you could do it, it would be a one off type thing. I still hang out in local electronics places, just once every couple of months instead of every week. The combination floppy/IDE/serial/printer LSI interface chips used in IBM clones are available for ~$10.

It would be a good learning project but you would probably be the only one in the world with one.

2612. Sinclair ZX81 8Bit-Rechner ZX-TEAM

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-22 09:03:24 UTC
From: Wilhelm Freismuth <wilhelm@freismuth.de>
Message-ID: <3AE29E5A.22B35F3F@freismuth.de>
Source record: 37286

```
ZX TEAM MAGAZIN
Mitgliederstand 01.01.2000 81 Fans / 6 Magazine pro Jahr
Anmeldung :
Joachim Merkl
Bernbacher Str. 12
D-90768 Fi¿½rth
Tel.: 0911/7520757
.
ZX-TEAM http://www.zx81.de
http://home.t-online.de/home/Wilhelm.Freismuth/ZX-TEAM.html
.
Ausgabe 2/2001
SEITE - INHALT
03 Tips / Tricks / Termine
05 Neues vonne Ki¿½sten von Willi
06 Treffen in der Rhi¿½n
08 ZX-TEAM meeting ( Glen Goodwin )
10 Anmerkungen ZX-TEAM-Treffen von Jens
11 Zeddygesteuerter Energieseperator
12 Programm in FORTH fi¿½r den Juppi
14 Tabellenkalkulator MATRIX-PLANNER
15 Eurozeichen fi¿½r Jupiter Ace und ZX81
16 Willi-RAM
17 Die Megabyte-Karte
Festplatten und Hard-Disk-Interface
18 Roboterwettbewerb - Beschreibung Nr. 3
26 Steuerprogramm zu Nr.3 von Gernot
28 Scanner-Interface
29 ZX-TEAM-Video 1 von den ZX-TEAM-Treffen
30 ZX-Team Info
```

2613. Re: Wizard of Wor

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-22 09:22:10 UTC
From: Cruiser 7 <cruiser7@nospam.com>
Message-ID: <3AE2A2C2.6070407@nospam.com>
Source record: 37287

Wizard Of Wor is a big favorite of mine; both in the arcades and as an Atari 8-bit game (where shooting your buddy in the back usually got you a punch in the leg when you weren't looking). I can't offer any technical expertise, but would be glad to help with any beta testing or ideas.

Cruiser 7

Thomas Havemeister wrote:

> Howdy atarians!
>
> Remember the old game "Wizard of Wor" ? Wow, what a cool game. And so
> I decieded to reproduce the concept and programm a "Wizard of Wor over
> Network" Game. I plannend to programm it in a java virtual machine.
>
> Are there any old "Wizard of Wor"-atarians, who are interessted in
> this project? Any help is welcome!
>
> -thomsen
>

2614. Re: APE98 question

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-22 12:49:45 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ae309c1$0$62146$4c5ecdc7@news.erinet.com>
Source record: 37290

Omar.
Steve Tucker will help you out. It may take a few days to get a response.
The only thing I see is that you are using the same serial port for
your modem. APE won't let you do that, even if you unplug your
modem. If your modem is internal, it is still configured as
COM2. If your modem is external, for some reason you still can't use
the port for the modem. If you have something plugged into COM1,
you may be able to unplug that and use COM1. I have a serial mouse
on COM2 and use that port for APE.
russg

2615. Re: Sinclair ZX81 8Bit-Rechner ZX-TEAM

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-22 13:58:18 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3AE2E379.B4CE6E3F@t-online.de>
Source record: 37288

Falsche Newsgroup.
Falsche Sprache.

Wilhelm Freismuth schrieb:

> ZX TEAM MAGAZIN
> Mitgliederstand 01.01.2000 81 Fans / 6 Magazine pro Jahr
> Anmeldung :
> Joachim Merkl
> Bernbacher Str. 12
> D-90768 Fi¿½rth
> Tel.: 0911/7520757
> .
> ZX-TEAM http://www.zx81.de
> http://home.t-online.de/home/Wilhelm.Freismuth/ZX-TEAM.html
> .
> Ausgabe 2/2001
> SEITE - INHALT
> 03 Tips / Tricks / Termine
> 05 Neues vonne Kï¿½sten von Willi
> 06 Treffen in der Rhï¿½n
> 08 ZX-TEAM meeting (Glen Goodwin)
> 10 Anmerkungen ZX-TEAM-Treffen von Jens
> 11 Zeddygesteuerter Energieseperator
> 12 Programm in FORTH fï¿½r den Juppi
> 14 Tabellenkalkulator MATRIX-PLANNER
> 15 Eurozeichen fï¿½r Jupiter Ace und ZX81
> 16 Willi-RAM
> 17 Die Megabyte-Karte
> Festplatten und Hard-Disk-Interface
> 18 Roboterwettbewerb - Beschreibung Nr. 3
> 26 Steuerprogramm zu Nr.3 von Gernot
> 28 Scanner-Interface
> 29 ZX-TEAM-Video 1 von den ZX-TEAM-Treffen
> 30 ZX-Team Info

2616. Page 6 / New Atari User Mag Index?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-22 14:54:52 UTC
From: llpwhite@cs.com
Message-ID: <20010422105452.04667.00000218@ng-cm1.news.cs.com>
Source record: 37289

Has anyone seen an index for this? Page 6 did have quite a few good articles, and it was published for a long time, so an index would be very helpful.

Also, was there much of significance in ROM? I know very little about it, and never saw an actual ROM mag here in the U.S. (published in Canada, I think?)

Larry

2617. Re: Using Atari Disk Drive Model 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-22 20:50:11 UTC
From: Anodyne777 <anodyne777@hotmail.com>
Message-ID: <7uHE6.4437$Qi1.709727@news1.rdc1.ne.home.com>
Source record: 37291

I'm in St. Louis. I should have mentioned that sooner :-)

Thanks-
Owen

mp3.com/anodyne777
anodyne777.com

2618. Tape images back to tape?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-22 23:09:38 UTC
From: Chris Cox <cbcox@nospam.btinternet.com>
Message-ID: <9bvoc2$l8s$1@plutonium.btinternet.com>
Source record: 37292

Is there any way of transferring tape images back to tape to use in a real
800XL now that I have bought one again after 15 years in the wilderness :)

I've found ways of doing this with C64 and Spectrum images.

Thanks in advance

--
Chris Cox
R1 News Editor
DVD REVIEWER
The UK's BIGGEST Online DVD Magazine
www.dvdreviewer.co.uk

email:
chriscox@reviewer.co.uk (DVD Reviewer)
cbcox@btinternet.com (home)

2619. Re: Tape images back to tape?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-22 23:42:48 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ae3a2d0$0$62153$4c5ecdc7@news.erinet.com>
Source record: 37293

Uhm.
The problem with doing things with tapes on the 800xl is that
you need a disk drive or PC connection to do anything. If you
had the disk drive or PC connection (APE or SIO2PC), you
wouldn't need the tape programs.
I should check out what Bo Schreurs (sp) does. He does some funny
stuff with tapes. I think it is Ernest Schreurs.
Ernest makes cas2wav and wav2cas. You can make wav file from a tape,
I guess using the input of your sound card. Then you can make a .cas
file that can be loaded using APE or sio2cas. But there again, you need
the APE cable.
I'm going in circles. Maybe Bo or Ernest will respond.
russg

2620. Basic XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-23 07:02:45 UTC
From: RoyE <rdean@fix.net>
Message-ID: <3ae3d35b_1@huge.aa.net>
Source record: 37295

My Basic XE cartridge has quit working. When it is installed in slot I have a black screen. Is there a way to diagnose problem. All other cartridges work okay (i.e.) Action, Atari Basic, Games, ETC.. I have a SIO2PC cable and 1050 Happy. Do I need to boot with Basic XE diskette to get the cartridge to work.

RoyE..

2621. Re: Tape images back to tape?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-23 08:22:54 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <vwPE6.120$U67.240959@nnrp3.sbc.net>
Source record: 37294

Yeah, you need the cas2wav program, convert the .cas file into a .wav then plug a patch cord from the line out jack on your PC soundcard to a standard tape deck. press record and start the wav to record. This was the first way I used to transfer downloaded progs to my real 8bit before I got the SIO2PC cable.
Mo

Chris Cox wrote in message <9bvoc2$l8s$1@plutonium.btinternet.com>...
>Is there any way of transferring tape images back to tape to use in a real
>800XL now that I have bought one again after 15 years in the wilderness :)
>
>I've found ways of doing this with C64 and Spectrum images.
>
>Thanks in advance
>
>--
>Chris Cox
>R1 News Editor
>DVD REVIEWER
>The UK's BIGGEST Online DVD Magazine
>www.dvdreviewer.co.uk
>
>email:
>chriscox@reviewer.co.uk (DVD Reviewer)
>cbcox@btinternet.com (home)
>
>
>
>

2622. Atari Mega File 20 to 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-23 08:32:59 UTC
From: Maaikie <nonsmoke@hotmail.com>
Message-ID: <9c0phn$aa8$1@blue.nl.gxn.net>
Source record: 37296

Hi!

I own a 130 XE and recently I got a external harddisk from the Atari ST series, the Mega File 20. Is it possible to connect it to a 130XE anyhow? I don't know what interface the XE or ST use to communicate with peripherals, but maybe they are in common and just need to change the connector?

I noticed that the Mega File has an in and output connector (like the XF551 I own)

What do you guys think...

Regz,

Mike.

2623. Re: Atari Mega File 20 to 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-23 08:53:06 UTC
From: havemeister@fja.com
Message-ID: <3ae3ecae.8515328@news.dpn.de>
Source record: 37197

On Mon, 23 Apr 2001 10:32:59 +0200, "Maaikie" <nonsmoke@hotmail.com>
wrote:

>I own a 130 XE and recently I got a external harddisk from the Atari ST
>series, the Mega File 20. Is it possible to connect it to a 130XE anyhow? I
>don't know what interface the XE or ST use to communicate with peripherals,
>but maybe they are in common and just need to change the connector?
>
>I noticed that the Mega File has an in and output connector (like the XF551
>I own)

well, I don't think that there is a chance to built a simple ASCI
(atari's own SCSI Port) to SIO. So if you would connect an external
harddisk you probably need a black box.

and heck, there isn't any argument to use a megafile 20, coz such a
bad hdd I never would use anymore.

2624. MegaMagazine number 8

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-23 10:31:41 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9c10ad$ib7$1@nets3.rz.RWTH-Aachen.DE>
Source record: 37198

```
Howdy folks

MegaMagazine number 8 will come out soon. Contact http://www.abbuc.de and
click on DIES & DAS or contact Freddy directly at taf_offenga@yahoo.com

CU Mathy van Nisselroy
```

2625. Re: ANN: Telnettable Atari ST BBS! Need users!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-23 11:13:22 UTC
From: DCM01@USA.NET
Message-ID: <3ae40d98.1013162@news.CIS.DFN.DE>
Source record: 37199

I tried it, and it seems to work okay. I had some trouble navigating the message bases and some menu, and couldn't find the key/menu to log off. That is just the nature of th BBS software though, you have to learn and get used to it.

Great nostalgic thing.

On Tue, 17 Apr 2001 20:38:52 GMT, ncc0106@nbc.netcom.ca (Jeff Mitchell) wrote:

>
> Please come check it out!
>
> http://www.skeleton.org/bbsindex.html
>
> or just telnet right to "shadow.skeleton.org", logging in as
>"bbs"

2626. Tuesday Chat: Hard-Drive Solutions. Be There or Be []

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-23 11:20:07 UTC
From: DCM01@USA.NET
Message-ID: <3ae40e5a.1207674@news.CIS.DFN.DE>
Source record: 37200

This announces an IRC chat for Atari 8bit enthusiasts on Tuesday April 24th, 2001, 10:00 pm Eastern US time.

Here are the corresponding times for some other places, choose the one near you.

California: 7:00 pm. Colorado 8:00 pm. Texas 9:00 pm.
London, England: 4:00 AM. Berlin: 5:00 AM. Hong Kong: 11:00 AM.

The topic for the chat will be "Hard-drive Solutions." We're going to examine the different hard-drive setups for Atari 8bit, such as Corvus and Black Box. Many people view APE and other PC-based Atari peripherals as good solutions, so we will address those, too.

General Atari8 chat is also welcome.

This will be a standard IRC chat. It is not a web-based chat on your browser. You need an IRC client, such as mIRC. mIRC is really easy to set up, and you can find it at www.mirc.com. Not to advertise it, there are other great IRC clients for many platforms, but mIRC is sort of the standard. Pirch is another one.

Most people have a Windows machine, but there are many other options for running an IRC Client. Arachne has one that runs in DOS. Amiga has AmIRC.

The chat will be on Amiganet. Here are some servers that will get you there:

irc.whiterose.net
thule.no.amiganet.org
fullcomp.au.amiganet.org
linux.us.amiganet.org
au, uk, se, no & us.amiganet.org

Once you log onto a server type "/join #atari8" and we will be there waiting for you I hope!

2627. Launching BASIC Program from BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-23 11:23:57 UTC
From: DCM01@USA.NET
Message-ID: <3ae40fed.1610262@news.CIS.DFN.DE>
Source record: 37201

I am working on a BASIC program with a detailed screen. The screen is drawn with a lot of DRAWTOs and PLOTs. To conserve memory I wish to use a separate program to draw the detailed screen. After drawing the screen that program would call the main program, and delete itself from memory, leaving only the screen.

Does anyone know an easy way to do this from Atari BASIC?

2628. Re: Launching BASIC Program from BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-23 12:01:39 UTC
From: Piotr Fusik <pfusik@elka.pw.edu.pl>
Message-ID: <Pine.SOL.4.30.0104231354300.4027-100000@elektron.elka.pw.edu.pl>
Source record: 37202

On Mon, 23 Apr 2001, Daniel Miller wrote:

> I am working on a BASIC program with a detailed screen. The screen is
> drawn with a lot of DRAWTOs and PLOTs. To conserve memory I wish to
> use a separate program to draw the detailed screen. After drawing the
> screen that program would call the main program, and delete itself
> from memory, leaving only the screen.
>
> Does anyone know an easy way to do this from Atari BASIC?

PRINT "NEW"
then move the cursor up, change E: mode from 12 to 13. Then STOP.
The program will stop, and commands on the screen will execute (you can
put more commands than only NEW).

2629. Re: Looking for e-issues of Atari Interface

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-23 12:46:25 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B7097231.1C11%bobo_snyder@hotmail.com>
Source record: 37203

i recently got about 50 to 75 floppys which all say atari interface on them.
t hey are from the early 90s or so.

let me know if you are intersted and we can see if we can work something
out.

thanks
bo

> From: Robert S Ely <rsely74@optonline.net>
> Organization: Optimum Online
> Newsgroups: comp.sys.atari.8bit
> Date: Sat, 21 Apr 2001 13:06:25 GMT
> Subject: Looking for e-issues of Atari Interface
>
> I'm Trying to find e-issues of Atari Interface and the disk files for
> them. Anyone have these or know of a site to FTP them?
>
> --
> Robert S Ely
> rsely74@optonline.net
> rsely@dhs.state.nj.us
> rsely74@hotmail.com
> hsrelyy@vm.state.nj.us
> ICQ#: 33390750
> AOL-IM: Eliice1954

2630. Re: ANN: Telnettable Atari ST BBS! Need users!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-23 13:12:45 UTC
From: dlmorley@aol.com
Message-ID: <20010423091245.21790.00000500@ng-fs1.aol.com>
Source record: 37204

You were looking for an Atari ST-Book
I have one up on ebay

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1232320488

Cheers
David
D Morley

2631. Re: Basic XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-23 15:04:21 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <9c1g0a$vj8$1@brokaw.wa.com>
Source record: 37205

you don't need the extension disk to get Basic XE to boot. Before we go to more drastic measures... have you thoroughly cleaned the contacts? Especially if they are not the gold variety, they tend to really corrode and attract all kind of gunk. A pencil eraser usually does the job, if not use some 99% isopropyl alcohol on the end of a Q-tip.

2632. Re: Tape images back to tape?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-23 16:17:02 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ae48bdf$0$62146$4c5ecdc7@news.erinet.com>
Source record: 37213

Chainsaw (Mo) says he does write Atari cassettes from PC using
just the sound card and a .cas file and cas2wav software.
I believe him, but something strikes me funny about this.
It seems to me that the A8 doesn't use the same kind of recording
as a audio tape deck. I think I remember trying to copy a Atari
tape using just a two tape audio tape duplication deck and it
didn't work. If it did work, then all the copy protection on Atari
tapes wouldn't work, ... or something.
russg

2633. Re: Launching BASIC Program from BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-23 16:19:01 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <te8lfpitg9drc6@news.supernews.com>
Source record: 37206

Its been a while since I've done anything with atari basic, but I seem to recall that you can do a simple "RUN #D:filename.ext" from within a program. That clears memory and runs the other program and its a legit command within a running basic program.

Piotr Fusik <pfusik@elka.pw.edu.pl> wrote in message news:Pine.SOL.4.30.0104231354300.4027-100000@elektron.elka.pw.edu.pl...
> On Mon, 23 Apr 2001, Daniel Miller wrote:
>
> PRINT "NEW"
> then move the cursor up, change E: mode from 12 to 13. Then STOP.
> The program will stop, and commands on the screen will execute (you can
> put more commands than only NEW).
>

2634. FS: Atari 400/800 carts

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-23 16:24:29 UTC
From: p-d <nospam@nosspam.com>
Message-ID: <3AE45769.532AA1DE@nosspam.com>
Source record: 37207

My email is Pauldb@home.com

ALL GAMES ARE CARTRIDGE ONLY unless noted otherwise:
Pictures can be taken for you if seriously interested:
Shipping is extra:

There is a Minimum order amount of $25(unless you are
the winning bidder in one of my auctions).

Atari 400/800/xe carts: $5 each unless noted otherwise

3-D Tic-Tac-Toe $9
Assembler no label
Asteroids
Atari artist $7
Basic $3
Buck Rogers: Planet of Zoom
Caverns of Mars
Centipede
Congo Bongo
Computer Chess $8
Decathlon
Defender
Deluxe Invaders $8
Donkey Kong
donkey kong jr $8
Dig Dug
Eastern Front(1941)
ET Phone home
Fantastic Voyage $9 Hole in Label
Fun with Art $9
Galaxian
Joust
Jumpman Jr $8
Kaboom $7
KoalaPainter
Miner 2049'er $9
Missile Command
MS. Pac-man $7
Music Composer
Pac-man
Pilot programming Language
Q*Bert
Qix
Pengo $10

Pole Position
Popeye
Skywriter
Space Invaders
Star Trek: Strategic Operations Sim.
Star Raiders $3
Super Breakout
Telelink I
Wizard of Wor $15 Yellow cart
Wizard of Wor $10 brown cart

Buck Rogers Boxed(cart,wob) $10
Demon Attack Boxed(cart,wob) $10
Frogger Boxed(cart) $10
Gorf Boxed(cart,wob)(no manual) $10
Miner 2049'er Boxed(cart,wob) $10

wob=writing on the box

2635. Re: Using Atari Disk Drive Model 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-23 17:01:29 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010423130129.27284.00000125@ng-fu1.aol.com>
Source record: 37208

There we have it; anyone close enough to get a DOS boot diskette to him?

If we get no takers, you can just e-mail me your address and I will send it...

>"Anodyne777" anodyne777@hotmail.com responded:

>I'm in St. Louis. I should have mentioned that sooner :-)

-Ron

Inform everyone that communications have completely broken down.

2636. Re: Page 6 / New Atari User Mag Index?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-23 17:19:33 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010423131933.27284.00000126@ng-fu1.aol.com>
Source record: 37209

I have not yet been able to locate an index or any web presence for Pg 6 NAU. I did acquire a couple of years worth starting from #22 and am reading through them. Interesting, but nothing yet worth typing in and little info we had not seen in Analog and Antic.

I once saw an old issue of ROM; very little recollection of its contents.

>llpwhite@cs.com (LLpwhite) asks:

>Has anyone seen an index for this? Page 6 did have quite a few good
>articles, and it was published for a long time, so an index would be very
helpful.
>
>Also, was there much of significance in ROM? I know very little about it,
>and never saw an actual ROM mag here in the U.S. (published in Canada,
>I think?)

-Ron

Inform everyone that communications have completely broken down.

2637. Re: Atari Mega File 20 to 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-23 17:31:02 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010423133102.27284.00000127@ng-fu1.aol.com>
Source record: 37210

Supra made a hard drive which was adaptable to the ST or the XL/XE; I never actually saw anything except the ads and articles around '86-'88. You would likely need some type of controller card and a Parallel Bus device like the Black Box or MIO although the ATR8000 connected by SIO to the 800 and mentioned hard drive in their ads.

>"Maaikie" nonsmoke@hotmail.com

>I own a 130 XE and recently I got a external harddisk from the Atari ST
>series, the Mega File 20. Is it possible to connect it to a 130XE anyhow? I
>don't know what interface the XE or ST use to communicate with peripherals,
>but maybe they are in common and just need to change the connector?

-Ron

Inform everyone that communications have completely broken down.

2638. Re: Launching BASIC Program from BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-23 17:57:57 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010423135757.27284.00000128@ng-fu1.aol.com>
Source record: 37211

I am suggesting the 2 separate programs method below; PART1 makes the screen and then the last line RUN's D:PART2 which will be the only thing left in memory.

Another option is to save the screen RAM to disk and then use CIO to retrieve it very quickly by the program. A 62 sector GR.8 screen loads faster than creating complex patterns.

The dynamic cursor method of POKEing 842,13 would also work to delete lines if you are willing to destroy that screen you just made...? BUT don't use 'NEW'!; print the individual line numbers that you wish to delete followed by a 'CONT' or 'G.1000' to return into your code.

>"SoftNGui" softngui@earthlink.net replied:

>Its been a while since I've done anything with atari basic, but I seem to
>recall that you can do a simple "RUN #D:filename.ext" from within a program.
>That clears memory and runs the other program and its a legit command within
>a running basic program.

-Ron

Inform everyone that communications have completely broken down.

2639. Re: Looking for e-issues of Atari Interface

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-23 18:05:29 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010423140529.27284.00000129@ng-fu1.aol.com>
Source record: 37212

Is that 50 different AIM disks? I didn't realize they had that many issues..

> bo snyder bobo_snyder@hotmail.com replied:

>i recently got about 50 to 75 floppys which all say atari interface on them.
>they are from the early 90s or so.

-Ron

Inform everyone that communications have completely broken down.

2640. Re: Basic XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-23 21:44:08 UTC
From: RoyE <rdean@fix.net>
Message-ID: <3ae4a1da$1_3@huge.aa.net>
Source record: 37214

OK after cleaning the connectors, Basic XE cartridge still doesn't work. When I turn on the computer a blue screen appears for about 10 seconds and then I get the self test modes. Several reboots later same response as the first time, blue screen for about 10 sec. and then self test mode, just as if I had pressed the OPTION key while booting computer..

RoyE..

2641. Re: Tuesday Chat: Hard-Drive Solutions. Be There or Be []

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-23 21:50:32 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <Is1F6.3780$tx5.98504@typhoon.sonic.net>
Source record: 37215

Daniel Miller <DCM01@usa.net> wrote:
<snip>
: Most people have a Windows machine, but there are many other options
: for running an IRC Client. Arachne has one that runs in DOS. Amiga has
: AmIRC.

And if you're on an actual Atari, you can use Ice-T or FlickerTerm80
to connect to an ISP's Unix Shell server via direct modem.
Many ISP's shells provide access to "IRC II" or some other VT-text-based
IRC client.

Just log into your account and try running the command "irc". :)

-bill!

2642. Re: Launching BASIC Program from BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-23 21:52:18 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <mu1F6.3781$tx5.98504@typhoon.sonic.net>
Source record: 37216

```
Daniel Miller <DCM01@usa.net> wrote:
: I am working on a BASIC program with a detailed screen. The screen is
: drawn with a lot of DRAWTOs and PLOTs. To conserve memory I wish to
: use a separate program to draw the detailed screen. After drawing the
: screen that program would call the main program, and delete itself
: from memory, leaving only the screen.
:
: Does anyone know an easy way to do this from Atari BASIC?

10 GRAPHICS 7 \
20 .... \ Your current code
..... /
..... /
1000 RUN "D:NEXTPART.BAS" <--- Loads next part off disk (like "LOAD"),
and then RUNs it immediately.

Voila! Pretty simple!

-bill!
```

2643. Re: Looking for e-issues of Atari Interface

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-23 21:52:47 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3AE4A47F.AF49C7FB@optonline.net>
Source record: 37217

bo snyder wrote:
>
> i recently got about 50 to 75 floppys which all say atari interface on them.
> t hey are from the early 90s or so.
>
> let me know if you are intersted and we can see if we can work something
> out.
>
> thanks
> bo
>
> > From: Robert S Ely <rsely74@optonline.net>
> > Organization: Optimum Online
> > Newsgroups: comp.sys.atari.8bit
> > Date: Sat, 21 Apr 2001 13:06:25 GMT
> > Subject: Looking for e-issues of Atari Interface
> >
> > I'm Trying to find e-issues of Atari Interface and the disk files for
> > them. Anyone have these or know of a site to FTP them?
> >
I was kinda hoping that there was a web site that had the files for d/l.
I have some of them and a few of the magazines. There are a couple of
sites that have Antic and ANALOG articles and DOMs. I just gathered the
entire set of Z-Mag files. I'm just trying to gather as many of the
files as possible for posterity. I probably won't have time to use most
of them.

--
Robert S Ely
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

2644. Re: Basic XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-23 21:57:41 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3AE4A5A4.4D4188EC@optonline.net>
Source record: 37218

Dan Vernon wrote:
>
> you don't need the extension disk to get Basic XE to boot. Before we go to
> more drastic measures... have you thoroughly cleaned the contacts?
> Especially if they are not the gold variety, they tend to really corrode and
> attract all kind of gunk. A pencil eraser usually does the job, if not use
> some 99% isopropyl alcohol on the end of a Q-tip.

Another this is that the main chip inside is socketed. It may be loose.
The board side if the cart is toward the from of the cart. You might try
briskly tapping the front label side of the cart to try to reseat the
chip.. This probably isn't the case, unless the cart has been tossed
around. The dirty contacts is more likely the problem.

--
Robert S Ely
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

2645. Re: Tape images back to tape?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-23 22:10:17 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ae4de84$0$18900$4c5ecdc7@news.erinet.com>
Source record: 37224

Ernest Schreurs replied to me about this, he can't post to news right
now or he'd respond.
What he says is get the cas2wav program from
http://home.planet.nl/(squiggle)ernest.

(That squiggle thingy sometimes doesn't show up right on readers,
It is a backspace or something and just doesn't show up.)

The cas2wav will take the cas files you get from wherever and make
a wav file that you can use to out directly from PC sound card out to
a normal cassette recorder (I don't think you out to a 1010, but maybe).

I think the cas files will work from APE or sio2cas directly.

(confused).
russg

2646. Re: Launching BASIC Program from BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-23 22:11:39 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3AE4A8EA.16AD3B11@optonline.net>
Source record: 37219

Daniel Miller wrote:
>
> I am working on a BASIC program with a detailed screen. The screen is
> drawn with a lot of DRAWTOs and PLOTs. To conserve memory I wish to
> use a separate program to draw the detailed screen. After drawing the
> screen that program would call the main program, and delete itself
> from memory, leaving only the screen.
>
> Does anyone know an easy way to do this from Atari BASIC?

Here's an easier way. Create the display as a picture. If you have BASIC XL or XE or TurboBASIC XL it's easier. Once the picture is on the screen, have the program do a (where "n" is a number if you have multiple pictures to create and save)
OPEN#1,8,0,"D1:PICNAMEn.MIC":BSAVE#1;(DPEEK(88)).This will save the screen as a Micropainter format picture in the current graphics mode. To reload the picture, use OPEN#1,4,0,"D1:PICNAMEn.MIC":BGET#1(DPEEK(88)). This will put the picture back into screen RAM and display it in the current graphics mode. That code was using BXL/BXE. It is a little more complex in AtariBASIC. I've use BXE for so long that I have to do some serious thinking and looking to recall how to do it in AtariBASIC. Doing it like this will save on run time problems, and having to run multiple programs. It will also be MUCH faster for the viewer of the final program.

--
Robert S Ely
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

2647. Re: Launching BASIC Program from BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-23 22:43:09 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ae4e635$0$18896$4c5ecdc7@news.erinet.com>
Source record: 37225

Ron's CIOV call is very fast from BASIC.
I liked it. BUT, he has CIO$(2,2)=160, which is a LDY immediate.
It should be CIO$(2,2)=162 (LDX #16).

Also, the fifth character should be a lower case 'v' not upper.

Think I'm right here, apologies if wrong. And you need to
DIM CIO$(6) or something. and CIO$(6)=228, I'm not sure what
that'd do. I think it should be CIO$(6,6)=228.

The machine code, after setting up the CIOV block #1 (a 16) as
given (you gotta know the SIZE of your screen in bytes.), when all set to
go is:

```
PLA
LDX #16
JMP $E476
```

It might be easier to just save the screen with PUTS, since time isn't
essential there:

```
10 GOSUB DOSCREEN:REM SET YOUR GRAPHICS MODE AND
DRAW YOUR SCREEN
20 CLOSE #1
30 OPEN #1,8,0,"D:SAVE.PIC"
40 SCREENSIZE=7900:REM FOR A GRAPHICS 8 SCREEN
50 START=PEEK(88)+(256*PEEK(89))
60 FOR N=START TO START+SCREENSIZE-1
70 X=PEEK(N)
80 PUT #1,X
90 NEXT N
100 CLOSE #1
110 GRAPHICS 0:REM TO RETURN YOU TO TYPING.
120 END
```

Hahahahahahhha. I bet I messed up someplace. Anyways.

russg

2648. Re: Tape images back to tape?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-23 23:17:25 UTC
From: Chris Cox <cbcox@nospam.btinternet.com>
Message-ID: <9c2d68$1ui$1@neptunium.btinternet.com>
Source record: 37220

I've got an Atari 1050 drive and a 1010 cassette deck.

Anybody got sources for the SIO2PC cable in the UK?

--
Chris Cox
R1 News Editor
DVD REVIEWER
The UK's BIGGEST Online DVD Magazine
www.dvdreviewer.co.uk

email:
chriscox@reviewer.co.uk (DVD Reviewer)
cbcox@btinternet.com (home)

"chainsaw11" <mygranny@swbell.net> wrote in message
news:vwPE6.120$U67.240959@nnrp3.sbc.net...
> Yeah, you need the cas2wav program, convert the .cas file into a .wav then
> plug a patch cord from the line out jack on your PC soundcard to a
standard
> tape deck. press record and start the wav to record. This was the first
way
> I used to transfer downloaded progs to my real 8bit before I got the
SIO2PC
> cable.
> Mo
>
> Chris Cox wrote in message <9bvoc2$l8s$1@plutonium.btinternet.com>...
> >Is there any way of transferring tape images back to tape to use in a
real
> >800XL now that I have bought one again after 15 years in the wilderness
:)
> >
> >I've found ways of doing this with C64 and Spectrum images.
> >
> >Thanks in advance
> >
> >--
> >Chris Cox
> >R1 News Editor
> >DVD REVIEWER
> >The UK's BIGGEST Online DVD Magazine
> >www.dvdreviewer.co.uk
> >
> >email:

> >chriscox@reviewer.co.uk (DVD Reviewer)
> >cbcox@btinternet.com (home)
> >
> >
> >
> >
>
>

2649. Re: ISP suggestion (Was Re: Atari 8 bits and the Internet?)

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-23 23:30:31 UTC
From: DCM01@USA.NET
Message-ID: <3ae4ba0b.1926737@news.CIS.DFN.DE>
Source record: 37221

On Wed, 18 Apr 2001 01:31:45 +0200, "Itay Chamiel"
<itayc@spam.huji.ac.il> wrote:

>"Daniel Miller" <DCM01@USA.NET> wrote in message
>news:3ac678f4.40438606@news.CIS.DFN.DE...
>> Although that in itself is a nice thing to do in itself, it is a
>> different thing altogether than accessing the Internet directly with
>> an Atari 8bit.
>
>But what do you mean by "directly"? Do you consider dialing up to a Unix
>shell account a "direct" connection? IMO It's not any different from having
>a Linux box and a modem at home doing the PPP dialup and using the Atari as
>a console.

Yes, a dialup shell account is a direct connection. I se what you are
saying. Lots of people agree with that. However to me the fun of
working with the Atari 8bit is getting it to do great stuff (like
telecommunications) without the assistance of a second machine.

>The only way to "directly" connect the Atari to the net is by implementing
>PPP and TCP/IP, and then writing software that will be able to talk to these
>implementations. I wish you luck ;)

It could happen with ingenuity, a steady effort, and a little luck.

2650. Re: Launching BASIC Program from BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-24 00:05:20 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010423200520.02990.00000526@ng-fn1.aol.com>
Source record: 37222

```
Don't you need another parameter to configure how many bytes to save or load?
And TurboBasic is not BSAVE but rather BPUT #1,DPEEK(88),SIZE

In A8 Basic after the graphic is on screen:
OPEN #1,8,0,"D1:MYPIC
POKE 850,11:REM put bytes out
POKE 852,PEEK(88):REM addr lo
POKE 853,PEEK(89):REM addr hi
POKE 856,SIZE-INT(SIZE/256)*256
POKE 857,INT(SIZE/256)
CIO$="hXXLVd":CIO$(2,2)=CHR$(160)
CIO$(3,3)=CHR$(16):CIO$(6)=CHR$(228)
WRITE=USR(ADR(CIO$))

SIZE varies with graphic mode, a full mode 8 screen is 7680 bytes. Retrieving
it is similar after setting the mode and colors:
OPEN #1,4,0,"D1:MYPIC
POKE 850,7:REM get bytes in
POKE 852,PEEK(88):REM addr lo
POKE 853,PEEK(89):REM addr hi
POKE 856,SIZE-INT(SIZE/256)*256:REM lo
POKE 857,INT(SIZE/256):REM hi
CIO$="hXXLVd":CIO$(2,2)=CHR$(160)
CIO$(3,3)=CHR$(16):CIO$(6)=CHR$(228)
READ=USR(ADR(CIO$))

>Robert S Ely rsely74@optonline.net replied:

>If you have BASIC
>XL or XE or TurboBASIC XL it's easier. Once the picture is on the
>screen, have the program do a (where "n" is a number if you have
>multiple pictures to create and save)
>OPEN#1,8,0,"D1:PICNAMEn.MIC":BSAVE#1;(DPEEK(88)).This will save the
>screen as a Micropainter format picture in the current graphics mode. To
>reload the picture, use OPEN#1,4,0,"D1:PICNAMEn.MIC":BGET#1(DPEEK(88)).
>This will put the picture back into screen RAM and display it in the
>current graphics mode. That code was using BXL/BXE. It is a little more
>complex in AtariBASIC. I've use BXE for so long that I have to do some
>serious thinking and looking to recall how to do it in AtariBASIC.

-Ron

Inform everyone that communications have completely broken down.
```

2651. Re: Launching BASIC Program from BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-24 01:08:26 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3AE4D259.1A9A52EE@optonline.net>
Source record: 37223

```
RHamiIton5 wrote:
>
> Don't you need another parameter to configure how many bytes to save or load?
> And TurboBasic is not BSAVE but rather BPUT #1,DPEEK(88),SIZE
>
> In A8 Basic after the graphic is on screen:
> OPEN #1,8,0,"D1:MYPIC
> POKE 850,11:REM put bytes out
> POKE 852,PEEK(88):REM addr lo
> POKE 853,PEEK(89):REM addr hi
> POKE 856,SIZE-INT(SIZE/256)*256
> POKE 857,INT(SIZE/256)
> CIO$="hXXLVd":CIO$(2,2)=CHR$(160)
> CIO$(3,3)=CHR$(16):CIO$(6)=CHR$(228)
> WRITE=USR(ADR(CIO$))
>
> SIZE varies with graphic mode, a full mode 8 screen is 7680 bytes. Retrieving
> it is similar after setting the mode and colors:
> OPEN #1,4,0,"D1:MYPIC
> POKE 850,7:REM get bytes in
> POKE 852,PEEK(88):REM addr lo
> POKE 853,PEEK(89):REM addr hi
> POKE 856,SIZE-INT(SIZE/256)*256:REM lo
> POKE 857,INT(SIZE/256):REM hi
> CIO$="hXXLVd":CIO$(2,2)=CHR$(160)
> CIO$(3,3)=CHR$(16):CIO$(6)=CHR$(228)
> READ=USR(ADR(CIO$))
>
> >Robert S Ely rsely74@optonline.net replied:
>
> >If you have BASIC
> >XL or XE or TurboBASIC XL it's easier. Once the picture is on the
> >screen, have the program do a (where "n" is a number if you have
> >multiple pictures to create and save)
> >OPEN#1,8,0,"D1:PICNAMEn.MIC":BSAVE#1;(DPEEK(88)).This will save the
> >screen as a Micropainter format picture in the current graphics mode. To
> >reload the picture, use OPEN#1,4,0,"D1:PICNAMEn.MIC":BGET#1(DPEEK(88)).
> >This will put the picture back into screen RAM and display it in the
> >current graphics mode. That code was using BXL/BXE. It is a little more
> >complex in AtariBASIC. I've use BXE for so long that I have to do some
> >serious thinking and looking to recall how to do it in AtariBASIC.
>
> -Ron
>
```

> Inform everyone that communications have completely broken down.

Yeah, you're right on both accounts. It's been a while since I've don
any serious programming. The idea was right though. And thanx for the
AtariBASIC version of what I was trying to say...

--
Robert S Ely
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

2652. Re: Launching BASIC Program from BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-24 05:42:46 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <pul8et88dob235c25sac00n3vggljlnp7e@4ax.com>
Source record: 37226

On Mon, 23 Apr 2001 11:23:57 GMT, DCM01@USA.NET (Daniel Miller) wrote:

>I am working on a BASIC program with a detailed screen. The screen is
>drawn with a lot of DRAWTOs and PLOTs. To conserve memory I wish to
>use a separate program to draw the detailed screen. After drawing the
>screen that program would call the main program, and delete itself
>from memory, leaving only the screen.

sorry, but I would find a way to replace the drawto an plots. Why not
painting an image and load it some lines of code? Using a disk drive
or ramdisk it's probably much faster, than waiting for all those plots
and drawtos.

-thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Business Computer Science
Technical University of Ilmenau

2653. Re: Tape images back to tape?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-24 09:00:15 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <9c3fav$a33$1@korweta.task.gda.pl>
Source record: 37227

In article <9c2d68$1ui$1@neptunium.btinternet.com>, "Chris Cox"
<cbcox@nospam.btinternet.com> wrote:
>I've got an Atari 1050 drive and a 1010 cassette deck.
>
>Anybody got sources for the SIO2PC cable in the UK?
>

You may try my auction at ebay:
http://members.ebay.com/aboutme/j131/
or
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1231716728

j131

2654. Atari 8-Bit Font

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-24 09:28:36 UTC
From: mark.elliott@mmt-ds.com
Message-ID: <3ae546f7.91199744@news.demon.co.uk>
Source record: 37228

Anyone know if there is a Windows True Type font of the Atari 8-Bit
Font ?

I fancy using it in my Terminal Emulator at Work.

Thankx for any Info.

Mark

2655. Re: Atari Mega File 20 to 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-24 09:58:55 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9c3iov$m9m$1@nets3.rz.RWTH-Aachen.DE>
Source record: 37229

Howdy Ron, Maaikie

>Supra made a hard drive which was adaptable to the ST or the XL/XE; I never
>actually saw anything except the ads and articles around '86-'88. You would
>likely need some type of controller card and a Parallel Bus device like the
>Black Box or MIO although the ATR8000 connected by SIO to the 800 and
mentioned
>hard drive in their ads.

The Supra hardrive interface is now sold by Bob Klaas as the KPI interface. I
heard rumors that it will be updated.

CU Mathy van Nisselroy

2656. Re: Tuesday Chat: Hard-Drive Solutions. Be There or Be []

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-24 10:03:12 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9c3j10$m9m$2@nets3.rz.RWTH-Aachen.DE>
Source record: 37230

Howdy folks

I usually can not get to an IRC (well, the people at the Universitys computerroom wanna go home too), so I always miss them. Could you guys make a log of those IRC's and either post them here or upload them somewhere?

CU Mathy van Nisselroy

2657. Re: Tuesday Chat: Hard-Drive Solutions. Be There or Be []

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-24 10:20:25 UTC
From: DCM01@USA.NET
Message-ID: <3ae55324.598244@news.CIS.DFN.DE>
Source record: 37231

Yes, sure thing. I will put the log on my page, and let you know
where.

On 24 Apr 2001 10:03:12 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy
Van Nisselroy) wrote:

>Howdy folks
>
>I usually can not get to an IRC (well, the people at the Universitys
>computerroom wanna go home too), so I always miss them. Could you guys make a
>log of those IRC's and either post them here or upload them somewhere?
>
>CU Mathy van Nisselroy
>

2658. Re: Launching BASIC Program from BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-24 10:24:37 UTC
From: DCM01@USA.NET
Message-ID: <3ae553a1.723625@news.CIS.DFN.DE>
Source record: 37232

The program is actually a split screen: GR. 7 with the text window.
That might complicate things a bit. Anyhow it can be interesting to
watch the screen drawing, is not -terribly- slow, and only happens
once.

On Tue, 24 Apr 2001 07:42:46 +0200, Thomas Havemeister <twh1@gmx.de>
wrote:

>sorry, but I would find a way to replace the drawto an plots. Why not
>painting an image and load it some lines of code? Using a disk drive
>or ramdisk it's probably much faster, than waiting for all those plots
>and drawtos.

2659. Re: Looking for e-issues of Atari Interface

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-24 12:16:08 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B70ABC98.1C30%bobo_snyder@hotmail.com>
Source record: 37233

actually i was looking though them yesterday and it looks like a lot of the
disks i received were multiple copies of the same disk, so maybe there are
only 15 or so actual different floppys, however maybe 4 or 5 of the same one
or something like that. this was the archive of an old atari user group, so
i am assuming that the disks were duped for the club members to buy on
occasion.

thanks
bo

> From: rhamiiton5@aol.comedy.com (RHamiIton5)
> Organization: AOL http://www.aol.com
> Newsgroups: comp.sys.atari.8bit
> Date: 23 Apr 2001 18:05:29 GMT
> Subject: Re: Looking for e-issues of Atari Interface
>
> Is that 50 different AIM disks? I didn't realize they had that many issues..
>
>> bo snyder bobo_snyder@hotmail.com replied:
>
>> i recently got about 50 to 75 floppys which all say atari interface on them.
>> they are from the early 90s or so.
>
> -Ron
>
> Inform everyone that communications have completely broken down.

2660. atari and compatible controllers

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-24 12:25:44 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B70ABED8.1C31%bobo_snyder@hotmail.com>
Source record: 37234

are sega genisus controllers (the 9 pin ones) compatible with the atari 8 bit systems? i know only one of the buttons would work, but some of them are quite nice compared to the old atari joysticks of old.

i bought a standard genisus controller at the thrift store yesterday for a dime and tried it with donkey kong on my xegs, however mario would only walk backwards, not forwards. but he would jump. when i took the controller apart, there actually was a burnt up surface mount resistor. acutally it wasn't even there, just a nice burn mark where it should have been but i am not sure if the controller was like that when i bought it or did the atari blow the resistor.

thanks
bo

2661. turbo basic by happy?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-24 12:46:40 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B70AC3C0.1C32%bobo_snyder@hotmail.com>
Source record: 37235

one of the floppys i acquired is turbo basic by happy computing. is this a complier for basic? do i need the basic on my system enabled? basically is this a useful version of basic?

thanks
bo

2662. Memory chips for 800

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-24 13:26:52 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3AE57F1C.BE2170C@asw.cz>
Source record: 37236

Hi!

I found out that one of the memory cards in my 800 has two invalid 2kb
RAM chips. Which chips could I use for replacement - definitely not
4116?
And if I can't use some contemporary chips, what's their 'serial number'
and where could I get them?

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

2663. Re: Atari 8-Bit Font

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-24 15:33:27 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <plhF6.2114$gX3.98836@news3.oke.nextra.no>
Source record: 37237

http://home.online.no/~olavese/atari/a8dl.htm

"Mark Elliott" <mark.elliott@mmt-ds.com> wrote in message
news:3ae546f7.91199744@news.demon.co.uk...
> Anyone know if there is a Windows True Type font of the Atari 8-Bit
> Font ?
>
> I fancy using it in my Terminal Emulator at Work.
>
> Thankx for any Info.
>
> Mark
>

2664. Re: turbo basic by happy?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-24 17:01:57 UTC
From: llpwhite@cs.com
Message-ID: <20010424130157.06355.00001017@ng-ce1.news.cs.com>
Source record: 37238

Yes, if you have an XL or XE. It replaces Atari Basic. Look for docs at
http://www.newbreedsoftware.com/xlsearch/
Larry

2665. Re: Launching BASIC Program from BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-24 17:56:25 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010424135625.11767.00000907@ng-ca1.aol.com>
Source record: 37239

How embarassing to find another's typo and the interject one of my own...

The 2nd character in CIO$ must be 162
CIO$(2,2)=CHR$(162)
instead of the incorrect 160 shown, my apologies, and btw you must DIM CIO$(6)
earlier in the code.

```
>In A8 Basic after the graphic is on screen:
>OPEN #1,8,0,"D1:MYPIC
>POKE 850,11:REM put bytes out
>POKE 852,PEEK(88):REM addr lo
>POKE 853,PEEK(89):REM addr hi
>POKE 856,SIZE-INT(SIZE/256)*256
>POKE 857,INT(SIZE/256)
>CIO$="hXXLVd":CIO$(2,2)=CHR$(160) <- change to 162
>CIO$(3,3)=CHR$(16):CIO$(6)=CHR$(228)
>WRITE=USR(ADR(CIO$))
>
>SIZE varies with graphic mode, a full mode 8 screen is 7680 bytes. Retrieving
>it is similar after setting the mode and colors:
>OPEN #1,4,0,"D1:MYPIC
>POKE 850,7:REM get bytes in
>POKE 852,PEEK(88):REM addr lo
>POKE 853,PEEK(89):REM addr hi
>POKE 856,SIZE-INT(SIZE/256)*256:REM lo
>POKE 857,INT(SIZE/256):REM hi
>CIO$="hXXLVd":CIO$(2,2)=CHR$(160) <- change to 162
>CIO$(3,3)=CHR$(16):CIO$(6)=CHR$(228)
>READ=USR(ADR(CIO$))
```

-Ron

Inform everyone that communications have completely broken down.

2666. Re: Launching BASIC Program from BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-24 18:07:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010424140700.11767.00000908@ng-ca1.aol.com>
Source record: 37240

>"Russ Gilbert" russg@en.com replied:

>Ron's CIOV call is very fast from BASIC.
>I liked it. BUT, he has CIO$(2,2)=160, which is a LDY immediate.
>It should be CIO$(2,2)=162 (LDX #16).

Russ is quick finding the typo above; 162 is the correct value.

>Also, the fifth character should be a lower case 'v' not upper.

Russ, you missed this one; upper case "V" ascii 86 was correct as printed.

>Think I'm right here, apologies if wrong. And you need to
>DIM CIO$(6) or something. and CIO$(6)=228, I'm not sure what
>that'd do. I think it should be CIO$(6,6)=228.

Either will do; the former just makes #6 the final character in the string...

> when all set to go is:
>
>PLA
>LDX #16
>JMP $E476 <-- should be "$E456"

Another typo; it has to be the CIO Vector at $E456..

>Hahahahahahhha. I bet I messed up someplace. Anyways.

I have to agree with this last statement more strongly than anything else
either of us said!

-Ron

Inform everyone that communications have completely broken down.

2667. Re: Launching BASIC Program from BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-24 18:13:40 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010424141340.11767.00000910@ng-ca1.aol.com>
Source record: 37241

so be it - author's choice

...but the text window only changes the size of screen data unless it is split
in the middle by a custom display list; then more thinking is involved in where
and how many bytes.

>DCM01@USA.NET (Daniel Miller) responded:

>The program is actually a split screen: GR. 7 with the text window.
>That might complicate things a bit. Anyhow it can be interesting to
>watch the screen drawing, is not -terribly- slow, and only happens once.

-Ron

Inform everyone that communications have completely broken down.

2668. Re: turbo basic by happy?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-24 18:24:52 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010424142452.11767.00000911@ng-ca1.aol.com>
Source record: 37242

Yes, usually the Turbo distribution includes their compiler. Btw Happy
Computing was an Atari periodical from Europe, I believe?

No, you boot your XL/XE with Option to disable built-in ROM Basic.

Yes, it can be very useful because it:
Runs all A8 Basic files, and faster,
Includes compiler for even faster executions,
Adds >50 (62 IIRC ?) new convenient and powerful commands for programmers;
there should be a doc file on that disk.

>bobo_snyder@hotmail.com asks:

>one of the floppys i acquired is turbo basic by happy computing. is this a
>complier for basic? do i need the basic on my system enabled? basically is
>this a useful version of basic?

-Ron

Inform everyone that communications have completely broken down.

2669. Re: Launching BASIC Program from BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-24 19:34:19 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ae60b7b$0$88181$4c5ecdc7@news.erinet.com>
Source record: 37148

Ron's was a typo.
Mine was how I scribbled "hhh*Lvd" (* and d inverse) in my
DeRe Atari. I shoulda remembered $E456. I used to use this
little routine a lot in my BASIC.
I had X=USR("hhh*LVd",16). I sent the channel as a parameter and
did a TAX after pulling the param off the stack with a PLA.
Uhm. I don't think this stuff will work the way he wanted anyway.
He has a text screen at the bottom. Graphics 7, with text area.
He likes the way it draws the screen. I guess a simple
RUN "D:FILE.BAS" is all he really needed.
It would work, but I don't know how many bytes a Graphics 7
(with the text area) is. I suppose plain Graphics 7,8,9 have a built in
DLI to change display modes. I do remember adding a 16 gets
rid of the text display (GRAPHICS 7+16).
russg

2670. Re: Tape images back to tape?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-24 19:49:08 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010424154908.14771.00000552@ng-ft1.aol.com>
Source record: 37243

That is a tilde character; usually below the 'ESC' key and entered w/'Shift'

>"Russ Gilbert" russg@en.com remarked:

>Ernest Schreurs replied to me about this, he can't post to news right
>now or he'd respond.
>What he says is get the cas2wav program from
>http://home.planet.nl/~ernest.

>(That squiggle thingy sometimes doesn't show up right on readers,
>It is a backspace or something and just doesn't show up.)

-Ron

Inform everyone that communications have completely broken down.

2671. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-24 22:58:25 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_988152998@rtfm.mit.edu>
Source record: 37244
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 24, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

An Atari 800XL used in a Czech hospital: http://www.asw.cz/~kubecj/aczhwho.htm

2672. rtdos & M.E.S.S. (a message from the author of rtdos)

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-24 23:19:13 UTC
From: "rtdos@qwest.net" <rtdos@rocketmail.com>
Message-ID: <YXnF6.3905$sA2.625477@news.uswest.net>
Source record: 37147
Cross-posted to:
comp.os.cpm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

Just a message from the developer of M.E.S.S. to me, the developer of rtdos.
I am posting this publicly so that there will not be any confusion....

--- Jeff Wood wrote:
> ** For Your Eyes Only **

I am not MESSdev ;-)

> I'm working on an alternate operating system for games and I was wondering
if
> I could use M.E.S.S. as a focal or starting point? Basically what I am
trying
> to do is develop an operating system for games but use M.E.S.S. for the
> emulation. Of course it's gonna be freeware/open source. However, by
> providing a full, working operating system for M.E.S.S. people would not
only
> be able to play all of their favorite old games, but develop new ones
based on
> newer technologies. Am I making any sense here? I'm talking about an
> alternate operating system, game system/emulator, free from MicroSoft,
Sony,
> Sega, & Nintendo. What do you think?

As long as you provide the source code, I am sure there will be no problems

Ben

_____
Do You Yahoo!?
Yahoo! Auctions - buy the things you want at great prices
http://auctions.yahoo.com/

You can email ben at ben@mame.net or visit his web site at
http://mess.emuverse.com/

--
J.Wood
rtdos@rocketmail.com

2673. Re: atari and compatible controllers

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-24 23:19:42 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <iSnF6.3874$tx5.103009@typhoon.sonic.net>
Source record: 37245

bo snyder <bobo_snyder@hotmail.com> wrote:
: are sega genisus controllers (the 9 pin ones) compatible with the atari 8
: bit systems? i know only one of the buttons would work, but some of them
: are quite nice compared to the old atari joysticks of old.

Yes, but be careful with 6-button ones, and ones with autofire.
I've stuck with plain, 3-button Sega controllers and they work nicely.

BTW, the "C" button is easily detectable on an Atari. It changes a
paddle signal.

I used it in a game for the Atari 8-bit computer called "Gem Drop."

Sega button "B" is for "Grab."
Sega button "C" is for "Throw."

http://www.newbreedsoftware.com/gemdrop/

-bill!

2674. FS/T: Atari 8-bit computer items and more... [04/24/2001]

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-24 23:23:50 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <5l2cets96sjape0p2dok28qche0511tipf@4ax.com>
Source record: 37246

```
Items currently available for the following systems:

Atari 8-bit computers

Apple ][ computers
Atari ST computer
Commodore 64 / 128 computers
Commodore Vic-20 computer
Radio Shack Color Computer (CoCo)
T.I. 99/4A computer
IBM PC (CD ROM and diskette software)

3DO
Atari Lynx
Nintendo 64
Nintendo Game Boy
Nintendo NES
Nintendo SNES
Sega Dreamcast
Sega Genesis
Sega Master System (SMS)
Sony Playstation (PSX)

Books / Magazines (video game and computer related)
Miscellaneous (board games, hand-held video games, etc.)
Movies (DVD and VHS)

Atari 2600
Atari 5200
Atari 7800
Colecovision
Emerson Arcadia 2001
Mattel Intellivision
Magnavox Odyssey2

Comic Books -- coming soon!
Sports Cards -- coming soon!

You can visit VGA on the WWW at:

http://www.io.com/~vga2000/

or go directly to the VGA For Sale or Trade section at:

http://www.io.com/~vga2000/fsort.htm

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
```

and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

2675. Re: Music Composer Manual is up!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-25 00:41:15 UTC
From: Anodyne777 <anodyne777@hotmail.com>
Message-ID: <L2pF6.7824$Qi1.1403089@news1.rdc1.ne.home.com>
Source record: 37149

Thanks, I printed the whole thing. Now, to apply this wonderful
information... :-)

Owen
(anodyne777.com+mp3.com/anodyne777)

> Okay I got the Music Composer manual posted as well as the musical score
> from the muppet movie- a song titled "The Rainbow Connection
>
> the link is:
> http://members.tripod.com/~chainsaw1661/crush.htm
>
> Mo
>
> P.S. you are warned- the manual is just over 5mgb <took an hour and a half
> to upload over my dialup!>
>
>
>

2676. Re: Using Atari Disk Drive Model 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-25 00:43:28 UTC
From: Anodyne777 <anodyne777@hotmail.com>
Message-ID: <Q4pF6.7825$Qi1.1403948@news1.rdc1.ne.home.com>
Source record: 37150

> (has no boot disk)
> A warning. You mentioned you can get 5 1/4" disks.
> If you're talking standard computer store, you >can't use those 5 1/4"

Uh oh. I didn't know that... I've got some older ones from my C64 that
should work if formatted...

2677. Re: pirate's treasure chest atr

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-25 01:43:14 UTC
From: "Steven E. Posey" <stevenNOSPAMposey@yahoo.com>
Message-ID: <9c5a60$c3oer$1@ID-60478.news.dfncis.de>
Source record: 37151

Dan,

Thank you for crediting me as the transcriber of the PTC article on your website (even though I wanted to be anonymous at the time -- I don't care if anybody knows now). Your site looks great!

However, I'd like to point out that the PTC was a double-sided disk (at least my version is), and the .zip file you have out there contains only one .atr file. Do you possibly have a different version of the PTC than I do?

Steven

Dan Vernon <dan@bitsofthepast.com> wrote in message news:9bk9fi$5ei$1@brokaw.wa.com...
> I ripped it, zipped it, and posted it yesterday.
>
> grab it at:
> http://www.bitsofthepast.com/atari
>
>

2678. looking for a program for the Atari 8-bit called 'Sam Program' or 'Reciter'

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-25 03:00:10 UTC
From: stupidhead@pimpstyle.com
Message-ID: <3ae63d66.189225533@news.uncensored-news.com>
Source record: 37153

Is anyone aware of it? I actually have an old pirated copy but I don't
remember the commands to get the thing to work anymore. The program is
a speech synthesis program... it's a machine language program but you
use BASIC commands to get it to talk. Ring a bell, anyone?

-1010011010

Posted Via Uncensored-News.Com - Still Only $9.95 - http://www.uncensored-news.com
With Seven Servers In California And Texas - The Worlds Uncensored News Source

2679. Re: looking for a program for the Atari 8-bit called 'Sam Program' or 'Reciter'

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-25 03:44:46 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010424234446.25161.00000662@ng-mh1.aol.com>
Source record: 37154

Yes that is the Software Automated Mouth (SAM) from Don't Ask Software about 1982. Put your text in SAM$ and do a USR(call to either the SAM or Reciter machine code. Reciter reads normal text as best it can and SAM requires specific syntax for all the different sounds and syllables; it always looks like Bosnian with lots of consonants.

>stupidhead@pimpstyle.com (Root) asked:

>Is anyone aware of it? I actually have an old pirated copy but I don't
>remember the commands to get the thing to work anymore. The program is
>a speech synthesis program... it's a machine language program but you
>use BASIC commands to get it to talk. Ring a bell, anyone?

-Ron

Experience is something you don't get until just after you need it.

2680. Re: ¤s¤i¤Ŷ¤ ¤¤¤z¤a¤ц¤L¤¤¤¤¤q !

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-25 04:20:22 UTC
From: chainsaw11 <mygranny@swbell.net>
Message-ID: <29qF6.93$%J2.9918@nnrp1.sbc.net>
Source record: 37152

Is it just me or is this unreadable?
:-)
Mo

s@ <@¤O¤χ¤> wrote in message <9c4i1i$dsr2554@rain.i-cable.com>...
>¤s¤i¤Ŷ¤ ¤¤¤z¤a¤ц¤L¤¤¤¤¤q !
>http://welcome.to/adhk
>¤A¤ΦX¤¤¤q¤B¤¤~¤B¤t¤Й¤¤¤¤~¤¤¤s¤B¤¤¤¤¤¤¤¤P¤B¤s¤~¤¤¤CB
>¤¤¤q¤¤¤¤¤Ŷģ¤¤¤¤□~¤γ~¤A¤¤¤¤□Q¤¤¤q¤γu¤¤¤œ¤¤A
>¤Θ¤¤t¤a¤ı¤찪¤¤□ya¤Ë¤¤L¤¤¤s¤i¤¤¤q¤I
>
>
>

2681. Re: turbo basic by happy?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-25 05:44:18 UTC
From: twh1@gmx.de
Message-ID: <3ae663c2.209920@news.dpn.de>
Source record: 37155

On 24 Apr 2001 18:24:52 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

>Yes, usually the Turbo distribution includes their compiler. Btw Happy
>Computing was an Atari periodical from Europe, I believe?

yes. It was called "Happy Computer Magazin"..
Well, I own this mag. Anybody interessted in these pages? I could scan
it in a while... It's only a short description of all commands. Most
pages are ML-Code *g*..

bye sayz:
-thomsen@munich

--
Thomas Havemeister Student of Business Computer Science
Technical University of Ilmenau

P.S.: Sturz des Zaren & Take those Atarian care!

2682. The worst games on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-25 05:55:38 UTC
From: twh1@gmx.de
Message-ID: <3ae66441.336384@news.dpn.de>
Source record: 37157

Howdy!

As a part of my homesite - atari section, I would describe a list of really *BAD* atari games. While, everbody talks about "the best games ever", we should make a list of the most faitherbrained, deformed, mindless, softheaded and absurd games.

Okey, there is freeware and public domain stuff availble in raw masses. So we should limit the list to populair game makers (i.e. epyx, english software, code masters, bulldog software and so on).

If you wan't to tell me your worst game ever: give me the full name and publisher. There should be a good chance to find the title in my little archive of about 2500 game disks.

I need at least a short story, why it is so bad to you. Also it would be great to get the story of the game itself. Perhaps this is enouqh manic stuff, which reflects to the whole game :-)

please go, and make a list!!!
bye sayz:
-thomsen@munich

--
Thomas Havemeister Student of Business Computer Science
Technical University of Ilmenau

P.S.: Sturz des Zaren & Take those Atarian care!

2683. Re: looking for a program for the Atari 8-bit called 'Sam Program' or 'Reciter'

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-25 06:08:43 UTC
From: stupidhead@pimpstyle.com
Message-ID: <3ae66891.4854049@news.uncensored-news.com>
Source record: 37156

cool... I was beginning to think I was the only one who used it! Do
you know how I load the thing? I totally forgot how to operate my
Atari 800XL... it's been sitting around for, like, 8 years or
something. I get it on and load up DOS and both Sam Program and
Reciter are on the disk, but I'm not sure if I remember how to load
them anymore. There is a 'binary load' option from within DOS, but
after I do that with Reciter, I just dont know what to do anymore.
Also, if I do get it loaded do you know what the specific BASIC
instructions are to get the thing to speak? I remember that it uses a
POKE command maybe? Or maybe that USR command? But I don't remember
the specific one. I know that you need to type text into quotation
marks, and then give it some weird system command. To be honest with
you, I dont even remember how to load programs from the ready screen.
I think it's something like LOAD "programname",8,1 or something like
that? or is that the commodore? sorry for the long post... I'm working
on recording some music right now and I want to use that computer
voice... it's much 'older' sounding that the speech synthesis engines
available today... much more War Games.

TIA,
cohryosborne@earthlink.net

On 25 Apr 2001 03:44:46 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

>Yes that is the Software Automated Mouth (SAM) from Don't Ask Software about
>1982. Put your text in SAM$ and do a USR(call to either the SAM or Reciter
>machine code. Reciter reads normal text as best it can and SAM requires
>specific syntax for all the different sounds and syllables; it always looks
>like Bosnian with lots of consonants.
>
>>stupidhead@pimpstyle.com (Root) asked:
>
>>Is anyone aware of it? I actually have an old pirated copy but I don't
>>remember the commands to get the thing to work anymore. The program is
>>a speech synthesis program... it's a machine language program but you
>>use BASIC commands to get it to talk. Ring a bell, anyone?
>
>-Ron
>
>Experience is something you don't get until just after you need it.
>

Posted Via Uncensored-News.Com - Still Only $9.95 - http://www.uncensored-news.com

With Seven Servers In California And Texas - The Worlds Uncensored News Source

2684. Re: looking for a program for the Atari 8-bit called 'Sam Program' or 'Reciter'

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-25 06:32:54 UTC
From: Happy Puppy <gvb@haans.com>
Message-ID: <9c5r4u$ic3$1@porthos.nl.uu.net>
Source record: 37158

AFAIK there should also be a small number of sample BASIC programs on the
disk, too.

"Root" <stupidhead@pimpstyle.com> schreef in bericht
news:3ae66891.4854049@news.uncensored-news.com...
> cool... I was beginning to think I was the only one who used it! Do
> you know how I load the thing? I totally forgot how to operate my
> Atari 800XL... it's been sitting around for, like, 8 years or
> something. I get it on and load up DOS and both Sam Program and
> Reciter are on the disk, but I'm not sure if I remember how to load
> them anymore. There is a 'binary load' option from within DOS, but
> after I do that with Reciter, I just dont know what to do anymore.
> Also, if I do get it loaded do you know what the specific BASIC
> instructions are to get the thing to speak? I remember that it uses a
> POKE command maybe? Or maybe that USR command? But I don't remember
> the specific one. I know that you need to type text into quotation
> marks, and then give it some weird system command. To be honest with
> you, I dont even remember how to load programs from the ready screen.
> I think it's something like LOAD "programname",8,1 or something like
> that? or is that the commodore? sorry for the long post... I'm working
> on recording some music right now and I want to use that computer
> voice... it's much 'older' sounding that the speech synthesis engines
> available today... much more War Games.
>
> TIA,
> cohryosborne@earthlink.net
>
>
>
>
>
>
>
> On 25 Apr 2001 03:44:46 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
> wrote:
>
> >Yes that is the Software Automated Mouth (SAM) from Don't Ask Software
about
> >1982. Put your text in SAM$ and do a USR(call to either the SAM or
Reciter
> >machine code. Reciter reads normal text as best it can and SAM requires
> >specific syntax for all the different sounds and syllables; it always
looks
> >like Bosnian with lots of consonants.

> >
> >>stupidhead@pimpstyle.com (Root) asked:
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> >>Is anyone aware of it? I actually have an old pirated copy but I don't
> >>remember the commands to get the thing to work anymore. The program is
> >>a speech synthesis program... it's a machine language program but you
> >>use BASIC commands to get it to talk. Ring a bell, anyone?
> >
> >-Ron
> >
> >Experience is something you don't get until just after you need it.
> >
>
>
> ---
> Posted Via Uncensored-News.Com - Still Only $9.95 -
http://www.uncensored-news.com
> With Seven Servers In California And Texas - The Worlds Uncensored News
Source
>

2685. Re: The worst games on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-25 07:44:37 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <FfvF6.3922$tx5.104402@typhoon.sonic.net>
Source record: 37159

Thomas havemeister <twh1@gmx.de> wrote:
: As a part of my homesite - atari section, I would describe a list of
: really *BAD* atari games. While, everbody talks about "the best games
: ever", we should make a list of the most faitherbrained, deformed,
: mindless, softheaded and absurd games.

Snookie. It was one of the first "pirate" games I ever had - a friend
copied it for me for some reason when I was in 8th grade (this was 1988! :))

It was impossible to control - you had to jump JUST right to make most
leaps. And in the end, there was no ending. Nothing. It just ended.
LAME

-bill!

2686. Re: Atari 8-Bit Font

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-25 08:07:21 UTC
From: mark.elliott@mmt-ds.com
Message-ID: <3ae685a3.172791838@news.demon.co.uk>
Source record: 37160

Thanks a lot i knew it'd be out
there somewhere !!

Mark

On Tue, 24 Apr 2001 17:33:27 +0200, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

>http://home.online.no/~olavese/atari/a8dl.htm
>
>
>"Mark Elliott" <mark.elliott@mmt-ds.com> wrote in message
>news:3ae546f7.91199744@news.demon.co.uk...
>> Anyone know if there is a Windows True Type font of the Atari 8-Bit
>> Font ?
>>
>> I fancy using it in my Terminal Emulator at Work.
>>
>> Thankx for any Info.
>>
>> Mark
>>
>
>

2687. Re: The worst games on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-25 09:07:08 UTC
From: twh1@gmx.de
Message-ID: <3ae69316.12325248@news.dpn.de>
Source record: 37161

On Wed, 25 Apr 2001 07:44:37 GMT, William Kendrick
<nbs@bolt.sonic.net> wrote:

>Snookie. It was one of the first "pirate" games I ever had - a friend
>copied it for me for some reason when I was in 8th grade (this was 1988! :))
>
>It was impossible to control - you had to jump JUST right to make most
>leaps. And in the end, there was no ending. Nothing. It just ended.
>LAME

oh yeah. This sounds *really* lame. Who is the developer of this game?

Where can I get this one. Are their any screenshots availble? Well, I
have to check my games-archive, unfortunately , I can't do this right
now ....

It could be the first aspirant for my Worst Game Site ;-)
bye sayz:
-thomsen@munich

--
Thomas Havemeister Student of Business Computer Science
Technical University of Ilmenau

P.S.: Sturz des Zaren & Take those Atarian care!

2688. Re: ?s?i?Ŷ? ???z?a?ц?L?????q!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-25 11:38:29 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ae6eda0$0$62142$4c5ecdc7@news.erinet.com>
Source record: 37164

Uhm. I checked to see if this was ATASCII inverse writing.
Like I made the following msg. in ATASCII inverse......

???? ?? ? ???????? ?? ?? ??????Ů ???? ? ??? ?? ?? ?????? ? ????????? ???姮 ??????????藘

The original msg. wasn't ATASCII inverse. The above is a msg in
ATASCII inverse.

Man, I waste time.

russg

2689. Re: looking for a program for the Atari 8-bit called 'Sam Program' or 'Reciter'

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-25 13:25:38 UTC
From: stupidhead@pimpstyle.com
Message-ID: <3ae6d022.31371301@news.uncensored-news.com>
Source record: 37162

Yes there are, however I don't remember how to load them from the
disk. Can anyone assist?

-C

On Wed, 25 Apr 2001 08:32:54 +0200, "Happy Puppy" <gvb@haans.com>
wrote:

>AFAIK there should also be a small number of sample BASIC programs on the
>disk, too.
>
>"Root" <stupidhead@pimpstyle.com> schreef in bericht
>news:3ae66891.4854049@news.uncensored-news.com...
>> cool... I was beginning to think I was the only one who used it! Do
>> you know how I load the thing? I totally forgot how to operate my
>> Atari 800XL... it's been sitting around for, like, 8 years or
>> something. I get it on and load up DOS and both Sam Program and
>> Reciter are on the disk, but I'm not sure if I remember how to load
>> them anymore. There is a 'binary load' option from within DOS, but
>> after I do that with Reciter, I just dont know what to do anymore.
>> Also, if I do get it loaded do you know what the specific BASIC
>> instructions are to get the thing to speak? I remember that it uses a
>> POKE command maybe? Or maybe that USR command? But I don't remember
>> the specific one. I know that you need to type text into quotation
>> marks, and then give it some weird system command. To be honest with
>> you, I dont even remember how to load programs from the ready screen.
>> I think it's something like LOAD "programname",8,1 or something like
>> that? or is that the commodore? sorry for the long post... I'm working
>> on recording some music right now and I want to use that computer
>> voice... it's much 'older' sounding that the speech synthesis engines
>> available today... much more War Games.
>>
>> TIA,
>> cohryosborne@earthlink.net
>>
>>
>>
>>
>>
>>
>>
>> On 25 Apr 2001 03:44:46 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
>> wrote:
>>
>> >Yes that is the Software Automated Mouth (SAM) from Don't Ask Software

>about
>> >1982. Put your text in SAM$ and do a USR(call to either the SAM or
>Reciter
>> >machine code. Reciter reads normal text as best it can and SAM requires
>> >specific syntax for all the different sounds and syllables; it always
>looks
>> >like Bosnian with lots of consonants.
>> >
>> >>stupidhead@pimpstyle.com (Root) asked:
>> >
>> >>Is anyone aware of it? I actually have an old pirated copy but I don't
>> >>remember the commands to get the thing to work anymore. The program is
>> >>a speech synthesis program... it's a machine language program but you
>> >>use BASIC commands to get it to talk. Ring a bell, anyone?
>> >
>> >-Ron
>> >
>> >Experience is something you don't get until just after you need it.
>> >
>>
>>
>> ---
>> Posted Via Uncensored-News.Com - Still Only $9.95 -
>http://www.uncensored-news.com
>> With Seven Servers In California And Texas - The Worlds Uncensored News
>Source
>>
>
>

Posted Via Uncensored-News.Com - Still Only $9.95 - http://www.uncensored-news.com
With Seven Servers In California And Texas - The Worlds Uncensored News Source

2690. Re: Launching BASIC Program from BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-25 15:15:01 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ae72034$0$88188$4c5ecdc7@news.erinet.com>
Source record: 37172

Ron. Probably everyone is done with this, but I appreciate it, it brings me back.

I forgot the ADR in my call X=USR(ADR("hhh*LVd"),16), you didn't.

And right a display list will do the text screen, not a DLI.

I wrote a program to mix modes, just making a custom display list.

I called it 'DLMAKER'. It produced DATA statements and inits that allowed using then by ENTERING it into your program to use the custom DL. I made it after somebody's DLI maker program came out in ANALOG. That program was messed up as published. Someone used a 'Z' or 'N0" for a zero and didn't init it to zero, so it messed up the program as published (The DLIMAKER program).

russg

2691. Re: turbo basic by happy?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-25 15:26:53 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3AE6ECBD.78D0CC25@mail.uni-mainz.de>
Source record: 37163

Well.
what you found is "Turbo Basic XL Version 1.5" from Frank Ostrowski
published by Happy Computer Magazin (german!) and its Distributor Verlag
Markt & Technik. As you see Happy Computer is a german magazin, it has
nothing to do with Happy Computing (who sold the Happy enhancements).
Just a damn similar name...

For the Basic: Here in Europe Turbo-Basic is the de-facto standard
besides Atari Basic (which is built-in into the XL/XE models). Almost
no-one uses the other Basic dialects, like Basic XL, Basic XE, Microsoft
Basic, Microsoft Basic II, Advan Basic, Speed Basic, etc. Maybe this is
different in the US. But I believe, when searching for a faster and
better Basic than Atari Basic, most Atarians use Turbo Basic XL...
-Andreas

bo snyder schrieb:
>
> one of the floppys i acquired is turbo basic by happy computing. is this a
> complier for basic? do i need the basic on my system enabled? basically is
> this a useful version of basic?
>
> thanks
> bo

2692. Re: turbo basic by happy?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-25 15:43:15 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <9c6rab$7ge$1@wrath.news.nacamar.de>
Source record: 37165

Halli, hallo,

Mensch, zur Zeit gibt's ja eine Menge Beitr�ge! But anyway:
what I know about Turbo-BASIC is:
-it's the best and cheapest BASIC for ATARI8 (in germany under 20DM / 10$
because it never was given free, in the rest of europe/world it seems to be
PD, but I don't know really)
-it's 95% compatible to ATARI-BASIC
-runs ATARI-BASIC programs faster
-it more stabil (A8BAS Rev B has crashed often in the direct mode when
entering a program)
-has many, many, many more commands then A8BAS
-has Disk-Commands, so you don't need a DUP.SYS for the easiest things
-it's on many PD-Disks
-full version comes with:
-Turbo-BASIC XL 1.5 interpreter (AUTORUN.SYS 145sec)
-Turbo-BASIC Compiler (COMPILER.COM 80sec)
-Runtime (RUNTIME.COM 88sec)
-some exsamples (*.TUR)
Runtime is needed for running compiled Turbo-BASIC-programs.
Turbo-BASIC is the fastest BASIC available for ATARI's. And the TB-Compiler
is the fastest too. I think in the german version of TB, theres also a fast
manual (but I don't know).

Mirko Sobe

"Andreas Magenheimer" <magea000@mail.uni-mainz.de> schrieb im Newsbeitrag
news:3AE6ECBD.78D0CC25@mail.uni-mainz.de...
> Well.
> what you found is "Turbo Basic XL Version 1.5" from Frank Ostrowski
> published by Happy Computer Magazin (german!) and its Distributor Verlag
> Markt & Technik. As you see Happy Computer is a german magazin, it has
> nothing to do with Happy Computing (who sold the Happy enhancements).
> Just a damn similar name...
>
> For the Basic: Here in Europe Turbo-Basic is the de-facto standard
> besides Atari Basic (which is built-in into the XL/XE models). Almost
> no-one uses the other Basic dialects, like Basic XL, Basic XE, Microsoft
> Basic, Microsoft Basic II, Advan Basic, Speed Basic, etc. Maybe this is
> different in the US. But I believe, when searching for a faster and
> better Basic than Atari Basic, most Atarians use Turbo Basic XL...
> -Andreas
>
>
>

> bo snyder schrieb:
> >
> > one of the floppys i acquired is turbo basic by happy computing. is
this a
> > complier for basic? do i need the basic on my system enabled?
basically is
> > this a useful version of basic?
> >
> > thanks
> > bo

2693. Re: The worst games on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-25 15:46:38 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <SmCF6.2593$gX3.130868@news3.oke.nextra.no>
Source record: 37166

I liked Snokie. However, Jet Set Willy, that's a piece of crap. It has one strongpoint and that's the excellent soundtrack. The movement is jerky, PM poorly designed and here you can talk about shite control.

There is a lot of pretty lame games, but I don't really remember all of them.

Kick Off was bad.

And Rescue on Fractalus, Ballblazer, Miner 2049'er, Mercenary they were utter crap (just joking on the last lot)

Take care and good luck in your hunt for bad games.

"William Kendrick" <nbs@bolt.sonic.net> wrote in message news:FfvF6.3922$tx5.104402@typhoon.sonic.net...
> Thomas havemeister <twh1@gmx.de> wrote:
> : As a part of my homesite - atari section, I would describe a list of
> : really *BAD* atari games. While, everbody talks about "the best games
> : ever", we should make a list of the most faitherbrained, deformed,
> : mindless, softheaded and absurd games.
>
> Snookie. It was one of the first "pirate" games I ever had - a friend
> copied it for me for some reason when I was in 8th grade (this was 1988! :))
>
> It was impossible to control - you had to jump JUST right to make most
> leaps. And in the end, there was no ending. Nothing. It just ended.
> LAME
>
> -bill!

2694. Re: The worst games on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-25 15:53:43 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3AE6F307.99421BC6@mail.uni-mainz.de>
Source record: 37167

Well,
I love Snokie !! It has *nice+ graphics and a good animation (ogf the main player/character). It does not have an end - but do classics like Space invaders or Galaxians or Missile Command have an end ??? So, I would not describe a game as bad, especially not an 8-Bit game, because it has no ending (By the way: A.R. - The City also has no ending and many shooter games have no ending. All you need to do is get a big score or Highscore).

Worst Game ??? Well I know many bad games, maybe we should do "flop ten" of bad games ?!? At the moment I remember Battlezone, it has great graphics, but: it is just to easy and thus booaring. All you have to do is search the enemy and shoot it. Only a few seconds later it will re-appear at almost the same place, so wait until that and shoot it again. Do this a few times and you reach the next level. So, it is only hard to find the enemy (and shoot faster than he does) the first time. Later it is absolutely easy. By the way: the Lynx Game Battlezone 2000 included an 8-Bit (green vector-graphic) version and a 16-Bit / 2000 version (filled vectors, 16 colors) version of battlezone. Even the standard 8-Bit like version was much better than the Xe/XEGS cart. you could choose one of three different tanks (which had different abilities), had to search for further ammo and fuel (and thus could upgrade or refill your tanks ammo and fuel) and many other good ideas. The XE version is only boring... -Andreas

P.S.: The VCS 2600 version of Battlezone includes some DLI`s, thus the old VCS version has even more colors than the newer XEGS cart !!

Thomas Havemeister schrieb:
>
> On Wed, 25 Apr 2001 07:44:37 GMT, William Kendrick
> <nbs@bolt.sonic.net> wrote:
>
> >Snookie. It was one of the first "pirate" games I ever had - a friend
> >copied it for me for some reason when I was in 8th grade (this was 1988! :))
> >
> >It was impossible to control - you had to jump JUST right to make most
> >leaps. And in the end, there was no ending. Nothing. It just ended.
> >LAME
>
> oh yeah. This sounds *really* lame. Who is the developer of this game?
>
> Where can I get this one. Are their any screenshots availble? Well, I
> have to check my games-archive, unfortunately , I can't do this right
> now ....

>
> It could be the first aspirant for my Worst Game Site ;-)
> bye sayz:
> -thomsen@munich
>
> --
> Thomas Havemeister Student of Business Computer Science
> Technical University of Ilmenau
>
> P.S.: Sturz des Zaren & Take those Atarian care!

2695. Re: pirate's treasure chest atr

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-25 16:07:29 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <9c6senodc1@brokaw.wa.com>
Source record: 37168

Hi Steven,

I really appreciate your update... I've added your images to the site and
added a note at the bottom in explanation.

I'm not sure if my disk was original or not now. Its got one of those cheap
labels, printed on a dot-matrix, just like my Scanalyzer disk. It could be
that there were different releases of the Treasure Chest? Anyhow... I like
your's better! The disk sector assembler/disassembler thats on the back
side of the disk is really cool.

Thanks, and take care
-Dan

Note to all:
Thanks to Steven, Pirates Tresure Chest now has been updated to include BOTH
SIDES!
http://www.bitsofthepast.com/atari

"Steven E. Posey" <stevenNOSPAMposey@yahoo.com> wrote in message
news:9c5a60$c3oer$1@ID-60478.news.dfncis.de...
> Dan,
>
> Thank you for crediting me as the transcriber of the PTC article on your
> website (even though I wanted to be anonymous at the time -- I don't care
if
> anybody knows now). Your site looks great!
>
> However, I'd like to point out that the PTC was a double-sided disk (at
> least my version is), and the .zip file you have out there contains only
one
> .atr file. Do you possibly have a different version of the PTC than I do?
>
> Steven
>
>
> Dan Vernon <dan@bitsofthepast.com> wrote in message
> news:9bk9fi$5ei$1@brokaw.wa.com...
> > I ripped it, zipped it, and posted it yesterday.
> >
> > grab it at:
> > http://www.bitsofthepast.com/atari
> >
> >
>
>

2696. Re: Launching BASIC Program from BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-25 16:34:28 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010425123428.25456.00000012@ng-mp1.aol.com>
Source record: 37169

Yep, in my own code I normally use the string literal but those inverse bits won't render properly in an ascii post.

btw, if my memory serves, the text window has no effect on A8 Basic RAM organization for the graphics modes. In other words, a full GR.7+16 uses 3840 bytes and a standard GR.7 still uses all of them but only displays the first 3200. I don't recall if the 160 byte text window RAM is still allocated during the full screen modes... Anyway, loading 3840 bytes to the screen RAM in GR.7 will not overwrite the text window and plain graphic modes all use Display Lists but not usually DLI's.

>"Russ Gilbert" russg@en.com remarked:

>Ron's was a typo.
>Mine was how I scribbled "hhh*Lvd" (* and d inverse) in my
>DeRe Atari. I shoulda remembered $E456. I used to use this
>little routine a lot in my BASIC.
>I had X=USR("hhh*LVd",16). I sent the channel as a parameter and
>did a TAX after pulling the param off the stack with a PLA.
>Uhm. I don't think this stuff will work the way he wanted anyway.
>He has a text screen at the bottom. Graphics 7, with text area.
>He likes the way it draws the screen. I guess a simple
>RUN "D:FILE.BAS" is all he really needed.
>It would work, but I don't know how many bytes a Graphics 7
>(with the text area) is. I suppose plain Graphics 7,8,9 have a built in
>DLI to change display modes. I do remember adding a 16 gets
>rid of the text display (GRAPHICS 7+16).

-Ron

Experience is something you don't get until just after you need it.

2697. Re: looking for a program for the Atari 8-bit called 'Sam Program' or 'Reciter'

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-25 17:02:21 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010425130221.25456.00000013@ng-mp1.aol.com>
Source record: 37170

SAM loads into the same RAM used by the DOS Menu so must be loaded at boot as
an Autorun.sys. You need a MEM.SAV on the disk to go to DOS to "L"oad Reciter
and then "B" back to Basic. After that the syntax is either RUN"D:SAYIT.BAS" or
LOAD"D:DEMO.SAV" and RUN to make it go. You can LIST the code in those programs
to see the USR(SAM) stuff...

>stupidhead@pimpstyle.com (Root) replied:

>cool... I was beginning to think I was the only one who used it! Do
>you know how I load the thing? I totally forgot how to operate my
>Atari 800XL... it's been sitting around for, like, 8 years or
>something. I get it on and load up DOS and both Sam Program and
>Reciter are on the disk, but I'm not sure if I remember how to load
>them anymore. There is a 'binary load' option from within DOS, but
>after I do that with Reciter, I just dont know what to do anymore.
>Also, if I do get it loaded do you know what the specific BASIC
>instructions are to get the thing to speak? I remember that it uses a
>POKE command maybe? Or maybe that USR command? But I don't remember
>the specific one. I know that you need to type text into quotation
>marks, and then give it some weird system command. To be honest with
>you, I dont even remember how to load programs from the ready screen.
>I think it's something like LOAD "programname",8,1 or something like
>that? or is that the commodore? sorry for the long post... I'm working
>on recording some music right now and I want to use that computer
>voice... it's much 'older' sounding that the speech synthesis engines
>available today... much more War Games.

>On 25 Apr 2001 03:44:46 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
>wrote:
>
>>Yes that is the Software Automated Mouth (SAM) from Don't Ask Software about
>>1982. Put your text in SAM$ and do a USR(call to either the SAM or Reciter
>>machine code. Reciter reads normal text as best it can and SAM requires
>>specific syntax for all the different sounds and syllables; it always looks
>>like Bosnian with lots of consonants.

-Ron

Experience is something you don't get until just after you need it.

2698. Re: The worst games on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-25 17:40:12 UTC
From: Frank Schroeder-Hoeftmann <frank_sh@web.de>
Message-ID: <9c71td$5fs$1@olaf.komtel.net>
Source record: 37171

I�d say it�s "Frenesis" by Mastertronic ca. 1987. A complete desaster. (-:

Turd.

2699. Re: turbo basic by happy?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-25 21:49:47 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3AE746CD.BFAE661E@optonline.net>
Source record: 37173

Andreas Magenheimer wrote:
>
> Well.
> what you found is "Turbo Basic XL Version 1.5" from Frank Ostrowski
> published by Happy Computer Magazin (german!) and its Distributor Verlag
> Markt & Technik. As you see Happy Computer is a german magazin, it has
> nothing to do with Happy Computing (who sold the Happy enhancements).
> Just a damn similar name...
>
> For the Basic: Here in Europe Turbo-Basic is the de-facto standard
> besides Atari Basic (which is built-in into the XL/XE models). Almost
> no-one uses the other Basic dialects, like Basic XL, Basic XE, Microsoft
> Basic, Microsoft Basic II, Advan Basic, Speed Basic, etc. Maybe this is
> different in the US. But I believe, when searching for a faster and
> better Basic than Atari Basic, most Atarians use Turbo Basic XL...
> -Andreas
>
> bo snyder schrieb:
> >
> > one of the floppys i acquired is turbo basic by happy computing. is this a
> > complier for basic? do i need the basic on my system enabled? basically is
> > this a useful version of basic?
> >
> > thanks
> > bo
Andreas,
It's funny you say AtariBASIC and Turbo BASIC XL were the standards,
because ALL I ever used was BASIC XL and BASIC XE for everything I did.
Most of my friends who used Ataris also used BXL or BXE or Atari BASIC.
TB-XL was MUCH less common around here. BXE seemed friendlier to me than
TB-XL.

--
Robert S Ely
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

2700. Re: Tuesday Chat: Hard-Drive Solutions. Be There or Be []

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-25 22:08:37 UTC
From: DCM01@USA.NET
Message-ID: <3ae74a09.1744263@news.CIS.DFN.DE>
Source record: 37174

Rick Detlefson beat me to it, Mathy! The Tuesday IRC chats are up at
Rick's voluminous Atari website.

http://people.delphi.com/rldetlefsen/atari/atarmain.htm#top

You should click on "CALENDAR" a little down the page, and you will
find the chats there.

On 24 Apr 2001 10:03:12 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy
Van Nisselroy) wrote:

>Howdy folks
>
>I usually can not get to an IRC (well, the people at the Universitys
>computerroom wanna go home too), so I always miss them. Could you guys make a
>log of those IRC's and either post them here or upload them somewhere?
>
>CU Mathy van Nisselroy
>

2701. a8jdpeg 0.6 JPEG viewer released

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-25 23:34:32 UTC
From: Raphael Espino <rjespino@yahoo.com>
Message-ID: <m31yqgmu47.fsf@islita.localdomain>
Source record: 37175

```
The latest version of a8jdpeg, the JPEG viewer for Atari 8-bit
computers is now available for download. There are 2 versions of
the viewer available:

* JpegView - the user friendly version

* a8jdpeg 0.6 - has an additional little used save option

The following changes have been made to a8jdpeg 0.6:

- Fixed save to HIP mode bug
- Added MyDOS subdirectory support to directory list
- Pressing the Tab key on the file name prompt fills in the last file
name used

Both are available from:
http://members.nbci.com/rjespino/8bit/a8jdpeg/a8jdpeg.html
http://www.angelfire.com/80s/rjespino/8bit/a8jdpeg/a8jdpeg.html
or
http://rjespino.atari.org
http://rjespino.webhop.org

--
-- Raphael Espino - rjespino@yahoo.com - Ramdrive v1.0 ramdisk and a8jdpeg --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
-------------- http://www.geocities.com/rjespino/a8ring.html --------------
```

2702. Re: The worst games on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-26 00:36:48 UTC
From: Frank Schroeder-Hoeftmann <frank_sh@web.de>
Message-ID: <9c7qadeea1@olaf.komtel.net>
Source record: 37176

I�d say it�s "Frenesis" by Mastertronic ca. 1987. A complete desaster. (-:

Turd.

2703. Re: turbo basic by happy?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-26 00:48:57 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010425204857.02905.00001195@ng-fv1.aol.com>
Source record: 37177

It was probably just due to timing:

I think the big swell in A8 users hit the colonies 2 to 3 years before it happened in the UK and Europe

The real power users had gravitated to BXL, BXE or Action before TB-XL reached the US; by the time I saw TB-XL I already had utilities and USR(calls to increase speed and perform many of those nifty TB-XL features. The compiler was spiffy but beyond the range of some user group members who had just learned to RUN a plain Basic file.

Perceived friendliness is often a factor of which one you used 1st and longest.

A8 Basic was always defacto to share absolute compatibility with another Atari Computer Enthusiast.

>Robert S Ely rsely74@optonline.net remarked:

>It's funny you say AtariBASIC and Turbo BASIC XL were the standards,
>because ALL I ever used was BASIC XL and BASIC XE for everything I did.
>Most of my friends who used Ataris also used BXL or BXE or Atari BASIC.
>TB-XL was MUCH less common around here. BXE seemed friendlier to me than
>TB-XL.

-Ron

Experience is something you don't get until just after you need it.

2704. Re: The worst games on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-26 01:54:14 UTC
From: Gary <bitbucket@home.com>
Message-ID: <3AE77FC7.CF36B2DA@home.com>
Source record: 37178

Thomas havemeister wrote:
>
> Howdy!
>
> As a part of my homesite - atari section, I would describe a list of
> really *BAD* atari games. While, everbody talks about "the best games
> ever", we should make a list of the most faitherbrained, deformed,
> mindless, softheaded and absurd games.
>
> Okey, there is freeware and public domain stuff availble in raw
> masses. So we should limit the list to populair game makers (i.e.
> epyx, english software, code masters, bulldog software and so on).
>
> If you wan't to tell me your worst game ever: give me the full name
> and publisher. There should be a good chance to find the title in my
> little archive of about 2500 game disks.
>
> I need at least a short story, why it is so bad to you. Also it would
> be great to get the story of the game itself. Perhaps this is enouqh
> manic stuff, which reflects to the whole game :-)
>
> please go, and make a list!!!
> bye sayz:
> -thomsen@munich
>
> --
> Thomas Havemeister Student of Business Computer Science
> Technical University of Ilmenau
>
> P.S.: Sturz des Zaren & Take those Atarian care!

I cast my vote for 'Jumbo Jet Pilot'. Had to be the worst so called
flight simulator ever produced.

2705. Re: The worst games on Atari? (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-26 03:06:09 UTC
From: Atari-Chart <SPAMMENOT-atari-chart@home.com>
Message-ID: <n74fetoj4b1mmhqnt801kll99est3el59d@4ax.com>
Source record: 37179

The developer was "Y. Lempereur" according to the title screen. The
publisher was "Funsoft"

Here are three screenshots.

Rob

On Wed, 25 Apr 2001 09:07:08 GMT, twh1@gmx.de (Thomas Havemeister)
wrote:

>On Wed, 25 Apr 2001 07:44:37 GMT, William Kendrick
><nbs@bolt.sonic.net> wrote:
>
>
>>Snookie. It was one of the first "pirate" games I ever had - a friend
>>copied it for me for some reason when I was in 8th grade (this was 1988! :))
>>
>>It was impossible to control - you had to jump JUST right to make most
>>leaps. And in the end, there was no ending. Nothing. It just ended.
>>LAME
>
>oh yeah. This sounds *really* lame. Who is the developer of this game?
>
>Where can I get this one. Are their any screenshots availble? Well, I
>have to check my games-archive, unfortunately , I can't do this right
>now ....
>
>It could be the first aspirant for my Worst Game Site ;-)
>bye sayz:
>-thomsen@munich

2706. Re: The worst games on Atari? (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-26 03:10:40 UTC
From: Atari-Chart <SPAMMENOT-atari-chart@home.com>
Message-ID: <vi4fet0nvhu3jis742tkq5o3lc9fsj5edg@4ax.com>
Source record: 37180

```
Developer "Y. Lempereur".
Publisher "Funsoft".
Screenshots - see attachments.

Rob

On Wed, 25 Apr 2001 09:07:08 GMT, twh1@gmx.de (Thomas Havemeister)
wrote:

>On Wed, 25 Apr 2001 07:44:37 GMT, William Kendrick
><nbs@bolt.sonic.net> wrote:
>
>
>>Snookie. It was one of the first "pirate" games I ever had - a friend
>>copied it for me for some reason when I was in 8th grade (this was 1988! :) )
>>
>>It was impossible to control - you had to jump JUST right to make most
>>leaps. And in the end, there was no ending. Nothing. It just ended.
>>LAME
>
>oh yeah. This sounds *really* lame. Who is the developer of this game?
>
>Where can I get this one. Are their any screenshots availble? Well, I
>have to check my games-archive, unfortunately , I can't do this right
>now ....
>
>It could be the first aspirant for my Worst Game Site ;-)
>bye sayz:
>-thomsen@munich
```

2707. Re: The worst games on Atari? (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-26 03:12:59 UTC
From: Atari-Chart <SPAMMENOT-atari-chart@home.com>
Message-ID: <3o4fetkc559jm5sn633ro4vf363rk4uu8d@4ax.com>
Source record: 37181

The developer was "Y. Lempereur" according to the title screen. The
publisher was "Funsoft"

Here are three screenshots.

Rob

On Wed, 25 Apr 2001 09:07:08 GMT, twh1@gmx.de (Thomas Havemeister)
wrote:

>On Wed, 25 Apr 2001 07:44:37 GMT, William Kendrick
><nbs@bolt.sonic.net> wrote:
>
>
>>Snookie. It was one of the first "pirate" games I ever had - a friend
>>copied it for me for some reason when I was in 8th grade (this was 1988! :))
>>
>>It was impossible to control - you had to jump JUST right to make most
>>leaps. And in the end, there was no ending. Nothing. It just ended.
>>LAME
>
>oh yeah. This sounds *really* lame. Who is the developer of this game?
>
>Where can I get this one. Are their any screenshots availble? Well, I
>have to check my games-archive, unfortunately , I can't do this right
>now ....
>
>It could be the first aspirant for my Worst Game Site ;-)
>bye sayz:
>-thomsen@munich

2708. FS/FT: Chessmaster 2000, Deadline, Basic XL, Action!, Pilot

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-26 04:29:18 UTC
From: Joe Grand <jgrand@mindspring.com>
Message-ID: <3AE7A41E.AEA09D11@mindspring.com>
Source record: 37182

As the subject says, here's what I have:

. PILOT Programming Language (cart only)
. OSS BASIC XL (cart w/ manual)
. OSS Action! (cart w/ manual)
. Chessmaster 2000 (disk, complete)
. Infocom Deadline (disk, complete)

If you're interested in any of the above, please send me e-mail with a trade list or offer (no reasonable offer refused - I need to clean out my room! :)

Thanks!

Joe
jgrand@mindspring.com

2709. Re: pirate's treasure chest atr

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-26 04:51:38 UTC
From: llpwhite@cs.com
Message-ID: <20010426005138.18921.00000517@ng-fu1.news.cs.com>
Source record: 37183

I purchased "Software Protection and Code Breaking" from Gardner Computing (linda Gardner) probably about 1983. I remember that I was very disappointed with the information and disk utilities because it presented so very little new information. I wrote them and complained (not that it did any good...) The manuscript/booklet that I have is 34 pages, and has essentially the exact same text as the PTC, but also, it contains a brief description of most of the utility programs which was Chapter 4.

It looks like the PTC is a later version, as they added more programs than the disk I received (mine is one side, only). The second disk side of PTC looks very much like a utility written by C. David Young (CartCopy, Omnimon, etc.). I think it was called DiskScan. There were several disk editor utilities with that similar title. I'll see if I can verify that, but the screen color and the menu certainly "rings a bell."
Larry

2710. Re: ¤s¤i¤Ŷ¤ ¤¤¤z¤a¤ЧL¤¤¤¤¤q !

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-26 06:16:57 UTC
From: twh1@gmx.de
Message-ID: <3ae7bd4a.1068608@news.dpn.de>
Source record: 37184

On Wed, 25 Apr 2001 11:38:29 -0000, "Russ Gilbert" <russg@en.com>
wrote:

>The original msg. wasn't ATASCII inverse. The above is a msg in
>ATASCII inverse.
>
>Man, I waste time.

yep!

bye sayz:
-thomsen@munich

--
Thomas Havemeister Student of Business Computer Science
Technical University of Ilmenau

P.S.: Sturz des Zaren & Take those Atarian care!

2711. Re: The worst games on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-26 09:01:54 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3AE7E402.E3B07F08@siemens.at>
Source record: 37185

William Kendrick wrote:
> Snookie. It was one of the first "pirate" games I ever had - a friend
> copied it for me for some reason when I was in 8th grade (this was 1988! :))
>
> It was impossible to control - you had to jump JUST right to make most
> leaps. And in the end, there was no ending. Nothing. It just ended.
> LAME

I liked Snokie. And the version I have definitely has an end which I
found quite cute. By the way I can't remember any problems controling
the little penguin. Although there are control problems with the atr
version I found on the net but until now I thought they were due to
an emulator problem and not a bad pirated version.

Gerhard

2712. 130xe problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-26 10:16:58 UTC
From: Richard Davis <richard@eurographics.co.uk>
Message-ID: <9c8sfqhkd1@newsreaderg1.core.theplanet.net>
Source record: 37186

Hi Guys,
Can anyone suggest what is wrong here? I've got a 130xe and on powerup
it sticks in selftest more. I've tried attaching another keyboard but to no
avail. This unit did work about a year ago. Has anyone got any clues?

Thanks
Richard

2713. Looking for Nick Kennedy

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-26 10:36:46 UTC
From: "Michal \"Mikey\" Szwaczko" <michals@format.lublin.pl>
Message-ID: <9c96sr$k9m$1@slimek.man.lublin.pl>
Source record: 37194

I am seeking contact with Nick Kennedy. Please help.
Email preferably.

Michal Szwaczko
mikeys@go2.pl

2714. Re: The worst games on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-26 11:08:38 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <ilTF6.559$Ty6.8610@news1.oke.nextra.no>
Source record: 37187

> I liked Snokie. And the version I have definitely has an end which I
> found quite cute. By the way I can't remember any problems controling
> the little penguin. Although there are control problems with the atr
> version I found on the net but until now I thought they were due to
> an emulator problem and not a bad pirated version.
>
> Gerhard

Do you have a copy of it ? I have only the 16K tape version, I do believe it
was a 48K disk version out too. This might contain the ending.

2715. Re: The worst games on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-26 11:35:30 UTC
From: twh1@gmx.de
Message-ID: <3ae7f197.14457600@news.dpn.de>
Source record: 37189

On Thu, 26 Apr 2001 11:01:54 +0200, Janka Gerhard
<gerhard.janka@siemens.at> wrote:

>> It was impossible to control - you had to jump JUST right to make most
>> leaps. And in the end, there was no ending. Nothing. It just ended.
>> LAME
>I liked Snokie. And the version I have definitely has an end which I
>found quite cute. By the way I can't remember any problems controling
>the little penguin. Although there are control problems with the atr
>version I found on the net but until now I thought they were due to
>an emulator problem and not a bad pirated version.

yesterday somebody emailed me this .atr version of snokie. And, well I
think it's a pretty shitty game. It just the sort of game, which has
absolutely noname&nothing character. Just lame and a 5 second quicky.

bye sayz:
-thomsen@munich

--
Thomas Havemeister Student of Business Computer Science
Technical University of Ilmenau

P.S.: Sturz des Zaren & Take those Atarian care!

2716. Re: 130xe problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-26 11:36:17 UTC
From: jeking@NOSPAM.com
Message-ID: <9c917hspo1@news.xmission.com>
Source record: 37188

I'd ensure that all your memory modules & chips were fully seated. Short
of that, let the test run and see if anything just died (memory).

> Hi Guys,
> Can anyone suggest what is wrong here? I've got a 130xe and on powerup
> it sticks in selftest more. I've tried attaching another keyboard but to no
> avail. This unit did work about a year ago. Has anyone got any clues?

> Thanks
> Richard

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

2717. Re: 130xe problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-26 12:04:26 UTC
From: Davorin Vlahovic <aburn@fly.srk.fer.hr>
Message-ID: <9c92saqba1@bagan.srce.hr>
Source record: 37192

Richard Davis <richard@eurographics.co.uk> wrote:
> Hi Guys,
> Can anyone suggest what is wrong here? I've got a 130xe and on powerup
> it sticks in selftest more. I've tried attaching another keyboard but to no
> avail. This unit did work about a year ago. Has anyone got any clues?

> Thanks
> Richard

Perhaps it's the connector on your board...I had a similar
problem couple of years ago when a conduit lifted off a board
and connected with another one. This caused my old Schneider to
print the letter E forever...

--

...of all the things I've lost,
I miss my mind the most...

2718. Re: 130xe problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-26 12:07:58 UTC
From: Richard Davis <richard@eurographics.co.uk>
Message-ID: <9c930j$l6n$1@newsreaderg1.core.theplanet.net>
Source record: 37190

OK thanks for the tip. I know it has been thumped a little in the past. I
have actually let it run for
about an hour and nothing else seems to happen. Just loops over.

Richard

<jeking@NOSPAM.com> wrote in message news:9c917hspo1@news.xmission.com...
> I'd ensure that all your memory modules & chips were fully seated. Short
> of that, let the test run and see if anything just died (memory).
>
> > Hi Guys,
> > Can anyone suggest what is wrong here? I've got a 130xe and on
powerup
> > it sticks in selftest more. I've tried attaching another keyboard but
to no
> > avail. This unit did work about a year ago. Has anyone got any clues?
>
> > Thanks
> > Richard
>
>
>
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
>

2719. Re: The worst games on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-26 12:18:44 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3AE81224.EB0B2489@siemens.at>
Source record: 37191

Thomas Havemeister wrote:
> yesterday somebody emailed me this .atr version of snokie. And, well I
> think it's a pretty shitty game. It just the sort of game, which has
> absolutely noname&nothing character. Just lame and a 5 second quicky.

Maybe it _is_ a problem of a800win. On my 800XL it's sure to be among
the best 10% I tried and at least my wife and my children agree with
me at that. When I think of really bad software, games like LA S.W.A.T
and Carnival Massacre would be on top of my 'hit' list.

Gerhard

2720. Re: The worst games on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-26 12:30:10 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3AE814D2.6A1EF6F1@siemens.at>
Source record: 37193

Vidar \"Hawk\" Olavesen wrote:
> Do you have a copy of it ? I have only the 16K tape version, I do believe it
> was a 48K disk version out too. This might contain the ending.

I planned to activate my 800XL one of the next days. When I do that
I'll check the old snokie disk and maybe compare the playability to
that of the atr I'm sure I made of it. But as to the ending of the
game I'm sure to remember it because I liked it much more (great
music !) then e.g. the ending of spelunker which was a nice game
but with a somewhat meager ending.

Gerhard

2721. Re: Looking for Nick Kennedy

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-26 13:34:23 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3AE823DF.13ED1521@siemens.at>
Source record: 37195

Michal \"Mikey\" Szwaczko wrote:
>
> I am seeking contact with Nick Kennedy. Please help.
> Email preferably.

A few month ago I contacted him via nkennedy@tcainternet.com

Gerhard

2722. Re: Looking for Nick Kennedy

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-26 14:50:26 UTC
From: "Michal \"Mikey\" Szwaczko" <michals@format.lublin.pl>
Message-ID: <9c9d67$5hc$1@slimek.man.lublin.pl>
Source record: 37196

> > I am seeking contact with Nick Kennedy. Please help.
> > Email preferably.
>
> A few month ago I contacted him via nkennedy@tcainternet.com
>
> Gerhard

Thanks. Mail didn't bounce so I hope it reaches Nick.

Michal

2723. I am the Joust king

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-26 15:22:36 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00120a89@fmlynet.org>
Source record: 37053

FamilyNet Newsgate

> From: "Itay Chamiel" <itayc@spam.huji.ac.il>
> Heh. I actually zeroed the score on Joust at Expert level (after the score
> runs out of digits it resets to 0).
> Beat that :)
> -itay
> --
> Itay Chamiel
> http://www.cs.huji.ac.il/~itayc
> "Daniel Miller" <DCM01@USA.NET> wrote in message
> news:3aca4896.8010384@news.CIS.DFN.DE...
>> Acquired a copy of the Pengo cartridge for Atari 8bit (all models) and
>> it is a blast!
>>
>> I scored 67,680! You'll have to get up pretty early in the morning to
>> beat that!
>>
>> Sincerely,
>>
>> The Pengo King
>>
>>

Not bad gentlemen! Especially to you Itay for defeating my favorite game.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2724. Re: To Cabell and Dr. Clu:

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-26 15:23:16 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00120a8a@fmlynet.org>
Source record: 37052

FamilyNet Newsgate

PLease let me know when you BBs does come back up. I love the Atari
telnetable BBS's!!

Doctor Clu

> From: "Cabell" <cabell.clarkeSPAMNO@verizon.net>
> My BBS is not running now since upgrading to Windows 2000. I lost my
> motherboard last week and have had to replace it. Hopefully I can get it
> back online in the not too distant future but hard to say right now.
> "Alan Sharkis" <asharkis@optonline.net> wrote in message
> news:tBXB6.48680$uk.5244649@news02.optonline.net...
>> If either/both of you are lurking, I'd like to log on to your telnet BBSs,
>> but I need something appropriate to type in for logon and password.
>>
>> You may respond by e-mail if you wish to keep this private.
>>
>> Some of the old OHAUG members are coming over to my house on Tuesday
> night.
>> I want to show them some things, among which are your BBSs!
>>
>> Thanks.
>>
>> Alan
>>
>>

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2725. Rob Hubbard tunes

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-26 16:10:38 UTC
From: Martin Mielke <martin@people-com.com>
Message-ID: <3AE8487E.492A2812@people-com.com>
Source record: 37047

Hello everybody,

I recently found this: http://www.c64audio.com/main.htm
It's almost devoted to the great composer Rob Hubbard but I would like
to know if such a website exists for XL/XE songs in MP3 format, using
"updated" instruments :-p

Greetings,

Pimpf (a.k.a. Martin)

2726. Re: The worst games on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-26 17:43:43 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <e2nget04ochm49ujas3dtmt8olmf9tb603@4ax.com>
Source record: 37048

The other Day twh1@gmx.de (Thomas Havemeister) wrote:

>yesterday somebody emailed me this .atr version of snokie. And, well I
>think it's a pretty shitty game. It just the sort of game, which has
>absolutely noname&nothing character. Just lame and a 5 second quicky.
>
Hmmm..I mailed you it and tbh I think you and Bill are going OTT.

Sure, it's not a winner of awards but it's typical of the time, ie its
a pixel perfect jumping game with no real ending.

If you listed games that came into the same criteria with similar
gameplay then you best have a big bit of paper. I certainly am not
trying to make a fairly average game into more than it is but methinks
people are not playing the game as if you were around at the time of
it's release, at the time I saw quite a nice looking game that sounded
ok but was a tad tough.

I can't stress enough that if you were an Atari person at the time of
many games releases that they looked like bloody miracles of
programming yet today we frown upon them because we have seen so many
changes which spoil the way we view older games.

Just a thought..
--

As long as you remember them they will always be with you..

2727. Re: Rob Hubbard tunes

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-26 17:49:49 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <blngetcj7ovs0qu3pee0bur01e117aqgdq@4ax.com>
Source record: 37049

The other Day Martin Mielke <martin@people-com.com> wrote:

>Hello everybody,
>
>I recently found this: http://www.c64audio.com/main.htm
>It's almost devoted to the great composer Rob Hubbard but I would like
>to know if such a website exists for XL/XE songs in MP3 format, using
>"updated" instruments :-p

I can't think of any, there are a few C64 sites like the Blue Ribbon
site with nice MOD's on but no Atari specific places.

Also, it's worth taking into account that Robb made very few tunes for
the Atari (5 or less I think)

If you fancy meeting the great man then he will be in the UK either
next month or June at a Back in time C64 event along with a few other
C64 greats. The only thing is that if you have ever met him or heard
him speak he comes across as a very quiet man who hates being in the
limelight.
--

As long as you remember them they will always be with you..

2728. [Epyx Shrine] Pitstop

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-26 17:54:12 UTC
From: Manuel Polik <cybergoth@nexgo.de>
Message-ID: <3AE860C4.77CFAD3E@nexgo.de>
Source record: 37050

Hi there!

The Epyx Shrine (http://home.nexgo.de/cybergoth) now features an
additional page about Pitstop.

I'm still searching some friendly guy with both a scanner and and Epyx
catalogues from Fall 1985 or from 1986. Can someone provide
complete+readable scans of such a treasured item?

Greetings,
Manuel

2729. Re: Wizard of Wor

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-26 19:35:25 UTC
From: Frank-Oliver Malisch <fom@mchp.siemens.de>
Message-ID: <9c9t9t$kp7$1@news.mch.sbs.de>
Source record: 37051

Thomas Havemeister <twh1@gmx.de> wrote:
> Howdy atarians!

> Remember the old game "Wizard of Wor" ? Wow, what a cool game. And so
> I decieded to reproduce the concept and programm a "Wizard of Wor over
> Network" Game. I plannend to programm it in a java virtual machine.

> Are there any old "Wizard of Wor"-atarians, who are interessted in
> this project? Any help is welcome!

> -thomsen

> --
> Sturz des Zaren & Take those Atarian care!
> Thomas Havemeister, Student of Business Computer Science
> Technical University of Ilmenau

What made the Atari port so interesting as a two player game
was it's poor programming. When facing the opponents missile
one could try to run towards that missile and hope the missile
would go "right through" the player. This incorrect collision
detection actually added an element of randomness to the game
the C64 version (I have the cart here) does not have. In hopeless
situations one could always try this trick (running towards
the firing oponent) to ecape without loosing a life. When the
opponent's missile went "right through" you and still had some
way to travel the opponent could not "reload" and fire at you
again. Thus if you were firing now, he as well may end up in a
situation requiring to run towards you, hoping that missile
would go through him as well. So the players could end up running
towards each other firing. Passing through also happens with
missiles fired by monsters.

A reproduction of this effect would be nice.

Bye

Frank-Oliver

--

2730. Re: Wizard of Wor

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-26 22:40:27 UTC
From: Billy Ko <bill-ko@home.com>
Message-ID: <ovyyxbubzrpbz.gcf8a00.pminews@news.plfld1.nj.home.com>
Source record: 37054

On 26 Apr 2001 19:35:25 GMT, Frank-Oliver Malisch wrote:

:>Thomas Havemeister <twh1@gmx.de> wrote:
:>> Howdy atarians!
:>
:>> Remember the old game "Wizard of Wor" ? Wow, what a cool game. And so
:>> I decieded to reproduce the concept and programm a "Wizard of Wor over
:>> Network" Game. I plannend to programm it in a java virtual machine.
:>
:>> Are there any old "Wizard of Wor"-atarians, who are interessted in
:>> this project? Any help is welcome!
:>
:>> -thomsen
:>
:>> --
:>> Sturz des Zaren & Take those Atarian care!
:>> Thomas Havemeister, Student of Business Computer Science
:>> Technical University of Ilmenau
:>
:>What made the Atari port so interesting as a two player game
:>was it's poor programming. When facing the opponents missile
:>one could try to run towards that missile and hope the missile
:>would go "right through" the player. This incorrect collision
:>detection actually added an element of randomness to the game
:>the C64 version (I have the cart here) does not have. In hopeless
:>situations one could always try this trick (running towards
:>the firing oponent) to ecape without loosing a life. When the
:>opponent's missile went "right through" you and still had some
:>way to travel the opponent could not "reload" and fire at you
:>again. Thus if you were firing now, he as well may end up in a
:>situation requiring to run towards you, hoping that missile
:>would go through him as well. So the players could end up running
:>towards each other firing. Passing through also happens with
:>missiles fired by monsters.
:>
:>A reproduction of this effect would be nice.
:>
:>Bye
:>
:>Frank-Oliver
:>
:>
:>
:>--

Are you referring to the original Atari 8-bit port? In that game, you are correct. Poor collision detection redulted in some strange effects, as you decribed above. If one were to make a Wizard of Wor port more faithful to the original, that would have to be fixed. Also, the intent of Wizard of Wor as a two player game was to promote team playing. In this case, the poor collision detection would result in the players sometimes actually killing each other when their shots failed to cancel on each other, instead, the shots would go through each other, and each Worrior (Worlord, if you got that far) would die.

An interesting note about the real game:
Hots collision detection was determined by the missile actually hitting a colored pixel of whatever it was shooting at. two items (monsters, for example) that had the same colors overlapping, would be BLACK where both items had the same colors. However, the game detects whether a monster had killed a Worrior/Worlord simply by comparing the coordinates of the monster and the Worrior/Worlord. There are cases when two identical monsters are travelling in the same space with their animations in synch, causing them to disappear completely from the screen (no pixels activated) so that your shot goes through where they should be, but the INVISIBLE monsters kill you.

Who said life was fair? ;)

Bill

If you want to learn most of my tricks for the arcade version, (some are reserved for the "master," heh-heh) go to:

http://www.klov.com/W/Wizard_Of_Wor.html

My friend posted most of the cheats and tips there. Of course, ALL of these tips/cheats apply to the MAME emulation as well.

2731. Re: Atari 8-Bit Font

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-26 22:58:39 UTC
From: Pairman <pairman@nomysterymeat.alberta.com>
Message-ID: <MPG.155255d0d02cb762989683@news.telusplanet.net>
Source record: 37055

In article <3ae546f7.91199744@news.demon.co.uk>, mark.elliott@mmt-ds.com
says...
> Anyone know if there is a Windows True Type font of the Atari 8-Bit
> Font ?
>
> I fancy using it in my Terminal Emulator at Work.
>
> Thankx for any Info.
>
> Mark
>
>
Could also try http://www.telusplanet.net/public/pairman

2732. Classic Gaming Expo 2001

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-27 03:57:00 UTC
From: jhardie@pipeline.com
Message-ID: <3ae9ed63.24489632@news.pipeline.com>
Source record: 37056
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,rec.games.vectrex,rec.games.video.arcade.collecting,rec.games.video.atar,rec.games.video.classic

For Immediate Release

Contact John Hardie, Sean Kelly, and Joe Santulli
info@cgexpo.com
516-568-9768
http://www.cgexpo.com

CLASSIC GAMING EXPO 2001 SHOW DATES ANNOUNCED;
"FATHER OF VIDEOGAMES" FIRST TO SIGN ON

VALLEY STREAM, NY (April 27, 2001) -- The organizers of Classic Gaming Expo have announced the dates of the 2001 show to take place at Jackie Gaughan's Plaza Hotel. On Saturday, August 11, and Sunday, August 12, the computer and gaming industry's most innovative pioneers will gather in Las Vegas to attend Classic Gaming Expo 2001. Dubbed CGE2K1, the fourth annual event is inspired by a strong, continued commitment to classic game updates and re-releases by such major publishers as Infogrames, Midway, Namco, Activision, Konami, Capcom, and others.

Heading up this years line-up of industry pioneers is none other than the "Father of Videogames" himself, Ralph Baer. "Mr. Baer has been a mainstay of Classic Gaming Expo with his unwavering support. His foresight and innovation are what started the videogame revolution and he's always willing to share those experiences with our guests," said Sean Kelly, co-promoter of Classic Gaming Expo.

Last year, Baer allowed audience members to play with his prototype "Brown Box" which eventually became the Magnavox Odyssey - the first home videogame system ever. In addition to the Odyssey, Baer was the mastermind behind the Coleco Telstar Arcade, Milton Bradley's Simon, and the Coleco Kid Vid peripheral for the Atari 2600. Mr. Baer has created many other products and currently has over 150 patents in his name worldwide.

"It's an honor to participate in an event that recognizes the pioneers of the videogame industry," said Mr. Baer. "Classic Gaming Expo offers me an opportunity to meet with some of my old friends as well as hundreds of videogame enthusiasts. I'm looking forward to sharing more of my experiences and to again show the 'Brown Box' prototype at CGE 2001."

Although the "Brown Box" prototype is the centerpiece of the CGE museum, it is accompanied by literally hundreds of other items including many one-of-a-kind prototypes. The museum contains the largest public display of classic game hardware, software, and memorabilia in the world. "What makes the Classic Gaming Expo Museum so special is the fact that it's comprised of items belonging to dozens of individuals," states co-promoter John Hardie. "This is not just a single person's collection but rather a grouping of items on loan from enthusiasts as well as many of our distinguished guests."

Aside from the numerous keynote speeches by various industry legends throughout the show, CGE 2001 will play host to a large number of classic videogame vendors and exhibitors. While many of them will be selling mint-condition hardware and software from the days of old, others will be presenting new products for sale for systems such as the Vectrex, Odyssey 2, Colecovision, Intellivision, Atari 2600, Lynx, and Jaguar.

Other show highlights include various classic console game stations, tournaments, raffles, door prizes, and an incredible number of classic coin-operated videogames, all set on free play for the attendees.

"We're thankful for the on-going support and interest shown by the videogame industry," notes co-promoter Joe Santulli. "We feel it's vital that the history be preserved for generations to come.

Now in its fourth year, Classic Gaming Expo remains the industry's only annual event that is dedicated to celebrating the roots of electronic entertainment; bringing together industry pioneers, gaming enthusiasts, and the media for the ultimate experience in learning, game-playing and networking. Classic Gaming Expo is a production of CGE Services, Corp. (www.cgexpo.com)

END

2733. FREE Atari Catalogs! FREE Games! Discount! More Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-27 04:25:28 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0104262121030.18716-100000@shell.pacifier.com>
Source record: 37057
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

If your looking for FREE Atari Catalogs, Please, Read On down the page!

I've just added 7 boxes of Atari Software, including some Jaguar Games. So please checkout my Catalogs! Buy an Atari Computer, Get FREE Games! Now I'm offering a 20% Tax Relief Discount. E-Mail me for Details on Redeeming these offers! I'd like to say Thank You for letting Bravo Sierra Computers Support you and your Atari Needs. Haven't bought from Bravo yet? Give Ben a Chance! I can be quite Beneficial. Remember, if you can't come see me today? Come see me tomorrow! Call Ben anytime at (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

e-mail: atari@benjamin.net

I've switched ISP's! Try www.pacifier.com/~atari or atari@pacifier.com and as always www.atari.benjamin.net and atari@benjamin.net still work but are being redirected to my new ISP and since I've moved, I have revamped and updated my WebSite and all my WebPages. So Check it out and, If you don't come see me today, come see me Tomorrow!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net while you Download Free Catalogs directly from my site. If you can't get my Catalogs that way, Feel free to Request catalogs by E-Mail. Really, it's not an inconvenience. I ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your full Mailing address so I can figure Shipping & Handling. I'll be back after the weekend. Bye!

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted. So when you see a new posting, check my Catalogs. After I post this

message. I'm off for the weekend. But I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2734. Re: Re: The worst games on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-27 06:19:26 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <ql3ietg4ul84cs43lppgvtbup1nst3roqt@4ax.com>
Source record: 37059

On Wed, 25 Apr 2001 17:53:43 +0200, Andreas Magenheimer
<magea000@mail.uni-mainz.de> drooled an embarassing wet spot in his
lap as he typed:

>Well,
>I love Snokie !! It has *nice+ graphics and a good animation (ogf the
>main player/character). It does not have an end - but do classics like
>Space invaders or Galaxians or Missile Command have an end ??? So, I
>would not describe a game as bad, especially not an 8-Bit game, because
>it has no ending (By the way: A.R. - The City also has no ending and
>many shooter games have no ending. All you need to do is get a big score
>or Highscore).

AR: The City was never intended to have an ending. It was sort of the
training grounds for the larger tasks at hand, starting with AR: The
Dungeon. Unfortunately the series was never completed so the larger
picture never came to fruition, alas...

--
T-Minus Really Soon...

"I'm mad ... but I've got a good watch." -Alexei Sayle

The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html
Music Builds the Savage Beast: http://www.mp3.com/mindfield2001
EmulationNET: Coming Soon...
EmuWire: Coming Soon...

Remove the badgers before E-Mailing.

2735. Re: $99 for 175Million Email Addresses

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-27 07:20:11 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <IZ6G6.556$bz.147525@nnrp3.sbc.net>
Source record: 37058

I HATE PEOPLE LIKE YOU!!!!!

Sheryll wrote in message ...
>A half-page ad in the Sunday New York Times can cost more than $50,000 and
only reaches 4 million people.
>
> | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ |
>
> 175 MILLION
> EMAIL ADDRESSES
> FOR ONLY $99
>
> | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ |
>
>This "Special Offer" is in effect for a Limited Time only.
>
>This CD contains 136 Million email addresses and a list of 39 Million
REMOVES, people who are known to request removal from emailers' lists.
Knowing who NOT to send email to is as important as knowing WHO to send
email to!!!!
>
>SO... provided you comply with the law, you can ADVERTISE your business,
product, services or ideas to MILLIONS by sending email, and avoid 39
Million REMOVES!!! The whole list sells for only $99 and the addresses are
yours to keep to use over and over!!
>
>These are FRESH addresses that include nearly every person on the Internet
today, with NO DUPLICATIONS -- GUARANTEED!!!! The files are in text format,
grouped into bundles of approximately 100,000 email addresses per file, and
zipped up for space. The addresses are grouped in folders by domain for your
convenience.
>
>Other people charge $250 for only 15 million names or even 10 million
names. That means you would pay $2916 for 175 Million names. YOU ONLY PAY
$99 !!!!
>
>REMEMBER: This "Special Offer" is in effect for a Limited Time only, so
ACT NOW!!!
>
>**
>
> TO ORDER BY PHONE USING A CREDIT CARD
>
> CALL OUR 24-HOUR ORDER DESK:

>
> (4 0 6) 6 5 7 - 1 8 1 8
>
>**
>
>Shipping costs (within the US, 3-5 business days) - $8.00
>
>International shipping costs (typically 5-10 business days) - $35.00
>
>C A L L N O W !!!!!!!!!!
>
>(4 0 6) 6 5 7 - 1 8 1 8
>
>**
>
>THIS MESSAGE INCLUDES A REMOVE MECHANISM:
>Further transmissions by the sender may be stopped at no cost
>by replying to this message with the word "REMOVE" in the
>subject line. The remove process is AUTOMATED and all remove
>requests will be honored. The operators can only take orders
>and cannot assist in the remove process. Please understand
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>Once opened the CD(s) may not be returned; however, if
>found defective the CD(s) will be replaced at no charge.
>**
>
>
>

2736. Re: The worst games on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-27 09:08:35 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <nGaG6.169$po.5152@typhoon.sonic.net>
Source record: 37060

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:
: Well,
: I love Snokie !! It has *nice+ graphics and a good animation (ogf the
: main player/character). It does not have an end - but do classics like
: Space invaders or Galaxians or Missile Command have an end ??? So, I
: would not describe a game as bad,

There's a different between "never-ending" (missile command, space invaders,
etc.) and "no ending." In the latter, you get to the goal and the game
ends because you can play no further. If it had an 'ending' (I guess I mean
"ending sequence") one would feel less empty after fighting with the horrible
controls the game had. ;)

: Worst Game ??? Well I know many bad games, maybe we should do "flop ten"
: of bad games ?!?

Hehe... Snokie was the 1st to come to mind. I think maybe my problem at the
time was I only had a few commercial games (Q*Bert was the only game cart.
I had for _years!_ The only other carts I had were Delta Drawing and BASIC
(the _bad_ revision >:^{)

<snip>
: P.S.: The VCS 2600 version of Battlezone includes some DLI`s, thus the
: old VCS version has even more colors than the newer XEGS cart !!

2600 Battlezone was beautiful. :) In looks, it was up there with
Enduro. (It had subtle, more realistic colors, unlike lots of the
Imagic games - they had lots of DLIs and were sharply colorful... chrome-like,
really. But they were different kinds of games... outerspace, mostly)

-bill!

2737. Re: The worst games on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-27 09:12:24 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <YJaG6.170$po.5152@typhoon.sonic.net>
Source record: 37061

"Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
: And Rescue on Fractalus, Ballblazer,
<snip>
: utter crap (just joking on the last lot)

I disagree! Ballblazer was smooth, fast, and fun! Very simple, and very beautiful.

RoF is a bit tough, but at least it wasn't overly complex like... umm... the other 3D fractal-based game similar to RoF that Lucasfilm came out with whos name I can't remember. (There's also that one with Dragons played in caves, also from Lucas. That's a bit hard to play, too.)

-bill!

2738. Re: 130xe problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-27 10:54:43 UTC
From: dunxuk@aol.com
Message-ID: <20010427065443.27725.00001167@ng-ma1.aol.com>
Source record: 37062

>Can anyone suggest what is wrong here? I've got a 130xe and on powerup
>it sticks in selftest more

Have you checked to see if the option key is stuck?

2739. Re: The worst games on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-27 11:05:03 UTC
From: dunxuk@aol.com
Message-ID: <20010427070503.01192.00001344@ng-ba1.aol.com>
Source record: 37063

>we should make a list of the most faitherbrained, deformed,
>mindless, softheaded and absurd games.

I'm surprised that Matterhorn by Tigersoft hasn't been mentioned yet.

However games like that, when attacked by a large group of drunk people at a party strangely drift into a 'so bad it's good' category.

The truly bad games are the ones that really set themselves up to be excellent with superb graphics and sound, only to fail due to spectacularly sod-awful and contrived gameplay. My nomination:- Astrochase.

No matter how drunk you get, no enjoyment can be derived from this game whatsoever.

2740. Re: BASIC Code > ASCII

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-27 12:03:29 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ae99656$0$88179$4c5ecdc7@news.erinet.com>
Source record: 37071

Uhm.
Use any of the emulators with BASIC installed. Have room on
a image for a LISTed file.
Load the Atari BASIC file, then list it to DOS 2.5 or MyDOS
disk image.
I guess you can use emulator to write directly to hard drive, I
don't know how, never used it.
What I do is then use 'imageman.exe', a program for PC that
manages DOS 2/2.5/MyDOS images, and extract the LISTed
file to hard disk.
Then use my or someone else's ATASCII to ASCII translator
(mine is available at http://www.en.com/russg under the area
for Assembler Editor stuff.

For the Turbo BASIC, you'd have to load TB into an emulator and
do the same NEW, LOAD, LIST procedure. I'm not sure
TB works on emulators.

One slight problem is ATASCII inverse characters won't show up
right. I don't remember if my ATAS2ASC program converts
inverse to non-inverse or not.
russg

2741. Re: Re: The worst games on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-27 13:19:53 UTC
From: llpwhite@cs.com
Message-ID: <20010427091953.15365.00000692@ng-ft1.news.cs.com>
Source record: 37065

I have a related question that someone probably knows the answer to. There were several inexpensive disk games released in the U.S. in the late'80's. These were sold in discount stores, book stores -- as "rack jobber" merchandise. Do these sound like "Code Masters" games? The ones I saw were Basic or compiled Basic. Quality was typical of most Basic games... I pretty sure that the name was "(something) MASTERS".
Anyone recall these?
Larry

2742. BASIC Code > ASCII

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-27 13:21:27 UTC
From: mark.elliott@mmt-ds.com
Message-ID: <3ae9703a.7301004@news.demon.co.uk>
Source record: 37064

Dear All,

I'm not new to Atari 8Bits but this is something i'd like to be able
to do.

I have loads of old BASIC and TURBO BASIC XL programs that i'd
like to be export to standard TXT/ASCII files and then view in NotePad
on my PC or Printout.

I have the following ;

Hardware ;
ATARI 130XE
ATARI 1050 Disk Drive
SIO2PC Cable

None of this is currently setup, been meaning too
since I moved house 8months Ago !

Software ;

All my Single & Enhanced Disks in ATR Format on my PC.
All BASIC Programs are sat on Disks on ATARI DOS 2.5

Emulators ;

AtariWin800
Xformer 7
XL-It

I was hoping there would be a way of using an Emulator to just copy
the individual files to the PC's Harddisk. In AtariWin800 I can setup
a Directory as H1: and copy the files to it but they are not in ASCII
format.:-(

Any help is greatly appriciated.

Mark

2743. Re: BASIC Code > ASCII

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-27 14:15:34 UTC
From: Thomas Richter <thor@gibbs.math.tu-berlin.de>
Message-ID: <9cbuu6$45i$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 37066

Hi Mark,

> I was hoping there would be a way of using an Emulator to just copy
> the individual files to the PC's Harddisk. In AtariWin800 I can setup
> a Directory as H1: and copy the files to it but they are not in ASCII
> format.:-(

Don't save them with SAVE "H1:PROG.BAS", use LIST "H1:PROG.TXT" instead,
this will give an (ATASCII) dump of the file. Next step is a tiny program
that changes all EOL (0x9b) into CR/LF (for PC) or LF (for Linux). Don't
know how to do this under windooze, but under Linux, check the manual
page of "tc".

Another idea would be to use the build-in printer emulation of some
emulators (which might include the character translation already). Then,

LIST "P:"

should do the job.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

2744. Re: 130xe problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-27 14:33:50 UTC
From: Richard Davis <richard@eurographics.co.uk>
Message-ID: <9cbvtg$qs0$1@newsreaderm1.core.theplanet.net>
Source record: 37067

Hi,
One of the first things I did was to transfer the keyboard from my 65XE
to the 130 to try to eliminate
that problem so It's not the option keys :-< Will be checking the chips
tonight though.

Cheers,
Richard

"DunxUK" <dunxuk@aol.com> wrote in message
news:20010427065443.27725.00001167@ng-ma1.aol.com...
> >Can anyone suggest what is wrong here? I've got a 130xe and on powerup
> >it sticks in selftest more
>
> Have you checked to see if the option key is stuck?
>

2745. Re: BASIC Code > ASCII

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-27 15:11:20 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3AE98C18.55F80FB0@asw.cz>
Source record: 37068

Mark Elliott wrote:
> I have loads of old BASIC and TURBO BASIC XL programs that i'd
> like to be export to standard TXT/ASCII files and then view in NotePad
> on my PC or Printout.

You could also use my utilities ADIR (extracts individual files from
disk image files) and CHKBAS, which is able to 'decompile' BAS files.
Has a slight advantage over Thomas' solution, because it could also
decompile 'unlistable' programs. Works with both Atari Basic and Turbo
Basic.

Both programs run under DOS (32bit) and were tested under Windows.
Sources are available to compile them on any other GCC-compatible
platform.

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

2746. Re: The worst games on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-27 15:13:37 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3AE98CA1.DBF0837D@asw.cz>
Source record: 37069

Thomas havemeister wrote:
> If you wan't to tell me your worst game ever: give me the full name
> and publisher. There should be a good chance to find the title in my
> little archive of about 2500 game disks.

What about Amaurote? Wonderful music, nice graphics, but totally
unplayable.

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

2747. New Telnet BBS on Real Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-27 15:45:15 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3AE9940A.F1DB6BB4@ti.com>
Source record: 37070
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Greetings all!

Well, I have put my TT030 to good use, installed Linux on it, wrote
a new BBS program for it and connected it to the net.

Check it out by telnetting to jybolac.dyndns.org on port 520. Here
is the URL as well: telnet://jybolac.dyndns.org:520. You will be
logging in to my TT directly.

If you would like to join the BBS, log in as user 'new'. I am still
working on several of the features, like allowing the user to define
preferences and menu styles, but I would like to open it up to
everyone. And, all comments and suggestions are welcome. Since I
wrote the software myself, I can change anything easily. I am
hoping that the software will work under MiNT as well as Linux, but
that has not been tested yet as I don't have MiNT.

Thanks,
Chris

http://jybolac.virtualave.net
telnet://jybolac.dyndns.org:520

2748. Re: The worst games on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-27 17:06:42 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1010427130351.18412A-100000@mail2.wayne.edu>
Source record: 37072

On Fri, 27 Apr 2001, William Kendrick wrote:

> Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:
> : Well,
> : I love Snokie !! It has *nice+ graphics and a good animation (ogf the
> : main player/character). It does not have an end - but do classics like
> : Space invaders or Galaxians or Missile Command have an end ??? So, I
> : would not describe a game as bad,
>
> There's a different between "never-ending" (missile command, space invaders,
> etc.) and "no ending." In the latter, you get to the goal and the game
> ends because you can play no further. If it had an 'ending' (I guess I mean
> "ending sequence") one would feel less empty after fighting with the horrible
> controls the game had. ;)
>
>
As long as we're talking about endings, did anyone finish Shamus and see
the "special ending" the docs promised? I used to play that game a lot,
and probably got pretty close to completing it. As I remember however, it
was a 400/800-only cart, and when I "upgraded" to an XL I couldn't play it
anymore, and lost interest. Now that I have several 400s and 800s,
maybe I could once again try to finish it!

2749. Re: Re: The worst games on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-27 17:44:43 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <GeiG6.1167$Ty6.16023@news1.oke.nextra.no>
Source record: 37073

Code Masters mostly program in ML i think. Maybe not that Fruit Machine thingy. BMX Sim and those were not Basic, that's for sure.

"LLpwhite" <llpwhite@cs.com> wrote in message news:20010427091953.15365.00000692@ng-ft1.news.cs.com...
> I have a related question that someone probably knows the answer to. There
> were several inexpensive disk games released in the U.S. in the late'80's.
> These were sold in discount stores, book stores -- as "rack jobber"
> merchandise. Do these sound like "Code Masters" games? The ones I saw were
> Basic or compiled Basic. Quality was typical of most Basic games... I pretty
> sure that the name was "(something) MASTERS".
> Anyone recall these?
> Larry

2750. Re: The worst games on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-27 17:48:01 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <MhiG6.1170$Ty6.16528@news1.oke.nextra.no>
Source record: 37074

> I disagree! Ballblazer was smooth, fast, and fun! Very simple, and very
> beautiful.
>
> RoF is a bit tough, but at least it wasn't overly complex like... umm...
> the other 3D fractal-based game similar to RoF that Lucasfilm came out
with
> whos name I can't remember. (There's also that one with Dragons played in
> caves, also from Lucas. That's a bit hard to play, too.)
>
> -bill!

Hope I didn't miss your sarcasm there, but I did say, I was joking on the last lot. Those are totally brilliant games and I did like The Eidolon and Koronis Rift too. Lucas did some excellent games, but nowadays, I don't know.

2751. Re: FREE Atari Catalogs! FREE Games! Discount! More Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-27 19:06:19 UTC
From: Simon Osborne <news@atariactive.fsnet.co.uk>
Message-ID: <9ccg1f$k9r$1@newsg3.svr.pol.co.uk>
Source record: 37075
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

"Bravo Sierra Computers" <atari@pacifier.com> wrote in message
news:Pine.BSO.4.33.0104262121030.18716-100000@shell.pacifier.com...
> If your looking for FREE Atari Catalogs, Please, Read On down the page!

I wish you'd stop spamming the newsgroups with this trash

Simon

2752. Re: FREE Atari Catalogs! FREE Games! Discount! More Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-27 19:31:40 UTC
From: bostone1@aol.com
Message-ID: <20010427153140.15138.00000302@nso-ce.aol.com>
Source record: 37076

In article <9ccg1f$k9r$1@newsg3.svr.pol.co.uk>, "Simon Osborne"
<news@atariactive.fsnet.co.uk> writes:

>I wish you'd stop spamming the newsgroups with this trash
>
>Simon

On the contrary, Bravo Sierra Computers is welcome to promote their stuff as
are all the other dealers who still support Atari products. Thank goodness they
exist.

Bob Stone
Gilroy, CA
Home of the Gilroy Garlic Festival!
(What do you mean you've never heard of it?)

2753. Re: The worst games on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-27 21:15:42 UTC
From: DCM01@USA.NET
Message-ID: <3ae9e013.6425084@news.CIS.DFN.DE>
Source record: 37077

On Fri, 27 Apr 2001 17:13:37 +0200, Jindrich Kubec <kubecj@asw.cz>
wrote:

>Thomas havemeister wrote:
>> If you wan't to tell me your worst game ever: give me the full name
>> and publisher. There should be a good chance to find the title in my
>> little archive of about 2500 game disks.
>
>What about Amaurote? Wonderful music, nice graphics, but totally
>unplayable.

I thought it was just that it has a high difficulty level. The
graphics in Amaurote are magnificent.

My vote for worst game goes to a program whose name I can't recall. It
was published by Artworx, and was featured in one of those detailed
and verbose Artworx magazine ads. In this "game" you would fly your 3
pixel space ship around a large area, and shoot at robots. The game
was distinguished by the crude graphics, and that it was incredibly
slow.

2754. Re: 130xe problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-27 21:46:41 UTC
From: "EW..." <ewyatt@excite.com>
Message-ID: <9ccplhffd1@newstest.laserlink.net>
Source record: 37081

"Richard Davis" <richard@eurographics.co.uk> wrote in message
news:9c8sfqhkd1@newsreaderg1.core.theplanet.net...
> Hi Guys,
> Can anyone suggest what is wrong here? I've got a 130xe and on
powerup
> it sticks in selftest more. I've tried attaching another keyboard but to
no
> avail. This unit did work about a year ago. Has anyone got any clues?
>
> Thanks
> Richard
>

Rich...

Though I don't know your exact setup, I persohnally have had this problem over and over throughout the years. For me, it was always the IO connection to the floppy drive. I simply reseated it until I got a good boot. Nothing else ever caused this problem, for me. Good luck.

EW

2755. Re: 130xe problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-27 22:25:00 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3ae9e395_2@news.iglou.com>
Source record: 37078

Richard Davis wrote in message
<9cbvtg$qs0$1@newsreaderm1.core.theplanet.net>...
>Hi,
> One of the first things I did was to transfer the keyboard from my 65XE
>to the 130 to try to eliminate
>that problem so It's not the option keys :-< Will be checking the chips
>tonight though.
>
>Cheers,
> Richard
>
Could it be the Basic ROM? Try starting it with a cartridge inserted.

2756. Re: ?s?i?Ŷ? ???z?a?ц?L?????q !

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-27 22:33:34 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3ae9e596$1_3@news.iglou.com>
Source record: 37079

Russ Gilbert wrote in message <3ae6eda0$0$62142$4c5ecdc7@news.erinet.com>...
>Uhm. I checked to see if this was ATASCII inverse writing.
>Like I made the following msg. in ATASCII inverse.....
>
> ???? ?? ? ???????? ?? ?? ??????Ů ???? ? ??? ?? ?? ????? ?
> ????????? ???姮 ??????????讖
>
>The original msg. wasn't ATASCII inverse. The above is a msg in
>ATASCII inverse.
>
>Man, I waste time.
>

The message is probably in Chinese, with the "adhk" referring to a
web site in Hong Kong.

2757. Re: looking for a program for the Atari 8-bit called 'Sam Program' or 'Reciter'

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-27 22:37:50 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3ae9e697_2@news.iglou.com>
Source record: 37080

Root wrote in message <3ae6d022.31371301@news.uncensored-news.com>...
>Yes there are, however I don't remember how to load them from the
>disk. Can anyone assist?
>

To load a Basic program from disk, you type LOAD "D:FILENAME.BAS" at
the READY prompt. The ",8,1" was only for Commodore.

2758. Re: The worst games on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-27 22:42:40 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <ABmG6.270$po.6793@typhoon.sonic.net>
Source record: 37082

"Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:

: Hope I didn't miss your sarcasm there, but I did say, I was joking on the
: last lot. Those are totally brilliant games and I did like The Eidolon and
: Koronis Rift too. Lucas did some excellent games, but nowadays, I don't
: know.

Oh! I thought you meant you were being sarcastic about the last _game_,
not the last collection of games you mentioned.

Hehehe

-bill!

2759. Re: Looking for Nick Kennedy

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-28 00:33:14 UTC
From: Nick Kennedy <nkennedy@tcainternet.com>
Message-ID: <tek3udn47tr8b2@corp.supernews.com>
Source record: 37083

Here I am. How's it going?

Haven't been doing much programming work lately. And I think when I run out
of parts I'm gonna quit making SIO2PCs. It's real sporadic anyway.

Hi to all the Atari folks.

Nick

"Michal "Mikey" Szwaczko" <michals@format.lublin.pl> wrote in message
news:9c96sr$k9m$1@slimek.man.lublin.pl...
> I am seeking contact with Nick Kennedy. Please help.
> Email preferably.
>
> Michal Szwaczko
> mikeys@go2.pl
>
>

2760. Re: BASIC Code > ASCII

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-28 00:45:45 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010427204545.12577.00000389@ng-cf1.aol.com>
Source record: 37084

XL-It will let you LIST those files directly to a HD subdirectory, but they are still in Atascii...

Go to Ken Siders' page:
http://home.columbus.rr.com/ksiders/atari.htm
about 40% down the page and get his W95 AtrUtil v. 1.13. It can import or export and view both SAVEd and LISTed Atari Basic and Turbo Basic files from Dos 2.0/2.5 or MyDos images.

2 caveats:
The inverse and the Tab, Clear, etc. characters plus the control graphics will not all translate readably to ascii AND it seems to stumble on 2.5 dual/enhanced density images when the files get past sector #720. You may need to move files to a standard 720 sector DD image in you emulator.

> mark.elliott@mmt-ds.com (Mark Elliott)

>I have loads of old BASIC and TURBO BASIC XL programs that i'd
>like to be export to standard TXT/ASCII files and then view in NotePad
>on my PC or Printout.
(snip)
>All my Single & Enhanced Disks in ATR Format on my PC.
> All BASIC Programs are sat on Disks on ATARI DOS 2.5

-Ron

Experience is something you don't get until just after you need it.

2761. ICD MIO Hardware/Software Upgrades??

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-28 01:13:34 UTC
From: phantomm@bellsouth.net
Message-ID: <2PoG6.3826$5b1.253848@news1.atl>
Source record: 37085

Greetings,

Does anyone know if there are any Hardware (do it yourself) upgrades or enhancements for the ICD Multi I/O (MIO)?

And what was the latest version of software used to setup/partition a hard drive for use on a MIO?

Is there more than 1 software program to setup hard drives on the MIO?

I'm also interested in finding out what other Brands and Models of hard drive Controller Boards work with the MIO. I have used the Adaptec 4000A Controller Board which allows those old MFM type hard drives to be used (IIRC).

Are there any controller boards that will allow 3.5 or 2.5 IDE hard drives on the MIO?

Are there any controller boards that allow SCSI 1 or SCSI 2 hard drives to be used?

Since the MIO has a 50 Pin hard drive connection, are there any 50 pin SCSI hard drives I can just plug in and use without a controller board?

Has anyone tried using a SCSI ZIP drive, SCSI CDROM or other devices with the MIO?

I'm especially interested in any special software created for the MIO for using modern hard drives and other devices and getting rid of the 16meg partiton limit if possible.

If you can provide me with any info on the above then e-mail me at phantomm@bellsouth.net

Thanks in advance

2762. Re: BASIC Code > ASCII

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-28 12:38:36 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3AEABA1E.F56BF6D5@optonline.net>
Source record: 37086

RHamiIton5 wrote:
>
> XL-It will let you LIST those files directly to a HD subdirectory, but they are
> still in Atascii...
>
> Go to Ken Siders' page:
> http://home.columbus.rr.com/ksiders/atari.htm
> about 40% down the page and get his W95 AtrUtil v. 1.13. It can import or
> export and view both SAVEd and LISTed Atari Basic and Turbo Basic files from
> Dos 2.0/2.5 or MyDos images.
>
> 2 caveats:
> The inverse and the Tab, Clear, etc. characters plus the control graphics will
> not all translate readably to ascii AND it seems to stumble on 2.5
> dual/enhanced density images when the files get past sector #720. You may need
> to move files to a standard 720 sector DD image in you emulator.
>
> > mark.elliott@mmt-ds.com (Mark Elliott)
>
> >I have loads of old BASIC and TURBO BASIC XL programs that i'd
> >like to be export to standard TXT/ASCII files and then view in NotePad
> >on my PC or Printout.
> (snip)
> >All my Single & Enhanced Disks in ATR Format on my PC.
> > All BASIC Programs are sat on Disks on ATARI DOS 2.5
>
> -Ron
>
> Experience is something you don't get until just after you need it.

Just a little side note... You can print/view ATASCII files in Winword
using the Atari Classic TTF fonts. It works great! The fonts even have
most of the inverse characters and some of the control characters.
--
Robert S Ely
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

2763. Re: BASIC Code > ASCII

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-28 13:10:24 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010428091024.16054.00000941@ng-xc1.aol.com>
Source record: 37087

Several Win apps allow you to work with those A8 fonts; trouble is that most of the inverse and control graphics characters are no longer at the same ascii numbered location in the font and you do not get exactly what you expected.

Is there a way to rearrange the font order?

> Robert S Ely rsely74@optonline.net

>Just a little side note... You can print/view ATASCII files in Winword
>using the Atari Classic TTF fonts. It works great! The fonts even have
>most of the inverse characters and some of the control characters.

-Ron

Experience is something you don't get until just after you need it.

2764. Re: ICD MIO Hardware/Software Upgrades??

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-28 13:13:10 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010428091310.16054.00000942@ng-xc1.aol.com>
Source record: 37088

Yes, drives like the Seagate ST225N were usable since they had a built-in
controller.

> phantomm@bellsouth.net (Phantomm) asks:

>Since the MIO has a 50 Pin hard drive connection, are there any 50 pin SCSI
>hard drives I can just plug in and use without a controller board?

-Ron

Experience is something you don't get until just after you need it.

2765. Usenet Archives

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-28 13:41:56 UTC
From: llpwhite@cs.com
Message-ID: <20010428094156.28210.00001037@ng-fh1.news.cs.com>
Source record: 37089

Has anyone else checked this out?

http://www.etin.com

Thus far, I have had no luck searching for message threads in comp.sys.atari.8bit. If you have had success, what search criteria did you use?

Thanks,
Larry

2766. Re: Usenet Archives

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-28 14:03:05 UTC
From: ronfucci@bellsouth.net
Message-ID: <3aeacd49.1887732@news.mia.bellsouth.net>
Source record: 37090

I entered 'Atari' in the search text box, clicked the subject check
box and left the remainder of input defaulted. Result was lots of
hits across many archives.

ron

On 28 Apr 2001 13:41:56 GMT, llpwhite@cs.com (LLpwhite) wrote:

> Has anyone else checked this out?
>
>http://www.etin.com
>
> Thus far, I have had no luck searching for message threads in
>comp.sys.atari.8bit. If you have had success, what search criteria did you
>use?
>
>Thanks,
>Larry

2767. Re: 130xe problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-28 14:42:43 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <9cgvcc$1l4p$1@wrath.news.nacamar.de>
Source record: 36998

I think changing the keyboard does not help. I've tried to put an 130XE keyboard into my 800XE (because I cleaned it some months ago) but it didn't work. My be that the keyboard have changed.

But try this: while turning on the computer, press the START button. Then you tell the computer, that you want to boot from a tape. The computer prompt with to beeps. If this doesn't happen, your computer seems to be damaged.

Mirko

"Richard Davis" <richard@eurographics.co.uk> schrieb im Newsbeitrag news:9cbvtg$qs0$1@newsreaderm1.core.theplanet.net...
> Hi,
> One of the first things I did was to transfer the keyboard from my 65XE
> to the 130 to try to eliminate
> that problem so It's not the option keys :-< Will be checking the chips
> tonight though.
>
> Cheers,
> Richard
>
> "DunxUK" <dunxuk@aol.com> wrote in message
> news:20010427065443.27725.00001167@ng-ma1.aol.com...
> > >Can anyone suggest what is wrong here? I've got a 130xe and on powerup
> > >it sticks in selftest more
> >
> > Have you checked to see if the option key is stuck?
> >
>
>

2768. Re: $99 for 175Million Email Addresses

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-28 14:44:46 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <9cgvce$1l4p$2@wrath.news.nacamar.de>
Source record: 36999

I HATE THEM TOO!!!!! THIS IS A NEWS GROUP, NOT A WERBEFL�CHE!
"Mo" <mygranny@swbell.net> schrieb im Newsbeitrag
news:IZ6G6.556$bz.147525@nnrp3.sbc.net...
> I HATE PEOPLE LIKE YOU!!!!!
>
>
> Sheryll wrote in message ...
> >A half-page ad in the Sunday New York Times can cost more than $50,000
and
> only reaches 4 million people.
> >
> > | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ |
> >
> > 175 MILLION
> > EMAIL ADDRESSES
> > FOR ONLY $99
> >
> > | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ |
> >
> >This "Special Offer" is in effect for a Limited Time only.
> >
> >This CD contains 136 Million email addresses and a list of 39 Million
> REMOVES, people who are known to request removal from emailers' lists.
> Knowing who NOT to send email to is as important as knowing WHO to send
> email to!!!!
> >
> >SO... provided you comply with the law, you can ADVERTISE your business,
> product, services or ideas to MILLIONS by sending email, and avoid 39
> Million REMOVES!!! The whole list sells for only $99 and the addresses
are
> yours to keep to use over and over!!
> >
> >These are FRESH addresses that include nearly every person on the
Internet
> today, with NO DUPLICATIONS -- GUARANTEED!!!! The files are in text
format,
> grouped into bundles of approximately 100,000 email addresses per file,
and
> zipped up for space. The addresses are grouped in folders by domain for
your
> convenience.
> >
> >Other people charge $250 for only 15 million names or even 10 million

> names. That means you would pay $2916 for 175 Million names. YOU ONLY PAY
> $99 !!!!
> >
> >REMEMBER: This "Special Offer" is in effect for a Limited Time only, so
> ACT NOW!!!
> >
> >**********
> >
> > TO ORDER BY PHONE USING A CREDIT CARD
> >
> > CALL OUR 24-HOUR ORDER DESK:
> >
> > (4 0 6) 6 5 7 - 1 8 1 8
> >
> >**********
> >
> >Shipping costs (within the US, 3-5 business days) - $8.00
> >
> >International shipping costs (typically 5-10 business days) - $35.00
> >
> >C A L L N O W !!!!!!!!!!
> >
> >(4 0 6) 6 5 7 - 1 8 1 8
> >
> >**********
> >
> >THIS MESSAGE INCLUDES A REMOVE MECHANISM:
> >Further transmissions by the sender may be stopped at no cost
> >by replying to this message with the word "REMOVE" in the
> >subject line. The remove process is AUTOMATED and all remove
> >requests will be honored. The operators can only take orders
> >and cannot assist in the remove process. Please understand
> >that any effort to disrupt, close or block this REMOVE account
> >can only result in difficulties for others wanting to be
> >removed from our mailing list.
> >
> >This message is not intended for residents of the
> >states of CALIFORNIA, COLORADO, ILLINOIS, NEVADA,
> >OKLAHOMA, WASHINGTON and WEST VIRGINIA, and wherever
> >else prohibited by law. Screening of addresses to
> >avoid sending this e-mail to residents of these states
> >has been done to the best of our technical ability.
> >
> >IT IS THE SOLE RESPONSIBILITY OF THE PURCHASER TO
> >COMPLY WITH ALL APPLICABLE LOCAL, STATE AND FEDERAL
> >LAWS IN ALL JURISDICTIONS. WE MAKE ABSOLUTELY NO
> >CLAIMS, WARRANTIES OR REPRESENTATIONS REGARDING THE
> >SUCCESS, POTENTIAL PROFITS OR ANY OTHER ACTUAL RESULTS
> >FROM THE USE OF ANY MATERIAL ON THE CD, OR THE SECURITY,

> >SAFETY, PERMISSIBILITY OR ADVISABILITY OF BULK EMAILING
> >TO THE EMAIL ADDRESSES CONTAINED ON THE CD.
> >
> >The CD(s) you will receive come with a license agreement.
> >By breaking the seal on the CD case(s) you will be agreeing
> >to all of the terms and conditions of such license agreement.
> >Once opened the CD(s) may not be returned; however, if
> >found defective the CD(s) will be replaced at no charge.
> >**********
> >
> >
> >
>
>

2769. Re: $99 for 175Million Email Addresses

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-28 18:27:43 UTC
From: Luis Vasquez <luisv@mediaone.net>
Message-ID: <zYDG6.2687$2P2.131803@typhoon.we.rr.com>
Source record: 37092

```
Amen!!! Damn spammers.
"Mo" <mygranny@swbell.net> wrote in message
news:IZ6G6.556$bz.147525@nnrp3.sbc.net...
> I HATE PEOPLE LIKE YOU!!!!!
>
>
> Sheryll wrote in message ...
> >A half-page ad in the Sunday New York Times can cost more than $50,000
and
> only reaches 4 million people.
> >
> > | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ |
> >
> > 175 MILLION
> > EMAIL ADDRESSES
> > FOR ONLY $99
> >
> > | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ |
> >
> >This "Special Offer" is in effect for a Limited Time only.
> >
> >This CD contains 136 Million email addresses and a list of 39 Million
> REMOVES, people who are known to request removal from emailers' lists.
> Knowing who NOT to send email to is as important as knowing WHO to send
> email to!!!!
> >
> >SO... provided you comply with the law, you can ADVERTISE your business,
> product, services or ideas to MILLIONS by sending email, and avoid 39
> Million REMOVES!!! The whole list sells for only $99 and the addresses
are
> yours to keep to use over and over!!
> >
> >These are FRESH addresses that include nearly every person on the
Internet
> today, with NO DUPLICATIONS -- GUARANTEED!!!! The files are in text
format,
> grouped into bundles of approximately 100,000 email addresses per file,
and
> zipped up for space. The addresses are grouped in folders by domain for
your
> convenience.
> >
> >Other people charge $250 for only 15 million names or even 10 million
> names. That means you would pay $2916 for 175 Million names. YOU ONLY PAY
```

> $99 !!!!
> >
> >REMEMBER: This "Special Offer" is in effect for a Limited Time only, so
> ACT NOW!!!
> >
> >**
> >
> > TO ORDER BY PHONE USING A CREDIT CARD
> >
> > CALL OUR 24-HOUR ORDER DESK:
> >
> > (4 0 6) 6 5 7 - 1 8 1 8
> >
> >**
> >
> >Shipping costs (within the US, 3-5 business days) - $8.00
> >
> >International shipping costs (typically 5-10 business days) - $35.00
> >
> >C A L L N O W !!!!!!!!!!
> >
> >(4 0 6) 6 5 7 - 1 8 1 8
> >
> >**
> >
> >THIS MESSAGE INCLUDES A REMOVE MECHANISM:
> >Further transmissions by the sender may be stopped at no cost
> >by replying to this message with the word "REMOVE" in the
> >subject line. The remove process is AUTOMATED and all remove
> >requests will be honored. The operators can only take orders
> >and cannot assist in the remove process. Please understand
> >that any effort to disrupt, close or block this REMOVE account
> >can only result in difficulties for others wanting to be
> >removed from our mailing list.
> >
> >This message is not intended for residents of the
> >states of CALIFORNIA, COLORADO, ILLINOIS, NEVADA,
> >OKLAHOMA, WASHINGTON and WEST VIRGINIA, and wherever
> >else prohibited by law. Screening of addresses to
> >avoid sending this e-mail to residents of these states
> >has been done to the best of our technical ability.
> >
> >IT IS THE SOLE RESPONSIBILITY OF THE PURCHASER TO
> >COMPLY WITH ALL APPLICABLE LOCAL, STATE AND FEDERAL
> >LAWS IN ALL JURISDICTIONS. WE MAKE ABSOLUTELY NO
> >CLAIMS, WARRANTIES OR REPRESENTATIONS REGARDING THE
> >SUCCESS, POTENTIAL PROFITS OR ANY OTHER ACTUAL RESULTS
> >FROM THE USE OF ANY MATERIAL ON THE CD, OR THE SECURITY,
> >SAFETY, PERMISSIBILITY OR ADVISABILITY OF BULK EMAILING
> >TO THE EMAIL ADDRESSES CONTAINED ON THE CD.

> >
> >The CD(s) you will receive come with a license agreement.
> >By breaking the seal on the CD case(s) you will be agreeing
> >to all of the terms and conditions of such license agreement.
> >Once opened the CD(s) may not be returned; however, if
> >found defective the CD(s) will be replaced at no charge.
> >**
> >
> >
> >
>
>

2770. Re: looking for a program for the Atari 8-bit called 'Sam Program' or 'Reciter'

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-28 18:59:37 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <njCG6.18$XC6.15850@nnrp2.sbc.net>
Source record: 37091

It also depends on how the program was saved, for instance:

If it was

SAVE "D1:MYFILE.BAS" you would-
LOAD "D1:MYFILE.BAS" or
LIST "D1:MYFILE.BAS" you would
ENTER "D1:MYFILE.BAS"
and there's another way that I can't remember right now, I just woke up.
Mo

Bill Marcum wrote in message <3ae9e697_2@news.iglou.com>...
>
>Root wrote in message <3ae6d022.31371301@news.uncensored-news.com>...
>>Yes there are, however I don't remember how to load them from the
>>disk. Can anyone assist?
>>
>
>To load a Basic program from disk, you type LOAD "D:FILENAME.BAS" at
>the READY prompt. The ",8,1" was only for Commodore.
>
>
>
>
>

2771. Re: $99 for 175Million Email Addresses

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-28 19:07:05 UTC
From: Barry Ruck <bruck@peterswoodharlow.freeserve.co.uk>
Message-ID: <t0paGCAZTx66Ew3g@peterswoodharlow.freeserve.co.uk>
Source record: 37093

In comp.sys.atari.8bit on Sat, 28 Apr 2001, Luis Vasquez Luis Vasquez
<luisv@mediaone.net> wrote ....

>Amen!!! Damn spammers.
>"Mo" <mygranny@swbell.net> wrote in message
>news:IZ6G6.556$bz.147525@nnrp3.sbc.net...
>> I HATE PEOPLE LIKE YOU!!!!!
>>
So why, may I ask, did you both repeat the message in full ??

I had not seen the original, as my ISP has quite good anti spam filters.
Your posts ensured that I saw it twice!

Regards,

Barry Ruck. Harlow, Essex.

2772. Atari 8 bit stuff FS

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-28 20:34:37 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <9cf9gt$g85$1@mohawk.hwcn.org>
Source record: 37094

Ok, I have TWO Adaptec 4000a MFM--->Scsi controller boards left. $30US funds shipped to North America. Email me for details.

I have a few Atari 1050 Disk drives for sale for $20US plus shipping.

2773. Re: $99 for 175Million Email Addresses

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-28 22:44:27 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <sphmetou02c424nkll7722t6lu50ijalu4@4ax.com>
Source record: 37095

The other Day "Luis Vasquez" <luisv@mediaone.net> wrote:

>Amen!!! Damn spammers.

Like yourself you mean?

A short definition of a spammer:

A person who posts an unwanted advert..

Just like you did by including the whole post again...
--

As long as you remember them they will always be with you..

2774. Re: Could Someone Send Me A Copy of DOS 2.0

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-28 23:48:45 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010428194845.29451.00000961@ng-fb1.aol.com>
Source record: 37096

Here is one source of the .DCM's for most A8 disk operating sysytem.

http://www.umich.edu/~archive/atari/8bit/Dos/

The Discomm 3.2 needed to convert to a disk side is here:

http://www.nleaudio.com/css/index.htm

>2.0, 2.5, MyDOS and some versions of Sparta are out there; I will have to
>check
>my bookmarks on another system.

-Ron

Experience is something you don't get until just after you need it.

2775. Re: The worst games on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-29 07:22:21 UTC
From: Steven Lashower <lashower@nospam.netcom.com>
Message-ID: <cifnet8ptp7inrseof074b2iv3vj76h14c@4ax.com>
Source record: 36997

Heyas -

I'd cast my vote for anything from a company called "General Masters." They made half-a-dozen or so games for the Atari 400/800. I don't know if they even ended up in stores (God, I hope not), but nonetheless, for the sake of completeness of my collection of games, I ended up with them.

They are by far the worst pieces of garbage I have ever seen on any computer system (past and present). Three titles that come to mind from them are "Eldorado", "Barge", and "Panic". They are so awful that they make some of the original Cosmi games look like Ballblazer or Alternate Reality.

I don't know what this company "Mastered" in, but it definately was not game design or programming... In my opinion, they not only win the worst game(s) award, but also the worst company award. At least they are consistent. :)

- Steven Lashower

2776. Re: Page 6 / New Atari User Mag Index?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-29 12:27:51 UTC
From: mcurrent@carleton.edu
Message-ID: <teo267535tj34d@news.supernews.com>
Source record: 37000

In article <20010422105452.04667.00000218@ng-cm1.news.cs.com>, llpwhite@cs.com says...

>Also, was there much of significance in ROM? I know very little about it, and >never saw an actual ROM mag here in the U.S. (published in Canada, I think?)

Yes, Maple Ridge, British Columbia. (which isn't on my maps!) I have ROM issues 4,6,8,9. They are from 1984/5, with the feel I suppose of 1982/3 Antic, though not as big. I'd be happy to end up with more issues! Anyone know how long it lasted?

-Michael

2777. Re: $99 for 175Million Email Addresses

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-29 13:06:22 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <684oetgmv7i06e91vpfi9omi2o68q1tjt4@4ax.com>
Source record: 37001

The other Day "Mirko Sobe" <atarixle@12move.de> wrote:

>I HATE THEM TOO!!!!! THIS IS A NEWS GROUP, NOT A WERBEFLï¿½CHE!
>"Mo" <mygranny@swbell.net> schrieb im Newsbeitrag
>news:IZ6G6.556$bz.147525@nnrp3.sbc.net...
>> I HATE PEOPLE LIKE YOU!!!!!
>>

FFS!!!

How many people are going to say they hate these spams and then repost
the whole bloody thing!

If you hate it then report the abuse to the ISP, don't do their bloody
job for them by reposting it.
--

As long as you remember them they will always be with you..

2778. Re: $99 for 175Million Email Addresses

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-29 13:30:43 UTC
From: Barry Ruck <bruck@peterswoodharlow.freeserve.co.uk>
Message-ID: <gk+ZyDADeB76EwfE@peterswoodharlow.freeserve.co.uk>
Source record: 37002

In comp.sys.atari.8bit on Sat, 28 Apr 2001, Mirko Sobe Mirko Sobe
<atarixle@12move.de> wrote ....

>I HATE THEM TOO!!!!! THIS IS A NEWS GROUP, NOT A WERBEFLï¿½CHE!

So WHY repost the entire message for them ????

>"Mo" <mygranny@swbell.net> schrieb im Newsbeitrag
>news:IZ6G6.556$bz.147525@nnrp3.sbc.net...
>> I HATE PEOPLE LIKE YOU!!!!!
>>
>>

Regards,

Barry Ruck. Harlow, Essex.

2779. Re: Usenet Archives

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-29 17:48:00 UTC
From: david_p@storm.ca
Message-ID: <90928E84Adapstormca@209.87.239.10>
Source record: 37003

Google bought out the dejanews archives; look at http://groups.google.com.
They go back to 1995 or so.

David P

llpwhite@cs.com (LLpwhite) wrote in
<20010428094156.28210.00001037@ng-fh1.news.cs.com>:

> Has anyone else checked this out?
>
>http://www.etin.com
>
> Thus far, I have had no luck searching for message threads in
>comp.sys.atari.8bit. If you have had success, what search criteria did
>you use?
>
>Thanks,
>Larry

2780. Re: $99 for 175Million Email Addresses

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-29 20:41:10 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <9vuoet4i0grcc2srd5ujittjecjnhasf36@4ax.com>
Source record: 37004

The other Day Barry Ruck <bruck@peterswoodharlow.freeserve.co.uk>
wrote:

>
>Barry Ruck. Harlow, Essex.

That's a dodgy old area ;-)

(Me, Ex Ilford)
--

As long as you remember them they will always be with you..

2781. Re: $99 for 175Million Email Addresses

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-29 22:20:14 UTC
From: Barry Ruck <bruck@peterswoodharlow.freeserve.co.uk>
Message-ID: <HHkUCBAeOJ76EwZL@peterswoodharlow.freeserve.co.uk>
Source record: 37005

In comp.sys.atari.8bit on Sun, 29 Apr 2001, Paul Irvine Paul Irvine
<mclane.dellos@btinternet.com> wrote ....

>The other Day Barry Ruck <bruck@peterswoodharlow.freeserve.co.uk>
>wrote:
>
>>
>>Barry Ruck. Harlow, Essex.
>
>That's a dodgy old area ;-)

Too true #:o)
>
>(Me, Ex Ilford)
>
>
>As long as you remember them they will always be with you..

Dogs crawl under gates, software crawls under Windows.

Barry Ruck. Harlow, Essex. U.K.

2782. MIO: 16meg Partition Limit__

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-29 22:49:31 UTC
From: phantomm@bellsouth.net
Message-ID: <%T0H6.499$j76.19103@news1.atl>
Source record: 37006

Just checking on this....

Has anyone found a fix either by software or hardware to increase the
16 Meg Partition Limit on Hard Drives on a ICD Multi I/O?

Also, Where is this limit at exactly, in the software or hardware???

Future Thanks,

phantomm@bellsouth.net

2783. Re: MIO: 16meg Partition Limit__

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-30 00:22:55 UTC
From: Gary Morton <gary@alma.demon.co.uk>
Message-ID: <3AECB06D.BE321199@alma.demon.co.uk>
Source record: 37007

Phantomm wrote:
>
> Just checking on this....
>
> Has anyone found a fix either by software or hardware to increase the
> 16 Meg Partition Limit on Hard Drives on a ICD Multi I/O?
>
> Also, Where is this limit at exactly, in the software or hardware???
>
> Future Thanks,
>
> phantomm@bellsouth.net

Well just a guess that the limit comes from the fact that there are two bytes in the SIO header to select the sector number, and then 256 bytes per sector max.

256 x 256 x 256 = 16777216 = 16Mb

I don't know the ICD MIO well enough to know whether it uses the SIO.

--Gary

2784. Re: MIO: 16meg Partition Limit__

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-30 01:10:11 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010429211011.26532.00001214@ng-fj1.aol.com>
Source record: 37008

Sort of a combination; definitely not MIO hardware. 16 MB is the maximum you
can access as a single chunk at 65536 sectors of 256 bytes.

>phantomm@bellsouth.net (Phantomm) asked:

>Has anyone found a fix either by software or hardware to increase the
>16 Meg Partition Limit on Hard Drives on a ICD Multi I/O?
>
>Also, Where is this limit at exactly, in the software or hardware???

-Ron

Experience is something you don't get until just after you need it.

2785. Re: MIO: 16meg Partition Limit__

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-30 01:53:43 UTC
From: david_p@storm.ca
Message-ID: <9092D3A4Bdapstormca@209.87.239.10>
Source record: 37009

gary@alma.demon.co.uk (Gary Morton) wrote in
<3AECB06D.BE321199@alma.demon.co.uk>:

>Phantomm wrote:
>>
>> Just checking on this....
>>
>> Has anyone found a fix either by software or hardware to increase the
>> 16 Meg Partition Limit on Hard Drives on a ICD Multi I/O?
>>
>> Also, Where is this limit at exactly, in the software or hardware???
>>
>> Future Thanks,
>>
>> phantomm@bellsouth.net
>
>Well just a guess that the limit comes from the fact that there are two
>bytes in the SIO header to select the sector number, and then 256 bytes
>per sector max.
>
>256 x 256 x 256 = 16777216 = 16Mb
>
>I don't know the ICD MIO well enough to know whether it uses the SIO.
>
>--Gary

It's not SIO so much as the disk operating systems - MyDos and Sparta Dos
are both limited to two-byte pointers for sector numbers. That's 65536
possible sectors. They are also both limited to 256 bytes per sector (as
above).

In theory, since the sector size is an adjustable 2-byte pointer on xl/xe
systems, we could have sectors up to 65536 bytes. In practice, I think
16384 bytes would be a more realistic limit - that's a single bank of RAM
in most switching schemes.

That would give us 64x the space, or 1024 megs per partition. Anyone feel
like re-writing the DOSes?

David P

2786. atari vs commodore!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-30 13:56:28 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B712BD1B.1E2C%bobo_snyder@hotmail.com>
Source record: 37010

nahh.. i am not really comparing the 2, i know what the answer will be here. LOL

i am just wondering if there are any Bi folks here who swing both ways and are into both commodore and atari.

the reason why i ask is because i have a bunch of commmodore stuff (2 old style 64's and one new style 64 (and a old style parts 64, and i have torn it apart and put it back together and i am pretty sure it is not a "reseat the chips and it works great again" fix), a few games carts, 3 1541 floppy drives, a okidata printer with commodore interface, a standard centronics printer interface for commodore, and some sort of a cheetah sound speaking cartridge and all the cables) and i am not a commodore man. one of the old style c64 is fully boxed and still has the warranty card (unfilled out) and power play mag signup borchure and the owners manual (the box has very minor shelf wear but no rips or tears or tape holding it together) and i also have a koala pad for it too (with the koalapainter cart coming, needed to get that so i could test the koalapad).

anyway my question is this: is there anyone out there who would like to trade for some atari 8bit stuff for this commodore stuff?

also i have a apple 2GS wozinak edition complete with 4 floppy drives (2 5 1/4 and 2 3 1/2) and a apple 2c if anyone is interested in that and some mac SE's (none of the 128 or 512 models though, so don't ask).

btw all this stuff seems to work fine as tested.

well i don't mean to spam, but i want more atari!!

thanks
bo

2787. Re: atari vs commodore!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-30 14:55:43 UTC
From: Daniel Kozminski <dely@atari-area.net>
Message-ID: <9cju2m$ou7$1@news.tpi.pl>
Source record: 37011

Hello !

Well, i have some working 65XE`s for trade ... anyone interested ?

dely

--
http://www.atari-area.net/

2788. Re: Looking for Nick Kennedy

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-30 16:04:04 UTC
From: bostone1@aol.com
Message-ID: <20010430120404.23991.00000365@nso-fv.aol.com>
Source record: 37012

You can't stop making SIO2PCs, Nick. You have to make one every once in a while as a therapeutic endeavor, if nothing else. Like playing a game of Pacman.

In article <tek3udn47tr8b2@corp.supernews.com>, "Nick Kennedy" <nkennedy@tcainternet.com> writes:

>Haven't been doing much programming work lately. And I think when I run out >of parts I'm gonna quit making SIO2PCs. It's real sporadic anyway.

2789. Eastern Front .atr?

Newsgroup: comp.sys.atari.8bit
Date: 2001-04-30 23:19:32 UTC
From: wgungfu@alpha2.csd.uwm.edu
Message-ID: <9ckru4$21c$1@uwm.edu>
Source record: 37013

Hi, I'm looking for a .atr of Eastern Front. I've checked the usually sites and haven't been able to find one (unless I overlooked it by accident).

Any help would be appreciated.

Marty

2790. Re: Eastern Front .atr?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-01 03:42:38 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010430234238.05530.00001783@ng-ct1.aol.com>
Source record: 37014

I thought I remembered it being a cartridge... so it should be a ROM image or binary file unless you got the older APX version.

>wgungfu@alpha2.csd.uwm.edu (Martin Scott Goldberg) requested:

>Hi, I'm looking for a .atr of Eastern Front. I've checked the usually
>sites and haven't been able to find one (unless I overlooked it by
>accident).

-Ron

Experience is something you don't get until just after you need it.

2791. Re: Eastern Front .atr?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-01 05:32:56 UTC
From: Atari-Chart <SPAMMENOT-atari-chart@home.com>
Message-ID: <2giset4cd1e2ufqohsvborq7l0kms586s4@4ax.com>
Source record: 37015

"Eastern Front 1941" exists on the net as a binary image.
If you would like me to mail you a copy, let me know.

Rob

On 30 Apr 2001 23:19:32 GMT, wgungfu@alpha2.csd.uwm.edu (Martin Scott
Goldberg) wrote:

>Hi, I'm looking for a .atr of Eastern Front. I've checked the usually
>sites and haven't been able to find one (unless I overlooked it by
>accident).
>
>Any help would be appreciated.
>
>
>Marty

2792. Re: Eastern Front .atr?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-01 08:00:30 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3AEE6D1E.70870D75@ev1.net>
Source record: 37016

```
Martin Scott Goldberg wrote:
>
> Hi, I'm looking for a .atr of Eastern Front. I've checked the usually
> sites and haven't been able to find one (unless I overlooked it by
> accident).
>
There is an Eastern Front .atr file at:

<http://www.pullmoll.de/mess/a800/images.html>

It is a good way down the page, and it is in a file called "easternf.zip".

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

2793. Re: 130xe problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-01 08:08:23 UTC
From: Richard Davis <richard@eurographics.co.uk>
Message-ID: <9clqqs$nl9$1@newsreaderm1.core.theplanet.net>
Source record: 37018

Hi Guys,
Well al little update on the 130xe. I've not had time to check the
chips out as of yet but I have tried the keyboard option and nothing. No
responses at all from the keyboard start keys etc. I've checked the
keyboard connector and it seems ok but I've not had a good rumage around.
Hopefully an update is due tomorrow :->

Thanks for all the advice todate regardless.

Richard

"EW..." <ewyatt@excite.com> wrote in message
news:9ccplhffd1@newstest.laserlink.net...
>
> "Richard Davis" <richard@eurographics.co.uk> wrote in message
> news:9c8sfqhkd1@newsreaderg1.core.theplanet.net...
> > Hi Guys,
> > Can anyone suggest what is wrong here? I've got a 130xe and on
> powerup
> > it sticks in selftest more. I've tried attaching another keyboard but
to
> no
> > avail. This unit did work about a year ago. Has anyone got any clues?
> >
> > Thanks
> > Richard
> >
>
> Rich...
>
> Though I don't know your exact setup, I persohnally have had this problem
> over and over throughout the years. For me, it was always the IO
connection
> to the floppy drive. I simply reseated it until I got a good boot.
Nothing
> else ever caused this problem, for me. Good luck.
>
> EW
>
>
>

2794. Re: The worst games on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-01 08:37:33 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <glhoet4jt58n5mmfnqp0u6kjlvcqrj6n8u@4ax.com>
Source record: 37019

On Sun, 29 Apr 2001 07:22:21 GMT, Steven Lashower
<lashower@nospam.netcom.com> wrote:

>They are by far the worst pieces of garbage I have ever seen on any
>computer system (past and present). Three titles that come to mind
>from them are "Eldorado", "Barge", and "Panic". They are so awful
>that they make some of the original Cosmi games look like Ballblazer
>or Alternate Reality.

just did have a look on "Panic" , boah what bad some games could be!!
I think, I have to change my actual flop ten which is:

(without any order)
Bop'n'Wrestle
California Run
Dispatch Rider
Facemaker
Jumbo Jet Pilot
River Rescue ---> replace with "Panic" ?
Starfire
The last V8
Tutankham
Xevious

-thomsen@munich

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Business Computer Science
Technical University of Ilmenau

2795. Re: The worst games on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-01 08:37:33 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <98hoeto4biuqeeujmiua8o2ad0q421n14o@4ax.com>
Source record: 37020

On Fri, 27 Apr 2001 17:13:37 +0200, Jindrich Kubec <kubecj@asw.cz>
wrote:

>> If you wan't to tell me your worst game ever: give me the full name
>> and publisher. There should be a good chance to find the title in my
>> little archive of about 2500 game disks.
>What about Amaurote? Wonderful music, nice graphics, but totally
>unplayable.

you might be right, but amaurote is not typical bad stuff, which was
produced between 1982-1985. Thinking of Parker Brothers or Engish
Software!!

By the way, have a look at

http://www.havemeister.net/atari/screenshots_games_worst.html

big sorry guys, but german only....

-thomsen@munich

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Business Computer Science
Technical University of Ilmenau

2796. Re: Eastern Front .atr?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-01 09:14:11 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <q0tH6.227$S%4.11422@nnrp1.sbc.net>
Source record: 37017

That's a nice little archive! There's a similar, yet more comprehensive one
at Atariland http://www.atariland.com/main.cfm

You have to register, but I haven't been spammed by them yet.
Mo

Charles Richmond wrote in message <3AEE6D1E.70870D75@ev1.net>...
>Martin Scott Goldberg wrote:
>>
>> Hi, I'm looking for a .atr of Eastern Front. I've checked the usually
>> sites and haven't been able to find one (unless I overlooked it by
>> accident).
>>
>There is an Eastern Front .atr file at:
>
> <http://www.pullmoll.de/mess/a800/images.html>
>
>It is a good way down the page, and it is in a file called "easternf.zip".
>
>--
>+---+
>| Charles and Francis Richmond <richmond@plano.net> |
>+---+
>

2797. Paddle Question!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-01 09:25:25 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <9ivH6.610$po.17592@typhoon.sonic.net>
Source record: 37021
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

I have a question about Atari paddles. I have a pair of paddles.
I'm not sure exaclty _how_ good a condition they are in, but I remember them
working quite nicely with my 2600, last I tried.

A friend of mine has built (most of) the adapter for hooking paddles
to a PC joystick port. (As found in the documentation to "Stella," the
Atari 2600 emulator.)

When I've tested the paddles, I'm of course getting values back between
-32767 and 32767 in my program. (This is under Linux; I'm using libSDL, BTW)

What I'm noticing (especially with one of the two paddles more than the other)
is that the positive values jump in the thousands, while the negative values
in the hundreds.

In other words, on one side of what the PC sees as the paddle's center,
the resolution is quite low. On the other side, it's higher.

Is this simply an artifact of Atari paddles? Is there any kind of math
I can do to the input being received to make it smoother as the knob is
turned?

I've tried just dropping the (15 or 20) values that come back on the
positive side, and translating the (80 or 100) values from the negative
side to map to screen positions (in my Kaboom! clone, "Mad Bomber"), but
it's still a bit twitchy, to the point of the game being unplayable at
a certain point.

Or, is it simply a sign that my paddles are going bad? :(

Any tips greatly appreciated!

Thanks!

-bill!

2798. Re: The worst games on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-01 12:14:27 UTC
From: llpwhite@cs.com
Message-ID: <20010501081427.05387.00000998@ng-ca1.news.cs.com>
Source record: 37022

>Thinking of Parker Brothers or Engish
>Software! ... http://www.havemeister.net/atari/screenshots_games_worst.html

I see Tutankham made that list. Was it sold in Europe as a cart or disk? It was not sold in the US, except a version sold by Antic as King Tut's Tomb, but I don't think that was the same game.
Larry

2799. Poker Party?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-01 14:03:22 UTC
From: bayboy@nospam.net
Message-ID: <slrn9etgqi.9k6.bayboy@localhost.localdomain>
Source record: 37023

Hi. I've been trying to track down a game I played years ago and *know*
isn't just a product of my imagination. The game was called (I think)
"Poker Party", and I think it was done by Dynacomp.. it was a Basic game
where you played poker against a group of opponents with different
playing styles.

Does anyone know where I can find this?

Alan

2800. Turbo 816

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-01 16:45:19 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <988735856.8551.0.pluto.d4ee0f47@news.demon.nl>
Source record: 37026

Hi,

Is there anybody who can send me a copy of the original disk of this product and an image of the Turbo-816 OS? Or somebody who sell me a working Turbo-816 would be great...
I need this because I want to make the final test on my 816 board and I know Dataque made macro's for Mac/65 to support the new processor, I also need the OS to look if this is a usefull OS for my development or that I need a completly new OS. I want to take a look at it because I don't want to invent the wheel twice... and this can help me to use my free time to do more development at the board...

Gtx,
TXG

2801. Re: Eastern Front .atr?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-01 17:56:40 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3AEEF8D8.6FC4C66@ev1.net>
Source record: 37024

Eastern Front *was* a cartridge...it also came as a cassette program.
I had some friends circa 1981 that bought the cassette version to play
on their 16k Atari 400...

RHamiIton5 wrote:
>
> I thought I remembered it being a cartridge... so it should be a ROM image or
> binary file unless you got the older APX version.
>
> >wgungfu@alpha2.csd.uwm.edu (Martin Scott Goldberg) requested:
>
> >Hi, I'm looking for a .atr of Eastern Front. I've checked the usually
> >sites and haven't been able to find one (unless I overlooked it by
> >accident).
>
> -Ron
>
> Experience is something you don't get until just after you need it.

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

2802. Re: Eastern Front .atr?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-01 17:57:10 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3AEEF8F6.1A2276B7@ev1.net>
Source record: 37025

Eastern Front *was* a cartridge...it also came as a cassette program.
I had some friends circa 1981 that bought the cassette version to play
on their 16k Atari 400...

RHamiIton5 wrote:
>
> I thought I remembered it being a cartridge... so it should be a ROM image or
> binary file unless you got the older APX version.
>
> >wgungfu@alpha2.csd.uwm.edu (Martin Scott Goldberg) requested:
>
> >Hi, I'm looking for a .atr of Eastern Front. I've checked the usually
> >sites and haven't been able to find one (unless I overlooked it by
> >accident).
>
> -Ron
>
> Experience is something you don't get until just after you need it.

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

2803. Re: Paddle Question!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-01 20:09:58 UTC
From: Thomas Richter <thor@gibbs.math.tu-berlin.de>
Message-ID: <9cn56m$oe4$2@mamenchi.zrz.TU-Berlin.DE>
Source record: 37027
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

In comp.sys.atari.8bit William Kendrick <nbs@bolt.sonic.net> wrote:

Hi William,

> What I'm noticing (especially with one of the two paddles more than the other)
> is that the positive values jump in the thousands, while the negative values
> in the hundreds.

> In other words, on one side of what the PC sees as the paddle's center,
> the resolution is quite low. On the other side, it's higher.

> Is this simply an artifact of Atari paddles? Is there any kind of math
> I can do to the input being received to make it smoother as the knob is
> turned?

I would guess that this is normal as the paddles use to my knowledge
"pos log", i.e. logarithmic potentiometers. This means that the resultion
is (naturally) finer on one side than on the other. If the PC wants to
compensate for the logarithmic dependence, errors of the same magnitude
get more relevant on one side than on the other, so I would guess that
this is really "a feature".

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

2804. joystick port sampler...

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-01 21:07:46 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <988751366.16802.0.pluto.d4ee0f47@news.demon.nl>
Source record: 37028

Hi,

I have seen a long time ago a program don't remember the name that used the joystick port (paddle) to sample audio, but I never have seen a schematic. Can anybody help me finding this resource?

TXG

2805. Re: joystick port sampler...

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-02 00:10:03 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <_8GH6.88$7D6.3514@nnrp1.sbc.net>
Source record: 37029

I have the Parrot sound digitizer that uses Joy2, it resembles a paddle but
it's basically a gain control with a mini jack for microphone input. It
won't even work on my XL, I think it requires an XE for more memory.
The software disk has a sample of Michael Jackson singing 'Beat it'.
That was good for a laugh..
Mo

TXG wrote in message <988751366.16802.0.pluto.d4ee0f47@news.demon.nl>...
>Hi,
>
>I have seen a long time ago a program don't remember the name that used the
>joystick port (paddle) to sample audio, but I never have seen a schematic.
>Can anybody help me finding this resource?
>
>TXG
>
>
>
>

2806. Re: joystick port sampler...

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-02 01:12:57 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3AEF5F6F.1BC67AB2@optonline.net>
Source record: 37030

TXG wrote:
>
> Hi,
>
> I have seen a long time ago a program don't remember the name that used the
> joystick port (paddle) to sample audio, but I never have seen a schematic.
> Can anybody help me finding this resource?
>
> TXG

The program and hardware is called the Antic Sampling Processor and was
in the February/March 1990 issue of Antic. Try at the following address
for the article, pictures and schematic. Some sample sound files are
there too. Go to:
http://www.atarimagazines.com/v8n8/anticsamplingproc.html
--
Robert S Ely
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

2807. Re: joystick port sampler...

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-02 01:24:17 UTC
From: phantomm@bellsouth.net
Message-ID: <5lJH6.4920$j76.126648@news1.atl>
Source record: 37031

On 1 May 2001 23:07:46 +, "TXG" wrote:

snipped.

I've seen a DIY project for one of these in an Atari magazine.

It may have been in STart when they added the Atari 8-bit section in the mag.

phantomm@bellsouth.net

2808. Re: Eastern Front .atr?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-02 01:26:38 UTC
From: phantomm@bellsouth.net
Message-ID: <inJH6.4923$j76.126648@news1.atl>
Source record: 37032

On 30 Apr 2001 23:19:32 , Martin Scott Goldberg wrote:
>Hi, I'm looking for a .atr of Eastern Front. I've checked the usually
>sites and haven't been able to find one (unless I overlooked it by
>accident).
>

I can't help with an .atr, but I do have an original Eastern Front Cassette
with original manual for sale if you are interested.

phantomm@bellsouth.net

2809. Re: Poker Party?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-02 04:00:34 UTC
From: Atari-Chart <SPAMMENOT-atari-chart@home.com>
Message-ID: <tn1vet0anqmoo4pv8rlnebi3kl6lac5pma@4ax.com>
Source record: 37033

I have a disk image of a game called "Poker Tourney" that sounds like
it might be the right one. You play against six other players named,
"The Man", "Cincinnati Kid", "Shifty Pete", "Stone Face", "Ugly Fred"
and "Dapper Dan".

If you want to take a look at the image, let me know.

Rob

On Tue, 01 May 2001 14:03:22 GMT, bayboy@nospam.net (Alan Bay) wrote:

>
>Hi. I've been trying to track down a game I played years ago and *know*
>isn't just a product of my imagination. The game was called (I think)
>"Poker Party", and I think it was done by Dynacomp.. it was a Basic game
>where you played poker against a group of opponents with different
>playing styles.
>
>Does anyone know where I can find this?
>
>
>
>Alan

2810. Re: The worst games on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-02 10:10:07 UTC
From: twh1@gmx.de
Message-ID: <3aefdca4.16296512@news.dpn.de>
Source record: 37034

On 01 May 2001 12:14:27 GMT, llpwhite@cs.com (LLpwhite) wrote:

>>Thinking of Parker Brothers or Engish
>>Software! ... http://www.havemeister.net/atari/screenshots_games_worst.html
>I see Tutankham made that list. Was it sold in Europe as a cart or disk? It
>was not sold in the US, except a version sold by Antic as King Tut's Tomb, but

Don't know. I've never seen any originals by Parker Brothers. As for
the gam Tutankham, I also don't know what it's about, except it is bad
enough for my *LIST* ;)

bye sayz:
-thomsen@munich

--
Thomas Havemeister Student of Business Computer Science
Technical University of Ilmenau

P.S.: Sturz des Zaren & Take those Atarian care!

2811. Timing and the Atari, the saga continues

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-02 10:43:48 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9cood4ols1@nets3.rz.RWTH-Aachen.DE>
Source record: 37035

Howdy folks

I checked out my 800XE and found something new.

The 600XL, 800XL, 130XE and north-american 65XE all seem to buffer the Phase zero clock, but not the GTIA select line. (old knowledge)

The XEGS doesn't buffer the phase zero line, but it does buffer the GTIA selct line. (I discovered that some time ago)

The 800XE and probably also the european 65XE (but maybe not those 800XE's and 65XE's that use 'one bit' RAMchips (as in 64 by ONE)) buffers both the Phase zero clock AND the GTIA select. (that's the new thing I found out)

Anybody know more about this?
Could somebody please see/check if this has any influence on the bus timing?

Thanks in advance

CU Mathy van Nisselroy

2812. Re: Poker Party?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-02 12:27:18 UTC
From: bayboy@nospam.net
Message-ID: <slrn9evviu.49e.bayboy@localhost.localdomain>
Source record: 37036

On Wed, 02 May 2001 04:00:34 GMT, Atari-Chart <SPAMMENOT-atari-chart@home.com>
wrote:
> I have a disk image of a game called "Poker Tourney" that sounds like
> it might be the right one. You play against six other players named,
> "The Man", "Cincinnati Kid", "Shifty Pete", "Stone Face", "Ugly Fred"
> and "Dapper Dan".
>
> If you want to take a look at the image, let me know.

Close, but no cigar.. thanks. :)

Alan

2813. Re: New Telnet BBS on Real Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-02 14:49:07 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3AF01E63.8A9B22E0@ti.com>
Source record: 37037
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I just wanted to drop a quick note and thank the 40+ people
who have stopped by and joined the BBS. It has definitely
been fun chatting with those online. I am surprised by the
amount of demand for good 'ol BBSes these days!

If there is anything you would like me to add to the board,
please let me know.

Thanks!!!!!
Chris

2814. Re: Page 6 / New Atari User Mag Index?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-02 16:24:34 UTC
From: Brett Latchford <bjlatch@hotmail.com>
Message-ID: <6xWH6.50317$HF.10597424@news4.rdc1.on.home.com>
Source record: 37038

Maple Ridge BC is just outside of Vancouver, and is the hometown of Larry Walker (Colorado Rockies). Just in case you wanted to know.
"Michael Current" <mcurrent@carleton.edu> wrote in message news:teo267535tj34d@news.supernews.com...
> In article <20010422105452.04667.00000218@ng-cm1.news.cs.com>, llpwhite@cs.com
> says...
>
> >Also, was there much of significance in ROM? I know very little about it, and
> >never saw an actual ROM mag here in the U.S. (published in Canada, I think?)
>
> Yes, Maple Ridge, British Columbia. (which isn't on my maps!) I have ROM
> issues 4,6,8,9. They are from 1984/5, with the feel I suppose of 1982/3 Antic,
> though not as big. I'd be happy to end up with more issues! Anyone know how
> long it lasted?
>
> -Michael
>

2815. Re: turbo basic by happy?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-02 18:36:08 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3AF05398.145B3CA6@mail.uni-mainz.de>
Source record: 37039

Well,
Basci XL and Basic Xe are absolutely uncommon in Europe !! Here in
Germany you had to pay over 100DM (more than 50 Dollars) to get them,
whereas TB was almost freely avaiable... Besides that, you will not
find so many BXL or BXE programs (especially none written in
Europe)... -Andreas

Robert S Ely schrieb:
>
> Andreas Magenheimer wrote:
> >
> > Well.
> > what you found is "Turbo Basic XL Version 1.5" from Frank Ostrowski
> > published by Happy Computer Magazin (german!) and its Distributor Verlag
> > Markt & Technik. As you see Happy Computer is a german magazin, it has
> > nothing to do with Happy Computing (who sold the Happy enhancements).
> > Just a damn similar name...
> >
> > For the Basic: Here in Europe Turbo-Basic is the de-facto standard
> > besides Atari Basic (which is built-in into the XL/XE models). Almost
> > no-one uses the other Basic dialects, like Basic XL, Basic XE, Microsoft
> > Basic, Microsoft Basic II, Advan Basic, Speed Basic, etc. Maybe this is
> > different in the US. But I believe, when searching for a faster and
> > better Basic than Atari Basic, most Atarians use Turbo Basic XL...
> > -Andreas
> >
> > bo snyder schrieb:
> > >
> > > one of the floppys i acquired is turbo basic by happy computing. is this a
> > > complier for basic? do i need the basic on my system enabled? basically is
> > > this a useful version of basic?
> > >
> > > thanks
> > > bo
> Andreas,
> It's funny you say AtariBASIC and Turbo BASIC XL were the standards,
> because ALL I ever used was BASIC XL and BASIC XE for everything I did.
> Most of my friends who used Ataris also used BXL or BXE or Atari BASIC.
> TB-XL was MUCH less common around here. BXE seemed friendlier to me than
> TB-XL.
>
> --
> Robert S Ely
> rsely74@optonline.net

> rsely@dhs.state.nj.us
> rsely74@hotmail.com
> hsrelyy@vm.state.nj.us
> ICQ#: 33390750
> AOL-IM: Eliice1954

2816. A.E.O. (for the A8)

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-02 18:54:36 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3AF057EC.949625F9@mail.uni-mainz.de>
Source record: 37041

Hello folks,
searching for a few Atari Jaguar online mags, I finally found JEO and AEO. Believe it or not, the AEO mag came from Atari itself (1992-1996/97) and the first online issue stated, that AEO had its first appearance in 1982 as an A8 online or BBS/mailbox magazin. So now, I am not searching the AEO mags for Jaguar, instead I am searching for the much older AEO mags from the early 80`s. Anyone got these A8 mags of AEO ?!? Perhaps someone who is/was running a mailbox ?!? -Andreas

2817. 8 bit hard drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-02 18:57:22 UTC
From: Brett Latchford <bjlatch@hotmail.com>
Message-ID: <mMYH6.52184$HF.10747216@news4.rdc1.on.home.com>
Source record: 37042

I would appreciate some input on what the cheapest and/or easiest way to hook a hard drive up is. I already have an SIO2PC, but I would like an actual drive set up. I don't care if it's scsi or ide or if I lose half the capacity of the drive due to the 512/256 thing. As you can guess I'm kinda new at this, but willing to learn so please spell it out.

Thanks in advance,

2818. Re: joystick port sampler...

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-02 18:57:32 UTC
From: Mark Watson <news@foft.fsnet.co.uk>
Message-ID: <9cpk3ssbi1@news8.svr.pol.co.uk>
Source record: 37040

> I have seen a long time ago a program don't remember the name that used
> the joystick port (paddle) to sample audio, but I never have seen a
> schematic. Can anybody help me finding this resource?
Hmm, I seem to remember seeing that in an issue of Monitor (not got the
8-bit mags here, so can't check which). There were comments that it only
worked on the 400/800 though. Not sure if that is a hardware or software
issue though.

Mark

2819. Re: 8 bit hard drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-02 22:14:57 UTC
From: "David\\Julie Wilson" <cybrslider@home.com>
Message-ID: <BF%H6.64235$JI6.376939@news1.rdc1.tx.home.com>
Source record: 37043

Well, there's the Black Box from CSS. If he has the parts to make them or some in stock still. Check out:

www.nleaudio.com/css

With this device you can use SCSI drives. Depending on the type of SCSI drive you use, you will need a controller card. You can use older RLL/MFM(? is that what they are called?) type drives. Check the postings here from the last week or two, William Moeller had a few Adaptec 4000a controllers that will work with these type drives for sale. Then there are the Seagate STxxxN series drives, which have an embedded controller. With these you only need the Black Box and the drive and power for the drive. You could use an external SCSI drive case or a PC power supply. I have a Seagate ST125N drive that I have used in the past. I have a Seagate ST225R (I think it's R) attached now with an Adaptec 4070 controller card. CSS could possibly set you up with a complete hard drive system with Black Box, drive, and controller card. I don't know if they still do that now but they used to. I got the controller card I'm using from them about a year ago or so. You can also get the Black Box with an optional floppy board installed. With this device, you can hook up standard PC type 5.25 and 3.5 floppy drives in either 360K, 720K, 1.2M, or 1.44M flavors. I am very happy with my Black Box. Haven't had any problems with it. Well, no problems that were CSS's fault anyway. I fried my floppy board :(. But the hard drive interface still works fine.

There is also K-Products(?). They also sell a device that you can use to attach a hard-drive to. I don't know if they have a website or not. Don't know much about their product.

There are some 'home brew' IDE type devices. I have no clue how well they work or where to find information for them. Someone will probably come along here and provide that information. I think there was an IDE device that was produced by a company too. I believe it was in Germany. Don't quote me on that one tho! :)

There are lot's of solutions. I couldn't tell you how cheap it is to make a home brew IDE device but I suspect it would be MUCH, MUCH cheaper than buying a Black Box. Those are around $200.

Hope this helps and I didn't mis-inform too much. :)

David

"Brett Latchford" <bjlatch@hotmail.com> wrote in message news:mMYH6.52184$HF.10747216@news4.rdc1.on.home.com...
> I would appreciate some input on what the cheapest and/or easiest way to
> hook a hard drive up is. I already have an SIO2PC, but I would like an

> actual drive set up. I don't care if it's scsi or ide or if I lose half
the
> capacity of the drive due to the 512/256 thing. As you can guess I'm
kinda
> new at this, but willing to learn so please spell it out.
>
> Thanks in advance,
>
>

2820. Re: New Telnet BBS on Real Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-02 23:10:29 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <Ft0I6.4050$4X4.587965@news02.optonline.net>
Source record: 37044
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hi Chris,

I've been trying to get through, using HyperTerminal and setting it to the proper port. I can never seem to do it, though. What are the BBS hours? Is there a chance that I'm doing something wrong?

Alan

"Chris Martin" <cmartin@ti.com> wrote in message news:3AF01E63.8A9B22E0@ti.com...
>
> I just wanted to drop a quick note and thank the 40+ people
> who have stopped by and joined the BBS. It has definitely
> been fun chatting with those online. I am surprised by the
> amount of demand for good 'ol BBSes these days!
>
> If there is anything you would like me to add to the board,
> please let me know.
>
> Thanks!!!!!
> Chris
>

2821. Announcing the BadSector"A" Project

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-02 23:49:16 UTC
From: Gary Morton <gary@alma.demon.co.uk>
Message-ID: <3AF09D0B.EAD1AB4C@alma.demon.co.uk>
Source record: 37045

For the past few months I have been working on a project to connect an IDE drive (I have several "old" drives which are spare) to my Atari 800 (or 130XE) via the standard SIO bus. I hope to transfer the programs from all the floppy disks which I have accumulated (as friends have got rid of their systems). I intend to make some kind of multi floppy disk emulator.

I now have the hardware working and can emulate a single density floppy disk drive.

I have named the project BadSector"A" and I have been keeping a diary of my progress. Web pages giving schematics and source code (GPLed) can be found at http://www.alma.demon.co.uk/Atari/AtariProjects.html.

With the help of the people in this newsgroup I hope that I can develop this project further. There is still plenty to do!

The first thing I need help with is to choose which DOS to use with this system. I need to use one which is really in the public domain. It needs to support hard disk drives, needless to say. The only reason I am emulating a floppy at the moment is that I am restricted by the standard DOS (I'm currently using SmartDOS) as to what I can format and then access.

Also please let me have some feedback on the web site. I'm not very good at HTML or web page creation! I'm much better with hardware ;-).

have fun...

--Gary

2822. Alibaba and The Forty Thieves

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-03 02:17:16 UTC
From: ebaiz@skyenet.net
Message-ID: <Mc3I6.31$UL.736@newsfeed.slurp.net>
Source record: 37046

Hello All,

Everyone remember this game? I had a ball with it and now want to play it again. I have an ATR image file of it and converted that over to a DI image so 800XLDJ could use it. I also have the original disk version which still loads. I have found out that this game will not load into an 800XL or 130XE unless the Translator disk is run first. But then even after that reading the scrolls in the game is impossible. The readings flash for a second. I am thinking I need to get out my old 400 and play it that way, but I would rather not. Has anyone experienced this and found a way to play it fully on an 800XL or 130XE?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2823. Re: 8 bit hard drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-03 03:36:15 UTC
From: Cabell <cabell.clarkeSPAMNO@verizon.net>
Message-ID: <Pm4I6.11072$Aj1.4733395@typhoon2.ba-dsg.net>
Source record: 36947

"Brett Latchford" <bjlatch@hotmail.com> wrote in message
news:mMYH6.52184$HF.10747216@news4.rdc1.on.home.com...
> I would appreciate some input on what the cheapest and/or easiest way to
> hook a hard drive up is.

Or you can find an ICD MIO and a SCSI drive (or SCSI controller and MFM
drive) and go that route. The MIO and Black Box are similar in function,
but it's probably easier to get a Black Box than it is an MIO.

2824. Re: The worst games on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-03 06:53:58 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3AF10086.B30D05BF@siemens.at>
Source record: 36949

Vidar \"Hawk\" Olavesen wrote:
> I have only the 16K tape version, I do believe it
> was a 48K disk version out too. This might contain the ending.

Don't know about 48K. When put to file the version I played has
about 18K. There are at least 5 scenes (that means I didn't get
beyond the fifth one when I tried it last weekend) before the
ending. So there are (at least) the following :
mountains, river, cave, underground lake, laser gates, ? , ending.
Is that, except the ending, the same on your version ?

Gerhard

2825. Re: Announcing the BadSector"A" Project

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-03 07:28:24 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <VF5I6.122$0V.10488@nnrp1.sbc.net>
Source record: 36948

I remember someone on this group posting an IDE hard drive project for the 8bit. They also mentioned using a compact flash memory card instead of a hard drive. I lost the link to their site but I sure would like an update. As for the DOS I think I would use MyDOS 4.5, I could be wrong but I think it allows for unusually large disks. Let us know how it comes along! I usually just pretend that my old 486 with SIO2PC is a vaporware atari hard drive that no one knows about <grin>.

Mo

Gary Morton wrote in message <3AF09D0B.EAD1AB4C@alma.demon.co.uk>...
>For the past few months I have been working on a project to connect an
>IDE drive (I have several "old" drives which are spare) to my Atari 800
>(or 130XE) via the standard SIO bus. I hope to transfer the programs
>from all the floppy disks which I have accumulated (as friends have got
>rid of their systems). I intend to make some kind of multi floppy disk
>emulator.
>
>I now have the hardware working and can emulate a single density floppy
>disk drive.
>
>I have named the project BadSector"A" and I have been keeping a diary of
>my progress. Web pages giving schematics and source code (GPLed) can be
>found at http://www.alma.demon.co.uk/Atari/AtariProjects.html.
>
>With the help of the people in this newsgroup I hope that I can develop
>this project further. There is still plenty to do!
>
>The first thing I need help with is to choose which DOS to use with this
>system. I need to use one which is really in the public domain. It needs
>to support hard disk drives, needless to say. The only reason I am
>emulating a floppy at the moment is that I am restricted by the standard
>DOS (I'm currently using SmartDOS) as to what I can format and then
>access.
>
>Also please let me have some feedback on the web site. I'm not very good
>at HTML or web page creation! I'm much better with hardware ;-).
>
>have fun...
>
>--Gary
>

2826. Re: BASIC Code > ASCII

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-03 08:56:14 UTC
From: mark.elliott@mmt-ds.com
Message-ID: <3af11cfb.145274428@news.demon.co.uk>
Source record: 36950

Thanks for all the help guys. I've done the biz using
AtariWin800 which has both Harddisk emulation and
ATASCI > ASCII Conversion.

Mark

2827. Re: 8 bit hard drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-03 10:10:19 UTC
From: "David\\Julie Wilson" <cybrslider@home.com>
Message-ID: <f8aI6.65916$JI6.391180@news1.rdc1.tx.home.com>
Source record: 36951

Here is one of those homebrew IDE interfaces.

http://www.atari.myweb.nl/hardware.htm

David

"Cabell" <cabell.clarkeSPAMNO@verizon.net> wrote in message
news:Pm4I6.11072$Aj1.4733395@typhoon2.ba-dsg.net...
> "Brett Latchford" <bjlatch@hotmail.com> wrote in message
> news:mMYH6.52184$HF.10747216@news4.rdc1.on.home.com...
> > I would appreciate some input on what the cheapest and/or easiest way to
> > hook a hard drive up is.
>
> Or you can find an ICD MIO and a SCSI drive (or SCSI controller and MFM
> drive) and go that route. The MIO and Black Box are similar in function,
> but it's probably easier to get a Black Box than it is an MIO.
>
>
>
>

2828. Re: New Telnet BBS on Real Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-03 12:06:16 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B71697C7.1FF4%bobo_snyder@hotmail.com>
Source record: 36952
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

use telnet, not hyperterm. telnet to that address and you should then be
able to get on. also make sure that you are online and connected to the
internet before trying to telnet into the bbs. and if you are connected to
the internet, make sure that telnet ports are not being blocked if you are
at a company or school.

bo

> From: "Alan Sharkis" <asharkis@optonline.net>
> Organization: Optimum Online
> Newsgroups: comp.sys.atari.st,comp.sys.atari.8bit
> Date: Wed, 02 May 2001 23:10:29 GMT
> Subject: Re: New Telnet BBS on Real Atari!
>
> Hi Chris,
>
> I've been trying to get through, using HyperTerminal and setting it to the
> proper port. I can never seem to do it, though. What are the BBS hours?
> Is there a chance that I'm doing something wrong?
>
> Alan
>
>
> "Chris Martin" <cmartin@ti.com> wrote in message
> news:3AF01E63.8A9B22E0@ti.com...
>>
>> I just wanted to drop a quick note and thank the 40+ people
>> who have stopped by and joined the BBS. It has definitely
>> been fun chatting with those online. I am surprised by the
>> amount of demand for good 'ol BBSes these days!
>>
>> If there is anything you would like me to add to the board,
>> please let me know.
>>
>> Thanks!!!!!
>> Chris
>>
>
>

2829. indus gt drives.

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-03 12:28:14 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B7169CEE.2003%bobo_snyder@hotmail.com>
Source record: 36953

hi everyone,

well it looks like i bought a rather non-working indus gt drive.

basically when i plug in the power pack, (it is an actual indus power pack) the drive powers up and spins up (i hear the motor running), and 2 of the led's light up, however the 2 digits do NOT light up at all, just the 2 led indicatiors. anyway when i try to boot to this drive, it will NOT boot to it, the atari just turns on, makes the 3 second long quiet farting sound (the sound an atari makes when it boots with no sio devices attached is what i mean) and then just goes to the menu prompt.

i have double an triple checked the jumper settings in the back of it.

i have tried making my new indus gt a second drive connected to my primary indus gt drive, but the second drive is still not being recognized.

i have opened the drive up and reseated ALL the chips (on both the upper board and lower board) and reseated all the wire connectors, but still nothing.

does anyone have any other ideas i might want to try/checkout?

one more thing which i feel is rather odd, i now have 2 indus gt drives but the weird thing is the powerpacks. one of the powerpacks says on it "future domain for indus gt drive only" and it runs at 9.5volts dc at 1.95 amps, but the other power pack says on it "indus gt" and it looks differently, (both have same connector) but this one runs at 11.5 volts dc at 1.95 amps. whats the deal with that???

thanks
bo

2830. Re: New Telnet BBS on Real Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-03 12:29:07 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <nacl6.8740$4X4.1454722@news02.optonline.net>
Source record: 36954
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

No ports blocked that I can see. I get to the Internet from home using a cable modem. I am running a firewall, but AFAIK it doesn't block ports without throwing up a warning.

The way my machine is configured in Windows 98, HyperTerminal is the default telnet client.

I'm going to try it in Linux when I can.

Alan

"bo snyder" <bobo_snyder@hotmail.com> wrote in message news:B71697C7.1FF4%bobo_snyder@hotmail.com...
> use telnet, not hyperterm. telnet to that address and you should then be
> able to get on. also make sure that you are online and connected to the
> internet before trying to telnet into the bbs. and if you are connected to
> the internet, make sure that telnet ports are not being blocked if you are
> at a company or school.
>
> bo
>
> > From: "Alan Sharkis" <asharkis@optonline.net>
> > Organization: Optimum Online
> > Newsgroups: comp.sys.atari.st,comp.sys.atari.8bit
> > Date: Wed, 02 May 2001 23:10:29 GMT
> > Subject: Re: New Telnet BBS on Real Atari!
> >
> > Hi Chris,
> >
> > I've been trying to get through, using HyperTerminal and setting it to the
> > proper port. I can never seem to do it, though. What are the BBS hours?
> > Is there a chance that I'm doing something wrong?
> >
> > Alan
> >
> >
> > "Chris Martin" <cmartin@ti.com> wrote in message
> > news:3AF01E63.8A9B22E0@ti.com...
> >>
> >> I just wanted to drop a quick note and thank the 40+ people
> >> who have stopped by and joined the BBS. It has definitely

> >> been fun chatting with those online. I am surprised by the
> >> amount of demand for good 'ol BBSes these days!
> >>
> >> If there is anything you would like me to add to the board,
> >> please let me know.
> >>
> >> Thanks!!!!!
> >> Chris
> >>
> >
> >
>
>

2831. Re: New Telnet BBS on Real Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-03 13:11:40 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B716A71C.2006%bobo_snyder@hotmail.com>
Source record: 36955
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

i acutally didn't realize that you could use hyperterm as a telnet client.
i always thought of hyperterm as being like an old terminal program that you
would use the serial cable or modem with.

have u tried shutting your firewall down completely then trying to logon to
the bbs?

> From: "Alan Sharkis" <asharkis@optonline.net>
> Organization: Optimum Online
> Newsgroups: comp.sys.atari.st,comp.sys.atari.8bit
> Date: Thu, 03 May 2001 12:29:07 GMT
> Subject: Re: New Telnet BBS on Real Atari!
>
> No ports blocked that I can see. I get to the Internet from home using a
> cable modem. I am running a firewall, but AFAIK it doesn't block ports
> without throwing up a warning.
>
> The way my machine is configured in Windows 98, HyperTerminal is the default
> telnet client.
>
> I'm going to try it in Linux when I can.
>
> Alan
>
> "bo snyder" <bobo_snyder@hotmail.com> wrote in message
> news:B71697C7.1FF4%bobo_snyder@hotmail.com...
>> use telnet, not hyperterm. telnet to that address and you should then be
>> able to get on. also make sure that you are online and connected to the
>> internet before trying to telnet into the bbs. and if you are connected
> to
>> the internet, make sure that telnet ports are not being blocked if you are
>> at a company or school.
>>
>> bo
>>
>>> From: "Alan Sharkis" <asharkis@optonline.net>
>>> Organization: Optimum Online
>>> Newsgroups: comp.sys.atari.st,comp.sys.atari.8bit
>>> Date: Wed, 02 May 2001 23:10:29 GMT
>>> Subject: Re: New Telnet BBS on Real Atari!
>>>
>>> Hi Chris,
>>>
>>> I've been trying to get through, using HyperTerminal and setting it to

> the
>>> proper port. I can never seem to do it, though. What are the BBS
> hours?
>>> Is there a chance that I'm doing something wrong?
>>>
>>> Alan
>>>
>>>
>>> "Chris Martin" <cmartin@ti.com> wrote in message
>>> news:3AF01E63.8A9B22E0@ti.com...
>>>>
>>>> I just wanted to drop a quick note and thank the 40+ people
>>>> who have stopped by and joined the BBS. It has definitely
>>>> been fun chatting with those online. I am surprised by the
>>>> amount of demand for good 'ol BBSes these days!
>>>>
>>>> If there is anything you would like me to add to the board,
>>>> please let me know.
>>>>
>>>> Thanks!!!!!
>>>> Chris
>>>>
>>>
>>>
>>
>>
>
>

2832. Re: New Telnet BBS on Real Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-03 14:12:22 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3AF16746.FDB612F7@ti.com>
Source record: 36956
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Alan Sharkis wrote:

> No ports blocked that I can see. I get to the Internet from home using a
> cable modem. I am running a firewall, but AFAIK it doesn't block ports
> without throwing up a warning.
>
> The way my machine is configured in Windows 98, HyperTerminal is the default
> telnet client.
>
> I'm going to try it in Linux when I can.
>
> Alan

Alan,

This may actually be a problem with _my_ firewall. Please send me the IP
address
of your cable modem, and I will make sure that I am not blocking that address.

Oh, and the BBS is up and running 24/7, so hours would not be a problem.

Thanks,
Chris

2833. Re: Alibaba and The Forty Thieves

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-03 15:59:42 UTC
From: Video61@webtv.net
Message-ID: <29714-3AF1806E-27@storefull-171.iap.bryant.webtv.net>
Source record: 36957

hi edward,
yes i remember that game, i wish i still had it for sale today.
it is a fun game, not only role playing wise, but the interjected
comedy is cool that adds to the pleasure of the game.
there was a rereleased version of it that was for xl models, it did not
sell to well because by the time it was rereleased, most pirates had
already made it widly available, so that version never got to far in
many stores, it is hard to find.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

2834. Re: joystick port sampler...

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-03 20:17:59 UTC
From: phantomm@bellsouth.net
Message-ID: <X1jl6.6436$j76.205627@news1.atl>
Source record: 36958

On 2 May 2001 01:12:57 G, Robert S Ely wrote:

>The program and hardware is called the Antic Sampling Processor and was
>in the February/March 1990 issue of Antic. Try at the following address
>for the article, pictures and schematic. Some sample sound files are
>there too. Go to:
>http://www.atarimagazines.com/v8n8/anticsamplingproc.html
>--
>Robert S Ely
>rsely74@optonline.net
>rsely@dhs.state.nj.us
>rsely74@hotmail.com
>hsrelyy@vm.state.nj.us
>ICQ#: 33390750
>AOL-IM: Eliice1954

Yes, This is the one I remember reading about. I have the article and the software here somewhere. The Antic article may have been reprinted in an issue of Start too, but not sure on that. I have tons of STart mags and a few Antic mags with disks.

I remember using the Antic software to plays some tunes on the 130xe years back.

phantomm@bellsouth.net

2835. Re: 8 bit hard drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-03 20:37:01 UTC
From: phantomm@bellsouth.net
Message-ID: <NjjI6.6444$j76.205627@news1.atl>
Source record: 36959

On 2 May 2001 18:57:22 G, "Brett Latchford" wrote:
>I would appreciate some input on what the cheapest and/or easiest way to
>hook a hard drive up is. I already have an SIO2PC, but I would like an
>actual drive set up. I don't care if it's scsi or ide or if I lose half the
>capacity of the drive due to the 512/256 thing. As you can guess I'm kinda
>new at this, but willing to learn so please spell it out.
>
>Thanks in advance,
>

Not sure which would be the cheapest route, I have experience with the
ICD Multi I/O which came in 256K or 1 meg versions. You can use the
Adaptec 4000A Controller board to run MFM and probably RLL hard drives.

Someone reading this group may have a complete MIO setup for sale or a MIO
by it's self.

I have seen advertisements in electronic mags for those Adaptec 4000A boards.
The run around $15-$25 dollars.

Even if you don't run a hard drive on the MIO you can still use it, as it
includes a printer port, RS232 modem port up to 19200 Baud and you can setup
several Ram Disk(s) or 1 great big one. It also allows setting up a printer
spooler of your choice of memory size.

I did have my 1 meg unit up for sale awhile back which included everything
one needed. But have decided to keep it. It's in storage right now but I
will be setting it back up soon.

Hopefully someone will write some software that will allow me to connect it
to the Net. If that happens, I'd have it set back up very quickly! 8-)

I've heard good things about the BLACK BOX and would mind having one myself.
But I don't have any experience with it.

If you happen to get a MIO and need some help, advice or whatever then give
me a hollar and I will try to help ya out if I can. There are others here
that know the MIO as well.

BTW, I've seen the MIO manual on a FTP site awhile back. Maybe someone can
give the URL. That way you can read up on the MIO and see if it would suit
your needs/wants.

phantomm@bellsouth.net

2836. Atari house party

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-04 07:39:58 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0013b3f3@fmlynet.org>
Source record: 36962

FamilyNet Newsgate

For those that are in the Dallas /Fort Worth area, we will be having an Atari house party on Saturday the 5th. For those slightly out of town, this is a good time to visit Dallas for the First Saturday Sidewalk Sale in the early morning and then come by for the house party JYBOLAC (Just Your Basic Online Atari Computer) is having. If you want further details, write me at:

drclu@swbell.net

Look forward to hearing from you,

Doctor Clu

PS: If you have friends of other 8-bit platforms, they are welcome to attend as well, though the theme will lean more towards Atari.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2837. Re: 130xe problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-04 07:59:38 UTC
From: Richard Davis <richard@eurographics.co.uk>
Message-ID: <9ctne8onc1@newsreaderm1.core.theplanet.net>
Source record: 36960

Hi Guys,
Ok some more information on the XE problem. I've noticed that the power
light on the keyboard isn't on
when I turn the unit on. It seems to me that either the keyboard connector
or the keyboard it'self which is dead. Does anyone have any other
suggestions to how this can be resolved or should I give up and get another
from E-Bay :->

Cheers,
Richard

"Richard Davis" <richard@eurographics.co.uk> wrote in message
news:9clqqs$nl9$1@newsreaderm1.core.theplanet.net...
>
> Hi Guys,
> Well al little update on the 130xe. I've not had time to check the
> chips out as of yet but I have tried the keyboard option and nothing. No
> responses at all from the keyboard start keys etc. I've checked the
> keyboard connector and it seems ok but I've not had a good rumage around.
> Hopefully an update is due tomorrow :->
>
> Thanks for all the advice todate regardless.
>
> Richard
>
> "EW..." <ewyatt@excite.com> wrote in message
> news:9ccplhffd1@newstest.laserlink.net...
> >
> > "Richard Davis" <richard@eurographics.co.uk> wrote in message
> > news:9c8sfqhkd1@newsreaderg1.core.theplanet.net...
> > > Hi Guys,
> > > Can anyone suggest what is wrong here? I've got a 130xe and on
> > powerup
> > > it sticks in selftest more. I've tried attaching another keyboard but
> to
> > no
> > > avail. This unit did work about a year ago. Has anyone got any
clues?
> > >
> > > Thanks
> > > Richard
> > >
> >
> > Rich...
> >

> > Though I don't know your exact setup, I persohnally have had this
problem
> > over and over throughout the years. For me, it was always the IO
> connection
> > to the floppy drive. I simply reseated it until I got a good boot.
> Nothing
> > else ever caused this problem, for me. Good luck.
> >
> > EW
> >
> >
> >
>
>

2838. FREE Atari Catalogs! Specials! Discount! More Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-04 08:31:37 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0105040124360.25358-100000@shell.pacifier.com>
Source record: 36961
Cross-posted to:
alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

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2839. FS/T: Atari 8-bit computer items and more... [05/04/2001]

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-04 14:34:41 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <47d5fts2h4ittqa9ag857343jbbcqvs72a@4ax.com>
Source record: 36963

Items currently available for the following systems:

Atari 8-bit computers

Apple][computers
Atari ST computer
Commodore 64 / 128 computers
Commodore Vic-20 computer
Radio Shack Color Computer (CoCo)
T.I. 99/4A computer
IBM PC (CD ROM and diskette software)

3DO
Atari Lynx
Nintendo 64
Nintendo Game Boy
Nintendo NES
Nintendo SNES
Sega Dreamcast
Sega Genesis
Sega Master System (SMS)
Sony Playstation (PSX)

Books / Magazines (video game and computer related)
Miscellaneous (board games, hand-held video games, etc.)
Movies (DVD and VHS)

Atari 2600
Atari 5200
Atari 7800
Colecovision
Emerson Arcadia 2001
Mattel Intellivision
Magnavox Odyssey2

Comic Books -- coming soon!
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You can visit VGA on the WWW at:

http://www.io.com/~vga2000/

or go directly to the VGA For Sale or Trade section at:

http://www.io.com/~vga2000/fsort.htm

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.

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(also older computers) for over 7 years 1-440-843-8815
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The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

2840. Re: 8 bit hard drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-04 15:04:40 UTC
From: Brett Latchford <bjlatch@hotmail.com>
Message-ID: <cyzI6.66766$HF.13982128@news4.rdc1.on.home.com>
Source record: 36964

Well as far as I can tell, it sounds like the MIO or Black Box is the way to go. I've looked at a couple of the IDE hacks and them seem very system specific and involve milling around in the computer itself. I like the idea of MIO or Black Box because I have a couple of different 8-bits. 130xe, 800xl, xegs. If any one who reads this group has either of these devices they'd be willing to part with, for trade, cash or both please let me know. Thanks for the help everyone.

2841. Is Synassembler available on the net as an .atr ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-05 01:43:22 UTC
From: ronfucci@bellsouth.net
Message-ID: <3af35a9b.15077294@news.mia.bellsouth.net>
Source record: 36965

tks

ron

2842. WTB:Atari800XL or 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-05 02:24:29 UTC
From: snowmutt@aol.com
Message-ID: <20010504222429.28141.00001938@ng-fj1.aol.com>
Source record: 36966

Looking to buy an Atari800xl 1200xl in working condition. Email if you want to get rid of yours.

2843. Atari 8-Bit Computers: Frequently Asked Questions

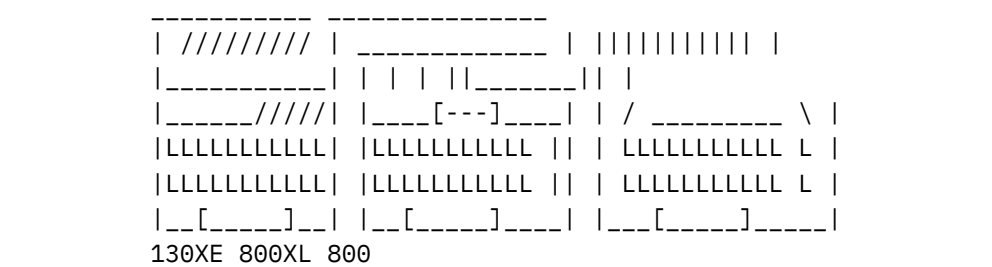
Newsgroup: comp.sys.atari.8bit
Date: 2001-05-05 10:25:16 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/faq_989058283@rtfm.mit.edu>
Source record: 36967
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

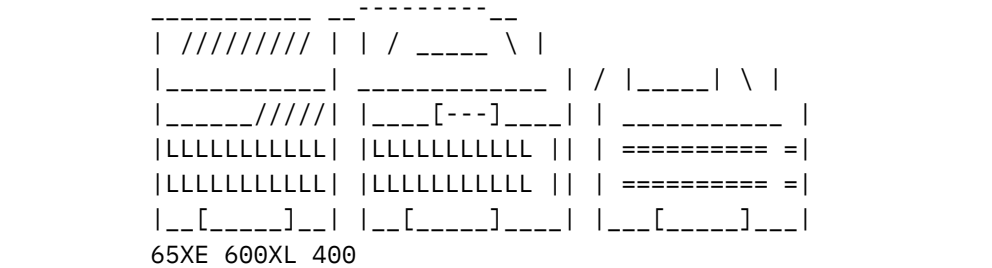
Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: April 14, 2001

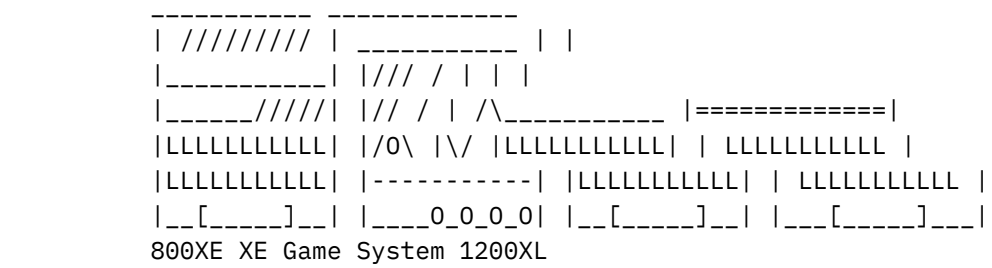
Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Frequently Asked Questions List


130XE 800XL 800


65XE 600XL 400


800XE XE Game System 1200XL

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu

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Please refer to the latest version of this FAQ list whenever possible!
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news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

****
For other 8-bit Atari related FAQs
(vendors/developers, new users, emulators, BBS's, hardware mod's, disk images)
please follow the links contained in:

http://www.faqs.org/faqs/atari-8-bit/welcome/

which is also posted to news:comp.sys.atari.8bit every 7 days.
****

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0.1) Table of contents

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Subject: 1.1) What is an Atari 8-bit computer?

Based in Silicon Valley in the U.S.A., the company known as Atari produced a line of home computers from 1979 to 1991 often referred to collectively as the "Atari 8-bits," the "8-bit Ataris," the "400/800/XL/XE series," etc.

The computers included the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

These machines competed in the marketplace with the likes of the Commodore 64 series, the Apple II series, the Texas Instruments TI99/4A, and the Radio Shack Color Computer. Of these, the 8-bit Atari is most similar to the Commodore 64.

The 8-bit Atari computers are not software compatible with other Atari platforms, such as the 2600 Video Computer System (VCS), the 5200 SuperSystem, the 7800 ProSystem, or the ST/TT/Falcon computers. All of these but the 5200, however, do share the same joystick/controller hardware port.

Here are some of the performance specifications of the 8-bit Atari:

(Some of this text by Bill Kendrick.)

CPU: 6502 (MOS Technology)
CPU CLOCK SPEED:
NTSC machines: 1.7897725 MHz
PAL machines: 1.773447 MHz

SCREEN REFRESH RATE:
59.94 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines

GRAPHICS MODES:
ANTIC CIO/BASIC Display Resolution Number of
Mode # Graphics # Type (full screen) Colors
---
2 0 Char 40 x 24 1 *
3 - Char 40 x 19 1 *
4 12 ++ Char 40 x 24 5
5 13 ++ Char 40 x 12 5
6 1 Char 20 x 24 5
7 2 Char 20 x 12 5
8 3 Map 40 x 24 4

```
9 4 Map 80 x 48 2
A 5 Map 80 x 48 4
B 6 Map 160 x 96 2
C 14 ++ Map 160 x 192 2
D 7 Map 160 x 96 4
E 15 ++ Map 160 x 192 4
F 8 Map 320 x 192 1 *
F 9 + Map 80 x 192 1 **
F 10 + Map 80 x 192 9
F 11 + Map 80 x 192 16 ***
* 1 Hue; 2 Luminances
** 1 Hue; 16 Luminances
*** 16 Hues; 1 Luminance
+ require the GTIA chip. 1979-1981 400/800's shipped with CTIA
++ Not available via the BASIC GRAPHICS command in 400/800's.
```

GRAPHICS INDIRECTION (COLOR REGISTERS AND CHARACTER SETS):
Nine color registers are available. Each color register holds any of 16 luminances x 16 hues = 256 colors. (Four registers are for player-missile graphics.

Character sets of 128 8x8 characters, each with a normal and an inverse video incarnation, are totally redefinable.

PLAYER-MISSILE GRAPHICS:
Four 8-bit wide, 128 or 256 byte high single color players, and four 2-bit wide, 128 or 256 byte high single color missiles are available. A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection.

DISPLAY LIST INTERRUPTS (DLI's):
Screen modes can be mixed (by lines) down the screen using the Display List - a program which is executed by the ANTIC graphics chip every screen refresh:

All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via DLI's.

SCROLLING:
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.

SOUND:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution, 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.

A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was

(fortunately!) rerouted through the normal audio output, and the
keyclick can be disabled.

Subject: 1.2) What is the Atari 400?

Released along with the 800 in 1979, the 400 was the low-end model of the two.
The only 8-bit Atari with a membrane keyboard rather than a full-stroke
keyboard. One of the few 8-bit Ataris lacking a composite monitor port.
Originally released with just 8K RAM, but most were sold with 16K RAM. There
was also a factory-authorized 48K upgrade available through dealers.

Only the 400 and 800 8-bit Atari models have four controller (joystick) ports.

Early 400 units include the CTIA chip; later units include the GTIA chip,
also present in all later 8-bit Ataris.

The 1982 Atari catalog calls the 400 "The Basic Computer".

The 400 was discontinued in 1983.

During development the 400 was known internally as "Candy."

Subject: 1.3) What is the Atari 800?

Released along with the 400 in 1979, the 800 was the high-end model of the
two. The 800 is the only 8-bit Atari with a Right Cartridge slot, in addition
to the Left Cartridge slot as present on all 8-bit Ataris. Originally
released with just 8K RAM, many were sold with 16K, later on 48K was standard.

The 800 is also the only 8-bit Atari with a four-slot modular design, where
the first slot holds the CX801 (CX801-P for PAL machines) 10K ROM module, and
the other three slots hold combinations of CX852 8K or CX853 16K RAM modules.

Only the 400 and 800 8-bit Atari models have four controller (joystick) ports.

Early 800 units include the CTIA chip; later units include the GTIA chip,
also present in all later 8-bit Ataris.

The 800 was discontinued in 1983.

During development the 800 was known internally as "Colleen."

Subject: 1.4) What is the Atari 1200XL?

Released as a big brother to the 400/800 in 1982, the 1200XL now uses Atari's
slightly customized 6502C microprocessor, and includes a full 64K RAM. The
1200XL was the first 8-bit Atari with just 2 controller ports. In addition,
the 1200XL includes 4 programmable Function keys and a Help key, 4 LEDs,
built-in diagnostic and graphics demonstration programs, and probably the
favorite keyboard of any 8-bit Atari computer. Clicks previously outputted

through the built-in speaker are now heard from the television or monitor's speaker. The revised 16K Operating System offers many new features, including an alternate International Character Set.

The 1200XL was the biggest single step forward in development of the 8-bit Atari platform, but the corresponding software compatability problems hurt its popularity.

The 1200XL was discontinued in 1983.

Subject: 1.5) What is the Atari 600XL?

Released in 1983 as a replacement for the 400, the 600XL is the low-end version of the 800XL. The 600XL/800XL include most of the features of the 1200XL minus the Function keys and the demo program. But both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Bus Interface (PBI), providing fast parallel access to the heart of the computer. The 600XL has 16K RAM.

The 600XL can be expanded from 16K to 64K with the 1064 Atari Memory Module.

Normally boots with Atari BASIC enabled;
Hold down [Option] on startup to boot without BASIC.

The 600XL was discontinued in 1985.

Subject: 1.6) What is the Atari 800XL?

Released in 1983 as a replacement for the 800 and 1200XL, the 800XL is the high-end version of the 600XL. The 600XL/800XL include most of the features of the 1200XL minus the Function keys and the demo program. But both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Bus Interface (PBI), providing fast parallel access to the heart of the computer. The 800XL contains 64K RAM.

Normally boots with Atari BASIC enabled;
Hold down [Option] on startup to boot without BASIC.

Though Atari never disclosed sales figures, the 800XL was likely the most-sold of all 8-bit Atari computer models.

The 800XL was discontinued in 1985.

Subject: 1.7) What is the Atari 65XE?

Released in 1985 as a replacement for the 600XL, the 65XE is the low-end version of the 130XE. The 65XE is nearly identical to the 800XL in features, minus the PBI. European 65XE's include the ECI port, present only on the 130XE in North America.

Normally boots with Atari BASIC enabled;
Hold down [Option] on startup to boot without BASIC.

The 65XE was discontinued in 1991.

Subject: 1.8) What is the Atari 130XE?

Released in 1985 as a replacement for the 800XL, the 130XE is the high-end
version of the 65XE. The 130XE offers 128K RAM, plus the FREDDIE chip,
supporting the unique (but rarely used) ability for the 6502 and the ANTIC to
independently access RAM banks. In addition, the 130XE replaces the PBI port
with the Enhanced Cartridge Interface (ECI), continuing the powerful feature
of a fast parallel port.

Normally boots with Atari BASIC enabled;
Hold down [Option] on startup to boot without BASIC.

The 13XE was discontinued in 1991.

Subject: 1.9) What is the Atari 800XE?

Unseen and unknown in North America, the 800XE is identical in features
to the European version of the 65XE. Which means it could also be described
as a 64K version of the 130XE.

Normally boots with Atari BASIC enabled;
Hold down [Option] on startup to boot without BASIC.

So far I have not been able to determine when the 800XE was released, but it
was definitely discontinued by 1991.

Subject: 1.10) What is the Atari XE Game System?

In a change of marketing strategy, Atari introduced the new XE Game System
in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system.
It offers the convenience of a detachable keyboard and built-in
Missile Command game (hold down Select at startup), while offering 64K RAM
and full compatibility with the 65XE. It was packaged with the Light Gun,
and the Flight Simulator II and Bug Hunt cartridges.

James Bradford offers:
With the keyboard connected and no cart, basic boots, with out a
keyboard connected and no cart, the built in game runs.
There is only 1 32K ROM in the XEGS, it has the OS, BASIC and Missile
Command on it.

The XE Game System was discontinued in 1991.

Subject: 1.11) What are the ANTIC, CTIA/GTIA, POKEY, and FREDDIE chips?

The following four paragraphs were written by Chris Crawford and appear in De Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc., 1981-1982. The text been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM, ROM, and a PIA. However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA, and POKEY. These chips were designed by Atari engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

CTIA ("Color Television Interface Adapter") / GTIA ("George's Television Interface Adapter") is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missile graphics, and collision detection.

POKEY (means "POT and KEY" as in the paddles and keyboard) is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

6502--MORE:
While the 400/800 models contain a generic 6502B CPU (a faster version of the original 6502A microprocessor), all of the XL/XE models contain Atari's customized 6502C chip.

On the Atari, there are two microprocessors, ANTIC and the 6502. To allow them to coexist, ANTIC must shut off the 6502, a process called DMA. The 6502B supports DMA, but in Atari's implementation, it required 4

chips. The 6502C has an extra line called HALT. It is controlled by ANTIC which uses it whenever it needs the data/address bus. The HALT line is on pin 35 of the Atari 6502C and must be pulled high for the chip to work.

FREDDIE:
The 130XE and XEGS contain a small additional LSI called FREDDIE, a RAM address multiplexer. According to
James Bradford, "FREDDIE is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. FREDDIE also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a FREDDIE but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from FREDDIE, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to FREDDIE for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say FREDDIE does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO FREDDIE) and an extra 8 RAM chips."

And more recently James Bradford has written:
FREDDIE is just a memory decoder and timer. It replaces several chips in the 800xl The small chip near FREDDIE does all the bank selection.CO25953. One line from FREDDIE , Ras (or is it cas?) goes to this chip, Halt and the bank /processor select lines go into this same chip and ras (cas?) comes out. a pin for each bank. If i remember correctly, refresh also goes into this small chip. It would be quite easy to make an 800xl work just like a 130xe with this chip since Ras (Cas?) is required by ALL dynamic ram.

GTIA--MORE:
In BASIC, type POKE 623,64 [RETURN] and if the screen blackens, you have the GTIA chip. If it stays blue, you have the old CTIA chip.

By the way, apparently no CTIA-equipped Ataris were shipped to Europe.

Clay Halliwell provides this tidbit:
A bit of trivia: CTIA 400/800s artifacted in blue/green, GTIA 400/800s artifacted in green/blue, and all XL/XEs artifact in red/blue.

Jerry Jessop explains why French Ataris produce fewer colors:

"I will tell you why it only has monochrome out, because it's SECAM and a SECAM GTIA was never produced. The PAL GTIA is used in France and the Lum outputs are run into an onboard encoder to produce a "psudo" color depending on the Luminance output, composite only. This is why a SECAM VCS or 800 has nowhere near the same number of colors (16) availible as a PAL or NTSC unit (256).

The FGTIA was never completed as the market size did not warrant the expense. The largest SECAM market is not France but the Soviet Union (former) and in

80-84 sales of these items there were not possible."

Andreas Magenheimer writes:
All of these newer and buggy GTIA`s were built with the "eastern european" XE computers. they were made in China. Although Atari knew about this, they did not change them. so you have to replace them with older XL/XE GTIA chips...

But one more thing to GTIA and ANTIC chips: All PAL versions of these chips have a color bug, since gr. 11 produces 16 colors, but merely 15 different colors (one color: brown at the beginning and end of the palette is absolutely the same; normally there should be a red tone here !); with gr. 9 you will see 16 shades, but merely 15 different shades (the same as gr. 11, one shade is doubled!).

Strange enough, I also found this color bug to appear in PAL ANTIC chips, there is also the red tone missing (and the brown one doubled !). This color bug appears in all PAL ANTIC and especially GTIA chips. Atari never fixed it, so you find it inside any GTIA equipped PAL Atari 800 and also the later XL and XE models. Since PAL users have to live with this bug, they sometimes do programs which look absolutely strange on NTSC and vice versa (not to mention the different Herz frame 50/60 hz and higher PAL line resolution/overscan).

Imagine the following: a PAL GTIA has 15 colors in gr. 11
a NTSC GTIA has 16 colors in gr. 11
a PAL GTIA has 15 shades in gr. 9
a NTSC GTIA has 16 shades in gr. 9

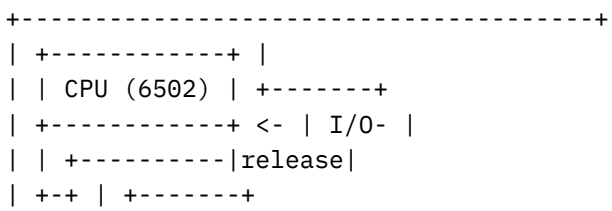
Thus, a combination of gr. 9 and 11 gives:
16x16 = 256 colors on NTSC
15x15 = 225 colors on PAL

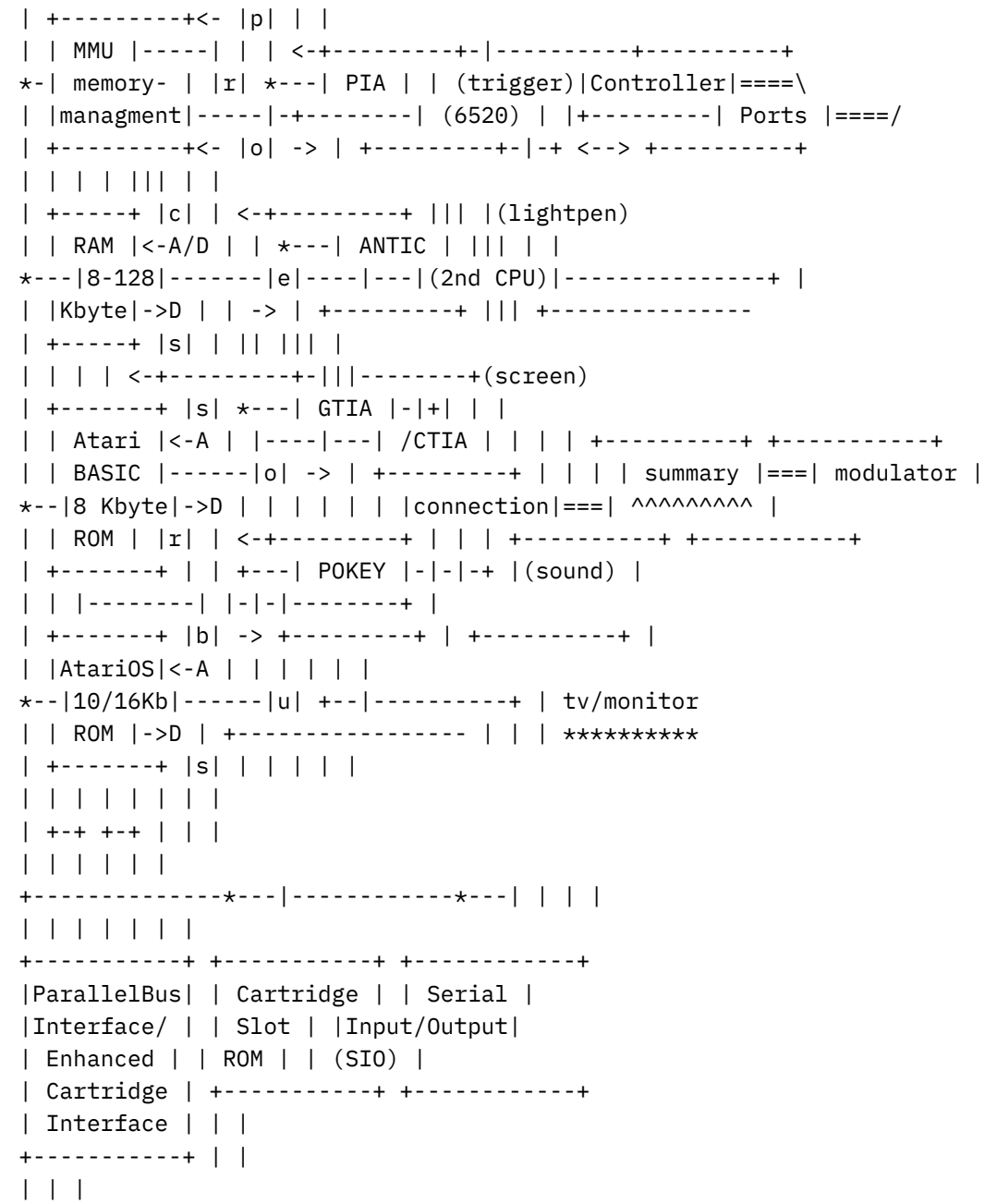
And - as said before, the bug seems also to appear with ANTIC...
Bad luck, we PAL users... Greets - Andreas Magenheimer.

Technical data and schematics for the ANTIC, GTIA, and POKEY chips are available on Curt Vendel's web site, thanks to permission from Hasbro's Atari Interactive Divisions release of this data. See:
http://www.atari-history.com/articles.html

Subject: 1.12) What is the internal layout of the 8-bit Atari?

ASCII art by Thomas Havemeister.





- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos) - modem

NOTES
* RAM: 400/800: 8K, 16K or 48K standard
600XL:16K standard
1200XL/800XL/65XE/800XE/XEGS: 64K standard
130XE:128K standard
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502B, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA

* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE/European 65XE only
* Some late XE's use a 68B21 for PIA; PIA is 6520/6520A on all others

The following are most of the team who originally designed the 400/800.
Credit for providing this information for the FAQ goes to:
Doug Neubauer (by way of James Finnegan), Jerry Jessop, Scott Emmons

VLSI HARDWARE:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators - Partner in "Cyan Engineering"
Lawrence D. Emmons - Also one of the creators - Partner in "Cyan Engineering"
Joe Decuir - ANTIC and system and creator
???A French guy - ANTIC logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - POKEY logic design
Mark Shieu - POKEY chip design
Steve Stone - POKEY layout design
Steve Smith - Technician for ANTIC and GTIA
Delwin Pearson - Technician for POKEY

Subject: 1.13) What are the pinouts for the various ports on the Atari?

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
CX22 trackball meanings from Steve
Wallace:
1. (Joystick) Forward Input X Direction
2. (Joystick) Back Input X Motion
3. (Joystick) Left Input Y Direction
4. (Joystick) Right Input Y Motion
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Serial I/O (SIO) Port (all machines):
2 12
o o o o o o
o o o o o o o
1 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt

7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Monitor Jack (all but 400, N. American 600XL, XE Game System, SECAM systems):
3 1
5 4
2
1. Composite Luminance
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Monitor Jack, SECAM systems: (thanks Jer Sobola)
V

5 1
3
4 2

6
1 +12V DC 5mA max
2 Audio 1 output
3 Audio 2 output
4 Video output
5 GND
6 +5V 100mA max
Amplitude Audio 2 is about 6 times closer than Audio 1

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2

1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

Enhanced Cartridge Interface (ECI) (130XE, 800XE and European 65XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Subject: 2.1) What kinds of monitors can I use with my Atari?

In general, you either need a Composite Video monitor, or a standard TV.

Television:
You'll need a video cable (not detachable on the 400/800), and a TV Switch Box. Used with VHF Channel 2 or 3.

Monitor:
The 8-bit Atari produces a color Composite Video signal, plus separate chroma (color) and luminance (brightness) signals which the best composite video monitors can take advantage of. Popular examples of such monitors include the family of monitors produced by Commodore.

Gotcha's:

-the 400 and North American 600XL lack a monitor port entirely. They can only be used with a TV.

-the XE Game System provides an RCA-style jack in place of the Monitor port; so it provides Composite Video but lacks separate chroma\luma signals

-the 600XL, 800XL and 1200XL lack separate chroma signal (can be added via hardware modification)

-the XEP80 Interface Module produces a monochrome Composite Video signal via an RCA-style jack. This higher-resolution signal produces crisp, clear 80 column text on 80-column monochrome composite video monitors.

The pinout of the Monitor port is in the pinout section of this FAQ list. The monitor connector on the back of the Atari can be utilized using a 4-pin DIN to RCA converter. You don't need to build a separate cable.

Brent Buescher, Jr. writes:

"The best monitor for an Atari 8 bit that is readily available today would be a television with an S-video input---these tend to be large and high-quality, so the s-video input is the deciding factor there. You'll have to build the cable yourself, and if you have an XL you'll want to do the Super Video upgrade that Ben Poehland published in Atari Classics a few years ago---this puts the chroma signal back on the pin that it should be and cleans up the video signal enormously. It's really more of a fix than an upgrade.

I use a commodore split-video monitor. They work great and are cheap-to-reasonable when you can find them."

Bryan Edewaard writes:

"Yes, the best choices are monitors that support "Separated Video" (sometimes called Commodore video on Commodore monitors), or S-Video. These monitors have separate color and luminance video inputs, which give a sharper picture without cross-color artifacts - such as the colored fringes on text when viewed on a TV (although some games use these artifacts to get additional colors). If you have an XL computer, then it needs an upgrade to support these monitors due to the omission of chroma from the monitor port. the 800 and XE computers don't have this problem.

The 2nd best choice is a TV or monitor that has a "Composite Video" (usually called just "Video" or "Aux") input. This is a signal that has the color and luminance information combined into one signal. The picture will be a little less sharp, but still much better than using the "Channel 3" output.

>Where might I find one?

I've seen them a flea markets, garage sales, swap meets, ham fests, and in newsgroups like this one. Plus, many new TV's support S-Video and Composite video inputs.

>What are the advantages of using one of these rather than a TV?

Well, it's all a matter of how many stages the signal must go through.

1. The Atari generates video as a color signal and a brightness (luminance) signal. These are passed to the monitor port as Chroma and Luma signals (XL's have no Chroma output from the factory).

2. The signals are mixed together to make a standard video signal which is also passed to the monitor port as Composite Video.

3. Then the mixed video signal (along with audio) goes through the process of being "modulated" into a TV radio signal (channel 3 or 4). This step involves removing high frequencies from the video (blurring it) and sending it to the TV in a fragile broadcast form that's suseptable to all kinds of interference. Then the TV must (1) extract the video signal from the radio signal, (2) separate the Chroma and Luma components as best it can, then (3) divide the Chroma in R, G, and B. Any of these steps that you can eliminate will help your picture.

>Are there any other composite video monitors that anyone would recommend
>(and where might I find one)?

The most common one is probably the Commodore 1702 which has a very good picture and is quite reliable.

If you plan to use an XL (which I do), upgrading the video circuitry makes as big a difference as what monitor you choose. Ben Poehland has some excellent articles in Atari Classics magazines for improving the quality of the XL's video, as well as restoring the missing Chroma output."

Lonnie McClure has the last word on Commodore monitors:

Comodore models: 1701, 1702, 1802, CM-141, 1080, 2002, 1902, 1902A*, 1084**, 1084S**.

* The 1902A used a DIN connector for chroma/luma, which makes cabling a bit more of a problem. The composite and audio connectors are standard RCA jacks, however.

** The 1084 and 1084S had more than one version. Some used the a DIN connector for chroma/luma connections, like the 1902A, while some used

standard RCA jacks.

The 1902 and 1902A are very different in appearance. The original 1902 shares the same slightly rounded front case design as the 1080 and 2002, while the 1902A is has a rather square case design, and was manufactured by Magnavox (as were some of the 1084 and 1084S versions).

Subject: 2.2) What is the difference between NTSC and PAL machines?

Software written for NTSC (North America) will always work on PAL machines, but software designed on PAL machines (Europe) won't necessarily work on NTSC machines.

Wayne Booth writes:

The differences with PAL and NTSC have to do with the number of lines displayed on the screen and whether they are using 50 or 60 Hertz.

If I remember correctly, I believe PAL has 625 lines/screen and they refresh the screen 50 times a second doing 1/2 the lines each refresh so they effectively repaint the screen 25 times a second. NTSC is 525 lines/screen with a 60 times a second refresh - again only half the lines each refresh so a 30 times a second frame rate. This would change the amount of time available during vertical sync pulse, and the number of lines that need to be redrawn each time.

Graham Thornton adds:

I use both a real PAL Atari 800 and a PAL-ANTIC 1200XL here in the US.

Replacing the ANTIC chip with a PAL version changes the screen refresh rate to 50Hz which allows most of the PAL-only European software to run. Your system will still report itself as a NTSC machine, unless you change the ROM (see the Nir Dary upgrade), but most software doesn't care.

But James Bradford responds: (7/19/00)
Not true. the PAL Flag is in the GTIA chip, not in ROM. The NTSC and PAL roms are the same. Only Rev A ROM was had different versions. I am not sure if Rev B ROMs had seperate versions.

Graham continues:
The one problem you might run into is your monitor. Replacing the ANTIC will mean your North-American Atari is now generating an NTSC signal at 50Hz, instead of the usual 60Hz. Some people will tell you that modern TVs and monitors don't care but that isn't actually true. My brand-new Sony Trinitron 15" colour TV/monitor goes bezerk with the upgraded 1200XL, but my 15-year old 10" Texas Instruments color monitor (designed for the TI-99/4A) is fine.

You can also use real European equipment here in North America, provided that you have a PAL-compatible TV/monitor. The frequency of the power system is irrelevant, as I use my 800 with a 110V/60Hz 1050 power supply.

Subject: 2.3) Is the software for the Atari 8-bit computers "TV-standard dependent?"

(some PAL demos flicker, or won't run at all on NTSC machines)

Brent Buescher, Jr. writes:

This is because PAL machines have a vertical refresh frequency of 50hz (NTSC use 60hz) which translates into more vertical blanking time for demos and other computation-intensive graphics software. So PAL demos that won't work on NTSC machines are usually returning from a VBI (vertical blanking interrupt) too late. Some also attempt to use more vertical resolution ("longer" display lists) than an NTSC display can handle.

Thomas Richter adds:

Yes, it is. Mostly because the frequency of the vertical blank interrupt is different (60Hz for NTSC, 50Hz for PAL). The old OS A was not clever enough to notice the difference, so all system timings like the keyboard auto-repeat function depend on the TV system. These parts of the OS have been corrected with OSB and the XL versions of the OS. However, as most games install a VBI, their timing does still depend on the frequency -> they will run slightly slower for PAL versions.

Another point is that the popular pseudo-colors used in the ANTIC-F (Graphics 8) mode are not colorful at all when displayed on a PAL TV, because of differences in the color encoding for the TV. The schematics of the Xl computers include however a hack how to change the PAL version to the NTSC version (the PAL versions include two crystals, one with 5/4th of the frequency of the other. One is used for the system clock, the other for the color clock), but I never dared to apply it.

Subject: 2.4) What are the PAL, NTSC and SECAM video broadcast standards?

Here are several links on the topic.

http://www.ee.washington.edu/conselec/CE/kuhn/ntsc/95x4.htm
http://www.alkenmrs.com/video/standards.html
http://www.ee.surrey.ac.uk/Contrib/WorldTV/
http://www3.3dresearch.com/video/Countries2.html
http://www3.3dresearch.com/video/Conversion2.html

Subject: 3.1) What are the Atari 410, 1010, and XC12 Program Recorders?

The Atari Program Recorders provide storage and retrieval of programs and data on cassette tape. In addition to the digital track that stores computer data, a second audio track is provided to play music or voice as the program runs.

Data transmission rate: 600 bits per second.
Data storate capacity: 100,000 bytes per 60-minute cassette.
Track configuration: 4 track, 2 channel (digital data and audio track)

410 Program Recorder -Japan and Hong Kong versions. 410a--Taiwan version

1010 Program Recorder -Sanyo and Chelco versions

XC11 Program Recorder
XC12 Program Recorder
XCA12 Program Recorder -in same case as XC12...Poland
CA12 Program Recorder -in same case as XC12...Poland
image: http://romualdl.multimania.com/images/atari/ca12.jpg
XL12 Program Recorder -XC12 w/slight changed design. Czech/Slovak/Poland
XC13 Program Recorder -XC12 which was "T2000 ready". Czech/Slovak/Poland

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Subject: 3.2) How do I run a program from cassette?

To run an Atari BASIC program from cassette:

1. Place the cassette in the recorder.
2. Press REWIND of FORWARD, if necessary, to bring the tape to the position where the program is located.
3. Boot the computer to the Atari BASIC READY prompt.
4. There are several possibilities for the next step, depending on how the program was saved, and whether you want to run the program or just load it into RAM. Enter one of the following four commands:
a. CLOAD loads programs saved with CSAVE
b. LOAD "C:" loads programs saved with SAVE "C:"
c. ENTER "C:" loads programs saved with LIST "C:"
d. RUN "C:" loads&runs programs saved with SAVE "C:"

] Relative efficiency of the three cassette tape recording techniques:
] CSAVE/CLOAD - most efficient - fastest saves/loads - tokenized files
] SAVE "C:"/LOAD "C:" - middle efficiency - middle speed - tokenized files
] LIST "C:"/ENTER "C:" - least efficient - slowest - straight ATASCII

5. The computer will "beep" as a signal for you to press PLAY on the recorder.
6. Press the RETURN key on the computer keyboard, and the program will load into the computer.
7. Press STOP on the recorder when loading has finished.
8. Unless you entered RUN "C:" above, now enter the command: RUN

To run an Atari BASIC or machine language program from cassette upon startup:

1. Place the cassette in the recorder
2. Press REWIND of FORWARD, if necessary, to bring the tape to the position where the program is located.
3. Turn on the computer while holding down the START key.
But if your computer has Atari BASIC built-in and you're running a machine language program, hold down both the START key and the OPTION key.
4. The computer will "beep" as a signal for you to press PLAY on the recorder.
5. Let go of the START/OPTION button(s).

6. Press the RETURN key on the computer keyboard, and the program will load
into the computer.
7. Press STOP on the recorder when loading is complete and the program is
running.

Subject: 3.3) What are the Atari 810, 1050, and XF551 Disk Drives?

==> Atari 810 --- a 5.25" floppy disk drive
The least common denominator for the Atari. Single-Sided, Single-Density:
FM 40 tracks x 18 sectors/track x 128 byte/sector = 90K capacity
19.2Kbps transfer rate. 288RPM.
The 810 includes a 6507 microprocessor.
Shipped with DOS I (very early) or DOS II Version 2.0S
MPI&Tandon versions.
accessories from Atari:
CX8100 Atari 810 Blank Diskettes (5 per box)
CX8111 Atari 810 Formatted Diskettes II (5 per box)
CX8202 Atari 810/815 Blank Diskettes (5 per box, certified for double density)

Third-party upgrades for the 810:
810 Archiver -- copy many copy-protected programs
Happy 810 -- Happy Backup, Warp Speed 52Kbps, 18 sector buffer
810 Fast Chip by Binary 10%-40% faster
810 Turbo by Neanderthal Computer Things (NCT) -- double-density
see: http://www.qnet.com/~dons/810T.html

==> Atari 1050 --- a 5.25" floppy disk drive
Same as the 810, plus Dual-Density capability:
Single-Sided, Single-Density, 810 compatible
Single-Sided, Dual-Density, otherwise known as "Enhanced Density" because it
is not true double-density:
MFM 40 tracks x 26 sectors/track x 128 bytes/sector = 128K capacity
19.2Kbps transfer rate. 288RPM
The 1050 includes a 6507 microprocessor.
Shipped with DOS II v2.0S, DOS III, or DOS 2.5
DIP switches: Black & white left: Drive 1
Black right, white left: Drive 2
Black left, white right: Drive 3
Black & white right: Drive 4
Third-party upgrades for the 1050:
ICD US Doubler SS SD/ED/DD UltraSpeed (US) 54Kbps, sector skewing
Happy 1050 SS SD/ED/DD Warp Speed 52Kbps, 36 sector buffer,
Happy Backup. also read/write 180K 5.25" MS-DOS floppies
CSS Super Archiver SS SD/ED/DD UltraSpeed 54Kbps (US Doubler clone)
CSS Super Archiver II SS SD/ED/DD UltraSpeed 54Kbps (US Doubler clone)
Cheer-Up 1050 SS SD/ED/DD Warp Speed 52Kbps (Happy clone)
Speedy 1050 SS SD/ED/DD Warp Speed 55-57Kbps (Happy clone)
Super Speedy 1050 SS SD/ED/DD Warp Speed 55-57Kbps (Happy clone),w/180K RAM
SuperMax 1050 SS SD/ED/DD UltraSpeed 52Kbps (US Doubler clone)
Lazer 1050 SS SD/ED/DD Warp Speed and UltraSpeed 54Kbps

Rich Mier professes:
You've been plugging and unplugging the SIO cable with the 1050 power pack plugged in, right? That's a no-no. Most of the time it's Okay, but about 1 in 10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C. at the right, rear of the main board. A 14 pin DIL chip. Actually it is an array of 5 transistors.

Unplug the power pack from the 1050, then unplug the SIO cable. Power can be ON on the CPU. The problem has to do with the secondary winding of the Power Pack. Remember, the problem only occurs 1 out of 10 - 20 times that you do it, not all the time.

It doesn't really matter if the 1050 Transformer has power on or off, it 'Might' happen if plugged into the 1050. It is really bad on 810's.

One thing, if the system has been turned off for, oh say, 5 - 10 minutes it won't matter. By then all the capacitors should be bled(sc?) to 0 volts.

==> Atari XF551 --- a 5.25" floppy disk drive
Single-Sided, Single-Density, 810 compatible
Single-Sided, Enhanced-Density, 1050 compatible
Single-Sided, Double-Density:
MFM 80 tracks x 18 sectors/track x 256 bytes/sector = 360K capacity
Writes "backwards" to the second side of the disk, rendering it incompatible with existing third-party 180K formats on the reverse side of the disk.
High speed 38400 bps burst mode usable only with SpartaDOS X, SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2.
Rotaton rate: 300RPM.
Shipped with DOS 2.5 or DOS XE.
DIP switches: Both dips down: Drive 1
Left down, right up: Drive 2
Left up, Right down: Drive 3
Left and Right up: Drive 4
Chinon-built XF551-cannot read/write/format backside if no timing hole
Mitsumi-built XF551--can read/write backside if to timing hole, if formatted
Third-party upgrades for the XF551:
CSS XF Single Drive Upgrade--3.5", 720K floppy drive replacement
also read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFsingdrup.htm
CSS XF Dual Drive Upgrade--add 3.5" drive w/o losing the 5.25" drive
also read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFdualdrup.htm
CSS XF551 Enhancer--overcomes sensor for index hole, create flippy disks
see http://www.nleaudio.com/css/products/XF551enh.htm
CSS XF Update--replace drive OS, adds UltraSpeed
see http://www.nleaudio.com/css/products/XFupdate.htm

Subject: 3.4) What floppy disk drives can I use with my Atari?

Major contributors to this section: Glenn M. Saunders, Tomasz M. Tatar, James Bradford, Konrad M. Kokoszkiewicz, Don Schoengarth, Andreas Magenheimer

SS=Single-Sided SD=Single-Density, 90K/disk side
DS=Double-Sided ED=Enhanced-Density, 128K/disk side
DD=Double-Density, 180K/disk side

Printer port=has a standard Centronics printer port,+ maybe a print buffer
Master=includes drive controller, can add additional,non-Atari-specific drives

Top transfer rate=19.2Kbps unless stated otherwise

Atari 810 SS SD
Atari 1050 SS SD/ED
Atari XF551 DS SD/ED/DD, 38.4Kbps burst mode
Access Unlimited ATAR88-1 SS SD master
Access Unlimited ATAR40-1 SS SD/DD master
Amdek AMDC I SS SD/DD uses flippy Amdisk III 3" disk/carts,printer port,master
Amdek AMDC II SS SD/DD dual drives, printer port, master
AS SN-360 DS SD/ED/DD
Astra 1620 SS SD/DD dual drives
Astra 2001 SS SD/DD dual drives
Astra Big-D DS SD/DD dual drives
Astra The One DS SD/DD, printer port
B&C 810 SS SD, optional Happy Warp Speed 52Kbps
Concorde C-221M SS SD/DD master
Concorde C-222M DS SD/DD master
CSS Floppy Board, for the Black Box, master, support PC 720K and 1.44MB 3.5"
drives, support PC 1.2MB and 360kB 5.25" drives,
also read/write 5.25" and 3.5" MS-DOS disks
see: http://www.nleaudio.com/css/products/floppy.htm
High-Density Disk Interface (HDI) a PCB master,connect up to 4 standard drives
Indus GT SS SD/ED/DD, Synchromesh mode usable with SpartaDOS X
and DOS XL only. 72Kbps under SpartaDOS X, 37Kbps under DOS XL.
KARIN MAXI DS SD/ED/DD/QD
L.E. Systems LEDS5-01 SS SD/DD master, 134.4Kbps, 800 only
CP/M expansion: 4MHz Z80, 64K RAM
L.E. Systems LEFDC-04 SS SD Four drives, copies a disk in 22 secs, 800 only
L.E. Systems LEFDC-08 SS SD Eight drives, copies a disk in 22 secs, 800 only
LDW Super 2000 SS SD/DD, 19.2Kbps or 67Kbps
image: http://romualdl.multimania.com/images/atari/super2000.jpg
LDW CA2001 SS SD/DD, 19.2Kbps or 38.4Kbps "California Access"
image: http://romualdl.multimania.com/images/atari/ca2001.jpg
LDW CA2002 DS SD/ED/DD,19.2Kbps,70Kbps w/SpartaDOS. "Calif. Access"
Micro MainFrame MF-1681 SS SD/DD, printer port, 4K to 54K printer buffer,
hard disk firmware included, master, Z-80 CPU w/ 16K to 64K RAM for CP/M,
TRSDOS, MaxiDOS A, and OASIS. see: http://www.qnet.com/~dons/mmf.html
Micro MainFrame MF-1682 dual drives version of MF-1681
Percom RFD40-S1 SS SD/DD, master
Percom RFD40-S2 SS SD/DD dual drives, master
Percom RFD44-S1 DS SD/DD, master
Percom RFD44-S2 DS SD/DD dual drives, master
(80-track RFDs hinted at http://www.atarimagazines.com/v1n2/newproducts.html
Percom AT88 SS SD, master
Percom AT88-S1 PD SS SD/DD, printer port, master

Percom AT88-S2 PD SS SD/DD dual drives, printer port, master
Rana 1000 SS SD/ED/DD, stand alone disk formatting
RCP 810 SS SD
San Jose Computer Special Edition 810 SS SD, optional Happy Warp Speed 52Kbps
SWP ATR8000 4MHz Z80, 16K RAM, RS232, master, printer port
or 4MHz Z80, 64K RAM, RS232, master, printer port, CP/M 2.2
options: 128K or 256K CO-POWER-88 with MS-DOS; CP/M-86
TOMS 720 DS SD/ED/ID/DD/QD/ID printer port, MYDOS 4.50 on ROM, 70Kbps
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
TOMS 710 DS SD/ED/ID/DD/QD/ID printer port, MYDOS 4.50 on ROM, 67Kbps
one more format: double sided, 80 tracks, IBM (720 KB)
also TOMS Navigator on ROM (like Norton Commander).
Trak AT-1 SS SD/DD master.upgrade: printer port+4K/16K buffer
Trak AT-D1 SS SD master, printer port, 4K print buffer.upgrade:16K
Trak AT-D2 SS SD/DD master, printer port, 4K print buffer.upgrade:16K
Trak AT-D4 DS SD/DD, printer port, print buffer
Trak Champ SS SD master
Trak Champ2 SS SD/DD master
Trak AT-S1 SS SD/DD slave
XFD601B DS SD/ED/DD 70kbps,Top Drive,Synchromesh,UltraSpeed,XF551 compat.
XFD602B dual DS SD/ED/DD 70kbps,Top Drive,Synchromesh,UltraSpeed,XF551 compat

While any standard "slave" drive will work with "master" drives listed above,
the following are slave drives marketed specifically to Atari users:
Access Unlimited ATAR88-A1 SS SD slave
Access Unlimited ATAR40-A1 SS SD/DD slave
Concorde C-221S SS SD/DD slave
Concorde C-222S DS SD/DD slave
Percom RFD40-A1 SS SD/DD slave
Percom AT88-A1 SS SD/DD slave
RCP 100 DS SD/DD, slave
RCP 200 DS SD/DD dual drives, slave

Subject: 3.5) What do I need to connect a hard drive to my 8-bit Atari?

==> Corvus hard drive (10 megabytes)
Fast but still relatively slow I/O, kludge through joystick ports for 800 only

==> K-Products/Supra Hard Disk Drive Interface
by K-Products (Bob Klaas)
Some limitations on drive type and size and total number of drives in sys.

==> Multi I/O (MIO) (formerly from ICD)
from Fine Tooned Engineering (FTe) (Mike Hohman)

256 byter per sector restriction. 256K and 1 meg ramdisk models.
Printer and modem, modem will handle 19.2Kbps

==> CSS Black Box
RS-232 Serial Modem Port (19.2Kbps) w/ hardware flow control,
Parallel Printer Port,SASI/SCSI Hard Disk Port, Operating System Enhancements,
optional 64K printer buffer. Supports drives with 512-byte sectors.
see http://www.nleaudio.com/css/products/black.htm

==> IDE Hard Drive Interface
from Konrad M. Kokoszkiewicz and Jacek Zuk
(see http://www.orient.uw.edu.pl/~conradus/docs/ide_eng.html)
o Maximum drive capacity: 16777215 physical blocks on each device.
o Maximum number of partitions: 16
o Maximum capacity of a partition: 16777215 logical sectors
o Logical sector length: 256 or 512 bytes
o Average speed (in kilobytes per second, WDC 130AB drive):
- Native mode, sequence of sectors (R): 75
- Emulation mode, sequence of sectors (R): 43
- Emulation mode, back sequence (R): 28
- Emulation mode, random sectors (R): 13
- Emulation mode, same sector (R): 29
- Emulation mode, DOS file (W): 7
- Emulation mode, DOS file (R): 36
o Booting from any partition (on the standard XL OS)
o Write protection capability
o 8 jumpers to set the device number for the operating system
o Sweet 16 compatibility

==> Fine Tooned Engineering Multi I/O II
An IDE interface. Released?

==> MSC IDE Harddisk-Controller
created by Steve Birmanns and Matthias Belitz
http://www.birmanns.de/
* real device for the parallel-port of the Atari XL-Series
* up to 240 partitions per harddisk supported
* emulates D1: until D9: of disk devices (access to 9 partitions at one time)
* full bootable from any partition (with standard XL-OS)
* write protectition capability
* supports master/slave configuration
* more than 30 KB/s file access with SPARTA-DOS 3.2 gx (reading)
* more than 10 KB/s file access with SPARTA-DOS 3.2 gx (writing)
* access of ATAPI-CDROM with additional software

==> BTL Hard Disk System
BTL 2001 Connector for 600XL/800XL PBI
BTL 2002 Connector for 130XE/800XE/European 65XE ECI
BTL 2004 SASI Hard Disk Adapter
More info at http://www.atarimagazines.com/v5n12/BTLHardDisk.html

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Subject: 4.1) What are the Atari 820, 822, and 825 Printers?

Atari 820 40-Column Printer:
- 5x7 dot matrix, impact printer
- 40 characters per line, upper & lower case alpha
- horizontal and vertical alphanumeric characters
- 6507 microprocessor, 6532 RAM I/O chip, 2K ROM
- 40 characters per second
- uses Standard Roll Paper/adding machine paper

Atari 822 40-Column Thermal Printer:
- 37 characters per second
- 10 characters per inch
- 40 characters per line, upper/lower case and point graphics
- 5x7 dot matrix

Atari 825 80-Column Printer (= Centronics 737)
- 3 character sets:
monospaced 7x8 dot matrix at 10 characters per inch
monospaced condensed at 16.7 cpi
proportionately spaced Nx9 dot matrix at avg of 14 cpi (N=6..18)
- all characters can be elongated (printer double width)
- characters per line: 80 at 10 cpi; 132 at 16.7 cpi
- speed: 50 cps at 10 cpi; 83 cps at 16.7 cpi; 79 cps avg. proportional
- print buffer: 1200 dot columns
- paper: roll, fanfold, or cut sheets
- requires Atari 850 Interface Module or equivalent

Subject: 4.2) What are the Atari 1020, 1025, 1027, and 1029 Printers?

Atari 1020 40-Column Color Plotter/Printer:
- 4-color graphics: (black, red, blue, green). optional 8-pen rainbow package
- alphanumberics and X,Y plotting capability
- 10 cps (40-column mode)
- 20, 40 and 80-column modes
- horizontal and vertical alphanumerics, English and International chr sets
- water soluble ink pen technology
- 4-pen barrel print head
- microprocessor
- paper: standard roll paper (40 column width)
- cassette software included
Frank McKenney writes: The printer/plotter mechanism for the Atari 1020 is (I
believe) the same one used in the Tandy/Radio Shack CGP series and the
Commodore 1520(?), and was made by a company named ALPS.

Atari 1025 80-Column Printer: (= Okidata ML80)
- 40 cps (80-column 10 cpi mode)
- 5 cpi expanded (40 col), 10 cpi (80 col), 16.7 cpi condensed (132-col)
- 5x7 character dot matrix
- buffer: 132 chrs at 16.7 cpi, 80 chrs at 10 cpi
- paper: roll,fanfold,single sheets. optional:roll paper holder, tractor feed

Atari 1027 Letter Quality Printer: (= Mann-Tally Riteman LQ.)
- fully formed characters, prestige elite 12)
- 12 characters per inch (80 columns)
- 20 characters per second
- single sheets or roll paper

1029 Printer -7-pin dot matrix, same as Commodore MPS-801

Subject: 4.3) What are the Atari XMM801 and XDM121 Printers?

coming

XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality.
Ribbon: Silver Reed CF130, Olivetti ET201,ET221,Nu-Kote NK136

Subject: 5.1) What are the Atari 830, 835, 1030, XM301, and SX212 Modems?

A MODulator/DEModulator translates digital information from your computer into acoustic tones that can be sent and received via standard telephone lines.

Atari 830 Acoustic Modem: (= Novation 'CAT')
- a stand-alone, acoustically coupled, frequency shift keying (FSK) modem
- up to 300 bits per second
- Bell 103/113 modem compatible
- requires Atari 850 Interface Module or equivalent

Atari 835 Direct Connect Modem:
- 300 bps
- Bell 103/113 modem compatible

Atari 1030 Direct Connect Modem:
- 300 bps
- Bell 103/113 modem compatible
- built-in ModemLink software.
- 2 SIO ports

XM301 Modem -300 baud, w/ XE Term software. Permanent SIO cable
SX212 Modem -1200 baud, rarely with SX-Express! package.
SIO & DB25 RS232 serial ports.external power supply

Subject: 5.2) What should I know about modems and the Atari?

Thanks to Bob Puff and Clay Halliwell for helping me with this section. But I'm still not real confident about the accuracy here. I'd love for anyone to help me fix up this section!

There are three types of modem protocols: modulation protocols, error correction protocols, and compression protocols. The international standards for these protocols are laid down by the branch of the United

Nations known as the ITU-TSS (formerly the CCITT). ITU standards are known by their "V-Dot" names. They're only names, don't try to apply any meaning to the names.

Modulation protocol standards, the major ones
(bits per second)
300 bps - V.21 (103J is used instead in the USA)
1200 bps - V.22 (212A is used instead in the USA)
2400 bps - V.22bis
9600 bps - V.32
14.4 Kbps - V.32bis
28.8 Kbps - V.34

Error Correction standard:
V.42 - requires either software or hardware flow control

Compression standard:
V.42bis - requires V.42, and hardware flow control.

If your modem is capable of V.42bis compression, set your communications software to enable hardware flow control. If your terminal interface allows you to set the terminal<->modem (DTE) and modem<->modem (DCE) baud rates separately, you should set the DTE rate to the maximum allowed. If the DTE and DCE cannot be set separately, set the terminal baud rate at four times the maximum actual data rate of your modem (V.42bis achieves a compression ratio of up to 4:1). Examples: If a V.22bis/V.42bis modem is used, set the terminal for 9600 baud. If a V.32/V.42bis modem is used, set the terminal for 38400 baud. If a V.32bis/V.42bis modem is used, set the terminal for 57600 baud.

Let's define a "high-speed" modem as a modem capable of V.42bis compression. (Some 2400 bps modems, and all modems faster than that)

Using high-speed modems on the Atari

Unless you're using a CSS Black Box or a patched MIO, the 8-bit Atari RS232 interfaces do not support hardware flow control. (I have heard that the P:R: Connection does too, but it can't be controlled in software.) So we must send the modem a command to tell the modem not to use it. Using a Hayes-compatible modem, the modem command AT &K4 will enable software flow control, and disable hardware flow control. AT &K0 will disable all flow control.

The MIO patch, HyperSpeed by Len Spencer, is available at:
http://members.aol.com/lenspencer/atari8.htm

Question. Why does my modem report V.42bis is used even when my terminal it set for the same speed as my modem?

Cause the modem will do what you tell it. You've configged it to talk at the highest speed, using LAP/M, and compression. Even if you connect modem to modem at 14.4k, you can be talking to the modem at 300 baud, and it will still use everything. You'll undoubtedly drop bytes, but hey...

Question. Why does V.42bis compression appear to function after I have sent the modem the AT &K4 or AT &K0 commands? And knowing the Atari doesn't support hardware flow control?

Compression doesn't have to have flow control to work. Same as above - its just an added step that the data goes through. Note that if the modem's input buffer is small, you can overrun it easily if you send it data faster than it can digest and send. That's why you -really should- be using flow control with compression... But it's not a necessity.

Question. Why does V.42 error correction appear to work even when I have disabled flow control with the AT &K0 command?

Question. Why don't I have problems performing binary downloads when I have software flow control enabled? (flow control characters could appear in data stream accidentally)

Depends on the protocol. Zmodem accounts for spurious XON/XOFFs. Xmodem and Ymodem don't. Also, you are able to digest the data as fast as the modem is giving it to you, hence no flow control is happening. I suspect it would be a different case if you were uploading using a streaming protocol like Ymodem G.

More tips, from Clay Halliwell:
On 11 Feb 1996, Marc G. Frank said:

> I'm having problems getting a modem attached to my Atari 850 to
> communicate at 9600 baud. When I set my communications program to 2400
> baud, everything works fine. However, when I set it to 9600 baud, the
> modem echoes my characters but doesn't act on them. That is, at 2400,

The problem with the 850 is that some of them (like mine) don't produce a PERFECT 9600 baud signal. As a result modems can't train on it, and while they will echo characters back, for some nitpicky reason they won't pick up on the "AT" attention code.

The solution is to do all your dialing at 2400 baud, but set the S37 register to force the modem to try to connect at 9600. Then switch your Atari to 9600 after connecting.

Jon Melbo responded to me in 1997:

>I have a Zoom 2400bps V.42bis modem, connected through a P:R:Connection. I
>need to do the
>at&k4 no matter what I'm dialing into, and no matter what comm program I'm
>running.
>
>Nobody's ever really been able to explain it to me, but I know it has helped a
>few other people. Try it!

What &K4 does is select XON/XOFF flow control. Apparently, all/most atari serial interfaces or at least R: handler software does not support hardware (CTS/RTS) handshaking (selected on the modem via &K3 which is also a default). Anyway, that's why the &K4 setting helps a lot.

Glenn Saunders responded to other writing of Jon's, 4/5/97:
: 28.8 CARRIER connects are possible BB or no, it's just that there is
: no point in having your modem do data faster than your puter can.

It simplifies modem configuration to let the modems connect at their
native speeds.

: Right! But you should never have your DCE to DCE speed exceed your
: DTE to DCE speed. Never, unless you like errors and strange behavior.
: With a BB, one should use CTS/RTS flow control, and force the modem to
: operate at a maximum of 19.2 PERIOD (this means disable compression).

It doesn't really matter. CTS/RTS can throttle the I/O down as much as it
needs to. The faster modem will wait for I/O without any complaints.
Disabling compression isn't a good idea because it will disable it for ALL
calls including 9600 or 14.4 users in which it could do some good even on
an 8-bit BBS. Software flow control is pretty much dead in
telecommunication, and has been dead as long as data compression has been
standard since the stop and start commands take way too long to register
that way.

: If using some other serial interface, I would use software flow
: control, disable data compression on the modem, force the modem to a
: max speed of 9600bps, and experiment with error correction. Does

This combination is deadly for most modern users unless they degrade their
modem via reconfiguration. And if users have to do this, odds are they
will stay away rather than futz with AT settings to get a reliable
connect. That's why I think the MIO essentially died as a viable BBS
interface when 14.4s became standard. They won't work well unless the
"mythical" hardware flow control of the thing is enabled in some way.

An explanation of XON/XOFF from Eric Sokolowsky, 4/11/97:

I looked in my modem manual, and the at&k4 command enables XON/XOFF
flow control, which is a form of software flow control. As I understand
it, when a XOFF is sent by the receiving end of a line, the sending
end holds off sending for a little while to give the receiving end
a chance to catch up. When the receiving end catches up, it can
send a XON which tells the sending end to continue sending. Using this
should reduce the liklihood of dropped characters. It's not as good as
hardware (RTS/CTS -- check out the FC light on most high-speed external
modems on fast transfers) flow control (enabled by default or the
at&k3 command), but it's good enough for the Atari, which as I
understand, doesn't normally allow hardware flow control, unless using
such a device as the Black Box.

to which Robert Ely responded:

Just a quick addition. If you are using a modem at 9600bps or faster,
don't use xon/xoff, use the RTS/CTS. Since you can do this with the MI/O
and BlackBox, use it for all it's worth. If you are on an 850 or
P:R:Connection, you won't be able to deal with it and probably won't be
going at or above 9600bps anyway.

Subject: 6.1) What is the Atari 850 Interface Module?

Atari 850 Interface Module: (beige & black metal versions)
- four 9-pin serial EIA RS232C ports
- One 15-pin 8-bit parallel Centronics-type port
- programmable baud rate on any port, including:
75, 110, 134.5, 150, 300, 600, 1200, 1800, 2400, 4800, and 9600 bps;
baudot speeds of 60, 66, 75, 100 words per minute
- uses standard ASCII. Baudot support for radio-teletype (RTTY).

850 R1: Serial port DB9P:
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

850 R2: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

850 R3: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

850 R4: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

850 P: Parallel port DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4
5. D3 + 5
6. D4 + 6
7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +
10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

Subject: 6.2) What is the Atari XEP80 Interface Module?

This text written by Thomas Raukamp.

Since the development of the Atari 8-bit line of computers in 1979, users wanted better text displays than the default 40x24. There has been some attempts to satisfy this need, like the Austin-Franklin board or the Ace 80/80xl cartridge. For more informations about these modifications read The Atari 8-bit Hardware Upgrade FAQ from David A. Paterson.

The Atari XEP80 Interface Module is Atari's entry to the 80 column field. It lets a XL, XE, 400 or 800 computer system display a full 80 columns across your monitor screen. The XEP80 provides a 256-character wide by 25-line display window. Up to 80 characters are displayed horizontally at once, and you can scroll horizontally all the way to the 256th character, depending on the application you're running. The XEP80 is connected to your system via a joystick port.

The XEP80 Module interprets commands from the computer for screen display or output to a printer. The module is supplied with an industry-standard 8-bit parallel port so you can connect a parallel printer to your Atari 8-bit (I even use a HP LaserJet IV on my 130XE ;)).

All programs that use the standard screen call (E:) should be compatible with the XEP80 Module. The software provided by Atari supports a 320x200 graphics mode - this mode only support direct bit images. Note that you can't use all of the standard graphic capabilities of the Atari anymore.

Although Atari recommends a monochrome monitor for usage with the XEP80, it runs fine with any type of composite monitor. The output looks great on my Commodore 1084 for example.

Along with the module comes a software-package containing an AUTORUN.SYS file,
which is the XEP80 handler. If you want to use the module with an application
that is compatible with the XEP80, which has it's own AUTORUN.SYS file, you
can append the application's AUTORUN.SYS on the module's AUTORUN.SYS.
****
Editors for the XEP80:
AtariWriter 80 by Atari
TurboWord by MicroMiser
emacs subset by Stan Lackey
MAE and its previous standalone editor ED

XEP80 P: Parallel port:
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 6.3) What accessories did Atari produce for their 8-bit computers?

This should be a complete list of Atari "CX" accessories, two or three digit
numbers, marketed for use with the 8-bit computers.

CX30-04 Paddle Controller Pair
CX40-04 Joystick Controller Pair
CX40 Single Joystick Controller
CX41 Joystick Repair Kit
CX22 Trak-Ball Controller
CX23 Kid's Controller
CX24 Pro-Line Joystick
CX50 Keyboard Controller Pair
CX70 Light Pen (beige; the original Atari light pen)
CX75 Light Pen
CX77 Touch Tablet (+ graphics tablet cassette program)
CX80 Trak-Ball
CX81 I/O Data Cord (5 ft)
CX82 Monitor Cable (Black and White Monitor)
CX85 Numerical Keypad (+ software Handler on diskette)
CX86 Printer Cable (included with 825 Printer)
CX87 Interface/Modem Cable (included with 830 Acoustic Modem)
CX88 Interface/Terminal Cable (null modem)
CX89 Monitor Cable (Color Monitor)
CX418 The Home Manager Kit (Pers'l Financial Managmnt,Home Filing Manager dsks)
CX419 The Bookkeeper Kit (The Bookkeeper disk, CX85 keypad)
CX481 The Entertainer (Star Raiders, (Missile Command or Pac-Man), 2 joysticks)
CX482 The Educator (410, BASIC cart., States & Capitals cassette)
CX483 The Programmer (BASIC, BASIC Ref. Manual, BASIC Self-Teaching Guide)
CX484 The Communicator (850, 830, TeleLink I cart.)

CX488 The Communicator II (835, TeleLink II cart.)
CX852 8K RAM Memory Module (for 800 computer)
CX853 16K RAM Memory Module (for 800 computer)

need CX number - Remote Control Joysticks

Subject: 6.4) What "vaporware" computers/peripherals were never released?

For definitive information on unreleased Atari products, see:

Atari Historical Society, http://www.atari-history.com/ (Curt Vendel)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
800D (Developers Bus System)
1000 Sweet 16 Project, lower end model. Became the 1200XL
1000-X Sweet 16 Project, higher end model. Became the 1200XL
1200 1200XL internally, many slight cosmetic differences
1200XLS 1200XL Show prototype, top-mounted cartridge slot
600 early 600XL, all black case, joyports on the left, missing PBI
800XL brown prototype
800XLD low-cost 1450XLD,no modem&speech,include disk drive controller&FREDDIE
800XLF late European 800XL with a redesigned motherboard, + the FREDDIE chip
900XLF 800XLF motherboard with further improvements,found in early 65XE's
1250XLD Earlier name for the 1450XLD
1400XL brown prototype
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL 1400XL plus room for 2 internal 5.25" drives (controller not included)
1450XLD 1400XL plus 5.25" floppy drive (Epson SD521 360K disk drives)
1600XL Amiga/Amiga-like.Now appears that 1850XLD was the model name for this
1650XLD to use 1450XLD case and 1200XL keyboard
1850XLD "Mickey" Atari clone of the Amiga Lorraine
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMY sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D. some were produced!
1027 PLUS -daisy-wheel, 80 columns
1053 -looks like a 1050, but supports DS/DD 360K format
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1060 CP/M Add-On Module -"SweetPea" Z-80 CPU, 64K RAM, CP/M 2.2, 80 col display
1090 XL Expansion System-5 PBI slots, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XF351 -a 3.5" drive.
XC35 -an XF551 with a 3.5" mechanism
XTM201 -non-impact printer
XTC201 -XE Thermal Color Printer

Subject: 6.5) What are the power requirements for my Atari components?

Thanks to Matthias Belitz for the European
data in this section. I need more international help!

As with the rest of this FAQ list, please let me know if any of this
information conflicts with the units you have.

The most important information is the voltage (in volts) required, and
whether you need a transformer (AC output) or an adapter (DC output).
The power (in voltamps or watts) and current (in amperes) specifications
of the original equipment as presented here should be regarded as
minimum values. Higher-than-specified power and current capacities are
entirely usable, and often preferable because such supplies run cooler
and last longer.

Direct Current (DC):
Power (in watts) = current (in amps) * voltage (in volts)

Alternating Current (AC):
Apparent Power (in voltamps) = current (in amps) * voltage (in volts)
Effective/True Power (in watts) = current (in amps) * voltage (in volts)
* (cosine of the angle of lag)

N O R T H A M E R I C A: INPUT = 115-120 V AC, 50/60Hz
==========
9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030
9 V AC 4.5 VA (500 mA) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748/CA016804 transformer:
400,800,822,850,1010,1200XL,810
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,822,850,1010,1200XL,810,1020,1050,XF551
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,822,850,1010,1200XL,810,1020,1050,XF551
9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027,1090XL
20 V AC 6.6 VA (330 mA) Atari#CO60479/CA060535 transformer:
835
24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
600XL,65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982/CA024814 adapter:
600XL,800XL,65XE,130XE,XE Game System
6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P" (vaporware)
9 V DC 200 mA (1.8 W) adapter:
MPP1000C (the modem from MPP, interfaces via a joystick port)

9 V DC 500 mA (4.5 W) Atari#CO16353/CA014034/CO10472/CX261 adapter:
XEP80,SX212,2600 (center positive)
9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200
5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297/DV1450 adapter:
1400XL,1450XLD

E U R O P E (and elsewhere?) INPUT = 220 V AC, 50 Hz, 26 VA
==========
5 V DC 1,8 A, #CO61763-107: 800XL
5 V DC 1,5 A (7,5 W) #CO61763-34 : 800XL (U.K., 240 V AC in)
5 V DC 1.5 A (7.5 W) #CO61763-11 : 65XE,800XL,800XE (Germany)
two ones with the same part number, but different cases and different
input Values :#1, 65XE (Poland, made in Taiwan), Input 22 VA
#2, 800XL, Input 26 VA
9 V AC 27 VA (3.0 A) CO60592-34/TM 7498 : 1050 (UK)
9V AC 0,5 A, CO#61516/34 : 1010 (UK)
9,3V AC, 1,66 A CO# (not printed), FW 6799: 800

These draw their power from the SIO +5 V:
XM301 (60 mA),XC11,XC12,ICD/FTe P:R:Connection,Wizztronics MidiMax,RVerter

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

OTHER:
The ICD/FTe Multi I/O (MIO), all versions, can use both AC and DC supplies.
But stick to voltages of at least 6.2-7.2 V.

Subject: 7.1) What versions of the Atari Operating System (OS) are there?

Most of this section by permission from:
http://www.student.kun.nl/f.offenga/atari.htm

Atari 8-bit Operating Systems
~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Version 3.3, 6/27/1999.
By Freddy Offenga (mailto:F.Offenga@student.kun.nl)

400/800 10kB OS roms
~~~~~~~~~~~~~~~~~~~~

Rev. TV Date CRC-32 Part Nr(s)
~~~~ ~~~~~ ~~~~~~~~~~ ~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~~
A NTSC (?) (?) (?)
A PAL (?) 0x72b3fed4 CO15199, CO15299, CO12399B
~~~~

B NTSC (?) 0x0e86d61d CO12499B, CO14599B, 12399B
B PAL (?) (?) (?)

XL/XE 16kB OS roms
~~~~~~~~~~~~~~~~~~

Rev. System Date CRC-32 Part Nr(s)
~~~~ ~~~~~~ ~~~~~~~~~~ ~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~
10 1200XL 10/26/1982 0xc5c11546 CO60616A, CO60617A
11 1200XL 12/23/1982 (?) CO60616B, CO60617B
1 600XL 03/11/1983 0x643bcc98 CO62024
2 XL/XE 05/10/1983 0x1f9cd270 CO61598B
3 800XE 03/01/1985 0x29f133f7 C300717
4 XEGS 05/07/1987 0x1eaf4002 C101687

(?) This information is missing. If someone can supply this info,
please write me an e-mail.

NOTES:
The 400/800 O.S's consist of three ROMs (two 4kB and one 2kB).
The 1200XL contains two ROMs for the OS (8k each), XL/XE's use a single
16k ROM and the 16k XEGS OS is stored in a 32k ROM (together with 8k
BASIC and 8k for Missile Command).

Origins of ROM information
~~~~~~~~~~~~~~~~~~~~~~~~~~
400/800 rev.A NTSC Could exist, since the PAL version exists and
rev.A is mentioned in the rev.B source code.
400/800 rev.A PAL All info found in two Atari 400's and Atari 800
ROM module CX801.P
400/800 rev.B NTSC Information from a ROM dump and the rev.B source
listing. The part numbers were listed in the
catalog from 'Best Electronics'. According to
'Mapping the Atari' rev.B ROMs have a 'B' at the
end of the part number, therefore I figure these
part numbers are from rev.B.
400/800 rev.B PAL Could exist, since the NTSC version exists and
there's some conditional PAL/NTSC assembly in
the rev.B source code
1200XL rev.10 PAL/NTSC All info found in an Atari 1200XL. The XL/XE
rev.2 source code refers to it as rev.10.
'Best Electronics' calls it rev.A.
1200XL rev.11 PAL/NTSC Refered to rev.11 by the XL/XE source code.
'Best Electronics' calls it rev.B.
XL/XE rev.1 All info found in an Atari 600XL
XL/XE rev.2 All info found in an Atari 800XL
XL/XE rev.3 All info found in an 800XE
XL/XE rev.4 All info found in an Atari XE Game System

O.S. Authors and dates
~~~~~~~~~~~~~~~~~~~~~~
The following info is from the Atari XL/XE rev.2 source code.

Revision A (400/800)
D.Crane / A.Miller / L.Kaplan / R.Whitehead

Revision B (400/800)
Fix several problems.
M.Mahar / R.S.Scheiman

Revision 10 (1200XL)
Support 1200XL, add new features.
H.Stewart / L.Winner / R.S.Scheiman /
Y.M.Chen / M.W.Colburn 10/26/82

Revision 11 (1200XL)
Fix several problems.
R.S.Scheiman 12/23/82

Revision 1 (600XL/800XL)
Support PBI and on-board BASIC.
R.S.Scheiman / R.K.Nordin / Y.M.Chen 03/11/83

Revision 2 (600XL/800XL)
Fix several problems.
R.S.Scheiman 05/10/83
Bring closer to coding standard (object unchanged)
R.K.Nordin 11/01/83

Vapour-ware
~~~~~~~~~~~
The following OS roms originate from rare Atari 8-bit systems.
Since I don't own any of these (unfortunately), I don't have much
information about these roms. Who can help me?

I've got two 16K rom dumps from the 1450XLD. Both ID's are rev.3.
The first dated 3/23/1984 comes from the 'Pooldisk Too' CD-ROM
(filename: 1540os3.v0) and the second dated 6/21/1984 was send to
me by Nir Dary (filename: os1450.128). Main differences between
these two are in the first 3K ($C000 - $CBFF).

The XL/XE OS rev.3B is from an Atari from Arabia. It's probably based
on rev.3. There are changes in the fonts (Arab characters) and several
patches in the code. More info at:
http://www.savetz.com/vintagecomputers/arabic65xe/

Rev. Found in Size CRC-32 Date
~~~~ ~~~~~~~~ ~~~~~ ~~~~~~~~~~ ~~~~~~~~~~
3 1450XLD 16kB 0x0d477aa1 3/23/1984
3 1450XLD 16kB 0xd425a9cf 6/21/1984
3B 65XE 16kB 0xf0a236d3 7/21/1984

References
~~~~~~~~~~
- The modified september Atari 400/800 computer operating system
listing, revision B, (c)1982 Atari.
- The Atari O.S. source code rev.2, (c)1984 Atari.
~~~~~~~~~~

- Atari XL addendum Atari home computer system operating system manual: supplement to Atari 400/800 technical reference notes.
- Best Electronics, catalog of Atari 8-bit parts.
- Mapping the Atari, revised edition, Ian Chadwick, Compute! books publication, 1985.

Credits
~~~~~~~
Special thanks to Nir Dary for the rev.2 source code, rom dumps and the 1200XL. It's in good hands.

~~~~~~
More info on what is maybe either the 1985 or 1987 XL/XE OS versions listed above. From ST*ZMAGAZINE #36, Sept. 1, 1989 (as reprinted in PSAN Nov 89):
by Mark Elliot, Innovative Concepts
The following changes have been incorporated in the 130XE computer.

The O.S. has minor changes like:
A) The MEMORY TEST (from SELF TESTS) tests the extra 64K now! (in 4 squares)
B) Also, the MEMORY TEST checks the first 48K over TWICE as fast as before!
C) The KEYBOARD TEST has the F1-F4 keys missing on top. (function keys), although the code that interprets them is probably there (like XEGS).
D) Also, it types out "COPYRIGHT 1985 ATARI" at the keyboard test, when all tests are done. (compared to COPYRIGHT 1983 ATARI, before)
E) And, the O.S. chip itself, is on a 27256 EPROM, but only half of it is used! (comprared to the original, which was on a 16K x 8 ROM, 27128 comp.
~~~~~~
james adds (3/8/01):
Your faq, regarding OS Rev A, states:
Origins of ROM information
~~~~~~~~~~~~~~~~~~~~~~~~~
400/800 rev.A NTSC Could exist, since the PAL version exists and rev.A is mentioned in the rev.B source code.

Did exist! My parents bought me an Atari 400 w/ 410 back in 1981 for entertainment when I was badly injured in a motorcycle accident. A year or so later I paid good money ($40 USD or so?) to have the OS A upgraded to OS B.

Subject: 7.2) What versions of Atari BASIC are there?

There were three versions of Atari BASIC produced: A, B, and C.

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Freddy Offenga adds:
You can also take a look at the part numbers on the IC's
inside your Atari and compare them with the numbers from
the following table:

Part# Version
~~~~~~~~~~~~~~~~~~~~ ~~~~~~~~
CO12402 + CO14502 A
CO60302A B
CO24947A C

On versions A, B, and C, Greg Miller writes:

"Rev A had a number of bugs, not just the commonly
described crash bug. Rev B fixed most (maybe all, I don't remember) of
these, but in the process, they added a new bug. You see, the crashes
were caused by a bug in one of OSS's memory move routines. When the bug
was fixed, the fix mistakenly applied to a routine that actually worked
in Rev A, causing the new lockup problem.

Rev C differs in only a few bytes. AFAIK, the only change was to remove
the alteration made to the routine that was broken by Rev B.

You can get more details from the annotated source listing published by
Compute! books. Bill Wilkinson described many of the problems in detail.
He also talked about it in his column in Compute! magazine."

Wally Lang adds:

--- Warner's Atari issued Rev B in two formats:
(1) As a built-in Basic on 600XL and 800XL computers.
(2) As a special request order item for 400/800 and 1200XL computers.

--- Tramiel's Atari issued Rev C in both formats for XE series computers and
ALL previous Atari 8-Bit Computers.

Subject: 7.3) What are Atari DOS I, DOS II v2.0S, DOS III, DOS 2.5, and DOS XE?

Here are short descriptions of the various Disk Operating Systems (DOS)
versions produced by Atari for use with their 8-bit computers.

The original Atari DOS shipped with all 810 disk drives from 1979-1981. It
consists of a single file, DOS.SYS, which is loaded into memory from disk on
startup.
At the top of the menu screen it reads:
DISK OPERATING SYSTEM 9/24/79
COPYRIGHT 1979 ATARI
Unless you are a collector, you probably have no reason to work with DOS I.
The DOS I disk is labeled: Atari 810 Master Diskette (CX8101).

DOS II Version 2.0S was shipped with all 810 disk drives, and early 1050 disk
drives, from 1981-1983. It consists of two files:
DOS.SYS is loaded into memory from disk on startup
~~~~~~~~~~~~~~~~~~~~

DUP.SYS, which contains the DOS menu, is loaded only when needed.
MEM.SAV can be employed to preserve the contents of memory to disk when DUP.SYS is loaded, so that the data can be restored to memory when exiting from the DOS menu. DOS 2.0S supports Atari's proprietary single-sided, single density 90K 5.25" floppy disk format only. DOS 2.0S represents the lowest common denominator of Atari DOS versions--you can be assured than any Atari disk drive for the 8-bit Atari can work with disks formatted with DOS 2.0S. The DOS 2.0S disk is labeled: Atari 810 Master Diskette II (CX8104).

DOS II Version 2.0D was shipped with the rare Atari 815 Dual Disk Drive. This is the double density version of DOS 2.0S.
The DOS 2.0D disk is labeled: Atari 815 Master Diskette (CX8201).

DOS III shipped with 1050 disk drives from 1983-1985. It was created in part to take advantage of the 1050's Dual-Density capability, by employing a single-sided, enhanced-density 128K 5.25" floppy disk drive format. Atari called this format "dual-density," but the Atari community quickly came to refer to this format as "enhanced-density" to better differentiate it from widely available 3rd-party truly double density disk drives and supporting versions of DOS. DOS III uses a disk format incompatible with DOS 2.0S. It included a utility to convert files from DOS 2.0S to DOS III, but not back again. It used disk space less efficiently than DOS 2.0S. For these reasons and others, DOS III was not widely accepted by the Atari community, and like DOS I is not generally used except for curiosity's sake.

DOS 2.5 shipped with 1050 disk drives and early XF551 disk drives from 1985-1988. DOS 2.5 represented Atari's relenting to the masses, returning to DOS 2.0S compatability. DOS 2.5 very closely resembles DOS 2.0S, with just a few features added. It supports both DOS 2.0S single-density 90K formats, as well as an enhanced density 128K format for use with the 1050 disk drive. DOS 2.5 also includes a RAMdisk utility for use with the 128K 130XE computer, a utility to convert files from DOS III disks back to DOS 2.5, and other disk utilities. DOS 2.5 is just about as universal among Atari users as DOS 2.0S.

DOS XE shipped with XF551 disk drives from 1988-1991. Like DOS III, DOS XE introduced a whole new format for Atari floppy disks; but unlike DOS III, DOS XE also preserved general compatability with DOS 2.0S/2.5. DOS XE supports the full capabilities of the double-sided, double density 360K per 5.25" floppy disk XF551 disk drive, including that drive's high-speed burst mode. DOS XE also fully supports the 90K SS/SD capability of the 810 disk drive, the 128K SS/ED capability of the 1050 disk drive, the 180K SS/DD capability of most 3rd-party disk drives for the Atari, and a RAMdisk for use with the 130XE. Date-stamping of files is supported. DOS XE requires an XL or XE computer; it is not compatable with the 400/800 computer models. Even though DOS XE was critically well-received, and represented a substantial jump in capabilities over DOS 2.5, its arrival came so late in the crouded realm of Atari and 3rd-party DOS versions that it never achieved much acceptance among real users, and is now relegated to the same status as DOS I and DOS 3 before it. Before its release, DOS XE was widely known as "ADOS."

Subject: 7.4) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system.

Either MYDOS or SpartaDOS will work with almost any disk drive, up to 8 drives or hard disk partitions, and ramdisk.

MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum. Complete documentation about the disk formats and commands, as well as the source code, is available. MyDOS 4.53/3 was released by David R. Eichel on 12/31/89.

SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g and 3.2gx are disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS 3.3a and 3.3b were rewritten by Stephen J. Carden for use with BBS Express PRO!. SpartaDOS 3.3c is produced on a 16K ROM cartridge from Video 61.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2g)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Another popular, powerful DOS is BW-DOS, freeware by Jiri Bernasek.
(it is pronounced "Bay Vay Dos")

Carolyn Hoglin adds:
I didn't see TOP-DOS mentioned anywhere. This superior DOS was written by R. K. Bennett of Eclipse Software in Sunnyvale, CA. It was based on Atari DOS, but with many, many more features. It fully supports my double-density, double-sided Astra drives, automatically sensing the proper density and sidedness of both drives 1 and 2. (MYDOS only seemed to do that on drive 1.) Also supported are large ramdisks for Axlon, Mosaic, etc. The latest version was TOP-DOS 1.5+, which came with an excellent manual explaining how to use its powerful capabilities.

Any other versions of DOS all 8-bit Atari users should be aware of??
- SuperDOS 5.1
- BiboDOS 5.x

Subject: 7.5) How do I modify Atari DOS to support more than two drives?

Russ Gilbert writes:

DOS 2 type DOSes default to two drives.
Boot DOS and BASIC.
? PEEK(1802)
if it is 3 then you only recognize two drives.
To get the 3rd drive, poke 1802,7. Then go to dup.sys (type DOS)
and write system files. Next time you boot that DOS, you'll recognize
3 drives.
If you want four drives, poke 1802,15.

Subject: 7.6) Are there Graphical User Interfaces (GUIs) for the Atari?

this text to expand!

1) Diamond DOS (cartridge). Try to find version 3.

2) Screen Aided Management (SAM). Available from DGS,
http://www.dgs.clara.net/

3) BOSS, by Mirko Sobe. http://www.atarixle.de/

Subject: 8.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

Ice-T XE v2.72 (128K XL/XE) or Ice-T 800 v1.1 (48K)
shareware by Itay Chamiel
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: X/Y/ZMODEM download
Autodial: Yes (2.72) or No (1.1)
Backscroll buffer: Yes--8 screens (2.72) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.72) or No (1.1)
Summary: Outstanding flicker-free high-speed VT100 emulation.Recommended!
http://www.cs.huji.ac.il/~itayc

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus

BobTerm 1.22, shareware by Bob Puff
(There's also a 1.23 that's specific to PC XFormer)
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes

Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; best for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Only option combining VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Only option for VT100 emulation on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

Subject: 8.2) What BBS software can be used on the Atari?

This section mostly by Winston Smith.
Credit for AMIS to MACE by Steven Sturza.

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
The AMIS BBS was written in BASIC by people from the
Michigan Atari Computer Enthusiasts. It included designs for a ring-detector.
You needed a sector editor and had to allocate message space by hand, hex byte
by hex byte.

Steven Sturza adds:
The AMIS BBS was written by people from the Michigan Atari Computer
Enthusiasts.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string"
rather than an R-Time 8 cartridge in order to retrieve the current time.
It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE
cartridge in order to run. It is in the public domain and can import and
export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only,
control ATASCII graphics are reserved for message data-structure bytes).
FOREM-XE BBS is still currently in use as we speak, and may be reached via
the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in
effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM
terminal program of days gone by. I am not familiar with this program. I
think that it is written in Action! and only supports XMODEM Checksum
transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and
comes with a "dial out" screen so that the Sysop can use the BBS as a
terminal program to call and fetch files without having to bring the BBS
down and reload a terminal program. OASIS supports "Door programs" which
it refers to as "OASIS PAL modules". This OASIS demo module comes with an
excellent message system. The OASIS file system is one of the most
complicated that I have ever seen. It consists of "file libraries" with
suites of "file types". There is quite a bit of overhead involved in
performing a download (which may be a good thing, as it discourages file
hogs). There is a commercial version of OASIS called "OASIS IV" that
performs networking. There was an OASIS network between Boston,
Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word
of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank
Walters wrote it.

o Carina BBS -- a shareware product of Shadow Software.

o BBS Express! Professional -- a product of Video 61, www.atarisales.com

o OASIS IV -- a product of ???

o Forem-XE Pro -- by Len Spencer. http://members.aol.com/lenspencer/

Subject: 8.3) What programming languages are available for the Atari?

This section also kept at http://www.student.kun.nl/f.offenga/atari.htm

Revision : 1.3
Date.... : 4/19/1999

==========
!!!! This section is under construction - HELP WANTED !!!!

The goal is to give information about all available languages
for the Atari 8-bit computer. This information will include:
title, last version, author, date and a short description.
It would also be nice to know how to get it and where to get
more information (like reference cards, reviews and such).

Freddy Offenga, mailto: F.Offenga@student.kun.nl
==========

There are quite a lot! To get some structure in this section it's
divided into the following categories;

a) ASSEMBLER
b) BASIC
c) C
d) PASCAL
e) LISP
f) FORTH
g) PILOT
h) LOGO
i) All the rest

The following format is used:

- Language titel (medium)
version, year : version, year
author/company : author/company
available..... : where/how to get it
package..... : programs, documentation
features..... : main features
Description.

The question marks (?) indicate that more information is
required about that topic.

Definitions:
umich University of Michigan Atari archive

Some resources:
- The Multi-lingual Atari, Analog magazine 45, August 1986
- A bunch of manuals
- Some copy-pasted lines from the Atari 8-bit newsgroup

a) ASSEMBLER

- 130XE+ Makro Assembler (disk)
version, year : 2.2, 1992
author/company : Torsten Karwoth
available..... : freeware, ?
package..... : assembler, editor, menu, monitor,
batch enhancement, linker/packer
features..... : macros
Two pass 6502 assembler with integrated menu, editor
and monitor shell. Needs extra RAM banks. Source
format is derived from Atmas Makroassembler.

- A65 (disk)
version, year : ?, 1989
author/company : Charles Marslett, WORDMARK Systems
available..... : freeware, ?
package..... : assembler, manual
features..... : source include
Two pass 6502 assembler. Source format is based on the

Atari Macro Assembler. Assembler source included.

- Alfasm, Turbo-Assembler/16 (disk)
version, year : 1.0, 1990
author/company : Jeff Williams, DataQue Software
available..... : ?
package..... : assembler, docs
features..... : source include
Two pass 6502/65816 assembler.

- Atari Assembler/Editor (cart)
version, year : ?, 1981
author/company : Atari
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : -
Two pass 6502 assembler with integrated editor/monitor

- Atari Macro Assembler (disk)
version, year : 1.0C, 1981
author/company : Atari, APX
available..... : ?
package..... : assembler, editor, debugger, manual
features..... : macros, source include
Two pass 6502 assembler.

- Atmas Makroassembler (disk)
version, year : 2, 1985
author/company : Peter Finzel, Hofacker
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : macros
Two pass 6502 assembler with integrated editor/monitor.

- Bibo Assembler (disk)
version, year : ?, 1986
author/company : Compy-shop
available..... : ?
package..... : assembler, editor, monitor
features..... : source include, data include
Two pass 6502/65c02 assembler with integrated editor/
monitor.

- Datasm/65 assembler (disk)
version, year : 2.0, 1981
author/company : DataSoft Inc.
available..... : ?
package..... : assembler, editor, menu, manual
features..... : -
Two pass 6502 assembler.

- EASMD (disk)
version, year : 1.0, 1981
author/company : OSS
available..... : ?
package..... : assembler, editor, monitor
features..... : ?
Two pass 6502 assembler with integrated editor/monitor.

- Fast Assembler (disk)
version, year : 1.5, 1995
author/company : MMMG Soft
available..... : ?
package..... : assembler, editor, disassembler
features..... : ?

- Kasm65 (disk)
version, year : 2.41, 1994
author/company : Ken Siders
available..... : shareware, umich
package..... : assembler, editor, linker, docs
features..... : macros, relocation, source include,
conditional assembly
Two pass 6502 assembler. Relocatable object files are
compatible with ra65. Source format is derived from
the Atari Macro Assembler.

- MAC/65 Macro Assembler (disk|cart)
version, year : 2.00, 1982
author/company : Stephen D. Lawrow, OSS
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : macros, source include
Two pass 6502 assembler with integrated editor/monitor.
Mac/65 is a direct descendant of the Atari Assembler/
Editor (via EASMD).

- MAE (disk)
version, year : .96, 1996
author/company : John Harris
available..... : umich
package..... : assembler, menu, editor, monitor, docs
features..... : macros, source include, data include,
conditional assembly
Two pass 6502/65816 assembler with integrated editor/
monitor. Extra RAM supported.

- NASM65 (disk)
version, year : ?, 1992
author/company : Nat!
available..... : ?
package..... : assembler, linker, librarian
features..... : macros, relocation, source include
One pass 6502 portable cross assembler (initially for

the ST). Highly compatible with MAC/65.

- PC-65 (disk)
version, year : 1.0 beta, 1996
author/company : Jan Feenstra & Freddy Offenga
available..... : mailto: F.Offenga@student.kun.nl
package..... : assembler
features..... : macros, source include, data include,
boundary directive
Two pass 6502 cross assembler for the PC. The source
format is highly compatible with the ST-65 assembler.

- Quick Assembler (disk)
version, year : 1.0, 1990?
author/company : JBW, Avalon?
available..... : ?
package..... : assembler, editor, menu, debugger
features..... : source include
Two pass 6502 cross assembler with integrated editor.
Very user friendly menu environment.

- Ra65 (disk)
version, year : 1.0, 1989
author/company : John R. Dunning
available..... : public domain, umich
package..... : assembler, linker, librarian
part of cc65 (c-compiler)
features..... : ?

- Synassembler (disk|cart)
version, year : ?, 1982
author/company : Steve Hales, Synapse Soft
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : source include
Two pass 6502 assembler.

- ST-65 (disk)
version, year : ?, 1991
author/company : A. Stauffenberg, F. Offenga
available..... : mailto: F.Offenga@student.kun.nl
package..... : assembler, menu shell, manual
features..... : macros, conditional assembly,
source include, data include,
boundary directive
Two pass 6502/65c02 cross assembler for the Atari ST
written in 68000 assembly. As far as I know this is
the first assembler with the boundary directive.

b) BASIC

- A BASIC Compiler (?)
version, year : 1.03, ?
author/company : Monarch Data Systems
available..... : ?
package....... : BASIC compiler
features...... : ?

- Advan BASIC (disk)
version, year : ?, ?
author/company : Advan Language Designs
available..... : ?
package....... : BASIC compiler
features...... : ?

- Atari 800 Basic (disk)
version, year : 1.0, 1981
author/company : Microsoft
available..... : ?
package....... : ?
features...... : ?

- Atari BASIC (cart)
version, year : Rev.C, 1983
author/company : Atari
available..... : standard ROM in Atari XL/XE
package....... : BASIC interpreter, manual
features...... : pretty plain BASIC implementation

- Atari Microsoft BASIC II (cart)
version, year : ?, 1991
author/company : Atari
available..... : ?
package....... : BASIC interpreter
features...... : ?

- BASIC A+ (disk)
version, year : 3.05, 1981
author/company : OSS
available..... : ?
package....... : BASIC interpreter
features...... : ?

- BASIC XL (cart)
version, year : ?, ?
author/company : OSS
available..... : ?
package....... : BASIC interpreter
features...... : ?

- BASIC XE (cart)
version, year : ?, 1985
author/company : OSS
available..... : ?

package..... : BASIC interpreter
features..... : ?

- Turbo Basic XL (disk)
version, year : 1.5, 1985
author/company : Frank Ostrowski, Happy Computer
available..... : ?
package..... : BASIC interpreter, compiler (V1.1)
features..... : ?
Published in the German magazine "Happy Computer".

c) C

- ACE C (disk)
version, year : ?
author/company : John Palevich & Ralph Walden
available..... : ?
package..... : ?
features..... : ?
This is a newer version of 'Deep Blue C'.

- C/65 (?)
version, year : ?
author/company : OSS
available..... : ?
package..... : ?
features..... : ?
Probably derived from Dr.Dobbs "Small C". Compiles to 6502
code which emulates the 8080 instruction set.

- C65 (?)
version, year : ?
author/company : Keith Ledbetter
available..... : ?
package..... : ?
features..... : good macro assembler
This compiler does not support structs.

- CC65 (disk)
version, year : 1989
author/company : John R. Dunning
available..... : www.cc65.org
package..... : compiler, linker, assembler, librarian
features..... : ?
Public domain compiler. Also used as cross compiler.
Relocatable object linkage files, and the most thorough
K&R C for the 8-bit. Comes with an relocatable assembler.

- CC8 (disk)
version, year : 2.3
author/company : John Palevich & Steve Kennedy
available..... : ?

package..... : Compiler
features..... : ?
ACE C with more "real" C support (e.g. arrays of pointers
to structs). Requires ACE C runtime libs and linker.

- Deep Blue C (disk)
version, year : 1.2, 1982
author/company : John Palevich, APX
available..... : ?
package..... : Compiler, Linker
features..... : ?
Deep Blue C was originally an independent product, but it
then became available from APX. It converts C to pseudo-
code and then interprets the pseudo code (8080 instruction
set emulation).
Drawn from Ron Cain's public domain C-compiler (Small-C).

- DVC C (disk)
version, year : 1.05, 1985
author/company : Ralph E. Walden
available..... : ?
package..... : Editor, Compiler, Optimizer, Linker
features..... : Quite user friendly program
The compiler generates special object files (.CCC)
which can be optimized and linked. The package uses a
special DOS called DVC DOS which contains runtime stuff.

- LightSpeed C (disk)
version, year : 1.08, 1986
author/company : Clearstar Softechnology
available..... : ?
package..... : Compiler, Optimizer, Linker
features..... : ?
Runs under CLI DOS's and MENU DOS's.

- Tiny-C
version, year : ?
author/company : OSS
available..... : ?
package..... : ?
features..... : ?
First sold C compiler by OSS. This compiler was used to
compile itself! First true language "bootstrap" on any
8-bit machine (it was also available for Apple and CP/M
machines). Derived from Dr.Dobbs "Small C". Compiles to
6502 code which emulates the 8080 instruction set.

d) PASCAL

- Atari Pascal (disk)
version, year : 1.0, 1982
author/company : APX

available..... : APX-20102
package....... : ?
features...... : ?

- Draper Pascal (disk)
version, year : 2.1, 1989
author/company : Norm Draper
available..... : ?
package....... : ?
features...... : ?

- Kyan Pascal (disk)
version, year : 1986
author/company : Kyan Software, APX
available..... : ?
package....... : editor, compiler, linker, macro-assembler
and manual
features...... : ?
Kyan Pascal would run off a single floppy. The Atari (APX)
version needs two drives. A version which runs entirely in
128k should be available too.

e) LISP

- INTER-LISP/65 (disk)
version, year : 2.1, 1981
author/company : Special Software Systems, DataSoft
available..... : ?
package....... : ?
features...... : ?

f) FORTH

- ValForth (?)
version, year : ?
author/company : Valpar International
available..... : ?
package....... : ?
features...... : ?

- Extended fig-Forth (?)
version, year : ?
author/company : APX
available..... : APX-20029
package....... : ?
features...... : ?

- fig-Forth (disk)
version, year : 1.4s
author/company : ?
available..... : ?
package....... : ?
features...... : ?

- fun-Forth (?)
version, year : ?
author/company : APX
available..... : APX-20146
package....... : ?
features...... : ?

- Grafik-FORTH
version, year : ?
author/company : ?
available..... : ?
package....... : ?
features...... : ?

- QS Forth (?)
version, year : ?
author/company : Quality Software
available..... : ?
package....... : ?
features...... : ?

g) PILOT

- Atari PILOT (cart)
version, year : 1980
author/company : Atari
available..... : ?
package....... : ?
features...... : ?

h) LOGO

- Atari LOGO (cart)
version, year : 1983
author/company : LCSI, Atari
available..... : ?
package....... : ?
features...... : ?

i) All the rest

- Action! (cart)
version, year : 1983
author/company : OSS
available..... : ?
package....... : compiler, editor, monitor and library
features...... : fast compiler which generates good code
Needs cartridge for runtime procedures. A PD runtime
library is also available.
All variables are static, so recursive routine calls
are not possible. No floating point type (though a
PD library should make this possible). No arrays of
objects (arrays of POINTERS to objects are possible).

- Quick (disk)
version, year : 2.0, 1990
author/company : Raindorf Soft
available..... : ?
package..... : ?
features..... : ?
This is the "poor man's Action!". Same restrictions as
Action! apply also to Quick. Further restrictions are:
only simple assignment expressions, no records and no
pointers.

- Test Computer Language (disk)
version, year : 2.2, 1985-1990
author/company : D.Firth
available..... : public domain, ?
package..... : compiler and editor
features..... : ?

Subject: 8.4) What cartridges were released for the Right Slot of the 800?

Gene posted this list on 22 Jan 2001:

Austin Franklin Austin 80 Console Software
Eastern House KISS
Eastern House Monkey Wrench
Eastern House Monkey Wrench II
Geminisoft/Sar-An Magic Dump
Geminisoft Magic Dump II
Radical Systems Cartridge Maker (eprom burner)

Then Larry White added on 26 Jan 2001:

And the first commercially released right cartridge, the "Block" -- which was
also the first cartridge "backup" program hardware device.

Subject: 8.5) What games support 4 or more simultaneous players?

contributors to this section:
Jeff M Lodoen, Vidar \"Hawk\" Olavesen, Pat Mulvey,
Steven E. Posey (Party Quiz controllers description), Andreas Magenheimer

The following games support 4 player head-to-head play. Remember, only the
400 and 800 computer models sport 4 controller ports.

Asteroids, Basketball, Dandy, M.U.L.E., Maze War, Silicon Warrior, Survivor,
Thorn EMI Soccer, Major League Hockey

The following support 8 players on the 400/800 or 4 on the other computer
models, using the 2 controllers-per-port CX30 Paddle controllers:

Super Breakout, Worms?

The following supports 4 players on all machines, using special 4-button keypad controllers linked together with RJ-11 jacks (standard phone jacks) to a box with 2 joystick port connectors.

Party Quiz by Suncom

Andreas Magenheimer contributes the following:

- Networking 1-8 players/computers games:
Dataque once (1989-1992) developed a Network game+cable which lets you connect 1-8 A8 computers together. The cable (octagon or so) could be selfmade or bought. The game avaiable was Maze of Agdagon (shareware from the Agda Group/Dataque). Maze of Agdagon worked on all 8Bit Ataris with a minimum of 48k RAM. In 1999/2000 Bewesoft discovered this and developed the game Multidash which is network-compatible to the previous game, i.e. it can use the same network cable. But, because of its interlaced grapic mode Multidash will only run on XL/XE computers. Therfore Jiri included a good Gr. 8 picture how to built an easy network cable for 2 players/computers (using a SIO cable as a nullmodem cable!) and an -not so easy - network cable for 2-8 players/computers. The game and its text+picture was released as freeware; it can be found on the internet or the abbuc magazine...

in short: networking games with 1-8 players: a) Maze of Agdagon
b) Multidash

- multi-joystick games:
In 1999/2000 L.Sterba (or so) developped some hardware to connect 8 joysticks to one XL/XE joystickport (or 16 Joysticks to both ports). He also developed a game for this, named ... (tricky czech name!), which is a sort of multi-player TRON game... Screenshots are avaiable at Mr. Sterba's Homepage (URL?) and maybe soon at ABBUC magazine... (it has been tested at the ABBUC JHV!)

Subject: 8.6) What programs run only on the 400 and 800 models, and why?

The following are reported as incompatable with models other than the original Atari 400/800. Most probably do work on XL/XE's if you use a translator to run the original 400/800 OS on your XL/XE.

Apple Panic Broderbund
Aquatron Sierra On-Line
Astro Chase First Star Software / Parker
Atlantis Imagic
Attack at EP-CYG-4 (by Bram) Romox
Bandits
BearJam Chalkboard Inc.
Boulders And Bombs CBS
Chicken Synapse
Demon Attack Imagic
Disk 50
Dreadnaught Factor, The Activision

Drelbs Synapse
Forbidden Forest Cosmi
Fort Apocalypse Synapse
Galahad And The Holy Grail APX
Go Hayden
Gorf Roklan
Jawbreaker II
Jet Boot Jack English
Juggler IDSI
K-Razy Antiks K-Byte
K-razy Kritters CBS Software
K-razy Kritters K-Byte
Kangaroo Atari prototype
KoalaPainter Koala
Leo's 'Lectric Paintbrush Chalkboard Inc.
Leo's Links Chalkboard Inc.
LogicMaster Chalkboard Inc.
Lunar Leeper
Mario Bros. ('83) Atari
Maze Epyx
MicroMaestro Chalkboard Inc.
Monkey Wrench
Monster Maze Epyx
Ms. Pac-Man Atari [some problems
M.U.L.E.(early release only)Electronic Arts
Nautilus Synapse
Pac-Man Jr. Atari prototype
Picnic Paranoia Synapse
Pool 1.5 IDSI
Pool 400 IDSI
Protector II Synapse
Rack 'Em Up Rocklan
Shamus Synapse
Slime Synapse
Snapper Silicon Valley Systems
Space Dungeon Atari
Squish 'Em Sirius
Super Pac-Man Atari prototype

Konrad M.Kokoszkiewicz writes:

XL/XE software won't work on 400/800 if:

1) it uses shadow RAM at $C000-$CFFF and $D800-$FFFF
2) it uses RAM expansions at $4000-$7FFF controlled by PORTB $D301
3) it uses specific XL OS functions (like JNEWDEVC)
4) it uses illegal XL OS addresses.
5) it uses European Charset :)

Subject: 8.7) What programs make use of the Light Gun or a light pen?

Bertrand M. (LEXX) writes:

Bug Hunt, Barnyard Blaster, Crossbow, Crimebuster, Operation Blood, Operation Blood II - Special Forces (not completely sure about that one), Light Gun Blaster (PD), Gangsterville (Italian game written in BASIC), maybe a couple more...

James Bradford mentions:
"On the 400, the light gun /pen will only work in joystick port 4." This renders much light gun and light pen software unusable on the 400.

Andreas Magenheimer adds:
all Lightgun games can be used with a lightpen (which is not as accurate as a Lightgun however). And: all lightpen games can be used with lightgun. thus add:
- Atari Graphics (Atari) Lightpen graphic software
- 5 Matrix or Matrix 5, a PD game...
- Alien Invaders (DGS) a Space Invaders clone from the brits...
- Bembelwo (Thorsten Butschke) a sort of golf/minesweeper game, written in Quick and PD!
- Sharp Shooter (Mat*Rat) a PD game from Analog, also avaiable on cart from Video 61/Lance Ringquist
- Lightgun Shooter (ABBUC mag.) a simple shooter game, at least PD!
- Flyshot (or Flyshoot) a Turbo Basic game (PD) from ZONG, the KE Soft mag.

More:
Geisterschloss by KE Soft, 1992

Subject: 8.8) What programs have a track ball mode or support a mouse?

Andreas Magenheimer writes:

Title	Keystroke Required
Missile Command (Atari)	CTRL-T
Slime (Synapse)	[T]
Shanghai (Activision)	choose controller type: ST mouse ! (plug it into port 2; if you do not have one, you have to reboot!!)
Bombdown (Roemer of Uno)	choose between Joystick, Amiga mouse, ST mouse or CX85 numeric keypad (use port 2 for any mice)
Minesweeper (PPP/PD-World Versand)	use an ST mouse in port 2
The Brundles (KE-Soft/Kaisersoft)	use an ST mouse in port 2
The Brundles Editor (KE-Soft, PD)	use an ST mouse in port 2
Geisterschloss/Ghost Castle (KE-Soft, PD)	choose Lightgun (port 1) or ST mouse (port 2)
10-12 games from ZONG magazine	ST mouse games !! (they use port 2 (KE SOFT, now PD) and a driver called KEMAUS.COM)
Multi-Mouse manager (PD/shareware)	drivers for mice, TB, etc.
Unriagh I (german PD adventure)	has drivers for ST mouse+Joystick

(stick=port 1, mouse=port2)
Unriagh II (german PD adventure) has drivers for ST mouse+joystick
(stick=port 1, mouse=port 2)
little Calculator (AMC-Verlag, PD) uses mouse only (port 2)
big UPN calculator (PD) uses ST mouse, TB, Touch tab. and
joystick; (there are different COM
files, rename the one you wish to
use to *.EXE; all drivers use port
1 - if I remember correctly)
Operation Blood (ANG/Mirage) press mouse fire or Select to start
in ST mouse mode (port 2)
Operation Blood 2 / Special Forces press mouse fire or Select to start
(ANG/Mirage) in ST mouse mode
Sprint XL (ABBUC Jahresgabe 1992) uses an ST mouse in port 2
M.O.S. (ABBUC magazine) uses an ST mouse in port 2
Multi-(Tasking-)Operating-System,
Diamond GOS (Reeve software) Version 1.0 (disk), 2.0 & 3.0
(cart.)
support an ST mouse in port 2
S.A.M. (Power per Post) german GUI, supports an ST mouse in
port 2
G.O.E. (TCS) supports an ST mouse in port 1

RE: Missile Command, Andreas writes:
there are many different versions avaible... I know the old Atari 800
cart version, which works correct with Joystick and Trakball, but not at
all with a mouse. The newer XL version works with Mouse, trackball and
Joystick, also the newest (built-in) XEGS version of MC. But, there is
also a tape version (and maybe a disk version) of MC avaiable. I am not
sure if this tape version behaves like the old 800 version or like the
newer XL and XE/XEGS versions...

And about mice, Andreas adds:
Maybe you did not know, there is a little difference between Trackball
and ST-mouse. Although MC works with both input devices does not mean,
they are the same. they are not !! Connect the TB to an ST computer and
you see: it does not work at all !! You have to do a small conversion to
convert the TB to an ST mouse. (Plans are avaiable from ABBUC, germany).
maybe somebody already did this with Harvey`s TB (and to make things
worse: the old Atari 800 version does not support a mouse; so if the TB
has been converted to a mouse this MC version will not work with it!).

Subject: 8.9) What programs have a paddle(s) or Koala Pad mode?

Andreas Magenheimer contributes:

- Super Breakout (Atari) breakout clone
- Live Wire (Analog) tempest clone
- Live wire 2 (Analog) tempest clone
- Planetary Defense (Analog)

- Pong (Antic) Pong clone
- Pong (Analog) Pong clone
- Super Ball (Compy Shop Magazin) Breakout clone
- Arkanoid (Taito/Imagic) Breakout clone
- Koala/Micro-Illustrator (Island graphics/Koala Ware) graphics program
- Chiseler (Antic or Analog) a breakout clone
- Slime (Synapse) a slimy shooter...
- Chicken (Synapse) catch the chicken eggs...
- many more dozens of Pong and Breakout clones
(forgot their names, maybe someone can help here!)
- many more programs (which I do not remember right now!)

Subject: 8.10) What programs have a CX85 mode?

Andreas Magenheimer writes:

- Multi mouse Management (PD)
- UPN calculator (PD)
- the Bookkeeper (published by ???)
- Bombdown (Roemer of Uno)
- many games from KE-Soft and Powersoft
(forgot their names, help needed!)

Subject 8.11) What programs have a Touch tablet mode?

Andreas Magenheimer writes:

- Atari Artist (Atari) graphics program
- Pixel Artist Deluxe 1.3 (PD) graphics program
- The Brundles (KE-Soft) Lemmings clone
- many more (which I do not remember right now!)

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The archives contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc

Subject: 9.3) What are the .DCM, .ATR, .XFD, .SCP, and .DI disk image formats?

These are all filename extensions used to name files containing entire 8-bit
Atari floppy disk images.

DCM - Image format invented by Bob Puff, for his Disk Communicator 3.2 utility.
Used when working with native Atari hardware.
DCM specs at: http://home.planet.nl/~ernest/diskcomm.zip

ATR - Image format invented by Nick Kennedy, for his SIO2PC project.
Used with most 8-bit Atari emulators running on other computer platforms.

XFD - Image format invented by Emulators Inc, for their ST Xformer emulator.
Identical to ATR except without the 16 byte header.
Used with ST Xformer and PC Xformer emulators.

PRO - Image format invented by Steven Tucker, for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.

SCP - SpartaDOS SCOPY image file.

DI - Image format invented by Kolja Koischwitz & Christian Kruger for their
800XL DJ emulator for the Atari ST.

One tool for converting among all of these disk image formats is:
Acvt v1.06 by Jindrich Kubec
Latest version can be found at http://www.asw.cz/~kubecj

Subject: 9.4) What are the .XMO and .BIN file formats?

XMO stands for XMODEM. The idea was that the file was not plain text,
but was a binary file. As a binary file, it had to be downloaded using a
file transfer protocol such as XMODEM. The use of ".xmo" as a filename
extender was popular once, but has been discouraged for years.

BIN - another filename extension sometimes used to designate binary-load files. Like .xmo, use of .bin is discouraged.

Subject: 9.5) How can I make my commercial boot disk (tape, cart) into a load file or disk image?

Russ Gilbert writes:

The disk image part is a matter of taking a copyable boot disk and making an atr, xfd, dcm or other disk image type file out of it, usually for use with an emulator. Before emulators, the Bob Puff .dcm format was used to store/archive/retrieve boot disk images.

Almost all commercial software for the A8 is/was copy protected. For boot disks, this usually involved a large number of special formatting that couldn't be copied using ordinary sector copiers. Usually the boot process involved checking to see if a certain sector error occurred, then proceeding. If the error did not occur, the disk was a copy and would not work.

For carts, usually the method of protection was to write to the cart area of memory and see if the value changed. If the value changed, the cart program was in RAM, not ROM and would fail to operate.

For tapes, again a fair number of schemes were used. Some varied the speed at which the tape loaded. I'm not familiar with tape protection schemes.

With all software media (cart, tape, disk), there may be program encryption, which must be decrypted before the program can run. This to make more difficult disassembly of the program.

There were/are a number of products to defeat copy protection/allow copying of protected software for the A8. The most common way to defeat copy protection was to disassemble the software and revise sections of code so that the copy protection was defeated. A software with defeated copy protection is called a 'cracked' software. The basic procedure is to understand how cart/tape/disk software initializes, loads and runs. Usually make a file out of the software and 'follow the code', starting with loading of the program, to decryption to the actual running of the program. Today, it is unnecessary to copy original commercial A8 software because it has already been defeated and may be found at a few ftp sites. (Note umich archive has no commercial/non-shareware software.)

Besides 'cracking' software, there were/are hardware devices to copy commercial protected software. The Happy 1050 and the Archiver, and probably other modifications to the 810, or 1050 allowed 'bit image' copying and reproduction of the special formatting that copy protected disks had. Using these archiving disk drives, a copy of the original disk, including all special formatting and the original code is copied, thus making a copy protected copy, not cracked, just like the original.

For carts, copying could involve cracking or again there were/are products to reproduce the cart and simulate a ROM. Or the cart might be copied and burned on the correct type of eprom, to make a plug in cart. 'The Impersonator', the 'Pill' are two cart copy schemes copy the cart to a file, then don't change the code, but use a 'dummy cart' to fool the software into thinking there is a ROM present.

Basic tools for copying, then cracking, carts and disks are a sector editor and disassembler. Carts are usually most easily dumped using a special OS, like Omnimon, to interrupt the cart and dump memory to disk. There are a few pd cart copiers that have the user plug the cart in when the program is running, I don't believe these pd cart copiers are very good or very wise to use.

So, the basic answer to 'how do I make a copy of my copy protected commercial software' is don't bother. Find it on the net.

There is one exception, in that this 'solution' involves a minimum of effort and is relatively safe. I refer to 'Chipmunk' and 'Black Patch' software to make cracked boot disk copy of commercial disks. HOWEVER, even if you use these two commercial archival tools, be sure you write protect your originals, and be careful not to accidentally write to the original disk.

Finally, I'll mention a very modern (I mean 1997) product. The APE Pro system, by Steven Tucker, in the registered version of this shareware allows making disk images called 'Pro' images. APE (Atari Peripheral Emulator) requires a cable, called the SIO2PC cable, that connects the A8 13 pin serial port to a serial port on the IBM PC clone. To make 'Pro' images, a special adapter cable is needed, not just the 'standard' SIO2PC cable. The 'Pro' image can 'capture' the copy protection of an original commercial disk. The 'Pro' image can then be loaded into an A8 using the APE registered version software, thus backing up your original disk software. Note the 'Pro' image will only be of use to person(s) owning registered APE software and 'Pro' adapter cable.

Subject: 9.6) How can I convert my commercial boot tape into a cassette image file?

Ernest R. Schreurs writes:

For those of you that like ALL classic Atari software, there is now a way to store all software that has been recorded on cassette tapes on the hard disk of your PC. I have written a program that is similar to the SIO2PC utility written by Nick Kennedy. But this one is intended for use with cassette software. You will need the following items:

Any PC equipped with a sound card and about 50 to 100 Megs of free disk space to work with. The sound card should be able to sample sound at a sample rate of 44.100 Hz mono. The sample must be recorded into a .wav file.
You need the wav2cas program to convert the .wav file to a .cas file. The .cas file is a digital cassette image file that only contains the data that is on the cassette tape. Once you have that, you can throw away the .wav file. The .cas files are typically 16 to 64K, so they are relatively small.

To load cassette files into your Atari (i.e. boot a digital cassette image) you do not need a sound card. You do need a SIO2PC cable or similar device. You also need the cas2sio program.

The wav2cas and cas2sio programs should be available from the archives of Umich by now. They have been put together in one zip file wav2cas.zip, along with the documentation and the 'C' source code.
You can download it through the web interface at the URL
http://www.umich.edu/~archive/atari/8bit/Emulators/Peripherals/wav2cas.zip
Note the capital in Emulators and in Peripherals.
Thanks to William Kendrick for helping me get it uploaded there!
You can also try the gopher stuff:
gopher://gopher.archive.umich.edu:7055/11/atari/8bit/Emulators/Peripherals/

Steven Tucker, the author of APE, has added support for this file format as of version 1.15 of APE. It looks real neat, so try that out too! Thanks to Steven for adding a nice user interface for these cassette images. He did a nice job. I am hoping other using are willing to write some programs to get more enjoyment out of this underrated storage medium.

My stuff is available totally free for personal use, so I hope you enjoy it. Read the docs about the conditions.

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an Atari-format diskette. The following require a DOS and disk drive on the Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

Ataridsk V1.2 (c) 95-12-09 by HiassofT (Matthias Reichl)
http://www.horus.com/~hias/atari/

MyUTIL and the XF551 - tips from JTKIRK:

]MyUtil works fine with the XF551. The XF551's speed is 300 rpm (sometimes even
]up to 303 rpm). I've got two XF551s and can read/write disks written on a PC
]with MyUtil on both with no problems. MyUtil even can write to a DS/DD disk,
]for a total of 360 K, BUT: the ATARI disks not only have the bits inverted,
]the second side is also read BACKWARDS respect to PC disks. That is, when
]MyUtil on the PC writes to what it thinks is sector 721, it really is writing
]to sector 1440! Worse, if you take an ATARI disk with a file whose sectors
]get past sector 720, MyUtil will attempt to read the sector 2161-n instead of
]'n', and you'll get a 'truncated record' error. The solution is simply to
]rewrite the code to take into account this (if sec>720 then sec=2161-sec).
]Let me know if you modify this. You don't know how frustrating it is to have
]to use only 180 K of a 360 K disk! I'm going to analyze the source code, but
]I don't know if I will be able to modify it properly. If someone does it
]before, please email me and send me an uuencoded copy or tell me where to get
]it.

Here's some advice on using the above utilities from Hans Breitenlohner:

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad Kokoszkiewicz answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main

crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

Jon D. Melbo sums it up this way:
So a basic rule of themb when sharing 360KB floppies among 360KB &
1.2MB drives is: Never do any writes with a 1.2MB drive to a disk that
has been previously written to in a 360KB drive....UNLESS... you only
plan on ever using that disk in the 1.2Mb drive from then on out. Of
course a disk can be reformated in a particular drive any time for use
in that drive. As long as you follow that rule, you can utilize the
backwards compatible 360KB modes that most 1.2MB drives offer.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Apparently 2.07 is buggy.
Anadisk 2.06 is available at: http://ch.twi.tudelft.nl/~sidney/atari/

Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to Preston Crow:
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) How do I transfer files using a null modem cable?

This section by Russ Gilbert.

Q: How do I connect two cmputers using a null modem cable?

A: You need a term program and RS 232 ports on both computers. The RS 232 ports need to be connected together using a 'null modem cable'.

For up to 4800 baud, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25 pin port. 25 pin #2 goes to Atari #4 (XMT to RCV), 25 pin #3 goes to #3 on Atari (RCV to XMT) and #5 of 850 goes to #7 of 25 pin (GND to GND).

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go to the left 1 to 13 then #14 is under #1 and left again so that #25 is under #13.

Most term programs allow a null connection, without a carrier detect. Notably, 'Express 850' does not. I have only used 'Procomm 2.4.3' (the last shareware version of Procomm) on the PC and Bob Term on the Atari, but other term programs may work.

To check your null modem connection, start both PC and Atari term programs, set baud to 2400 or 4800 on both computers. No parity, 8 data bits, 1 stop bit on the PC. Be sure to use the correct COM port on the PC. Go to 'terminal' mode and you should now be able to type on either computer and see it on the other screen. To accomplish a file transfer, use Y-modem probably from Bob Term, rather than X-modem. X-modem will often append bytes to a file transfer, an undesirable event. There is also a very nice Z-modem recieve program for the Atari, called AtarZmodem by Larry Black for the Atari.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors (Radio Shack) some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modems and plugging in the null modem cable into the two modem cables. This also avoids the confusion of variations in the computer ports. Most computers connect into the modem end via a standard RS232 DB25 connection. With this both ends 25 pin cable, you would cross pins 2 and 3 and connect the #7s together to make a null modem cable.

The SIO port on the Atari cannot be used directly. An 850, P:R: connection, MIO, Black Box or similar device that provides an RS232 port must be used.

Following are pin assignments for a DB25 pin RS 232 C port.
1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

For higher speed connections, above 4800 or 9600, you need the flow control lines and Atari term software that has flow control built in. You also need an MIO or Black Box, which uses the PBI (parallel bus). A high speed cable would need not only XMT, RCV, and GND, but also flow control lines. I suggest a commercial null modem from computer store to ensure correct lines. A null modem is a small adapter with the correct lines already crossed. I don't know how to correctly connect the CTS, RTS, DTR, DSR, CRX lines for a high speed null modem. With a null modem, you just plug it into the 25 pin connectors of the two modem cables you might already have connected to your Atari and PC or Mac. You may need a straight thru 25 pin gender changer also.

Following is in this FAQ elsewhere, but I summarize here: (Figure out or look for pin numbers on the ports.) Note that these are pin assignments, and NOT null modem connections with the XMT, RCV crossed and GND straight thru.

Atari 8-bit PC AT 25 PC AT 9 pin
---
1. DTR 20 4*
2. CRX 8 1*
3. XMT 2 3
4. RCV 3 2*
5. GND 7 5
6. DSR 6 6
7. RTS 4 7
8. CTS 5 8
9. No connect? shield RI
22 RI

Note: * above indicates the difference between an AT 9 pin and a Atari 8-bit 9 pin cable connector. eg. If you check continuity from pin 3 of 25 pin end and it goes to pin 4 of nine pin end, you have an Atari serial cable. If pin

3 of 25 pin goes to pin 2 of 9 pin end, you have a PC
serial cable.
(updated 3/1/99)
(DTE = Data Terminal Equipment ie. your computer.
DCE = Data Communications Equipment ie. your modem.)

Subject: 11.4) What is SIO2PC?

From the SIO2PC home page, written by Nick Kennedy:

SIO2PC is a hardware & software package interfacing the 8-bit Atari to PC
compatible computers.

The original idea was to have the PC emulate Atari disk drives so Atari
programs could be stored on the PC's hard (or floppy) drives. It turned out to
be quite successful. About 95% of my work was in the software, but a hardware
device to convert logic levels was also necessary. This device is now commonly
referred to as an SIO2PC cable.

Features:

Emulates 1 to 4 Atari disk drives

Store your Atari files on PC hard or floppy drives

Boot from the PC, real drive not needed to start-up

No software or drivers required for the Atari;
no conflicts: use your favorite DOS

Twice as fast as an Atari 810 drive and more reliable

Co-exists with real drives in the Atari daisy chain

Compatible down to the hardware level: use sector copiers, etc.

Print-Thru captures Atari print-out and routes to PC's printer

Convert Atari files to PC files and vice versa

1050-2-PC version connects PC directly to Atari disk drive

Nick Kennedy
http://www.cswnet.com/~nkennedy/

Another source for building SIO2PC cables is Clarence Dyson's page at
http://www.redshift.com/~cdyson/atari.html

Subject: 11.5) What is the Atari Peripheral Emulator (APE)?

David A. Paterson writes:

"Steven J. Tucker took SIO2PC one better and wrote new software. The Atari Peripheral Emulator (APE for short) lets your PC act as high-speed drives. It lets you print to your PC printer. And it lets you use your PC modem on the 8-bit."

The APE ProSystem goes even further. The ProSystem has two components:

- The program PROSYS.EXE is used to create the protected and unprotected disk images which are then used by APE.

- The ProSystem hardware is a device designed to allow direct connection of a stock 1050 disk drive directly to a PC for use by the PROSYS.EXE software.

APE home page: http://www.nacs.net/~classics/

Subject: 13.19) What's the difference between ASCII and ATASCII?

David Moeser produced this nice translation table.

ASCII TRANSLATION TABLE -- IBM & ATARI 8-BIT (ATASCII)
==========

SECTION ONE: CONTROL CHARACTERS
==========

DECIMAL ATARI IBM <----> ATARI ASCII
-HEX NAME KEY GRAPHICS CHARACTER FUNCTION
======= ==== === ========== ========
0 00 NUL ^, none heart Null
1 01 SOH ^A smiley |- Start of header
2 02 STX ^B [smiley] right | Start of text
3 03 ETX ^C heart (9:00) End of last text
4 04 EOT ^D diamond -| End of transmission
5 05 ENQ ^E club (8:30) Enquiry
6 06 ACK ^F spade / Acknowledge (handshake)
7 07 BEL ^G rain dot \ Bell
8 08 BS ^H doorbell L triangle Backspace
9 09 HT ^I o low-R-sq. Horizontal tab
10 0A LF ^J [doorbell] R triangle Line feed
11 0B VT ^K Mars hi-R-sq. Vertical tab
12 0C FF ^L Venus hi-L-sq. Form feed
13 0D CR ^M note high bar Carriage return
14 0E SO ^N 2 notes low bar Shift out
15 0F SI ^O sun low-L-sq. Shift in
16 10 DLE ^P R pennant club Data link escape (break)
17 11 DC1 ^Q L pennant (3:30) Device #1 (P:)
18 12 DC2 ^R V arrows -- Device #2
19 13 DC3 ^S !! cross Device #3 (deselects P:)
20 14 DC4 ^T paragraph cloudy Device #4 (stop)
21 15 NAK ^U section low block Negative acknowl. (error)
22 16 SYN ^V short - left | Synchronous idle

23 17 ETB ^W base-V-arrs.low T End of block
24 18 CAN ^X up arrow hi perp. Cancel memory (in buffer)
25 19 EM ^Y DN arrow left half End medium (tape drive)
26 1A SUB ^Z R arrow (3:00) Substitute
27 1B ESC EE L arrow escape Escape
28 1C FS E^- (3:00) up arrow File separator
29 1D GS E^= ice needles DN arrow Group separator
30 1E RS E^+ up triangle L arrow Record separator
31 1F US E^* DN triangle R arrow Unit separator
32 20 SPC bar space space Space

SECTION TWO: SPECIAL CHARACTERS
==============================
127 7F DEL ETB home plate R pennant Deleted
155 9B EOL RETURN box, etc. Atascii end of line
(only at end of paragraphs or last column for data)
13,10 EOL ENTER ^M^J IBM end of line
(at end of every 80-column screen line)
13 EOL ENTER ^M (or ^M and null) Unix end of line

KEY TO ABBREVIATIONS:
====================
^ = control key L = left hi = upper
S = shift key R = right low = lower
E = escape key UP = points up [ ] = inverse
BS = backspace DN = points down V = vertical
TB = tab key sq = square perp = perpendicular
(time) = position of hands on a clockface

Where possible, descriptions of graphics characters are taken
from standard symbols used in mathematics, weather, astronomy, etc.
Note: Different computer platforms, operating systems, programs,
printers, etc. will produce different graphics characters.

SECTION THREE: KEYBOARD CHARACTERS
==================================

DECIMAL IBM ATARI DECIMAL IBM ATARI
-HEX KEY CHAR. KEY CHAR. -HEX KEY CHAR. KEY CHAR.
======= === ==== === ==== ======= === ==== === ====
32 20 bar space bar space 80 50 P P P P
33 21 S1 ! S1 ! 81 51 Q Q Q Q
34 22 S' " S2 " 82 52 R R R R
35 23 S3 # S3 # 83 53 S S S S
36 24 S4 $ S4 $ 84 54 T T T T
37 25 S5 % S5 % 85 55 U U U U
38 26 S7 & S6 & 86 56 V V V V
39 27 ' ' S7 ' 87 57 W W W W
40 28 S9 (S9 (88 58 X X X X
41 29 S0) S0) 89 59 Y Y Y Y
42 2A S8 * * * 90 5A Z Z Z Z
43 2B S= + + + 91 5B [[S, [

```
44 2C , , , , 92 5C \ \ S+ \
45 2D - - - - 93 5D ] ] S. ]
46 2E . . . . 94 5E S6 ^ S* ^
47 2F / / / / 95 5F S- _ S- _
48 30 0 0 0 0 96 60 ` ` ^. `
49 31 1 1 1 1 97 61 a a a a
50 32 2 2 2 2 98 62 b b b b
51 33 3 3 3 3 99 63 c c c c
52 34 4 4 4 4 100 64 d d d d
53 35 5 5 5 5 101 65 e e e e
54 36 6 6 6 6 102 66 f f f f
55 37 7 7 7 7 103 67 g g g g
56 38 8 8 8 8 104 68 h h h h
57 39 9 9 9 9 105 69 i i i i
58 3A S; : S; : 106 6A j j j j
59 3B ; ; ; ; 107 6B k k k k
60 3C S, < < < 108 6C l l l l
61 3D = = = = 109 6D m m m m
62 3E S. > > > 110 6E n n n n
63 3F S/ ? S/ ? 111 6F o o o o
64 40 S2 @ S8 @ 112 70 p p p p
65 41 A A A A 113 71 q q q q
66 42 B B B B 114 72 r r r r
67 43 C C C C 115 73 s s s s
68 44 D D D D 116 74 t t t t
69 45 E E E E 117 75 u u u u
70 46 F F F F 118 76 v v v v
71 47 G G G G 119 77 w w w w
72 48 H H H H 120 78 x x x x
73 49 I I I I 121 79 y y y y
74 4A J J J J 122 7A z z z z
75 4B K K K K 123 7B S[ { ^; spade
76 4C L L L L 124 7C S\ | S= |
77 4D M M M M 125 7D S] } E^< left-turn
78 4E N N N N 126 7E S` ~ EBS L pennant
79 4F O O O O 127 7F none house ETB R pennant
```

Subject: 15.1) How did Atari get it's name?

Graham Thornton types:

This article was published in "I/O - The Magazine of the Atari Home Computer Club" in issue 3 - Summer 1983. The magazine was the official mouthpiece of Atari UK. The article was not attributed to any one person. The words are theirs, not mine.

How Atari Got It's Name

The name Atari actually comes from Japan. And yet the company is most definitely American. Every wondered why? It's an interesting story and one well worth telling.

In 1972 three friends decided to invent and market the first commercially feasible video game. They were Nolan Bushnell, Ted Dabney and Larry Bryan.

To become a partner each man had to submit $100 to the project - a remarkably small sum when you consider the company's success! The next step was to find a name.

Drinking beer and thumbing through the dictionary one day, the three friends came across an interesting entry under "S". The word was Syzygy, or "the straight-line configuration between three celestial bodies". What a perfect name they thought, for three such astronomically talented people!

Now they could get on with the business of inventing games. Their first, Computer Space, was produced and all seemed to be going well.

But then things started to get a little shaky. Larry Bryan decided not to ante up his $100 and pulled out, leaving Bushnell and Dabney to go it alone.

The set up a shop in Santa Clara, California, and incorporated the business. A little later they invented Pong(r).

Busnell and Dabney applied for the name Syzygy to the Office of the California Secretary of State, which regulates Californian corporations, but were told that they were too late. The name was already taken.

Following unsuccessful attempts to buy the rights to the name from the first Syzygy corporation, which appeared to be inactive, the friends' solicitor pressed them to think up an alternative.

This proved difficult. BD Inc and DB Inc were tested and then rejected in turn: the first bore too close a resemblance to Black & Decker, the second to Dunn and Bradstreet.

Inspiration occurred at last, once again in an informal atmosphere. Bushnell and Dabney were both keen players of Go, a Japanese strategy game, and their best brainstorming always occurred over a good game and a bottle of beer.

This time, they decided to make a list of several Go words to see if one of them would fly as the new corporate name.

First choice was "Sente", which means "the upper hand" - something that greatly appealed. Second and third choices were "Atari", which has a similar meaning to the English word "check", and "Hanne", an acknowledgement of an over-taking move.

Busnell and Dabney submitted the list once again to the Office of the Californian Secretary of State, which approved "Atari". The rest is history.

When the company name changed, Bushnell and Dabney decided to update the logo too. They incorporated the "S" from Syzygy and the "A" from Atari into the new design.

It was not until later, as the company became increasingly successful, that an advertising agency designed the slicker and now famous Atari logo - the "fuji" or stylised "A" design.

Subject: 15.2) What is the History of Atari?

Here is a very condensed history of Atari, centered around their 8-bit computers.

1972
Atari Inc. is formed by Nolan Bushnell, incorporated on Tuesday, June 27. Atari created the first coin-operated arcade video game with the introduction of Pong. The video game industry was launched and has shaped pop culture ever since.

1976
Warner Communications acquires Atari Inc.

1977
Atari launches the Video Computer System (VCS), later known as the 2600, giving birth to home video game systems.

1978
In December, Atari announces the Atari 400 and 800 personal computers, using the 6502 microprocessor.

ATARI BASIC: (according to Atari BASIC Sourcebook)
Paul Laughton and Kathleen O'Brien - Most of Atari Basic
Paul Krasno - Helped with Trnscendental routines
Bill Wilkinson - Designed Floating Point Scheme
Bob Shepardson - Modified IMP-16 Assembler to accept special syntax tables
Paul invented
Mike Peters - Key punching and operating

1979
The Atari 400 and Atari 800 Home Computers debut at the Winter Consumer Electronics Show (CES) in early January.

Jerry Jessop writes:
"The first official small shipment of the 400/800 was on August 29th 1979. These were hand built pilot run units to Sears that needed to be in stock by Sept. 1 so they could be placed in the big fall catalog. The units were placed in the Sears warehouse and then immediatly returned to Atari after the "in stock" requirment had been meet.

The first "real" consumer units were shipped in Nov. of 79 and were 400's to Sears followed very shortly by 800's."

This extremely long URL leads to Atari's patent for the 8-bit Atari computer:
(thanks Rick Cortese)
http://164.195.100.11/netacgi/nph-Parser?Sect1=PTO2&Sect2=HITOFF&p=2&u=/netahtml/search-bool.html&r=94&f=G&l=50&co1=AND&d=pall&s1=atari.ASNM.&OS=AN/atari&RS=AN/atari

All Atari computers are tested at the factory by a master computer called the Atari Sentinel System.

1981
November: 400/800's begin shipping with the new GTIA chip in place of CTIA, increasing the palette of simultaneously displayable colors to 256 and adding 3 new graphics modes. CTIA is totally phased out by the end of the year.

Jerry Jessop adds:
"The very first proto systems did have the GTIA, but it had some problems and was not released in the consumer version until 1981. The GTIA was completed before the CTIA."

1982
The introduction of the 1200XL in late 1982 marks the single largest advance in the 8-bit Atari system.

1983
In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL.

1984
Warner Communications sells Consumer Electronics and Home Computer divisions of Atari Inc. to Tramiel Technologies on Monday, July 2.

Atari Corporation is formed by Tramiel Technologies and its products marketed under the Atari brand.

(
Atari Games Corporation is also formed from the former coin-op division and markets coin-op games under the Atari Games brand.

Atari Games was acquired by Midway on March 29, 1996.

January 2000: Atari Games Corp. is renamed Midway Games West.
The last coin-op game with the Atari Games logo: San Francisco Rush 2049, released in 1999.

TODAY
Midway Games West Inc., the former Atari Games Corp., remains a unit of Midway Games.
The following URL remains active: http://www.atarigames.com/
)

1985
The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985.

Eastern Europe sees the 800XE instead of the 130XE and 65XE, at least initially.

1987
In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system.

1992
Atari officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

1996
On July 31, 1996, Atari Corp. became a JTS subsidiary. JTS Corp., with headquarters in San Jose, Calif., was founded in 1994 to design, manufacture and supply enhanced-capacity hard disk drives for the notebook and desktop personal computer markets.

1998
On February 23, 1998, JTS sold its Atari Division to HIACXI Corp., a wholly-owned subsidiary of Hasbro Interactive, Inc., which is a subsidiary of Hasbro, Inc., for $5 million in cash.

(JTS filed for Chapter 11 Bankruptcy Protection on December 11, 1998, and then converted it to Chapter 7 on February 28, 1999)

Hasbro Interactive produced games for several platforms, including PCs running MS-Windows. Some of Hasbro's games, including several re-makes of classic Atari titles, were marketed under the Atari label. The Atari Interactive brand was termed "a Hasbro Affiliate."

2001
On January 29, 2001 Infogrames Entertainment announced completion of its acquisition of Hasbro Interactive from Hasbro. The purchase included the Atari titles and intellectual properties.

TODAY
Atari is a label of Infogrames Entertainment.

Founded in 1983 and headquartered in France, Infogrames Entertainment SA is a global publisher and distributor of video games for consoles (Sony, Sega, Nintendo, and Microsoft), personal computers and Macintosh systems, as well as interactive digital television platforms, mobile smart devices (WAP, HDML) and in-flight entertainment systems. The company's award-winning franchises include Alone In The Dark, Driver, Deer Hunter, Roller Coaster Tycoon, Test Drive, and Unreal. Infogrames' Humongous Entertainment division is a leader in children's entertainment software and its Macintosh publishing label, Macsoft, is the number one publisher of Macintosh entertainment software. With Infogrames Entertainment SA's recent acquisition of Hasbro Interactive, Infogrames now boasts a line of software based on well-known licenses such as Monopoly, Jeopardy, Tonka, and Atari.
http://www.infogrames.com/ .

The Atari website: http://www.atari.com/

Atari currently (9/00) markets:
Atari Arcade Hits 1 & 2
Breakout
Centipede
Frogger
Glover
H.E.D.Z. - Head Extreme Destruction Zone
Missile Command
Nerf ArenaBlast
Pong
Q*Bert
The Next Tetris

==========
End of atari-8-bit/faq
==========

2844. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-05 10:26:42 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_989058283@rtfm.mit.edu>
Source record: 36968
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 24, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

An Atari 800XL used in a Czech hospital: http://www.asw.cz/~kubecj/aczhwho.htm

2845. Re: Is Synassembler available on the net as an .atr ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-05 22:27:42 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010505182742.26453.00001436@ng-fv1.aol.com>
Source record: 36969

Hi, Ron;
I don't remember ever seeing it out there...

What is the latest on that Percom?

>ronfucci@bellsouth.net asked re title:

-Ron

Experience is something you don't get until just after you need it.

2846. A8 SIO bus signals

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-05 22:49:30 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010505184930.26453.00001440@ng-fv1.aol.com>
Source record: 36970

Back in the mid '80s, I zapped an MPP 1150 printer interface when a fellow TACE member brought over a U-Print 64 interface with spooler for testing; the system was already up and we just swapped them. All of the details are a little foggy now as to which end of what was connected where, but I can still hear the small static 'pop' and I know the nearly new MPP never printed again and I haven't done another hot swap.

What signals and voltages are on the SIO bus of an idle system which could harm component chips during a hot swap? And would a 13 pole double throw switch allow one to toggle between 2 drives or 2 cassettes or 2 printer interfaces with no harm? Would one of the pins need an isolating resistor or something?

-Ron

Experience is something you don't get until just after you need it.

2847. Re: Is Synassembler available on the net as an .atr ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-06 00:45:14 UTC
From: ronfucci@bellsouth.net
Message-ID: <3af49e42.271780@news.mia.bellsouth.net>
Source record: 36971

Maybe someone has a copy and is willing to share :)

On the Percom, was rather balky at first, but then I remembered I
could set the drive status via an OS/A+ command and since it works
great ! Need anything copied ?

R

On 05 May 2001 22:27:42 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

>Hi, Ron;
>I don't remember ever seeing it out there...
>
>What is the latest on that Percom?
>
>>ronfucci@bellsouth.net asked re title:
>
>-Ron
>
>Experience is something you don't get until just after you need it.
>

2848. Re: A8 SIO bus signals

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-06 02:24:17 UTC
From: Greg Menke <gregm-news@mindspring.com>
Message-ID: <m33dajrz8u.fsf@europa.mindspring.com>
Source record: 36972

> Back in the mid '80s, I zapped an MPP 1150 printer interface when a fellow TACE
> member brought over a U-Print 64 interface with spooler for testing; the system
> was already up and we just swapped them. All of the details are a little foggy
> now as to which end of what was connected where, but I can still hear the small
> static 'pop' and I know the nearly new MPP never printed again and I haven't
> done another hot swap.

Hate it when that happens....

> What signals and voltages are on the SIO bus of an idle system which could harm
> component chips during a hot swap? And would a 13 pole double throw switch
> allow one to toggle between 2 drives or 2 cassettes or 2 printer interfaces
> with no harm? Would one of the pins need an isolating resistor or something?

The voltages are all TTL signalling levels, but as far as I know they
are not buffered with series resistors (my schematics are buried
somewhere..). +5 is available on the SIO bus with limited current,
something on the order to 10-30ma or so- enough to power MAX232 type
chips for SIO2PC, but not much more than that. But, the SIO bus
wasn't designed for connecting while powered, there could well be
surge currents or voltage spikes when the cable is
connected/disconnected. A series 13-pole switch would probably not
fix the problem, as its pretty much just duplicating the plug/unplug
model. If you really wanted to make the sio bus safe for this, series
resistors & filtering caps to ground on all the signal lines would
probably do it. The signalling rate is very low, so unless the
components really load the wire you wouldn't notice too much.

A fancier approach would be to use 4066 or equivalent analog switches,
they are 4 channel spst switches, each channel controlled by a +5
input- turn it on & the "switch" connects, bidirectionally and for
analog signals too, so it wouldn't interfere with the tape audio
channel. They do add about 100 ohms series resistance when on & their
bandpass is limited to about 1 megacycle, but that shouldn't matter
too much in this case.

But, if you can ensure the ground lines connect before the signal
lines do, then simply plugging & unplugging should be OK. If you
ensure all the grounds are shared, then use your switch technique for
all the non-ground wires, AND include decoupling caps to ground on all
the wires (to bypass voltage spikes), then things ought to work out.

The "snap" you heard could have been a voltage potential existing for
whatever reason between the grounds of the 2 devices, it doesn't take
much to destroy semiconductor circuits- particularly those of the
Atari's vintage.

Gregm

2849. Re: WTB:Atari800XL or 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-06 02:32:17 UTC
From: Billy Ko <bill-ko@home.com>
Message-ID: <ovyyxbubzrpbz.gcw70v0.pminews@news.plfld1.nj.home.com>
Source record: 36973

On 05 May 2001 02:24:29 GMT, Snowmutt wrote:

:>Looking to buy an Atari800xl 1200xl in working condition. Email if you want to
:>get rid of yours.

I would get one of each, then pop the 800XL ROMs into the 1200XL. The 1200XL keyboard is a LOT better than the 800XL one, but the 800XL ROMs work a LOT better than the 1200XL ROMs.

Bill

2850. Disk image of the Broderbund game "Spelunker"

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-06 04:11:55 UTC
From: Sean <ironhead@home.com>
Message-ID: <bek9ft87ce3790hhqh8s5u67bnv63nh1ad@4ax.com>
Source record: 36974

Of all the games I had for the Atari XL, Spelunker was one of my favourites, but was also one of the most difficult....it was VERY easy to mistake and lose a life. This wasn't too much of a problem as I had a copy that was cracked to give infinite lives. I have been playing this game recently using the Atari800win emulator, but none of the Spelunker disk images I have found are cracked, which means I can't get very far into the game. I had forgotten just how easy it was to die.....fall off a conveyor belt...fall off a rope....get bounced off a spike in the ground and fall through a hole in the cavern....aaargh!!

Anyways, does anyone have a cracked disk image of this game they could email me, or is there some way to hex edit the disk to give infinite lives? Any help would be greatly appreciated as I'd really like to play this game to the end again, which isn't going to happen with only four lives and my less than precise control. Thanks!!

2851. Re: Disk image of the Broderbund game "Spelunker"

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-06 06:40:46 UTC
From: Atari-Chart <SPAMMENOT-atari-chart@home.com>
Message-ID: <pur9ft4onne6fnm47ifcst3tahnkptmroc@4ax.com>
Source record: 36976

I don't have a cracked copy, but I do have some advice.
Use the "save state" feature of the emulator. Pick an
opportune time to save the state...do it regularly...and then
when you die, load the save state. I have finished Spelunker in
an emulator with this technique, and also, recently, "Arex"
(although that one just wraps after level 32) and even "Exodus,
Ultima III". Works great.

Rob

On Sun, 06 May 2001 04:11:55 GMT, Sean <ironhead@home.com> wrote:

>
>Of all the games I had for the Atari XL, Spelunker was one of my
>favourites, but was also one of the most difficult....it was VERY easy
>to mistake and lose a life. This wasn't too much of a problem as I
>had a copy that was cracked to give infinite lives. I have been
>playing this game recently using the Atari800win emulator, but none of
>the Spelunker disk images I have found are cracked, which means I
>can't get very far into the game. I had forgotten just how easy it
>was to die.....fall off a conveyor belt...fall off a rope....get
>bounced off a spike in the ground and fall through a hole in the
>cavern....aaargh!!
>
>Anyways, does anyone have a cracked disk image of this game they could
>email me, or is there some way to hex edit the disk to give infinite
>lives? Any help would be greatly appreciated as I'd really like to
>play this game to the end again, which isn't going to happen with only
>four lives and my less than precise control. Thanks!!

2852. Re: Is Synassembler available on the net as an .atr ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-06 06:52:58 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3AF4F4C9.4375283B@ev1.net>
Source record: 36975

```
RHamiIton5 wrote:
>
> [snip...] [snip...] [snip...]
>
> Experience is something you don't get until just after you need it.
>
Do you mean: "Experience is a hard teacher...she gives the test
before the lesson..."

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

2853. Permanently disabling xegs basic?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-06 17:41:02 UTC
From: Blair Bingham <bebing@bellatlantic.net>
Message-ID: <3AF58CF4.CD273279@bellatlantic.net>
Source record: 36977

Hello, I've recently gotten an xegs and was wondering
if there's a relatively simple way to permanently disable
basic? I also put a 6ft extension cable on the keyboard,
neat! If only I could put the four console buttons on the
keyboard. Please carbon copy any replies to my email,
as I can't check here often.Thanks in advance!

Blair
bebing@bellatlantic.net

2854. Re: The worst games on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-06 19:17:19 UTC
From: Sascha Springer <sascha.springer@t-online.de>
Message-ID: <9d4801$2js$06$1@news.t-online.com>
Source record: 36978

"Aztec Challenge" from Cosmi. All games of them are crap compared to same games on the Commodore C64!

2855. 800 boards parts n such

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-06 22:18:01 UTC
From: Neil <cj08758@yahoo.com>
Message-ID: <3AF5EBB1.1DED@yahoo.com>
Source record: 36979

Hi all,

I have a bunch of Atari 800 stuff;

couple of plotters
monitor
1050's
power supplies
extra boards for 800
cables
at least 2 800's modified 128k I think, one working
disk drives at least two or three working
manuals
some programs on disk

Its some were around 4-6 six boxes of stuff. I woun't be able to get to it right away, but what I would like to know is there a market for this stuff or should I just deep-six it when I empty the shed and garage?

Neil

2856. Re: I am the Joust king

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-06 23:39:56 UTC
From: Itay Chamiel <itayc@cs.huji.ac.il>
Message-ID: <3af5d234@news.bezeqint.net>
Source record: 36980

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:00120a89@fmlynet.org...
> FamilyNet Newsgate
>
> > From: "Itay Chamiel" <itayc@spam.huji.ac.il>
> > Heh. I actually zeroed the score on Joust at Expert level (after the
score
> > runs out of digits it resets to 0).
> > Beat that :)
> > -itay
> > --
> > Itay Chamiel
> > http://www.cs.huji.ac.il/~itayc
>
> Not bad gentlemen! Especially to you Itay for defeating my favorite
game.
>
> Doctor Clu

Have you seen my crack for Joust (on my website)? NOBODY's ever given me
feedback about it, and it's pretty cool :)

-itay
--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc

2857. Re: A8 SIO bus signals

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-07 00:15:46 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010506201546.04691.00002989@ng-ct1.aol.com>
Source record: 36981

What if the 2 devices were both connected to the switch cold and toggled several times before booting the system? Would everything equalize enough to protect those 2 if nothing else were swapped onto the circuit?

Or what about somrthing like 13 SPDT's so you could switch the ground before the other lines? Could that reduce the probability of zapping a chip? I once knew a gent with 7 DPDT's between 2 410 cassette drives who moved a lot of data with no damage.

>Greg Menke gregm-news@mindspring.com replied:

>But, the SIO bus wasn't designed for connecting while powered,
>there could well be surge currents or voltage spikes when the cable is
>connected/disconnected. A series 13-pole switch would probably not
>fix the problem, as its pretty much just duplicating the plug/unplug
>model. If you really wanted to make the sio bus safe for this, series
>resistors & filtering caps to ground on all the signal lines would
>probably do it. The signalling rate is very low, so unless the
>components really load the wire you wouldn't notice too much.
>
>But, if you can ensure the ground lines connect before the signal
>lines do, then simply plugging & unplugging should be OK. If you
>ensure all the grounds are shared, then use your switch technique for
>all the non-ground wires, AND include decoupling caps to ground on all
>the wires (to bypass voltage spikes), then things ought to work out.

-Ron

Experience is something you don't get until just after you need it.

2858. Re: Is Synassembler available on the net as an .atr ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-07 00:17:32 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010506201732.04691.00002990@ng-ct1.aol.com>
Source record: 36982

Sort of; mostly the test is given as the lesson...

> Charles Richmond richmond@ev1.net asked:

>> Experience is something you don't get until just after you need it.
>>
>Do you mean: "Experience is a hard teacher...she gives the test
>before the lesson..."

-Ron

Experience is something you don't get until just after you need it.

2859. Re: Is Synassembler available on the net as an .atr ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-07 00:26:50 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010506202650.04691.00002992@ng-ct1.aol.com>
Source record: 36983

I never had an original disk, just the executable; it was 800 only without a translator because of calls to the EGETCH & EOUTCH routines in the old OS so I used a sector editor to make an XL/XE version. If no one locates it, I can get those to you.

What does OS/A+ do that MyDos 4.5 cannot for configuring that drive?

> ronfucci@bellsouth.net replied:

>Maybe someone has a copy and is willing to share :)
>
>On the Percom, was rather balky at first, but then I remembered I
>could set the drive status via an OS/A+ command and since it works
>great ! Need anything copied ?

-Ron

Experience is something you don't get until just after you need it.

2860. Re: 800 boards parts n such

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-07 00:33:43 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010506203343.04691.00002993@ng-ct1.aol.com>
Source record: 36984

The market varies except for power bricks and drives which are pretty steady as replacements. Be sure you give it away before you dumpster it...

>Neil cj08758@yahoo.com asks:

>I have a bunch of Atari 800 stuff;
>
snip ...
>
>Its some were around 4-6 six boxes of stuff. I woun't be able to get to
>it right away, but what I would like to know is there a market for this
>stuff or should I just deep-six it when I empty the shed and garage?

-Ron

Experience is something you don't get until just after you need it.

2861. Recovering old tapes

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-07 02:13:29 UTC
From: Pedro Fonseca <nospam.pbfonseca@4d6.com>
Message-ID: <MynJ6.2457$T94.553997@newsserver.ip.pt>
Source record: 36985

Hi guys.

I have a few old games on tape that I'd like to recover (Specialy "Mercenary: The Second City", which appears to be a lost title, since I can't find it anywhere).

I need to buy a new tape reader for my 800XL because my old 1010 dataset is broken. Questions:

1. What do you recomend for the job ? A XC12 or a 1040 or what else ?

2. Is there a program that can read a WAV copy of the tapes, as read by some HI-FI stereo, and decode the binary? If not, where can I get info on the frequencies used so that I can write such a program, if needed ?

3. The Second City, if I remember well, is quite difficult to load; It has multiple sub-loaders and non-standard SIO blocks. Do you antecipate any problems that I'm not thinking of ?

4. Does anyone has a disk copy of "Mercenary" and "Mercenary: The Second City" ?

Thanks very much for your help.

Pedro Fonseca

2862. Re: Recovering old tapes

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-07 06:01:55 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010507020155.03228.00002493@ng-mp1.aol.com>
Source record: 36990

> "Pedro Fonseca" nospam.pbfonseca@4d6.com asked:

>I have a few old games on tape that I'd like to recover (Specialy
>"Mercenary: The Second City", which appears to be a lost title, since I
>can't find it anywhere).
>
>I need to buy a new tape reader for my 800XL because my old 1010 dataset is
>broken. Questions:
>
>1. What do you recomend for the job ? A XC12 or a 1040 or what else ?

Early 410's were a little flaky but I have some later ones which just keep
going...

>2. Is there a program that can read a WAV copy of the tapes, as read by some
>HI-FI stereo, and decode the binary? If not, where can I get info on the
>frequencies used so that I can write such a program, if needed ?

Partly answered in a previous post and check the 1st year or so of Antic:
http://www.atarimagazines.com/
Their Tape Topics series covered a lot of the details on the Frequency Shift
Keying (FSK) methods used.

>3. The Second City, if I remember well, is quite difficult to load; It has
>multiple sub-loaders and non-standard SIO blocks. Do you antecipate any
>problems that I'm not thinking of ?

Those protection methods may very well make duplicating it difficult, but only
a little testing will reveal how the WAV format translates.

-Ron

Experience is something you don't get until just after you need it.

2863. Re: SIO2PC Headaches again....

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-07 06:24:36 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010507022436.03228.00002500@ng-mp1.aol.com>
Source record: 36991

Moving data through the system should have no harmful effect on the components
in the cable. Only a malfunction in the PC or the 800/XL/XE should damage it.

It certainly seems like something has changed and that the failures are due to
some recent glitch in the cable even though 60% were not great stats; did you
ever try the SIO2PC software running in pure DOS command mode?

The ProSys and 10502PC are only required to talk directly to the drives withOUT
the A8 computer; your cable should write real disks just fine when an 800/XL/XE
is attached.

>"Mo" mygranny@swbell.net inquired:

>Yesterday my SIO2PC cable worked fine, today NADA. It's totally dead in the
>water now, I tried different com ports on my PC, I reconfigured APE several
>different ways with no results. What I also noticed is with it plugged in, I
>can't use any RS232 devices on my 850. I get an RS232 error 130. I also
>tried booting with nothing but the SIO2PC plugged in, nothing. I have the
>one chip version and have on occasion written ATR's with it with a 60%
>success rate. Could trying to write ATR's with it burn out the chip? I know
>you need the 10502PC or the PROSYS cable to really write ATR's. Thanx,

-Ron

Experience is something you don't get until just after you need it.

2864. Re: Recovering old tapes

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-07 07:03:47 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <HGpJ6.1759$Ti7.8877@nnrp1.sbc.net>
Source record: 36986

What you need to do is jack a regular tape deck to your PC and using
something like cooledit96, record the tape into a wav file. There is a
program out there called wav2cas that will encode the wav. Do a search
unless somebody here knows the link for the program. I've been using a 1010
recorder and it works very well. I have mercenary on disk but alas my SIO2PC
cable fried on me and it'll be a while before I can post any ATR's.
Mo

Pedro Fonseca wrote in message ...
>Hi guys.
>
>I have a few old games on tape that I'd like to recover (Specialy
>"Mercenary: The Second City", which appears to be a lost title, since I
>can't find it anywhere).
>
>I need to buy a new tape reader for my 800XL because my old 1010 dataset is
>broken. Questions:
>
>1. What do you recomend for the job ? A XC12 or a 1040 or what else ?
>
>2. Is there a program that can read a WAV copy of the tapes, as read by
some
>HI-FI stereo, and decode the binary? If not, where can I get info on the
>frequencies used so that I can write such a program, if needed ?
>
>3. The Second City, if I remember well, is quite difficult to load; It has
>multiple sub-loaders and non-standard SIO blocks. Do you antecipate any
>problems that I'm not thinking of ?
>
>4. Does anyone has a disk copy of "Mercenary" and "Mercenary: The Second
>City" ?
>
>
>Thanks very much for your help.
>
>Pedro Fonseca
>
>
>
>

2865. Re: 800 boards parts n such

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-07 07:04:50 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <GHpJ6.1760$Ti7.9017@nnrp1.sbc.net>
Source record: 36987

You ought to post a list and sell first come first serve!
Mo

RHamiIton5 wrote in message
<20010506203343.04691.00002993@ng-ct1.aol.com>...
>The market varies except for power bricks and drives which are pretty
steady as
>replacements. Be sure you give it away before you dumpster it...
>
>>Neil cj08758@yahoo.com asks:
>
>>I have a bunch of Atari 800 stuff;
>>
>snip ...
>>
>>Its some were around 4-6 six boxes of stuff. I woun't be able to get to
>>it right away, but what I would like to know is there a market for this
>>stuff or should I just deep-six it when I empty the shed and garage?
>
>-Ron
>
>Experience is something you don't get until just after you need it.
>
>

2866. SIO2PC Headaches again....

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-07 07:11:22 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <XNpJ6.1761$Ti7.8260@nnrp1.sbc.net>
Source record: 36988

Yesterday my SIO2PC cable worked fine, today NADA. It's totally dead in the water now, I tried different com ports on my PC, I reconfigured APE several different ways with no results. What I also noticed is with it plugged in, I can't use any RS232 devices on my 850. I get an RS232 error 130. I also tried booting with nothing but the SIO2PC plugged in, nothing. I have the one chip version and have on occasion written ATR's with it with a 60% success rate. Could trying to write ATR's with it burn out the chip? I know you need the 10502PC or the PROSYS cable to really write ATR's. Thanx,
Mo

2867. Re: SIO2PC Headaches again....

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-07 07:22:03 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <9d5ier$6st$1@korweta.task.gda.pl>
Source record: 36993

In article <AwrJ6.161$ta2.154880@nnrp3.sbc.net>, "Mo" <mygranny@swbell.net> wrote:
>Well what I meant to say is that it used to read 100% all ATR's, it would
>only write 60% successfully. I've always used APE for DOS 1.17 (i think) and
>I've always booted to a command prompt only on the PC, no windows. When I
>first got the cable, I tried APE for windows with no success, I'm thinking
>it was an IRQ conflict. But the DOS version has always worked well until
>now. I may wind up building another one myself, this one I bought from a guy
>in poland and I'm not sure what design he used other than it's a one chip
>(p9512ad d514c89an). It also has a small resistor (i think). I wish I had

It is one chip 1489 (CMOS) version. The small "something" is a diode (1N4148
to be precise) allowing you to use the cable AND your real drive connected to
A8 computer at the same time..
If the cable i sold you stopped working why dont you send it back to me - you
will have a replacement in a few days.

j131

2868. Re: Using Atari Disk Drive Model 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-07 07:25:26 UTC
From: Dan Ritter <dritter@angelfire.com>
Message-ID: <G5sJ6.23831$mg5.2902603@news1.telusplanet.net>
Source record: 36994

"Russ Gilbert" <russg@en.com> wrote in message
news:3ae21aba$0$88189$4c5ecdc7@news.erinet.com...
> (has no boot disk)
> A warning. You mentioned you can get 5 1/4" disks.
> If you're talking standard computer store, you can't use those 5 1/4"
> disks. I mean you can't use high density disks. They must be double
> density to use with the 1050. Almost all double density 5 1/4" disks
> have a hub ring, high density disks don't have the hub ring.
> russg
>
I don't think that hub ring is that big a deal. I remember on my first
computer an old apple2 clone way back when disks were real expensive. I
bought some disks without the hub ring and they worked just fine for me.

And yes I do also have an Atari. 8-)

2869. Re: Atari house party

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-07 08:12:14 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <_GqJ6.191$II4.179031@nnrp2.sbc.net>
Source record: 36989

I missed it... It would've been a drive for me anyway from the Houston area.
Is there ever anything like this in Houston? I know there's an atari club
here in town, but I never bothered with it, I guess strangers scare me
<grin>
Mo

Greg Goodwin wrote in message <0013b3f3@fmlynet.org>...
>FamilyNet Newsgate
>
> For those that are in the Dallas /Fort Worth area, we will be having an
>Atari house party on Saturday the 5th. For those slightly out of town,
this is
>a good time to visit Dallas for the First Saturday Sidewalk Sale in the
early
>morning and then come by for the house party JYBOLAC (Just Your Basic
Online
>Atari Computer) is having. If you want further details, write me at:
>
>drclu@swbell.net
>
> Look forward to hearing from you,
>
> Doctor Clu
>
>PS: If you have friends of other 8-bit platforms, they are welcome to
attend
>as well, though the theme will lean more towards Atari.
>
>FamilyNet <> Internet Gated Mail
>http://www.fmlynet.org
>
>

2870. Re: SIO2PC Headaches again....

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-07 09:09:32 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <AwrJ6.161$ta2.154880@nnrp3.sbc.net>
Source record: 36992

Well what I meant to say is that it used to read 100% all ATR's, it would only write 60% successfully. I've always used APE for DOS 1.17 (i think) and I've always booted to a command prompt only on the PC, no windows. When I first got the cable, I tried APE for windows with no success, I'm thinking it was an IRQ conflict. But the DOS version has always worked well until now. I may wind up building another one myself, this one I bought from a guy in poland and I'm not sure what design he used other than it's a one chip (p9512ad d514c89an). It also has a small resistor (i think). I wish I had studied electrical engineering instead of smoking in the boys room!
Mo

RHamiIton5 wrote in message
<20010507022436.03228.00002500@ng-mp1.aol.com>...
>Moving data through the system should have no harmful effect on the components
>in the cable. Only a malfunction in the PC or the 800/XL/XE should damage it.
>
>It certainly seems like something has changed and that the failures are due to
>some recent glitch in the cable even though 60% were not great stats; did you
>ever try the SIO2PC software running in pure DOS command mode?
>
>The ProSys and 10502PC are only required to talk directly to the drives withOUT
>the A8 computer; your cable should write real disks just fine when an 800/XL/XE
>is attached.
>
>>"Mo" mygranny@swbell.net inquired:
>
>>Yesterday my SIO2PC cable worked fine, today NADA. It's totally dead in the
>>water now, I tried different com ports on my PC, I reconfigured APE several
>>different ways with no results. What I also noticed is with it plugged in, I
>>can't use any RS232 devices on my 850. I get an RS232 error 130. I also
>>tried booting with nothing but the SIO2PC plugged in, nothing. I have the
>>one chip version and have on occasion written ATR's with it with a 60%
>>success rate. Could trying to write ATR's with it burn out the chip? I know
>>you need the 10502PC or the PROSYS cable to really write ATR's. Thanx,

>
>-Ron
>
>Experience is something you don't get until just after you need it.
>
>

2871. Re: Tuesday Chat: Hard-Drive Solutions. Be There or Be []

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-07 09:45:26 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9d5qrm$em0$1@nets3.rz.RWTH-Aachen.DE>
Source record: 36995

Howdy Daniel, folks

>Rick Detlefson beat me to it, Mathy! The Tuesday IRC chats are up at
>Rick's voluminous Atari website.
>
>http://people.delphi.com/rldetlefsen/atari/atarmain.htm#top
>
>You should click on "CALENDAR" a little down the page, and you will
>find the chats there.

Been there, done that.
BTW I tried to email Rick. The links to those other chats he mentions on his site (with the usergroup name I can't remember) return errors.

CU Mathy van Nisselroy

2872. Re: Is Synassembler available on the net as an .atr ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-07 11:05:36 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <880dftg9su9lp89n3g04f33j14f2h139pm@4ax.com>
Source record: 36996

The other Day ronfucci@bellsouth.net wrote:

Never seen it on the net, I did use it myself initially but then got
used to OmnimonXL's limited built in assembler.

If you find it I would love a copy myself..

2873. Re: Disk image of the Broderbund game "Spelunker"

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-07 11:08:32 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <vc0dft8q79424oj07k6lbi9sprsd6lajll@4ax.com>
Source record: 36847

The other Day Sean <ironhead@home.com> wrote:

>Anyways, does anyone have a cracked disk image of this game they could
>email me, or is there some way to hex edit the disk to give infinite
>lives? Any help would be greatly appreciated as I'd really like to
>play this game to the end again, which isn't going to happen with only
>four lives and my less than precise control. Thanks!!

I did and 'invincible' cheat a while back, I'll see if I can find it
again.

Btw, you do know that Spelunker beta (the mine entrance / no intro)
version does NOT work on Atari800win (or plus) at the moment unless
you use 2.5a or before.

The release version works great..

2874. FS: Atari items of all kinds

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-07 11:36:19 UTC
From: GENE EHRICH <gene@ehrich.com>
Message-ID: <TMvJ6.189738$o9.27355930@typhoon.tampabay.rr.com>
Source record: 36848
Cross-posted to: alt.atari.2600,alt.games.atari,comp.sys.atari.8bit,rec.games.video.atari

Atari items of all kinds including 2600 console, 2600, 5200 and 7800 games
and 8 Bit software on the Atari pages of my web site listed below:

--
http://www.voicenet.com/~generic
On-Line Computer & Video Game Garage Sale
gene@ehrich.com

2875. Re: 800 boards parts n such

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-07 19:34:34 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3AF6F8CA.C126280@ev1.net>
Source record: 36850

```
Neil wrote:
>
> Hi all,
>
> I have a bunch of Atari 800 stuff;
>
> couple of plotters
> monitor
> 1050's
> power supplies
> extra boards for 800
> cables
> at least 2 800's modified 128k I think, one working
> disk drives at least two or three working
> manuals
> some programs on disk
>
> Its some were around 4-6 six boxes of stuff. I woun't be able to get to
> it right away, but what I would like to know is there a market for this
> stuff or should I just deep-six it when I empty the shed and garage?
>
There *is* a third option to selling it or trashing it...you *could* give
it to people for the price of shipping...

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

2876. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-07 19:35:20 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3AF6F8F8.5A3CE7D0@mail.uni-mainz.de>
Source record: 36851

Subject: 7.6) Are there Graphical User Interfaces (GUIs) for the Atari?

this text to expand!

1) Diamond DOS (cartridge). Try to find version 3.

2) Screen Aided Management (SAM). Available from DGS,
http://www.dgs.clara.net/

3) BOSS, by Mirko Sobe. http://www.atarixle.de/

Ok, let`s add:
- Diamond GOS version 1 (PD disk version), version 2 (cart), version 3 (cart); plus some applications (painter program, text program, etc.); Diamond GOS has been made freeware by the author Alan Reeve;

- G.O.S., the Graphic operating system by Total Control systems; two different versions are avaiable (I call them GOS 1 and GOS 2) and they are PD;

- G.O.E., the Graphic Operating Environment also by Total Control Systems (this one merely works under Sparta DOS, not with Bewe-DOS and not at all with DOS 2.x); so far I have found 3 different versions (GOE 1,2,3) with some applications (graphic/painting program, etc.); PD;

- S.A.M., the Screen Aided Management (unfortunately it has the same name as SAM, the software aided mouth) from PPP/Germany. It is avaiable in two different versions: a) the type-in listing from Atari magazin and/or the Lazy finger disks (which are PD!) or b) the commercial version 2.0 which has many add-ons and can still be bought from Dean Garaghty/UK or PD-World-Versand/Germany; This GUI merely works correct under DOS 2.5 and Medium/dual density, however...

- Boss XL, the XL-Desktop from Mirko Sobe; written in Turbo-Basic; freeware;
- Boss XE, the XE-Desktop from Mirko Sobe; written in Turbo-Basic;freeware,
- Boss X the newest desktop version from Mirko Sobe, needs an 128k+ Computer (128k or more memory), supports MyDOS up to 16MB and MyDOS subdirs...; still written in Turbo-Basic; many applications and drivers; freeware;

- XL-TOS a small and "cheap" GUI version from Atari magazin (i.e. a type-in listing; the basic file, which consists of many data lines creates a short object code file); unfortunately this GUI only looks good, it loads almost nothing...

PD;

- ST-TOS a small basic program, that looks like a GUI; it can merely load Basic files and do a few DOS commands, like lock, unlock, delete and such... (PD)

- Basic desktop, a GUI written in Basic just as a sample, what can be done with an 8-bit computer; this one loads basic and text files (maybe also ML files); PD;

- DCS, the desktop construction set from Tom Hunt; there are 3 different versions avaiable, a) for DOS 2.5, b) for MyDOS andc) for Sparta-DOS; I have tested the Sparta DOS version, which worked with batchfiles and could easily load some ML files, text files and basic files (which were already on the DCS disk); it also works with high densities and/or hard disk partitions up to 16MB and supports subdirs of course; hmm, freeware or shareware ?!?

- there are a lot more GUI programs, however many of them are written in Basic or Turbo Basic and are very restricted; most of them merely look like a GUI but need to much memory for everyday use. Thats why most users still prefer those DOS or Gamedos (Gameloader, Multiloader, etc.) programs... Andreas Magenheimer.

2877. Guns of Fort Defiance

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-07 19:44:25 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <OPAJ6.41$GQ5.19867@nnrp2.sbc.net>
Source record: 36849

Does anyone have a scan or link to the documentation for Avalon Hill's Guns of Fort Defiance. I've been trying to play it but I can't figure it out! I'd also like to find the docs to Aquire as well. Thanks, Mo

2878. Re: Disk image of the Broderbund game "

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-07 19:54:59 UTC
From: phantomm@bellsouth.net
Message-ID: <n4DJ6.210$VF4.16248@news2.atl>
Source record: 36852

Spelunker!! I really enjoyed that game and finally finished it years back.

I have a modified version which gives you unlimited lifes. But it's still a challenge!!

Right now I don't have my Atari 8-bit system out of storage.
Presently, I'm trying to find the best way to transfer my 8-bit files over to my Atari MegaSTE or Atari Falcons.
I have a cable that was specially made to connect a 1050 drive to a ST. A few years back I did try using it but ran into some problems. I was trying to use either a Happy 1050 or an ICD DD 1050, not sure if this caused the problems or not.

I still have the Cable, Does anyone know a way I can check the cable with a Multi-Meter to make sure it's in good shape?

I need a diagram or text file that describes the way the wires in the cable are connected.

I also have an IB Drive for the Atari ST/STE that uses 5 1/4 floppies like the Atari 8-bit Does. I've only had it a short time and have never used it yet.

Does anyone here have experience with the IB Drive and know if one can use it to transfer Atari 8-bit disks and Files over to the ST/STE?
phantomm@bellsouth.net

On 7 May 2001 12:08:32 +, Paul Irvine wrote:
>The other Day Sean <ironhead@home.com> wrote:
>
>>Anyways, does anyone have a cracked disk image of this game they could
>>email me, or is there some way to hex edit the disk to give infinite
>>lives? Any help would be greatly appreciated as I'd really like to
>>play this game to the end again, which isn't going to happen with only
>>four lives and my less than precise control. Thanks!!
>
>I did and 'invincible' cheat a while back, I'll see if I can find it
>again.
>
>Btw, you do know that Spelunker beta (the mine entrance / no intro)
>version does NOT work on Atari800win (or plus) at the moment unless
>you use 2.5a or before.
>
>The release version works great..

2879. Re: Guns of Fort Defiance

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-07 22:10:54 UTC
From: ebaiz@skyenet.net
Message-ID: <O3FJ6.29$mn6.309@newsfeed.slurp.net>
Source record: 36853

On 7 May 2001 12:44:25 -, "Mo" wrote:
>Does anyone have a scan or link to the documentation for Avalon Hill's Guns
>of Fort Defiance. I've been trying to play it but I can't figure it out! I'd
>also like to find the docs to Aquire as well. Thanks, Mo

Try the sites below:

http://www.crestviewfl.com/~richard/atari-docs.htm
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2880. Re: Permanently disabling xegs basic?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-07 23:24:44 UTC
From: Billy Ko <bill-ko@home.com>
Message-ID: <ovyyxbubzrpbz.gcznoe0.pminews@news.plfld1.nj.home.com>
Source record: 36854

On Sun, 06 May 2001 17:41:02 GMT, Blair Bingham wrote:

:>Hello, I've recently gotten an xegs and was wondering
:>if there's a relatively simple way to permanently disable
:>basic? I also put a 6ft extension cable on the keyboard,
:>neat! If only I could put the four console buttons on the
:>keyboard. Please carbon copy any replies to my email,
:>as I can't check here often.Thanks in advance!
:>
:>Blair
:>bebing@bellatlantic.net
:>
If it's anything like the XL, it's gonna be a ROM chip on the boared. I hope
it's in a removable socket.

Bill

2881. Re: Alibaba and The Forty Thieves

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-08 00:07:17 UTC
From: Cruiser 7 <cruiser7@nospam.com>
Message-ID: <3AF738B5.5070208@nospam.com>
Source record: 36855

I had two versions of this game. One was an original from the 800 days, I believe, and the other was part of the "Age Of Adventure" set, coupled with Return of Heracles. I got both to work well on my Atari 800XL; though the original did seem to have some oddities with message scrolling and dead player characters randomly popping up again after they died (no kidding, I had one game where Og would NOT die and stay dead, even if you manually removed him from the game). I THINK the latter "800XL" version also had a friendly, butt kicking NPC named Aladdin that the original didn't.

BTW, I have been working on and off on a "Gamer's Guide" for ABATFT. A stolen computer kinda set me back on the project, but I hope to finish it eventually. This is still one of my favorite mutli-player RPG's, Baldur's Gate II notwithstanding.

Now, off to impale a steel sword in a swamp rat,

Cruiser 7

Edward S. Baiz Jr. wrote:

> Hello All,
>
> Everyone remember this game? I had a ball with it and now want to play
> it again. I have an ATR image file of it and converted that over to a
> DI image so 800XLDJ could use it. I also have the original disk version
> which still loads. I have found out that this game will not load into
> an 800XL or 130XE unless the Translator disk is run first. But then
> even after that reading the scrolls in the game is impossible. The
> readings flash for a second. I am thinking I need to get out my old 400
> and play it that way, but I would rather not. Has anyone experienced
> this and found a way to play it fully on an 800XL or 130XE?
>
>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --
>
>

2882. XMM801 printer 4 sale

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-08 00:55:23 UTC
From: madfax <madfax@ttlc.net>
Message-ID: <tffp8paaiermc7@corp.supernews.com>
Source record: 36862

XMM801 printer with new ribbon in good shape make offer.

2883. Re: SIO2PC Headaches again....

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-08 01:13:36 UTC
From: Greg Menke <gregm-news@mindspring.com>
Message-ID: <m33dagr6bj.fsf@europa.mindspring.com>
Source record: 36856

> Yesterday my SIO2PC cable worked fine, today NADA. It's totally dead in the
> water now, I tried different com ports on my PC, I reconfigured APE several
> different ways with no results. What I also noticed is with it plugged in, I
> can't use any RS232 devices on my 850. I get an RS232 error 130. I also
> tried booting with nothing but the SIO2PC plugged in, nothing. I have the
> one chip version and have on occasion written ATR's with it with a 60%
> success rate. Could trying to write ATR's with it burn out the chip? I know
> you need the 10502PC or the PROSYS cable to really write ATR's. Thanx,
> Mo

It sounds like the SIO2PC rs232 driver may be blown, the level-shifter chip is driving one or more SIO signal wires. Does the 850 work directly with your Atari with the SIO2PC cable removed? If not, then its likely something is blown in the Atari. If yes, its most certainly the SIO2PC cable.

Normal use won't blow out IC's. I guess it depends on the parts used and their condition. Overvoltage, excessive soldering can degrade the chips. You could even have a broken solder joint or something. From your other reply, I've no experience with p9512ad or d514c89an devices, so aren't aware of their electrical characteristics.

Gregm

2884. Re: SIO2PC Headaches again....

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-08 04:41:35 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tfeu03fup1ag4e@corp.supernews.com>
Source record: 36857

"Greg Menke" <gregm-news@mindspring.com> wrote in message
news:m33dagr6bj.fsf@europa.mindspring.com...
<snip>
> Normal use won't blow out IC's. I guess it depends on the parts used
> and their condition. Overvoltage, excessive soldering can degrade the
> chips. You could even have a broken solder joint or something. From
> your other reply, I've no experience with p9512ad or d514c89an
> devices, so aren't aware of their electrical characteristics.

Theoretically impossible to burn out other then static discharge. The power supply pin feeds the rest of the chip via a current limiting resistors. The inputs are all a couple of k resistance too. I think I read somewhere that you can get the chip into thermal overload by driving it at its inverters into dead shorts, but since the SIO2PC only uses 3 of 4 gates it would be kind of tough.

Hardware read fine and write bad doesn't make a huge amount of sense. I only say this because of the 2 way communication that goes on between the drive and the computer. There is always that
8 bit "Hey Drive #1 are you there?"
1050 "I'm here boss!"
kind of handshaking going on. Maybe with Smartdrive caching turned off it would explain it.

2885. Re: SIO2PC Headaches again....

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-08 07:57:36 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <6zLJ6.272$BA1.13270@nnrp1.sbc.net>
Source record: 36858

Well the other post was right, when it's not plugged in everything works tip top. The 850's connected to my voice synthesizer so it's easy to test. What would happen when I would try to write an ATR especially copying from a real 1050 disk, is it would get halfway through and then make the dreaded buzzing noise and give me an error. As I was telling Artur the guy who made the cable (extremely nice-offered me a refund!), is that we had a storm the other night and I think my PC got surged. It's an old 486 I use exclusively for APE. Fortunately I keep the breakers turned off on the atari.
Mo

Rick Cortese wrote in message ...
>"Greg Menke" <gregm-news@mindspring.com> wrote in message
>news:m33dagr6bj.fsf@europa.mindspring.com...
><snip>
>> Normal use won't blow out IC's. I guess it depends on the parts used
>> and their condition. Overvoltage, excessive soldering can degrade the
>> chips. You could even have a broken solder joint or something. From
>> your other reply, I've no experience with p9512ad or d514c89an
>> devices, so aren't aware of their electrical characteristics.
>
>Theoretically impossible to burn out other then static discharge. The power
>supply pin feeds the rest of the chip via a current limiting resistors. The
>inputs are all a couple of k resistance too. I think I read somewhere that
>you can get the chip into thermal overload by driving it at its inverters
>into dead shorts, but since the SIO2PC only uses 3 of 4 gates it would be
>kind of tough.
>
>Hardware read fine and write bad doesn't make a huge amount of sense. I
only
>say this because of the 2 way communication that goes on between the drive
>and the computer. There is always that
>8 bit "Hey Drive #1 are you there?"
>1050 "I'm here boss!"
>kind of handshaking going on. Maybe with Smartdrive caching turned off it
>would explain it.
>
>
>
>

2886. Small SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-08 08:13:58 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3AF7AAC6.2D7CEDCB@asw.cz>
Source record: 36866

Hi!

I've got MAX232 version built in my XC12 tape drive. Everything works
okay except for annoying deep sound coming from the TV when the serial
cable is plugged in my PC. (also there are lighter stripes slowly going
from bottom of the screen uo).

Both Atari and PC are plugged into the same extension cable, but I still
suspect it's something we call here 'ground loop', I don't know the
correct term in English. Atari is plugged into the TV using S-Video
cable. TV is plugged into another outlet.

Is it normal? If not, what could be done against it?

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

2887. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-08 10:07:59 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9d8ghveuh1@nets3.rz.RWTH-Aachen.DE>
Source record: 36859

Howdy Michael, Andreas, folks

>Subject: 7.6) Are there Graphical User Interfaces (GUIs) for the Atari?

>Ok, let`s add:

ATOS - GUI by Tom Hunt (contact him at tomhunt@bright.net) it's being Beta tested

CU Mathy van Nisselroy

2888. Re: Permanently disabling xegs basic?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-08 10:11:03 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9d8gnneuh2@nets3.rz.RWTH-Aachen.DE>
Source record: 36860

Howdy Blair, Bill

>:>Hello, I've recently gotten an xegs and was wondering
>:>if there's a relatively simple way to permanently disable
>:>basic? I also put a 6ft extension cable on the keyboard,
>:>neat! If only I could put the four console buttons on the
>:>keyboard. Please carbon copy any replies to my email,
>:>as I can't check here often.Thanks in advance!

>If it's anything like the XL, it's gonna be a ROM chip on the boared. I hope
>it's in a removable socket.

It isn't. If you find a socket in anything starting with XE, somebody else put
it in, not ATARI. The XEGS has one big ROM which is shared by BASIC, OS and
Missile Command.

Why do you want to permanently disable BASIC?

CU Mathy van Nisselroy

2889. AXLON upgrades

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-08 10:13:06 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9d8grieuh3@nets3.rz.RWTH-Aachen.DE>
Source record: 36861

Howdy folks

For an internet friend I'm looking for somebody who really knows his AXLON Upgrade(s). First question, if the 800 is using the main bank, which number is entered as the bank number '00' or 'FF'?

CU Mathy van Nisselroy

2890. FS XMM801 Printer

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-08 12:42:24 UTC
From: madfax <madfax@ttlc.net>
Message-ID: <tffqcf25o1nfe6@corp.supernews.com>
Source record: 36863

Anyone want an XMM801, hate to junk the thing out. Has a new ribbon from BG that cost $20. Also a couple of carts in the box Galaxian and Missile Command. Make any offer!

Dave Faxon madfax@ttlc.net

2891. Re: Alibaba and The Forty Thieves

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-08 12:59:58 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B71D3BDE.2A36%bobo_snyder@hotmail.com>
Source record: 36864

a stolen computer? your 8bit atari?? if so that really sucks and the person should be shot and tortured who stole it. if it was a pc that was stolen, well then oh well, no big loss.. LOLOL (other than the loss of the data!)

bo

> BTW, I have been working on and off on a "Gamer's Guide" for ABATFT.
> A stolen computer kinda set me back on the project, but I hope to finish
> it eventually. This is still one of my favorite mutli-player RPG's,
> Baldur's Gate II notwithstanding.
>

2892. Re: Using Atari Disk Drive Model 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-08 15:49:41 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010508114941.07462.00002535@ng-fx1.aol.com>
Source record: 36865

The Atari 8 drives do not have write heads and circuity which can handle the type of oxide coating used on the high density floppy media; they cannot write reliably to them. The hub ring has just become a sort of marker to distinguish the high density from the standard double density diskettes.

Way back in your apple days of '79-'82, most disks were hubless and only the really premium brands offered hubs to prevent slippage and out of round problems; you could even buy little kits for adding you own hub rings.

When the home computer swell really hit around '83 and price wars began, hub rings became common on good disks and eventually became standard down to include most generic bargain diskettes.

The introduction of high density 5.25's required a different coercivity (= magnetizability) to get more bits in a smaller space and suitable electronics to do it. These disks were produced hubless; was it a differentiating label or just unnecessary because of stronger mylar construction? Anyone?

>"Dan Ritter" dritter@angelfire.com remarked:

>"Russ Gilbert" <russg@en.com> wrote in message
>> (has no boot disk)
>> A warning. You mentioned you can get 5 1/4" disks.
>> If you're talking standard computer store, you can't use those 5 1/4"
>> disks. I mean you can't use high density disks. They must be double
>> density to use with the 1050. Almost all double density 5 1/4" disks
>> have a hub ring, high density disks don't have the hub ring.
>> russg
>>
>I don't think that hub ring is that big a deal. I remember on my first
>computer an old apple2 clone way back when disks were real expensive. I
>bought some disks without the hub ring and they worked just fine for me.
>
>And yes I do also have an Atari. 8-)

-Ron

Experience is something you don't get until just after you need it.

2893. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-08 19:22:18 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3AF8476A.41568773@asw.cz>
Source record: 36880

Michael Current wrote:
> Archive-name: atari-8-bit/faq
> Last-modified: April 14, 2001

> Subject: 1.6) What is the Atari 800XL?
>
> Released in 1983 as a replacement for the 800 and 1200XL, the 800XL is the
> high-end version of the 600XL. The 600XL/800XL include most of the features

Latest revisions were called 800 XLF and contained FREDDY for memory
management and had chroma output. Basic is revision C.

> Subject: 1.9) What is the Atari 800XE?
>
> Unseen and unknown in North America, the 800XE is identical in features
> to the European version of the 65XE. Which means it could also be described
> as a 64K version of the 130XE.
>
> So far I have not been able to determine when the 800XE was released, but it
> was definitely discontinued by 1991.

I don't think so. The problematic Chinese 800XEs with GTIA problems were
manufactured in 1992.

> FREDDIE:
> The 130XE and XEGS contain a small additional LSI called FREDDIE, a RAM
> address multiplexer.

I would say XEs & XEGS.

> "I will tell you why it only has monochrome out, because it's SECAM and a
> SECAM GTIA was never produced. The PAL GTIA is used in France and the Lum
> outputs are run into an onboard encoder to produce a "psudo" color depending
> on the Luminance output, composite only. This is why a SECAM VCS or 800 has
> nowhere near the same number of colors (16) availible as a PAL or NTSC unit
> (256).

This is questionable. There's at least one SECAM computer with SECAM
GTIA part no. C020120. On the other hand it's maybe prototype. (Curt
Vendel has it on his site).

> Andreas Magenheimer writes:
> All of these newer and buggy GTIA`s were built with the "eastern
> european" XE computers. they were made in China. Although Atari knew
> about this, they did not change them. so you have to replace them with
> older XL/XE GTIA chips...
>

> But one more thing to GTIA and ANTIC chips: All PAL versions of these
> chips have a color bug, since gr. 11 produces 16 colors, but merely 15
> different colors (one color: brown at the beginning and end of the
> palette is absolutely the same; normally there should be a red tone here
> !); with gr. 9 you will see 16 shades, but merely 15 different shades
> (the same as gr. 11, one shade is doubled!).
>
> Strange enough, I also found this color bug to appear in PAL ANTIC
> chips, there is also the red tone missing (and the brown one doubled !).
> This color bug appears in all PAL ANTIC and especially GTIA chips. Atari
> never fixed it, so you find it inside any GTIA equipped PAL Atari 800
> and also the later XL and XE models. Since PAL users have to live with
> this bug, they sometimes do programs which look absolutely strange on
> NTSC and vice versa (not to mention the different Herz frame 50/60 hz
> and higher PAL line resolution/overscan).
>
> Imagine the following: a PAL GTIA has 15 colors in gr. 11
> a NTSC GTIA has 16 colors in gr. 11
> a PAL GTIA has 15 shades in gr. 9
> a NTSC GTIA has 16 shades in gr. 9
>
> Thus, a combination of gr. 9 and 11 gives:
> 16x16 = 256 colors on NTSC
> 15x15 = 225 colors on PAL
>
> And - as said before, the bug seems also to appear with ANTIC...
> Bad luck, we PAL users... Greets - Andreas Magenheimer.

Another questionable topic. I asked Andreas about this and I haven't got
persuasive answer.
At first - ANTIC has nothing to do with colors. So it can't have any
color bug.

The colors are generated in this way: color 0 is not a color. So it
leaves us with 15 colors. Imagine it as a color circle. And each color
is generated with some shift. (360 / 15 degrees). It seems that the
value was selected incorrectly for PAL so that the first (color 1) and
last (color 15) are same or almost same.

I haven't noticed any problems with shades in graphics 9.

The other thing is real existing GTIA problem in latest revisions of
China produced XEs, where GTIA modes have problem that 2 of 4 subpixels
of pixel have invalid luminance.

> Subject: 6.4) What "vaporware" computers/peripherals were never released?
>
> 800XLF late European 800XL with a redesigned motherboard, + the FREDDIE chip

Not a proto. I've got it home, bought in 1987, manufactured at beginning
of 1985.

> In 1999/2000 L.Sterba (or so) developped some hardware to connect 8
> joysticks to one XL/XE joystickport (or 16 Joysticks to both ports). He
> also developed a game for this, named ... (tricky czech name!), which is
> a sort of multi-player TRON game... Screenshots are avaiable at Mr.
> Sterba's Homepage (URL?) and maybe soon at ABBUC magazine... (it has
> been tested at the ABBUC JHV!)

His name is Radek Sterba (Raster). Game is named Cervi (translates as
Worms). There's is a new game called Multris (Tetris for four players).
His homepage is: http://www.infos.cz/raster/atari

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

2894. Re: Small SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-08 19:36:33 UTC
From: Gary Morton <gary@alma.demon.co.uk>
Message-ID: <3AF84AD2.F2DE4669@alma.demon.co.uk>
Source record: 36868

Jindrich Kubec wrote:
>
> Hi!
>
> I've got MAX232 version built in my XC12 tape drive. Everything works
> okay except for annoying deep sound coming from the TV when the serial
> cable is plugged in my PC. (also there are lighter stripes slowly going
> from bottom of the screen uo).
>
> Both Atari and PC are plugged into the same extension cable, but I still
> suspect it's something we call here 'ground loop', I don't know the
> correct term in English. Atari is plugged into the TV using S-Video
> cable. TV is plugged into another outlet.
>
> Is it normal? If not, what could be done against it?
>
> --
> Jindroush (kubecj@asw.cz)
> See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

One of the SIO wires is "Audio In". Is it possible that some signal is
being coupled onto this wire?

regards...

--Gary

2895. Re: looking for a program for the Atari 8-bit called 'Sam Program' or 'Reciter'

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-08 20:10:08 UTC
From: nj_toothenbecker@hotmail.com
Message-ID: <AoYJ6.45280$2U.19565020@news2.rdc2.tx.home.com>
Source record: 36869

In article <20010425130221.25456.00000013@ng-mp1.aol.com>,
rhamiiton5@aol.comedy.com says...
>
>
>SAM loads into the same RAM used by the DOS Menu so must be loaded at boot
>as an Autorun.sys. You need a MEM.SAV on the disk to go to DOS to "L"oad

One of the Atari magazines wrote a handler so that you could use SAM as a
device. I thought that was pretty neat. You could COPY a text file to it and
have it read.

2896. Re: Small SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-08 20:11:54 UTC
From: Greg Menke <gregm-news@mindspring.com>
Message-ID: <m38zk7y511.fsf@europa.mindspring.com>
Source record: 36870

> >
> > I've got MAX232 version built in my XC12 tape drive. Everything works
> > okay except for annoying deep sound coming from the TV when the serial
> > cable is plugged in my PC. (also there are lighter stripes slowly going
> > from bottom of the screen uo).
> >
> > Both Atari and PC are plugged into the same extension cable, but I still
> > suspect it's something we call here 'ground loop', I don't know the
> > correct term in English. Atari is plugged into the TV using S-Video
> > cable. TV is plugged into another outlet.
> >
> > Is it normal? If not, what could be done against it?
> >
> > --
> > Jindroush (kubecj@asw.cz)
> > See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...
>
> One of the SIO wires is "Audio In". Is it possible that some signal is
> being coupled onto this wire?
>

Could be. The slow stripes sound like 60hz noise getting onto the
video channel. You can see the same sort of thing if you use a
camcorder to look at a tv screen.

"ground loop" is the right term. It could be leaking in via the
SIO2PC device as shielding will be weak there, and the ground
architecture between the PC and the Atari w/ peripherals is very
different. One thing you might try is to put all your devices on the
same outlet & to the extent you can, try systematically reversing the
plugs. You might hit a magic combination that reduces the ground
noise.

Gregm

2897. Re: Guns of Fort Defiance

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-08 21:10:26 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <oaXJ6.34$1q2.26036@nnrp3.sbc.net>
Source record: 36867

Yeah I got a headache I looked at that page for so long, I didn't see any avalon hill games there. It looks really simple, just can't figure it out.Thanks anyway,
Mo

Edward S. Baiz Jr. wrote in message ...
>On 7 May 2001 12:44:25 -, "Mo" wrote:
>>Does anyone have a scan or link to the documentation for Avalon Hill's Guns
>>of Fort Defiance. I've been trying to play it but I can't figure it out! I'd
>>also like to find the docs to Aquire as well. Thanks, Mo
>
>Try the sites below:
>
>http://www.crestviewfl.com/~richard/atari-docs.htm
>Edward S. Baiz Jr.
> (Gamer)
>---
>HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
>PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
>---
>
>
>

2898. Eprom-Burner Advice

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-08 22:18:18 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <9d9r1o$66v$1@brokaw.wa.com>
Source record: 36871

I'm looking to buy a good Eprom burner, and since CSS is currently out of stock of "Super E-Burners", I'm thinking of a PC solution. I really just want to burn Atari 8-bit OS chips and cartridge chips, so the max size would probably be a 27512. I don't want any burner's that need a spare ISA slot, since I don't have any. Also, I'd really prefer not to use DOS. Finally, I don't want to go over $200.

Has anyone ever heard of, or had any experience with the "Pocket Programmer" by Transtronics?
http://xtronics.com/memory/EPROM.htm

It looks to be about what I want, assuming its not garbage.
thanks!
-Dan

2899. IRC Chat Tonight (Tuesday, May 8th, 2001) on Current Software

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-08 22:28:26 UTC
From: DCM01@USA.NET
Message-ID: <3af871bc.2317824@news.CIS.DFN.DE>
Source record: 36872

This announces an IRC chat for Atari 8bit enthusiasts on Tuesday May 8th, 2001 (tonight), 10:00 pm Eastern US time.

Here are the corresponding times for some other places, choose the one near you.

California: 7:00 pm. Colorado 8:00 pm. Texas 9:00 pm.
London, England: 4:00 AM. Berlin: 5:00 AM. Hong Kong: 11:00 AM.

The topic for the chat will be "Current 8bit Software." The Atari 8bit community is not just nostalgia. There are current software developers, and merchants, and even manufacturers. Tonight we will explore some of the current software under development, such as jpeg viewers, and internet applications, and games, and many other programs.

General Atari8 chat is also welcome.

This will be a standard IRC chat. It is not a web-based chat on your browser. You need an IRC client, such as mIRC. mIRC is really easy to set up, and you can find it at www.mirc.com. Not to advertise it, there are other great IRC clients for many platforms, but mIRC is sort of the standard. Pirch is another one.

Most people have a Windows machine, but there are many other options for running an IRC Client. Arachne has one that runs in DOS. Amiga has AmIRC.

The chat will be on Amiganet. Here are some servers that will get you there:

irc.whiterose.net
thule.no.amiganet.org
fullcomp.au.amiganet.org
linux.us.amiganet.org
au, uk, se, no & us.amiganet.org

Once you log onto a server type "/join #atari8" and we will be there waiting for you I hope!

2900. Re: Guns of Fort Defiance

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-08 22:35:42 UTC
From: DCM01@USA.NET
Message-ID: <3af8740f.2912810@news.CIS.DFN.DE>
Source record: 36873

I had this game, Mo, and the instructions heh heh don't help a lot. In
my opinion it is just a horrible, slow, borderline-indecipherable
Civil War battle-simulatiion with poor (character graphics.

On Tue, 8 May 2001 14:10:26 -0700, "Mo" <mygranny@swbell.net> wrote:

>Yeah I got a headache I looked at that page for so long, I didn't see any
>avalon hill games there. It looks really simple, just can't figure it
>out.Thanks anyway,
>Mo
>
>Edward S. Baiz Jr. wrote in message ...

>>Try the sites below:
>>
>>http://www.crestviewfl.com/~richard/atari-docs.htm

2901. FA: 8-BIT Eastern Front 1941 cart 400/800

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-08 23:30:15 UTC
From: Jon <johnhi@nospam.epix.net>
Message-ID: <MPG.15624bcbb07a5fc19897f7@news.epix.net>
Source record: 36874

I have one on auction at eBay. The auction ends Saturday.

See http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1235715617

--
Please remove "nospam" to reply by email.

2902. CCAG 2001

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-09 01:01:18 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <3af896de_1@athena.netset.com>
Source record: 36875

ATTENTION RETROGAMERS, COMPUTER COLLECTORS, VIDEO GAME FANATICS!!!!

WE'RE BACK!!..

CCAG 2001
(Classic Computer and Gaming 2001)

If you like collecting old computers, video games, and enjoy using them
still, then come join us on:

June 30th, 2001
9AM till 6PM

National Guard Armory
IT'S ON ROUTE 57!!!

(actual address)
3520 Grove Avenue
Lorain, Ohio 44055-2048
(On Route 57, going North of I-90/Route 2)

IT'S FREE!

Both vendors and attendees!
Computer User Groups and vendors inside, flea market outside!

5,000 square feet of indoor space and an additional 5,000 square feet of
outdoor space is available along with ample parking.

Setup: 29th, June, 2001
6PM-10PM

Please Call Ahead for Reservations:

Jim W. Krych jwkrych@n2net.net
440-979-9295
Fred M. Horvat fmh@netzero.net
440-286-2566
And these other CCAG 2001 organizers:
Thomas J. McLaren sirthomas@uk2.net

Please visit this site:
http://tomheroes.com/ccag.htm

As of 05/08/2001
User Groups:
Erie PA Atari Group
TI Chips

Cleveland Classic Atari Group

Vendors:
1632 Systems-From the UK!!!
C.S. Vintage Games
L.R.O. Computers
Tomorrow's Heroes
Retropolis
Songbird Productions
Video Game Connection
Ramcharged Computers

People/Organizations:
David S. Brain
Fred Wagaman
Harry Dodgson
Alan Hewston
Thomas Mclaren
Michael White(Bally/Astrocade)
Classic Gamer Magazine
John Litva

Possible Attendees!!!
Atari7800.com

Special Guest!!!
Pitfall Harry

We are looking to do a "Classic Game Experience" this year!
One room is going to be set up for playing classic computer and video game cartoons and commercials. The other room is going to be an emulator room-MAME, etc.

We already have one person bringing a Crazy Climber cocktail arcade game, John Litva. And, another vendor has promised to bring several arcade games as well. Please email us if you wish to bring an arcade game to the show.

We have a food service this year! The wife of one of our organizers, will be providing food, soda, and such!

Attention Atari ST/Falcon/TT users!!!
If you want anything from 1632 Systems, please contact:
Nick Harlow
http://www.1632systems.co.uk/
http://catalog.zen.co.uk/actinic/1632Systems/

See ya at the CCAG!

2903. FA: Atari 400 system with tape drive, plotter, modem & software.

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-09 02:20:10 UTC
From: jgado@noslimyspam.charter.net
Message-ID: <tfhaaqbm2r5pf5@news.supernews.com>
Source record: 36876
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.other.misc,alt.ads.forsale.computers

Hi,

I have an Atari 400 system up for auction, it include the Atari 400 computer with power supply & RF switch, a 410 tape player, a 1020 plotter with new sealed pens & data cable, an MPP 1000C modem (with terminal ROM cartridge), and original software (tape & ROM based).

Currently @ $15.00 with 6 days left, for more information & pictures please go to the following URL,

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1236344899

If you have any questions please send email to the address below, don't forget to take the anti-spam part out before replying. Thanks.

John.
jgado@noslimyspam.charter.net

2904. Re: Guns of Fort Defiance

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-09 07:03:49 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <OS3K6.115$1q2.145461@nnrp3.sbc.net>
Source record: 36877

I know it took a few times for me to realize that the numbers in the
graphics were the graphics! I kept thinking it was some sort of order I was
supposed to follow. Although I did manage to get the cannon loaded, I could
not figure out how to fire the thing.
Mo

Daniel Miller wrote in message <3af8740f.2912810@news.CIS.DFN.DE>...
>I had this game, Mo, and the instructions heh heh don't help a lot. In
>my opinion it is just a horrible, slow, borderline-indecipherable
>Civil War battle-simulatiion with poor (character graphics.
>
>On Tue, 8 May 2001 14:10:26 -0700, "Mo" <mygranny@swbell.net> wrote:
>
>>Yeah I got a headache I looked at that page for so long, I didn't see any
>>avalon hill games there. It looks really simple, just can't figure it
>>out.Thanks anyway,
>>Mo
>>
>>Edward S. Baiz Jr. wrote in message ...
>
>>>Try the sites below:
>>>
>>>http://www.crestviewfl.com/~richard/atari-docs.htm
>
>

2905. Atari software for sale

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-09 10:00:09 UTC
From: John Thackeray <john@tradeinpost.com>
Message-ID: <9db6v6kkf3@plutonium.btinternet.com>
Source record: 36882
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit

Atari software for sale on our web site!
John Thackeray
Trade In Post
Victoria road
Shifnal
Shropshire
U.K.
Tel/Fax 01952 462135
E-mail john@tradeinpost.com
www.tradeinpost.com

2906. Re: Guns of Fort Defiance

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-09 10:09:59 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <iB6K6.135$1q2.206395@nnrp3.sbc.net>
Source record: 36878

Okay, I figured it out! The space bar fires the cannon. And the "<>" keys aim left and right, now I can't figure out how to aim up and down. When I hit break and tried to list, the machine gave me an error and flashed AHHHAAHAAAHA across the screen. Why would anyone want to copyprotect this game?
Mo

Mo wrote in message ...
>I know it took a few times for me to realize that the numbers in the
>graphics were the graphics! I kept thinking it was some sort of order I was
>supposed to follow. Although I did manage to get the cannon loaded, I could
>not figure out how to fire the thing.
>Mo
>
>Daniel Miller wrote in message <3af8740f.2912810@news.CIS.DFN.DE>...
>>I had this game, Mo, and the instructions heh heh don't help a lot. In
>>my opinion it is just a horrible, slow, borderline-indecipherable
>>Civil War battle-simulatiion with poor (character graphics.
>>
>>On Tue, 8 May 2001 14:10:26 -0700, "Mo" <mygranny@swbell.net> wrote:
>>
>>>Yeah I got a headache I looked at that page for so long, I didn't see any
>>>avalon hill games there. It looks really simple, just can't figure it
>>>out.Thanks anyway,
>>>Mo
>>>
>>>Edward S. Baiz Jr. wrote in message ...
>>
>>>>Try the sites below:
>>>>
>>>>http://www.crestviewfl.com/~richard/atari-docs.htm
>>
>>
>
>
>

2907. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-09 10:45:27 UTC
From: Thomas Richter <thor@gibbs.math.tu-berlin.de>
Message-ID: <9db747$rv1$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 36881

> Michael Current wrote:

Hi Michael,

> At first - ANTIC has nothing to do with colors. So it can't have any
> color bug.

Exactly.

> The colors are generated in this way: color 0 is not a color. So it
> leaves us with 15 colors. Imagine it as a color circle. And each color
> is generated with some shift. (360 / 15 degrees). It seems that the
> value was selected incorrectly for PAL so that the first (color 1) and
> last (color 15) are same or almost same.

Correct.

> I haven't noticed any problems with shades in graphics 9.

I did, happens on my (PAL) 800XL in Gr.9. Grey shapes 7 and 8 are identically.
I would guess the problem is a poorly adjusted D/A converter.

Other strange effects happen if you place a shape 7 pixel near a shape 8 pixel,
it looks like a faint vertical line of a slightly darker shape. Most likely
a capicity/charge problem in the D/A converter (note that the output of
every single bit gets reversed!)

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

2908. Now that's a hard drive!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-09 10:59:25 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <Yj7K6.141$1q2.220221@nnrp3.sbc.net>
Source record: 36879

I'd like to figure out how to interface this one to my 8bit!!!
check it out!
Mo

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1235355979

2909. sio2pc on win2000?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-09 12:35:46 UTC
From: Newton <newton2000@poczta.wp.pl>
Message-ID: <9dbq98lkp1@news.tpi.pl>
Source record: 36886

```
i looking for sio2pc program with support for win2000, and with support for
"R:" device (like ape'98, but i can't run this program on win2000 :(
```

2910. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-09 13:08:25 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3AF94149.A7FBD28C@asw.cz>
Source record: 36883

Thomas Richter wrote:
> > I haven't noticed any problems with shades in graphics 9.
>
> I did, happens on my (PAL) 800XL in Gr.9. Grey shapes 7 and 8 are identically.
> I would guess the problem is a poorly adjusted D/A converter.

I should test this. But the luminance circuits should be same for PAL &
NTSC.

> Other strange effects happen if you place a shape 7 pixel near a shape 8 pixel,
> it looks like a faint vertical line of a slightly darker shape. Most likely
> a capicity/charge problem in the D/A converter (note that the output of
> every single bit gets reversed!)

Yes, I notified this many times.

But there is nothing like adjustable D/A converter ;) There are four
outputs of GTIA called LUM0-LUM3. They are amplified, run thru four
different resistors (36k, 18k, 9k1, 4k7) and the lines are then
connected together with CSYNC. The output goes to some analog circuit
(amplifier?) and out goes the luminance signal.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

2911. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-09 13:24:16 UTC
From: Thomas Richter <thor@gibbs.math.tu-berlin.de>
Message-ID: <9dbge0$6ov$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 36884

> Thomas Richter wrote:

Hi,

> But there is nothing like adjustable D/A converter ;) There are four
> outputs of GTIA called LUM0-LUM3. They are amplified, run thru four
> different resistors (36k, 18k, 9k1, 4k7) and the lines are then
> connected together with CSYNC. The output goes to some analog circuit
> (amplifier?) and out goes the luminance signal.

This *IS* the D/A converter. (-;

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

2912. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-09 13:43:56 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3AF9499C.D945CC0B@asw.cz>
Source record: 36885

```
Thomas Richter wrote:
> > But there is nothing like adjustable D/A converter ;)
[stuff deleted]
>
> This *IS* the D/A converter. (-;

But it's not adjustable ;)

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!
```

2913. 'The day after' ATR

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-09 17:04:38 UTC
From: Jan Kubitschek <Jannn@01019freenet.de>
Message-ID: <9dbtb9nak02$1@news.t-online.com>
Source record: 36888

Hi,

im seeking for a German graphic-adventure that i had many years bevore.
The name was "The day after". The only hint about the existing of this game
i could find there => http://www.stcarchiv.de/ck85/06_thedayafter.php3 .

If anyone have this game pleas mail to Jannn@t-online.de

Thank you !

Regards Jan.

2914. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-09 18:05:23 UTC
From: Greg Menke <gregm-news@mindspring.com>
Message-ID: <m3u22u75zw.fsf@europa.mindspring.com>
Source record: 36889

> Thomas Richter wrote:
> > > But there is nothing like adjustable D/A converter ;)
> [stuff deleted]
> >
> > This *IS* the D/A converter. (-;
>
> But it's not adjustable ;)

Sure it is, just change the resistors- 10 turn pots with the center values more or less equivalent to the respective resistors would probably do it.

Gregm

2915. Lynx II System FS

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-09 18:39:10 UTC
From: tonym04@aol.com
Message-ID: <20010509143910.00134.00004695@ng-cg1.aol.com>
Source record: 36891

I have an Atari Lynx II for sale with carrying case, battery pack and 7 games for sale. I have the boxes for Dracula and Rampart (i think) but that is all. Asking $100.00 and that includes shipping in the US. The games are:

Dracula w/inst
Rampart w/inst
Turbo Sub
Shadow of the Beast w/inst
Gauntlet
Chips Challenge w/inst
Dirty Larry - Renegade cop w/inst

System is near mint condition and I will say that the battery pack is the best accessory for a portable i have ever used. The bigger batteries give MUCH longer playing time than the AA's.

Email me direct please.
Tony
tonym04@aol.com

2916. Re: sio2pc on win2000?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-09 19:07:29 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <3teK6.10$Jk2.14333@nnrp3.sbc.net>
Source record: 36887

Have you tried booting off of an MSDOS floppy? You might be able to run APE
for DOS that way.
Mo

Newton wrote in message <9dbq98lkp1@news.tpi.pl>...
>i looking for sio2pc program with support for win2000, and with support for
>"R:" device (like ape'98, but i can't run this program on win2000 :(
>
>

2917. Re: sio2pc on win2000?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-09 19:12:27 UTC
From: Newton <newton2000@poczta.wp.pl>
Message-ID: <9dejoh$6fr$1@news.tpi.pl>
Source record: 36906

> Have you tried booting off of an MSDOS floppy? You might be able to run
APE
> for DOS that way.
yes, but i want to using telnet on my atari

2918. Re: a8jdpeg 0.6 JPEG viewer released

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-09 20:22:13 UTC
From: DCM01@USA.NET
Message-ID: <3af9a3eb.7198133@news.CIS.DFN.DE>
Source record: 36892

I did try this out, and it is quite good. I think that a8jdpeg has matured into a steady, solid product. I really give this a thumbs-up!

Raf has totally reworked the interface. It looks like a BeWe DOS style file manager. The program is totally intuitive now. You don't have to read any instructions. Just run it!

There are a wide range of modes to choose from, including the advanced HIP modes. For larger-than-visible-screen images a8jdpeg automatically centers the image, so you end up looking smack in the middle of a large image, right where you want to be. You have the option of looking anywhere else you want.

The program color-cycles as the pictures load. I think this makes the load/display time seem quicker, because something is going on on the screen.

I can't think of a thing that should be changed, although I understand there are plans to add features. Great job!

On 26 Apr 2001 00:34:32 +0100, Raphael Espino <rjespino@yahoo.com> wrote:

>The latest version of a8jdpeg, the JPEG viewer for Atari 8-bit
>computers is now available for download.

>http://members.nbci.com/rjespino/8bit/a8jdpeg/a8jdpeg.html
>http://www.angelfire.com/80s/rjespino/8bit/a8jdpeg/a8jdpeg.html
>or
>http://rjespino.atari.org
>http://rjespino.webhop.org

2919. Re: 'The day after' ATR

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-09 20:59:06 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <I5gK6.28$Jk2.29116@nnrp3.sbc.net>
Source record: 36890

Never heard of it, but if you find it let us know. I'd really like to check
it out!
Mo

Jan Kubitschek wrote in message <9dbtb9nak02$1@news.t-online.com>...
>Hi,
>
>im seeking for a German graphic-adventure that i had many years bevore.
>The name was "The day after". The only hint about the existing of this game
>i could find there => http://www.stcarchiv.de/ck85/06_thedayafter.php3 .
>
>If anyone have this game pleas mail to Jannn@t-online.de
>
>Thank you !
>
>Regards Jan.
>
>
>

2920. SIO Programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-09 21:09:44 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3AF9B218.9DBF2C8D@asw.cz>
Source record: 36896

Hi!

I've got this problem: Program writes to D1: using SIOV. It works 99% of time. Sometimes it simply hangs in JSR SIOV. The command is not displayed on APE's command monitor. Break works, makes the SIOV to return with error. Why? NMI is disabled, but it shouldn't be any problem AFAIK.

The code:

```
LDA #$31 ;D
STA $300
LDA #$01 ;1
STA $301
LDA #$50 ;write
STA $302

;$80 bytes
WB_REPT: LDA #$80
STA $308
LDA #$00
STA $309

;buffer address
LDA $80
STA $304
LDA $81
STA $305

;starting sector
LDA $82
STA $30A
LDA $83
STA $30B

LDA #$80 ;write
STA $303

JSR SIOV
LDA $303
CMP #$01
BEQ NX_DEC_SECS
SEC
RTS

NX_DEC_SECS:
.
.
```

.

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

2921. Re: looking for a program for the Atari 8-bit called 'Sam Program' or 'Reciter'

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-10 00:58:33 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010509205833.13715.00002774@ng-cj1.aol.com>
Source record: 36894

Antic called it their V: voice device and you had to LIST your Basic code to it
or COPY ascii text so that it would be readable. It was really handy to proof
read data statements from your type-ins.

>nj_toothenbecker@hotmail.com (Nearl J Toothenbecker) replied:

>One of the Atari magazines wrote a handler so that you could use SAM as a
>device. I thought that was pretty neat. You could COPY a text file to it and
>have it read.

-Ron

Experience is something you don't get until just after you need it.

2922. Re: 800 boards parts n such

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-10 00:58:54 UTC
From: Neil Van Oost z <neilvo@csionline.net>
Message-ID: <3AFA05F7.E7@yahoo.com>
Source record: 36893

Mo,

I will post a list as soon as I get the time. I have to go thru around 100 disks that my father used for the column that he wrote, also he keep the household finances on the Atari with File it II. He would write his articles on the Atari and print them out on the Star nx1000. I would scan them into Pagemaker and do all the magic and print them out on the laser for his publisher. Also I remember that I saved around 300 disks of games, God only knows how many will still boot when I find them. I currently have a set of Percom drives on the system but have some other drives 810's that prob need 1036 chips and some of the 1050's. I know some of them have been modified. The 800's are.

It may take me some time to get a list together as my father passed away on the 28 of April. I still see him everytime I touch something of his. He was a remarkable man and I loved him, he was my best friend and I still miss him very much.

Neil

2923. Re: Tape images back to tape?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-10 03:18:29 UTC
From: Chris Chiesa <cchiesa1@rochester.rr.com>
Message-ID: <9MnK6.65301$r3.12944081@typhoon.nyroc.rr.com>
Source record: 36895

It ought to be possible to duplicate Atari cassettes in an "ordinary" audio tape deck; they are in fact "just sound." When the Atari writes tapes, it converts data-to-sound, one bit at a time: a 0 becomes a tone of one frequency, and a 1 bit becomes a tone of a different frequency. That's all there is to it. In theory, you could tap the Atari's audio-output pin during the cassette-writing process and record Atari programs on, oh, reel-to-reel or 8-track or whatever. :-)

The non-standard part about Atari cassettes is the process of playing them back INTO the Atari, where you have to convert sound-to-data. This requires a special chip that can detect the sound frequencies that the Atari sent out for 0 and 1 bits, and convert these frequencies back into the electrical high/low voltages needed for Atari SIO input. You could build an external device to perform this conversion from the above-mentioned reel-to-reel, 8-track, etc. (At one time, back when Atari 8-bit computers were still commonplace -- and set up to run demos -- on the shelves of department stores, I toyed with the idea of building just such an external device and slipping my own demo programs onto "public" Ataris by way of my Walkman... It would've been a great prank but I never got around to it.)

Chris
cchiesa1@rochester.rr.com

2924. Re: SIO Programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-10 06:09:45 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3AFA30A9.21B002A4@siemens.at>
Source record: 36897

Jindrich Kubec wrote:
> I've got this problem: Program writes to D1: using SIOV. It works 99% of
> time. Sometimes it simply hangs in JSR SIOV. The command is not
> displayed on APE's command monitor. Break works, makes the SIOV to
> return with error. Why? NMI is disabled, but it shouldn't be any problem
> AFAIK.

Hi Jindroush,

This sounds to me like your Atari is connected to the COM port of
a PC with something like Windows95/98 running there, right ?

If that's the case I'm sure the problem would vanish the moment
you use MSDOS instead.

It took quite some time until I found out about the sporadic
problems at the COM port when using any Windows version except NT
where the problems are impossible to be overlooked. But with W98
I transferred more than 100 disks to ATR before I noticed that
sometimes wrong data was written to the ATR (one wrong sector
for 10000 that were okay maybe). So since I don't want to create
every ATR twice and then check whether they are equal (I did it
for some time to check whether the problem would occur with MSDOS
too) I only use MSDOS now for ATR creation.

Hope that helps with your problem
Gerhard

2925. Re: SIO Programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-10 08:23:26 UTC
From: Thomas Richter <thor@gibbs.math.tu-berlin.de>
Message-ID: <9ddj5u$k6o$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 36898

Hi!

> I've got this problem: Program writes to D1: using SIOV. It works 99% of
> time. Sometimes it simply hangs in JSR SIOV. The command is not
> displayed on APE's command monitor. Break works, makes the SIOV to
> return with error. Why? NMI is disabled, but it shouldn't be any problem
> AFAIK.

This is a problem. Depending on the Os release, the NMIs will either get
re-enabled (Os A), but at least (Os B and beyond), the Os requires the
vertical blank interrupt to operate properly (i.e. deadlock check). For some
timing reasons, the command might not get thru to the floppy, in which case
the command times out, and is retried. This is exactly what the VBI is good for.

For simple writing, I would rather use DISKINTERF than SIO as it installs
most of the important parameters correctly already. Besides, the code below
seems ok for me.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

2926. Re: SIO Programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-10 09:03:43 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3AFA596F.C14A1AAB@asw.cz>
Source record: 36899

Thomas Richter wrote:
> This is a problem. Depending on the Os release, the NMIs will either get
> re-enabled (Os A), but at least (Os B and beyond), the Os requires the
> vertical blank interrupt to operate properly (i.e. deadlock check). For some
> timing reasons, the command might not get thru to the floppy, in which case
> the command times out, and is retried. This is exactly what the VBI is good for.

So you think that it hangs because there is a error writing and it waits
forever looking for some watchdog timer which does decrement in VBI?

I'm turning off the NMI because code in VBI (I think) checks for TRIG3
value which does change while working with my program. I should shadow
it correctly, but the question is where is the shadow register for
cartridge presence?

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

2927. Atari Cartridge Dumping Project

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-10 09:33:45 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3AFA6079.92736708@asw.cz>
Source record: 36900

Hi!

I've published preliminary info about this project at
http://www.asw.cz/~kubecj/acartdp.htm

The purpose is to have maximum possible information about any cartridge ever produced for 8bit Atari. As it may seem unimportant for cartridges like Pac-Man or Missile Command, there are few, which are R/ER and it would be nice to have at least some info about such cartridges. Also it's important for the development of emulators.

What I'm looking for (listed by priority):
1) dumps
2) label/case descriptions
3) label/case scans
4) box scans
5) manual scans/ocrs

What I really want is CONFIRMED information. For example - if proto exists, I need dump. If label variation exists - I need scan. Please, do not submit any info starting with 'I heard...' ;) I want it to be as correct as possible.

(offtopic: language problem: is correct - 'are CONFIRMED information' or 'is CONFIRMED information'? ;-) I mean more than one piece of info - we use plural in my language).

The detailed instructions for doing so are on my pages. The software for doing dumps is available for download in ATR file (for disk versions), also is there generator for tape software (needed when you don't have RD5 switch).

No downloads are there now, so leecherz go away. I think the CD will be ideal medium for such thing. And will be available in future for all the contributors. How near future, it depends on you.

Current stats are:
Total cart number: 398
Good dumps: 172
Todo: 226

Lists are available on my page.

Thanks to all possible contributors,
--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

2928. Re: SIO Programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-10 09:52:47 UTC
From: Thomas Richter <thor@gibbs.math.tu-berlin.de>
Message-ID: <9ddodf$p3g$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 36901

> Thomas Richter wrote:

> So you think that it hangs because there is a error writing and it waits
> forever looking for some watchdog timer which does decrement in VBI?

Yes.

> I'm turning off the NMI because code in VBI (I think) checks for TRIG3
> value which does change while working with my program. I should shadow
> it correctly, but the question is where is the shadow register for
> cartridge presence?

In page 3, 0x3fd or something like it. I need to check for this. But anyhow,
why do you want to be able to insert a cartridge during loading? (-;

So long
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

2929. Re: SIO Programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-10 09:57:01 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3AFA65ED.7EDF263F@asw.cz>
Source record: 36902

Thomas Richter wrote:
> > So you think that it hangs because there is a error writing and it waits
> > forever looking for some watchdog timer which does decrement in VBI?
> Yes.

I made the needed change (at least I think ;)

> In page 3, 0x3fd or something like it. I need to check for this.

Found it in meantime, it's GINTLK, 0x3FA.

> But anyhow, why do you want to be able to insert a cartridge during loading? (-;

See my next message about Atari Cartridge Dumping Project.

It's needed because some bankswitched cartridges (OSS) could turn
themselves off while dumping their contens on the disk. And it would
hang the computer. But I think I solved that.

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

2930. Re: a8jdpeg 0.6 JPEG viewer released

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-10 11:48:16 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9ddv60neq1@nets3.rz.RWTH-Aachen.DE>
Source record: 36903

Howdy all

>It looks like a BeWe DOS style file manager.

But it runs with just about any DOS.

>The program color-cycles as the pictures load. I think this makes the
>load/display time seem quicker, because something is going on on the
>screen.

But you can turn the display off untill the picture is decoded. Using 'S'.

>I can't think of a thing that should be changed, although I understand
>there are plans to add features. Great job!

My words exactly.

CU Mathy van Nisselroy

2931. Wizard of Wor

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-10 13:55:06 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00151c61@fmlynet.org>
Source record: 36909

FamilyNet Newsgate

Yeh buddy! I have a disk copy and cartridge. Let me know how this goes.
And if you decide to do a network version of Archon, I'm for that to. ;)

Doctor Clu
co-sysop of JYBOLAC's Stargate BBS
telnet = jybolac.dyndns.org 520

@>-->----------------------

> From: Thomas Havemeister <twh1@gmx.de>
> Howdy atarians!
> Remember the old game "Wizard of Wor" ? Wow, what a cool game. And so
> I decieded to reproduce the concept and programm a "Wizard of Wor over
> Network" Game. I plannend to programm it in a java virtual machine.
> Are there any old "Wizard of Wor"-atarians, who are interessted in
> this project? Any help is welcome!
> -thomsen
> --
> Sturz des Zaren & Take those Atarian care!
> Thomas Havemeister, Student of Business Computer Science
> Technical University of Ilmenau

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2932. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-10 15:12:05 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <9deb0j$1kk$1@wrath.news.nacamar.de>
Source record: 36904

8.8) What programs have a track ball mode or support a mouse?

Subject: 8.8) What programs have a track ball mode or support a mouse?

Let's Add, that my BOSS-X also supports ST-Mouse in Joystick-Port 2

2933. Re: Atari Cartridge Dumping Project

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-10 15:53:19 UTC
From: Maaikie <nonsmoke@hotmail.com>
Message-ID: <9dednn$4mg$1@blue.nl.gxn.net>
Source record: 36905

Hi,

I have a sampler cartidge for Atari 8 bit. You can connect an audio source (microphone or line) and sample the input into memory. You can edit/resample/save it to disk afterwards.

You like more info about that too? I have software and manuals with that.

I believe it is from '2-bit Software', have to look it up, it is in a box in the attic ;-)

Regards,

Mike.

"Jindrich Kubec" <kubecj@asw.cz> wrote in message news:3AFA6079.92736708@asw.cz...
> Hi!
>
> I've published preliminary info about this project at
> http://www.asw.cz/~kubecj/acartdp.htm
>
> The purpose is to have maximum possible information about any cartridge
> ever produced for 8bit Atari. As it may seem unimportant for cartridges
> like Pac-Man or Missile Command, there are few, which are R/ER and it
> would be nice to have at least some info about such cartridges. Also
> it's important for the development of emulators.
>
> What I'm looking for (listed by priority):
> 1) dumps
> 2) label/case descriptions
> 3) label/case scans
> 4) box scans
> 5) manual scans/ocrs
>
> What I really want is CONFIRMED information. For example - if proto
> exists, I need dump. If label variation exists - I need scan. Please, do
> not submit any info starting with 'I heard...' ;) I want it to be as
> correct as possible.
>
> (offtopic: language problem: is correct - 'are CONFIRMED information' or
> 'is CONFIRMED information'? ;-) I mean more than one piece of info - we
> use plural in my language).
>
> The detailed instructions for doing so are on my pages. The software for
> doing dumps is available for download in ATR file (for disk versions),

> also is there generator for tape software (needed when you don't have
> RD5 switch).
>
> No downloads are there now, so leecherz go away. I think the CD will be
> ideal medium for such thing. And will be available in future for all the
> contributors. How near future, it depends on you.
>
> Current stats are:
> Total cart number: 398
> Good dumps: 172
> Todo: 226
>
> Lists are available on my page.
>
> Thanks to all possible contributors,
> --
> Jindroush (kubecj@asw.cz)
> See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...
>

2934. Re: Atari 8-Bit Font

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-10 18:08:02 UTC
From: Mark Simonson <marksim@bitstream.net>
Message-ID: <B7204331.425E%marksim@bitstream.net>
Source record: 36907

I created those fonts. If you want to learn more about them, go here:

http://www2.bitstream.net/~marksim/atarimac/fonts.html

Mark

Mac/Atari Fusion: Atari 8bit Resources for Mac Users
http://www2.bitstream.net/~marksim/atarimac/

Mark Simonson, Proprietor
marksim@bitstream.net

Atari user since 1982 -- Mac user since 1984

> From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
>
> http://home.online.no/~olavese/atari/a8dl.htm
>
>
> "Mark Elliott" <mark.elliott@mmt-ds.com> wrote in message
> news:3ae546f7.91199744@news.demon.co.uk...
>> Anyone know if there is a Windows True Type font of the Atari 8-Bit
>> Font ?
>>
>> I fancy using it in my Terminal Emulator at Work.
>>
>> Thankx for any Info.
>>
>> Mark
>>
>
>

2935. Re: (OT) Atari Cartridge Dumping Project

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-10 18:37:34 UTC
From: Mark Simonson <marksim@bitstream.net>
Message-ID: <B7204A1D.4261%marksim@bitstream.net>
Source record: 36908

in article 3AFA6079.92736708@asw.cz, Jindrich Kubec at kubecj@asw.cz wrote
on 5/10/01 4:33 AM:

> (offtopic: language problem: is correct - 'are CONFIRMED information' or
> 'is CONFIRMED information'? ;-) I mean more than one piece of info - we
> use plural in my language).

These are all correct in English:

The information is...
Some information is...
A piece of information is...
The pieces of information are...

But these are incorrect:

The informations are...
An information is...
Some informations are...

Don't ask me why... :-)

Mark

Mac/Atari Fusion: Atari 8bit Resources for Mac Users
http://www2.bitstream.net/~marksim/atarimac/

Mark Simonson, Proprietor
marksim@bitstream.net

Atari user since 1982 -- Mac user since 1984

2936. Re: (OT) Atari Cartridge Dumping Project

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-10 19:46:47 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-2FBA74.12464610052001@corp-radius.supernews.com>
Source record: 36910

> > (offtopic: language problem: is correct - 'are CONFIRMED information' or
> > 'is CONFIRMED information'? ;-) I mean more than one piece of info - we
> > use plural in my language).
>
> These are all correct in English:
>
> The information is...
> Some information is...
> A piece of information is...
> The pieces of information are...
>
> But these are incorrect:
>
> The informations are...
> An information is...
> Some informations are...
>
> Don't ask me why... :-)

The word 'information' is always singular in English. So the verb needs to be singular, too.

When you say 'pieces of information' the verb needs to agree with the noun, 'pieces' -- so we use 'are'. 'Information' is an adjetive that modified 'pieces'.

--Kevin
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- http://www.atarimagazines.com
& Atariarchives.org -- http://www.atariarchives.org
Moderator of news:comp.sys.atari.announce -- Atari computer news

2937. 810 drive woes

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-10 21:51:06 UTC
From: "David\\Julie Wilson" <cybrslider@home.com>
Message-ID: <e3EK6.7483$hc.56552@news1.rdc1.tx.home.com>
Source record: 36912

Hi all,

I have an 810 drive that I'm having trouble with. I've never had anything but 1050's and xf551's so I have a question first. With the 1050, you power it on, it spins for a few seconds. When you insert a disk, it spins also. The 810 spins when I power it on but, when I insert a disk, no spinning. That's not right, is it? I have checked the connections and the drive select switches on the back. It's set for drive 1. Got any ideas? Thanks!

David

2938. Atari8 mailing list

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-10 21:51:54 UTC
From: "David\\Julie Wilson" <cybrslider@home.com>
Message-ID: <_3EK6.7484$hc.56545@news1.rdc1.tx.home.com>
Source record: 36913

Hi,

Has anyone been getting posts from the 8-bit mailing list lately? I
haven't received anything for several days now.

David

2939. Re: (OT) Atari Cartridge Dumping Project

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-10 23:00:41 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <HZCK6.329$Xs3.46722@nnrp2.sbc.net>
Source record: 36911

Just another off-topic post, I've always felt that the beauty of the
American-English language is that it evolves and even when spoken in many
different ways it can commute the same meaning. I have heard the word
'informations' used many times and although it may not jive with websters',
it still makes sense. Just recently, I heard the word 'office' used as a
verb, as in "I'll office these over to you later.." and "I've been officing
all week...". Murderen Sie Uns nicht bitte, und veilen dank!
Mo

Kevin Savetz wrote in message ...
>> > (offtopic: language problem: is correct - 'are CONFIRMED information'
or
>> > 'is CONFIRMED information'? ;-) I mean more than one piece of info - we
>> > use plural in my language).
>>
>> These are all correct in English:
>>
>> The information is...
>> Some information is...
>> A piece of information is...
>> The pieces of information are...
>>
>> But these are incorrect:
>>
>> The informations are...
>> An information is...
>> Some informations are...
>>
>> Don't ask me why... :-)
>
>The word 'information' is always singular in English. So the verb needs to
>be singular, too.
>
>When you say 'pieces of information' the verb needs to agree with the
>noun, 'pieces' -- so we use 'are'. 'Information' is an adjetive that
>modified 'pieces'.
>
>--Kevin
>--
>Kevin Savetz <savetz@northcoast.com>
>Curator of the Digital Antic Project -- http://www.atarimagazines.com
>& Atariarchives.org -- http://www.atariarchives.org
>Moderator of news:comp.sys.atari.announce -- Atari computer news
>

2940. Re: Atari 8-Bit Font

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-10 23:37:36 UTC
From: BG <brentgarvey@skyenet.net>
Message-ID: <UAFK6.69$Zo2.1393@newsfeed.slurp.net>
Source record: 36915

I seem to remember a font for the PC that was based on the Atari name used
in their logo. I used to have it but I cannot seem to find it anymore.
Anyone have it or know where to get it now?

Brent

"Mark Simonson" <marksim@bitstream.net> wrote in message
news:B7204331.425E%marksim@bitstream.net...
> I created those fonts. If you want to learn more about them, go here:
>
> http://www2.bitstream.net/~marksim/atarimac/fonts.html
>
> Mark
>
> --
> Mac/Atari Fusion: Atari 8bit Resources for Mac Users
> http://www2.bitstream.net/~marksim/atarimac/
>
> Mark Simonson, Proprietor
> marksim@bitstream.net
>
> Atari user since 1982 -- Mac user since 1984
> --
>
> > From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
> >
> > http://home.online.no/~olavese/atari/a8dl.htm
> >
> >
> > "Mark Elliott" <mark.elliott@mmt-ds.com> wrote in message
> > news:3ae546f7.91199744@news.demon.co.uk...
> >> Anyone know if there is a Windows True Type font of the Atari 8-Bit
> >> Font ?
> >>
> >> I fancy using it in my Terminal Emulator at Work.
> >>
> >> Thankx for any Info.
> >>
> >> Mark
> >>
> >
> >
>

2941. Re: 810 drive woes

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-10 23:58:24 UTC
From: "David\\Julie Wilson" <cybrslider@home.com>
Message-ID: <AWFK6.7498$hc.57607@news1.rdc1.tx.home.com>
Source record: 36916

Mo,

Thanks. That answers that question. I haven't tried booting from it yet
because shoot, I use Sparta X. When I boot with Sparta X and have a disk in
the drive, I get no response. I'll try booting and give you an update later.
Thanks for the input!

David

"Mo" <mygranny@swbell.net> wrote in message
news:ZrFK6.609$Xs3.71811@nnrp2.sbc.net...
> The 1050 spins to determine if the disk is enhanced density or single
> density. Remeber the 1050 is a 'dual density' drive. I've never had an 810
> but I wouldn't think it would spin just inserting the disk. Try booting
DOS
> 2.0 or 2.5 and see what happens.
> Mo
>
> David\Julie Wilson wrote in message ...
> >Hi all,
> >
> > I have an 810 drive that I'm having trouble with. I've never had
> >anything but 1050's and xf551's so I have a question first. With the
1050,
> >you power it on, it spins for a few seconds. When you insert a disk, it
> >spins also. The 810 spins when I power it on but, when I insert a disk,
no
> >spinning. That's not right, is it? I have checked the connections and the
> >drive select switches on the back. It's set for drive 1. Got any ideas?
> >Thanks!
> >
> >David
> >
> >
> >
> >
>
>

2942. Re: Atari8 mailing list

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-11 01:31:42 UTC
From: "Ralph E. Dodd" <redodd@home.com>
Message-ID: <2iHK6.45641$K5.5057284@news1.rdc1.nj.home.com>
Source record: 36917

```
Last message I got was on 5/7.
Ralph
"David\Julie Wilson" <cybrslider@home.com> wrote in message
news:_3EK6.7484$hc.56545@news1.rdc1.tx.home.com...
> Hi,
>
> Has anyone been getting posts from the 8-bit mailing list lately? I
> haven't received anything for several days now.
>
> David
>
>
>
```

2943. Re: 810 drive woes

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-11 01:49:34 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <ZrFK6.609$Xs3.71811@nnrp2.sbc.net>
Source record: 36914

The 1050 spins to determine if the disk is enhanced density or single density. Remeber the 1050 is a 'dual density' drive. I've never had an 810 but I wouldn't think it would spin just inserting the disk. Try booting DOS 2.0 or 2.5 and see what happens.
Mo

David\Julie Wilson wrote in message ...
>Hi all,
>
> I have an 810 drive that I'm having trouble with. I've never had
>anything but 1050's and xf551's so I have a question first. With the 1050,
>you power it on, it spins for a few seconds. When you insert a disk, it
>spins also. The 810 spins when I power it on but, when I insert a disk, no
>spinning. That's not right, is it? I have checked the connections and the
>drive select switches on the back. It's set for drive 1. Got any ideas?
>Thanks!
>
>David
>
>
>
>

2944. Re: 810 drive woes

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-11 03:33:04 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010510233304.06552.00003015@ng-ce1.aol.com>
Source record: 36918

Mo was right on as the 810 does not spin up on disk insertion. Does SpartaX
read & write or format on the 810?

>"David\\Julie Wilson" cybrslider@home.com remarks:

>Thanks. That answers that question. I haven't tried booting from it yet
>because shoot, I use Sparta X. When I boot with Sparta X and have a disk in
>the drive, I get no response. I'll try booting and give you an update later.

-Ron

Experience is something you don't get until just after you need it.

2945. Re: Atari 8-Bit Font

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-11 04:15:20 UTC
From: Mark Simonson <marksim@bitstream.net>
Message-ID: <B720CC70.4498%marksim@bitstream.net>
Source record: 36919

There was a photo-typositor (pre-digital) typeface called Harry that is very close to the Atari logotype. The "R" in the Atari logo has slightly different proportions and the weight (boldness) would fall between two weights called Harry Heavy and Harry Fat (there was also Harry Obese--hey, it was the seventies, man!). I am almost certain that the Atari logo was hand-drawn, not something off-the-shelf, though likely modeled on Harry. It may very well be that someone did a font based on the Atari logo, but more likely the font you remember was Harry or "similar to" Harry (i.e., a knock-off). Aren't you sorry you asked...;-)

Mark

---
http://www2.bitstream.net/~marksim/atarimac/

> From: "BG" <brentgarvey@skyenet.net>
>
> I seem to remember a font for the PC that was based on the Atari name used
> in their logo. I used to have it but I cannot seem to find it anymore.
> Anyone have it or know where to get it now?

2946. Re: (OT) Atari Cartridge Dumping Project

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-11 04:15:21 UTC
From: Mark Simonson <marksim@bitstream.net>
Message-ID: <B720D087.4499%marksim@bitstream.net>
Source record: 36920

> From: Kevin Savetz <savetz@northcoast.com>
>
>>> (offtopic: language problem: is correct - 'are CONFIRMED information' or
>>> 'is CONFIRMED information'? ;-) I mean more than one piece of info - we
>>> use plural in my language).
>>
>> These are all correct in English:
>>
>> The information is...
>> Some information is...
>> A piece of information is...
>> The pieces of information are...
>>
>> But these are incorrect:
>>
>> The informations are...
>> An information is...
>> Some informations are...
>>
>> Don't ask me why... :-)
>
> The word 'information' is always singular in English. So the verb needs to
> be singular, too.
>
> When you say 'pieces of information' the verb needs to agree with the
> noun, 'pieces' -- so we use 'are'. 'Information' is an adjetive that
> modified 'pieces'.
>
> --Kevin
> --
> Kevin Savetz <savetz@northcoast.com>
> Curator of the Digital Antic Project -- http://www.atarimagazines.com
> & Atariarchives.org -- http://www.atariarchives.org
> Moderator of news:comp.sys.atari.announce -- Atari computer news

Okay. I looked it up. "Information" is what is called a "mass noun," that is, a thing that cannot be counted; an indefinite quantity thought of as a single thing. Other examples are butter, sand, water, cheese, literature, software, hardware. Nouns that have singular and plural forms are "count nouns," that is, things that can be counted. Apparently, most languages have this distinction, but which category certain nouns fall into seems to vary from one language to another.

Mark

2947. Re: Atari Cartridge Dumping Project

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-11 07:37:23 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3AFB96B3.8596939E@asw.cz>
Source record: 36921

Maaikie wrote:
> I have a sampler cartidge for Atari 8 bit. You can connect an audio source
> (microphone or line) and sample the input into memory. You can
> edit/resample/save it to disk afterwards.
>
> You like more info about that too? I have software and manuals with that.

Yes, I want everything ;) Does it contain some program or is in fact
just the 'interface' and the program is loaded from diskette?

Boys: Thanks for the language clarification. Now back on the topic. ;)

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

2948. Re: (OT) Atari Cartridge Dumping Project

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-11 08:50:19 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <9dg94b$28s$1@plutonium.compulink.co.uk>
Source record: 36922

In article <HZCK6.329$Xs3.46722@nnrp2.sbc.net>, mygranny@swbell.net (Mo)
wrote:

> Just recently, I heard the word 'office' used as a
> verb, as in "I'll office these over to you later.." and "I've been
> officing all week...". Murderen Sie Uns nicht bitte, und veilen dank!
Arggh!! My pet hate. An unfortunate Americanism that is spreading to the
UK too us the tendency to reinvent nouns as verbs as above.

Iain

2949. Re: Atari 8-Bit Font

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-11 11:59:37 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3AFBD48C.C1069B73@optonline.net>
Source record: 36923

BG wrote:
>
> I seem to remember a font for the PC that was based on the Atari name used
> in their logo. I used to have it but I cannot seem to find it anymore.
> Anyone have it or know where to get it now?
>
> Brent
>
> "Mark Simonson" <marksim@bitstream.net> wrote in message
> news:B7204331.425E%marksim@bitstream.net...
> > I created those fonts. If you want to learn more about them, go here:
> >
> > http://www2.bitstream.net/~marksim/atarimac/fonts.html
> >
> > Mark
> >
> > ----------
> > Mac/Atari Fusion: Atari 8bit Resources for Mac Users
> > http://www2.bitstream.net/~marksim/atarimac/
> >
> > Mark Simonson, Proprietor
> > marksim@bitstream.net
> >
> > Atari user since 1982 -- Mac user since 1984
> > ----------
> >
> > > From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
> > >
> > > http://home.online.no/~olavese/atari/a8dl.htm
> > >
> > >
> > > "Mark Elliott" <mark.elliott@mmt-ds.com> wrote in message
> > > news:3ae546f7.91199744@news.demon.co.uk...
> > >> Anyone know if there is a Windows True Type font of the Atari 8-Bit
> > >> Font ?
> > >>
> > >> I fancy using it in my Terminal Emulator at Work.
> > >>
> > >> Thankx for any Info.
> > >>
> > >> Mark
> > >>
> > >
> > >

> >

Mark,
Someone has made it... Follow this link:
http://hugemcgriffin.com/fonts/621354895/atarian.zip .
This is the computer label font. I just grabbed it myself.

--
Robert S Ely
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

2950. Re: IRC Chat Tonight (Tuesday, May 8th, 2001) on Current Software

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-11 14:10:36 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <cdsnftc4ihchba4p8omnkntsv6upiobhre@4ax.com>
Source record: 36925

On Tue, 08 May 2001 22:28:26 GMT, DCM01@USA.NET (Daniel Miller) wrote:

>California: 7:00 pm. Colorado 8:00 pm. Texas 9:00 pm.
>London, England: 4:00 AM. Berlin: 5:00 AM. Hong Kong: 11:00 AM.

say, how much traffic brings this irc? How many people normaly are
chating around the world? It's really hard for me to follow you at
05:00AM CET!! So if anybody could post some reports that brings enough
arguments to me, I would change waking time several hours earlier :)

-thomsen@munich

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Business Computer Science
Technical University of Ilmenau

2951. Re: (OT) Atari Cartridge Dumping Project

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-11 14:40:28 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3AFBF9DD.9C3D456D@ev1.net>
Source record: 36924

Mark Simonson wrote:
>
> [snip...] [snip...] [snip...]
>
> Okay. I looked it up. "Information" is what is called a "mass noun," that
> is, a thing that cannot be counted; an indefinite quantity thought of as a
> single thing. Other examples are butter, sand, water, cheese, literature,
> software, hardware. Nouns that have singular and plural forms are "count
> nouns," that is, things that can be counted. Apparently, most languages have
> this distinction, but which category certain nouns fall into seems to vary
> from one language to another.
>
Also, I learned in high school that subjects *sometimes* can be affected by
the object of a follow-on preposition:

"Some of the cake is left."
"Some of the people are left."

Although "some" is the subject, when the preposition has a mass noun
like "cake"
that can *not* be counted, the verb is singular. When the preposition has
a countable noun, like "people", the verb is plural.

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

2952. Re: Atari 8-Bit Font

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-11 15:03:22 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3AFBFF3A.53989A3D@mail.uni-mainz.de>
Source record: 36926

Well,
didn`t Hasbro use the same font ?? (They did use a different logo, but
it looks like they used the same font for the word Atari). Or had their
font just been pretty close to the original one? -Andreas

P.S.: We had the same problem, we are currently developing a Flash-Eprom
cart and use the brown/silver 800/XL cases for that. But for the labels
we could not find the original font anywhere (we wanted to have a label
with exactly the same layout, silver XL label with white lines and a big
black "Atari" written on the left bottom; whereas "Flashbox" should
appear at the top as the title of the cart. Furthermore we would like to
give the cart a number, just one digit higher than the last A8 cart. But
which was the last cart and which number has it ?)

Mark Simonson schrieb:
>
> There was a photo-typositor (pre-digital) typeface called Harry that is very
> close to the Atari logotype. The "R" in the Atari logo has slightly
> different proportions and the weight (boldness) would fall between two
> weights called Harry Heavy and Harry Fat (there was also Harry Obese--hey,
> it was the seventies, man!). I am almost certain that the Atari logo was
> hand-drawn, not something off-the-shelf, though likely modeled on Harry. It
> may very well be that someone did a font based on the Atari logo, but more
> likely the font you remember was Harry or "similar to" Harry (i.e., a
> knock-off). Aren't you sorry you asked...;-)
>
> Mark
>
> ----------
> http://www2.bitstream.net/~marksim/atarimac/
> ----------
> > From: "BG" <brentgarvey@skyenet.net>
> >
> > I seem to remember a font for the PC that was based on the Atari name used
> > in their logo. I used to have it but I cannot seem to find it anymore.
> > Anyone have it or know where to get it now?

2953. Atari 800xl Roms pleeeeeeeeeze

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-11 15:14:55 UTC
From: Stuart <sbuc@freenet.co.uk>
Message-ID: <3nTK6.6992$po.1067618@news6-win.server.ntlworld.com>
Source record: 36927

Hi all, can someone please point me in the direction of downloading Atari 800XL roms, I download loads a couple of years ago now cant find a single one?

Thanks all

Stuart

2954. Re: Atari8 mailing list

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-11 16:24:14 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-CxdF7gbDJyTL@draco.ames.pacbell.net>
Source record: 36928

hi,
I subscribed 6 weeks ago but have not received anything from the
list yet. __sigh__

Ken

On Thu, 10 May 2001 21:51:54, "David\\Julie Wilson"
<cybrslider@home.com> wrote:

> Hi,
>
> Has anyone been getting posts from the 8-bit mailing list lately? I
> haven't received anything for several days now.
>
> David
>
>
>

2955. Re: Atari 800xl Roms pleeeeeeeeeze

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-11 17:14:10 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <tb7oftokp9vvdmn8lur8d5foncvtprna0k@4ax.com>
Source record: 36929

The other Day "Stuart" <sbuc@freenet.co.uk> wrote:

>Hi all, can someone please point me in the direction of downloading Atari
>800XL roms, I download loads a couple of years ago now cant find a single
>one?
>
>Thanks all
>
>Stuart
>
Define roms?

Do you mean the system roms, the rom such as defender that were on
cart or games on disk?

I do hope you don't mean the games that were on disk because I HATE
people calling them roms or romz :-(

:-)

2956. Re: (OT) Atari Cartridge Dumping Project

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-11 18:31:27 UTC
From: Matthias Belitz <Matthias.Belitz@gmx.net>
Message-ID: <3AFC2FFF.49A72346@gmx.net>
Source record: 36930

```
Kevin Savetz schrieb:
>
> > > (offtopic: language problem: is correct - 'are CONFIRMED information' or
> > > 'is CONFIRMED information'? ;-) I mean more than one piece of info - we
> > > use plural in my language).
> >
> > These are all correct in English:
> >
> > The information is...
> > Some information is...
> > A piece of information is...
> > The pieces of information are...
> >
> > But these are incorrect:
> >
> > The informations are...
> > An information is...
> > Some informations are...
> >
> > Don't ask me why... :-)
>
> The word 'information' is always singular in English. So the verb needs to
> be singular, too.
>

So whats wrong with "An information is ..." ?

Thanx,
Matt
```

2957. Re: Atari8 mailing list

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-11 19:50:16 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010511155016.06478.00003252@ng-ce1.aol.com>
Source record: 36931

It has been VERY quiet recently; I just now sent something which was also received, so the list is up. If you do not see it, I would recommend resubscribe...

> kenames@pacbell.net asked:

>I subscribed 6 weeks ago but have not received anything from the
>list yet. __sigh__

-Ron

Experience is something you don't get until just after you need it.

2958. Re: Atari 8-Bit Font

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-11 19:58:11 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010511155811.06478.00003253@ng-ce1.aol.com>
Source record: 36932

Hi Mark;
I have a font file with the same name which I like except for the inverse and control characters which are not in the correct locations. How do we load an Atascii file (like LISTed Basic) into Works and display it in Classic Chunky and see what one would expect?

>Mark Simonson marksim@bitstream.net replied:

>I created those fonts. If you want to learn more about them, go here:
>
>http://www2.bitstream.net/~marksim/atarimac/fonts.html

-Ron

Experience is something you don't get until just after you need it.

2959. FS/T: Brand New Atari Jaguar Items - More Game Titles Added

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-11 21:12:42 UTC
From: Jim Lazarenko <jim_l@NO.SPAM.telusplanet.net>
Message-ID: <eBYK6.32267$mg5.4506507@news1.telusplanet.net>
Source record: 36933
Cross-posted to: alt.atari-jaguar,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.toys,rec.toys.misc,rec.toys.vintage

Please use the enclosed email link within this post rather than your reply button, email not properly addressed may not be able to be responded to.

Last Updated 5/11/2001
- Sold/Traded Items Removed

I have a limited amount of brand new Atari Jaguar items for sale or trade (these are not refurbished units). These packages are ideal for new collector's or somebody wanting to start or add to their Atari collection. If you have any questions, please feel free to ask. I am also willing to trade for certain items, please see my list at the end of this post. All prices quoted are in U.S. funds with the buyer paying shipping.

Due to all the game titles being in short supply, all titles with the exception of CyberMorph are available only with the purchase of a Jaguar game system.

If you are interested in any of these items, please respond to me by using this automated link jim_l@NO.SPAM.telusplanet.net?subject=Classics.Atari.Jaguar (removing the NO.SPAM. first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

** Atari Jaguar Packages - Brand New (with controller, RF Box & AC adapter)**
==========
-.Atari Jaguar with CyberMorph cartridge and Composite Video Cable $45
- Atari Jaguar with CyberMorph cartridge $35
- Atari Jaguar (No Cart) $25

** Atari Jaguar Accessories - New**
==========
- Team Tap (4 Player adapter) $20 - (Limited Supplies)
- Jaguar unit alone (No power supply, controller or accessories) $20
- Composite Video Cable $15
- Spare Controller $15 (Limited Supplies)
- AC Power Supply $10 (Limited Supplies)
- RF Switch Box $5 (Limited Supplies)

** Atari Jaguar Games - New/Shrink-wrapped**
==========
Due to all the game titles being in short supply, all titles with the

exception of CyberMorph are available only with the purchase of a Jaguar
game system.
- Checkered Flag $10
- CyberMorph $5 (No Box)
- Kasumi Ninja
- Tempest 2000
- Troy Aikman Football
- Wolfenstein 3D

Atari Force Comics Please make an offer
==========
All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for/towards rare or sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- Atari Force Comics Issue #1 (January 1984), Issues 4 thru 7, and Issues
12 thru 20

2960. Directories

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-11 23:48:03 UTC
From: ebaiz@skyenet.net
Message-ID: <TS_K6.97$oi3.1916@newsfeed.slurp.net>
Source record: 36934

Hello all,

When I was using my 8-bit computer daily, I never really fiddled with the directory thing. I never needed to. Now I want to, but do not know much about it. I know how to create a directoy, but how does one put files into a directory, use the files in a directory and list the files in a directory?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

2961. Re: Directories

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-12 01:06:23 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010511210623.07512.00001454@ng-fh1.aol.com>
Source record: 36935

We will assume for the nonce that you refer to sub-directories on a Sparta or MyDos disk; and these paths behave just like MSDos or Windoze except the separator is either a colon (:) or greater than sign (>). Sparta uses commands like 'DIR' and MyDos has a menu choice like 'A' followed by the path such as DIRNAME>SUBDIR>FILENAME.EXT. All of the options such as copy or delete or RUN"D2:DIRLVL1>DIRLVL2>GENIUS.BAS are available.

>ebaiz@skyenet.net (Edward S. Baiz Jr.) asked:

>I know how to create a directoy, but how does one put
>files into a directory, use the files in a directory and list the files
>in a directory?

-Ron

Experience is something you don't get until just after you need it.

2962. Re: Directories

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-12 02:08:41 UTC
From: llpwhite@cs.com
Message-ID: <20010511220841.03016.00003113@ng-xc1.news.cs.com>
Source record: 36936

>but how does one put files into a directory, use the files in a directory and list the files in a directory?<

MyDos or Sparta? MyDos4.5 has the commands "Q" (Make Directory) and "R" (Pick Directory). When you use "Q", it (MyDos) sets aside 8 new sectors for a new directory within the directory that is currently picked. It essentially is treated as a file entry in that directory, except all of the links are available to allow the new subdirectory to hold 64 more file entries. 64 file entries was matched ok for a single density, 720 sector disk, but is generally very inadequate for larger disks or hard drives. It is possible to have several levels of directories, but I have never used more than 3 levels on an A8:
Main or Root Directory
Level 1 Subdirectory
Level 2 Subdirectory
MyDos shows the current default directory of D: on the 3rd line of its main menu.. When you look at the directory contents ("*", drive number, or "A" menu items) MyDos shows a
colon before an entry to show that it is a "special file" (i.e. a subdirectory). Subdirectories can be renamed or deleted just like regular file entries, but a subdirectory must be empty (no undeleted files present) in order to be deleted. Files can be copied to any directory from any other, so long as there is room. You designate subdirectories in the path using a ":" or a ">". So a valid path might look like D1:GAMES:ADVENTUR .
I am no Sparta expert, but it has commands that perform similar functions to allow maintaining and navigating its directory structure in a similar fashion.
Larry

2963. Re: (OT) Atari Cartridge Dumping Project

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-12 03:31:44 UTC
From: Cabell <cabell.clarkeSPAMNO@verizon.net>
Message-ID: <A82L6.10662$Rg2.291576@typhoon2.ba-dsg.net>
Source record: 36937

> > Just recently, I heard the word 'office' used as a
> > verb, as in "I'll office these over to you later.." and "I've been
> > officing all week...". Murderen Sie Uns nicht bitte, und veilen dank!
> Arggh!! My pet hate. An unfortunate Americanism that is spreading to the
> UK too us the tendency to reinvent nouns as verbs as above.

That's not an americanism... it's an idiotism.

2964. Re: Atari 800xl Roms pleeeeeeeeeze

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-12 03:40:09 UTC
From: ssilicon@centuryinter.net
Message-ID: <3b00af06.43469906@news.ds.centuryinter.net>
Source record: 36938

Me too Paul. Sometimes there is just no holding back the tide though.
I prefer the term "images" for disk based stuff. In fact, the word
image is appropriate for code dumped from ROMs also. The term "ROM"
as it refers to backed up copy of the code is really just short for
"ROM image".

So to be really proper I suppose we have disk images and ROM images.
Or is it disk image file and ROM image file?

On Fri, 11 May 2001 18:14:10 +0100, Paul Irvine
<mclane.dellos@btinternet.com> wrote:

>The other Day "Stuart" <sbuc@freenet.co.uk> wrote:
>
>>Hi all, can someone please point me in the direction of downloading Atari
>>800XL roms, I download loads a couple of years ago now cant find a single
>>one?
>>
>>Thanks all
>>
>>Stuart
>>
>Define roms?
>
>Do you mean the system roms, the rom such as defender that were on
>cart or games on disk?
>
>I do hope you don't mean the games that were on disk because I HATE
>people calling them roms or romz :-(
>
>:-)

2965. Re: Directories

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-12 03:41:58 UTC
From: ssilicon@centuryinter.net
Message-ID: <3b01b0f0.43959931@news.ds.centuryinter.net>
Source record: 36940

Don't forget DOSXE. I think it has subdirs as well?

On 12 May 2001 01:06:23 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

>We will assume for the nonce that you refer to sub-directories on a Sparta or
>MyDos disk; and these paths behave just like MSDos or Windoze except the
>separator is either a colon (:) or greater than sign (>). Sparta uses commands
>like 'DIR' and MyDos has a menu choice like 'A' followed by the path such as
>DIRNAME>SUBDIR>FILENAME.EXT. All of the options such as copy or delete or
>RUN"D2:DIRLVL1>DIRLVL2>GENIUS.BAS are available.
>
>>ebaiz@skyenet.net (Edward S. Baiz Jr.) asked:
>
>>I know how to create a directoy, but how does one put
>>files into a directory, use the files in a directory and list the files
>>in a directory?
>
>-Ron
>
>Experience is something you don't get until just after you need it.

2966. FREE Atari Catalogs! Specials! Discount! More Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-12 03:42:03 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0105112037480.30243-100000@shell.pacifier.com>
Source record: 36939
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

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Check the HotLink above for my Atari specials on Panasonic Printers & 1050 Disk Drives. Also Check out my Atari Catalogs! I'm buying Atari overstock from Atari Dealers including +NEW in BOX Games for Atari Jaguar, Classic Atari 8 Bit Game Software such as LucasFilm Games Plus MICROProse's F-15 Strike Eagle and Silent Service Plus I'm adding 810 Happy Drives rev.7 and True 360k DSDD XF551 Drives. & NOW I'm offering a 20% Tax Relief Discount. E-Mail me for Details on Redeeming these offers! I'd like to say Thank You for letting Bravo Sierra Computers Support you & your Atari Needs. Haven't bought from Bravo yet? Give Ben a Chance! I can be quite Beneficial. And if you can't call me today? Call me tomorrow! Call anytime @(503)256-9974!

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Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net while you Download Free Catalogs directly from my site. If you can't get my Catalogs that way, Feel free to Request catalogs by E-Mail. Really, it's not an inconvenience. I ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your full Mailing address so I can figure Shipping & Handling. I'll be back after the weekend. Bye!

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
atari@pacifier.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit,
ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2967. Re: SIO2PC Headaches again....

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-12 04:07:17 UTC
From: llpwhite@cs.com
Message-ID: <20010512000717.03016.00003143@ng-xc1.news.cs.com>
Source record: 36941

FWIW-
I fought the SIO2PC/APE battle for about a year and learned the following (at least on my hardware):

* 14C89's definitely work better than 1489's.
* A good 14C89 cable works just as good as a MAX232 (and is easier to build).
* There are several 1489/14C89 designs floating around. Some leave out components -- and that is bad, in my experience.
* Uh Oh -- I just checked and Clarence Dyson's site is down. He had the best schematics that I am aware of. Too Bad!!!
* For the Atari in general and especially with APE or SIO2PC, timing is *everything*. If you are using a modified XL or XE (added memory, Black Box, MIO, Eprom O/S, etc.) then APE or SIO2PC may not work correctly.
* On a "fast" PC (500 MHz or better) APE or SIO2PC work just as well as a Dos shell under Windows as under Dos only. Still, using Dos only is better unless you use Win APE (which I highly recommend)
* Unregistered APE will not allow writes to the ATR's, IIRC.
* On my system, I encountered the following problems: 1489 with components missing would read and sometimes not write. Would not work with a real A8 drive in the chain, but would work with only SIO2PC/APE. Built a new cable with 14C89 and all components cured these ills. Also, could not get Ultraspeed to work using several modified XL's/XE's. I now use a *Stock* 130XE, and everything works *flawlessly*.
Larry

2968. Re: Atari 8-Bit Font

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-12 04:15:42 UTC
From: Mark Simonson <marksim@bitstream.net>
Message-ID: <B722224F.44F0%marksim@bitstream.net>
Source record: 36942

Ron,

Heh, heh... I can't believe I never noticed that. Since the Mac version works as it should in this regard, I always assumed the PC version did too. I'm just surprised it's taken this long for anyone to report this bug (and that's really what it is).

I know exactly what the problem is, and more importantly how to fix it.

In case you're wondering, here is what happened: When you create a *normal* font in Fontographer and create versions for a non-native platform, it remaps characters to reflect their proper positions in the other platform. For normal fonts, this is the right thing to do. Unfortunately, the Atari character set is not a normal font and I neglected to take this into account when I generated the PC version. The lower ASCII is identical between Macs and PCs so perhaps that's why no one noticed it.

I will post it on my site and announce it here as soon as I make the fixed version. My apologies to all you Windows users for the inconvenience.

BTW, if you have "a font file with the same name" it is the one I did. Unless somebody has removed it, you should see my name along with the other font info if you open the .ttf file.

> From: rhamiiton5@aol.comedy.com (RHamiIton5)
> Organization: AOL http://www.aol.com
> Newsgroups: comp.sys.atari.8bit
> Date: 11 May 2001 19:58:11 GMT
> Subject: Re: Atari 8-Bit Font
>
> Hi Mark;
> I have a font file with the same name which I like except for the inverse and
> control characters which are not in the correct locations. How do we load an
> Atascii file (like LISTed Basic) into Works and display it in Classic Chunky
> and see what one would expect?
>
>> Mark Simonson marksim@bitstream.net replied:
>
>> I created those fonts. If you want to learn more about them, go here:
>>
>> http://www2.bitstream.net/~marksim/atarimac/fonts.html
>
> -Ron
>
> Experience is something you don't get until just after you need it.
>

2969. FREE Atari Catalogs! Specials! Discount! More Atari! Take 2!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-12 05:03:51 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0105112158210.3721-100000@shell.pacifier.com>
Source record: 36943
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

Click for
Atari Daily Specials!

Check the HotLink above for my Atari specials on my WebSite! Overstock and my %20 SoftWare Discount! Overstock including Panasonic Printers and 1050 Disk Drives. Also Check out my Atari Catalogs! I'm buying Atari overstock from Atari Dealers including +NEW in BOX Games for Atari Jaguar, Classic Atari 8 Bit Game Software such as LucasFilm Games Plus I've added MINT 810 Happy Drives rev.7 & MINT 360k DSDD XF551 Drives. E-Mail me for Details on Redeeming these offers! I'd like to say Thank You for letting Bravo Sierra Computers Support you & your Atari Needs. Haven't bought from Bravo yet? Give Ben a Chance! I can be quite Beneficial. And if you can't call me today? Call me tomorrow! Call Ben anytime at (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

e-mail: atari@benjamin.net

I've switched ISP's! Try www.pacifier.com/~atari or atari@pacifier.com and as always www.atari.benjamin.net and atari@benjamin.net still work but are being redirected to my new ISP and since I've moved, I have revamped and updated my WebSite and all my WebPages. So Check it out and, If you don't come see me today, come see me Tomorrow!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net while you Download Free Catalogs directly from my site. If you can't get my Catalogs that way, Feel free to Request catalogs by E-Mail. Really, it's not an inconvenience. I ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your full Mailing address so I can figure Shipping & Handling. I'll be back after the weekend. Bye!

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I
am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
atari@pacifier.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit,
ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2970. Re: Atari8 mailing list

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-12 05:25:28 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-ONTpdfzNddeN@draco.ames.pacbell.net>
Source record: 36944

Hi Ron,
It has been so long that I dont even have the subscribe info, could
you email it to me or just post it here for everyone? thanks.

Ken

On Fri, 11 May 2001 19:50:16, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

> It has been VERY quiet recently; I just now sent something which was also
> received, so the list is up. If you do not see it, I would recommend
> resubscribe...
>
> > kenames@pacbell.net asked:
>
> >I subscribed 6 weeks ago but have not received anything from the
> >list yet. __sigh__
>
> -Ron
>
> Experience is something you don't get until just after you need it.
>

2971. Re: Atari 800xl Roms pleeeeeeeeeze

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-12 11:22:51 UTC
From: Stuart <sbuc@freenet.co.uk>
Message-ID: <O29L6.12835$po.1482718@news6-win.server.ntlworld.com>
Source record: 36946

OK then, does anyone know where I can please find Atari 800xl game images
for use with a emulator.

Thank you

Stuart

2972. Re: (OT) Atari Cartridge Dumping Project

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-12 11:24:57 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3AFD1D89.E0A5E474@ev1.net>
Source record: 36945

Matthias Belitz wrote:
>
> [snip...] [snip...] [snip...]
>
> So whats wrong with "An information is ..." ?
>
Some constructs are just *not* generally used. As a native American
English speaker, I would say "The information is..." or
"A piece of information is...", but *never* "An information is..."

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

2973. Re: IRC Chat Tonight (Tuesday, May 8th, 2001) on Current Software

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-12 12:21:52 UTC
From: DCM01@USA.NET
Message-ID: <3afd29d4.1573138@news.CIS.DFN.DE>
Source record: 36797

Typically about 6 people are chatting, although there was 9 one time.
Most from US, although I think someone from Israel popped in once. The
chat lasts about 2 hours so you could stop in at 6 or 6:30 your time.

It is difficult to get a time that works for everyone, but maybe we
will have a weekend chat if enough people want to.

On Fri, 11 May 2001 16:10:36 +0200, Thomas Havemeister <twh1@gmx.de>
wrote:

>>California: 7:00 pm. Colorado 8:00 pm. Texas 9:00 pm.
>>London, England: 4:00 AM. Berlin: 5:00 AM. Hong Kong: 11:00 AM.
>
>say, how much traffic brings this irc? How many people normaly are
>chating around the world? It's really hard for me to follow you at
>05:00AM CET!! So if anybody could post some reports that brings enough
>arguments to me, I would change waking time several hours earlier :)

2974. Re: Atari 800xl Roms pleeeeeeeeeze

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-12 12:41:45 UTC
From: Jan Kubitschek <Jannn@01019freenet.de>
Message-ID: <9djb2o$54h$05$1@news.t-online.com>
Source record: 36798

"Stuart" <sbuc@freenet.co.uk> schrieb im Newsbeitrag
news:O29L6.12835$po.1482718@news6-win.server.ntlworld.com...
> OK then, does anyone know where I can please find Atari 800xl game images
> for use with a emulator.
>
> Thank you
>
> Stuart

Check this out...

http://pc.exit.mytoday.de/atari_homesoft/ (really big games archive)

http://atarigame.cjb.net/ (dto.)

http://www.newbreedsoftware.com/xlsearch/ (search engine)

Reagards, Jan.

2975. Re: SIO2PC Headaches again....

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-12 13:54:32 UTC
From: jeking@NOSPAM.com
Message-ID: <9djfaooam1@news.xmission.com>
Source record: 36799

I ran into this on several occassions too - it turned out to be the power supply in my 130xe, it wasnt putting out enough power to drive the SIO port. After replacing the power supply, APE/SIO2PC functioned perfectly every time.

Mo <mygranny@swbell.net> wrote:
> Yesterday my SIO2PC cable worked fine, today NADA. It's totally dead in the
> water now, I tried different com ports on my PC, I reconfigured APE several
> different ways with no results. What I also noticed is with it plugged in, I
> can't use any RS232 devices on my 850. I get an RS232 error 130. I also
> tried booting with nothing but the SIO2PC plugged in, nothing. I have the
> one chip version and have on occasion written ATR's with it with a 60%
> success rate. Could trying to write ATR's with it burn out the chip? I know
> you need the 10502PC or the PROSYS cable to really write ATR's. Thanx,
> Mo

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

2976. Re: Atari 800xl Roms pleeeeeeeeeze

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-12 18:01:18 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <dguqftcnh7gg6rghst81hdo7gpngucq2j5@4ax.com>
Source record: 36800

The other Day "Stuart" <sbuc@freenet.co.uk> wrote:

>OK then, does anyone know where I can please find Atari 800xl game images
>for use with a emulator.
>
>Thank you
>
>Stuart
>
That's better :-)

http://homepages.paradise.net.nz/atari/

I think between the list of links you should find most things BUT if
there's a game you don't find then just mention it in the group.

(That does not mean 1. don't bother looking or 2. long lists :-))

2977. Re: Atari 800xl Roms pleeeeeeeeeze

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-12 18:06:55 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <hjuqftotvp8lb10dn2rd0mo5846i96gb6p@4ax.com>
Source record: 36801

The other Day ssilicon@centuryinter.net (Jon Melbo) wrote:

>Me too Paul. Sometimes there is just no holding back the tide though.
>I prefer the term "images" for disk based stuff. In fact, the word
>image is appropriate for code dumped from ROMs also. The term "ROM"
>as it refers to backed up copy of the code is really just short for
>"ROM image".
>
Hi there Jon, long time no speak :-)

Back to the point, as many know I am a keen retro person and it's just soooo sore to see people ask for stuff in 'warez speak'. The times I see "Has ne1 got Fort apocalypse romz 4 me" in the C64 group, I could just scream :-)

As you say, disks are 'images', they always have been...

>So to be really proper I suppose we have disk images and ROM images.
>Or is it disk image file and ROM image file?

I don't mind as long as it's either a disk or a rom they are referring to :-)

2978. Re: Atari 800xl Roms pleeeeeeeeeze

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-12 18:11:08 UTC
From: ssilicon@centuryinter.net
Message-ID: <3afe7caa.96113794@news.ds.centuryinter.net>
Source record: 36802

Do you have a high speed connection stuart?

On Sat, 12 May 2001 12:22:51 +0100, "Stuart" <sbuc@freenet.co.uk>
wrote:

>OK then, does anyone know where I can please find Atari 800xl game images
>for use with a emulator.
>
>Thank you
>
>Stuart
>

2979. Re: Atari 8-Bit Font

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-12 20:31:30 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010512163130.23557.00003158@ng-xc1.aol.com>
Source record: 36803

Bless you, lad.

> Mark Simonson marksim@bitstream.net replied:

>Heh, heh... I can't believe I never noticed that. Since the Mac version
>works as it should in this regard, I always assumed the PC version did too.
>I'm just surprised it's taken this long for anyone to report this bug (and
>that's really what it is).
snip
>I will post it on my site and announce it here as soon as I make the fixed
>version. My apologies to all you Windows users for the inconvenience.

-Ron

Experience is something you don't get until just after you need it.

2980. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-12 20:36:07 UTC
From: mcurrent@carleton.edu
Message-ID: <tfr7lna0c51g5f@news.supernews.com>
Source record: 36804

Thanks all for the FAQ feedback. It's great that people are going over it again. Will do my best to properly fold into future FAQ postings.

-Michael

2981. Re: Directories

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-12 20:51:15 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010512165115.23557.00003163@ng-xc1.aol.com>
Source record: 36805

You manage the files the same as always except the name includes a path and so is longer. If you pick ('R') a directory, it enables a shortcut so that the default D: no longer refers to D1:, but instead treats D: as if you had typed something like D4:GAMES>BINARY. Either way you just specify that extended path designation in directory masks and copy destinations like D2:DATA>TEXT>MAY99>PROPOSAL.LTR.

Basic has no problem with longer file names while other applications like many text editors may balk unless you have previously picked a directory path to = D:.

> llpwhite@cs.com (LLpwhite) replied:

>>but how does one put files into a directory, use the files in a directory >and list the files in a directory?<
>
>MyDos or Sparta? MyDos4.5 has the commands "Q" (Make Directory) and "R" >(Pick Directory).

-Ron

Experience is something you don't get until just after you need it.

2982. Re: (OT) Atari Cartridge Dumping Project

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-12 20:52:59 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010512165259.23557.00003164@ng-xc1.aol.com>
Source record: 36806

Well said!

>"Cabell" cabell.clarkeSPAMNO@verizon.net replied:

>> Arggh!! My pet hate. An unfortunate Americanism that is spreading to the
>> UK too is the tendency to reinvent nouns as verbs as above.
>
>That's not an americanism... it's an idiotism.

-Ron

Experience is something you don't get until just after you need it.

2983. Re: Atari8 mailing list

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-12 21:02:21 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010512170221.23557.00003166@ng-xc1.aol.com>
Source record: 36807

Hi, Ken;

Here it is from the "Welcome to csa8" FAQ

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

> kenames@pacbell.net responded:

> It has been so long that I dont even have the subscribe info, could
>you email it to me or just post it here for everyone? thanks.

-Ron

Experience is something you don't get until just after you need it.

2984. Trade lists updated

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-12 22:36:35 UTC
From: Kate Slaminko <krslam@netscape.net>
Message-ID: <3AFDBAF3.2B720862@netscape.net>
Source record: 36808

My tradelist of classic videogame and 8-bit computer cartridges has been updated again. Nothing of great rarity, but I have had some nice finds recently, particularly for the 2600 (subterranea probably being the rarest) and TI-99. There's also stuff for the 5200, 7800, Intellivision, colecovision, Commodore 64, Tandy Color computer, Atari 800, and a smattering of games for NES, genesis, and some others. To see the list, go to:
http://members.nbci.com/krslam/havelist.htm

and let me know if you'd like to make a trade. Thanks for looking!
-Ron

2985. Re: Directories

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-12 23:15:33 UTC
From: ebaiz@skyenet.net
Message-ID: <pujL6.669$PB3.6320@newsfeed.slurp.net>
Source record: 36809

Thanks to all who answered my post. Now I know what to do.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2986. Atari TrueType Font Fixed

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-13 00:34:18 UTC
From: Mark Simonson <marksim@bitstream.net>
Message-ID: <B72340BA.451A%marksim@bitstream.net>
Source record: 36810

Version 1.1 of the Atari Classic TrueType Fonts is now available.

This new version fixes a major error in version 1.0 of the PC version which resulted in scrambled character locations in the upper ASCII range. Also included in both the Mac and PC versions are detailed instructions, tips, and technical notes. Follow this link for more information:

http://www2.bitstream.net/~marksim/atarimac/fonts.html

Note to Windows users: Even though this new version corrects the erratic character mapping from the previous versions, the way Windows handles character codes prevents some characters from displaying properly. Some character codes are apparently unavailable. The affected characters are all graphic or control characters, mostly in the low ASCII range. See the Read Me file for details. (If anyone knows a way around this problem, please contact me.)

Mark Simonson

Mac/Atari Fusion: Atari 8bit Resources for Mac Users
http://www2.bitstream.net/~marksim/atarimac/

2987. ICD Multi I/O board wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-13 04:14:36 UTC
From: Wes Topping <westopping@home.com>
Message-ID: <MSnL6.4514$K5.439211@news1.rdc1.il.home.com>
Source record: 36811

Does anyone have one of these they are willing to part with?

Wes

2988. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-13 06:11:13 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_989734109@rtfm.mit.edu>
Source record: 36812
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 24, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

An Atari 800XL used in a Czech hospital: http://www.asw.cz/~kubecj/aczhwho.htm

2989. E-list for 8-bit sales and wants

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-13 08:05:14 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <989741340.9575.2.nnrp-14.9e98ea3a@news.demon.co.uk>
Source record: 36813
Cross-posted to: alt.c64,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm

Having just found a lot of old computer kit to dispose of myself, and to attract some of the off-topic clutter out of the newsgroups, I've set up an e-list for adverts for general 8-bit sales and wants at http://groups.yahoo.com/group/8bitkit.

I'm expecting it to be used for advertising cross-format stuff like old types of discs/disks and other peripherals but, as long as it's 8-bit related, anything goes.

There's no "middle-man" involved, so all transactions will need to be agreed between the vendor and the buyer in each case.

If you want to get on to the distribution list, send an e-mail to the following address 8bitkit-subscribe@yahoogroups.com or, to post a message to the list, send it to 8bitkit@yahoogroups.com .

I'm suggesting a maximum posting frequency of "once every two weeks" on the basis that more often than that is likely to annoy the very people with whom you are trying to communicate!

If you later want to come off the list, just send a blank e-mail to; 8bitkit-unsubscribe@yahoogroups.com

--
Brian Watson

2990. Re: E-list for 8-bit sales and wants

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-13 14:31:33 UTC
From: Richard Atkinson <rga24@nospam.cantab.net>
Message-ID: <Pine.LNX.4.31.0105131527150.7333-100000@kern.srcf.societies.cam.ac.uk>
Source record: 36814
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 13 May 2001, Brian Watson wrote:

> Having just found a lot of old computer kit to dispose of myself, and to
> attract some of the off-topic clutter out of the newsgroups, I've set up an
> e-list for adverts for general 8-bit sales and wants at
> http://groups.yahoo.com/group/8bitkit.

Good idea. It would be helpful to have a standard for subject lines - eg.
the usual FS, FT, WTB type stuff, some notion of location and willingness
to ship (eg. [UK], [US-ONLY] etc) and maybe even a flag indicating private
or commercial sales.

> I'm suggesting a maximum posting frequency of "once every two weeks" on the
> basis that more often than that is likely to annoy the very people with whom
> you are trying to communicate!

I'd suggest this be rigidly enforced, on pain of removal and even banning
from the list. Spam really *will* annoy potential members (witness the
comp.sys.cbm.forsale thread on here a few months back).

Well done Brian!

Richard

2991. Re: Meet others in you area tonight!! Free AD placement!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-13 17:52:46 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <q1itftgf6bai21o2s3fm98adqa0s6n913t@4ax.com>
Source record: 36815

The other Day muwoby@you.com wrote:

>Stop wasting time waiting for love to fall on your lap

Hey, I found your perfect partner, she's called abuse@swbell.net
--

As long as you remember them they will always be with you..

2992. Re: Meet others in you area tonight!! Free AD placement!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-13 18:00:32 UTC
From: Barry Ruck <bruck@peterswoodharlow.freeserve.co.uk>
Message-ID: <kCXMzJAAvs$6EwME@peterswoodharlow.freeserve.co.uk>
Source record: 36816

In comp.sys.atari.8bit on Sun, 13 May 2001, Paul Irvine Paul Irvine
<mclane.dellos@btinternet.com> wrote ....

>The other Day muwoby@you.com wrote:
>
>>Stop wasting time waiting for love to fall on your lap
>
>Hey, I found your perfect partner, she's called abuse@swbell.net
>

You know, that must work really well, 'cos I came up with the same
answer #:o)

>
>As long as you remember them they will always be with you..

Dogs crawl under gates, software crawls under Windows.

Barry Ruck. Harlow, Essex. U.K.

2993. Re: E-list for 8-bit sales and wants

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-13 18:35:41 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <989824433.4987.1.nnrp-01.9e98ea3a@news.demon.co.uk>
Source record: 36820
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm

"Richard Atkinson" <rga24@nospam.cantab.net> wrote in message
news:Pine.LNX.4.31.0105131527150.7333-100000@kern.srcf.societies.cam.ac.uk..
.
> On Sun, 13 May 2001, Brian Watson wrote:
>
> > Having just found a lot of old computer kit to dispose of myself, and to
> > attract some of the off-topic clutter out of the newsgroups, I've set up
an
> > e-list for adverts for general 8-bit sales and wants at
> > http://groups.yahoo.com/group/8bitkit.
>
> Good idea. It would be helpful to have a standard for subject lines - eg.
> the usual FS, FT, WTB type stuff, some notion of location and willingness
> to ship (eg. [UK], [US-ONLY] etc) and maybe even a flag indicating private
> or commercial sales.

I don't care if they are private or commercial.

:-)

Any source or possible good home for 8-bit kit seems to me to be OK.

> > I'm suggesting a maximum posting frequency of "once every two weeks" on
the
> > basis that more often than that is likely to annoy the very people with
whom
> > you are trying to communicate!
>
> I'd suggest this be rigidly enforced, on pain of removal and even banning
> from the list. Spam really *will* annoy potential members (witness the
> comp.sys.cbm.forsale thread on here a few months back).

I'm moderating it, so will try to apply a common-sense good practice regime
if things appear to be getting out of hand.

> Well done Brian!

Yer welcome.

:-)

--
Brian

2994. Re: Meet others in you area tonight!! Free AD placement!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-13 21:55:44 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <3l0uftk493rlb6vmdodonsp7eepjo6c2pp@4ax.com>
Source record: 36817

The other Day Barry Ruck <bruck@peterswoodharlow.freeserve.co.uk>
wrote:

>In comp.sys.atari.8bit on Sun, 13 May 2001, Paul Irvine Paul Irvine
><mclane.dellos@btinternet.com> wrote ....
>
>>The other Day muwoby@you.com wrote:
>>
>>>Stop wasting time waiting for love to fall on your lap
>>
>>Hey, I found your perfect partner, she's called abuse@swbell.net
>>
>
>You know, that must work really well, 'cos I came up with the same
>answer #:o)

I hope they are both very happy together :-)
--

As long as you remember them they will always be with you..

2995. Re: Atari8 mailing list

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-14 00:17:07 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-BrUGgXeC5Cnz@draco.ames.pacbell.net>
Source record: 36818

hi Ron,
wow, guess I need to go back and refresh myself on the faq. tahnks.

Ken

On Sat, 12 May 2001 21:02:21, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

> Hi, Ken;
>
> Here it is from the "Welcome to csa8" FAQ
>
> E-MAIL LIST:
> atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
> To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
> the following line in the body (not the subject) of the message:
> subscribe atari8-l
>
> > kenames@pacbell.net responded:
>
> > It has been so long that I dont even have the subscribe info, could
> >you email it to me or just post it here for everyone? thanks.
>
>
> -Ron
>
> Experience is something you don't get until just after you need it.
>

2996. FA: Atari 400 system with tape drive, plotter, modem & software **19 hours left**

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-14 06:26:48 UTC
From: jgado@noslimyspam.charter.net
Message-ID: <tfuul8gtcchhe9@news.supernews.com>
Source record: 36819
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.other.misc

Hi,

I have an Atari 400 system up for auction, it include the Atari 400 computer with power supply & RF switch, a 410 tape player, a 1020 plotter with new sealed pens & data cable, an MPP 1000C modem (with terminal ROM cartridge), and original software (tape & ROM based).

Currently @ $23.27 with 19 HOURS LEFT, for more information & pictures please go to the following URL,

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1236344899

If you have any questions please send email to the address below, don't forget to take the anti-spam part out before replying. Thanks.

John.
jgado@noslimyspam.charter.net

2997. Misterious chip on 130XE schematics

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-14 10:53:14 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9dodeqiih1@nets3.rz.RWTH-Aachen.DE>
Source record: 36821

Howdy folks

My photocopy of SAMs manual for the 130XE has a small drawing of U35 on it. The schematics call it 14LS958. From the looks of it (but I'm not an electronics guy), this might be a 4 bit shift register, like the 74(LS)95.

Could I be onto something here, or.....

CU Mathy van Nisselroy

2998. Re: IRC Chat Tonight (Tuesday, May 8th, 2001) on Current Software

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-14 11:06:49 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9doe89iih2@nets3.rz.RWTH-Aachen.DE>
Source record: 36822

Howdy Thomas, folks

>say, how much traffic brings this irc? How many people normaly are
>chating around the world? It's really hard for me to follow you at
>05:00AM CET!! So if anybody could post some reports that brings enough
>arguments to me, I would change waking time several hours earlier :)

Check out the old logs at
http://people.delphi.com/rldetlefsen/atari/atarimain.htm
Then click on Calendar, then on IRC.

CU Mathy van Nisselroy

2999. patched OS ROM IMAGE

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-14 11:12:01 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3AFFBD81.C26405E8@siemens.at>
Source record: 36823

Hi to all emulator users,

I patched an ATARIXL OS ROM image with the fast floating point
package. A BASIC test program which needed 34 seconds to execute
in the emulator only needed 22 seconds with the patched FPP.
Unfortunately I think there are still legal problems at
distribution of such an image, aren't there ?
But at least anybody who is interested in such a speeding up
can do what I've done in less than an hour.

Gerhard

3000. Re: patched OS ROM IMAGE

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-14 11:16:00 UTC
From: Thomas Richter <thor@gibbs.math.tu-berlin.de>
Message-ID: <9doepg$pc9$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 36824

> Hi to all emulator users,

> I patched an ATARIXL OS ROM image with the fast floating point
> package. A BASIC test program which needed 34 seconds to execute
> in the emulator only needed 22 seconds with the patched FPP.

TurboBasic comes already with patched-up floating point routines, BTW.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

3001. Wolfgang needs articles for next ABBUC magazin

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-14 11:43:13 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9dogch$l53$1@nets3.rz.RWTH-Aachen.DE>
Source record: 36825

Howdy folks

According to what's on the ABBUC site (http://www.abbuc.de), Wolfgang needs articles for the next magazine. Please help him out.

BTW I already sent him the english text to Raphael's JPEG viewers. Somebody is gonna translate it into german. He also has the files.

CU Mathy van Nisselroy

3002. Re: patched OS ROM IMAGE

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-14 11:58:25 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3AFFC861.540415FD@siemens.at>
Source record: 36826

Thomas Richter wrote:

> TurboBasic comes already with patched-up floating point routines, BTW.

TurboBasic is an excellent product that probably is still quite faster
too, aside from its other great features like the much more modern
instruction set.
But nevertheless for people using Atari BASIC a patched rom seems a
good way to gain at least some execution speed.

Gerhard

3003. Where are the Atari Poachers today?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-14 13:02:45 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B7252585.2ED5%bobo_snyder@hotmail.com>
Source record: 36827

what ever happened to the Tramiels? (sp?)

i know all about the history of what happened when they bought the company from when i used to read my atari mags when i was a kid during the 80's and also reading all the unplugged history accounts on the various atari history sites, but WHERE ARE THEY NOW?

its been 5 years since they bled the remments of atari into the ground selling it to JTS so what happened to them since then?

i wonder if any of the family ever reads newsgroups like this or actually visits sites like atarihq.com or has any idea about the recent explosion of interest in atari again.

i wonder if they read these newsgroups or whatever and wonder about things like: "hey maybe if he had come out with a powerpc powered falcon II, i wonder what would have happened? .... hey maybe if we came out with the replacement for the jag? ... hey maybe if we came out with the lynx 3? hey i wonder if we REALLY marketed this stuff WELL and not half assed, what would have happened?"

i dunno i just get rather mad thinking about the BAD decisions that they have made about atari and wonder if they actually take "ownership" of the problems that they caused.

i remember that when they bought atari, compute mag implied that (i maybe wrong about this, it has been 16 or 17 years since then!) the tramiels were atari's best and last hope and would be able to turn atari around and make it into the next commodore.

now that i look back, it seems like they just bled the company dry and had some potential wonderful ideas and prototypes, but either didn't do anything with them or marketed them with such lackluster hope that nobody took them seriously. i don't EVER remember any lynx tv commericals and the only jag commericals i remember were very boring and did NOT imprint into my mind.

oh well... i am off my rant.

bo

3004. Re: patched OS ROM IMAGE

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-14 14:33:38 UTC
From: RoyE <rdean@fix.net>
Message-ID: <3affec5b$1_1@huge.aa.net>
Source record: 36828

What I would really like to know is ? Can TurboBasic be turned in to a rom replacement for Atari BASIC by burning a new eprom and installing into a Atari basic cartridge, or adding the new rom somewhere on the Atari xl/xe motherboard..
TIA for any positive responses..

RoyE

"Janka Gerhard" <gerhard.janka@siemens.at> wrote in message news:3AFFC861.540415FD@siemens.at...
> Thomas Richter wrote:
>
> > TurboBasic comes already with patched-up floating point routines, BTW.
>
> TurboBasic is an excellent product that probably is still quite faster
> SNIP
> Gerhard

3005. Re: patched OS ROM IMAGE

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-14 15:48:53 UTC
From: Thomas Richter <thor@gibbs.math.tu-berlin.de>
Message-ID: <9doup5$a8q$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 36829

Hi Roy,

> What I would really like to know is ? Can TurboBasic be turned in to a rom
> replacement for Atari BASIC by burning a new eprom and installing into a
> Atari basic cartridge, or adding the new rom somewhere on the Atari xl/xe
> motherboard..

TurboBasic is a bit too long for an 8K rom image, I suppose. You could
burn it into a 16K ROM, maybe, but this would require relocation of the
program to the proper program spaces. The XL version requires RAM space a bit
on top of the DOS (0x2600 and up, IIRC), and behind the ROM. It does not
replace the Atari basic in the cartridge area.

Greetings,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

3006. Re: patched OS ROM IMAGE

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-14 16:26:38 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B00073E.35C61670@asw.cz>
Source record: 36830

RoyE wrote:
>
> What I would really like to know is ? Can TurboBasic be turned in to a rom
> replacement for Atari BASIC by burning a new eprom and installing into a
> Atari basic cartridge, or adding the new rom somewhere on the Atari xl/xe
> motherboard..

There was a 'cartridge' DOS called MD-DOS which has rom disk. You asked
the developer to include the needed utilities in the EEPROM image and
then you simply loaded that. So yes, it is possible ;)

Tbasic.com has 18kb here. It should be possible to compress it to 16KB,
add a little relocator loader and make small hw mod on standard 16kb
cartridge to turn it off.

It should be easy (at least I think) to put it inside the OSS cartridge.

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

3007. Re: patched OS ROM IMAGE

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-14 17:25:32 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <9dp44m$4id$1@brokaw.wa.com>
Source record: 36831

"Jindrich Kubec" <kubecj@asw.cz> wrote in message
news:3B00073E.35C61670@asw.cz...
>
> It should be easy (at least I think) to put it inside the OSS cartridge.
>

Except for the modifications in the code to switch banks at the appropriate
time. Its also likely that alot of bank switching would be required if the
code was not broken up into logical 4k chunks.

3008. Arm Your Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-14 17:26:49 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <9dp472$44v$1@brokaw.wa.com>
Source record: 36832

Hi all,
I just scanned and posted Analog's Arm Your Atari articles on my website.
Hope you enjoy them... and happy arming.
-Dan

http://www.bitsofthepast.com/atari

3009. Re: Where are the Atari Poachers today?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-14 17:44:49 UTC
From: Video61@webtv.net
Message-ID: <13755-3B001991-149@storefull-172.iap.bryant.webtv.net>
Source record: 36834

they are like all good modern business men, they went into stocks,
and bonds.
at least one is a stock market advisor.
now you know why the market does not work.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

3010. Re: Where are the Atari Poachers today?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-14 17:48:42 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tg06bkjhle334d@corp.supernews.com>
Source record: 36833

"bo snyder" <bobo_snyder@hotmail.com> wrote in message
news:B7252585.2ED5%bobo_snyder@hotmail.com...
> what ever happened to the Tramiels? (sp?)
>
> i know all about the history of what happened when they bought the company
> from when i used to read my atari mags when i was a kid during the 80's
and
> also reading all the unplugged history accounts on the various atari
history
> sites, but WHERE ARE THEY NOW?
>
> its been 5 years since they bled the remments of atari into the ground
> selling it to JTS so what happened to them since then?

IIRC Gone under. The value of their drives was not significantly better then
the competition. Consumer perception was 0.0 QC with offset a saving a few
bucks.
>
> i wonder if any of the family ever reads newsgroups like this or actually
> visits sites like atarihq.com or has any idea about the recent explosion
of
> interest in atari again.
>
> i wonder if they read these newsgroups or whatever and wonder about things

I seriously doubt it. I've been around a long time and even some names you
would consider forward looking had real resistance to using the net. Think
about it, I remember telling Bruce at B&C that something was happening here
back in the late 80s and his response was ~"What for? I have the BBS.". I
mean he could have been Lycos. Ditto for others like Bob Puff, he was very
late getting here.
> like: "hey maybe if he had come out with a powerpc powered falcon II, i
> wonder what would have happened? .... hey maybe if we came out with the
> replacement for the jag? ... hey maybe if we came out with the lynx 3?
hey
> i wonder if we REALLY marketed this stuff WELL and not half assed, what
> would have happened?"

Would have been nice if they open sourced their OS, ditto for Amiga. Only
real problem is they seemed to be as crash prone as Windows. They could have
been another Linux or Redhat but with crashes.<sic>
>
> i dunno i just get rather mad thinking about the BAD decisions that they
> have made about atari and wonder if they actually take "ownership" of the
> problems that they caused.

Wasn't just the Tramiels: Eagle, Morrow, CBM under Gould, Mattel, Coleco,
...
>
> i remember that when they bought atari, compute mag implied that (i maybe
> wrong about this, it has been 16 or 17 years since then!) the tramiels
were
> atari's best and last hope and would be able to turn atari around and make
> it into the next commodore.
>
> now that i look back, it seems like they just bled the company dry and had
> some potential wonderful ideas and prototypes, but either didn't do
anything
> with them or marketed them with such lackluster hope that nobody took them
> seriously. i don't EVER remember any lynx tv commericals and the only jag
> commericals i remember were very boring and did NOT imprint into my mind.

There were forces beyond bad management that came into play. At work, no other computer other then IBM would be considered. We had a Stanford PHd in Chemical Engineering for the area director of Alza R&D. He had a Mac at home and wanted to use one at work. Our revenue/budget was probably close to $40 million a year and our CS had control over every purchase for calculator or computers over $500, they shit canned his request. Stuck him with an IBM AT and some primative version of windows that he felt so strongly about he called me into his office to demonstrate how crippled it was.

Since everyone had to use PCs at work, everyone wanted the same at home for compatibility reasons. Wasn't enough that STs or Amigas had spread sheets too, they had to have Lotus 123.

So really, lack of penatration in the business market meant restricted penatration in the home market. Soon as IBM came out with the PC, every other manufacturer was doomed to be a bit<sic> player.
>
> oh well... i am off my rant.
>
> bo
>
>

3011. Re: Where are the Atari Poachers today?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-14 18:33:59 UTC
From: Pockets <pockets@DUMMYcix.co.uk>
Message-ID: <9dp8f1itd1@plutonium.compulink.co.uk>
Source record: 36836

"Rick Cortese" <ricortes@netmagic.net> wrote in message
news:tg06bkjhle334d@corp.supernews.com...
> "bo snyder" <bobo_snyder@hotmail.com> wrote in message
> news:B7252585.2ED5%bobo_snyder@hotmail.com...

> There were forces beyond bad management that came into play. At work, no
> other computer other then IBM would be considered. We had a Stanford PHd
in
> Chemical Engineering for the area director of Alza R&D. He had a Mac at
home
> and wanted to use one at work. Our revenue/budget was probably close to
$40
> million a year and our CS had control over every purchase for calculator
or
> computers over $500, they shit canned his request. Stuck him with an IBM
AT
> and some primative version of windows that he felt so strongly about he
> called me into his office to demonstrate how crippled it was.
>
> Since everyone had to use PCs at work, everyone wanted the same at home
for
> compatibility reasons. Wasn't enough that STs or Amigas had spread sheets
> too, they had to have Lotus 123.
>

That was part of the problem. Also part of it was that Atari and CBM just
seemed to have too many pots boiling at once; and not enough marketing
muscle to push them all. Apparently the Amiga was always profitable, but CBM
kept pouring cash into all sorts of wierd projects most of which never saw
the light of day. Atari had a computer or 2 and 2 maybe 3 consels on the go
at any one time. Sega and then Sony were able to market their products with
enormous punch, and the floating buyer who wants 'cool' and buys because
'his mates wamted/had one' decided that no matter how technicaly superior
the Jaguar or CD32 were, he HAD to have a sega/sony.

Without the marketing muscle of someone like Warner Bros, Atari had little
chance to compete on an even footing.

> So really, lack of penatration in the business market meant restricted
> penatration in the home market. Soon as IBM came out with the PC, every
> other manufacturer was doomed to be a bit<sic> player.
> >
> > oh well... i am off my rant.
> >
> > bo

> >
> >
>
>

3012. Re: Where are the Atari Poachers today?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-14 18:34:29 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B7257345.366F%bobo_snyder@hotmail.com>
Source record: 36835

well basically my question was referring directly to the tramiels, not so much as to what happened to atari. what happened to atari is heavily documented, i just wanted to know where the tramiels are and if anyone knows if they even care anymore or ever really cared about atari. i am more intersted in the "mind"s of the tramiels rather than the cut and dry business aspects of atari.

bo

> From: "Rick Cortese" <ricortes@netmagic.net>
> Organization: Posted via Supernews, http://www.supernews.com
> Newsgroups: comp.sys.atari.8bit
> Date: Mon, 14 May 2001 10:48:42 -0700
> Subject: Re: Where are the Atari Poachers today?
>
> "bo snyder" <bobo_snyder@hotmail.com> wrote in message
> news:B7252585.2ED5%bobo_snyder@hotmail.com...
>> what ever happened to the Tramiels? (sp?)
>>
>> i know all about the history of what happened when they bought the company
>> from when i used to read my atari mags when i was a kid during the 80's
> and
>> also reading all the unplugged history accounts on the various atari
> history
>> sites, but WHERE ARE THEY NOW?
>>
>> its been 5 years since they bled the remments of atari into the ground
>> selling it to JTS so what happened to them since then?
>
> IIRC Gone under. The value of their drives was not significantly better then
> the competition. Consumer perception was 0.0 QC with offset a saving a few
> bucks.
>>
>> i wonder if any of the family ever reads newsgroups like this or actually
>> visits sites like atarihq.com or has any idea about the recent explosion
> of
>> interest in atari again.
>>
>> i wonder if they read these newsgroups or whatever and wonder about things
>
> I seriously doubt it. I've been around a long time and even some names you
> would consider forward looking had real resistance to using the net. Think
> about it, I remember telling Bruce at B&C that something was happening here
> back in the late 80s and his response was ~"What for? I have the BBS.". I
> mean he could have been Lycos. Ditto for others like Bob Puff, he was very

> late getting here.
>> like: "hey maybe if he had come out with a powerpc powered falcon II, i
>> wonder what would have happened? .... hey maybe if we came out with the
>> replacement for the jag? ... hey maybe if we came out with the lynx 3?
> hey
>> i wonder if we REALLY marketed this stuff WELL and not half assed, what
>> would have happened?"
>
> Would have been nice if they open sourced their OS, ditto for Amiga. Only
> real problem is they seemed to be as crash prone as Windows. They could have
> been another Linux or Redhat but with crashes.<sic>
>>
>> i dunno i just get rather mad thinking about the BAD decisions that they
>> have made about atari and wonder if they actually take "ownership" of the
>> problems that they caused.
>
> Wasn't just the Tramiels: Eagle, Morrow, CBM under Gould, Mattel, Coleco,
> ...
>>
>> i remember that when they bought atari, compute mag implied that (i maybe
>> wrong about this, it has been 16 or 17 years since then!) the tramiels
> were
>> atari's best and last hope and would be able to turn atari around and make
>> it into the next commodore.
>>
>> now that i look back, it seems like they just bled the company dry and had
>> some potential wonderful ideas and prototypes, but either didn't do
> anything
>> with them or marketed them with such lackluster hope that nobody took them
>> seriously. i don't EVER remember any lynx tv commericals and the only jag
>> commericals i remember were very boring and did NOT imprint into my mind.
>
> There were forces beyond bad management that came into play. At work, no
> other computer other then IBM would be considered. We had a Stanford PHd in
> Chemical Engineering for the area director of Alza R&D. He had a Mac at home
> and wanted to use one at work. Our revenue/budget was probably close to $40
> million a year and our CS had control over every purchase for calculator or
> computers over $500, they shit canned his request. Stuck him with an IBM AT
> and some primative version of windows that he felt so strongly about he
> called me into his office to demonstrate how crippled it was.
>
> Since everyone had to use PCs at work, everyone wanted the same at home for
> compatibility reasons. Wasn't enough that STs or Amigas had spread sheets
> too, they had to have Lotus 123.
>
> So really, lack of penatration in the business market meant restricted
> penatration in the home market. Soon as IBM came out with the PC, every
> other manufacturer was doomed to be a bit<sic> player.
>>
>> oh well... i am off my rant.

>>
>> bo
>>
>>
>
>

3013. Re: Where are the Atari poachers today?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-14 19:26:07 UTC
From: wgungfu@alpha2.csd.uwm.edu
Message-ID: <9dpbgfmms1@uwm.edu>
Source record: 36837

"Pockets" <pockets@DUMMYcix.co.uk> says:
>
>
>That was part of the problem. Also part of it was that Atari and CBM just
>seemed to have too many pots boiling at once; and not enough marketing
>muscle to push them all.
>Apparently the Amiga was always profitable, but CBM
>kept pouring cash into all sorts of wierd projects most of which never saw
>the light of day. Atari had a computer or 2 and 2 maybe 3 consels on the go
>at any one time. Sega and then Sony were able to market their products with
>enormous punch, and the floating buyer who wants 'cool' and buys because
>'his mates wamted/had one' decided that no matter how technicaly superior
>the Jaguar or CD32 were, he HAD to have a sega/sony.
>
>Without the marketing muscle of someone like Warner Bros, Atari had little
>chance to compete on an even footing.

Actually, that's not the case with Atari Corp. They had the money to do
marketing. In an interview I did with one of the Tramiels not long ago,
it was stated that it was a standard for them to only invest 10% back in
to advertising. A paltry ammount, especially when they obviously had the
money to invest a lot more.

From what I've been able to gather, a lot of the problems occured from
the Tramiel "undercutting" strategy (power without the price and all
that, basicly their commodore strategy of taking the cheapest parts to get
the job done to maximize the profits, selling through retail stores, etc.),
constantly making certain market demands and negotiations with suppliers and
then suing when they didn't occur.

Such as with what happened to the Lynx, when they couldn't drive the price
down any further to compete against the gameboy and gamegear because the
LCD manufacturer wouldn't give them a break. So after they killed the Lynx,
they sued them.

Marty
Classicgaming.com hired hand

Museum of Home Video Gaming
http://www.classicgaming.com/gamingmuseum

3014. Re: Where are the Atari Poachers today?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-15 00:49:29 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <9dpuepekd1@mohawk.hwcn.org>
Source record: 36839

bo snyder (bobo_snyder@hotmail.com) wrote:
: well basically my question was referring directly to the tramiels, not so
: much as to what happened to atari. what happened to atari is heavily
: documented, i just wanted to know where the tramiels are and if anyone knows
: if they even care anymore or ever really cared about atari. i am more
: intersted in the "mind"s of the tramiels rather than the cut and dry
: business aspects of atari.

: bo

Why would Jack care about Atari? He FOUNDED Commodore. And, Atari was just his revenge tool against the guys who pushed him out of his company. As already stated, IBM computers doomed every other flavour of machine. It is remarkable that they kept the company going for as long as they did. Their only true big mistake was to not jump back into the Video game market in a big way in 1987 instead of developing more powerful versions of the ST. All the computers such as the TT, Falcon etc were utter failures, not because of lack of marketing, but because they werent IBM's.

Their "mind" was to make money. They had no particular nostalgia or love of the Atari company. Of course, I am sure that they did not enjoy their company decline into a brand name, however, they probably don't give a rats ass if some Atari fans hate them because their favourite computer and video game company is but a memory.

I am probably in the minority, but I really don't understand these rants against the Tramiels. They don't give a shit, and I certainly don't give a shit whether they cared a whit about Atari when they owned it. I am sure they tried hard to make a bundle of cash from Atari. I don't have two cents to rub together, and they probably live very comfortable lives. Why should I care if they "loved" Atari when they were trying to make a buck off us Atari fans.

Just my 2 cents.....

Willy

3015. Trade Ultima III boxed complete for Moebius boxed complete (ST)

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-15 00:59:11 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <9dq00uqfu2@nnrp1.phx.gblx.net>
Source record: 36838
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Would anyone out there like to trade Ultima III (Atari ST) for Moebius (Atari ST)? I used to have Moebius a long time ago and lost it, and I have Ultima 3 on my Atari 800xl already so I can part with it on my ST. E-mail me if you want to trade. They are both worth about the same and both pretty hard to find. Thanks. -Satcom2

3016. Tramiels

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-15 01:11:00 UTC
From: llpwhite@cs.com
Message-ID: <20010514211100.20027.00000518@ng-ca1.news.cs.com>
Source record: 36840

Has anything substantial been written about the "Tramiel Era" at Atari? Jack, especially, could write a heck of an (auto)biography. As much as they have been maligned for the way Atari was run, it would be terrific to hear their side of the story. Their story is one of the keystones of the 80's computer era.
Larry

3017. Re: 810 drive woes

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-15 04:00:03 UTC
From: "David\\Julie Wilson" <cybrslider@home.com>
Message-ID: <7R1M6.24278$hc.139860@news1.rdc1.tx.home.com>
Source record: 36841

Here's an update, finally. SpartaX will not recognize the drive. I put a disk in and did a 'dir' and I got "no drive present". I cannot read, write or format. Additionally, I cannot access D2: when the 810 is the first drive on the SIO chain. I found another 810 drive at a thrift store for $1.50. It has the almost the same problem except it doesn't make the familiar grinding noise when first turned on. When I power up the computer, it also doesn't make that 'farting' sound. I cannot access D2: when it is the first drive on the chain either. Thanks for the input!

David

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message news:20010510233304.06552.00003015@ng-ce1.aol.com...
> Mo was right on as the 810 does not spin up on disk insertion. Does SpartaX
> read & write or format on the 810?
>
> >"David\\Julie Wilson" cybrslider@home.com remarks:
>
> >Thanks. That answers that question. I haven't tried booting from it yet
> >because shoot, I use Sparta X. When I boot with Sparta X and have a disk in
> >the drive, I get no response. I'll try booting and give you an update later.
>
> -Ron
>
> Experience is something you don't get until just after you need it.
>

3018. Re: 130xe problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-15 04:39:12 UTC
From: "Rick D." <"74766,1561"@compuserve.com>
Message-ID: <3B00B2F0.857F2FCA@compuserve.com>
Source record: 36842

Richard Davis wrote:

> Hi Guys,
> Ok some more information on the XE problem. I've noticed that the power
> light on the keyboard isn't on
> when I turn the unit on. It seems to me that either the keyboard connector
> or the keyboard it'self which is dead. Does anyone have any other
> suggestions to how this can be resolved or should I give up and get another
> from E-Bay :->
>
> Cheers,
> Richard

When you turn on the XE, does the TV picture go blank? If you still have
static, then its probably a dead power supply(fuse).

Rick D.

3019. Re: Atari house party

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-15 04:45:02 UTC
From: "Rick D." <"74766,1561"@compuserve.com>
Message-ID: <3B00B44E.FF418FCE@compuserve.com>
Source record: 36843

Mo wrote:

> I missed it... It would've been a drive for me anyway from the Houston area.
> Is there ever anything like this in Houston? I know there's an atari club
> here in town, but I never bothered with it, I guess strangers scare me
> <grin>
> Mo
>

Hi,

Yes, HACE meets in Houston, usually the 4th Thursday. I drive over once or twice a year. They lean towards using the PC and emulating an ST a lot.

Rick D.

3020. Re: AXLON upgrades

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-15 04:57:03 UTC
From: "Rick D." <"74766,1561"@compuserve.com>
Message-ID: <3B00B71F.62B1717C@compuserve.com>
Source record: 36844

Mathy Van Nisselroy wrote:

> Howdy folks
>
> For an internet friend I'm looking for somebody who really knows his AXLON
> Upgrade(s). First question, if the 800 is using the main bank, which number is
> entered as the bank number '00' or 'FF'?
>
> CU Mathy van Nisselroy

From what I can find,. Axlon banking starts with 0(as the main bank) and goes up to the max installed. From basic, this is easy to test.

Rick D.

3021. Re: indus gt drives.

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-15 05:02:56 UTC
From: "Rick D." <"74766,1561"@compuserve.com>
Message-ID: <3B00B87F.54E95DCF@compuserve.com>
Source record: 36845

bo snyder wrote:

> hi everyone,
>
> well it looks like i bought a rather non-working indus gt drive.
>
> basically when i plug in the power pack, (it is an actual indus power pack)
> the drive powers up and spins up (i hear the motor running), and 2 of the
> led's light up, however the 2 digits do NOT light up at all, just the 2 led
> indicatiors. anyway when i try to boot to this drive, it will NOT boot to
> it, the atari just turns on, makes the 3 second long quiet farting sound
> (the sound an atari makes when it boots with no sio devices attached is what
> i mean) and then just goes to the menu prompt.
>

Well, the only two things that come to mind are:Is it set for drive 1(I know you said you checked the switches, but... :)),

and, with the cover off, does the disk spin? Belt may be off.

Rick D.

3022. Re: MIO: 16meg Partition Limit__

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-15 05:17:25 UTC
From: "Rick D." <"74766,1561"@compuserve.com>
Message-ID: <3B00BBE5.50908EBF@compuserve.com>
Source record: 36846

Phantomm wrote:

> Just checking on this....
>
> Has anyone found a fix either by software or hardware to increase the
> 16 Meg Partition Limit on Hard Drives on a ICD Multi I/O?
>
> Also, Where is this limit at exactly, in the software or hardware???
>
> Future Thanks,
>
> phantomm@bellsouth.net

The limit is the A8 O.S. It limits sector numbers to 16 bits in the IOCBs(the next vaule up from 256 sectors). And probably has the capacity in the O.S. code to only work with 16 bits of sector numbers. This can be worked around, I do mean "work". The first way to get past 16megs is to up the density to 512 bytes. Some are working on Mydos to do this I think. After this is changing to a blocking factor, but both mean more memory used. So a practical limit will be 32megs. Special software can work around this I suppose. If we are ever to read data CDs, it will have to be done.

Rick D.

3023. Re: patched OS ROM IMAGE

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-15 06:03:33 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B00C6B5.65770D27@asw.cz>
Source record: 36747

Dan Vernon wrote:
> > It should be easy (at least I think) to put it inside the OSS cartridge.
> Except for the modifications in the code to switch banks at the appropriate
> time. Its also likely that alot of bank switching would be required if the
> code was not broken up into logical 4k chunks.

No, I meant using OSS cartridge as ROM disk. The small loader would just
copy the data off the cartridge, turn the cart off, relocate code, clean
memory and run it. That should be easy. Rewriting Turbo Basic to be
Basic XL/XE like would be really hard if not impossible.

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

3024. Re: SIO2PC Headaches again....

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-15 06:47:04 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <9dqjd8$g65$1@korweta.task.gda.pl>
Source record: 36749

In article <9d5ier$6st$1@korweta.task.gda.pl>, webmaster@cbmpan.gdynia.pl wrote:
>In article <AwrJ6.161$ta2.154880@nnrp3.sbc.net>, "Mo" <mygranny@swbell.net>
> wrote:
>>Well what I meant to say is that it used to read 100% all ATR's, it would
>>only write 60% successfully. I've always used APE for DOS 1.17 (i think) and
>>I've always booted to a command prompt only on the PC, no windows. When I
>>first got the cable, I tried APE for windows with no success, I'm thinking
>>it was an IRQ conflict. But the DOS version has always worked well until
>>now. I may wind up building another one myself, this one I bought from a guy
>>in poland and I'm not sure what design he used other than it's a one chip
>>(p9512ad d514c89an). It also has a small resistor (i think). I wish I had
>
>It is one chip 1489 (CMOS) version. The small "something" is a diode (1N4148
>to be precise) allowing you to use the cable AND your real drive connected to
>A8 computer at the same time..
>If the cable i sold you stopped working why dont you send it back to me - you
>will have a replacement in a few days.
>

Just FYI: the chip was indeed broken. Presumabely the ligthtning storm thing.
I can give you an update when i examine the chip more thoroughly.

j131

3025. Re: indus gt drives.

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-15 08:45:29 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <KV3M6.148$503.170216@nnrp3.sbc.net>
Source record: 36748

Funny thing, everytime I see an Indus being auctioned off on Ebay, a couple
of weeks later posts for nonworking Indus's turn up. Coincidence? 8-)
Mo

Rick D. <"74766,1561"@compuserve.com> wrote in message
<3B00B87F.54E95DCF@compuserve.com>...
>
>
>bo snyder wrote:
>
>> hi everyone,
>>
>> well it looks like i bought a rather non-working indus gt drive.
>>
>> basically when i plug in the power pack, (it is an actual indus power
pack)
>> the drive powers up and spins up (i hear the motor running), and 2 of the
>> led's light up, however the 2 digits do NOT light up at all, just the 2
led
>> indicatiors. anyway when i try to boot to this drive, it will NOT boot
to
>> it, the atari just turns on, makes the 3 second long quiet farting sound
>> (the sound an atari makes when it boots with no sio devices attached is
what
>> i mean) and then just goes to the menu prompt.
>>
>
>Well, the only two things that come to mind are:Is it set for drive 1(I
know you
>said you checked the switches, but... :)),
>
>and, with the cover off, does the disk spin? Belt may be off.
>
>Rick D.
>
>
>

3026. Re: 130xe problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-15 09:11:17 UTC
From: Richard Davis <richard@eurographics.co.uk>
Message-ID: <9dqrsehmg1@newsreaderm1.core.theplanet.net>
Source record: 36750

Hi Rick,
Well I do get the "Rom Test" picture and that's it. It just loops
around doing the
test so I don't think it's the supply. I suspect it's the keyboard
connector that's gone a
little kaka!

Regards,
Richard

"Rick D." <"74766,1561"@compuserve.com> wrote in message
news:3B00B2F0.857F2FCA@compuserve.com...
>
>
> Richard Davis wrote:
>
> > Hi Guys,
> > Ok some more information on the XE problem. I've noticed that the
power
> > light on the keyboard isn't on
> > when I turn the unit on. It seems to me that either the keyboard
connector
> > or the keyboard it'self which is dead. Does anyone have any other
> > suggestions to how this can be resolved or should I give up and get
another
> > from E-Bay :->
> >
> > Cheers,
> > Richard
>
> When you turn on the XE, does the TV picture go blank? If you still have
> static, then its probably a dead power supply(fuse).
>
> Rick D.
>
>

3027. Re: Now that's a hard drive!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-15 09:45:58 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9dqtsm$i6u$1@nets3.rz.RWTH-Aachen.DE>
Source record: 36751

Howdy Mo

>I'd like to figure out how to interface this one to my 8bit!!!
>check it out!

Nice HD. Saw something simular around here. 40MB.

What's really nice about these things is that you don't need a power on light.
Every time the lights in your street go low, you know that HD is running.

CU Mathy van Nisselroy

3028. Re: indus gt drives.

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-15 12:13:54 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B7266B92.38BA%bobo_snyder@hotmail.com>
Source record: 36752

well actually i fixed the problem since i wrote this. the drive was
spinning up, the problem was that the track leds were not turning on even
though the rest of the drive seemed to be working.

i tore the drive completely apart and took the bottom main board off. under
the main board, there was a tiny spring that was shorting out a few solder
pads. i removed the spring and put it back into the mechanicals of the
drive itself and it has been working flawlessly ever since.

thanks anyway.
bo

> From: "Rick D." <"74766,1561"@compuserve.com>
> Organization: CompuServe Interactive Services
> Newsgroups: comp.sys.atari.8bit
> Date: Tue, 15 May 2001 00:02:56 -0500
> Subject: Re: indus gt drives.
>
>
>
> bo snyder wrote:
>
>> hi everyone,
>>
>> well it looks like i bought a rather non-working indus gt drive.
>>
>> basically when i plug in the power pack, (it is an actual indus power pack)
>> the drive powers up and spins up (i hear the motor running), and 2 of the
>> led's light up, however the 2 digits do NOT light up at all, just the 2 led
>> indicatiors. anyway when i try to boot to this drive, it will NOT boot to
>> it, the atari just turns on, makes the 3 second long quiet farting sound
>> (the sound an atari makes when it boots with no sio devices attached is what
>> i mean) and then just goes to the menu prompt.
>>
>
> Well, the only two things that come to mind are:Is it set for drive 1(I know
> you
> said you checked the switches, but... :)),
>
> and, with the cover off, does the disk spin? Belt may be off.
>
> Rick D.
>
>

3029. Re: indus gt drives.

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-15 12:17:06 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B7266C52.38BB%bobo_snyder@hotmail.com>
Source record: 36753

LOL.. yes very true, however i got a 130xe and a indus gt and a (with sio ports) okimate printer for under 30 bux. i was pretty happy with the deal since i really wanted a working 130xe and when i got the indus gt working, basically i think i ended up ahead of the game for an ebay auction.

bo

> From: "Mo" <mygranny@swbell.net>
> Organization: SBC Internet Services
> Newsgroups: comp.sys.atari.8bit
> Date: Tue, 15 May 2001 01:45:29 -0700
> Subject: Re: indus gt drives.
>
> Funny thing, everytime I see an Indus being auctioned off on Ebay, a couple
> of weeks later posts for nonworking Indus's turn up. Coincidence? 8-)
> Mo
>
> Rick D. <"74766,1561"@compuserve.com> wrote in message
> <3B00B87F.54E95DCF@compuserve.com>...
>>
>>
>> bo snyder wrote:
>>
>>> hi everyone,
>>>
>>> well it looks like i bought a rather non-working indus gt drive.
>>>
>>> basically when i plug in the power pack, (it is an actual indus power
> pack)
>>> the drive powers up and spins up (i hear the motor running), and 2 of the
>>> led's light up, however the 2 digits do NOT light up at all, just the 2
> led
>>> indicatiors. anyway when i try to boot to this drive, it will NOT boot
> to
>>> it, the atari just turns on, makes the 3 second long quiet farting sound
>>> (the sound an atari makes when it boots with no sio devices attached is
> what
>>> i mean) and then just goes to the menu prompt.
>>>
>>
>> Well, the only two things that come to mind are:Is it set for drive 1(I
> know you
>> said you checked the switches, but... :)),
>>
>> and, with the cover off, does the disk spin? Belt may be off.

>>
>> Rick D.
>>
>>
>>
>
>

3030. Re: Tramiels

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-15 14:40:07 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <9drf47$2ir$1@plutonium.compulink.co.uk>
Source record: 36754

In article <20010514211100.20027.00000518@ng-ca1.news.cs.com>,
llpwhite@cs.com (LLpwhite) wrote:

> Has anything substantial been written about the "Tramiel Era" at Atari?
> Jack,
> especially, could write a heck of an (auto)biography.
There was a biography of him about ten years ago. Called something like
video game wars but I could never find it.

Iain

3031. Atari, Tramiels, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-15 15:07:54 UTC
From: Fred Lucite <erasmus@6502.old.folks.home>
Message-ID: <Pine.GSO.4.33.0105151058440.18401-100000@shell1>
Source record: 36755

```
->From: William Moeller (af332 att freenet dott hamilton dott on dott
-> ca)
->Subject: Re: Where are the Atari Poachers today?
->Date: 15 May 2001 00:49:29 GMT
->
->... It is remarkable that they kept the company going for as long as
->they did.
->
->... All the computers such as the TT, Falcon etc were utter failures,
->not because of lack of marketing, but because they werent IBM's
->[i.e., put out by the IBM Company]

These two statements sum up the whole story in a nutshell.

>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *
```

3032. Re: MIO: 16meg Partition Limit__

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-15 15:48:15 UTC
From: Matthias Belitz <Matthias.Belitz@gmx.net>
Message-ID: <3B014FBF.ED155DBE@gmx.net>
Source record: 36756

Hello,

"Rick D." schrieb:

> The limit is the A8 O.S. It limits sector numbers to 16 bits in the
> IOCBs(the next vaule up from 256 sectors). And probably has the capacity
> in the O.S. code to only work with 16 bits of sector numbers. This can
> be worked around, I do mean "work". The first way to get past 16megs is
> to up the density to 512 bytes. Some are working on Mydos to do this I
> think. After this is changing to a blocking factor, but both mean more
> memory used. So a practical limit will be 32megs. Special software can
> work around this I suppose. If we are ever to read data CDs, it will
> have to be done.

It has nothing to do with the OS itselves.

The limiting thing is, that the old SIO-commands are used by both (DOS
and firmware of the controllers) fot the access of the harddrive. That
might be useful in emulating the old serial peripherials.

If you are using only the data-structure of the DCB ($300), but define
other commands, you could easily break that limit.
For an example look at my postings describing an "Atari Advanced SCSI
Interface", the DAUX bytes are only used as a pointer to the new command
block.

The CIO (with its IOCB) do not need to know anything about the physical
representation of the files on the medium.

Bye,
Matt

3033. Re: MIO: 16meg Partition Limit__

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-15 17:10:55 UTC
From: phantomm@bellsouth.net
Message-ID: <zqdM6.1573$M8.78994@news1.atl>
Source record: 36757

Thanks for this info, I'd like to see sometype of fix for the 16meg partition
limit if possible.

It would be nice to be able to read CDs using the MIO as well.

phantomm@bellsouth.net

On 15 May 2001 17:48:15 , Matthias Belitz wrote:
>Hello,
>
>"Rick D." schrieb:
>
>> The limit is the A8 O.S. It limits sector numbers to 16 bits in the
>> IOCBs(the next vaule up from 256 sectors). And probably has the capacity
>> in the O.S. code to only work with 16 bits of sector numbers. This can
>> be worked around, I do mean "work". The first way to get past 16megs is
>> to up the density to 512 bytes. Some are working on Mydos to do this I
>> think. After this is changing to a blocking factor, but both mean more
>> memory used. So a practical limit will be 32megs. Special software can
>> work around this I suppose. If we are ever to read data CDs, it will
>> have to be done.
>
>It has nothing to do with the OS itselves.
>
>The limiting thing is, that the old SIO-commands are used by both (DOS
>and firmware of the controllers) fot the access of the harddrive. That
>might be useful in emulating the old serial peripherials.
>
>If you are using only the data-structure of the DCB ($300), but define
>other commands, you could easily break that limit.
>For an example look at my postings describing an "Atari Advanced SCSI
>Interface", the DAUX bytes are only used as a pointer to the new command
>block.
>
>
>The CIO (with its IOCB) do not need to know anything about the physical
>representation of the files on the medium.
>
>
>Bye,
>Matt
>.

3034. FS: Needham's PB-10 Eprom programmer

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-15 18:24:50 UTC
From: CSilvest@metricse.com
Message-ID: <F2681FD689D4D211B104009027460312923F27@jajatlexc001.metricse.com>
Source record: 36759

Title says it all:

FS: Needham's PB-10 Eprom programmer

Barely used, like new in perfect working order. Comes with complete manual
and all software.

$105 gets it shipped to you anywhere in the US. (PayPal accepted)

For more info. and a device list, go to:

http://www.needhams.com/

Click on "Programmers", then scroll down to the "PB-10" at the bottom of the
screen, etc.

Thanks for looking,
Chris
cms2@altavista.com

--
Posted from mail.jajones.com [166.82.83.10]
via Mailgate.ORG Server - http://www.Mailgate.ORG

3035. Re: MIO: 16meg Partition Limit__

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-15 18:25:38 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tg2sssobotr53f@corp.supernews.com>
Source record: 36758

"Phantomm" <phantomm@bellsouth.net> wrote in message
news:zqdM6.1573$M8.78994@news1.atl...
>
> Thanks for this info, I'd like to see sometype of fix for the 16meg
partition
> limit if possible.
>
> It would be nice to be able to read CDs using the MIO as well.

Don't hold much hope for this happening. Several reasons for this, not the least of which is 16 megs is a huge amount of space for an 8 bit computer. Most setups allow for hot swapping/partitioning of a hard drive into several 16 meg drives.

We are a cheap lot.<me too> I remember back when I was experimenting with SIO2PC designs I offered one to someone for $15 to cover cost of shipping and parts. He said that was too much and was going to hold off purchasing until he could find a used one at a lower price.

So we will always take the path of least resistance. Right now that means our CD interface is a PC with a CD ROM and a SIO2PC cable.

3036. Re: Now that's a hard drive!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-15 20:39:02 UTC
From: david_p@istop.com
Message-ID: <90A2A5E9Fdavidpistopcom@64.26.132.195>
Source record: 36761

nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote in
<9dqtsm$i6u$1@nets3.rz.RWTH-Aachen.DE>:

>What's really nice about these things is that you don't need a power on
>light. Every time the lights in your street go low, you know that HD is
>running.
>

...unless you're in California...

David P

(Posting from Ottawa, Ontario, where the elctricity is cheap and reliable)

3037. Re: indus gt drives.

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-15 20:47:10 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010515164710.07482.00003863@ng-fx1.aol.com>
Source record: 36762

That is definitely NOT a case of belt problems which would generate a "Boot Error" message instead of the "I do not detect any D1: drives" response... it almost has to be something in the electronics.

>"Rick D." "74766,1561"@compuserve.com replies:

>> the drive powers up and spins up (i hear the motor running), and 2 of the
>> led's light up, however the 2 digits do NOT light up at all, just the 2 led
>> indicatiors. anyway when i try to boot to this drive, it will NOT boot to
>> it, the atari just turns on, makes the 3 second long quiet farting sound
>> (the sound an atari makes when it boots with no sio devices attached is
>what
>> i mean) and then just goes to the menu prompt.
>>
>
>Well, the only two things that come to mind are:Is it set for drive 1(I know
>you said you checked the switches, but... :)),
>
>and, with the cover off, does the disk spin? Belt may be off.

-Ron

Experience is something you don't get until just after you need it.

3038. Re: indus gt drives.

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-15 21:03:36 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B726E7B8.391D%bobo_snyder@hotmail.com>
Source record: 36763

well like i said, it turned out to be a short under the bottom most circut board caused by a tiny spring which i removed and replaced back into the floppy mechanics and it has been working flawlessly ever since.

> From: rhamiiton5@aol.comedy.com (RHamiIton5)
> Organization: AOL http://www.aol.com
> Newsgroups: comp.sys.atari.8bit
> Date: 15 May 2001 20:47:10 GMT
> Subject: Re: indus gt drives.
>
> That is definitely NOT a case of belt problems which would generate a "Boot
> Error" message instead of the "I do not detect any D1: drives" response... it
> almost has to be something in the electronics.
>
>> "Rick D." "74766,1561"@compuserve.com replies:
>
>>> the drive powers up and spins up (i hear the motor running), and 2 of the
>>> led's light up, however the 2 digits do NOT light up at all, just the 2 led
>>> indicatiors. anyway when i try to boot to this drive, it will NOT boot to
>>> it, the atari just turns on, makes the 3 second long quiet farting sound
>>> (the sound an atari makes when it boots with no sio devices attached is
>> what
>>> i mean) and then just goes to the menu prompt.
>>>
>>
>> Well, the only two things that come to mind are:Is it set for drive 1(I know
>> you said you checked the switches, but... :)),
>>
>> and, with the cover off, does the disk spin? Belt may be off.
>
> -Ron
>
> Experience is something you don't get until just after you need it.
>

3039. Re: Arm Your Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-15 21:57:48 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <BwfM6.21$o83.35564@nnrp3.sbc.net>
Source record: 36760

If you're into atari robotics then check this guy's webpage out. Very
interesting, if only I had the time....
Mo
http://vol.com/~infidel/halloween/atari800.html

Dan Vernon wrote in message <9dp472$44v$1@brokaw.wa.com>...
>Hi all,
>I just scanned and posted Analog's Arm Your Atari articles on my website.
>Hope you enjoy them... and happy arming.
>-Dan
>
>http://www.bitsofthepast.com/atari
>
>
>

3040. Re: Tramiels

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-15 22:00:06 UTC
From: llpwhite@cs.com
Message-ID: <20010515180006.03016.00003517@ng-xc1.news.cs.com>
Source record: 36764

>There was a biography of him about ten years ago. Called something like video game wars but I could never find it.<

It was The Home Computer Wars, published by Compute! Unfortunately, it is just about the (mainly) Vic 20 period, and a little of the C64 era at CBM. It was written from the point of view of Michael Tomczyk, a non-computer guy, who joined CBM and became an "insider". I find all books like this fascinating, but AFAIK, there is nothing substantial about the Atari Computer era.
Larry

3041. Tuesday Night IRC Chat Tonight (15 MAY 01) on "Where Are They Now?" in #Atari8

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-15 23:07:44 UTC
From: DCM01@USA.NET
Message-ID: <3b01b4fd.42819535@news.CIS.DFN.DE>
Source record: 36765

This announces an IRC chat tonight for Atari 8bit enthusiasts. For tonight Tuesday May 15th, 2001, 10:00 pm Eastern US time.

Here are the corresponding times for some other places, choose the one near you.

California: 7:00 pm. Colorado 8:00 pm. Texas 9:00 pm.
London, England: 4:00 AM. Berlin: 5:00 AM. Hong Kong: 11:00 AM.

The topic for the chat will be "Where Are They Now?" We will reminisce over the pioneers and rogues of the Atari 8bit, and share about what happened to them since. Not just people such as the Tramiels, Nolan Bushnell, Price/Gilbertson, Bob Puff, Sid Meier and others but also the companies that were prominent such as Artworx, Epyx, Datasoft and the always controversial Avalon Hill.

General Atari8 chat is also welcome. We are also going to float the idea of a weekend chat to accomodate the Euro users.

This will be a standard IRC chat. It is not a web-based chat on your browser. You need an IRC client, such as mIRC. mIRC is really easy to set up, and you can find it at www.mirc.com. Not to advertise it, there are other great IRC clients for many platforms, but mIRC is sort of the standard.

The chat will be on Amiganet. Here are some servers that will get you there:

irc.whiterose.net
thule.no.amiganet.org
fullcomp.au.amiganet.org
linux.us.amiganet.org
au, uk, se, no & us.amiganet.org

Once you log onto a server type "/join #atari8" and we will be there waiting for you I hope!

3042. Re: (OT) Atari Cartridge Dumping Project

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-16 00:50:18 UTC
From: Steven Posey <stevenNOSPAMposey@yahoo.com>
Message-ID: <9dsj0i$jqjmm$1@ID-60478.news.dfncis.de>
Source record: 36766

Charles Richmond <richmond@ev1.net> wrote in message
news:3AFBF9DD.9C3D456D@ev1.net...
> Mark Simonson wrote:
> >
> > [snip...] [snip...] [snip...]
> >
> > Okay. I looked it up. "Information" is what is called a "mass noun,"
that
> > is, a thing that cannot be counted; an indefinite quantity thought of as
a
> > single thing. Other examples are butter, sand, water, cheese,
literature,
> > software, hardware. Nouns that have singular and plural forms are "count
> > nouns," that is, things that can be counted. Apparently, most languages
have
> > this distinction, but which category certain nouns fall into seems to
vary
> > from one language to another.
> >
> Also, I learned in high school that subjects *sometimes* can be affected
by
> the object of a follow-on preposition:
>
> "Some of the cake is left."
> "Some of the people are left."
>
> Although "some" is the subject, when the preposition has a mass noun
> like "cake"
> that can *not* be counted, the verb is singular. When the preposition has
> a countable noun, like "people", the verb is plural.

However, "cake" is not a mass noun (i.e. there are many cakes in a bakery).
But we get the point, and are enjoying the english grammar refresher course.
Such dedication toward perfection is indicative of Atari users, so keep it
up!

3043. Re: 810 drive woes

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-16 02:27:14 UTC
From: llpwhite@cs.com
Message-ID: <20010515222714.09461.00001082@ng-cn1.news.cs.com>
Source record: 36768

>I found another 810 drive at a thrift store for $1.50...<

Because of their size and mass, 810's do make very good doorstops... ;-)
(OK, I do have one in my collection, too -- I guess I''m sentimental, because
it was my first drive.)
Larry

3044. Self Destruct Vector on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-16 02:27:45 UTC
From: Chad Hendrickson <chadh@REMOVETHISmediaone.net>
Message-ID: <BAIM6.51874$3c6.13677835@news1.elmhst1.il.home.com>
Source record: 36767

Years ago either Antic or Analog magazine had an April Fools joke that there was a Self Destruct Vector inside the computer and that if you accessed it, the computer would melt down. They even had a program that simulated the computer frying itself.

Am I remembering this correctly?

Was it Antic or Analog? Does anyone have more details about this?

I remember falling for it and was scared that someone would hack that into a normal program and destroy my computer. I was quite relieved to find out it was just a joke.

Chad

3045. Re: Self Destruct Vector on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-16 02:38:39 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010515223839.05523.00003003@ng-ca1.aol.com>
Source record: 36769

It was called "Paperweight" and published in Analog; I will need to look to find the issue...

>"Chad Hendrickson" chadh@REMOVETHISmediaone.net asked:

>Years ago either Antic or Analog magazine had an April Fools joke that there
>was a Self Destruct Vector inside the computer and that if you accessed it,
>the computer would melt down. They even had a program that simulated the
>computer frying itself.
>
>Am I remembering this correctly?
>
>Was it Antic or Analog? Does anyone have more details about this?
>
>I remember falling for it and was scared that someone would hack that into a
>normal program and destroy my computer. I was quite relieved to find out it
>was just a joke.

-Ron

Experience is something you don't get until just after you need it.

3046. Re: Self Destruct Vector on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-16 03:32:46 UTC
From: Greg Menke <gregm-news@mindspring.com>
Message-ID: <m3itj29dep.fsf@europa.mindspring.com>
Source record: 36770

> Years ago either Antic or Analog magazine had an April Fools joke that there
> was a Self Destruct Vector inside the computer and that if you accessed it,
> the computer would melt down. They even had a program that simulated the
> computer frying itself.
>
> Am I remembering this correctly?
>
> Was it Antic or Analog? Does anyone have more details about this?
>
> I remember falling for it and was scared that someone would hack that into a
> normal program and destroy my computer. I was quite relieved to find out it
> was just a joke.

IIRC, the 6502 did/does have a nominally undocumented instruction
called "Halt and Catch Fire". As I recall it was some kind of test
instruction that caused the processor to stop fetching and drive all
its lines. Those also being driven to the opposite polarity by the
address/data bus would then start dissipating current, thus leading to
the "catch fire" part if the amounts were substantial enough. Actual
destruction would depend on quite a number of factors, but I suppose
enough 6502 designs were suceptible to give the instruction its name.

Gregm

3047. Re: Self Destruct Vector on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-16 05:38:03 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B02123B.37BD1360@siemens.at>
Source record: 36771

Chad Hendrickson wrote:
>
> Years ago either Antic or Analog magazine had an April Fools joke that there
> was a Self Destruct Vector inside the computer and that if you accessed it,
> the computer would melt down. They even had a program that simulated the
> computer frying itself.
>
> Am I remembering this correctly?
>
> Was it Antic or Analog? Does anyone have more details about this?
>
> I remember falling for it and was scared that someone would hack that into a
> normal program and destroy my computer. I was quite relieved to find out it
> was just a joke.

It was a great little program, really very impressive to watch.
I found it highly amusing and did not understand all the protest
mails they got for it.

Unfortunately since I don't know the name, the chances that I can
find it on one of the old disks are quite small.

Gerhard

3048. [Epyx Shrine] Pitstop 2

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-16 07:27:19 UTC
From: Manuel Polik <mpolik@neulandmm.de>
Message-ID: <3B022BD7.19BF7E39@neulandmm.de>
Source record: 36772

Hi there!

The Epyx Shrine (http://home.nexgo.de/cybergoth) now features an
additional page about Pitstop 2 including an interview with Stephen H.
Landrum.

If you are interested in my upcoming Atari 2600 VCS port of 'Gunfight',
I now offer a fully playable demo for download!

I'm still searching some friendly guy with both a scanner and and Epyx
catalogues from Fall 1985 or from 1986. Can someone provide
complete+readable scans of such treasured items?

Greetings,
Manuel

3049. Re: MIO: 16meg Partition Limit__

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-16 08:41:15 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9dtefbmus1@nets3.rz.RWTH-Aachen.DE>
Source record: 36773

Howdy Rick

>So we will always take the path of least resistance. Right now that means
>our CD interface is a PC with a CD ROM and a SIO2PC cable.

My resistance to connect a PC to my beloved Atari was higher than the
resistance to buy a SCSI CD ROM player. Bought mine for fl.50.00 which is
about 20 USdollars. 32 speed, slot in.

Now all I need is the software.
I'm trying to figure out what Matthias did. My assembler is barely good enough
to dig through his source files.

CU Mathy van Nisselroy

3050. Re: indus gt drives.

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-16 08:45:21 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9dten1mus2@nets3.rz.RWTH-Aachen.DE>
Source record: 36774

Howdy folks

>well like i said, it turned out to be a short under the bottom most circut
>board caused by a tiny spring which i removed and replaced back into the
>floppy mechanics and it has been working flawlessly ever since.

Hasn't anybody ever tried (or even just dreamed about) turning the Indus GT
into a double sided drive (that would be like Indus GT 4x4 :-))??

Or try to add a track number display to a 1050 or XF551? Or BlackBox?

CU Mathy van Nisselroy

3051. Re: Now that's a hard drive!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-16 08:49:31 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9dteurmus3@nets3.rz.RWTH-Aachen.DE>
Source record: 36775

Howdy David, folks

>>What's really nice about these things is that you don't need a power on
>>light. Every time the lights in your street go low, you know that HD is
>>running.
>>
>
>...unless you're in California...

With the inertia on those disks, the lights might even light up a bit more
after you switch the computer off. That is untill there speed is to low to
generate electricity.....

CU Mathy van Nisselroy

3052. Re: Self Destruct Vector on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-16 10:43:08 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <pam4gtcvvvjui4u1gft597a7gnifhnls2l@4ax.com>
Source record: 36776

The other Day "Chad Hendrickson" <chadh@REMOVETHISmediaone.net> wrote:

>Years ago either Antic or Analog magazine had an April Fools joke that there
>was a Self Destruct Vector inside the computer and that if you accessed it,
>the computer would melt down. They even had a program that simulated the
>computer frying itself.
>
>Am I remembering this correctly?
>
>Was it Antic or Analog? Does anyone have more details about this?
>
>I remember falling for it and was scared that someone would hack that into a
>normal program and destroy my computer. I was quite relieved to find out it
>was just a joke.
>
>Chad

I vaguely remember that, was quite fun and linked to a real problem on
either the PET or Apple computers where you COULD kill them via
addressing a certain place.
--

As long as you remember them they will always be with you..

3053. Re: indus gt drives.

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-16 14:53:27 UTC
From: llpwhite@cs.com
Message-ID: <20010516105327.09323.00000058@ng-fx1.news.cs.com>
Source record: 36777

>Hasn't anybody ever tried (or even just dreamed about) turning the Indus GT
>into a double sided drive... Or try to add a track number display to a 1050 or
XF551?

Supposedly, the track display has been done for a 1050. Unfortunately, I have
no info about it. The next big floppy event will probably be the ST2XE
adapter to use ST 3-1/2" drives with the A8. I am especially eager to see that
since I have 2 mint 3-1/2" Indus GT 100's -- track display and all. Tried to
hook them up to my BB/FB, but could not get them working. However, I only made
a modest effort. I still think it can be done.
Larry

3054. Re: Atari 800xl Roms pleeeeeeeeeze

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-16 15:23:26 UTC
From: Stuart <sbuc@freenet.co.uk>
Message-ID: <5_wM6.19883$tU6.2489831@news2-win.server.ntlworld.com>
Source record: 36778

Hi all

Thank you all so much for the replys, great help, now I just got to get a emulator working, I never seem to manage to get them going. Can anyone please tell me if there is a emulator that is easy to use as the console type emulators. I tryed Xformer2000 but cant get past that basic/directory screen. And yes I do have a cable modem if thats any help.

Cheers

Stuart

"Jon Melbo" <ssilicon@centuryinter.net> wrote in message news:3afe7caa.96113794@news.ds.centuryinter.net...
> Do you have a high speed connection stuart?
>
> On Sat, 12 May 2001 12:22:51 +0100, "Stuart" <sbuc@freenet.co.uk>
> wrote:
>
> >OK then, does anyone know where I can please find Atari 800xl game images
> >for use with a emulator.
> >
> >Thank you
> >
> >Stuart
> >
>

3055. Re: indus gt drives.

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-16 15:39:46 UTC
From: llpwhite@cs.com
Message-ID: <20010516113946.09452.00000027@ng-fx1.news.cs.com>
Source record: 36779

>Hasn't anybody ever tried (or even just dreamed about) turning the Indus GT into a double sided drive... Or try to add a track number display to a 1050 or XF551? <

Another thought on the display...
Couldn't the O/S could be patched to display the disk IO information on a 25th line on the screen? That could give you the info that is displayed by an Indus or Rana. Also, APE displays some info on the PC screen. I'm not sure, but I think that info can be recalled.

What would be needed for a display? A microcontroller and a small cheap display and a few support chips?
Larry

3056. Getting Atari800 emulator to work!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-16 15:45:34 UTC
From: Stuart <sbuc@freenet.co.uk>
Message-ID: <_ixM6.19947$tU6.2498988@news2-win.server.ntlworld.com>
Source record: 36780

Hello again all, can someone please give me a hand getting a 800xl emulator to play games, I am using Atari800Win version 2.5e, can someone please maybe give me a quick talk though of running a atr on it.

Thanks so much all

Stuart

3057. Re: Self Destruct Vector on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-16 16:01:04 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010516120104.23268.00000029@ng-fh1.aol.com>
Source record: 36781

It was in April (Fools Issue) 1986, Analog #41.

>rhamiiton5@aol.comedy.com replied:

>It was called "Paperweight" and published in Analog; I will need to look to
>find the issue...

-Ron

Experience is something you don't get until just after you need it.

3058. Re: Getting Atari800 emulator to work!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-16 16:05:52 UTC
From: Piotr Fusik <pfusik@elka.pw.edu.pl>
Message-ID: <Pine.SOL.4.30.0105161804490.28481-100000@elektron.elka.pw.edu.pl>
Source record: 36782

On Wed, 16 May 2001, Stuart wrote:

> Hello again all, can someone please give me a hand getting a 800xl emulator
> to play games, I am using Atari800Win version 2.5e, can someone please maybe
> give me a quick talk though of running a atr on it.
Download Atari800Win PLus 2.7b from
www.a800win.atari-area.prv.pl
Manual is included.

3059. Re: Self Destruct Vector on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-16 16:13:27 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010516121327.23268.00000031@ng-fh1.aol.com>
Source record: 36783

I cannot vouch for any of that... but if factual, the Analog program did not utilize it and was a harmless prank. Their source code was also listed with totally bogus comments which made it tedious to try following the logic, or it may also be bogus.

I never bothered to type in the code or to disassemble it; I figured it just stole the Reset vector to force a warm start into jump back to a sleep loop after some cute audio and video effects.

>Greg Menke gregm-news@mindspring.com replied:

>IIRC, the 6502 did/does have a nominally undocumented instruction
>called "Halt and Catch Fire". As I recall it was some kind of test
>instruction that caused the processor to stop fetching and drive all
>its lines. Those also being driven to the opposite polarity by the
>address/data bus would then start dissipating current, thus leading to
>the "catch fire" part if the amounts were substantial enough. Actual
>destruction would depend on quite a number of factors, but I suppose
>enough 6502 designs were suceptible to give the instruction its name.

-Ron

Experience is something you don't get until just after you need it.

3060. Re: indus gt drives.

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-16 16:26:07 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010516122607.23268.00000037@ng-fh1.aol.com>
Source record: 36784

Using a Translator RAM OS, all of the $Cxxx memory is available; could we patch into the OS for that 25th line display? And would an interrupt doing our display stuff de-rail the I/O timing?

> llpwhite@cs.com (LLpwhite) mused...

>>Hasn't anybody ever tried (or even just dreamed about) turning the Indus GT
>>into a double sided drive... Or try to add a track number display to a 1050
>>or XF551?
>
>Another thought on the display... Couldn't the O/S could be patched
> to display the disk IO information on a 25th line on the screen?
> That could give you the info that is displayed by an Indus
>or Rana. Also, APE displays some info on the PC screen. I'm not sure, but
>I think that info can be recalled.
>
>What would be needed for a display? A microcontroller and a small cheap
>display and a few support chips?
>Larry

3061. Re: MIO: 16meg Partition Limit__

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-16 16:50:08 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-lymDIKtMsP9c@draco.ames.pacbell.net>
Source record: 36785

On Wed, 16 May 2001 08:41:15, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy
Van Nisselroy) wrote:

> Howdy Rick
>
> >So we will always take the path of least resistance. Right now that means
> >our CD interface is a PC with a CD ROM and a SIO2PC cable.
>
> My resistance to connect a PC to my beloved Atari was higher than the
> resistance to buy a SCSI CD ROM player. Bought mine for fl.50.00 which is
> about 20 USdollars. 32 speed, slot in.
>
> Now all I need is the software.
> I'm trying to figure out what Matthias did. My assembler is barely good enough
> to dig through his source files.
>
> CU Mathy van Nisselroy
>
So, where is Mattias's page at? I would really like to see what he has
done.

Ken

3062. Re: Misterious chip on 130XE schematics

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-16 17:02:13 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-q1LK2dF8MvPP@draco.ames.pacbell.net>
Source record: 36786

Hi Mathy,
I dont have my schematics handy but maybe it is a 74ls95B - I have
seen many people make that mistake. Happy chip hunting.

Ken

On Mon, 14 May 2001 10:53:14, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy
Van Nisselroy) wrote:

> Howdy folks
>
> My photocopy of SAMs manual for the 130XE has a small drawing of U35 on it.
> The schematics call it 14LS958. From the looks of it (but I'm not an
> electronics guy), this might be a 4 bit shift register, like the 74(LS)95.
>
> Could I be onto something here, or.....
>
> CU Mathy van Nisselroy
>

3063. On-Line Yard Sale of Atari items

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-16 17:30:48 UTC
From: GENE EHRICH <gene@ehrich.com>
Message-ID: <cPyM6.253298$o9.37844278@typhoon.tampabay.rr.com>
Source record: 36787
Cross-posted to: alt.atari.2600,alt.games.atari,comp.sys.atari.8bit,rec.games.video.atari

http://www.voicenet.com/~generic
On-Line Computer & Video Game Garage Sale
gene@ehrich.com

3064. Re: Self Destruct Vector on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-16 17:54:09 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <cif5gtojs2hoqse2f53f4bs028smnea0ar@4ax.com>
Source record: 36788

Yeah, I remember that! It's called Paperweight. I'll have to see if I
can find it somewhere. It gives you a countdown, then some pretty
realistic looking graphics and sound effects to make you think your
system was having some major problems, culminating in white noise,
very similar to what you get on channel 3 with the power off.

The first time I ran it, I was scared to death (it was my dad's
computer). I quickly did the self-tests to make sure it hadn't really
done anything. 8+)

- Trevor

On Wed, 16 May 2001 02:27:45 GMT, "Chad Hendrickson"
<chadh@REMOVETHISmediaone.net> wrote:

>Years ago either Antic or Analog magazine had an April Fools joke that there
>was a Self Destruct Vector inside the computer and that if you accessed it,
>the computer would melt down. They even had a program that simulated the
>computer frying itself.
>
>Am I remembering this correctly?
>
>Was it Antic or Analog? Does anyone have more details about this?
>
>I remember falling for it and was scared that someone would hack that into a
>normal program and destroy my computer. I was quite relieved to find out it
>was just a joke.
>
>Chad
>
>

3065. Re: Self Destruct Vector on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-16 18:03:48 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <u4g5gt8glj30lnklg0bef6d8thokfsmuco@4ax.com>
Source record: 36789

Ah-ha! I found it! Just posted it to alt.binaries.comp.atari8bit...
You ought to at least try running it once, if you haven't before -
it's pretty entertaining. (And it works great in Atari800Win.)

- Trevor

On Wed, 16 May 2001 11:54:09 -0600, Trevor Holyoak
<trevor@holyoak.com> wrote:

>Yeah, I remember that! It's called Paperweight. I'll have to see if I
>can find it somewhere. It gives you a countdown, then some pretty
>realistic looking graphics and sound effects to make you think your
>system was having some major problems, culminating in white noise,
>very similar to what you get on channel 3 with the power off.
>
>The first time I ran it, I was scared to death (it was my dad's
>computer). I quickly did the self-tests to make sure it hadn't really
>done anything. 8+)
>
>- Trevor
>
>
>On Wed, 16 May 2001 02:27:45 GMT, "Chad Hendrickson"
><chadh@REMOVETHISmediaone.net> wrote:
>
>>Years ago either Antic or Analog magazine had an April Fools joke that there
>>was a Self Destruct Vector inside the computer and that if you accessed it,
>>the computer would melt down. They even had a program that simulated the
>>computer frying itself.
>>
>>Am I remembering this correctly?
>>
>>Was it Antic or Analog? Does anyone have more details about this?
>>
>>I remember falling for it and was scared that someone would hack that into a
>>normal program and destroy my computer. I was quite relieved to find out it
>>was just a joke.
>>
>>Chad
>>
>>

3066. Re: Self Destruct Vector on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-16 18:51:11 UTC
From: patchell <patchell@silcom.com>
Message-ID: <3B02CC1F.B4958FCD@silcom.com>
Source record: 36790

Sorry, but I don't think so. If this were true, there would be a lot of dead
6502's out there. The 6502, when it "crashes", would no doubt eventually fetch
the offending undocumented opcode and then die. The 6502, being a very simple
processor, just continues to fetch instructions, even if they are not valid.

> IIRC, the 6502 did/does have a nominally undocumented instruction
> called "Halt and Catch Fire". As I recall it was some kind of test
> instruction that caused the processor to stop fetching and drive all
> its lines. Those also being driven to the opposite polarity by the
> address/data bus would then start dissipating current, thus leading to
> the "catch fire" part if the amounts were substantial enough. Actual
> destruction would depend on quite a number of factors, but I suppose
> enough 6502 designs were suceptible to give the instruction its name.
>
> Gregm

--
-Jim
----
* Visit:http://www.silcom.com/~patchell/
*--
*I'm sure glad Merry Christmas comes just once a year
* -Yogi Yorgensen

3067. Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-16 20:52:43 UTC
From: David Stastny <david.stastny@quick.cz>
Message-ID: <9duopb$2hka$1@ns.felk.cvut.cz>
Source record: 36792

```
Hi all,
I'm looking for a group interested in atari portfolio.
David
```

3068. Is it possible to run ACTION on a current emulator?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-16 22:12:15 UTC
From: Larry Richardson <larryr@cyou.com>
Message-ID: <3B02FB3F.7AB828CB@cyou.com>
Source record: 36791

I sold a lot of my 8-bit carts years ago, including my ACTION cart. Of course, I am now regretting that decision. So, does anyone know of an atari 8-bit emulator that can run ACTION? Has anyone actually done this? I would like to dust off my source code disks and see what I still have, but I need the ACTION compiler first...

--
Larry Richardson
larryr@cyou.com

3069. Re: Atari 8-Bit Font

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-16 22:36:39 UTC
From: Mark Simonson <marksim@bitstream.net>
Message-ID: <B7286B27.4697%marksim@bitstream.net>
Source record: 36793

As I mentioned a couple of days ago in a separate thread, the fonts are
fixed now and available on my site at this address:

http://www2.bitstream.net/~marksim/atarimac/fonts.html

The erratic character mapping in the PC version is fixed. However, because
of the way Windows handles fonts, not all of the ATASCII range can be
emulated. Fortunately, all of the alphanumeric characters (both normal and
inverse) are accessible. The characters that are affected are some graphics
and control characters. Theoretically, it may be possible to make eight of
these accessible using some very subtle tricks, but so far I've had no
success. When and if I do, I will let everyone know.

(For the uninitiated, these are TrueType fonts for Macs or PCs which emulate
the ATASCII characters set from the 8-bit Ataris making it possible to view
and print Atari text files on modern computers.)

Mark Simonson

Mac/Atari Fusion: Atari 8bit Resources for Mac Users
http://www2.bitstream.net/~marksim/atarimac/

> From: rhamiiton5@aol.comedy.com (RHamiIton5)
>
> Bless you, lad.
>
>> Mark Simonson marksim@bitstream.net replied:
>
>> Heh, heh... I can't believe I never noticed that. Since the Mac version
>> works as it should in this regard, I always assumed the PC version did too.
>> I'm just surprised it's taken this long for anyone to report this bug (and
>> that's really what it is).
> snip
>> I will post it on my site and announce it here as soon as I make the fixed
>> version. My apologies to all you Windows users for the inconvenience.
>
>
> -Ron
>
> Experience is something you don't get until just after you need it.
>

3070. Re: Is it possible to run ACTION on a current emulator?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-16 23:35:58 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <s736gt4decfbjl8fn0hpejovv1eohvl2hj@4ax.com>
Source record: 36794

The other Day Larry Richardson <larryr@cyou.com> wrote:

>I sold a lot of my 8-bit carts years ago, including my ACTION cart. Of
>course, I am now regretting that decision. So, does anyone know of an
>atari 8-bit emulator that can run ACTION? Has anyone actually done
>this? I would like to dust off my source code disks and see what I
>still have, but I need the ACTION compiler first...

You can't run the cart AS YET...

A certain emu will hopefully run it in 2 releases time...Keep
watching.

The disk version does work on most emu's..
--

As long as you remember them they will always be with you..

3071. Re: Self Destruct Vector on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-17 00:51:48 UTC
From: Itay Chamiel <itaycspam@cs.huji.ac.il>
Message-ID: <3b0311fa@news.bezeqint.net>
Source record: 36795

"Paperweight", by Curt Cox, Analog Computing, April 1986.

The funniest thing is looking at the assembly source - the guy changed the names of all the standard memory locations so the code would be unreadable, and would look as if it really was looking for, and invoking, a self destruct vector..

I recommend running it (yes, it will also thoroughly destroy a PC running it on an emulator), it's pretty damn good.

(Will send a copy to anyone who mails me)

-itay
--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc

"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message news:pam4gtcvvvjui4u1gft597a7gnifhnls2l@4ax.com...
> The other Day "Chad Hendrickson" <chadh@REMOVETHISmediaone.net> wrote:
>
> >Years ago either Antic or Analog magazine had an April Fools joke that there
> >was a Self Destruct Vector inside the computer and that if you accessed it,
> >the computer would melt down. They even had a program that simulated the
> >computer frying itself.
> >
> >Am I remembering this correctly?
> >
> >Was it Antic or Analog? Does anyone have more details about this?
> >
> >I remember falling for it and was scared that someone would hack that into a
> >normal program and destroy my computer. I was quite relieved to find out it
> >was just a joke.
> >
> >Chad
>
> I vaguely remember that, was quite fun and linked to a real problem on
> either the PET or Apple computers where you COULD kill them via
> addressing a certain place.
> --
>
> As long as you remember them they will always be with you..

3072. Re: Self Destruct Vector on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-17 00:55:45 UTC
From: Steven Posey <stevenNOSPAMposey@yahoo.com>
Message-ID: <9dv7im$7t4g$1@ID-60478.news.dfncis.de>
Source record: 36796

Damn funniest program I ever typed in from Analog. I remember waiting until the May issue came out to make sure they were just kidding. In fact, there was a big disclaimer in the May issue that it was only a joke. Still, it was a mighty fine example of what could be done with DLI's on an A8. If I hadn't had a Commodore 1701 monitor, I might have actually fallen for the joke, it was that good.

Paperweight remains on my primary demo disk after all these years, right along Ballsong and RobotDemo. Well worth the laugh!

Trevor Holyoak <trevor@holyoak.com> wrote in message news:u4g5gt8glj30lnklg0bef6d8thokfsmuco@4ax.com...
> Ah-ha! I found it! Just posted it to alt.binaries.comp.atari8bit...
> You ought to at least try running it once, if you haven't before -
> it's pretty entertaining. (And it works great in Atari800Win.)
>
> - Trevor
>
> On Wed, 16 May 2001 11:54:09 -0600, Trevor Holyoak
> <trevor@holyoak.com> wrote:
>
> >Yeah, I remember that! It's called Paperweight. I'll have to see if I
> >can find it somewhere. It gives you a countdown, then some pretty
> >realistic looking graphics and sound effects to make you think your
> >system was having some major problems, culminating in white noise,
> >very similar to what you get on channel 3 with the power off.
> >
> >The first time I ran it, I was scared to death (it was my dad's
> >computer). I quickly did the self-tests to make sure it hadn't really
> >done anything. 8+)
> >
> >- Trevor
> >
> >
> >On Wed, 16 May 2001 02:27:45 GMT, "Chad Hendrickson"
> ><chadh@REMOVETHISmediaone.net> wrote:
> >
> >>Years ago either Antic or Analog magazine had an April Fools joke that
there
> >>was a Self Destruct Vector inside the computer and that if you accessed
it,
> >>the computer would melt down. They even had a program that simulated
the
> >>computer frying itself.
> >>

> >>Am I remembering this correctly?
> >>
> >>Was it Antic or Analog? Does anyone have more details about this?
> >>
> >>I remember falling for it and was scared that someone would hack that
into a
> >>normal program and destroy my computer. I was quite relieved to find
out it
> >>was just a joke.
> >>
> >>Chad
> >>
> >>
>

3073. Re: Self Destruct Vector on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-17 01:38:40 UTC
From: Greg Menke <gregm-news@mindspring.com>
Message-ID: <m3eltoah5r.fsf@europa.mindspring.com>
Source record: 36698

I tracked the reference down, and it did exist on the 6800 series,

http://yasd.dhs.org/jargon/html/entry/HCF.html

and also on the 6502 (though its possible the 6502 is included
incorrectly).

http://www.classiccmp.org/mail-archive/classiccmp/1998-10/0798.html
http://www.monkey.org/geeks/archive/9711/msg00053.html

Even given the existence of the "bad" opcode there are several reasons
why it might not frequently cause trouble;

1. The electrical design could be such that insufficient current is
dissipated, so damage doesn't occur. (Given that on lockup, the
user would frequently be resetting withing a few moments, this is
not too unreasonable).

2. There are > 1 bad opcodes, any of which could cause the processor
to lock up (and not enter a failure mode), so the liklihood of
hitting a fatal code is decreased. Are you sure the 6502 always
fetches? Further, since HCF causes the bus to start toggling, it
could be misconstrued for continuing operation.

btw; I was wrong, it just starts toggling the address lines, not
driving them staticly.... bad memory.. must be a crc error.

Gregm

> Sorry, but I don't think so. If this were true, there would be a lot of dead
> 6502's out there. The 6502, when it "crashes", would no doubt eventually fetch
> the offending undocumented opcode and then die. The 6502, being a very simple
> processor, just continues to fetch instructions, even if they are not valid.
>
> >
> > IIRC, the 6502 did/does have a nominally undocumented instruction
> > called "Halt and Catch Fire". As I recall it was some kind of test
> > instruction that caused the processor to stop fetching and drive all
> > its lines. Those also being driven to the opposite polarity by the
> > address/data bus would then start dissipating current, thus leading to
> > the "catch fire" part if the amounts were substantial enough. Actual
> > destruction would depend on quite a number of factors, but I suppose
> > enough 6502 designs were suceptible to give the instruction its name.
> >
> > Gregm
>
> --

```
> -Jim
> ------------------------------------------------
> * Visit:http://www.silcom.com/~patchell/
> *-----------------------------------------------
> *I'm sure glad Merry Christmas comes just once a year
> * -Yogi Yorgensen
> ------------------------------------------------
```

3074. Re: Self Destruct Vector on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-17 01:46:32 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.30.0105162145410.3641-100000@moose.erie.net>
Source record: 36699

It was called "Paperweight" which is what it purported to turn
your Atari computer into. Great gag!!!

On Wed, 16 May 2001, Janka Gerhard wrote:

> Chad Hendrickson wrote:
> >
> > Years ago either Antic or Analog magazine had an April Fools joke that there
> > was a Self Destruct Vector inside the computer and that if you accessed it,
> > the computer would melt down. They even had a program that simulated the
> > computer frying itself.
> >
> > Am I remembering this correctly?
> >
> > Was it Antic or Analog? Does anyone have more details about this?
> >
> > I remember falling for it and was scared that someone would hack that into a
> > normal program and destroy my computer. I was quite relieved to find out it
> > was just a joke.
>
> It was a great little program, really very impressive to watch.
> I found it highly amusing and did not understand all the protest
> mails they got for it.
>
> Unfortunately since I don't know the name, the chances that I can
> find it on one of the old disks are quite small.
>
> Gerhard
>

3075. Re: FREE Atari Catalogs! Specials! Discount! More Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-17 02:08:46 UTC
From: Stec <cstec@uplink.net>
Message-ID: <PiGM6.629$fp.835683@nntp3.onemain.com>
Source record: 36700
Cross-posted to:
alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

Has anyone here ordered from this guy?

"Bravo Sierra Computers" wrote in message
news:Pine.BSO.4.33.0105040124360.25358-100000@shell.pacifier.com...
>
Click for
> Atari WebSite Specials!

>
> Check the HotLink above for my Atari specials on Panasonic Printers & 1050
> Disk Drives. Also Check out my Atari Catalogs! I'm buying Atari overstock
> from Atari Dealers including +NEW in BOX Games for Atari Jaguar, Classic
> Atari 8 Bit Game Software such as LucasFilm Games Plus MICROProse's F-15
> Strike Eagle and Silent Service Plus I'm adding 810 Happy Drives rev.7 and
> True 360k DSDD XF551 Drives. & NOW I'm offering a 20% Tax Relief Discount.
> E-Mail me for Details on Redeeming these offers! I'd like to say Thank You
> for letting Bravo Sierra Computers Support you & your Atari Needs. Haven't
> bought from Bravo yet? Give Ben a Chance! I can be quite Beneficial. And
> if you can't call me today? Call me tomorrow! Call anytime @(503)256-9974!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. My customers love the speedy service! I
> also have lots of Atari Reference Books. Which I can Mail by Book Rate!
>
>
e-mail: atari@benjamin.net

>
> I've switched ISP's! Try www.pacifier.com/~atari or atari@pacifier.com
> and as always www.atari.benjamin.net and atari@benjamin.net still work
> but are being redirected to my new ISP and since I've moved, I have
> revamped and updated my WebSite and all my WebPages. So Check it out
> and, If you don't come see me today, come see me Tomorrow!
>
>
Click for WebSite!

>
> **FREE** Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari
> 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories!
> View Atari Catalogs on the Web at http://www.atari.benjamin.net while
> you Download Free Catalogs directly from my site. If you can't get my
> Catalogs that way, Feel free to Request catalogs by E-Mail. Really,

> it's not an inconvenience. I ask that you specify Atari 8 Bit, Atari
> ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not
> Snail (Postal) Mail. Please let me know if I can attach text files to
> your E-Mail. Catalogs are just regular ASCII text files so you can
> download them into your text editor and view them, edit them or print
> them out! It would make things easier for me if you take my Catalogs,
> load them into your text editor, delete what you don't want and E-Mail
> me the rest! To expedite things, include your full Mailing address so
> I can figure Shipping & Handling. I'll be back after the weekend. Bye!
>
> For faster service, Please direct all replies through E-Mail to Ben at:
> atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I
> am swamped and I find it hard to keep up with reading the NewsGroups.
>
> I update my catalogs once a week. Just before this message is posted.
> So when you see a new posting, check my Catalogs. After I post this
> message. I'm off for the weekend. But I'll be back after the weekend.
>
> Please Direct all Replies Through E-Mail to: atari@benjamin.net or
> atari@pacifier.com. If you can't reach me at benjamin.net see my
> E-Mail/Web info in my Signature at the Bottom!
>
> Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on
pacifier.com!!! Atari 8 Bit, ST and Jaguar Hardware/Accessories,
Software/Games & References/
> Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at
Ben's
> SubDomain at http://www.atari.benjamin.net Catalogs Requested by and
Received
> Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please
Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

3076. Ballblazer: Is it a bug?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-17 02:11:55 UTC
From: Itay Chamiel <itaycspam@cs.huji.ac.il>
Message-ID: <3b0324cd@news.bezeqint.net>
Source record: 36697

There seems to be a bug (or maybe a copy protection scheme?) in Ballblazer. At a certain point in gameplay, the screen corrupts - and stays that way indefinitely, rendering the game unplayable.

An easy way to recreate this problem is to pit two Droid 9 players against each other. The game won't survive more than a couple of minutes.

This occurs with every setup I have tried - various Atari machines, various emulators and versions of the game downloaded from many different places.

This bug does NOT occur with "Ballblaster", a beta version of the game which seems to be circulating.

Does this occur with an original legitimate version of the game as well? Is the version circulating on the net corrupt? Anyone have any ideas?

-itay
--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc

3077. Re: Ballblazer: Is it a bug?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-17 02:14:11 UTC
From: Video61@webtv.net
Message-ID: <7136-3B0333F3-27@storefull-178.iap.bryant.webtv.net>
Source record: 36701

hi itay,
have you tried the cartridge version?
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

3078. FT or FS Atari ST disks

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-17 03:30:09 UTC
From: rhudson765@aol.com
Message-ID: <20010516233009.29057.00000230@ng-cg1.aol.com>
Source record: 36702

These are the Atari ST programs that I have for sale

Rorkes Drift
Gettysburg
Armada
Star Trek :Basic version
Police Quest (Three Program disks and three copy disks)
Regent Word II (word Processor)
Lesiure Suit Larry II (three Disks), plus Copies [At least eight total so far]

Stellar crusade [game and scenario disks]
Carrier Command
Warship and save disks
Colonial Conquest
Advanced Dungeons and Dragons: Heroes of the Lance {disks A.B & C]
Empire: Wargame Of the Century
Simcity
Civilization (three disks)
King Quest II
BloodWych
Jewels of Darkness
The Sentry
Silicon dreams
Financial Cookbook
Assempro
Lords of Conquest
Stumble Blocks
Cinko
Monopoly
CardMaster
Sorceror Lord
Test Drive {two disks}
Universal Military Simulator
ST Assembly Language Workshop
Lords of Conquest map disk
Atari ST USA language disk [Shrinkwrapped and unopened]
Global commander
St hard disk utility backup
Dungeon Master editor
Dungeon Master utilities
Drakkhen [two disks]
Dungeon Master main disk
Dungeon master hint disk
Carrier command game disk and save disk
Mega ST system disk

Spectrum Holobyte Tetris [two disks]
Legend of Faerhail [four disks]
Copy of Original hard disk back utilities
Mega STe Advanced Hard disk utilities
Defender of the Crown [two disks]
Mindshadow [two disks]
Risk
Flight Simulator II
Tv Sports football
Wizards of the crown game disk and copy
Wizards of the crown save disk and copy
Bloodwych save disk
Silent Service Submarine simulation
Atari St User Cover Disk 45 Agust 1990 :Side 1,Runtime,Degas Display,and a playable demo {unknown]
Side 2 Breakout,Flexmono, magbase, xbios

St Action Games disk 11: Nine lives, Turrican, Saint Dragon, Spellbound
Dragon's breath [two disks]
KIng's Quest [two disks]
Middle earth {three disks]
Phantasie [data disk, game disk and two copies of data disk]
Phantasie III: The wrath of Nikademus [game disk and data disk plus one copy of each = 4]
Rings if Zilfin {three disks}
The Chessmaster 2000 (game disk, data disk and copy of Game disk}
Shadowgate {two disks}

MicroLeauge Baseball {Five Disks} Game & Box Score disk,General Manager/Owner's Disk,Stat Compiler
Disk
MBL 1987 Teams and copy of 1987 MNB disks

Hillsfar {two disks and save}
Faegerhail save disk
GFL CHampionship Football
Crunch Time Football AI Doctor
TV Football Leauge Disk
Gold Rush {five disks}
Star Trek: The Rebel Universe ans save disk
Psycnosis {four disks}
Armada data and program disk
Exodus: Ultima III {five disks}
Timeworks {seven master disks and seven copies] = 14
Zork Trilogy plus game disks and save disk = 3
Wordperfect For the Atari ST {five disks}
Laser C {three disks}
Knight Orc {three disks}
Populous {two disks}
Populous: the promised lands

Breach= Scenario disk,Program disk,Seraychi Campaign disk, Game disk, plus three copies Totalling 7 disks

Breach two= five disk

Compute!'s Second book of Atari ST and Copy

Compute!'s Atari ST disk
Compute!'s Atart ST Games '89
St Game disk Articles
St game disk Sources
Compute Mag disk
St Game disk programs 89

27 Start magazine disks

47 Atari st Public domain disks

Email for details

3079. Pitfall II, Zaxxon cart, Ms Pac, Star Wars Arcade all 800 xl xe plus more! Look!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-17 03:46:01 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <9dvijtghc1@nnrp2.phx.gblx.net>
Source record: 36731

Some really sought after game carts for Atari 800 xl xe are up this week! Please check them out at the following link, and don't forget to click on "view sellers other auctions" for all the goodies! Here is a link to the Pitfall II 800 xl cartridge. Thanks!

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1238715567

3080. EXC! Rare WICO Trackball 4 early Atari!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-17 05:21:14 UTC
From: estategems@aol.com
Message-ID: <20010517012114.10206.00000100@ng-fl1.aol.com>
Source record: 36703

Wico Trackball
-http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1236911346

Another must have for you vintage gamers, this is in Excellent condition, works with
the Atari Home video game and 400 & 800 Home Computer and the Commodore VIC 20, as well as the Sears and possibly other game systems.
Comes in original box!

3081. "ZAP! The Rise and Fall of Atari" Rare Book

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-17 05:26:27 UTC
From: estategems@aol.com
Message-ID: <20010517012627.10206.00000103@ng-fl1.aol.com>
Source record: 36704

ZAP! The Rise and Fall of Atari

-http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1430055412

Rare book, out of print, a must have for all devoted afficianados and
collectors of vintage games!

3082. www.atari-history.com down?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-17 07:26:32 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00169bf1@fmlynet.org>
Source record: 36715

FamilyNet Newsgate

> From: ilaskey@cix.compulink.co.uk
> Haven't been able to get on for two days now.
> Iain

Was able to get on this morning.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3083. Re: MIO: 16meg Partition Limit__

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-17 09:21:09 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9e0565$ec3$1@nets3.rz.RWTH-Aachen.DE>
Source record: 36705

Howdy Ken, folks

>So, where is Mattias's page at? I would really like to see what he has
>done.

If everything went alright, you (Ken) should have gotten an Email with the right ZIPfile attached. Matthias unfortunately doesn't have a homepage anymore.

CU Mathy van Nisselroy

3084. Re: indus gt drives.

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-17 09:32:28 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9e05rc$ec3$2@nets3.rz.RWTH-Aachen.DE>
Source record: 36706

Howdy folks

>Using a Translator RAM OS, all of the $Cxxx memory is available; could we
patch
>into the OS for that 25th line display? And would an interrupt doing our
>display stuff de-rail the I/O timing?

I'ld rather have the drive tell me what it is doing then the computer having me tell what it THINKS the drive is doing. Nice side effect is that it would work with all software and all Atari's.

>>What would be needed for a display? A microcontroller and a small cheap
>>display and a few support chips?

A display (the old version of the Speedy could do track telling. I saw some 1050 years ago, that had the busy light replaced by a toggle switch and the power switch replaced by the display. Looked cool.), something that counts up and down and a display driver. Plus a way to hook it to 1050 and XF (the XF uses the same cable as the Floppyboard. Nice would be if a display (2 characters) could have 4 'decimal points' to show which drive is accessed. A yes, one display for all 4 FB drives would be enough I guess).

If somebody wants to try this, why not do the same for the SCSI bus. (not sure if this is usefull)

CU Mathy van Nisselroy

3085. Re: Misterious chip on 130XE schematics

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-17 09:41:16 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9e06bs$ec3$3@nets3.rz.RWTH-Aachen.DE>
Source record: 36707

Howdy Ken

> I dont have my schematics handy but maybe it is a 74ls95B - I have
>seen many people make that mistake. Happy chip hunting.

Now that I see the number like you spell it, I see the simularity. I have two copies of the same 130XE schematics. When I looked at the old one, I at first fought it said 74, later I thought it might be 14. Then I got the newer copy, which was a lot clearer, and it really looks like it says 14ls958. But I'll have a closer look.

Heck, I should know how to decifer handwriting. I was once asked, by a doctors assistent (and wife I guess, since they had the same accent), if I studied medicine. She had just seen my handwriting and knew I am a student.

CU Mathy van Nisselroy

PS anybody have a clue what the PAL16/8 is supposed to do with the MHALT signal comming from what seems to be this 74LS95B (U35 in the 130XE's schematics.)

3086. Re: indus gt drives.

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-17 10:37:52 UTC
From: llpwhite@cs.com
Message-ID: <20010517063752.11263.00000174@ng-mp1.news.cs.com>
Source record: 36708

>Using a Translator RAM OS, all of the $Cxxx memory is available; could we patch
into the OS for that 25th line display? And would an interrupt doing our display stuff de-rail the I/O timing?<

Yes, a ram-based, patched OS would be how I would apporach it. I think the worst side-effect would be screen flicker. Ultra Speed might not be possible while using this. If you have a copy of DISKEY (still one of my favorite utilities), look at the custom display while doing disk I/O. The author mentions the screen flicker somewhere in the manual -- or perhaps it was in a later interview. The best programming example that I am aware of is the intro to Ball Blazer. IIRC, they even move things around on the screen while doing disk I/O. Time would certainly be limited, but if you look at what info an Indus or Rana updates, and I guess Trak, also , it pretty much amounts to the updating the track number. (Power, Busy, Protect, Unit ID, Track, Error, Density as I look at a Rana.)

Another approach might be a Tracer. You would have to read and store a few locations from the DCB. Essentially log the data as does the Happy or Archiver, and then dump it afterwards. Still requires patching the OS. Would silicon and solder be better? Probably -- software is normally not a perfect substitute for hardware, but sometimes it is quite viable.

Maybe after I get the new siding on the mini-barn, get the house painted, get the kitchen tile replaced, ... :-(

Larry

3087. www.atari-history.com down?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-17 10:58:24 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <9e0asgoir1@plutonium.compulink.co.uk>
Source record: 36709

Haven't been able to get on for two days now.

Iain

3088. Re: Ballblazer: Is it a bug?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-17 11:27:16 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <g7d7gt42ul424bsrj0tlact1dppsr6v7np@4ax.com>
Source record: 36710

The other Day "Itay Chamiel" <itaycspam@cs.huji.ac.il> wrote:

>There seems to be a bug (or maybe a copy protection scheme?) in Ballblazer.
>At a certain point in gameplay, the screen corrupts - and stays that way
>indefinitely, rendering the game unplayable.
>
>An easy way to recreate this problem is to pit two Droid 9 players against
>each other. The game won't survive more than a couple of minutes.
>
>This occurs with every setup I have tried - various Atari machines, various
>emulators and versions of the game downloaded from many different places.
>
Hmmm..Just tried it on Atari800win Plus 2.7 and it worked fine, set it
to 800B, Pal. Did just as you said with 2 versions of the file (both
Ballblazer NOT BAllblaster)

>This bug does NOT occur with "Ballblaster", a beta version of the game which
>seems to be circulating.
>
>Does this occur with an original legitimate version of the game as well? Is
>the version circulating on the net corrupt? Anyone have any ideas?

Nope, never seen what you say...

Will mail you a file version to try..
--

As long as you remember them they will always be with you..

3089. FS Atari STe brochure

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-17 12:21:29 UTC
From: tonym04@aol.com
Message-ID: <20010517082129.15635.00000289@ng-fo1.aol.com>
Source record: 36711

I have an Atari 1040Ste brochure for sale if anyone is interested. I would take $3.00 for it. It is in great condition; still bright colors and sharp text with no fading. There are creases in it where it was folded in the envelope and shipped to me way back when. Copyright date is 1990. I am sure shipping would be very cheap so I will just charge $1.00 for postage.

If interested, please Email me directly at tonym04@aol.com

3090. FS Atari Falcon brochure

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-17 12:22:34 UTC
From: tonym04@aol.com
Message-ID: <20010517082234.15635.00000292@ng-fo1.aol.com>
Source record: 36712

I have an Atari Falcon 030 brochure for sale if anyone is interested. I would take $3.00 for it. It is in great condition; still bright colors and sharp text with no fading. The only crease is where it is folded down the middle. Copyright date is 1992. I am sure shipping would be very cheap so I will just charge $1.00 for postage.

If interested, please Email me directly at tonym04@aol.com

3091. Re: FREE Atari Catalogs! Specials! Discount! More Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-17 13:02:52 UTC
From: pjsmith@netins.net
Message-ID: <slrn9g7ivs.cp0.pjsmith@worf.netins.net>
Source record: 36713
Cross-posted to:
alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

In article <PiGM6.629$fp.835683@nntp3.onemain.com>, Stec wrote:
>Has anyone here ordered from this guy?
>
>"Bravo Sierra Computers" <atari@pacifier.com> wrote in message
>news:Pine.BSO.4.33.0105040124360.25358-100000@shell.pacifier.com...
>> <h3>Click for
>> Atari WebSite Specials!</h3>

Yes, I have ordered stuff from him a couple of times. Most of the time I
am against constant spamming of newsgroups, but this guy is legit, has
really good prices on software, and a large inventory. He also
has a very quick turnaround on orders.

There aren't a lot of good places to get Atari stuff anymore, so I wish
people would just get off his back. Please not that comment is not directed
at the person asking this question, just a general statement to the public.

Phil

3092. Re: FREE Atari Catalogs! Specials! Discount! More Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-17 13:23:40 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B03D0DC.18778215@siemens.at>
Source record: 36714
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Stec wrote:
> Has anyone here ordered from this guy?

Since he offers lots of items one can't get here in Europe I ordered
from him a few weeks ago and have been quite satisfied with both his
service and the goods.

Gerhard

3093. Re: Ballblazer: Is it a bug?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-17 13:49:16 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B03D6DC.D7707700@siemens.at>
Source record: 36716

Paul Irvine wrote:
> Hmmm..Just tried it on Atari800win Plus 2.7 and it worked fine, set it
> to 800B, Pal. Did just as you said with 2 versions of the file (both
> Ballblazer NOT BAllblaster)

Some sort of database with games that require certain settings would
be a really nice thing. For example I can't get Fortress (the SSI
game) to run on any emulator, neither Aarons file nor my own.
I always get 'error x in line y' after the main menu. When I asked
Aaron about the settings with which he got it to run he said he
couldn't remember them but was sure he had got it to work.
Another project I can't get myself to start with is to find out clean
ATRs from the bad or incomplete ones, e.g. I seem to be the only one
who has Snokie with the end scene. But there are so many ATRs that
I can't hope to get through in my lifetime with an average time
of 1/2 an hour I could manage to spare :(The database with the
settings would be an easier task since it only takes some minutes
to see whether the settings are okay but a lot more time to play a
game to the end.

Gerhard

3094. Re: FREE Atari Catalogs! Specials! Discount! More Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-17 13:58:33 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B7292719.3E99%bobo_snyder@hotmail.com>
Source record: 36717
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

i have ordered from him and was quite happy with the result.

bo

> From: Janka Gerhard <gerhard.janka@siemens.at>
> Organization: SIEMENS AG AUSTRIA
> Newsgroups: comp.sys.atari.8bit,comp.sys.atari.st
> Date: Thu, 17 May 2001 15:23:40 +0200
> Subject: Re: FREE Atari Catalogs! Specials! Discount! More Atari!
>
> Stec wrote:
>> Has anyone here ordered from this guy?
>
> Since he offers lots of items one can't get here in Europe I ordered
> from him a few weeks ago and have been quite satisfied with both his
> service and the goods.
>
> Gerhard

3095. Re: Is it possible to run ACTION on a current emulator?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-17 14:02:34 UTC
From: bostone1@aol.com
Message-ID: <20010517100234.26592.00001400@nso-mh.aol.com>
Source record: 36718

In article <3B02FB3F.7AB828CB@cyou.com>, Larry Richardson <larryr@cyou.com>
writes:

>Is it possible to run ACTION on a current emulator?

I run Action! and other OSS carts on Atari800WinPlus. I can't remember the URL,
but I think I saw it here in the newsgroup recently.

Bob Stone
Gilroy, CA
Home of the Gilroy Garlic Festival

3096. Re: Ballblazer: Is it a bug?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-17 15:38:05 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <gkr7gtcuvmmiv3pedvma7mu76jkfbl4g4s@4ax.com>
Source record: 36719

The other Day Janka Gerhard <gerhard.janka@siemens.at> wrote:

>Some sort of database with games that require certain settings would
>be a really nice thing. For example I can't get Fortress (the SSI
>game) to run on any emulator, neither Aarons file nor my own.
>I always get 'error x in line y' after the main menu. When I asked
>Aaron about the settings with which he got it to run he said he
>couldn't remember them but was sure he had got it to work.

Well, I am just about to make your day :-)

To make Fortress work is VERY easy, you must think about how the old
games worked :-)

(Using Atari800win plus 2.7, works on all versions)

Boot the machine up as an 800B with Basic and load up Fortress, BOMB
when it hits option 1. Now goto the DISK DRIVE menu under FILE and
select make new image, use the default setting and let it be added to
drive 2 (standard setting). Save the made image to where you like and
now boot the emu again.

Bingo, it now works simply because most old games saved data to a
character disk and this one obviously required 2 drives (not many
games did but this looks like one)

>Another project I can't get myself to start with is to find out clean
>ATRs from the bad or incomplete ones, e.g. I seem to be the only one
>who has Snokie with the end scene. But there are so many ATRs that
>I can't hope to get through in my lifetime with an average time
>of 1/2 an hour I could manage to spare :(The database with the
>settings would be an easier task since it only takes some minutes
>to see whether the settings are okay but a lot more time to play a
>game to the end.

What Snokie end scene?

I guess to answer myself, there are so many images about (mostly
cracked) and there's no real pool of these images.

Btw, i'b be keen to get a nice atr of that Snokie you mention :-)
--

As long as you remember them they will always be with you..

3097. Re: Is it possible to run ACTION on a current emulator?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-17 15:41:13 UTC
From: Wolf-359 <I@dontthinkso.com>
Message-ID: <h6s7gts4771fo8ndg0jcb2sjnafets889m@4ax.com>
Source record: 36721

Bob,

I have old cart versions of Action and Basic XE floating
around here somewhere. I would love to find ROM images of those. Any
idea where I might be able to find such images so I can use them from
the emulator as well? TIA.

- Wolf-359

On 17 May 2001 14:02:34 GMT, bostone1@aol.com (Bob Stone) wrote:

>In article <3B02FB3F.7AB828CB@cyou.com>, Larry Richardson <larryr@cyou.com>
>writes:
>
>>Is it possible to run ACTION on a current emulator?
>
>I run Action! and other OSS carts on Atari800WinPlus. I can't remember the URL,
>but I think I saw it here in the newsgroup recently.
>
>Bob Stone
>Gilroy, CA
>Home of the Gilroy Garlic Festival

3098. Re: Is it possible to run ACTION on a current emulator?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-17 15:46:16 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <0ds7gtgs2lm47hbtmrrfn47igi3ilei159@4ax.com>
Source record: 36720

The other Day bostone1@aol.com (Bob Stone) wrote:

>In article <3B02FB3F.7AB828CB@cyou.com>, Larry Richardson <larryr@cyou.com>
>writes:
>
>>Is it possible to run ACTION on a current emulator?
>
>I run Action! and other OSS carts on Atari800WinPlus. I can't remember the URL,
>but I think I saw it here in the newsgroup recently.

You do?

Action loads and displays but fails to work even on WIP new versions.

You can type all you like but nothing does anything, it's like being
on notepad.
--

As long as you remember them they will always be with you..

3099. Re: Is it possible to run ACTION on a current emulator?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-17 18:00:41 UTC
From: bostone1@aol.com
Message-ID: <20010517140041.23173.00001105@nso-ct.aol.com>
Source record: 36722

In article <0ds7gtgs2lm47hbtmrrfn47igi3ilei159@4ax.com>, Paul Irvine
<mclane.dellos@btinternet.com> writes:

>You do?
>
>Action loads and displays but fails to work even on WIP new versions.
>
>You can type all you like but nothing does anything, it's like being
>on notepad.

Well, Action starts out in its editor, which I guess could be descibed as a lot
like a notepad. If the <control><shift> commands fail to work, then you
probably have a bad rom file. Have you tried the rom on the DOS version of
Atari800? This version also supports OSS supercarts.

Bob Stone
Gilroy, CA
Home of the Gilroy Garlic Festival

3100. Re: Is it possible to run ACTION on a current emulator?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-17 18:06:16 UTC
From: bostone1@aol.com
Message-ID: <20010517140616.12444.00001374@nso-cj.aol.com>
Source record: 36723
Body handling: HTML body converted to readable text

Something tells me that I@dontthinkso.com isn't the place to send you anything.

Bob Stone
Gilroy, CA
Home of the Gilroy Garlic Festival

In article , Wolf-359
writes:

>Bob,
>
> I have old cart versions of Action and Basic XE floating
>around here somewhere. I would love to find ROM images of those. Any
>idea where I might be able to find such images so I can use them from
>the emulator as well? TIA.
>
> - Wolf-359

3101. Re: Is it possible to run ACTION on a current emulator?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-17 18:32:57 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <s268gts8n5836gu996e7atp15uju8jhgof@4ax.com>
Source record: 36724

The other Day bostone1@aol.com (Bob Stone) wrote:

>In article <0ds7gtgs2lm47hbtmrrfn47igi3ilei159@4ax.com>, Paul Irvine
><mclane.dellos@btinternet.com> writes:
>
>>You do?
>>
>>Action loads and displays but fails to work even on WIP new versions.
>>
>>You can type all you like but nothing does anything, it's like being
>>on notepad.
>
>Well, Action starts out in its editor, which I guess could be descibed as a lot
>like a notepad. If the <control><shift> commands fail to work, then you
>probably have a bad rom file. Have you tried the rom on the DOS version of
>Atari800? This version also supports OSS supercarts.

Bob, I take it back :-)

Works fine..(didn't know about the ctrl shift commands)

Cheers
--

As long as you remember them they will always be with you..

3102. Re: MIO: 16meg Partition Limit__

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-17 18:55:02 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tg87br1ucn417c@corp.supernews.com>
Source record: 36725

"Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:9dtefbmus1@nets3.rz.RWTH-Aachen.DE...
> Howdy Rick
>
> >So we will always take the path of least resistance. Right now that means
> >our CD interface is a PC with a CD ROM and a SIO2PC cable.
>
> My resistance to connect a PC to my beloved Atari was higher than the
> resistance to buy a SCSI CD ROM player. Bought mine for fl.50.00 which is
> about 20 USdollars. 32 speed, slot in.
>
> Now all I need is the software.
> I'm trying to figure out what Matthias did. My assembler is barely good
enough
> to dig through his source files.

SOP is to write a handler that intercepts the DOS call and looks for what needs translation. Something like if the drive accessed is D3:, then use the ISO9660 or whatever the standard is. In addition to the ISO standard you would probably need 24/32 bit math routines for handling sectors, but that isn't really a problem for the Atari.

I guess for that matter, if all you wanted to do was access the information you could even do it from a USR() call.

3103. Re: Is it possible to run ACTION on a current emulator?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-17 18:57:59 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tg87hc3k0untaa@corp.supernews.com>
Source record: 36726

"Larry Richardson" <larryr@cyou.com> wrote in message
news:3B02FB3F.7AB828CB@cyou.com...
> I sold a lot of my 8-bit carts years ago, including my ACTION cart. Of
> course, I am now regretting that decision. So, does anyone know of an
> atari 8-bit emulator that can run ACTION? Has anyone actually done
> this? I would like to dust off my source code disks and see what I
> still have, but I need the ACTION compiler first...

I think I ran a cracked version of the cart under Xformer. The cracked
version is terrible compared to the cart, you won't be happy with it.

3104. Re: Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-17 19:03:03 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tg87qvsii1rfec@corp.supernews.com>
Source record: 36727

Last time I checked, they were either in the palmtop or handheld<?> groups.
Lot's of other systems from other manufacturers in the same groups so you
are lucky to see 1 in 100 messages about the Atari. You may be able to find
someone who has experience with them there.

"David Stastny" <david.stastny@quick.cz> wrote in message
news:9duopb$2hka$1@ns.felk.cvut.cz...
> Hi all,
> I'm looking for a group interested in atari portfolio.
> David
>
>

3105. Re: Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-17 23:08:19 UTC
From: tonym04@aol.com
Message-ID: <20010517190819.29241.00000452@ng-fi1.aol.com>
Source record: 36728

I used to have one of these. I traded it dfor a Windows CE palmtop and honestly regretted it. The text was easier to read on the Atari and was a little biger physically. Keyboard was also very good. Wish I had it back :(

Tony

3106. SC1224 Monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-18 01:11:41 UTC
From: John Dickson <jmXremoveXdickson@home.com>
Message-ID: <3B047810.6F84DAF9@home.com>
Source record: 36729

Is there any way to hook an SC1224 monitor to an 800B or a 130XE?

Thanks,
John

3107. FS/T: Atari 8-bit computer items and more... [05/17/2001]

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-18 02:24:52 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <7u19gt4uq0f39lm1e4kch5b9la0ooev8gf@4ax.com>
Source record: 36730

```
Items currently available for the following systems:

Atari 8-bit computers

Apple ][ computers
Atari ST computer
Commodore 64 / 128 computers
Commodore Vic-20 computer
Radio Shack Color Computer (CoCo)
T.I. 99/4A computer
IBM PC (CD ROM and diskette software)

3DO
Atari Lynx
Nintendo 64
Nintendo Game Boy
Nintendo NES
Nintendo SNES
Sega Dreamcast
Sega Genesis
Sega Master System (SMS)
Sony Playstation (PSX)

Books / Magazines (video game and computer related)
Miscellaneous (board games, hand-held video games, etc.)
Movies (DVD and VHS)

Atari 2600
Atari 5200
Atari 7800
Colecovision
Emerson Arcadia 2001
Mattel Intellivision
Magnavox Odyssey2

Comic Books -- coming soon!
Sports Cards -- coming soon!

You can visit VGA on the WWW at:

http://www.io.com/~vga2000/

or go directly to the VGA For Sale or Trade section at:

http://www.io.com/~vga2000/fsort.htm

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
```

and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

3108. Re: Getting Atari800 emulator to work!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-18 05:24:22 UTC
From: ssilicon@centurytel.net
Message-ID: <3b07b198.180144524@news.mw.centurytel.net>
Source record: 36732

Have you read the dox? They are pretty complete for getting it going.
I doubt it could be said much better than the dox. Just like a real
machine, you need some software to run on it. Not just the machine
with ots self test.

On Wed, 16 May 2001 16:45:34 +0100, "Stuart" <sbuc@freenet.co.uk>
wrote:

>Hello again all, can someone please give me a hand getting a 800xl emulator
>to play games, I am using Atari800Win version 2.5e, can someone please maybe
>give me a quick talk though of running a atr on it.
>
>Thanks so much all
>
>Stuart
>

3109. FREE Atari Catalogs! Sales! Discounts! More Atari Stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-18 07:07:55 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0105180002220.15738-100000@shell.pacifier.com>
Source record: 36733
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

Click for
Atari Daily Specials!

Check the HotLink above for Atari specials on my WebSite! 20% Preferred Customer Discount! 20% SoftWare Discount! Overstock including Panasonic Printers & Atari 1050 Disk Drives. Check out On-Line Atari Catalogs! I've bought overstock from Atari Dealers including +NEW in BOX Games for Atari Jaguar, Classic Atari 8 Bit Games such as LucasFilm! Atari Happy Drives & Atari XF551 Drives. Also, I'm adding a Dozen Boxes of ST Software! 100's of copies of ST Software! To Redeem Discounts, sales &/or special offers, either use my HotLink above, reply in E-Mail or call Ben @(503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

e-mail: atari@benjamin.net

I've switched ISP's! Try www.pacifier.com/~atari or atari@pacifier.com and as always www.atari.benjamin.net and atari@benjamin.net still work but are being redirected to my new ISP and since I've moved, I have revamped and updated my WebSite and all my WebPages. So Check it out and, If you don't come see me today, come see me Tomorrow!

Click for WebSite!

FREE Catalogs for Classic Atari 8 Bit, Atari ST Computers & Atari 64 Bit Jaguar Game Machines!! HardWare, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net while you Download Free Catalogs directly from my site. If you can't get my Catalogs that way, Feel free to Request catalogs by E-Mail. Really, it's not an inconvenience. I ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your full Mailing address so I can figure Shipping & Handling. I'll be back after the weekend. Bye!

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or atari@pacifier.com instead of NewsGroups as I am swamped and I find it hard to keep up with reading the NewsGroups.

I update my catalogs once a week. Just before this message is posted.
So when you see a new posting, check my Catalogs. After I post this
message. I'm off for the weekend. But I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
atari@pacifier.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit,
ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3110. Re: Ballblazer: Is it a bug?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-18 07:58:55 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B04D63F.BAA1377A@siemens.at>
Source record: 36734

Paul Irvine wrote:

> Well, I am just about to make your day :-)

You can bet you really raised my spirits :)

> To make Fortress work is VERY easy, you must think about how the old
> games worked :-)
>
> (Using Atari800win plus 2.7, works on all versions)
>
> Boot the machine up as an 800B with Basic and load up Fortress, BOMB
> when it hits option 1. Now goto the DISK DRIVE menu under FILE and
> select make new image, use the default setting and let it be added to
> drive 2 (standard setting). Save the made image to where you like and
> now boot the emu again.
>
> Bingo, it now works simply because most old games saved data to a
> character disk and this one obviously required 2 drives (not many
> games did but this looks like one)

The strange thing is that it works on the real XL without a second
disk. Maybe the reason is that D1 in the emulator is write protected.

> I guess to answer myself, there are so many images about (mostly
> cracked) and there's no real pool of these images.

And no real hope to change that :(

> Btw, i'b be keen to get a nice atr of that Snokie you mention :-)

If you don't get it until Monday evening feel free to remember me.

Gerhard

3111. Re: Ballblazer: Is it a bug?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-18 09:52:27 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <31s9gtsn6p27phn8csrjjbue2ovpq13ntp@4ax.com>
Source record: 36735

The other Day Janka Gerhard <gerhard.janka@siemens.at> wrote:

>The strange thing is that it works on the real XL without a second
>disk. Maybe the reason is that D1 in the emulator is write protected.
>
Tried that on D1: No joy...Could be a strange 'feature' of the
emulator?

>> I guess to answer myself, there are so many images about (mostly
>> cracked) and there's no real pool of these images.
>
>And no real hope to change that :(

A few of us have tried, some of the big lists have input from a group
of us but there's so much still hiding in peoples attics etc
>
>> Btw, i'b be keen to get a nice atr of that Snokie you mention :-)
>
>If you don't get it until Monday evening feel free to remember me.

If you find the time it would save me lots of looking :-)
--

As long as you remember them they will always be with you..

3112. Re: FREE Atari Catalogs! Specials! Discount! More Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-18 11:06:34 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0105180401590.8443-100000@shell.pacifier.com>
Source record: 36736
Cross-posted to:
alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

On 17 May 2001, PHIL SMITH wrote:

> In article <PiGM6.629$fp.835683@nntp3.onemain.com>, Stec wrote:
> >Has anyone here ordered from this guy?
> >
> >"Bravo Sierra Computers" <atari@pacifier.com> wrote in message
> >news:Pine.BSO.4.33.0105040124360.25358-100000@shell.pacifier.com...
> >> <h3>Click for
> >> Atari WebSite Specials!</h3>
>
> Yes, I have ordered stuff from him a couple of times. Most of the time I
> am against constant spamming of newsgroups, but this guy is legit, has
> really good prices on software, and a large inventory. He also
> has a very quick turnaround on orders.
>
> There aren't a lot of good places to get Atari stuff anymore, so I wish
> people would just get off his back. Please not that comment is not directed
> at the person asking this question, just a general statement to the public.
>
> Phil

Hello Phil, Thank You for supporting me. Please check this Link Below.

<h3>About SPAM!</h3>

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3113. Re: Atari Cartridge Dumping Project

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-18 12:26:06 UTC
From: Mike Mulder <mike.mulder@nl.xo.com>
Message-ID: <9e34k4aps1@blue.nl.gxn.net>
Source record: 36737

"Jindrich Kubec" <kubecj@asw.cz> wrote:

> Yes, I want everything ;) Does it contain some program or is in fact
> just the 'interface' and the program is loaded from diskette?

I'ts an interface with AD convertor. The software is on the disks. The
cartridge is black and unlabelled. 1 wire comes out and on the end is a mono
female jackplug.

Mike.

3114. Re: SC1224 Monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-18 14:28:31 UTC
From: twh1@gmx.de
Message-ID: <3b053147.1731520@news.dpn.de>
Source record: 36738

On Fri, 18 May 2001 01:11:41 GMT, John Dickson
<jmXremoveXdickson@home.com> wrote:

>Is there any way to hook an SC1224 monitor to an 800B or a 130XE?

no. the sc1224 don't have FBAS/SVHS mode, just RGB. Use a Phillips
CM8833 or a Commodore 1084. (and use them with your ST at the same
time :))

bye sayz:
-thomsen@munich

--
Thomas Havemeister Student of Business Computer Science
Technical University of Ilmenau

P.S.: Sturz des Zaren & Take those Atarian care!

3115. Re: Is it possible to run ACTION on a current emulator?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-18 16:14:17 UTC
From: Wolf-359 <I@dontthinkso.com>
Message-ID: <ogiagts0cub1p5f6t18j3lrm2mqar2d2in@4ax.com>
Source record: 36739
Body handling: HTML body converted to readable text

Bob,

I'm sorry. I forgot to add my email to the original post. I
normally leave in a bogus one to throw off all of the spam collectors.

- Wolf-359
byronfollowell@hotmail.com

On 17 May 2001 18:06:16 GMT, bostone1@aol.com (Bob Stone) wrote:

>Something tells me that I@dontthinkso.com isn't the place to send you anything.
>
>Bob Stone
>Gilroy, CA
>Home of the Gilroy Garlic Festival
>
>In article , Wolf-359
> writes:
>
>>Bob,
>>
>> I have old cart versions of Action and Basic XE floating
>>around here somewhere. I would love to find ROM images of those. Any
>>idea where I might be able to find such images so I can use them from
>>the emulator as well? TIA.
>>
>> - Wolf-359
>

3116. Re: Atari Cartridge Dumping Project

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-18 18:11:42 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <odpagtspj2jk6ptps5f0skt9as58j4a0op@4ax.com>
Source record: 36740

How exactly do you go about dumping a cartridge, anyway? I have an
eprom programmer that will read eproms, but most cartridges don't
contain eproms...

Thanks,
Trevor

On Thu, 10 May 2001 11:33:45 +0200, Jindrich Kubec <kubecj@asw.cz>
wrote:

>Hi!
>
>I've published preliminary info about this project at
>http://www.asw.cz/~kubecj/acartdp.htm
>
>The purpose is to have maximum possible information about any cartridge
>ever produced for 8bit Atari. As it may seem unimportant for cartridges
>like Pac-Man or Missile Command, there are few, which are R/ER and it
>would be nice to have at least some info about such cartridges. Also
>it's important for the development of emulators.
>
>What I'm looking for (listed by priority):
>1) dumps
>2) label/case descriptions
>3) label/case scans
>4) box scans
>5) manual scans/ocrs
>
>What I really want is CONFIRMED information. For example - if proto
>exists, I need dump. If label variation exists - I need scan. Please, do
>not submit any info starting with 'I heard...' ;) I want it to be as
>correct as possible.
>
>(offtopic: language problem: is correct - 'are CONFIRMED information' or
>'is CONFIRMED information'? ;-) I mean more than one piece of info - we
>use plural in my language).
>
>The detailed instructions for doing so are on my pages. The software for
>doing dumps is available for download in ATR file (for disk versions),
>also is there generator for tape software (needed when you don't have
>RD5 switch).
>
>No downloads are there now, so leecherz go away. I think the CD will be
>ideal medium for such thing. And will be available in future for all the
>contributors. How near future, it depends on you.

>
>Current stats are:
>Total cart number: 398
>Good dumps: 172
>Todo: 226
>
>Lists are available on my page.
>
>Thanks to all possible contributors,

3117. Re: Atari Cartridge Dumping Project

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-18 20:37:43 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b05bee2$0$62152$4c5ecdc7@news.erinet.com>
Source record: 36742

I'm not sure I understand why Jindroush wants cart dumps.
The best way I know is with Omnimon.
There are cart dump programs that have you insert the cart while
the computer is on. Don't think they are as good an idea as Omnimon.
I guess the idea is to get original dumps to use on emulators.
Russg

3118. Stargate BBS via SSH!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-18 20:46:53 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3B058A3D.A6FBC01D@ti.com>
Source record: 36741
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hi All!

You can now access the Stargate BBS via Secure Shell.
(Thanks to Martin-ï¿½ric Racine for suggesting this.) You must connect
to jybolac.dyndns.org on port 1040 to use Secure Shell.

You can find a Unix/Linux ssh client here:

http://www.openssh.org/portable.html

And information on Windows/Max clients here:

http://www.openssh.org/windows.html

The MiNT Client here:

http://www.freemint.de/en/netwrk.html
http://www.netppl.fi/~jasivu/files/ssh-1.2.26.mint.tgz

--

Main: http://www.geocities.com/doctor_clu/JYBOLAC.html

Archive: http://jybolac.virtualave.net

Telnet: telnet://jybolac.dyndns.org:520

SSH: telnet://jybolac.dyndns.org:1040

"All programmers are playwrights and all computers are lousy actors."

3119. FA: ebay, Atari Trak-Ball CX80, new in box

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-19 00:35:24 UTC
From: David Smith <david@suscom.net>
Message-ID: <3B05BFCC.AD959E5@suscom.net>
Source record: 36743
Cross-posted to: pa.forsale,comp.sys.atari.st,comp.sys.atari.8bit,alt.atari.2600

Starting today. Atari Trak-Ball CX80, new in box. A Trak-Ball is a must
for games like Missile Command for the Atari 2600 and Marble Madness for
the Atari ST.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1239180450

--
David Smith [] Williamsport [] PA [] US
http://yourpage.suscom.net/david

3120. Re: SC1224 Monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-19 02:19:18 UTC
From: ebaiz@skyenet.net
Message-ID: <GKkN6.5630$6q2.4155@newsfeed.slurp.net>
Source record: 36744

On 18 May 2001 01:11:41 , John Dickson wrote:
>Is there any way to hook an SC1224 monitor to an 800B or a 130XE?

I cannot think of a way right off the top of my head. However, you can hook up an 800XL and 130XE to a SVGA monitor. That is possible by using a video converter. That is what I am doing and it works great.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

3121. Re: SC1224 Monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-19 03:58:46 UTC
From: Cabell <cabell.clarkeSPAMNO@verizon.net>
Message-ID: <WbmN6.253$0e6.360704@typhoon1.ba-dsg.net>
Source record: 36745

What type of Video Converter and where can you get this?

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:GKkN6.5630$6q2.4155@newsfeed.slurp.net...
> On 18 May 2001 01:11:41 , John Dickson wrote:
> >Is there any way to hook an SC1224 monitor to an 800B or a 130XE?
>
> I cannot think of a way right off the top of my head. However, you can
> hook up an 800XL and 130XE to a SVGA monitor. That is possible by using
> a video converter. That is what I am doing and it works great.
>
>
>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --
>
>

3122. Re: Self Destruct Vector on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-19 04:12:39 UTC
From: Cabell <cabell.clarkeSPAMNO@verizon.net>
Message-ID: <XomN6.758$k23.371205@typhoon2.ba-dsg.net>
Source record: 36746

hmm... it's not there.

"Trevor Holyoak" <trevor@holyoak.com> wrote in message
news:u4g5gt8glj30lnklg0bef6d8thokfsmuco@4ax.com...
> Ah-ha! I found it! Just posted it to alt.binaries.comp.atari8bit...
> You ought to at least try running it once, if you haven't before -
> it's pretty entertaining. (And it works great in Atari800Win.)
>
> - Trevor
>
> On Wed, 16 May 2001 11:54:09 -0600, Trevor Holyoak
> <trevor@holyoak.com> wrote:
>
> >Yeah, I remember that! It's called Paperweight. I'll have to see if I
> >can find it somewhere. It gives you a countdown, then some pretty
> >realistic looking graphics and sound effects to make you think your
> >system was having some major problems, culminating in white noise,
> >very similar to what you get on channel 3 with the power off.
> >
> >The first time I ran it, I was scared to death (it was my dad's
> >computer). I quickly did the self-tests to make sure it hadn't really
> >done anything. 8+)
> >
> >- Trevor
> >
> >
> >On Wed, 16 May 2001 02:27:45 GMT, "Chad Hendrickson"
> ><chadh@REMOVETHISmediaone.net> wrote:
> >
> >>Years ago either Antic or Analog magazine had an April Fools joke that
there
> >>was a Self Destruct Vector inside the computer and that if you accessed
it,
> >>the computer would melt down. They even had a program that simulated
the
> >>computer frying itself.
> >>
> >>Am I remembering this correctly?
> >>
> >>Was it Antic or Analog? Does anyone have more details about this?
> >>
> >>I remember falling for it and was scared that someone would hack that
into a
> >>normal program and destroy my computer. I was quite relieved to find

out it
> >>was just a joke.
> >>
> >>Chad
> >>
> >>
>

3123. Re: indus gt drives.

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-19 06:01:21 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <3B060C2F.CAE0C159@sisna.com>
Source record: 36647

The indus runs on the 11.5 volts..DC... If you plug in another power supply it will mess up the Indus. The Atari 5200 has a power supply that will run it. If you screwed it up I can fix it.
bob

3124. Re: 810 drive woes

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-19 06:10:31 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <3B060E55.C0384E01@sisna.com>
Source record: 36648

I am Just guessing but both drives have an alignment problem..
bob

3125. Cd-Roms P/d For Sale

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-19 06:32:40 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <3B061387.EFB4578F@sisna.com>
Source record: 36649

Original pool disk copies
James King p/d disk
Bob Klaas p/d software
The latter two have much of the Pool Disk first version listed above and
or more
i.e.: Atari Club software and other p/d files All cd's are full of p/d
software.

Price $5.00 per cd, $3.00 shipping and handling. If you want all 3 cd
in 1 shipment then the price is $12.00 plus $3.00 s/h

Reply here or send copy of this with your selection marked offl
bob

3126. Re: Atari Cartridge Dumping Project

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-19 10:02:28 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B0644B4.B22E5B07@asw.cz>
Source record: 36655

Trevor Holyoak wrote:
>
> How exactly do you go about dumping a cartridge, anyway? I have an
> eprom programmer that will read eproms, but most cartridges don't
> contain eproms...

As I wrote, here http://www.asw.cz/~kubecj/acartdp.htm are detailed
instructions. It doesn't matter what's inside the cartridge, you don't
need to open it. Small hardware modification/booting from tape will do.

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

3127. Re: Ballblazer: Is it a bug?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-19 10:42:39 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B064E1F.A89739B9@asw.cz>
Source record: 36656

Janka Gerhard wrote:
> > Some sort of database with games that require certain settings would
> be a really nice thing.

This is incorrect statement: Games do not require settings. But filesets
do. For example, I've got ATRs of 'original' Alley Cat, working on
400/800 only and 'patched' which works on all systems. So that it's ATR
of Alley Cat (the original) which needs correct setting (800b) to work.

> Another project I can't get myself to start with is to find out clean
> ATRs from the bad or incomplete ones

I wrote program called IMID (IMage IDentifier) which goes thru all the
images in selected directory a identifies the files. (It's similar as
rom-center or other tools for R0mZ C0Ll3Ct0rz, but not that stupid). It
could also go 'inside' the filesystems. I'm using it for sorting large
collections from other people who sent me their collections. I first use
standard 'dup' program to clean the duplicate files and then I process
the remaining files with my program. The files left are new for me.

So that I'm proud owner of program database without any dups, consisting
of:
1725 exe files (36 MBs)
1450 atr files (100 MBs)
400 cart file (6 MBs)

in 2864 directories (1 directory = 1 program with minor versions)

The program has too many drawbacks right now:
1) It needs lots of memory
2) It's not fast ;)
3) It does not support 'flags' for now - I would like to add 'invalid',
'overdumped', 'cracked' properties. It would be also possible to add
properties for emulators, such as 'Atari400', 'Basic', 'NoSIOPatch'...
4) It's not possible to add self-modifying images (for example
character/map disks)
5) I've got no time to update the database.

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

3128. Re: Atari Cartridge Dumping Project

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-19 10:58:45 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B0651E5.CF6EA4FF@asw.cz>
Source record: 36657

Russ Gilbert wrote:
> I'm not sure I understand why Jindroush wants cart dumps.

1) There are games which were not dumped at all (Pandora's Powerstar for example)
2) Multicart
3) What's the difference between wanting cart dumps compared to wanting ATRs?

> The best way I know is with Omnimon.
> There are cart dump programs that have you insert the cart while
> the computer is on. Don't think they are as good an idea as Omnimon.
I think that the hardware gadget I describe on my page or modification of MMU's handling of RD4/RD5 is as easy as replacing the EPROM with OS ;)

> I guess the idea is to get original dumps to use on emulators.
That's of course one of the uses.

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

3129. Re: SC1224 Monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-19 13:38:40 UTC
From: John Dickson <jmXremoveXdickson@home.com>
Message-ID: <3B0678A7.A46CEC78@home.com>
Source record: 36650

http://tvone.com/cheese.htm

I found the 'cheese box' that does this. I have not tried it though, and
don't know about it's quality. It has a line doubler to match the 15.75khz
horizontal refresh to the 31.5 that VGA monitors expect, and takes composite
and S-video.

I was asking if anyone had schematics. for a composite -> rgb converter device
like this without the line doubler.

John

Cabell wrote:
>
> What type of Video Converter and where can you get this?
>
> "Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
> news:GKkN6.5630$6q2.4155@newsfeed.slurp.net...
> > On 18 May 2001 01:11:41 , John Dickson wrote:
> > >Is there any way to hook an SC1224 monitor to an 800B or a 130XE?
> >
> > I cannot think of a way right off the top of my head. However, you can
> > hook up an 800XL and 130XE to a SVGA monitor. That is possible by using
> > a video converter. That is what I am doing and it works great.
> >
> >
> >
> > Edward S. Baiz Jr.
> > (Gamer)
> > --
> > HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> > Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> > Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> > PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> > Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> > Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> > --
> >
> >

3130. Re: Self Destruct Vector on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-19 16:08:14 UTC
From: Jason Compton <jcompton@typhoon.xnet.com>
Message-ID: <9e65pe$5j2$1@flood.xnet.com>
Source record: 36651

Paul Irvine <mclane.dellos@btinternet.com> wrote:

: I vaguely remember that, was quite fun and linked to a real problem on
: either the PET or Apple computers where you COULD kill them via
: addressing a certain place.

You can permanently damage the PET's built-in screen by hitting an address that changes the screen's sync rate. The computer itself is unharmed, though.

--
Jason Compton jcompton@xnet.com

3131. Re: Self Destruct Vector on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-19 16:44:42 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <4i7dgto5iar2fu41ltlcn491tc60i15biv@4ax.com>
Source record: 36652

The other Day Jason Compton <jcompton@typhoon.xnet.com> wrote:

>Paul Irvine <mclane.dellos@btinternet.com> wrote:
>
>: I vaguely remember that, was quite fun and linked to a real problem on
>: either the PET or Apple computers where you COULD kill them via
>: addressing a certain place.
>
>You can permanently damage the PET's built-in screen by hitting an address
>that changes the screen's sync rate. The computer itself is unharmed,
>though.

Aha....I was close :-)
--

As long as you remember them they will always be with you..

3132. Re: "ZAP! The Rise and Fall of Atari" Rare Book

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-19 18:47:32 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0105191047.642ec7a7@posting.google.com>
Source record: 36653

hello there, hows the atari going

Anyway's re: ZAP book

I bought a copy of this book from cex in london's w.e, it's not a bad book, mine is blue hardback, I also have the phoenix book

yours atarily

carmel a

3133. indus gt & sio programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-19 19:04:21 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0105191104.1ba86eb8@posting.google.com>
Source record: 36654

I have an old indus gt, and complete setup of various atari h/w
(including a lazer/usd 1050 and a super archiver 2 1050), admittedly I
havent used the old syst. much since I UPGRADED MY PC TO 1GIG ATHLON

Anyhow, remembering that the indus had about 16/32k of ram onboard, or
was it 8k... I cant remember, I also remember reading in the compute!
and twaug version of mapping the atari that it was possible to alter
how much data atari disks can store on each sector (i think that 1
pair of locations was the dcb area, the other pair were if i recall
correctly were loc's. 725/6dec ,I would like to know if this is
possible

yours atarily

carmel a

3134. CCAG Show on June 30th

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-20 05:17:57 UTC
From: Fred Lucite <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.33.0105200105230.21547-100000@shell1>
Source record: 36658

The following announcement has been received in e-mail. It has been
translated into "plain ASCII text" format for posting here. --d.m.

==========

Date: Wed, 16 May 2001 22:48:56 -0400
From: Fred Horvat
Subject: CCAG 2001 Classics Show

ATTENTION: RETROGAMERS, COMPUTER COLLECTORS, VIDEO GAME FANATICS!!!!

WE'RE BACK....

CCAG 2001 (Classic Computer and Gaming 2001)

If you like collecting old computers, video games, and enjoy using
them still, then come join us on:

June 30th, 2001 (Saturday)
9AM till 6PM

National Guard Armory
IT'S ON ROUTE 57!!!
actual address: 3520 Grove Avenue
Lorain, Ohio [Note: this is near Cleveland, Ohio]
(On Route 57, going North of I-90/Route 2)

IT'S FREE!
Both vendors and attendees!

Computer User Groups and vendors inside, flea market outside!

5,000 square feet of indoor space and an additional 5,000 square
feet of outdoor space is available along with ample parking.

Setup: 29th, June, 2001
6PM-10PM

Please Call Ahead for Reservations:

Jim W. Krych (jwkrych att n2net dott net) 440-979-9295
Fred M. Horvat (fmh att netzero dott net) 440-286-2566

And these other CCAG 2001 organizers:
Thomas J. McLaren (sirthomas att uk2 dott net)

Please visit this site: http://tomheroes.com/ccag.htm

As of 05/08/2001 User Groups:
==========

Erie PA Atari Group
TI Chips
Cleveland Classic Atari Group

Vendors:
=======

1632 Systems-From the UK!!!
C.S. Vintage Games
L.R.O. Computers
Tomorrow's Heroes
Retropolis
Songbird Productions
Video Game Connection
Ramcharged Computers
People/Organizations:
David S. Brain
Fred Wagaman
Harry Dodgson
Alan Hewston
Thomas Mclaren
Michael White(Bally/Astrocade)
Classic Gamer Magazine
John Litva

Possible Attendees!!!
Atari7800.com

Special Guest!!! Pitfall Harry

We are looking to do a "Classic Game Experience" this year! One
room is going to be set up for playing classic computer and video game
cartoons and commercials. The other room is going to be an emulator
room-MAME, etc. We already have one person bringing a Crazy Climber
cocktail arcade game, John Litva. And, another vendor has promised to
bring several arcade games as well. Please email us if you wish to
bring an arcade game to the show.

We have a food service this year! The wife of one of our
organizers will be providing food, soda, and such!

Attention Atari ST/Falcon/TT users!!! If you want anything from
1632 Systems, please contact: Nick Harlow
http://www.1632systems.co.uk/
http://catalog.zen.co.uk/actinic/1632Systems/

See ya at the CCAG!

3135. Re: SC1224 Monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-20 10:59:29 UTC
From: "David\\Julie Wilson" <cybrslider@home.com>
Message-ID: <lsNN6.9806$HU.63786@news1.rdc1.tx.home.com>
Source record: 36659

Here's another one of those converters, called the v-box:

http://www.z64.com/

David

"John Dickson" <jmXremoveXdickson@home.com> wrote in message
news:3B0678A7.A46CEC78@home.com...
> http://tvone.com/cheese.htm
>
> I found the 'cheese box' that does this. I have not tried it though, and
> don't know about it's quality. It has a line doubler to match the
15.75khz
> horizontal refresh to the 31.5 that VGA monitors expect, and takes
composite
> and S-video.
>
> I was asking if anyone had schematics. for a composite -> rgb converter
device
> like this without the line doubler.
>
> John
>
>
>
> Cabell wrote:
> >
> > What type of Video Converter and where can you get this?
> >
> > "Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
> > news:GKkN6.5630$6q2.4155@newsfeed.slurp.net...
> > > On 18 May 2001 01:11:41 , John Dickson wrote:
> > > >Is there any way to hook an SC1224 monitor to an 800B or a 130XE?
> > >
> > > I cannot think of a way right off the top of my head. However, you can
> > > hook up an 800XL and 130XE to a SVGA monitor. That is possible by
using
> > > a video converter. That is what I am doing and it works great.
> > >
> > >
> > >
> > > Edward S. Baiz Jr.
> > > (Gamer)
> > > --
> > > HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz

> > > Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> > > Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> > > PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> > > Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> > > Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> > > ----------
> > >
> > >

3136. Re: SC1224 Monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-20 12:56:47 UTC
From: ebaiz@skyenet.net
Message-ID: <jaPN6.659$yP3.1176@newsfeed.slurp.net>
Source record: 36660

It is called a VGA-101. It costs about $90 and I got it from a place in
Illinois called Matco. I also use this converter to hook up a ST to a
VGA monitor using a Video Key with the ST. Finally I was able to hook
up my Jaguar to a VGA monitor. Nice little device. Find/order it at:

http://www.mat-co.com/

On 19 May 2001 03:58:46 , "Cabell" wrote:
>What type of Video Converter and where can you get this?
>
>"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
>news:GKkN6.5630$6q2.4155@newsfeed.slurp.net...
>> On 18 May 2001 01:11:41 , John Dickson wrote:
>> >Is there any way to hook an SC1224 monitor to an 800B or a 130XE?
>>
>> I cannot think of a way right off the top of my head. However, you can
>> hook up an 800XL and 130XE to a SVGA monitor. That is possible by using
>> a video converter. That is what I am doing and it works great.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3137. Atari Portfolio Closes Today

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-20 14:42:55 UTC
From: RetroKit <ozzot@nospam.hotmail.com.nospamagain>
Message-ID: <9e8l6dukb1@news6.svr.pol.co.uk>
Source record: 36661

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=1237750581

3138. Re: Permanently disabling xegs basic?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-20 19:38:09 UTC
From: Blair Bingham <bebing@bellatlantic.net>
Message-ID: <3B081D96.61179684@bellatlantic.net>
Source record: 36662

Mathy Van Nisselroy wrote:

> Howdy Blair, Bill
>
> >:>Hello, I've recently gotten an xegs and was wondering
> >:>if there's a relatively simple way to permanently disable
> >:>basic? I also put a 6ft extension cable on the keyboard,
> >:>neat! If only I could put the four console buttons on the
> >:>keyboard. Please carbon copy any replies to my email,
> >:>as I can't check here often.Thanks in advance!
>
> >If it's anything like the XL, it's gonna be a ROM chip on the boared. I hope
> >it's in a removable socket.
>
> It isn't. If you find a socket in anything starting with XE, somebody else put
> it in, not ATARI. The XEGS has one big ROM which is shared by BASIC, OS and
> Missile Command.
>
> Why do you want to permanently disable BASIC?
>
> CU Mathy van Nisselroy

Hi folks, thanks for the replies! I want to disable basic because I mostly
need to run binary loadfiles, and would rather stick a physical basic
cartridge in the event I want to play around with it. I can confirm
that there are no socketed chips :(. Is there a compatible chip that
only has the os on it that I would be able to swap? I plan to do
development using Amac. It is just a pain to hold down option
and turn off and on. I usually use a plain 800, but this xegs has a
cool detatchable keyboard!

Blair

3139. BattleZone Locks Up XEGS

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-20 21:05:46 UTC
From: llpwhite@cs.com
Message-ID: <20010520170546.29041.00000629@ng-ci1.news.cs.com>
Source record: 36663

My XE BattleZone cart locks up an XEGS. But it plays perfectly on a 130XE. Anyone hear of this before from any of the "new" carts? I have heard that some of the new carts will not run on 400/800's. I was really surprised. BattleZone for the 400/800 was supposedly written in about 1982, but never released until the XEGS was released. Perhaps they forgot to fix something from the "old code?" Any other carts like this that anyone has run across? Larry

3140. Re: SC1224 Monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-20 21:07:23 UTC
From: John Dickson <jmXremoveXdickson@home.com>
Message-ID: <3B083355.5E710828@home.com>
Source record: 36664

I just got a message from Dave Barnes from TVOne, they have a product, the CMT-7 at http://www.avtoolbox.com/VideoConversion.htm. He says this will convert the signal, though it is a bit more expensive at $159 than the $69 cheesebox.

Cabell wrote:
>
> What type of Video Converter and where can you get this?
>
> "Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
> news:GKkN6.5630$6q2.4155@newsfeed.slurp.net...
> > On 18 May 2001 01:11:41 , John Dickson wrote:
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> > I cannot think of a way right off the top of my head. However, you can
> > hook up an 800XL and 130XE to a SVGA monitor. That is possible by using
> > a video converter. That is what I am doing and it works great.
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> >
> >
> > Edward S. Baiz Jr.
> > (Gamer)
> > ----------
> > HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> > Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
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> > PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> > Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> > Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> > ----------
> >
> >

3141. A800Win Debugger

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-20 21:40:50 UTC
From: Mark Keates <mark@mkeates.f9.co.uk>
Message-ID: <YZWN6.352$Ow.34680@wards>
Source record: 36665

Before I have a go at it myself... has anyone improved
the single step options (G & O) within the monitor such
that it doesn't keep asking if you wish to return to the
monitor! If so can you send me the code changes.

Thanks,

Mark

3142. Synassembler docs

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 02:38:07 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010520223807.11758.00000615@ng-ft1.aol.com>
Source record: 36666

Thanks, Brent.

The manual is now complete online in a couple of formats; but have patience as some of the other links are not yet active... Somebody pipe up if you discover how to send a run address to a target file with this speedy assembler.

-Ron

http://members.aol.com/rhamiiton5
-Ron

Experience is something you don't get until just after you need it.

3143. Re: indus gt & sio programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 03:15:36 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010520231536.11758.00000618@ng-ft1.aol.com>
Source record: 36667

Yes, theoretically the A8 could do up to 64K sectors with a suitable controller and RAM upgrade.

It is the Floppy Disk Controller, however, which determines the number of bytes per sector; the dcb at $300 (= 768 thru 779) simply tells Atari SIO how many to expect or to send after the drive/controller have been configured by the Percom Data Block.

Most Indus drive controllers can manage 256 byte double density sectors with the proper DOS (MyDos, Sparta, DosXL, OSA+, DosXE, SmartDos, TopDos, SuperDos, Dos 2.0D...). Usually it is unnecessary complication to alter those settings manually without a good reason. Barry Ruck and I constructed a utility in Basic to read single/enhanced density files with Dos 2.5 (all he had) and format and write the file to a double density MyDos type disk on his XF551 for transfer through his PC's 5.25 floppy drive to an MS-Dos app.

Indus at one time advertised some type of add on RAM and processor board to do CP/M or some such; I thought the stock ones just had 4 to 6K for a track buffer ala Happy's, etc.

>carmel_andrews@hotmail.com (carmel) asked:

>I have an old indus gt, and complete setup of various atari h/w
>(including a lazer/usd 1050 and a super archiver 2 1050), admittedly I
>havent used the old syst. much since I UPGRADED MY PC TO 1GIG ATHLON
>
>Anyhow, remembering that the indus had about 16/32k of ram onboard, or
>was it 8k... I cant remember, I also remember reading in the compute!
>and twaug version of mapping the atari that it was possible to alter
>how much data atari disks can store on each sector (i think that 1
>pair of locations was the dcb area, the other pair were if i recall
>correctly were loc's. 725/6dec ,I would like to know if this is
>possible

-Ron

Experience is something you don't get until just after you need it.

3144. FA [Melb,Au] Atari 1020 printer on eBay.com.au

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 04:40:58 UTC
From: Ian Mavric <ianmav@lexicon.net>
Message-ID: <3b089ce4@pan.izone.net.au>
Source record: 36668

On eBay.com.au:

Atari 1040STe with mouse, books, etc. (c.1987):

http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=1239671611

Flight Simulator II software for the Atari ST series of computers (c.1987):

http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=1239678050

Atari 1020 colour printer for 8-bit Atari PCs (c.1984):

http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=1239705161

Australian Old Computer Supply.

3145. Re: indus gt & sio programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 06:47:30 UTC
From: Barry Ruck <bruck@peterswoodharlow.freeserve.co.uk>
Message-ID: <iF69iOACoLC7Ewxv@peterswoodharlow.freeserve.co.uk>
Source record: 36669

In comp.sys.atari.8bit on Mon, 21 May 2001, RHamiIton5 RHamiIton5
<rhamiiton5@aol.comedy.com> wrote ....

>Yes, theoretically the A8 could do up to 64K sectors with a suitable controller
>and RAM upgrade.
>
>It is the Floppy Disk Controller, however, which determines the number of bytes
>per sector; the dcb at $300 (= 768 thru 779) simply tells Atari SIO how many to
>expect or to send after the drive/controller have been configured by the Percom
>Data Block.
>
>Most Indus drive controllers can manage 256 byte double density sectors with
>the proper DOS (MyDos, Sparta, DosXL, OSA+, DosXE, SmartDos, TopDos, SuperDos,
>Dos 2.0D...). Usually it is unnecessary complication to alter those settings
>manually without a good reason. Barry Ruck and I constructed a utility in Basic
>to read single/enhanced density files with Dos 2.5 (all he had) and format and
>write the file to a double density MyDos type disk on his XF551 for transfer
>through his PC's 5.25 floppy drive to an MS-Dos app.

Actually, Ron wrote it, I just typed it in and passed any bugs on to be
fixed.

The look on my Father's face when I presented him with a PC disk with
all of his data was worth it though.

>
>Indus at one time advertised some type of add on RAM and processor board to do
>CP/M or some such; I thought the stock ones just had 4 to 6K for a track buffer
>ala Happy's, etc.
>
Cyber Snippage Has Taken Place ....
>
>-Ron
>
>Experience is something you don't get until just after you need it.
>

Regards,
Barry Ruck. Harlow, Essex.

Meddle not in the affairs of dragons, for you are crunchy and taste good with
ketchup.

3146. Re: Ballblazer: Is it a bug?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 08:03:15 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B08CBC3.5B18C3E6@siemens.at>
Source record: 36670

Paul Irvine wrote:
>
> The other Day Janka Gerhard <gerhard.janka@siemens.at> wrote:
>
> >The strange thing is that it works on the real XL without a second
> >disk. Maybe the reason is that D1 in the emulator is write protected.
> >
> Tried that on D1: No joy...Could be a strange 'feature' of the
> emulator?

Did a bit of experimenting too at the weekend. It seems that the
emulators do not give the right acknowledgement to the inquiry
for a second drive.

> A few of us have tried, some of the big lists have input from a group
> of us but there's so much still hiding in peoples attics etc

Yes. In mine for example :) For example I've never seen 'rails west'
anywhere else. Thanks to chipmunk I could save it to atr recently.
BTW, I've sent some of my stuff to Aaron but I got the impression
that there are people that rather believe in swapping than sharing.

> Btw, i'b be keen to get a nice atr of that Snokie you mention :-)

You should have got it by now. BTW, the end scene seems to be the
only difference.

Gerhard

3147. Re: Atari 800xl Roms pleeeeeeeeeze

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 08:48:08 UTC
From: nj_toothenbecker@hotmail.com
Message-ID: <cD4O6.15764$Ce6.7782277@news2.rdc2.tx.home.com>
Source record: 36671

In article <tb7oftokp9vvdmn8lur8d5foncvtprna0k@4ax.com>,
mclane.dellos@btinternet.com says...
>

>Define roms?
>
>Do you mean the system roms, the rom such as defender that were on
>cart or games on disk?
>
>I do hope you don't mean the games that were on disk because I HATE
>people calling them roms or romz :-(
>
>:-)

Kinda like the people who call the carts "discs." (I've run across a few).
Gets confusing on just what they want or what they're talking about.

3148. Re: Synassembler docs

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 08:55:00 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <ptlhgtgje3eeh8elbdq4q2llpo26j5it32@4ax.com>
Source record: 36672

The other Day rhamiiton5@aol.comedy.com (RHamiIton5) wrote:

>Thanks, Brent.
>
>The manual is now complete online in a couple of formats; but have patience
>as some of the other links are not yet active... Somebody pipe up if you
>discover how to send a run address to a target file with this speedy
>assembler.
>
Do you know the Synpak link is broken tho?
--

As long as you remember them they will always be with you..

3149. Re: Spambot Fodder - Dont Bother To Read - Thanks

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 08:56:21 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <p0mhgtgocj091l205fao14toanmao5nkuh@4ax.com>
Source record: 36674
Cross-posted to: comp.sys.apple2.usergroups,comp.sys.atari,comp.sys.atari.8bit

The other Day iam@deathsdoor.fsworld.co.uk wrote:

>
Not being rude but what's the point of these posts?
--

As long as you remember them they will always be with you..

3150. Re: Atari 800xl Roms pleeeeeeeeeze

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 08:57:41 UTC
From: nj_toothenbecker@hotmail.com
Message-ID: <9M4O6.15783$Ce6.7791006@news2.rdc2.tx.home.com>
Source record: 36673

In article <3b00af06.43469906@news.ds.centuryinter.net>,
ssilicon@centuryinter.net says...
>
>
>Me too Paul. Sometimes there is just no holding back the tide though.
>I prefer the term "images" for disk based stuff. In fact, the word
>image is appropriate for code dumped from ROMs also. The term "ROM"
>as it refers to backed up copy of the code is really just short for
>"ROM image".
>
>So to be really proper I suppose we have disk images and ROM images.
>Or is it disk image file and ROM image file?
>
If its on disk, then its a file. An image is a file that's not native to the current file system. I could have a Mac image file on my PC. I can't have the actual Mac file since it would be ruined by the PC's file system. Or Linux, or AmigaDOS. An image could also include a boot sector.

To me, a ROM is one of those DIP thingies. Its a physical piece of hardware that you can't have on a disk. If I were looking for the orginal Star Raiders game to download, I would be looking for a file. ROMs are a little difficult to download. If I wanted ROMs, I'd go through the local thrift shops.

3151. Re: Atari, Tramiels, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 09:09:40 UTC
From: nj_toothenbecker@hotmail.com
Message-ID: <oX4O6.15806$Ce6.7801092@news2.rdc2.tx.home.com>
Source record: 36675

In article <Pine.GSO.4.33.0105151058440.18401-100000@shell1>,
erasmus@6502.old.folks.home says...
>
>
>->From: William Moeller (af332 att freenet dott hamilton dott on dott
>-> ca)
>->Subject: Re: Where are the Atari Poachers today?
>->Date: 15 May 2001 00:49:29 GMT
>->
>->... It is remarkable that they kept the company going for as long as
>->they did.
>->
>->... All the computers such as the TT, Falcon etc were utter failures,
>->not because of lack of marketing, but because they werent IBM's
>->[i.e., put out by the IBM Company]
>
> These two statements sum up the whole story in a nutshell.

I don't think that Smilin' Jack could have run Atari into the ground faster
than he did. He gave his boys enough time to stuff as much $$$ in their
pockets as they could.

What other head of a computer company lied through his teeth as much as he
did? He also was a complete failure in supporting anything he did release.
The only other problem he had was that GEM development stopped after Apple
sued DRI.

3152. Re: Atari, Tramiels, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 09:13:02 UTC
From: nj_toothenbecker@hotmail.com
Message-ID: <y_4O6.15814$Ce6.7803925@news2.rdc2.tx.home.com>
Source record: 36676

In article <Pine.GSO.4.33.0105151058440.18401-100000@shell1>,
erasmus@6502.old.folks.home says...

> * An Atari 8-Bitter Since 1982 (or was it 2082?!) *
>
>
BTW, that was the same year I got started, Bought an Atari 400 c,August '82.
Bought the first 800 XL I could get my hands on. (Jan. '84). I still have
most of the Atari stuff that I had. (the exception is the 600 XL that one of
my kids stripped the chips out of, and two Happy-cloned 1050s that I lent out
that I never got back).

3153. Re: Directories

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 09:21:52 UTC
From: nj_toothenbecker@hotmail.com
Message-ID: <Q65O6.15831$Ce6.7811849@news2.rdc2.tx.home.com>
Source record: 36677

In article <pujL6.669$PB3.6320@newsfeed.slurp.net>, ebaiz@skyenet.net says...
>
>
>Thanks to all who answered my post. Now I know what to do.
>
>Edward S. Baiz Jr.

You can also use wildcards on the directories like you can with the
filenames. I forget exactly how it went, but I found out about it using an
MIO, SpartaDOS, and playing around.

3154. Re: Ballblazer: Is it a bug?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 09:39:18 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <0tmhgt4na6jgiol0bffc42lu543rlqk7av@4ax.com>
Source record: 36678

The other Day Janka Gerhard <gerhard.janka@siemens.at> wrote:

>Did a bit of experimenting too at the weekend. It seems that the
>emulators do not give the right acknowledgement to the inquiry
>for a second drive.
>
How are you testing this theory out?

>> A few of us have tried, some of the big lists have input from a group
>> of us but there's so much still hiding in peoples attics etc
>
>Yes. In mine for example :) For example I've never seen 'rails west'
>anywhere else. Thanks to chipmunk I could save it to atr recently.
>BTW, I've sent some of my stuff to Aaron but I got the impression
>that there are people that rather believe in swapping than sharing.
>
Not sure if you mean Aaron himself here, if so then he's a nice bloke
who I have sent a fair bit to (and have a few bits left which he wants
but hasn't *replied* to me since me moving, and my wife and I having
our 1st child..ie I was busy Aaron :-)) and he has traded back with me
so I can say he is fair as they come.

In respect of others, well there is a can of worms which i hate to
open but it's the only way I can explain the answer to your problem.

A few years ago or more there were a few of us who agreed with Yogi's
idea of an archive of titles, this practice was common place with C64,
Spectrum etc but at the time it was greeted with a wall of 'you can't
do that' or 'we want nothing to do with it'.

Now we respect there are some people still making a living selling
Atari 8bit but in most cases it's more hardware than titles and those
that still buy software will continue no matter how many sites there
are simply because they want the real packaging and the real disk.

The other side of that coin are the people making new carts from old
titles which prolongs the shelf life. Anyway, the point I am slowly
making is that there seemed (seems) to be a anti archive front of
people, this stunned me at the time as titles were slowly going AWOL
and the wall of silence meant they stayed gone forever.

I think there's still a touch of this going on, a strange thing
considering the idea's common place with almost every other 8bit
group.

I really wish there was a standard well known archive where people
were encouraged to upload working, complete atr's, exe's etc so to

make a fantastic whole as possible collection. As it stands there are places dotted all over the net with bits here and there but there's so much more that is missing or sitting just behind a person reading this in a box.

I really wish it could happen, no fancy graphics, screenshots or scripts to waste space, just a plain FTP site like Arnold is for the C64.
--

As long as you remember them they will always be with you..

3155. Re: A800Win Debugger

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 09:42:25 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <viohgtg8ijut4sjkhfknjp65aat1mn6vnl@4ax.com>
Source record: 36679

The other Day "Mark Keates" <mark@mkeates.f9.co.uk> wrote:

>Before I have a go at it myself... has anyone improved
>the single step options (G & O) within the monitor such
>that it doesn't keep asking if you wish to return to the
>monitor! If so can you send me the code changes.
>
>Thanks,
>
>Mark
>
>
Try pointing the XL rom to the Omnimon rom (if you have it), the
monitor is much better in this (bar a couple of bits).

Select + Start to enter

If you are going "Omnimon, what's he on about" then drop me a mail.
--

As long as you remember them they will always be with you..

3156. Re: MIO: 16meg Partition Limit__

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 10:26:19 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9eaqgbfuo3@nets3.rz.RWTH-Aachen.DE>
Source record: 36680

Howdy Rick

>SOP is to write a handler that intercepts the DOS call and looks for what
>needs translation. Something like if the drive accessed is D3:, then use the
>ISO9660 or whatever the standard is. In addition to the ISO standard you
>would probably need 24/32 bit math routines for handling sectors, but that
>isn't really a problem for the Atari.
>
>I guess for that matter, if all you wanted to do was access the information
>you could even do it from a USR() call.

But we want it all, the delux version. :-)

BTW did I sent you a copy of ASPI, so you can have a look at the code?

CU Mathy van Nisselroy

3157. Re: Permanently disabling xegs basic?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 10:35:52 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9ear28fuo4@nets3.rz.RWTH-Aachen.DE>
Source record: 36681

Howdy Blair

>:>Hello, I've recently gotten an xegs and was wondering
>:>if there's a relatively simple way to permanently disable
>:>basic? I also put a 6ft extension cable on the keyboard,
>:>neat! If only I could put the four console buttons on the
>:>keyboard.

>I want to disable basic because I mostly
>need to run binary loadfiles, and would rather stick a physical basic
>cartridge in the event I want to play around with it. I can confirm
>that there are no socketed chips :(. Is there a compatible chip that
>only has the os on it that I would be able to swap? I plan to do
>development using Amac. It is just a pain to hold down option
>and turn off and on. I usually use a plain 800, but this xegs has a
>cool detatchable keyboard!

Well, you could lift either the pin on the PIA or the pin on the MMU that has
the BASIC enable signal and put a toggle switch between the pin and the hole
where the pin was. That way you'ld be able to switch back to 'normal' mode.

This 6ft extensioncable you used, is it a standard PC Joystick extension cable?

The keyboard does have the 4 console keys, they are just not used. If you'ld
open up the keyboard you'ld see that the inside is just like an XE keyboard.

CU Mathy van Nisselroy

3158. Re: Atari8 mailing list

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 10:37:55 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9ear63fuo5@nets3.rz.RWTH-Aachen.DE>
Source record: 36682

Howdy Ken, folks

> It has been so long that I dont even have the subscribe info, could
>you email it to me or just post it here for everyone? thanks.

Check out http://atari.krap.pl

CU Mathy van Nisselroy

3159. XF551 doing funny things

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 10:46:46 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9earmmfuo6@nets3.rz.RWTH-Aachen.DE>
Source record: 36683

Howdy folks

Somebody from the C128 scene gave me a couple of Atari disks and when I tried them the following started to happen.

Even if I load software I already have, the disk loads, then after I access certain parts of the disk, the head starts going inwards and a wining sound appears. I'm not sure where it comes from.

How can I determine, whether my XF551 is still OK, and if not, what has gone by by. The aluminum heatsink was quite hot (but then again, it usually is with XF's and the transistors (atleast the two bigger ones) where quite hot too. IIRC the smaller one at the side that faces the drive mech wasn't as warm.

CU Mathy van Nisselroy

3160. Re: Ballblazer: Is it a bug?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 11:35:51 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B08FD97.E92A5356@siemens.at>
Source record: 36684

Paul Irvine wrote:
>
> The other Day Janka Gerhard <gerhard.janka@siemens.at> wrote:
>
> >Did a bit of experimenting too at the weekend. It seems that the
> >emulators do not give the right acknowledgement to the inquiry
> >for a second drive.
> >
> How are you testing this theory out?

Simple. On the real Atari I use the backside of the game disk as
the save disk and everything works that way.
On the emulators everything works (thanks to your tip !) when I
put the atr of the save disk in D2:. When I leave D2: empty it
doesn't. The only test still needed is to connect a second 1050 to
the XL with a write protected disk in it and look whether Fortress
then behaves as it does on the emulators.

> >BTW, I've sent some of my stuff to Aaron but I got the impression
> >that there are people that rather believe in swapping than sharing.
> >
> Not sure if you mean Aaron himself here, if so then he's a nice bloke
> who I have sent a fair bit to (and have a few bits left which he wants
> but hasn't *replied* to me since me moving, and my wife and I having
> our 1st child..ie I was busy Aaron :-)) and he has traded back with me
> so I can say he is fair as they come.

Definitely not ! Aaron has his great website so nobody could accuse
him of not sharing things. And he surely was fair to me when I sent
him some of my files and scanned manuals. It's rather that I first
thought everybody would send him everything to get a complete archive
there and was somewhat disappointed when I learned that this is not
the case.

> A few years ago or more there were a few of us who agreed with Yogi's
> idea of an archive of titles, this practice was common place with C64,
> Spectrum etc but at the time it was greeted with a wall of 'you can't
> do that' or 'we want nothing to do with it'.
>
> Now we respect there are some people still making a living selling
> Atari 8bit but in most cases it's more hardware than titles and those
> that still buy software will continue no matter how many sites there
> are simply because they want the real packaging and the real disk.

Well, I still look at all the vendors sites from time to time to see
if one of them has got one of the disks I never had a chance to buy

regardless whether I have them as atr or not. That's two different
things for me.

> I really wish there was a standard well known archive where people
> were encouraged to upload working, complete atr's, exe's etc so to
> make a fantastic whole as possible collection. As it stands there are
> places dotted all over the net with bits here and there but there's so
> much more that is missing or sitting just behind a person reading this
> in a box.
>
> I really wish it could happen, no fancy graphics, screenshots or
> scripts to waste space, just a plain FTP site like Arnold is for the
> C64.

Sounds very nice to me. Even a complete list of what once existed
would be a nice start I think. But here I'm one of the 'guilty' too
since I haven't even archived all of my own stuff yet - that means
the things that I didn't throw away to make room when our first
child did arive :(.

Gerhard

3161. Re: SC1224 Monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 12:59:13 UTC
From: llpwhite@cs.com
Message-ID: <20010521085913.11458.00000653@ng-mp1.news.cs.com>
Source record: 36685

Here is another link that I don't believe has been mentioned in this current thread:

http://www.matco.com

Larry

3162. Re: indus gt & sio programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 13:21:20 UTC
From: llpwhite@cs.com
Message-ID: <20010521092120.11458.00000656@ng-mp1.news.cs.com>
Source record: 36686

>Indus at one time advertised some type of add on RAM and processor board to do CP/M or some such; I thought the stock ones just had 4 to 6K for a track buffer<

The board was called the "RamCharger" IIRC. A stock Indus has 2K of ram. So one of the features of the add-on board was that it provided a track buffer. About a year or so ago, an Indus with RamCharger was up on eBay. I really wanted it, but the bidding went into the high $200's (again, from memory).
Larry

3163. "Trak Buffer"

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 13:43:45 UTC
From: llpwhite@cs.com
Message-ID: <20010521094345.11458.00000660@ng-mp1.news.cs.com>
Source record: 36687

Track buffers came up in another thread, so it prompted me to think of the Trak.
ATD2 models (and maybe others) have a 4K track buffer with an interesting twist.

As best I can determine, the track buffer only opens (becomes active) when Dos 2.0S is booted. (Will not open with Dos 2.5, MyDos, or any other that I have tried.) I presume this was Trak's compatability method, and it likely does some type of check sum(s) to decide to open the buffer. Anyone know anything more about these -- specifically, is there another "key" to open the track buffer? Another interesting "feature" is that the buffer is only 4K. Certainly enough to buffer SD or if it could be opened, ED. But too small to buffer DD.

Larry

3164. Re: Atari, Tramiels, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 14:03:03 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tgi7obn0cjhr48@corp.supernews.com>
Source record: 36688

"Nearl J Toothenbecker" <nj_toothenbecker@hotmail.com> wrote in message
news:oX4O6.15806$Ce6.7801092@news2.rdc2.tx.home.com...
> In article <Pine.GSO.4.33.0105151058440.18401-100000@shell1>,
> erasmus@6502.old.folks.home says...
> >
> >
> >->From: William Moeller (af332 att freenet dott hamilton dott on dott
> >-> ca)
> >->Subject: Re: Where are the Atari Poachers today?
> >->Date: 15 May 2001 00:49:29 GMT
> >->
> >->... It is remarkable that they kept the company going for as long as
> >->they did.
> >->
> >->... All the computers such as the TT, Falcon etc were utter failures,
> >->not because of lack of marketing, but because they werent IBM's
> >->[i.e., put out by the IBM Company]
> >
> > These two statements sum up the whole story in a nutshell.
>
> I don't think that Smilin' Jack could have run Atari into the ground
faster
> than he did. He gave his boys enough time to stuff as much $$$ in their
> pockets as they could.
>
> What other head of a computer company lied through his teeth as much as he
> did? He also was a complete failure in supporting anything he did release.
> The only other problem he had was that GEM development stopped after Apple
> sued DRI.

Don't know if you remember those times really well, it was crazy. There was
the RAM shortage as IBM clones took off. Mircron, a RAM chip supplier that
Atari had contracted with wouldn't deliver as they had a better profit
margin selling to the clone market, Atari ended up suing them. Rumors were
rampant that most of those sales of ~$140 million<?> STs actually went to
clone manufacturers who took the RAMs out of the <$500 STs to put into
>$3000 clones.

I have a great deal of respect for the talents and work ethic of people in
the computer industry in general. One of the thing I have almost no respect
for is the retarded production schedules and planning the managment does.

We just went though another crisis with the dotcom meltdown.

Personally I have just had problems with micro suppliers as they *didn't* gear up micro production for ~a year while they over produced memory products for the cell phone industry which has since melted down.

All the organization of the California Gold Rush. They don't even have enough sense to be embarassed, it is always "Unexpected demand" or some other euphenism for "We don't know our butts from a hot rock". If farmers were this stupid and incompetant, we would have mass starvation in the US on a yearly basis.

3165. Re: Atari 800xl Roms pleeeeeeeeeze

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 14:13:55 UTC
From: bostone1@aol.com
Message-ID: <20010521101355.14307.00001571@nso-fb.aol.com>
Source record: 36689

I remember when carts were first being used in the early game machines and I'd always hear people refer to them as "tapes", since they looked like and were inserted in the console like the old 8-tracks.
But anyway, back to roms. In the gaming emulation community, most games for the other game consoles are images of roms and so a few people that are new to the Atari 8-bit community might think that we usually emulate a game by using rom images of carts rather than our normal route of using old files on disk images that are ancient pirated versions of the carts from times when our old 8-bits were still offered at Toys-R-Us.
(I know this can lead to another thread about how pirating software lead to the demise of the Atari, but I'm not ready for that one.) :)

Bob Stone
Gilroy, CA
Home of the Gilroy Garlic Festival

3166. Re: Wolfgang needs articles for next ABBUC magazin

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 17:49:14 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B09551A.77EA1E1B@mail.uni-mainz.de>
Source record: 36690

Well,
it was me (not Shaggy!) who had to translate the text to german
language. Already done... -Andreas

Mathy Van Nisselroy schrieb:
>
> Howdy folks
>
> According to what's on the ABBUC site (http://www.abbuc.de), Wolfgang needs
> articles for the next magazine. Please help him out.
>
> BTW I already sent him the english text to Raphael's JPEG viewers. Somebody is
> gonna translate it into german. He also has the files.
>
> CU Mathy van Nisselroy

3167. Re: patched OS ROM IMAGE

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 17:53:07 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B095603.C573496A@mail.uni-mainz.de>
Source record: 36691

Well,
TB has 18kb in length. Thus, you need a bank-switching super-cart,
unless you shorten it down to 16k. on the other hand: Why did no-one
ever produce a patched TB that uses a) only 16k and b) the cart area
(8000-A000) ??? To complicated ??? Or to many compatibility problems ???
I would like to have TB on a cart !!! -Andreas

Thomas Richter schrieb:
>
> Hi Roy,
>
> > What I would really like to know is ? Can TurboBasic be turned in to a rom
> > replacement for Atari BASIC by burning a new eprom and installing into a
> > Atari basic cartridge, or adding the new rom somewhere on the Atari xl/xe
> > motherboard..
>
> TurboBasic is a bit too long for an 8K rom image, I suppose. You could
> burn it into a 16K ROM, maybe, but this would require relocation of the
> program to the proper program spaces. The XL version requires RAM space a bit
> on top of the DOS (0x2600 and up, IIRC), and behind the ROM. It does not
> replace the Atari basic in the cartridge area.
>
> Greetings,
> Thomas
>
> _____don't_cut_here,_it_could_damage_your_terminal_____
> _______ _____ _____
> / / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
> / /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
> / / / / / / \ PGP available on request, finger print:
> / / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
> _____

3168. Re: Where are the Atari Poachers today?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 17:56:56 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B0956E8.64DC0DB4@mail.uni-mainz.de>
Source record: 36692

And...
IBM was founded by a german guy (it was not named IBM at that time!).
Thus: IBM is a german company. Ha Ha !! -Andreas

William Moeller schrieb:
>
> bo snyder (bobo_snyder@hotmail.com) wrote:
> : well basically my question was referring directly to the tramiels, not so
> : much as to what happened to atari. what happened to atari is heavily
> : documented, i just wanted to know where the tramiels are and if anyone knows
> : if they even care anymore or ever really cared about atari. i am more
> : intersted in the "mind"s of the tramiels rather than the cut and dry
> : business aspects of atari.
>
> : bo
>
> Why would Jack care about Atari? He FOUNDED Commodore. And, Atari was just
> his revenge tool against the guys who pushed him out of his company. As
> already stated, IBM computers doomed every other flavour of machine. It is
> remarkable that they kept the company going for as long as they did. Their
> only true big mistake was to not jump back into the Video game market in a
> big way in 1987 instead of developing more powerful versions of the ST.
> All the computers such as the TT, Falcon etc were utter failures, not
> because of lack of marketing, but because they werent IBM's.
>
> Their "mind" was to make money. They had no particular nostalgia or love
> of the Atari company. Of course, I am sure that they did not enjoy their
> company decline into a brand name, however, they probably don't give a
> rats ass if some Atari fans hate them because their favourite computer and
> video game company is but a memory.
>
> I am probably in the minority, but I really don't understand these rants
> against the Tramiels. They don't give a shit, and I certainly don't give a
> shit whether they cared a whit about Atari when they owned it. I am sure
> they tried hard to make a bundle of cash from Atari. I don't have two
> cents to rub together, and they probably live very comfortable lives. Why
> should I care if they "loved" Atari when they were trying to make a buck
> off us Atari fans.
>
> Just my 2 cents.....
>
> Willy

3169. Re: Ballblazer: Is it a bug?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 18:16:41 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B095B89.FAACE956@mail.uni-mainz.de>
Source record: 36693

Well,
what I hate about these archives and especially about the images in
those archives are the hacker/cracker versions of programs that have
notes like "cracked by [insert cracker pseudo here]" somewhere in the
title/intro or the program itself. Most of all, the real company and
author names or distributors are removed completely. I do not want to
give respect to any of the hackers/crackers, but to the authors or
companies. So, an archive should contain copies of Atari programs. But:
these copies should still have the authors and companies names intact.
And further more, there should not be a crackers note anywhere...
-Andreas

Paul Irvine schrieb:
>
> The other Day Janka Gerhard <gerhard.janka@siemens.at> wrote:
>
> >Did a bit of experimenting too at the weekend. It seems that the
> >emulators do not give the right acknowledgement to the inquiry
> >for a second drive.
> >
> How are you testing this theory out?
>
> >> A few of us have tried, some of the big lists have input from a group
> >> of us but there's so much still hiding in peoples attics etc
> >
> >Yes. In mine for example :) For example I've never seen 'rails west'
> >anywhere else. Thanks to chipmunk I could save it to atr recently.
> >BTW, I've sent some of my stuff to Aaron but I got the impression
> >that there are people that rather believe in swapping than sharing.
> >
> Not sure if you mean Aaron himself here, if so then he's a nice bloke
> who I have sent a fair bit to (and have a few bits left which he wants
> but hasn't *replied* to me since me moving, and my wife and I having
> our 1st child..ie I was busy Aaron :-)) and he has traded back with me
> so I can say he is fair as they come.
>
> In respect of others, well there is a can of worms which i hate to
> open but it's the only way I can explain the answer to your problem.
>
> A few years ago or more there were a few of us who agreed with Yogi's
> idea of an archive of titles, this practice was common place with C64,
> Spectrum etc but at the time it was greeted with a wall of 'you can't
> do that' or 'we want nothing to do with it'.
>

> Now we respect there are some people still making a living selling
> Atari 8bit but in most cases it's more hardware than titles and those
> that still buy software will continue no matter how many sites there
> are simply because they want the real packaging and the real disk.
>
> The other side of that coin are the people making new carts from old
> titles which prolongs the shelf life. Anyway, the point I am slowly
> making is that there seemed (seems) to be a anti archive front of
> people, this stunned me at the time as titles were slowly going AWOL
> and the wall of silence meant they stayed gone forever.
>
> I think there's still a touch of this going on, a strange thing
> considering the idea's common place with almost every other 8bit
> group.
>
> I really wish there was a standard well known archive where people
> were encouraged to upload working, complete atr's, exe's etc so to
> make a fantastic whole as possible collection. As it stands there are
> places dotted all over the net with bits here and there but there's so
> much more that is missing or sitting just behind a person reading this
> in a box.
>
> I really wish it could happen, no fancy graphics, screenshots or
> scripts to waste space, just a plain FTP site like Arnold is for the
> C64.
> --
>
> As long as you remember them they will always be with you..

3170. Did you know ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 18:29:44 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B095E98.5BFACA33@mail.uni-mainz.de>
Source record: 36694

Just a joke (but true): [completely off topic !!]
Apple and the Apple logo are no trademarks of apple Computers. Nope !!
instead, Apple and the Apple logo are trademarks of Apple Corp. And who
the fuck is Apple Corp. (or Apple Corp. /UK to be correct) ??? Well,
that`s THE BEATLES... well known as Paul Mc Cartney, John Lennon, George
Harrison and Ringo Starr. And the Beatles were formed long before Apple
computers, so the name and logo belongs to them !! in other words, you
do not have an Apple computer at home, you have a Beatles computer !!
Unfortunately, there is one little difference between the Apple computer
and the Apple Corp. logo. The Apple Corp. logo uses a normal green
Apple, whereas the Apple computer logo uses a "colorful" apple, that
looks like Adam and Eve have tasted from... So there are two solutions:
1) force Apple computers to no longer use their name and logo (since the
Beatles have the older rights) or 2) judge apple computers and
especially their logo for throwing us out of paradise... Ha Ha
!! -Andreas

3171. Re: Self Destruct Vector on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 19:03:43 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <qepigtgv6iiv7akj6lpjfemqnc5484lcrs@4ax.com>
Source record: 36696

I verified that it was there and actually downloaded and ran it before
announcing I had uploaded it. Perhaps it's your news server? (It's on
supernews, at least...)

You can also get it from my web site at
http://holyoak.com/atari/files/8BIT/EXE/LIVEWIRE.EXE

- Trevor

On Sat, 19 May 2001 04:12:39 GMT, "Cabell"
<cabell.clarkeSPAMNO@verizon.net> wrote:

>hmm... it's not there.
>
>"Trevor Holyoak" <trevor@holyoak.com> wrote in message
>news:u4g5gt8glj30lnklg0bef6d8thokfsmuco@4ax.com...
>> Ah-ha! I found it! Just posted it to alt.binaries.comp.atari8bit...
>> You ought to at least try running it once, if you haven't before -
>> it's pretty entertaining. (And it works great in Atari800Win.)
>>
>> - Trevor
>>
>> On Wed, 16 May 2001 11:54:09 -0600, Trevor Holyoak
>> <trevor@holyoak.com> wrote:
>>
>> >Yeah, I remember that! It's called Paperweight. I'll have to see if I
>> >can find it somewhere. It gives you a countdown, then some pretty
>> >realistic looking graphics and sound effects to make you think your
>> >system was having some major problems, culminating in white noise,
>> >very similar to what you get on channel 3 with the power off.
>> >
>> >The first time I ran it, I was scared to death (it was my dad's
>> >computer). I quickly did the self-tests to make sure it hadn't really
>> >done anything. 8+)
>> >
>> >- Trevor
>> >
>> >
>> >On Wed, 16 May 2001 02:27:45 GMT, "Chad Hendrickson"
>> ><chadh@REMOVETHISmediaone.net> wrote:
>> >
>> >>Years ago either Antic or Analog magazine had an April Fools joke that
>there
>> >>was a Self Destruct Vector inside the computer and that if you accessed
>it,

>> >>the computer would melt down. They even had a program that simulated
>the
>> >>computer frying itself.
>> >>
>> >>Am I remembering this correctly?
>> >>
>> >>Was it Antic or Analog? Does anyone have more details about this?
>> >>
>> >>I remember falling for it and was scared that someone would hack that
>into a
>> >>normal program and destroy my computer. I was quite relieved to find
>out it
>> >>was just a joke.
>> >>
>> >>Chad
>> >>
>> >>
>>
>

3172. Re: Ballblazer: Is it a bug?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 19:03:53 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <oliigtkg33rhgqhneamhl5piu06s2m97d5@4ax.com>
Source record: 36695

The other Day Janka Gerhard <gerhard.janka@siemens.at> wrote:

>Paul Irvine wrote:

>> How are you testing this theory out?
>
>Simple. On the real Atari I use the backside of the game disk as
>the save disk and everything works that way.
>On the emulators everything works (thanks to your tip !) when I
>put the atr of the save disk in D2:. When I leave D2: empty it
>doesn't. The only test still needed is to connect a second 1050 to
>the XL with a write protected disk in it and look whether Fortress
>then behaves as it does on the emulators.
>
I'll pass this onto the Plus team...

If the program works fine on a real Atari without having to swap disks
then I should imagine they will have a look after 2.8.

Re a FTP archive

>Sounds very nice to me. Even a complete list of what once existed
>would be a nice start I think. But here I'm one of the 'guilty' too
>since I haven't even archived all of my own stuff yet - that means
>the things that I didn't throw away to make room when our first
>child did arive :(.
>
>Gerhard

Ha ha, tell me about it, when my daughter was born I lost lots of rom
:-)

Btw, I don't class you as a guilty party, I wish we all had time to
make atr's but that's not possible :-)

It's a dream that I wish would happen :-)
--

As long as you remember them they will always be with you..

3173. Re: Self Destruct Vector on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 19:06:40 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <tlpigtg4ef1hkoe410fh6ueu1vi2v8sm1b@4ax.com>
Source record: 36597

You can ruin a monitor still today by playing around with the
parameters. That's why it's wise to know what your monitor is capable
of when installing Linux. 8+)

- Trevor

On Sat, 19 May 2001 16:08:14 +0000 (UTC), Jason Compton
<jcompton@typhoon.xnet.com> wrote:

>Paul Irvine <mclane.dellos@btinternet.com> wrote:
>
>: I vaguely remember that, was quite fun and linked to a real problem on
>: either the PET or Apple computers where you COULD kill them via
>: addressing a certain place.
>
>You can permanently damage the PET's built-in screen by hitting an address
>that changes the screen's sync rate. The computer itself is unharmed,
>though.

3174. Re: Atari Cartridge Dumping Project

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 19:08:59 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <htpigtgloh0gjhb5jmu7n2la5bvuggjnpt@4ax.com>
Source record: 36598

Sorry, I hadn't read your original post thoroughly enough. I'll take a look at your page.

Thanks,
Trevor

On Sat, 19 May 2001 12:02:28 +0200, Jindrich Kubec <kubecj@asw.cz> wrote:

>Trevor Holyoak wrote:
>>
>> How exactly do you go about dumping a cartridge, anyway? I have an
>> eprom programmer that will read eproms, but most cartridges don't
>> contain eproms...
>
>As I wrote, here http://www.asw.cz/~kubecj/acartdp.htm are detailed
>instructions. It doesn't matter what's inside the cartridge, you don't
>need to open it. Small hardware modification/booting from tape will do.

3175. Mike Hill's Pokey sound card?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 19:13:31 UTC
From: tomm@mgcap.com
Message-ID: <8f3afde6.0105211113.2117cd6f@posting.google.com>
Source record: 36599

Any chance someone has the information or files regarding Mike Hill's
Printer Port Pokey Sound Card? His site is (obviously) no longer
around, and I cannot find his files on the net anywhere.

TIA,
tom

3176. newbie

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 20:03:11 UTC
From: Zogging Hell!!! <tjw@zhell.co.uk>
Message-ID: <3b0971e3$0$21937@news.zetnet.co.uk>
Source record: 36600

Hi, please don't shout but I'm a bit of a newbie. After being a life long 16bit Atari fanatic, I've finally got a couple of 8bits (an XL and XE), unfortuantly neither came with an instruction manual and although I'm not really that frightened of the built in basic and DOS, I'm very scared by the tape decks I have to load everything through. I hope this isn't some sort of sacrilege but is there a way to connect a 3.5 inch floppy to these beasties (or the nearest poss..) and how easy is it to transfer stuff from tapes to disks?

thanks, all help will be greatfully recieved

Thomas

3177. Re: Ballblazer: Is it a bug?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 20:47:49 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <pkuigtkrchrrv4vv2sdaha81dfgnmle7da@4ax.com>
Source record: 36602

The other Day Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:

>Well,
>what I hate about these archives and especially about the images in
>those archives are the hacker/cracker versions of programs that have
>notes like "cracked by [insert cracker pseudo here]" somewhere in the
>title/intro or the program itself. Most of all, the real company and
>author names or distributors are removed completely. I do not want to
>give respect to any of the hackers/crackers, but to the authors or
>companies. So, an archive should contain copies of Atari programs. But:
>these copies should still have the authors and companies names intact.
>And further more, there should not be a crackers note anywhere...
>-Andreas

Apart from the dodgy cracked but not seen to be cracked argument that
this generates the big problem is that a lot of the software is only
left in that state that you mention so unless a great deal of people
sit down and recrack the games but leave it without 'creds' then it's
never going to happen.

Personally i'd rather see a massive archive as complete as can be in
whatever state we can get the 'working' images in, sure I don't really
like the Jumpman that was done which was littered with childish
swearing in the high score table but we know there are other cracks
out there and if a game does have 'cracked by woz not woz' and that's
the only way it's left then that will do me fine.

If it's possible that a 'perfect' crack exists then that's the one we
would want first and foremost, and remember there are some fun hacks
as well, I did Sidewinder with a complete set of new screens and
called it Raid over Libya....

We can't ban all 'credz' cracks and get a near perfect archive if you
ask me..
--

As long as you remember them they will always be with you..

3178. Re: Self Destruct Vector on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 20:52:02 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <gpvigt0cei8dpiv1t0jeoriraodjda56a7@4ax.com>
Source record: 36603

The other Day Trevor Holyoak <trevor@holyoak.com> wrote:

>You can ruin a monitor still today by playing around with the
>parameters. That's why it's wise to know what your monitor is capable
>of when installing Linux. 8+)
>
>- Trevor

Whilst what you say is true the problem is that when you did the PETS
monitor in you were left with nothing, today we can get another PC one
for peanuts :-)

You ever seen / heard a cheap monitor go 'crack' when someone plays
with Display Doctor :-)
--

As long as you remember them they will always be with you..

3179. Re: SC1224 Monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 21:02:52 UTC
From: ebaiz@skyenet.net
Message-ID: <0ofO6.1272$%T4.3390@newsfeed.slurp.net>
Source record: 36604

On 20 May 2001 21:07:23 , John Dickson wrote:
>I just got a message from Dave Barnes from TVOne, they have a product, the
>CMT-7 at http://www.avtoolbox.com/VideoConversion.htm. He says this will
>convert the signal, though it is a bit more expensive at $159 than the $69
>cheesebox.

Sounds good. I will check it out. It may have some other options on it
that I can use.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3180. Re: Cd-Roms P/d For Sale

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 21:04:32 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <3B0982E0.EC82FE93@sisna.com>
Source record: 36601

Received a couple requests for the address and form of payment but
received a message reject, undeliverable. So form of payment personal
check or m/o is fine
send to Bob Klaas
4267 W. Midway Dr.
Salt Lake City, Ut 84120

1 Reject was from R. E <rdean@fixit.com

3181. Supra hard drives for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 21:46:54 UTC
From: David Matthews <mathu@indigo.ie>
Message-ID: <y0gO6.1387$Fk7.10243@news.indigo.ie>
Source record: 36605

Hi,
Is anybody out there using one of these.
I would like to know more about this drive.....So please help if you can.

Regards.

3182. ARCHON - For those who don't know it's coming to the PC, check out http://www.curvesoftware.co.uk :)

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 21:52:49 UTC
From: Adept <Adept@classicgames.com>
Message-ID: <ve3jgtsrotbfdg2uhnd7rk9vp8sa80d4nt@4ax.com>
Source record: 36606

[No readable article body recovered]

3183. Re: ARCHON - For those who don't know it's coming to the PC, check out http://www.curvesoftware.co.uk :)

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 22:14:54 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <6q4jgt8tvv2mh1h5jihk9bpadlr0q4n0gk@4ax.com>
Source record: 36607

The other Day Adept <Adept@classicgames.com> wrote:

And coming, and coming, and coming..
--

As long as you remember them they will always be with you..

3184. Re: Synassembler docs

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 22:33:10 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010521183310.11424.00000945@ng-mp1.aol.com>
Source record: 36608

Yes, that was the one...

>Paul Irvine mclane.dellos@btinternet.com replied:

>Do you know the Synpak link is broken tho?

-Ron

Experience is something you don't get until just after you need it.

3185. Analog disks?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 23:08:30 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010521190830.11424.00000948@ng-mp1.aol.com>
Source record: 36609

Does anyone have a link for these archives? I certainly think I remember finding a site with all of the Analog Magazine monthly disks, but I haven't been able to relocate it.

thnx

-Ron

Experience is something you don't get until just after you need it.

3186. Re: Where are the Atari Poachers today?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-21 23:19:25 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <1ohO6.22003$MR1.4023707@news02.optonline.net>
Source record: 36610

Actually, as I understand it, IBM grew out of a company founded as "The Tabulator Company," which was owned by Herman Hollerith, an American.

"Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message news:3B0956E8.64DC0DB4@mail.uni-mainz.de...
> And...
> IBM was founded by a german guy (it was not named IBM at that time!).
> Thus: IBM is a german company. Ha Ha !! -Andreas
>
>
> William Moeller schrieb:
> >
> > bo snyder (bobo_snyder@hotmail.com) wrote:
> > : well basically my question was referring directly to the tramiels, not so
> > : much as to what happened to atari. what happened to atari is heavily
> > : documented, i just wanted to know where the tramiels are and if anyone knows
> > : if they even care anymore or ever really cared about atari. i am more
> > : intersted in the "mind"s of the tramiels rather than the cut and dry
> > : business aspects of atari.
> >
> > : bo
> >
> > Why would Jack care about Atari? He FOUNDED Commodore. And, Atari was just
> > his revenge tool against the guys who pushed him out of his company. As
> > already stated, IBM computers doomed every other flavour of machine. It is
> > remarkable that they kept the company going for as long as they did. Their
> > only true big mistake was to not jump back into the Video game market in a
> > big way in 1987 instead of developing more powerful versions of the ST.
> > All the computers such as the TT, Falcon etc were utter failures, not
> > because of lack of marketing, but because they werent IBM's.
> >
> > Their "mind" was to make money. They had no particular nostalgia or love
> > of the Atari company. Of course, I am sure that they did not enjoy their
> > company decline into a brand name, however, they probably don't give a
> > rats ass if some Atari fans hate them because their favourite computer and
> > video game company is but a memory.
> >

> > I am probably in the minority, but I really don't understand these rants
> > against the Tramiels. They don't give a shit, and I certainly don't give
a
> > shit whether they cared a whit about Atari when they owned it. I am sure
> > they tried hard to make a bundle of cash from Atari. I don't have two
> > cents to rub together, and they probably live very comfortable lives.
Why
> > should I care if they "loved" Atari when they were trying to make a buck
> > off us Atari fans.
> >
> > Just my 2 cents.....
> >
> > Willy

3187. Re: Analog disks?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-22 00:39:45 UTC
From: ronfucci@bellsouth.net
Message-ID: <3b09b4ed.7620926@news.atl.bellsouth.net>
Source record: 36611

Ron,

here are two url's I obtained from XLSearch:

ftp://atari.fornax.sk/pub/atari/8bit/Magdisks-dcm/
ftp.spudster.org/pub/atari/cth/magazines/analog/files/

ron

On 21 May 2001 23:08:30 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

>Does anyone have a link for these archives? I certainly think I remember
>finding a site with all of the Analog Magazine monthly disks, but I haven't
>been able to relocate it.
>
>thnx
>
>-Ron
>
>Experience is something you don't get until just after you need it.
>

3188. Re: Analog disks?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-22 00:42:14 UTC
From: ronfucci@bellsouth.net
Message-ID: <3b09b5a9.7809074@news.atl.bellsouth.net>
Source record: 36612

I'd also be interested to know if there are COMPUTE! archives with
files from the books and/or mags. Thanks.

ron

On 21 May 2001 23:08:30 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

>Does anyone have a link for these archives? I certainly think I remember
>finding a site with all of the Analog Magazine monthly disks, but I haven't
>been able to relocate it.
>
>thnx
>
>-Ron
>
>Experience is something you don't get until just after you need it.
>

3189. Ultima III for Atari 800 xl xe FA + my 800 xl want list!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-22 01:00:45 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <9ecevgjri1@nnrp2.phx.gblx.net>
Source record: 36613

I have an extremely rare complete Ultima III for Atari 800 xl xe computers up for auction this week, ending on Saturday. I also have many other goodies like a Zaxxon 800 xl cartridge, a Pitfall II cart for 800 xl (very good game!), and Rubik's Cube just to name a few. Please click on sellers other auctions after you go to this link for Ultima III. Thanks for reading my post and while I am at it let me leave my want list behind!

Ultima III auction link:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1239967089

My want list!!!

800 xl Boulderdash cart I will pay $30 for in good condition
800 xl pastfinder I will pay $25 for
800 xl Alley Cat complete boxed I will pay $20 for
800 xl Agent USA complete boxed I will pay $20 for
Atari ST Moebius RPG complete will pay $25 for

I am not interested in copies at all. Thanks! -Satcom2

3190. Re: Supra hard drives for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-22 01:44:53 UTC
From: DCM01@USA.NET
Message-ID: <3b09c1f6.2263293@news.CIS.DFN.DE>
Source record: 36615

We chatted about this in #atari8 a couple weeks ago. The two most modern hard-drive expansions for the Atari 8bit are the MIO from ICD and the Black Box. The Black Box is a current, supported product. MIO and Black Box require an XL or XE level 8bit.

The Corvus is a hard-drive solution that will plugs into the joystick ports. It will work on an Atari 800, and I presume all the other Atari's. The Corvus requires a boot floppy disk to use the hard-drive. Unless you get the Corvus motherboard modification. If you can still get the Corvus motherboard modification.

Additionally there were some oddball hard-drive systems for the 8bit, among them Leading Edge, ATR 8000 (which did a bunch of other stuff too), and Supra. In my opinion you will be lucky to find a working Supra because they were rare.

On Mon, 21 May 2001 22:46:54 +0100, "David Matthews" <mathu@indigo.ie> wrote:

>Hi,
>Is anybody out there using one of these.
>I would like to know more about this drive.....So please help if you can.
>
>Regards.
>
>

3191. IRC Chat

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-22 01:52:03 UTC
From: DCM01@USA.NET
Message-ID: <3b09c4b7.2967618@news.CIS.DFN.DE>
Source record: 36616

I typically post announcements about the Tuesday IRC chat, so I wanted to say that I am not able to do it tomorrow night, as I will be on a business trip. Next week I certainly think I can do the chat!

Sometimes people do the chat without me which is fine with me, but I though I should say I won't be able to make it.

People liked when we did the doorprize quiz thing so maybe we will do that next week. I have a copy of One-on-One around here...

Later!

3192. Re: Did you know ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-22 03:02:04 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3B09D6AC.4DA5712D@ev1.net>
Source record: 36614

```
Andreas Magenheimer wrote:
>
> Just a joke (but true): [completely off topic !!]
> Apple and the Apple logo are no trademarks of apple Computers. Nope !!
> instead, Apple and the Apple logo are trademarks of Apple Corp. And who
> the fuck is Apple Corp. (or Apple Corp. /UK to be correct) ??? Well,
> that`s THE BEATLES... well known as Paul Mc Cartney, John Lennon, George
> Harrison and Ringo Starr. And the Beatles were formed long before Apple
> computers, so the name and logo belongs to them !! in other words, you
> do not have an Apple computer at home, you have a Beatles computer !!
> Unfortunately, there is one little difference between the Apple computer
> and the Apple Corp. logo. The Apple Corp. logo uses a normal green
> Apple, whereas the Apple computer logo uses a "colorful" apple, that
> looks like Adam and Eve have tasted from... So there are two solutions:
> 1) force Apple computers to no longer use their name and logo (since the
> Beatles have the older rights) or 2) judge apple computers and
> especially their logo for throwing us out of paradise... Ha Ha
>
This was all settled years ago when Apple Computer agreed *not* to sell
musical products...that is why the Macintosh did *not* have a dedicated
sound card until resently...

--
+-------------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-------------------------------------------------------------+
```

3193. Re: "ZAP! The Rise and Fall of Atari" Rare Book

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-22 03:20:40 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3B09DB08.B69156A5@pcisys.net>
Source record: 36617

Estategems wrote:

> ZAP! The Rise and Fall of Atari
>
> -http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1430055412
>
> Rare book, out of print, a must have for all devoted afficianados and
> collectors of vintage games!

And if you can't afford to win the auction, you can at least download a
PDF
version of the book. Permission was given by McGraw Hill for this.

Download it here:
http://www.pipeline.com/~jhardie/

Glenn

3194. Re: patched OS ROM IMAGE

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-22 04:34:42 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tgjqqmonb92o1e@corp.supernews.com>
Source record: 36618

"Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message
news:3B095603.C573496A@mail.uni-mainz.de...
> Well,
> TB has 18kb in length. Thus, you need a bank-switching super-cart,
> unless you shorten it down to 16k. on the other hand: Why did no-one
> ever produce a patched TB that uses a) only 16k and b) the cart area
> (8000-A000) ??? To complicated ??? Or to many compatibility problems ???
> I would like to have TB on a cart !!! -Andreas

I would imagine it was because the author was busy with GFA BASIC for the ST
and didn't have time to look back.

3195. Re: Ballblazer: Is it a bug?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-22 07:57:41 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B0A1BF5.9E69DF88@siemens.at>
Source record: 36619

Andreas Magenheimer wrote:
>
> Well,
> what I hate about these archives and especially about the images in
> those archives are the hacker/cracker versions of programs that have
> notes like "cracked by [insert cracker pseudo here]" somewhere in the
> title/intro or the program itself. Most of all, the real company and
> author names or distributors are removed completely. I do not want to
> give respect to any of the hackers/crackers, but to the authors or
> companies. So, an archive should contain copies of Atari programs. But:
> these copies should still have the authors and companies names intact.
> And further more, there should not be a crackers note anywhere...
> -Andreas

On the main topic I completely agree with you. But one of the
advantages of a central archive would be the chance to weed out
the bad cracks whereever an original file or 'good' crack is
available. Best would be a two part archive with 'checked 100%
original' files in one area and the other files in a 'original
still missing' area. And now I try to stop dreaming again :)

BTW, the only crack I ever did was 'Bruce Lee' and I couldn't
resist to put a tiny message in. I sent it to Aaron some time
ago so I think you'll find it at 'Holmes' now, replacing one of
that incomplete version that were there before.
But if anyone really were interested I'd offer to redo it to
100% original - except the protection of course :) - this time.
BTW, it really was a mixture of curiousity and fear of losing
the precious original that made me do that private crack then,
but I still have the original after all these years and it
still works :)

Gerhard

3196. It's fixed (don't ask how). was: Re: XF551 doing funny things

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-22 09:29:22 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9edbhieak1@nets3.rz.RWTH-Aachen.DE>
Source record: 36620

Howdy folks

>Somebody from the C128 scene gave me a couple of Atari disks and when I tried
>them the following started to happen.
>
>Even if I load software I already have, the disk loads, then after I access
>certain parts of the disk, the head starts going inwards and a wining sound
>appears. I'm not sure where it comes from.
>
>How can I determine, whether my XF551 is still OK, and if not, what has gone
by
>by. The aluminum heatsink was quite hot (but then again, it usually is with
>XF's and the transistors (atleast the two bigger ones) where quite hot too.
>IIRC the smaller one at the side that faces the drive mech wasn't as warm.

So yesterday I tried the TASKMASTER sector editor. Because you can tell the
drive directly which sector you want it to read. Silly thing didn't wanna read
the back side of the 5.25" drive. (my XF551 is upgraded with a dual drive
conversion as sold by CSS) The 3.5" mech had no problems what so ever.

So I connected this XDF mech to the BlackBox and the mech (taken from an XF
with 'connector blues') that normally is connected to the BlackBox (make that
'FloppBoard') to the XF551's internal organs. (had to change the drive
ID's) The problems stayed with the mech that had them. This meant I knew
where the problems were located. Somewhere inside the 5.25" mechanism.

Tried it again (I had the TASKMASTER search for a combination of characters.
Works great). Them all of a sudden it could read past sector 720. But it
stopped at 730. Tried a bit more and all of a sudden, the thing works again.
Problem gone.

I suspect one of them disk I got had something on them.

Is there a way to check, without the need to open up my drives afterwards?

CU Mathy van Nisselroy

3197. Unused connector on mechanism in XF551

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-22 09:47:16 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9edcj4eak2@nets3.rz.RWTH-Aachen.DE>
Source record: 36621

Howdy folks

While trying to find the problem with my XF551 (which seem to be solved as you can read in another article), I came upon this unused connector. It consists of 4 pins and is located to the left of the ID jumper and the drive head connector on the mechanism. It has TRO and G next to it. Anybody have a clue what this was/is intended for?

CU Mathy van Nisselroy

PS with the opening toward you, it's on the upper left corner, close to the power connector.

3198. Re: newbie

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-22 13:19:14 UTC
From: Jon-Paul <pockets@cix.co.uk>
Message-ID: <9edots$g0a$1@plutonium.compulink.co.uk>
Source record: 36622

The ataria came normaly came with a 5 1/4 inch dingle density or 'enhanced density' disk drive. The atari 810 and 1050 are the model numbers your after. There have been conversions to 3 1/2 drives but these requiere a third party basic. There are a fair few bits of software that permit you to save tape to memory and then dump to disk. Howfen dos being one particular one i have used with success. Unless you want to realy splash out on stuff I would recomend a 1050 drive and a copy of howfen dos. If you can get a 1050 with either a US doubler or a Happy after market/third party upgrade you have the right to feel smug. The US doubler permitted true double density and the Happy mod was for heavy disk/directory manipulation (IE ripping games, but never marketed as such) as well as true double density. There have been third party mods to 3 1/2 disks, but they are not common or standard in the 8 bit world
"Zogging Hell!!!" <tjw@zhell.co.uk> wrote in message news:3b0971e3$0$21937@news.zetnet.co.uk...
> Hi, please don't shout but I'm a bit of a newbie. After being a life long
> 16bit Atari fanatic, I've finally got a couple of 8bits (an XL and XE),
> unfortuantly neither came with an instruction manual and although I'm not
> really that frightened of the built in basic and DOS, I'm very scared by
the
> tape decks I have to load everything through. I hope this isn't some sort
of
> sacrilege but is there a way to connect a 3.5 inch floppy to these
beasties
> (or the nearest poss..) and how easy is it to transfer stuff from tapes to
> disks?
>
> thanks, all help will be greatfully recieved
>
> Thomas
>
>

3199. Re: RADIO HOST NEEDS A BEATING

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-22 15:11:32 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <790lgt0rc517qpb10p84q634fo53f83jk1@4ax.com>
Source record: 36624
Cross-posted to: comp.sys.arm,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy

The other Day "Mo" <mygranny@swbell.net> wrote:

>If you don't like them so much, why are you emphasizing there stand on this
>newsgroup? All you're doing is advertising for them.

Because it's standard spammer reverse psychology, he or she seems to
be complaining so you go look to see what's so bad about the site.

--

As long as you remember them they will always be with you..

3200. Re: Self Destruct Vector on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-22 16:14:13 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <lu3lgt0gc5e6a5opkvfl93sfmghn9h5fjp@4ax.com>
Source record: 36625

Oops - that link was to the wrong file! (Livewire was something the
Jaguar group was interested in...)

The correct link is:
http://holyoak.com/atari/files/8BIT/EXE/paperweight.exe

Sorry for the mix-up!

- Trevor

On Mon, 21 May 2001 13:03:43 -0600, Trevor Holyoak
<trevor@holyoak.com> wrote:

>I verified that it was there and actually downloaded and ran it before
>announcing I had uploaded it. Perhaps it's your news server? (It's on
>supernews, at least...)
>
>You can also get it from my web site at
>http://holyoak.com/atari/files/8BIT/EXE/LIVEWIRE.EXE
>
>- Trevor

3201. Re: RADIO HOST NEEDS A BEATING

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-22 16:42:48 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <ZyuO6.174$3U4.20097@nnrp1.sbc.net>
Source record: 36623
Cross-posted to: comp.sys.arm,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy

If you don't like them so much, why are you emphasizing there stand on this newsgroup? All you're doing is advertising for them.

ypxqsgay@privacy.net wrote in message
<9e8cu3$mv14598@news.qualitynet.net>...
>I do not understand why the United States
>permits web sites like
>http://www.halturnershow.com to exist.

3202. Re: Atari, Tramiels, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-22 19:44:11 UTC
From: nj_toothenbecker@hotmail.com
Message-ID: <fkzO6.7821$CD5.2927442@news2.rdc2.tx.home.com>
Source record: 36626

In article <tgi7obn0cjhr48@corp.supernews.com>, ricortes@netmagic.net says...
>
>

>Don't know if you remember those times really well, it was crazy. There was
>the RAM shortage as IBM clones took off. Mircron, a RAM chip supplier that
>Atari had contracted with wouldn't deliver as they had a better profit
>margin selling to the clone market, Atari ended up suing them. Rumors were
>rampant that most of those sales of ~$140 million<?> STs actually went to
>clone manufacturers who took the RAMs out of the <$500 STs to put into
>>$3000 clones.

I remember the times pretty well. Like the blitter upgrade for the early STs
that were promised and never delivered. Or the XEs bundled with the Amy chip,
and the Amy never saw the light of day. (didn't he show something like 5
different XE models one time?) RAM prices weren't too bad until the US and
Japan got into a little tiff over Japan's dumping RAMs on the market trying
to drive everybody else out. (the two banks of 256K chip I had in my XL ended
up being worth more than the rest of the computer).

(can't say I believe the story about the STs being used for the RAMs. The ST
only had 512K, we are talking about the $500 STs. My monochrome MegaST2 cost
me $1200, I bought it in '88 or so. I jumped ship to the Amiga in late '89 I
mean, 512K wasn't worth 500 bucks).

>I have a great deal of respect for the talents and work ethic of people in
>the computer industry in general. One of the thing I have almost no respect
>for is the retarded production schedules and planning the managment does.

Depends on if you want to talk about Jay Miner, Alan Kay, Steve Wozniak or
Bill Gates. 8-) Smilin' Jack and his boys were all managment. I was really
surprised to see Atari self destruct after C= did so well with an inferior
product. I used to rant and rave that *>I<* could do at least that bad a job
running a company. 8-)

Those were the days. 8-) Smilin' Jack at least made things interesting, even
though he couldn't deliver anything.

3203. Re: newbie

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-22 22:07:26 UTC
From: Zogging Hell!!! <tjw@zhell.co.uk>
Message-ID: <3b0ae07e$0$21936@news.zetnet.co.uk>
Source record: 36628

Hi there,

Thanks for the reply, it was extremely helpful :-)

Sorry for sounding dumb but just to clarify, the 810 and 1050 take the 3 1/2
floppies?

thanks again for your help, I'll be off to e-bay as soon as poss ;-)

regards,

Thomas

"Jon-Paul" <pockets@cix.co.uk> wrote in message
news:9edots$g0a$1@plutonium.compulink.co.uk...
> The ataria came normaly came with a 5 1/4 inch dingle density or 'enhanced
> density' disk drive. The atari 810 and 1050 are the model numbers your
> after. There have been conversions to 3 1/2 drives but these requiere a
> third party basic. There are a fair few bits of software that permit you
to
> save tape to memory and then dump to disk. Howfen dos being one particular
> one i have used with success. Unless you want to realy splash out on stuff
I
> would recomend a 1050 drive and a copy of howfen dos. If you can get a
1050
> with either a US doubler or a Happy after market/third party upgrade you
> have the right to feel smug. The US doubler permitted true double density
> and the Happy mod was for heavy disk/directory manipulation (IE ripping
> games, but never marketed as such) as well as true double density. There
> have been third party mods to 3 1/2 disks, but they are not common or
> standard in the 8 bit world
> "Zogging Hell!!!" <tjw@zhell.co.uk> wrote in message
> news:3b0971e3$0$21937@news.zetnet.co.uk...
> > Hi, please don't shout but I'm a bit of a newbie. After being a life
long
> > 16bit Atari fanatic, I've finally got a couple of 8bits (an XL and XE),
> > unfortuantly neither came with an instruction manual and although I'm
not
> > really that frightened of the built in basic and DOS, I'm very scared by
> the
> > tape decks I have to load everything through. I hope this isn't some
sort
> of
> > sacrilege but is there a way to connect a 3.5 inch floppy to these
> beasties
> > (or the nearest poss..) and how easy is it to transfer stuff from tapes

to
> > disks?
> >
> > thanks, all help will be greatfully recieved
> >
> > Thomas
> >
> >
>
>

3204. Re: RADIO HOST NEEDS A BEATING

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-22 22:38:52 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <NMzO6.29$7t6.6251@nnrp1.sbc.net>
Source record: 36627
Cross-posted to: comp.sys.arm,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy

Yeah I just figured that one out, you live and you learn. At least they
didn't get any of my money!
Mo

Paul Irvine wrote in message <790lgt0rc517qpb10p84q634fo53f83jk1@4ax.com>...
>The other Day "Mo" <mygranny@swbell.net> wrote:
>
>>If you don't like them so much, why are you emphasizing there stand on
this
>>newsgroup? All you're doing is advertising for them.
>
>Because it's standard spammer reverse psychology, he or she seems to
>be complaining so you go look to see what's so bad about the site.
>
>--
>
>As long as you remember them they will always be with you..
>

3205. Re: newbie

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-23 02:03:31 UTC
From: Cabell <cabell.clarkeSPAMNO@verizon.net>
Message-ID: <TTEO6.315$xM2.304218@typhoon2.ba-dsg.net>
Source record: 36629

nope... 5-1/4 floppies - NOT HI-DENSITY! You need DSDD (old 360k) floppies
for best results

"Zogging Hell!!!" <tjw@zhell.co.uk> wrote in message
news:3b0ae07e$0$21936@news.zetnet.co.uk...
> Hi there,
>
> Thanks for the reply, it was extremely helpful :-)
>
> Sorry for sounding dumb but just to clarify, the 810 and 1050 take the 3
1/2
> floppies?
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> thanks again for your help, I'll be off to e-bay as soon as poss ;-)
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> regards,
>
> Thomas
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tapes
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> > > thanks, all help will be greatfully recieved
> > >
> > > Thomas
> > >
> > >
> >
> >
>
>

3206. Re: Atari, Tramiels, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-23 03:02:04 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tgm9oro6v342c0@corp.supernews.com>
Source record: 36630

.
"Nearl J Toothenbecker" <nj_toothenbecker@hotmail.com> wrote in message
news:fkzO6.7821$CD5.2927442@news2.rdc2.tx.home.com...
<snip>
> >I have a great deal of respect for the talents and work ethic of people
in
> >the computer industry in general. One of the thing I have almost no
respect
> >for is the retarded production schedules and planning the managment does.
>
> Depends on if you want to talk about Jay Miner, Alan Kay, Steve Wozniak or
> Bill Gates. 8-) Smilin' Jack and his boys were all managment. I was really
> surprised to see Atari self destruct after C= did so well with an inferior
> product. I used to rant and rave that *>I<* could do at least that bad a
job
> running a company. 8-)
>
> Those were the days. 8-) Smilin' Jack at least made things interesting,
even
> though he couldn't deliver anything.

Best rumor I heard was ~Jack offered the designer of the ST a huge block of
Atari stock and penuts for wages to jump ship from Commadore. The guy got
the ST out in about 6 months, made millions on his stock options, then Jack
stiffed him when he asked for better pay/more options to continue working
there.

So he quit.

Small wonder ST development was stagnant from then on. There's a saying in
the USA "You dance with the guy who brought you", I think the Chinese
equivalent is something like "We have gone to the well to draw water
together", the Tramiels didn't seem to quite have the hang of that.

3207. Re: Synassembler docs

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-23 03:43:22 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010522234322.25371.00000842@ng-ma1.aol.com>
Source record: 36631

The links are repaired and thanks to Kirby DeVore, we have SynAssembler XL...

http://members.aol.com/rhamiiton5

>Paul Irvine mclane.dellos@btinternet.com replied

>Do you know the Synpak link is broken tho?

-Ron

Experience is something you don't get until just after you need it.

3208. FS: Atari800xl

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-23 05:30:51 UTC
From: snowmutt@aol.com
Message-ID: <20010523013051.26209.00000860@ng-bk1.aol.com>
Source record: 36632

```
Atari800xl for sale for $50
```

3209. FS: Indus GT Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-23 05:31:36 UTC
From: snowmutt@aol.com
Message-ID: <20010523013136.26209.00000861@ng-bk1.aol.com>
Source record: 36633

Indus GT Disk Drive $50

3210. Avalon Hill 1983 catalog!!! WOW!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-23 10:16:17 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <J_JO6.393$F93.222762@nnrp3.sbc.net>
Source record: 36634

I made a big score on some Avalon Hill games including "Quest of The Space Beagle", "G.F.S. Sorceress", and I got the boxes and doc's for "Andromeda Conquest","Legionnaire","Bomber Attack", and "Planet Miners". Interestingly the space beagle and sorceress were on disk! I thought all AH games were cassette. I'm going through all of the documentation and I'll be posting as much as I can when I can. For the moment, I've got the 1983 catalog up. The 1984 catalog hardly mentioned computer games at all except for a parts/compatability/price chart, which was printed so small I couldn't get a readable scan on it. If anyone wants to check out the 1983 catalog here's the link....

http://members.tripod.com/~chainsaw1661/crush.htm

Probably within the next week or two, I'll add some more stuff.
Mo

3211. Atari 8 bit 6502 book

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-23 19:20:17 UTC
From: CJ <cj08758@yahoo.com>
Message-ID: <3B0C2BEB.69D@yahoo.com>
Source record: 36635

I have a book for sale:
Programming the 6502
by Rodnay Zaks

sybex c202, published in 1980
ISBN 0-89588-046-6

386 pages, I used this book when programing
my Atari 800 in machine lang. It is well worn
and I will ship it anywhere in the contintal US
for $5.00. weight 18 onces.

I figured I'de give someone else a chance to own it
rather than deep six it.

CJ

3212. Atari 8 bit 6502 book

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-23 19:20:33 UTC
From: CJ <cj08758@yahoo.com>
Message-ID: <3B0C2BFC.6C2F@yahoo.com>
Source record: 36636

I have a book for sale:
Programming the 6502
by Rodnay Zaks

sybex c202, published in 1980
ISBN 0-89588-046-6

386 pages, I used this book when programing
my Atari 800 in machine lang. It is well worn
and I will ship it anywhere in the contintal US
for $5.00. weight 18 onces.

I figured I'de give someone else a chance to own it
rather than deep six it.

CJ

3213. Re: Analog disks?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-23 20:51:51 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010523165151.28990.00000992@ng-ci1.aol.com>
Source record: 36637

Thanks, Ron

That 2nd one has been a dead link for me the last couple of days... and the
other begins at about issue #32; is any of their previous material out there?

> ronfucci@bellsouth.net replied:

>here are two url's I obtained from XLSearch:
>
>ftp://atari.fornax.sk/pub/atari/8bit/Magdisks-dcm/
>ftp.spudster.org/pub/atari/cth/magazines/analog/files/

-Ron

Experience is something you don't get until just after you need it.

3214. Re: Avalon Hill 1983 catalog!!! WOW!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-23 23:12:19 UTC
From: ebaiz@skyenet.net
Message-ID: <ntXO6.73$aD6.1659@newsfeed.slurp.net>
Source record: 36638

On 23 May 2001 03:16:17 , "Mo" wrote:
>I made a big score on some Avalon Hill games including "Quest of The Space
>Beagle", "G.F.S. Sorceress", and I got the boxes and doc's for "Andromeda
>Conquest","Legionnaire","Bomber Attack", and "Planet Miners". Interestingly
>the space beagle and sorceress were on disk! I thought all AH games were
>cassette. I'm going through all of the documentation and I'll be posting as
>much as I can when I can. For the moment, I've got the 1983 catalog up. The
>1984 catalog hardly mentioned computer games at all except for a
>parts/compatability/price chart, which was printed so small I couldn't get a
>readable scan on it. If anyone wants to check out the 1983 catalog here's
>the link....

These were great games expecially Quest of The Space Beagle. I have
that as well as Jupiter Mission. They are both on disks. I had alot of
fun going to Jupiter and back...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3215. Re: Analog disks?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-23 23:49:15 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b0c82f8$0$88179$4c5ecdc7@news.erinet.com>
Source record: 36641

Ron.
(You think you remember, certainly.) Uhm. I think ftp.clark.net had
a lot of them, but it is now password only, no anonymous user login.
Marlin Bates collected the ANALOG disks, but we haven't heard from
him and his web page and presumably his e-mail are no longer good.
(M. Current might want to talk whether he should still be listed in
the vendor/developer list. I think he's still in the list. I say talk
because
I searched the white pages and his phone # is listed, but not in the
vendev list.)
Russg

3216. Re: Analog disks?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-23 23:53:48 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b0c8408$0$88180$4c5ecdc7@news.erinet.com>
Source record: 36643

(I thought about this some more, re: ANALOG disks.)
Well, you know I guess about all ANALOG programs are available,
you just need to know the program. The programs are spread all over
the place, spudster probably has about all proggies, but not all the .atr
of the monthly disks.
Cyber Roach has the ANALOG project and you could dig programs
out of his project, but I'm not sure if he wants that, and he's only got
several of the 79 magazines, not a whole lot.
Russg

3217. Re: Analog disks?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-24 00:58:19 UTC
From: ronfucci@bellsouth.net
Message-ID: <3b0c5c8a.5621474@news.atl.bellsouth.net>
Source record: 36639

I just checked and

ftp.spudster.org/pub/atari/cth/magazines/analog/files/

works for me. Starts at 7/85. I guess I could download and send to
you if you like.

ron

On 23 May 2001 20:51:51 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

>Thanks, Ron
>
>That 2nd one has been a dead link for me the last couple of days... and the
>other begins at about issue #32; is any of their previous material out there?
>
>> ronfucci@bellsouth.net replied:
>
>>here are two url's I obtained from XLSearch:
>>
>>ftp://atari.fornax.sk/pub/atari/8bit/Magdisks-dcm/
>>ftp.spudster.org/pub/atari/cth/magazines/analog/files/
>
>-Ron
>
>Experience is something you don't get until just after you need it.
>

3218. Re: Analog disks?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-24 03:42:52 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010523234252.05015.00001210@ng-mh1.aol.com>
Source record: 36640

I just double checked what I had been copying & pasting and it works fine when I put in the "://" syntax near the beginning. Was looking for May 85 and earlier; I have their cassette of issue #22 and then no media until the 40's except what I typed myself.

>ronfucci@bellsouth.net responded

>I just checked and
>
>ftp.spudster.org/pub/atari/cth/magazines/analog/files/
>
>works for me. Starts at 7/85. I guess I could download and send to
>you if you like.

-Ron

Experience is something you don't get until just after you need it.

3219. Re: Analog disks?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-24 03:44:57 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010523234457.05015.00001211@ng-mh1.aol.com>
Source record: 36642

Same here; I know they generated some because I have one recently acquired in a box of disks.

> ronfucci@bellsouth.net hinted:

>I'd also be interested to know if there are COMPUTE! archives with
>files from the books and/or mags.

-Ron

Experience is something you don't get until just after you need it.

3220. Re: Analog disks?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-24 04:09:18 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3B0C896E.F74E6DDA@one.net>
Source record: 36644

I know the general opinion of ebay in this group. But, there's a disk
collection on ebay. The shipping is a bit overpriced in my opinion.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1239549639

-Bob
PS - I have no connection with the seller. I saw this thread and then
happened across the disks.

Russ Gilbert wrote:
>
> (I thought about this some more, re: ANALOG disks.)
> Well, you know I guess about all ANALOG programs are available,
> you just need to know the program. The programs are spread all over
> the place, spudster probably has about all proggies, but not all the .atr
> of the monthly disks.
> Cyber Roach has the ANALOG project and you could dig programs
> out of his project, but I'm not sure if he wants that, and he's only got
> several of the 79 magazines, not a whole lot.
> Russg

3221. Re: Avalon Hill 1983 catalog!!! WOW!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-24 06:50:14 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <%30P6.175$5i.177261@nnrp2.sbc.net>
Source record: 36645

Hey that's great, when I get a chance I'm gonna make a set of ATR's of all the Avalon Hill games I have and put them up on the homepage. I'll try to do a better job than the last one's I put up 8-). If you have the means could you make ATR's of yours and swap with me? I'll give you full credit on the homepage! Your name will be up in lights! I haven't tried it yet, but I think space beagle's copy protected and I'll have to use the prosys cable for that one. Man, I tell you what, somebody's got to do something fast. These Avalon Hill's are becoming extremely hard to find! I was amazed when I found that Microprose had released 'Diplomacy' for the PC, I heard rumors about other titles they released, but haven't seen any of them yet. On another note, I noticed that the AH Atari 2600 cartridges are getting top dollar on the online auctions, most going for more than they cost new, which is unusual for old video game carts. I have a one page ad for those as well that I haven't put up yet.

Mo

Edward S. Baiz Jr. wrote in message ...
>On 23 May 2001 03:16:17 , "Mo" wrote:
>>I made a big score on some Avalon Hill games including "Quest of The Space
>>Beagle", "G.F.S. Sorceress", and I got the boxes and doc's for "Andromeda
>>Conquest","Legionnaire","Bomber Attack", and "Planet Miners".
Interestingly
>>the space beagle and sorceress were on disk! I thought all AH games were
>>cassette. I'm going through all of the documentation and I'll be posting
as
>>much as I can when I can. For the moment, I've got the 1983 catalog up.
The
>>1984 catalog hardly mentioned computer games at all except for a
>>parts/compatability/price chart, which was printed so small I couldn't get
a
>>readable scan on it. If anyone wants to check out the 1983 catalog here's
>>the link....
>
>These were great games expecially Quest of The Space Beagle. I have
>that as well as Jupiter Mission. They are both on disks. I had alot of
>fun going to Jupiter and back...
>
>
>Edward S. Baiz Jr.
> (Gamer)
>---
>HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633

```
>PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
>-----------------------------------------------------
>
>
```

3222. Re: Indus GT Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-24 06:51:51 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <U40P6.177$5i.177642@nnrp2.sbc.net>
Source record: 36646

make it $20 and you got a deal.
Mo

Snowmutt wrote in message <20010523013136.26209.00000861@ng-bk1.aol.com>...
>Indus GT Disk Drive $50
>

3223. Re: Analog disks?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-24 08:01:25 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <761P6.118$UK.8484@nnrp1.sbc.net>
Source record: 36547

I don't know, $8.00 shipping for 75 disks isn't that bad. I once bought a lot of about 80 disks and it was quite heavy! Doesn't look like too bad of a deal, what you have to look out for though is the mention of "they're not all original" which means you could be getting nasty, gooey, smelly disks. It sounds funny, until you wind up with $28.00 of funk. Of course that could happen to original disks just as easily, I think I would want a picture before I threw money down. 8-)
Mo

Bob Ryan wrote in message <3B0C896E.F74E6DDA@one.net>...
>I know the general opinion of ebay in this group. But, there's a disk
>collection on ebay. The shipping is a bit overpriced in my opinion.
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1239549639
>
>-Bob
>PS - I have no connection with the seller. I saw this thread and then
>happened across the disks.
>
>Russ Gilbert wrote:
>>
>> (I thought about this some more, re: ANALOG disks.)
>> Well, you know I guess about all ANALOG programs are available,
>> you just need to know the program. The programs are spread all over
>> the place, spudster probably has about all proggies, but not all the .atr
>> of the monthly disks.
>> Cyber Roach has the ANALOG project and you could dig programs
>> out of his project, but I'm not sure if he wants that, and he's only got
>> several of the 79 magazines, not a whole lot.
>> Russg
>

3224. OT: ish Re ICQ and users (Longish)

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-24 10:13:48 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <ueipgtc6b0rn5qcbnl2jv2oq6f56e5ptct@4ax.com>
Source record: 36548

Anyone in here who has spoken to me knows I am a nice as pie bloke who would help you as much as possible, you can mail me or ICQ me and I normally answer quickly.

Now on ICQ many people like me select authorise user so others must ask you to allow them to chat, this saves lots of mega spam messages. So you still get a message but they can add a reason for you to auth them, if I get messages that just say the default 'Please auth me' then they get ignored as I long decided that unless I recognise your name or you can be bothered to fill in your details or add a reason then I presume you are a spammer.

So, I start getting messages with no detail from a user, I ignore them and they keep coming. Eventually I write back to the user and ask who they are?

No answer, so more messages for auth come so now I am just getting annoyed and decide to send one last message with 'don't be an idiot I have asked you now p** off' and lo and behold the next day the guy complains I am being rude and all he wanted to do was chat about Atari things.

ARRRRRGHHHHHHHHH...

Don't you just hate it when someone has a communication medium like ICQ and can't be bothered to communicate properly. Why do people think there is a box with the words 'add your reason for asking for authorisation' on ICQ..

<whinge mode off>
--

As long as you remember them they will always be with you..

3225. Re: ish Re ICQ and users (Longish)

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-24 12:00:13 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <hJ6P6.52254$MR1.7682738@news02.optonline.net>
Source record: 36549

Believe me, it isn't restricted to ICQ, nor is it a modern phenomenon.

Many years ago, Tom Lehrer recorded an album in which he talked about difficulties with communications. He opened a snail-mail letter which said, "My darling, I love you and I cannot live without you. Marry me at once, or I will kill myself." Tom fretted about the letter until he noticed that it had been addressed to: Occupant.

"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message news:ueipgtc6b0rn5qcbnl2jv2oq6f56e5ptct@4ax.com...
>
> Anyone in here who has spoken to me knows I am a nice as pie bloke who would
> help you as much as possible, you can mail me or ICQ me and I normally
> answer quickly.
>
> Now on ICQ many people like me select authorise user so others must ask you
> to allow them to chat, this saves lots of mega spam messages. So you still
> get a message but they can add a reason for you to auth them, if I get
> messages that just say the default 'Please auth me' then they get ignored as
> I long decided that unless I recognise your name or you can be bothered to
> fill in your details or add a reason then I presume you are a spammer.
>
> So, I start getting messages with no detail from a user, I ignore them and
> they keep coming. Eventually I write back to the user and ask who they are?
>
> No answer, so more messages for auth come so now I am just getting annoyed
> and decide to send one last message with 'don't be an idiot I have asked you
> now p** off' and lo and behold the next day the guy complains I am being
> rude and all he wanted to do was chat about Atari things.
>
> ARRRRRGHHHHHHHHH...
>
> Don't you just hate it when someone has a communication medium like ICQ and
> can't be bothered to communicate properly. Why do people think there is a
> box with the words 'add your reason for asking for authorisation' on ICQ..
>
> <whinge mode off>
> --

>
> As long as you remember them they will always be with you..

3226. FS/T: Atari 8-bit computer items and more... [05/24/2001]

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-24 12:14:53 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <2jupgton64vu4c3hdcotcd5cmtve1f13sm@4ax.com>
Source record: 36550

```
Items currently available for the following systems:

Atari 8-bit computers

Apple ][ computers
Atari ST computer
Commodore 64 / 128 computers
Commodore Vic-20 computer
Radio Shack Color Computer (CoCo)
T.I. 99/4A computer
IBM PC (CD ROM and diskette software)

3DO
Atari Lynx
Nintendo 64
Nintendo Game Boy
Nintendo NES
Nintendo SNES
Sega Dreamcast
Sega Genesis
Sega Master System (SMS)
Sony Playstation (PSX)

Books / Magazines (video game and computer related)
Miscellaneous (board games, hand-held video games, etc.)
Movies (DVD and VHS)

Atari 2600
Atari 5200
Atari 7800
Colecovision
Emerson Arcadia 2001
Mattel Intellivision
Magnavox Odyssey2

Comic Books -- coming soon!
Sports Cards -- coming soon!

You can visit VGA on the WWW at:

http://www.io.com/~vga2000/

or go directly to the VGA For Sale or Trade section at:

http://www.io.com/~vga2000/fsort.htm

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
```

and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

3227. Help - 1050 died on me!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-24 14:44:29 UTC
From: Linda Naysmith <linda.naysmith@blueyonder.co.uk>
Message-ID: <h79P6.25180$eJ4.2944928@news1.cableinet.net>
Source record: 36551

My 1050 fitted with a US doubler, died on me yesterday. The power LED lights up but there is no chug from the drive when powered on. Does anyone know where I can get it fixed in the UK - preferably Scotland? Or where I can get a replacement?

Thanx for any help

Linda..

3228. Re: ish Re ICQ and users (Longish)

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-24 17:52:31 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <0q4qgt83j8nh0lv1jis4p7reh5m1qav1dl@4ax.com>
Source record: 36552

The other Day "Alan Sharkis" <asharkis@optonline.net> wrote:

>Believe me, it isn't restricted to ICQ, nor is it a modern phenomenon.
>
>Many years ago, Tom Lehrer recorded an album in which he talked about
>difficulties with communications. He opened a snail-mail letter which said,
>"My darling, I love you and I cannot live without you. Marry me at once, or
>I will kill myself." Tom fretted about the letter until he noticed that it
>had been addressed to: Occupant.
>
That's quite a nasty situation there..

As to my moan, I just found it so bizarre that the guy / girl thought I was
rude after me trying to get an answer twice.

The world can be a tad odd sometimes :-)
--

As long as you remember them they will always be with you..

3229. Dead power supplies

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-24 18:46:30 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <bllqgts40sbadvq0jcqs3rm4k7csh38hpp@4ax.com>
Source record: 36553

Would anyone be interested in any dead power supplies for a 1050, 800, 400, etc.? I've got a bunch that I'm trying to decide whether to throw away, sell, give away, etc. The shipping alone on these things would not be real cheap.

Thanks,
Trevor

3230. Re: newbie

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-24 21:37:33 UTC
From: Zogging Hell!!! <tjw@zhell.co.uk>
Message-ID: <3b0d7c74$0$21938@news.zetnet.co.uk>
Source record: 36554

Yikes!,

I assume that 5 1/4 disks are now unavailable? or can you still get new ones somewhere?

regards,

Thomas

"Cabell" <cabell.clarkeSPAMNO@verizon.net> wrote in message news:TTEO6.315$xM2.304218@typhoon2.ba-dsg.net...
> nope... 5-1/4 floppies - NOT HI-DENSITY! You need DSDD (old 360k) floppies
> for best results
>
> "Zogging Hell!!!" <tjw@zhell.co.uk> wrote in message
> news:3b0ae07e$0$21936@news.zetnet.co.uk...
> > Hi there,
> >
> > Thanks for the reply, it was extremely helpful :-)
> >
> > Sorry for sounding dumb but just to clarify, the 810 and 1050 take the 3
> 1/2
> > floppies?
> >
> > thanks again for your help, I'll be off to e-bay as soon as poss ;-)
> >
> > regards,
> >
> > Thomas
> >
> > "Jon-Paul" <pockets@cix.co.uk> wrote in message
> > news:9edots$g0a$1@plutonium.compulink.co.uk...
> > > The ataria came normaly came with a 5 1/4 inch dingle density or
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> > > density' disk drive. The atari 810 and 1050 are the model numbers your
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> > > save tape to memory and then dump to disk. Howfen dos being one
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> > > one i have used with success. Unless you want to realy splash out on
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> > > > Thomas
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3231. Re: newbie

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-24 22:42:00 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <83gP6.25281$m93.2914087@news6-win.server.ntlworld.com>
Source record: 36555

Try places like Staples or large office stationers. They don't stock them
but can usually order in. Remember don't get HD (High Density) for an 810 or
1050 drive.

Good luck

Paul

"Zogging Hell!!!" <tjw@zhell.co.uk> wrote in message
news:3b0d7c74$0$21938@news.zetnet.co.uk...
> Yikes!,
>
> I assume that 5 1/4 disks are now unavailable? or can you still get new
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> somewhere?
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> regards,
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3232. Re: Help - 1050 died on me!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-24 23:23:08 UTC
From: ebaiz@skyenet.net
Message-ID: <wJgP6.487$k07.6256@newsfeed.slurp.net>
Source record: 36556

On 24 May 2001 14:44:29 , "Linda Naysmith" wrote:
>My 1050 fitted with a US doubler, died on me yesterday. The power LED lights
>up but there is no chug from the drive when powered on. Does anyone know
>where I can get it fixed in the UK - preferably Scotland? Or where I can get
>a replacement?
>

Well there are places in the US to get it repaired and there are places
to buy another one. Try the sites below:

http://www.vme.net/dvm/aty/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3233. Re: Analog disks?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-24 23:45:58 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3B0D9D36.CE6034C2@one.net>
Source record: 36557

I realized after I sent the message that I was confused. I was thinking
of another auction regarding the shipping. This guy also has a
collection of magazines available, but I don't remember the URL.

-Bob

Mo wrote:
>
> I don't know, $8.00 shipping for 75 disks isn't that bad. I once bought a
> lot of about 80 disks and it was quite heavy! Doesn't look like too bad of
> a deal, what you have to look out for though is the mention of "they're not
> all original" which means you could be getting nasty, gooey, smelly disks.
> It sounds funny, until you wind up with $28.00 of funk. Of course that could
> happen to original disks just as easily, I think I would want a picture
> before I threw money down. 8-)
> Mo
>
> Bob Ryan wrote in message <3B0C896E.F74E6DDA@one.net>...
> >I know the general opinion of ebay in this group. But, there's a disk
> >collection on ebay. The shipping is a bit overpriced in my opinion.
> >
> >http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1239549639
> >
> >-Bob
> >PS - I have no connection with the seller. I saw this thread and then
> >happened across the disks.
> >
> >Russ Gilbert wrote:
> >>
> >> (I thought about this some more, re: ANALOG disks.)
> >> Well, you know I guess about all ANALOG programs are available,
> >> you just need to know the program. The programs are spread all over
> >> the place, spudster probably has about all proggies, but not all the .atr
> >> of the monthly disks.
> >> Cyber Roach has the ANALOG project and you could dig programs
> >> out of his project, but I'm not sure if he wants that, and he's only got
> >> several of the 79 magazines, not a whole lot.
> >> Russg
> >

3234. Re: OT: ish Re ICQ and users (Longish)

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-25 00:27:56 UTC
From: The Relentless <relentless.nospam@0spam.gamedesign.net>
Message-ID: <MPG.157746d4cb14a9cd9896b1@news>
Source record: 36558

I believe it was Paul Irvine who said the following on Thu, 24 May 2001
11:13:48 +0100:
|
|Anyone in here who has spoken to me knows I am a nice as pie bloke who would
|help you as much as possible, you can mail me or ICQ me and I normally
|answer quickly.
|
|Now on ICQ many people like me select authorise user so others must ask you
|to allow them to chat, this saves lots of mega spam messages. So you still
|get a message but they can add a reason for you to auth them, if I get
|messages that just say the default 'Please auth me' then they get ignored as
|I long decided that unless I recognise your name or you can be bothered to
|fill in your details or add a reason then I presume you are a spammer.
|
|So, I start getting messages with no detail from a user, I ignore them and
|they keep coming. Eventually I write back to the user and ask who they are?
|
|No answer, so more messages for auth come so now I am just getting annoyed
|and decide to send one last message with 'don't be an idiot I have asked you
|now p** off' and lo and behold the next day the guy complains I am being
|rude and all he wanted to do was chat about Atari things.
|
|ARRRRRGHHHHHHHHH...
|
|Don't you just hate it when someone has a communication medium like ICQ and
|can't be bothered to communicate properly. Why do people think there is a
|box with the words 'add your reason for asking for authorisation' on ICQ..
|
|<whinge mode off>
|--
|
|As long as you remember them they will always be with you..
|
And you can always add them to the ignore list.
--
Aaron The Relentless
http://www.gamedesign.net
"Cry 'Havoc!' And let slip the dogs of war!"

3235. Re: Dead power supplies

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-25 03:09:37 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010524230937.01398.00001479@ng-fb1.aol.com>
Source record: 36559

Might not be worth the freight, although very often it was just the internal fuse that put them out of commission; they are normally semi-easy to open and repair...

>Trevor Holyoak trevor@holyoak.com inquired:

>Would anyone be interested in any dead power supplies for a 1050, 800,
>400, etc.? I've got a bunch that I'm trying to decide whether to throw
>away, sell, give away, etc. The shipping alone on these things would
>not be real cheap.

-Ron

Experience is something you don't get until just after you need it.

3236. Re: newbie

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-25 03:12:27 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010524231227.01398.00001480@ng-fb1.aol.com>
Source record: 36560

I believ Lance still has some at Video-61 and I saw some on another page somewhere... MEI or B&C or...

> "Zogging Hell!!!" tjw@zhell.co.uk responded:

>I assume that 5 1/4 disks are now unavailable? or can you still get new ones >somewhere?

-Ron

Experience is something you don't get until just after you need it.

3237. Barbarian on Atari XL !!!! ;oP

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-25 04:17:49 UTC
From: bsirtaki@aol.com
Message-ID: <20010525001749.17317.00001236@ng-fk1.aol.com>
Source record: 36561

you can find it here ;)

http://emulseum.com

3238. Re: newbie

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-25 04:21:25 UTC
From: Cabell <cabell.clarkeSPAMNO@verizon.net>
Message-ID: <95lP6.6125$%X5.2014893@typhoon1.ba-dsg.net>
Source record: 36563

I find them at yard sales, flea markets, and thrift stores here in town all
the time - usually pay nothing for them.

"Zogging Hell!!!" <tjw@zhell.co.uk> wrote in message
news:3b0d7c74$0$21938@news.zetnet.co.uk...
> Yikes!,
>
> I assume that 5 1/4 disks are now unavailable? or can you still get new
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> regards,
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> Thomas
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3239. Re: newbie

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-25 06:44:49 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <k4lP6.121$2K1.211162@nnrp2.sbc.net>
Source record: 36562

A little trick I learned is that some army surplus stores have them in
stock. Just get them from one with air conditioning! Also, Radio Shack still
carries the 5.25 head cleaner kit.
Mo

Paul Barker wrote in message
<83gP6.25281$m93.2914087@news6-win.server.ntlworld.com>...
>Try places like Staples or large office stationers. They don't stock them
>but can usually order in. Remember don't get HD (High Density) for an 810
or
>1050 drive.
>
>Good luck
>
>Paul
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>> Yikes!,
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>> I assume that 5 1/4 disks are now unavailable? or can you still get new
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3240. [Story] A FIERY TALE

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-25 11:54:10 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0018c3cd@fmlynet.org>
Source record: 36568

FamilyNet Newsgate

I've noticed that no one has read this story I created.
Well, a week ago I sent this off and asked if anyone could figure out where the strange mystic words of the Tages came from. The strange words were actually from the Archon manual (XE) only reversed. Many of the characters of this story were inspired from Archon and Joust. ;)

Anyway, again, would love to hear comments on this story, so drop me a letter when you get a chance.

Take care,

Doctor Clu

@>-->----------

> [This is the story I submitted for the fictional literature contest in a
>live action fantasy society (known as Amtgard). It's a story I think I've had
> in mind since about, oh 1991 or so. Tends to take me about a decade to
>actually get around to writing something down. Or in this case being under th
> gun for the quals also helps too.
> Anyway, good morning, and let me know what you think of "A Fiery Tale".
> I know you may be wondering what this had to do with Atari, but pay close
> attention to the "mystic words" of the Tages. ;)
> -Doctor Clu]
> A FIERY TALE
> by Greg Goodwin (aka "Doctor Clu")
> .----------.
> | |
> `---| |----`
> | |
> | |
> |__|he night spun its cool breeze as the azure world hovered in the heavens
>above. It was a beautiful sight, especially high a top the castle turret wher
> Nathaniel stood watch. He had seen the view thousands of times. He has
> ventured, sometimes fought in the fields of emerald or the bluish mountains
>that lined the horizon. He had even ventured to the oceanic world that danced
> with his own. But tonight they were all somehow different.
> He remembered how as a youth he would peer beyond the castle walls lost
> in thought. Long before he has become a knight, perhaps in the days that he
> longed to defend the realm as a knight, he had spent time on the walls,
> thinking, dreaming.
> Nathaniel hadn't realized it, but after so many years, he found himself
> cautiously in thought again. Tonight it was a job, but perhaps it was his
> younger days of dreaming in the same spot that made his occupation more

> bearable. All that was missing was...
> "G ' Evening Nat! " hearing this, things were more back to normal.
> Nathaniel turned around to see a man wearing stunning golden armor a top a
> large bird. The winged guardians had long defended his world as a neutral
>entity, and yet Nathaniel had come to know their world through this head stron
> guardian. Well, perhaps he was no more head strong than Nathaniel had been.
> Now his old friend, Xorsos, simply looked down a top his mount, and his mount
> looking at him in like fashion, very stately and noble.
> "So, thinking about events after the wedding " Xorsos asked with a
> wink. Though the appearance had changed with time, obviously his old
> friend's mental state had not budged.
> "I would certainly hope so, " a somewhat deep, somewhat gravely voice
> echoed slightly from behind a wall. A second later, a seven foot tall, and
> roughly six feet wide stone creature climb a top the platform that Nathaniel
> was standing on. It was a Roech'On creature that Nathaniel also knew well.
> "Bahri! Alright guys, I like the company, but I am on guard.. "
> "Never stopped you before." Xorsos said cutely, dismounting from his
> majestic bird.
> "Besides... with the three of us up here, someone would be better off
>attacking another castle tonight." Bahri "Let me guess, you're thinking abou
> the fire purging aren't you?"
> Nathaniel could only sigh, "Damn straight. I don't like the idea of
> walking through a fire. Since when did walking through fire have anything to
> do with getting married?"
> "Been burned at the alter before have you?"
> Bahri lightly slugged Xorsos for the previous comment. This of course
> sent the fully grown winged guardian stumbling the length of a typical sized
> man.
> "Well Nat in all seriousness, it's been with us since the arrival of
> the Tages" Bahri confirmed "being the 'sagious ones" they decided to make a
> test of the heart to make sure that people were really committed to one
> another."
> "In other words," Xorsos interceded smugly, "the Tages got tired of the
> double work of marriages and then later divorces."
> "Sounds like it." Nat added with a laugh. "So Bahri, ever heard of
> anyone not making it?"
> "There are all kinds of stories of men fleeing from the pit of fire,
> wetting themselves as their feet run faster than their heart... "And as this
> is being said, Xorsos, standing behind Nat, signals at Bahri silently yet
> frantically to change the subject.
> "Ahem!! But enough of this... we know you Nat, and you are much better
> than all those." Bahri said with a broad smile.
> Nat questioned not only his friend but his own heart. "What if our
> love isn't pure. What if this is not it?"
> "After all these years you two have been courting each other!
> Everything you've been through, the hurdles you've overcome..." but Xorsos's
>words only seem to create a uneasy forced smile as Nat's reaction. An awkward
> wisp of time followed where none knew what to say only to be toned by Bahri
>adding in a monotonish voice, "I guess that last question is the part you have
> to answer. But we're here to keep you company till dawn all the same."

> Nat's eye's watered slightly at the words of his friends. He glanced
> them a smile of thankfulness, and then looked upon the horizon till dawn met
> his glance.
> ___
> / \
> / ^ \
> / /_\ \
> / _____ \
> /__/ __\ large crowd had gathered by the mid day to the place where the
> ceremony would take place. The stage stood as high as six men, and was wide
>enough to hold thirty. In truth, this was the sacred "grill" that many couple
> had walked upon for centuries. And today was to be no different. On both
> sides of the stage were the visible catwalks in which both wedding parties
> would emerge.
> The crowd was a buzz of activity, but hushed to a distant flutter as the
> gristly tage, Jeoff, took the stage.
> "Ladies and gentlemen. Family and friends of the bride and groom. We
> are here because two hearts have decided that they can no longer in good
> conscious be apart. With this, they have decided to test this connection of
> spirits to see if it is pure enough for their souls to be eternally bonded.
> In the early days when the fates brought us to this world, men and
> women's hearts, though sometimes true, often deceived them. Many spirits and
> hearts were joined only to later find out that one or the other party had not
> been true to themselves or those around them. And so from the ashes of bonds
> lost rose the rite of fire. A tradition of centuries that will test Sir
> Nathaniel of Talonlorn...."
> And with that, Nathaniel and Bahri emerged from stage left of the
> platform.
> "...coupled with Kyrree of Alofington. Together today they will confront
> any remaining doubts they have about their connection with each other. Of
>course there should be no problem for their love is true, right?" Jeoff adde
> in unexpected humor. As the crowd laughed, and Nat off to the side chuckled
> nervously, Jeoff's grin faded and grew serious as the ancient words were
> spoken.
> "Launam srenwo rouy ni deniaplxe
> Sa elosnoc rouy fo pot eht no tols...."
> Jeoff raises a flask above his head and towards the heavens as his
>voice raises in intensity. All the while, he proceeds to lift off the stage,
> making distance between him and the platform.
> "Egdirtrac .. eht otni...
> Egdirtrac ... emag nohcra eht tresni!!"
> The vial is cast down from the tage's position, and as it smashes
> against the stage below, an explosion of flame ascends to the clouds in such
> force as if to grab the clouds and wrench them from the ether.
> The fire is so brilliant that the crowd can barely watch. Nat, who
> had been looking across the stage at Kyrree is unable to see her through the
> fiery blaze.
> . "Krad ro thgil
> Tsrif seog edis hcihw
> Esoohc ot yldetaeper

> Tceles sserp!!!"
> And with these ancient words, the tage, hovering in front of the
> flames and above the audience, beckons for Nat and Kyrree to commence. Not
> that Nat had been watching for the Tage's beckon call. Truth is, he was
> paralyzed in fear.
> "Nat... " Bahri said, looking at his friend from the side, "Common my
> friend... snap out of it!" Bahri could see that Nat was understandably
> overwhelmed by the flames.
> "I can't see her Bahri!! When I could see her, when I could look
> into her eyes and she in mine I was alright... but the flames are too high!!"
> "Hey buddy, you chose me to be your best man because I was 'the wall',
> remember? You'll see her again once you enter the flame... but you have to
> make that step Nat!"
> "What if she is not there to meet me there?"
> "None of the legends ever talk about anyone getting incinerated
> because their love's heart was not true. It is all about your own heart."
> Nat could feel the sweat pour down his brow, and it strangely cooled
> him. He closed his eyes as the sweat hit his eye lids, and for a second he
> could see her. In that fleeting second he saw not the image of her, but
>remembered all that she had been to him. It was as he remembered the tapestry
> of their experiences together that he was able to then patch together the
> beauty that he had come to know. If his love was not true, he knew that she
> was at least worth dying over to find out.
> The knight stepped forward into the flame, and when he did, a blast of
>scorching heat hit him, flowing from his feet all the way to his head. He fel
> he would pass out, but yet, he was not ablaze. He stepped further and still
>further and found to the comfort of his own senses a familiar figure with long
> hair being blown astrew. He met her form with his hands. Her sides and arms
>guided him into an embrace, and as they stood there alone with nothing visible
> beyond the wall of fire that they stood amongst. As they held each other
> tightly and whispered how they felt in each other's ears, they cooled each
> other slightly with each other's tears.
> _______
> | \
> | .--. |
> | | | |
> | '--' |
>|_______/uring the celebrations that followed, a large figure had found his wa
>back to the stage at a time when all others had moved on. Curiosity had drawn
> Bahri back. He walked on the stage and found a bit of the vial the tage had
>thrown down. Finding to his surprise some liquid remaining, he sampled it, an
>then roared with laughter. His laughter was cut short by the intense voice of
> Jeoff.
> "Disrespectful fool!! You will pay for your trespass!!" And with
> that, he threw a vial onto the stage, and once again it burst into blame with
> Bahri still standing on it.
> Bahri could only laugh amongst the flame, "Jeoff... since when was fire
> started by water?"
> Jeoff gestured at the flames which immediately ceased and then floated
> over to Bahri. Bahri continued, trying to look bold while Jeoff stood before

>him. "I mean this is amazing. Vial of water, the light show, and gust of win
>from beneath. Obviously leftover techno stuff from the great ship that brough
> us here. But why?"
> "To answer your original question, fire was started by water dating back
>to the time man doubted his own honesty. You have to admit, we've had many ru
> from the fire, and just as many stay connected and remained true to their
> vows." Bahri could only agree with Jeoff.
> "Oh, and Bahri, we are set for this ceremony two phases from now when
> you are to be married. You dare tell a word of this and I'll make you my one
> time example to show this is not a hoax..."

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3241. Barbarian on Atari xl !!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-25 13:02:59 UTC
From: bsirtaki@aol.com
Message-ID: <20010525090259.29768.00001344@ng-bh1.aol.com>
Source record: 36564

you can find it here http://emulseum.com

the game is in the rom section (on the left)
on disclaimer screen (The Amstrad) clic on the return key on the keyb of the amstrad to enter the roms section

ps: it's the second time i have post this message,the first has been erased???

3242. test

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-25 13:09:26 UTC
From: bsirtaki@aol.com
Message-ID: <20010525090926.29768.00001346@ng-bh1.aol.com>
Source record: 36565

```
test ;p
```

3243. Barbarian on Atari XL !!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-25 13:14:42 UTC
From: bsirtaki@aol.com
Message-ID: <20010525091442.29768.00001348@ng-bh1.aol.com>
Source record: 36566

you can find it on http://emulseum.com

the game is in the rom section (on the left)
on disclaimer screen (The Amstrad) clic on the return key on the keyb of the amstrad to enter the roms section

c u

3244. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-25 15:48:32 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_990805509@rtfm.mit.edu>
Source record: 36567
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 24, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.ideefixe.nom.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

An Atari 800XL used in a Czech hospital: http://www.asw.cz/~kubecj/aczhwho.htm

3245. Re: OT: ish Re ICQ and users (Longish)

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-25 19:24:58 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <g6ctgtof9hvc82vc8rvfuqnkjire8ja8tk@4ax.com>
Source record: 36569

The other Day The Relentless <relentless.nospam@0spam.gamedesign.net> wrote:

>And you can always add them to the ignore list.
>|
Yep, I normally do but I give those that don't seem to be spammers a chance,
normally it's something like 'Hi i'm Candy, come chat with me' and that goes
straight in the ignore list :-)
--

As long as you remember them they will always be with you..

3246. Re: Barbarian on Atari XL !!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-25 19:27:50 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <9fctgt48fsbi258mrp8eooaj5lkhtbe2sb@4ax.com>
Source record: 36570

The other Day bsirtaki@aol.com (BSIRTAKI) wrote:

>you can find it on http://emulseum.com
>
>the game is in the rom section (on the left)
>on disclaimer screen (The Amstrad) clic on the return key on the keyb of the
>amstrad to enter the roms section
>
>c u

We got the message on the first post, please don't send so many as it just
makes you into a spammer.

Btw, an english version of the site would be nice.
--

As long as you remember them they will always be with you..

3247. Re: Atari 8 bit 6502 book

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-25 20:03:29 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tgtec0ahllh238@corp.supernews.com>
Source record: 36571

Just a note, make sure you specify it is a book you are shipping. You get
very special postal rates when shipping a book.

"CJ" <cj08758@yahoo.com> wrote in message news:3B0C2BEB.69D@yahoo.com...
> I have a book for sale:
> Programming the 6502
> by Rodnay Zaks
>
> sybex c202, published in 1980
> ISBN 0-89588-046-6
>
> 386 pages, I used this book when programing
> my Atari 800 in machine lang. It is well worn
> and I will ship it anywhere in the contintal US
> for $5.00. weight 18 onces.
>
> I figured I'de give someone else a chance to own it
> rather than deep six it.
>
> CJ

3248. Re: Barbarian on Atari xl !!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-25 21:17:39 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010525171739.11302.00001447@ng-mp1.aol.com>
Source record: 36572

They were both here just now...

> bsirtaki@aol.com (BSIRTAKI) remarked:

>ps: it's the second time i have post this message,the first has been
>erased???

-Ron

Experience is something you don't get until just after you need it.

3249. Re: Help - 1050 died on me!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-25 22:39:48 UTC
From: ASI Industries <ASIIndustries@usa.net>
Message-ID: <01c0e56b$92add0e0$d244883e@default>
Source record: 36573

Hi for a replacement drive you could try Derek Fern, he used to run Micro Discount an Atari 8-bit paradise many years ago, but he still had many parts when i last spoke to him 3 years ago, i dont have his phone number or email address, but maybe someone else can help there!

Derek Fern
265 chester road
Streetly
West Midlands
UK

Anyway where about are you based in Scotland?

I come from Bonnybridge, Stirlingshire.
Where aliens come to visit!
--
Andrew Mcintosh
ASIIndustries@usa.net
http://www.asi-industries.freeserve.co.uk

3250. Re: Barbarian on Atari xl !!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-25 23:18:48 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <bjntgt0fnes8fjegpgf7k079sua5mnjar5@4ax.com>
Source record: 36574

Nope, all three of them were posted...

- Trevor

On 25 May 2001 13:02:59 GMT, bsirtaki@aol.com (BSIRTAKI) wrote:

>ps: it's the second time i have post this message,the first has been erased???

3251. Re: Barbarian on Atari XL !!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-26 01:01:43 UTC
From: bsirtaki@aol.com
Message-ID: <20010525210143.26602.00001081@ng-bj1.aol.com>
Source record: 36575

the english version coming soon ;)

3252. FREE Atari Catalogs! Sales! Discounts! More Atari Stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-26 03:17:22 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0105252013460.16060-100000@shell.pacifier.com>
Source record: 36576
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

http://www.pacifier.com/~atari/specials.htm
http://www.atari.benjamin.net Ben's WebSite.
http://www.pacifier.com/~atari/free_cat.htm for FREE Catalogs.
http://www.pacifier.com/~atari/catalogs.htm for FREE Catalogs.

Check the HotLink above for Atari specials on my WebSite! 20% Preferred Customer Discount! 20% SoftWare Discount! Overstock including Panasonic Printers & Atari 1050 Disk Drives. Check out On-Line Atari Catalogs! I've bought overstock from Atari Dealers including +NEW in BOX Games for Atari Jaguar, Classic Atari 8 Bit Games such as LucasFilm! Atari Happy Drives & Atari XF551 Drives. To Redeem Discounts, sales &/or special offers, either use my HotLink above, reply in E-Mail or call Ben @(503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3253. Re: Avalon Hill 1983 catalog!!! WOW!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-26 07:31:06 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <uSGP6.114$rx3.187374@nnrp3.sbc.net>
Source record: 36577

Okay I posted ATR's of 'Quest of the Space Beagle part II' as well as an ATR
of GFS Sorceress on my homepage. The space beagle requires Basic the
Sorceress does not. Also if you scroll down the page, you'll notice that I
added a PRO image of Adventure International's Diskey Disk Editor. The PRO
image wouldn't have been necessary except for 2 short sectors at the
beginning of the disk. When I have the time I'm gonna go back and make a
disk image for each of the BASIC Avalon Hill games that I put on that one
disk image and I'll make them auto boot.

The link is:
http://members.tripod.com/~chainsaw1661/crush.htm

Mo

Edward S. Baiz Jr. wrote in message ...
>On 23 May 2001 03:16:17 , "Mo" wrote:
>>I made a big score on some Avalon Hill games including "Quest of The Space
>>Beagle", "G.F.S. Sorceress", and I got the boxes and doc's for "Andromeda
>>Conquest","Legionnaire","Bomber Attack", and "Planet Miners".
Interestingly
>>the space beagle and sorceress were on disk! I thought all AH games were
>>cassette. I'm going through all of the documentation and I'll be posting
as
>>much as I can when I can. For the moment, I've got the 1983 catalog up.
The
>>1984 catalog hardly mentioned computer games at all except for a
>>parts/compatability/price chart, which was printed so small I couldn't get
a
>>readable scan on it. If anyone wants to check out the 1983 catalog here's
>>the link....
>
>These were great games expecially Quest of The Space Beagle. I have
>that as well as Jupiter Mission. They are both on disks. I had alot of
>fun going to Jupiter and back...
>
>
>Edward S. Baiz Jr.
> (Gamer)
>---
>HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
>PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

>--
>
>
>

3254. Re: Barbarian on Atari XL !!!! ;oP

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-26 09:41:04 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3B0F7A30.4B6DF56@t-online.de>
Source record: 36578

Hi!

Does anybody know if this game was commercially released for Atari XL or
is it a "homebrew"-conversion?

Andre

3255. FA: Pitfall II, Zaxxon, Ms Pac Man carts last day!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-26 15:28:20 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <9eojmg$i21$1@nnrp2.phx.gblx.net>
Source record: 36579

Don't miss out, these are hard to find and all very fun games! Check my other auctions too, for Ultima III boxed and many more, all auctions end tonight between 5:25 and 8:45, 57 different classic game items, no junk! Thanks for reading my post, good luck bidding!

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1238715567

Also here is my want list if anyone is interested, feel free to use any of these items (if you actually have them) as credit towards my auctions:

800 xl Boulderdash cart I will pay $30 ($36 auction credit) for (in good condition)
800 xl Pastfinder cart I will pay $25 ($30 auction credit) for
800 xl Alley Cat complete boxed I will pay $20 ($24 auction credit) for
800 xl Agent USA complete boxed I will pay $25 ($30 auction credit) for
Atari ST Moebius RPG complete will pay $25 ($30 auction credit) for

3256. Re: Barbarian on Atari XL !!!! ;oP

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-26 16:08:18 UTC
From: DCM01@USA.NET
Message-ID: <3b0fd447.781735@news.CIS.DFN.DE>
Source record: 36580

It is a commercial release. I think it is a Polish one, but it might be British. Mr. Bacardi has all the details on his webpage. I believe that HIP graphics are used. The graphics are very very good.

This was one of the greatest games for the early Amiga. It is especially a good two player or party game. Most of the elements come through very nicely in the 8bit version.

It does not work on the 800, alas!

On Sat, 26 May 2001 11:41:04 +0200, Andre <Chrodegang@t-online.de> wrote:

>Hi!
>
>Does anybody know if this game was commercially released for Atari XL or
>is it a "homebrew"-conversion?
>
>Andre
>

3257. Re: newbie

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-26 19:35:10 UTC
From: Zogging Hell!!! <tjw@zhell.co.uk>
Message-ID: <3b1002be$0$21938@news.zetnet.co.uk>
Source record: 36581

Thanks to everyone who has helped it has been very welcome, I'm off to hunt
for disk drives then,
But just to be pain, what about hard drives?

Thanks again,

Thomas

"Cabell" <cabell.clarkeSPAMNO@verizon.net> wrote in message
news:95lP6.6125$%X5.2014893@typhoon1.ba-dsg.net...
> I find them at yard sales, flea markets, and thrift stores here in town
all
> the time - usually pay nothing for them.
>
> "Zogging Hell!!!" <tjw@zhell.co.uk> wrote in message
> news:3b0d7c74$0$21938@news.zetnet.co.uk...
> > Yikes!,
> >
> > I assume that 5 1/4 disks are now unavailable? or can you still get new
> ones
> > somewhere?
> >
> > regards,
> >
> > Thomas
> >
> > "Cabell" <cabell.clarkeSPAMNO@verizon.net> wrote in message
> > news:TTEO6.315$xM2.304218@typhoon2.ba-dsg.net...
> > > nope... 5-1/4 floppies - NOT HI-DENSITY! You need DSDD (old 360k)
> > floppies
> > > for best results
> > >
> > > "Zogging Hell!!!" <tjw@zhell.co.uk> wrote in message
> > > news:3b0ae07e$0$21936@news.zetnet.co.uk...
> > > > Hi there,
> > > >
> > > > Thanks for the reply, it was extremely helpful :-)
> > > >
> > > > Sorry for sounding dumb but just to clarify, the 810 and 1050 take
the
> 3
> > > 1/2
> > > > floppies?
> > > >
> > > > thanks again for your help, I'll be off to e-bay as soon as poss ;-)

> > > >
> > > > regards,
> > > >
> > > > Thomas
> > > >
> > > > "Jon-Paul" <pockets@cix.co.uk> wrote in message
> > > > news:9edots$g0a$1@plutonium.compulink.co.uk...
> > > > > The ataria came normaly came with a 5 1/4 inch dingle density or
> > > 'enhanced
> > > > > density' disk drive. The atari 810 and 1050 are the model numbers
> your
> > > > > after. There have been conversions to 3 1/2 drives but these
> requiere
> > a
> > > > > third party basic. There are a fair few bits of software that
permit
> > you
> > > > to
> > > > > save tape to memory and then dump to disk. Howfen dos being one
> > > particular
> > > > > one i have used with success. Unless you want to realy splash out
on
> > > stuff
> > > > I
> > > > > would recomend a 1050 drive and a copy of howfen dos. If you can
get
> a
> > > > > 1050
> > > > > with either a US doubler or a Happy after market/third party
upgrade
> > you
> > > > > have the right to feel smug. The US doubler permitted true double
> > > density
> > > > > and the Happy mod was for heavy disk/directory manipulation (IE
> > ripping
> > > > > games, but never marketed as such) as well as true double density.
> > There
> > > > > have been third party mods to 3 1/2 disks, but they are not common
> or
> > > > > standard in the 8 bit world
> > > > > "Zogging Hell!!!" <tjw@zhell.co.uk> wrote in message
> > > > > news:3b0971e3$0$21937@news.zetnet.co.uk...
> > > > > > Hi, please don't shout but I'm a bit of a newbie. After being a
> life
> > > long
> > > > > > 16bit Atari fanatic, I've finally got a couple of 8bits (an XL
and
> > > XE),
> > > > > > unfortuantly neither came with an instruction manual and
although

> > I'm
> > > > not
> > > > > > really that frightened of the built in basic and DOS, I'm very
> > scared
> > > by
> > > > > the
> > > > > > tape decks I have to load everything through. I hope this isn't
> some
> > > > sort
> > > > > of
> > > > > > sacrilege but is there a way to connect a 3.5 inch floppy to
these
> > > > beasties
> > > > > > (or the nearest poss..) and how easy is it to transfer stuff
from
> > > tapes
> > > > to
> > > > > > disks?
> > > > > >
> > > > > > thanks, all help will be greatfully recieved
> > > > > >
> > > > > > Thomas
> > > > > >
> > > > > >
> > > > >
> > > > >
> > > >
> > > >
> > >
> > >
> >
> >
>
>

3258. Re: Avalon Hill 1983 catalog!!! WOW!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-27 00:52:21 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010526205221.01249.00001792@ng-fb1.aol.com>
Source record: 36582

That page denies that file exists...

> "Mo" mygranny@swbell.net remarked

>I added a PRO image of Adventure International's Diskey Disk Editor.
>The PRO image wouldn't have been necessary except for 2 short
> sectors at the beginning of the disk.
>
>The link is:
>http://members.tripod.com/~chainsaw1661/crush.htm

-Ron

Experience is something you don't get until just after you need it.

3259. Eastern Front 1941

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-27 01:02:41 UTC
From: Joe Guy <joeguy@noospm.home.com>
Message-ID: <hfk0htkmlfjkcal8ie92i5lo5n9kcenlp1@4ax.com>
Source record: 36583

I LOVED this game on my Atari 400 way back when. I want to play it again on my PC. Anyone have any ideas as to where I can get an emulator etc?

3260. Re: newbie

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-27 01:04:32 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010526210432.01249.00001795@ng-fb1.aol.com>
Source record: 36584

The Black Box aka the Bob Box from:
http://www.nleaudio.com/css/index.htm
supports SCSI hard drives as does the MIO from ICD now FTE (any presence?)

Supra had one also and SWP advertised an adaptor for the ATR8000 that I never actually saw. Bob Woolley had a mod for a 2.5 inch IDE in an XL printed in Atari Classics; Clarence did have the details here:
http://members.nbci.com/_XMCM/atarimods/index.html
I have once seen a European mod out in cyberspace somewhere, but its viability is not known to me.

>"Zogging Hell!!!" tjw@zhell.co.uk asked

>But just to be a pain, what about hard drives?

-Ron

Experience is something you don't get until just after you need it.

3261. Re: Barbarian on Atari XL !!!! ;oP

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-27 01:17:46 UTC
From: llpwhite@cs.com
Message-ID: <20010526211746.04790.00000318@ng-fu1.news.cs.com>
Source record: 36586

>This was one of the greatest games for the early Amiga. It is especially a good two player or party game. Most of the elements come through very nicely in the 8bit version. <

Absolutely! This was probably my favorite game for the ST, and not bad on the C64, either. I'll be interested to take a look at the XL version. I'm not much of a game player, but this was a "keeper".
Larry

3262. Re: Eastern Front 1941

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-27 01:18:01 UTC
From: Holmes <holmesatari@hotmail.com>
Message-ID: <9epkg8$1apt$1@raewyn.paradise.net.nz>
Source record: 36585

Well my site is still up, just ina different location,
check it out for most all your Atari 8bit gaming needs...

Holmes Atari 8bit games
http://homepages.paradise.net.nz/atari/

Holmes

Joe Guy <joeguy@noospm.home.com> wrote in message
news:hfk0htkmlfjkcal8ie92i5lo5n9kcenlp1@4ax.com...
> I LOVED this game on my Atari 400 way back when. I want to play it
> again on my PC. Anyone have any ideas as to where I can get an
> emulator etc?

3263. Re: Avalon Hill 1983 catalog!!! WOW!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-27 04:21:08 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <A9ZP6.118$BE3.185105@nnrp3.sbc.net>
Source record: 36587

It's not a 404 not found page, it's Tripod's file hosting page that comes up
with a link to the file. One of the drawbacks of tripod is that they throw
their name up whenever possible.
I just tested it again and it works.
Mo

RHamiIton5 wrote in message
<20010526205221.01249.00001792@ng-fb1.aol.com>...
>That page denies that file exists...
>
>> "Mo" mygranny@swbell.net remarked
>
>>I added a PRO image of Adventure International's Diskey Disk Editor.
>>The PRO image wouldn't have been necessary except for 2 short
>> sectors at the beginning of the disk.
>>
>>The link is:
>>http://members.tripod.com/~chainsaw1661/crush.htm
>
>-Ron
>
>Experience is something you don't get until just after you need it.
>

3264. Re: Avalon Hill 1983 catalog!!! WOW!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-27 04:42:31 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <xtZP6.1537$Yr4.170655@nnrp2.sbc.net>
Source record: 36588

Whoops! One thing I noticed is that Tripod is dropping the file extension on
all the files downloaded. You'll have to add the ZIP extension to anything
you download. Sorry, Mo

RHamiIton5 wrote in message
<20010526205221.01249.00001792@ng-fb1.aol.com>...
>That page denies that file exists...
>
>> "Mo" mygranny@swbell.net remarked
>
>>I added a PRO image of Adventure International's Diskey Disk Editor.
>>The PRO image wouldn't have been necessary except for 2 short
>> sectors at the beginning of the disk.
>>
>>The link is:
>>http://members.tripod.com/~chainsaw1661/crush.htm
>
>-Ron
>
>Experience is something you don't get until just after you need it.
>

3265. Re: Barbarian on Atari XL !!!! ;oP

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-27 05:34:02 UTC
From: Daniel Ko&#65533;mi&#65533;ski <dely@atari-area.net>
Message-ID: <9eq3ndinb1@news.tpi.pl>
Source record: 36589

Hey !

> It is a commercial release.

Yep !

> I think it is a Polish one

Polish ...

> I believe
> that HIP graphics are used. The graphics are very very good.

HIP doesn`t exist in this game

I`ve got this game ... if someone want to see disk cover i could scan it ...

greetz from Poland

dely.aarea

ps. if you think that my english is poor think about your polish :)

--
http://www.atari-area.net/

3266. Re: Eastern Front 1941

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-27 07:48:33 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3B10B151.F72DBF87@ev1.net>
Source record: 36590

Joe Guy wrote:
>
> I LOVED this game on my Atari 400 way back when. I want to play it
> again on my PC. Anyone have any ideas as to where I can get an
> emulator etc?
>
There is an Eastern Front .atr file at:

<http://www.pullmoll.de/mess/a800/images.html>

It is a good way down the page, and it is in a file called "easternf.zip".

Now all you need is an emulator that uses .atr files...

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

3267. Re: Barbarian on Atari XL !!!! ;oP

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-27 08:05:55 UTC
From: DCM01@USA.NET
Message-ID: <3b10b4a6.1950331@news.CIS.DFN.DE>
Source record: 36591

It has like 32 colors grayscale (or sepia tone) at a higher resolution
than skinny pixel mode, doesn't it? That would make it HIP, I believe!

Not 100% sure though...

On Sun, 27 May 2001 07:34:02 +0200, "Daniel Ko&#65533;mi&#65533;ski"
<dely@atari-area.net> wrote:

>> that HIP graphics are used. The graphics are very very good.
>
>HIP doesn`t exist in this game
>
>I`ve got this game ... if someone want to see disk cover i could scan it ...
>
>greetz from Poland
>
>dely.aarea
>
>ps. if you think that my english is poor think about your polish :)
>
>--
>http://www.atari-area.net/
>
>

3268. Re: Spammbot Fodder Dont Bother To Read

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-27 14:25:44 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <af32htg80k7fi22bir42sjnmsp41h83ekm@4ax.com>
Source record: 36592
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.atari,comp.sys.atari.8bit

The other Day chris.hemmings@ntlworld.com wrote:

If you are going to strap people onto spam lists I think you should do it
via an untraceable address. I'd bet this Chris bloke is onto BT Internet as
we speak.

NOW SOD OFF
--

As long as you remember them they will always be with you..

3269. trades with French Atarian !

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-27 17:03:04 UTC
From: Patrice <atari.fr@free.fr>
Message-ID: <craQ6.1345$8T1.2041897@nnrp6.proxad.net>
Source record: 36593

Hi

we (my and my wife) are looking for links with Californian residents in
order to improve our american language
our hobbies:

-atari
-home theater

We are living in france near LYON (middle of france) and we'd like to invite
a couple of californian here in france and going in USA to learn the US way
of life, language ...
and this for 15 days long

I'm posting this proposition in this new because we prefer to do exchange
with people who have the same hobbies, it's easier to speak about it !

Patrice & catherine

--
Patrice MULLER atari.fr@free.fr
Site ATARI Avenue: http://perso.wanadoo.fr/atari.fr/
Site Absolument Laser: http://atari.fr.free.fr/
Forum francais projecteur VPL VW10HT:
http://pub101.ezboard.com/fsonyvplvw10htfrm3

3270. Another World

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-27 20:11:10 UTC
From: Frank Schroeder-Hoeftmann <frank_sh@web.de>
Message-ID: <9ermnlcsj1@olaf.komtel.net>
Source record: 36594

Howdy!

I was completely flabbergasted when I learned earlier this day there's a version of "Another World" for the 8bit. Does anyone have detailed information on how this came about? Was this game ever officially released for the Atari XL/XE?

Secondly, there seems to be no intro, despite what the title screen says. Moreover, after a few "deaths", the player loses its shape. Is that due to I'm playing it on an emulator?

Frank

3271. Re: Help - 1050 died on me!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-27 20:22:13 UTC
From: Linda Naysmith <linda.naysmith@blueyonder.co.uk>
Message-ID: <VIdQ6.23553$PQ5.2569265@news1.cableinet.net>
Source record: 36595

Thanks for the info - I remember Derek Ferns and Micro Discount, but had lost his address, I will drop him a line. I found another place on the web called 'Atari Workshop' which is down in Berkshire, I don't know if they go as far back as 800XL's and 1050's but I've sent them an e-mail asking.

My part of Scotland is Livingston, West Lothian. Aliens fly past but don't stop.
Do you have an 8-bit Atari system?

Linda.

"ASI Industries" <ASIIndustries@usa.net> wrote in message news:01c0e56b$92add0e0$d244883e@default...
> Hi for a replacement drive you could try Derek Fern, he used to run Micro
> Discount an Atari 8-bit paradise many years ago, but he still had many
> parts when i last spoke to him 3 years ago, i dont have his phone number or
> email address, but maybe someone else can help there!
>
> Derek Fern
> 265 chester road
> Streetly
> West Midlands
> UK
>
> Anyway where about are you based in Scotland?
>
> I come from Bonnybridge, Stirlingshire.
> Where aliens come to visit!
> --
> Andrew Mcintosh
> ASIIndustries@usa.net
> http://www.asi-industries.freeserve.co.uk
>

3272. Re: Avalon Hill 1983 catalog!!! WOW!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-27 21:02:56 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010527170256.25589.00001808@ng-ca1.aol.com>
Source record: 36596

When following links from your page or putting the complete path to the file:

http://members.tripod.com/~chainsaw1661/diskey.zip

it links to:
===
Sorry, but the page or file that you're looking for is not here.
Please check to see that you've entered the correct URL. If you've spelled and
capitalized the address correctly, then the content may have been moved.
Possibly, the member has changed files, is no longer building on Tripod, or may
have posted content in violation of the Tripod Terms of Service. If you think
you may be getting this message in error, please try again later.

Interested in creating your own homepage?
Tripod, a Lycosï¿½ Network site, provides the best personal and commercial
publishing tools available on the Net.

Just click here and start building your premier homepage!
===
Then this auto-links to an ad page for Tripod.

> "Mo" mygranny@swbell.net responded:

>Whoops! One thing I noticed is that Tripod is dropping the file extension on
>all the files downloaded. You'll have to add the ZIP extension to anything
>you download. Sorry, Mo
-Ron

Experience is something you don't get until just after you need it.

3273. Re: Another World

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-27 21:41:25 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <a0t2ht8rd63i26ceuuu13bhik3i5knrjqm@4ax.com>
Source record: 36497

The other Day "Frank Schroeder-Hoeftmann" <frank_sh@web.de> wrote:

>Howdy!
>
>I was completely flabbergasted when I learned earlier this day thereï¿½s a
>version of "Another World" for the 8bit. Does anyone have detailed
>information on how this came about? Was this game ever officially released
>for the Atari XL/XE?
>
>Secondly, there seems to be no intro, despite what the title screen says.
>Moreover, after a few "deaths", the player loses its shape. Is that due to
>Iï¿½m playing it on an emulator?
>
>Frank
>
I would presume it's like the Barbarian that turned up ie a hackers version.

But since Barbarian is as nicely done as it is I would love to see this
cover of Another world (although I think the polygon count might be low :-)
--

As long as you remember them they will always be with you..

3274. Re: Help - 1050 died on me!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-27 22:31:09 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <NafQ6.5886$WD.1647282@news2-win.server.ntlworld.com>
Source record: 36498

Hi Linda

I was in touch with Derek last year and offered to buy his remaining stock. He got *LOADS* of stuff and I wanted to make it available to Atarians in the UK for cost. It was all going well but then he just stoped emailing. If you have any luck let me know !!! (He's a very busy man)

Cheers

PB
"Linda Naysmith" <linda.naysmith@blueyonder.co.uk> wrote in message news:VldQ6.23553$PQ5.2569265@news1.cableinet.net...
> Thanks for the info - I remember Derek Ferns and Micro Discount, but had
> lost his address, I will drop him a line. I found another place on the web
> called 'Atari Workshop' which is down in Berkshire, I don't know if they go
> as far back as 800XL's and 1050's but I've sent them an e-mail asking.
>
> My part of Scotland is Livingston, West Lothian. Aliens fly past but don't
> stop.
> Do you have an 8-bit Atari system?
>
> Linda.
>
> "ASI Industries" <ASIIndustries@usa.net> wrote in message
> news:01c0e56b$92add0e0$d244883e@default...
> > Hi for a replacement drive you could try Derek Fern, he used to run Micro
> > Discount an Atari 8-bit paradise many years ago, but he still had many
> > parts when i last spoke to him 3 years ago, i dont have his phone number
> or
> > email address, but maybe someone else can help there!
> >
> > Derek Fern
> > 265 chester road
> > Streetly
> > West Midlands
> > UK
> >
> > Anyway where about are you based in Scotland?
> >
> > I come from Bonnybridge, Stirlingshire.
> > Where aliens come to visit!
> > --
> > Andrew Mcintosh

> > ASIIndustries@usa.net
> > http://www.asi-industries.freeserve.co.uk
> >
>
>

3275. 810 Write Protect Article

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-28 00:40:38 UTC
From: llpwhite@cs.com
Message-ID: <20010527204038.28945.00001809@ng-ci1.news.cs.com>
Source record: 36499

I remember a mod in Antic or maybe Analog to put a write protect defeat switch in an 810. I even remember the mod used a rectangular switch, so that you couldn't just drill a hole. But I can't find the article. Anyone else remember this and maybe have a feel for the approximate time of publication? Or was I just fantasizing?
Larry

3276. Re: 810 Write Protect Article

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-28 02:36:08 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010527223608.23005.00001465@ng-xc1.aol.com>
Source record: 36500

Might be Analog #44, Jul '86 "810 Flip Switch", a really sparse treatise with
little detail and mostly useless diagrams.

> llpwhite@cs.com (LLpwhite) asked:

>I remember a mod in Antic or maybe Analog to put a write protect defeat
>switch
>in an 810. I even remember the mod used a rectangular switch, so that you
>couldn't just drill a hole. But I can't find the article. Anyone else
>remember this and maybe have a feel for the approximate time of publication?

-Ron

Experience is something you don't get until just after you need it.

3277. Re: Eastern Front 1941

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-28 04:43:13 UTC
From: Atari-Chart <SPAMMENOT-atari-chart@home.com>
Message-ID: <62m3ht4lhsm5jp4miofk4jih2do3jdto9s@4ax.com>
Source record: 36501

Speaking of which...that new disk image you have of "Another World",
does it do more than loop through an intro screen? If so, what
settings are required on Atari800? Thanks,

Rob

On Sun, 27 May 2001 13:18:01 +1200, "Holmes" <holmesatari@hotmail.com>
wrote:

>Well my site is still up, just ina different location,
>check it out for most all your Atari 8bit gaming needs...
>
>Holmes Atari 8bit games
>http://homepages.paradise.net.nz/atari/
>
>Holmes
>
>Joe Guy <joeguy@noospm.home.com> wrote in message
>news:hfk0htkmlfjkcal8ie92i5lo5n9kcenlp1@4ax.com...
>> I LOVED this game on my Atari 400 way back when. I want to play it
>> again on my PC. Anyone have any ideas as to where I can get an
>> emulator etc?
>

3278. Re: Another World

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-28 07:04:10 UTC
From: Holmes <holmesatari@hotmail.com>
Message-ID: <9est5a$2s4h$1@raewyn.paradise.net.nz>
Source record: 36502

> But since Barbarian is as nicely done as it is I would love to see this
> cover of Another world (although I think the polygon count might be low
:-)

Hi Paul,
I've posted a copy of this cool game to my homepage.
http://homepages.paradise.net.nz/atari/
The image did indeed come from the same place as barbarian.
And from what i played of it, it's a great port! :-)

I have to admit, that, this is probably the biggest surprise game I
have ever seen done for the 8bit Atari.

Are there other games like this out there? I hope so!

Aaron (Holmes)

3279. Re: Eastern Front 1941

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-28 07:07:29 UTC
From: Holmes <holmesatari@hotmail.com>
Message-ID: <9estbh$2s7f$1@raewyn.paradise.net.nz>
Source record: 36503

Rob, I'm not sure if the intro is there, maybe it wasnt completed?

I havent had a chance to play around with it yet...but will take a look
later...

Aaron

> Speaking of which...that new disk image you have of "Another World",
> does it do more than loop through an intro screen? If so, what
> settings are required on Atari800? Thanks,
> >
> >Holmes Atari 8bit games
> >http://homepages.paradise.net.nz/atari/
> >
> >Holmes

3280. Re: Another World

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-28 10:01:38 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <j284htg2udl2l67l4idjlgejc5i2uu2mvr@4ax.com>
Source record: 36504

The other Day "Holmes" <holmesatari@hotmail.com> wrote:

>> But since Barbarian is as nicely done as it is I would love to see this
>> cover of Another world (although I think the polygon count might be low
>:-)
>
>Hi Paul,
>I've posted a copy of this cool game to my homepage.
>http://homepages.paradise.net.nz/atari/
>The image did indeed come from the same place as barbarian.
>And from what i played of it, it's a great port! :-)
>
>I have to admit, that, this is probably the biggest surprise game I
>have ever seen done for the 8bit Atari.
>
>Are there other games like this out there? I hope so!
>
Thanks for the info Aaron

Btw, has your email changed or got a problem?

It's just that I wrote to you 2 or 3 times re mags etc now that I am settled
after a disastrous year (loss of home, my mother dying etc etc) and wondered
if you still wanted the Atari Users I have?

Let me know, I was going to keep them as they are the issues with my reviews
in but I don't have the space now I have to keep a load of stuff here that I
used to store at my mothers.

Had to bin all my hardware and the few floppies I had..

Btw (2) Did you ever try those tapes I sent, just wondered if they were all
ok?
--

As long as you remember them they will always be with you..

3281. Online Atari Magazin

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-28 10:58:02 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9etavqjle1@nets3.rz.RWTH-Aachen.DE>
Source record: 36505

Howdy folks

Check out http://www.myatari.net
It's an online Atari magazin. The June issue will have atleast 2 Atari 8 bit articles.

CU Mathy van Nisselroy

3282. Re: Help - 1050 died on me!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-28 11:03:34 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9etba6jle2@nets3.rz.RWTH-Aachen.DE>
Source record: 36506

Howdy folks

If these people can't help ye', try Erhard Puetz in Germany. You can reach him via his site at http://www.atari-central.de/floppyservice/

CU Mathy van Nisselroy

PS if I had to choose between Derek fern and Erhard Puetz, my choice would be Erhard. He's a nice guy, always ready to help (if he has time).

3283. Re: Dead power supplies

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-28 11:05:54 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9etbeijle3@nets3.rz.RWTH-Aachen.DE>
Source record: 36507

Howdy Trevor, folks

>Would anyone be interested in any dead power supplies for a 1050, 800,
>400, etc.? I've got a bunch that I'm trying to decide whether to throw
>away, sell, give away, etc. The shipping alone on these things would
>not be real cheap.

I can think of a million things one can do with dead power supplies. 99.9% are
mother-in-law related. :-)

CU Mathy van Nisselroy

3284. Re: 810 Write Protect Article

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-28 12:09:30 UTC
From: llpwhite@cs.com
Message-ID: <20010528080930.06420.00001850@ng-ct1.news.cs.com>
Source record: 36508

>Might be Analog #44, Jul '86 "810 Flip Switch", a really sparse treatise with little detail and mostly useless diagrams.<

Yes, that is the one. Not as much info as I had remembered, but I never did that mod. I'm a little surprised that Analog published something as sparse as this -- would have thought they would have had the guy put a little more "meat" in the article.
Larry

3285. Re: Another World

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-28 14:42:30 UTC
From: bsirtaki@aol.com
Message-ID: <20010528104230.01348.00002111@ng-fb1.aol.com>
Source record: 36509

hi :)

if you looking for another world on atari xl go here ;))

http://emulseum.com

c u

3286. Re: Dead power supplies

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-28 17:16:59 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0105280916.677c418c@posting.google.com>
Source record: 36510

Top Ten Uses for Dead Atari Supplies

10. Cutoff wires and use as paper weight
9. Hold doors open
8. Drill holes and attach to barbells
7. battery substitutes for those nice SF Giant fans
6. Auction on eBay ("I have no way of testing!")
5. line them up in road as a speed hump
4. low cost "fashion" earrings
3. great in the kichen for smashing garlic (from Ronco)
2. decorative garden pavers

And the number one use is:

1. Anchors for departed mobsters living in the river

Gene

3287. Re: Avalon Hill 1983 catalog!!! WOW!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-28 22:10:04 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <4WxQ6.50$4_5.108340@nnrp2.sbc.net>
Source record: 36511

Okay, I'm moving the entire site over to fortunecity. I'll post when everything's up and running. I've had it with Tripod renameing my files, losing files, etc.
Thanks for letting me know. Mo

RHamilton5 wrote in message
<20010527170256.25589.00001808@ng-ca1.aol.com>...
>When following links from your page or putting the complete path to the
file:
>
>http://members.tripod.com/~chainsaw1661/diskey.zip
>
>it links to:
>===
>Sorry, but the page or file that you're looking for is not here.
>Please check to see that you've entered the correct URL. If you've spelled
and
>capitalized the address correctly, then the content may have been moved.
>Possibly, the member has changed files, is no longer building on Tripod, or
may
>have posted content in violation of the Tripod Terms of Service. If you
think
>you may be getting this message in error, please try again later.
>
>Interested in creating your own homepage?
>Tripod, a Lycos® Network site, provides the best personal and commercial
>publishing tools available on the Net.
>
>Just click here and start building your premier homepage!
>===
>Then this auto-links to an ad page for Tripod.
>
>> "Mo" mygranny@swbell.net responded:
>
>>Whoops! One thing I noticed is that Tripod is dropping the file extension
on
>>all the files downloaded. You'll have to add the ZIP extension to anything
>>you download. Sorry, Mo
>-Ron
>
>Experience is something you don't get until just after you need it.
>
>

3288. Re: Dead power supplies

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-28 23:41:18 UTC
From: cj08758@yahoo.com
Message-ID: <3b12fe44.11006640@news.csionline.net>
Source record: 36512

On Thu, 24 May 2001 12:46:30 -0600, Trevor Holyoak
<trevor@holyoak.com> wrote:

>Would anyone be interested in any dead power supplies for a 1050, 800,
>400, etc.? I've got a bunch that I'm trying to decide whether to throw
>away, sell, give away, etc. The shipping alone on these things would
>not be real cheap.
>
>Thanks,
>Trevor

Trevor,
Chances are your power supplies are NOT dead. Atari powersupplies have
a small thermal fuse stuck in the winding under the paper. You can
break open the supplies and by pass the thermal fuse. I would put the
supply in a vise, apply pressure until the case bulges a little, then
rap the case smartly with the back of a screwdriver handel until the
case pops. one of the wires should go from one of the prongs into and
out of the windings, tear the paper and you should see the thermal and
be able to pull it out. Cut it free and scrape wires and twist
together and tape. If you are not familiar with electricty see if yiou
can find someone who is and has a meter to check it out.

CJ

3289. Re: 810 Write Protect Article

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-29 02:55:15 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010528225515.25478.00002337@ng-ca1.aol.com>
Source record: 36513

I wouldn't try it with those limited directions; no "J" numbers or even a hint of where to look for that connector. Don't know about the 810, but the 1050 has five or so of those little jacks! With no schematic or sketch of the boards, that was definitely below Analog standards plus 810's were getting less common as the 1050 was out 2 1/2 years and dropping in price. They don't even mention any similarities or if it could be modified to the newer drive.

> llpwhite@cs.com (LLpwhite) replied:

>>Might be Analog #44, Jul '86 "810 Flip Switch"
>Yes, that is the one. Not as much info as I had remembered, but
> I never did that mod. I'm a little surprised that Analog
> published something as sparse as this.

-Ron

Experience is something you don't get until just after you need it.

3290. Re: Dead power supplies

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-29 03:06:41 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010528230641.25478.00002340@ng-ca1.aol.com>
Source record: 36514

I prefer to splice an inline fuse holder in place of the fuse and thread it through a couple of small holes in the case; it is still fused and now replaceable with no need to re-open that case...

>cj08758@yahoo.com (CJ) replied:

>Chances are your power supplies are NOT dead. Atari powersupplies have
>a small thermal fuse stuck in the winding under the paper. You can
>break open the supplies and by pass the thermal fuse.

-Ron

Experience is something you don't get until just after you need it.

3291. Re: Dead power supplies

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-29 03:19:00 UTC
From: Greg Menke <gregm-news@mindspring.com>
Message-ID: <m3k8303krf.fsf@europa.mindspring.com>
Source record: 36515

> I prefer to splice an inline fuse holder in place of the fuse and thread it
> through a couple of small holes in the case; it is still fused and now
> replaceable with no need to re-open that case...

Its also a good idea because its very bad form to hardwire anything
onto the mains without some kind of over-current protection. A
primary winding could short because the enamel insulation of the
winding cracked after long-term thermal cycling, or simply from age-
and without a fuse you could very quickly get a fire.

If you're inclined to the labor & space permitting, circuit breaker
switches are available in the several amp range and are about the size
of a smallish toggle switch. They're nice because you get the current
protection together with a real switch on the transformer primary.

Gregm

3292. Re: IRC Chat

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-29 03:31:31 UTC
From: DCM01@USA.NET
Message-ID: <3b1317c4.2176863@news.CIS.DFN.DE>
Source record: 36516

I am on the road again tomorrow, but I definitely don't intend to let
our Tuesday chats die, so hopefully see you next week.

On Tue, 22 May 2001 01:52:03 GMT, DCM01@USA.NET (Daniel Miller) wrote:

>I typically post announcements about the Tuesday IRC chat, so I wanted
>to say that I am not able to do it tomorrow night, as I will be on a
>business trip. Next week I certainly think I can do the chat!
>
>Sometimes people do the chat without me which is fine with me, but I
>though I should say I won't be able to make it.
>
>People liked when we did the doorprize quiz thing so maybe we will do
>that next week. I have a copy of One-on-One around here...
>
>Later!

3293. JYBOLAC BBS

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-29 05:26:10 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00197d58@fmlynet.org>
Source record: 36521

FamilyNet Newsgate

This message is just to let you know that the JYBOLAC Stargate BBS at:

jybolac.dyndns.org 520

Was knocked out when we had a blackout Monday morning and will be out till
Thursday. Please give the BBS a call then. :)

Take care until then,

Doctor Clu

co-sysop of the JYBOLAC Stargate BBS.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3294. XF551 mod???

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-29 08:12:43 UTC
From: Mike Mulder <nonsmoke@hotmail.com>
Message-ID: <9evlt9iou1@blue.nl.gxn.net>
Source record: 36517

Howdy!

I tried the following:

The XF551 case actually contains an interface and an internal 5.25" diskdrive. I tried to exchange the drive with a 5.25 floppy drive from a PC. Unfortunately it didn't work. Tried to mess around with some jumpers but it just spins and stops, or keeps spinning. The Atari couldn't access the floppy.

Is it possible to exchange the 5.25" disk unit to make the XF551 capable of using larger capacity (DS/DD) disks? I also like to overcome cutting the disk and flipping the disk for double side access this way.

Or am I doing stupid ;-)

Regards,

Mike.

3295. Re: Barbarian on Atari XL !!!! ;oP

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-29 09:02:58 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <9evok2rfq1@plutonium.compulink.co.uk>
Source record: 36518

In article <9eq3ndinb1@news.tpi.pl>, dely@atari-area.net (Daniel
Ko&#65533;mi&#65533;ski) wrote:

```
> ps. if you think that my english is poor think about your polish :)
:-)
```

3296. Re: XF551 mod???

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-29 09:28:24 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9evq3ogte1@nets3.rz.RWTH-Aachen.DE>
Source record: 36519

Howdy Mike

>The XF551 case actually contains an interface and an internal 5.25"
>diskdrive. I tried to exchange the drive with a 5.25 floppy drive from a PC.
>Unfortunately it didn't work. Tried to mess around with some jumpers but it
>just spins and stops, or keeps spinning. The Atari couldn't access the
>floppy.

Look for a row of ID jumpers (2 rows of 4 pins, of which two are jumpered).
Make sure the mechanism you put in has the same setting as the one you took
out. IIRC, Atari sets them to ID1 (you can choose from ID0 to ID3). If you
look at the mech Atari used with the slot toward you, the ID jumpers are at the
top left side, under the hole in the sheet near the corner.

>Is it possible to exchange the 5.25" disk unit to make the XF551 capable of
>using larger capacity (DS/DD) disks? I also like to overcome cutting the
>disk and flipping the disk for double side access this way.

You can replace the mechanism, but:
Make sure the new mech isn't longer then the one Atari used.
Make sure it's set to the same ID (read above)

You can replace the mechanism for one with a higher capacity, but the higher
capacity can not be used. It will only use 1440 DD sectors max. Unless you
either get Bob Woolley's or Bob Puff's (http://www.nleaudio.com/css) 3.5"
conversion. Woolley's is cheaper (DIY), Puff's is more advanced.
1.2MB mechs won't work at all IIRC.

If you wanna flip disks without cutting, go and get one of the other upgrades
by Bob Puff (see above site), IIRC it's the XF Enhancer. It will eliminate the
need to cut a second timing hole.

Best is just to use a DOS (I prefer MyDOS, as do both Bob's mentioned above) to
format both sides of a floppy as one disk (quad density Atari called this).
This eliminates flipping (and therefor RSI :-))and the need to have DOS,
DUP, bootsectors, etc. one both sides. It also enables you to put bigger/more
files on a disk.

CU Mathy van Nisselroy

3297. Re: XF551 mod???

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-29 09:37:40 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <MPG.157d386a6b92101e989684@news-server.optonline.net>
Source record: 36520

In article <9evlt9iou1@blue.nl.gxn.net>, nonsmoke@hotmail.com says...
> Howdy!
>
> I tried the following:
>
> The XF551 case actually contains an interface and an internal 5.25"
> diskdrive. I tried to exchange the drive with a 5.25 floppy drive from a PC.
> Unfortunately it didn't work. Tried to mess around with some jumpers but it
> just spins and stops, or keeps spinning. The Atari couldn't access the
> floppy.
>
> Is it possible to exchange the 5.25" disk unit to make the XF551 capable of
> using larger capacity (DS/DD) disks? I also like to overcome cutting the
> disk and flipping the disk for double side access this way.
>
> Or am I doing stupid ;-)
>
> Regards,
>
> Mike.
>
>
>
>
>
>

Mike,
Contact Bob Puff at CSS http://www.nleaudio.com/css/products.htm.
There is a mod that he sells called he XF Upgrade. It is a somewhat
simple mod that allows you to make flippy disks (makes 2 180K disks out
of one) with no notching. Nice piece. I had one for a long time. Worked
well. More info on his page. BTW with SpartaDOS, BeWeDOS and MyDOS you
can get 360K DSDD floppies anyway. If you need more, check out Bob's 3
1/2" drive upgrade.
--
Robert S Ely - aka - Eli-the-Iceman
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

3298. Atari 1200XL memory upgrades

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-29 14:03:03 UTC
From: "William K." <wlkim@cinci.rr.com>
Message-ID: <r_NQ6.41709$4x5.6934199@typhoon.kc.rr.com>
Source record: 36522

Hello,

Can anyone tell me what memory upgrades were/are available for the 1200XL? I believe the Newell could work on it as well as the Rambo, but the only parts I'm currently finding for ram upgrades are from a Wizztronics board for the 800XL from Best Electronics.

Bill

3299. Re: Atari BASIC rev. - how to find?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-29 19:59:17 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b14368e$0$62140$4c5ecdc7@news.erinet.com>
Source record: 36525

Bill.
Peek(43234)
96=B
234=C
162=A
Everyone but me knows 'C' is the best of the Atari BASICs.
So try 'C' until it messes up so much you want to quit messing with BASIC.
Then go back to 'B' and you'll find it is much more stable.
With 'B' LIST,NEW,ENTER,SAVE every 6 or so SAVEs.
SAVE your work every 10-15 minutes whichever version you use.
If you get a unloadable SAVEd file, you can use J. Kubec's PC
retrieving program, or I also have one for the A8.
'B' is a recompile of 'A', and my lone opinion the more stable.
'C' is just a 12 byte patch of 'B' that fixes a few bugs and introduces
more than it fixes.
Russg

3300. Re: Atari BASIC rev. - how to find?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-29 20:03:04 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b143771$0$62150$4c5ecdc7@news.erinet.com>
Source record: 36526

Oh. yes.
One more tip. Put a 0 REM on your program before you list it.
This will help prevent getting unENTERable LISTed files.
Russg

3301. Re: Online Atari Magazin

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-29 22:00:07 UTC
From: ebaiz@skyenet.net
Message-ID: <HZUQ6.5895$hh4.2389@newsfeed.slurp.net>
Source record: 36523

On 28 May 2001 10:58:02 , Mathy Van Nisselroy wrote:
>Howdy folks
>
>Check out http://www.myatari.net
>It's an online Atari magazin. The June issue will have atleast 2 Atari 8 bit
>articles.
>
>CU Mathy van Nisselroy

Yes, I have tried it out and it is a great magazine.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3302. Atari BASIC rev. - how to find?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-29 22:06:52 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <04VQ6.11240$Et2.123255@typhoon.sonic.net>
Source record: 36524

I discover that I now have 3 copies of Atari BASIC on cartridge.
I only need one (at most! :)).

I got bit years ago by the ERROR 164 (I think that was it) bug in the
copy I had, so I'd like to keep only the best/stablest version.

Where can I PEEK() to find out what version each cart is? Thanks!

-bill!

3303. Re: Atari BASIC rev. - how to find?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-30 01:22:54 UTC
From: llpwhite@cs.com
Message-ID: <20010529212254.05693.00002004@ng-cf1.news.cs.com>
Source record: 36527

>Everyone but me knows 'C' is the best of the Atari BASICs. So try 'C' until
it messes up so much you want to quit messing with BASIC.
Then go back to 'B' and you'll find it is much more stable.< (snip)

Hi Russ-
Interesting! I've never heard a bad word about Rev C until now. Mostly, I use
Turbo Basic, but I still have not seen or heard of any specific errors in Rev
C. What kind of errors does it generate or what does it do/not do in your
experience?

Regards,
Larry

3304. 400 DIY memory upgrade ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-30 03:13:53 UTC
From: Dave Pompea <dmpsyst@netacc.net>
Message-ID: <3B14740D.CF5B2ED7@netacc.net>
Source record: 36528

A very long time ago, some company sold DIY plans to take the 16k internal memory board of a 400 up to 48k (or maybe 64k). I bought the plans and did a couple of boards. The modifications consisted of substituting of the 16k chips (4116 ?) with 64k chips (4164 ?), a few minor changes to the memory board and IIRC, a couple of trace mods to the motherboard - which were perhaps optional - if you wanted to go beyond 48k.

As I've moved a few tines in the last 20 years, the instructions have, of course, gotten lost and I've picked up another 400 a few years ago and I'd like to dust off an arcade game that I wrote in assembler (99.9% done) and see it again. Along with some other programs.

Anyone remember the instructions for the upgrade and have it ??

Dave

3305. Re: JYBOLAC BBS

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-30 06:44:40 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <Xx_Q6.85$56.259371@nnrp2.sbc.net>
Source record: 36529

I was going to ask, is this BBS an 'online' only? Do you have a telephone
300 baud dialup?
Mo

Greg Goodwin wrote in message <00197d58@fmlynet.org>...
>FamilyNet Newsgate
>
> This message is just to let you know that the JYBOLAC Stargate BBS at:
>
>jybolac.dyndns.org 520
>
> Was knocked out when we had a blackout Monday morning and will be out
till
>Thursday. Please give the BBS a call then. :)
>
> Take care until then,
>
> Doctor Clu
>
> co-sysop of the JYBOLAC Stargate BBS.
>
>FamilyNet <> Internet Gated Mail
>http://www.fmlynet.org
>
>

3306. Re: Atari BASIC rev. - how to find?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-30 08:36:25 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b14e797$0$88182$4c5ecdc7@news.erinet.com>
Source record: 36530

(Here's what I sent to Larry.)
From: Russ Gilbert <russg@en.com>
To: LLpwhite <llpwhite@cs.com>
Subject: Re: Atari BASIC rev. - how to find?
Date: Wednesday, May 30, 2001 8:33 AM

Hi, Larry.
I don't remember exactly. Lock up while programming. Mess
up variables. I do remember trying it, and going back to 'B' because
it was worse for editing/losing the program due to lock ups/etc.
Mentally, I don't like it because it is just a 12 byte patch of 'B',
this means just a hack essentially, not a real correction of anything
that I know of but the append 16 bytes on SAVE that 'B' does.
I should be more scientific, but my opinion comes from my experience
trying to program with it, and I don't do much programming any more.
Sorry I can't be more specific. It just comes from a lot of experience
with 'B' and getting bad results when I tried 'C'.
Regards,
Russg

3307. Re: Atari, Tramiels, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-30 17:12:33 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B152A01.7C8D2E77@mail.uni-mainz.de>
Source record: 36531

Well,
the story of the Tramiels (or the Tramiel Clan) could be written in at least two books: a) one book that covers a story like "Schindlers List" and tells the mighty reader how Jack survived the Nazi terror in Poland, survived the ghetto of Warsaw and finally escaped to America where he changed his name into - you guess it- Jack Tramiel (sorry just forgot his original name) and b) a second book that tells his US story from being a worker, then a manager of different companies (Commodore and Atari among them) and what he did then and does today...

In other words: Jack Tramiel is a Survivor, so is Atari (Atari survived Commodore; Atari did not went bankrupt), what more can we ask of him ?!?
-Andreas

P.S.: Just read a funny letter from Leonard Tramiel a few weeks ago. In this letter he was discussing several things with the programmers of "Wolfenstein 3D" on the Atari Jaguar (a quite old letter). The funny thing is, he was asking the programmers if they could put more blood into the game, more different weapons to kill the Nazis, the possibility to burn the nazi signs and Adolf Hitler pictures with a flamethrower, etc. etc. Well, if you know the background of the Tramiels and how they survived the Nazis, this letter was/is really a funny thing...

3308. Re: Barbarian on Atari XL !!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-30 17:18:37 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B152B6D.F51F6546@mail.uni-mainz.de>
Source record: 36532

Well,
LK Avalon (Poland) still sells Barbarian for 3 US-Dollars. The URL is
easy:
www.lk-avalon.com Just write them an e-mail and tell Tomasz Pazdan,
that you are interested in buying the game... -Andreas

Paul Irvine schrieb:
>
> The other Day bsirtaki@aol.com (BSIRTAKI) wrote:
>
> >you can find it on http://emulseum.com
> >
> >the game is in the rom section (on the left)
> >on disclaimer screen (The Amstrad) clic on the return key on the keyb of the
> >amstrad to enter the roms section
> >
> >c u
>
> We got the message on the first post, please don't send so many as it just
> makes you into a spammer.
>
> Btw, an english version of the site would be nice.
> --
>
> As long as you remember them they will always be with you..

3309. Re: Barbarian on Atari XL !!!! ;oP

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-30 17:21:04 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B152C00.98165298@mail.uni-mainz.de>
Source record: 36533

Well,
it has been released by LK Avalon (poland). I still have 3 original
disks left (with cover and polish manual)... -Andreas

Andre schrieb:
>
> Hi!
>
> Does anybody know if this game was commercially released for Atari XL or
> is it a "homebrew"-conversion?
>
> Andre

3310. Re: Barbarian on Atari XL !!!! ;oP

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-30 17:25:20 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B152D00.EB8BAD0E@mail.uni-mainz.de>
Source record: 36534

Yep LK Avalon made it...
and it is one player only on the XL !!! The computer player is hard to
beat !!
And finally. The C64 and Amiga users will not like the XL version,
because you cannot cut off the head of the other Barbarian... -Andreas

P.S.: It is not HIP mode, its just Gr. 7 or Gr. 15 (have to look at it
again) in one color but different luminances...

Daniel Miller schrieb:
>
> It is a commercial release. I think it is a Polish one, but it might
> be British. Mr. Bacardi has all the details on his webpage. I believe
> that HIP graphics are used. The graphics are very very good.
>
> This was one of the greatest games for the early Amiga. It is
> especially a good two player or party game. Most of the elements come
> through very nicely in the 8bit version.
>
> It does not work on the 800, alas!
>
> On Sat, 26 May 2001 11:41:04 +0200, Andre <Chrodegang@t-online.de>
> wrote:
>
> >Hi!
> >
> >Does anybody know if this game was commercially released for Atari XL or
> >is it a "homebrew"-conversion?
> >
> >Andre
> >

3311. Re: Atari, Tramiels, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-30 19:45:06 UTC
From: bostone1@aol.com
Message-ID: <20010530154506.02670.00001196@nso-ft.aol.com>
Source record: 36536

In article <3B152A01.7C8D2E77@mail.uni-mainz.de>, Andreas Magenheimer
<magea000@mail.uni-mainz.de> writes:

>Well, if you know the background of the Tramiels and how they
>survived the Nazis, this letter was/is really a funny thing...

Before the flaming starts, I'm sure he means "funny" here in the ironic sense,
with no disrespect intended.

Bob Stone
Gilroy, CA

3312. Re: 400 DIY memory upgrade ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-30 19:45:07 UTC
From: bostone1@aol.com
Message-ID: <20010530154507.02670.00001197@nso-ft.aol.com>
Source record: 36535

You can get a packaged 48K upgrade kit that came from Atari and buy it from B&C Computervisions, and it even includes the 4 wires required for the jumps. They are at www.myatari.com, but I don't remember if the 64K chips are included.

Bob Stone
Gilroy, CA
(you know the rest...)

3313. Re: Supra hard drives for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-30 21:09:24 UTC
From: Ben Corr <bjcorr@sonic.net>
Message-ID: <8kdR6.54$os6.1206@typhoon.sonic.net>
Source record: 36537

> Additionally there were some oddball hard-drive systems for the 8bit,
> among them Leading Edge, ATR 8000 (which did a bunch of other stuff
> too), and Supra. In my opinion you will be lucky to find a working
> Supra because they were rare.

No way, Bob Klass still sells them, $60, a abrgin I think. You do need a
SCSI drive that supports 256 byte sectors (or an old MFM drive and an
Adaptec 4000 adapter....)

Later,

BenCorr
>
> On Mon, 21 May 2001 22:46:54 +0100, "David Matthews" <mathu@indigo.ie>
> wrote:
>
> >Hi,
> >Is anybody out there using one of these.
> >I would like to know more about this drive.....So please help if you can.
> >
> >Regards.
> >
> >
>

3314. Re: Atari 1200XL memory upgrades

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-30 21:57:02 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010530175702.08849.00000568@ng-cn1.aol.com>
Source record: 36538

The ICD Rambo XL was definitely adaptable to the 1200XL; the manual explains
the slightly different installation procedures for each.

>"William K." wlkim@cinci.rr.com

>Can anyone tell me what memory upgrades were/are available for the 1200XL? I
>believe the Newell could work on it as well as the Rambo,

-Ron

Experience is something you don't get until just after you need it.

3315. Re: Barbarian on Atari XL !!!! ;oP

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-30 22:23:30 UTC
From: Mark Keates <mark@mkeates.f9.co.uk>
Message-ID: <rteR6.204$4u1.23841@wards>
Source record: 36539

Hi,

> And finally. The C64 and Amiga users will not like the XL version,
> because you cannot cut off the head of the other Barbarian... -Andreas

I did get it working in a two player mode and it was quite easy to
chop the still guy's head off! Unlike the C64 version though, there's no
blood, plus the green servant isn't there to drag the body off, plus
the snake heads aren't animated...

Aside from that, what a good conversion, I was shocked when I
saw the post that said it actually existed! It was on my list of conversions
to do (actually the C64 source code is some of the tidiest written
stuff I've seen!). Oh well, more time to get 'Elite' working...
a demo very soon I promise (just got to debug the 3D routines)

If anyone else wants to have a go at a conversion I can help a bit,
games to do... Sentinel, Rock'n'Bolt or Nebulus.

Regards,

Mark.

3316. Re: Atari BASIC rev. - how to find?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-30 22:34:35 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010530183435.08849.00000570@ng-cn1.aol.com>
Source record: 36540

I have never had major problems with any and none so far with "C". Was probably lucky with "A" and always careful with the "B" SAVE business. Prudent use of LIST with a RAMdisk and a cold start switch.
>"Russ Gilbert" russg@en.com

> It just comes from a lot of experience with 'B'
> and getting bad results when I tried 'C'.

-Ron

Experience is something you don't get until just after you need it.

3317. Re: 400 DIY memory upgrade ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-31 00:33:22 UTC
From: Dave Pompea <dmpsyst@netacc.net>
Message-ID: <3B159FF8.9DCED79@netacc.net>
Source record: 36541

Thanks for the link. I presume that you mean the item: "ACA020 MEMORY
48K UPGRADE 400 14.95 ATARI" on page:
http://www.myatari.com/bc800hw.txt

dave

Bob Stone wrote:
>
> You can get a packaged 48K upgrade kit that came from Atari and buy it from B&C
> Computervisions, and it even includes the 4 wires required for the jumps.
> They are at www.myatari.com, but I don't remember if the 64K chips are
> included.
>
> Bob Stone
> Gilroy, CA
> (you know the rest...)

3318. coleco joystick

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-31 01:32:52 UTC
From: Indiazxxx <chrono@valleyip.net>
Message-ID: <thb7kpsge50p83@corp.supernews.com>
Source record: 36542

I don't want to be a troll but I don't know what other place to post this question; I own a coleco game console and was wondering if someone has one of those joystick things that you can connect to the stub of the game controller that is pre-packed with the coleco. I want to be able to play my cartridges with a full joystick instead of the stub. I think that is why the atari was more popular. Also is there a message board for Intellivion? I was thinking of buying an Intellivision but that is just a pad and not even a joystick. Anyway . . . any help or comment is welcome. Thanx.

3319. FS: Atari Magazines, Software & 1040 Recorder

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-31 03:03:38 UTC
From: "Mark H. Kusz" <mark_kusz@yahoo.com>
Message-ID: <ewiR6.54090$t12.4259976@bgtnsc05-news.ops.worldnet.att.net>
Source record: 36543

VINTAGE ATARI 8-BIT HARDWARE
Atari 1040 Cassette Recorder (no instructions) $8.00

VINTAGE ATARI 8-BIT PUBLICATIONS
Antic Vol.3, No. 3,4,5 $1.00
Antic Vol.4, No. 7,8,8 $1.00
Antic Vol.6, No. 4,6 $1.00
Antic Vol.7, No. 3,4,5,6,8 $1.00
Antic Vol.8, No. 2,6,7 $1.00
Antic Vol.9, No. 1,2 $1.00
Atari Astroids Cart. Manual $3.00
Atari AtariWriter Cart. Manual & Quick Reference Card $5.00
Atari Basic Quick Reference Guide by John Wiley & Sons $3.00
Atari DOS 3 Intro & Ref. Manuals $1.00
Computer Gaming World Vol. 5.3 $1.00
M.A.C.E. Journal Vol.2, No.11 $1.00
M.A.C.E. Journal Vol.3, No. 4 $1.00
M.A.C.E. Journal Vol.5, No. 8 $1.00
M.A.C.E. Journal Vol.6, No. 6 $1.00
Softside: #35, #40, #42, #45, #46 $2.00
Analog Movie Themes Cassette (req. Music Composer/no manual) $1.00

VINTAGE ATARI 8-BIT SOFTWARE
Atari BASIC Cart. (no instructions) (3 available) $2.00
Atari Bug Hunt Cart. (no instructions) $3.00
Atari Centipede Cart. (no instructions) $3.00
Atari E.T. Phone Home Cart. (unopened) (9 available) $4.00
Atari Eastern Front (1941) Cart. (20 available) (no instructions) $4.00
Atari Graph It Cassettes $5.00
Atari Music Composer Cart. $5.00
Atari Pac-Man Cart. (no instructions) $3.00
Atari Star Raiders Cart. (no instructions) $3.50
Atari Super Breakout Cart. (25 available) (no instructions) $3.00
Atari Writing Programs One/Two Cassette (no instructions) $1.00
Avalon Hill Bomber Attack Cassette (no instructions) $1.00
Broderbund Stellar Shuttle Cassette (no instructions) $3.00
EA One On One Cart. (no instructions) $5.00
EA One On One Disk $7.00
Softside Issue #35 Cassette w/Hopper & Saucer Formation $1.00
Softside Issue #40 Cassette w/Mini-Golf, Volcano Island & more $1.00
Softside Issue #41 Cassette w/Poker Squares, Atlantis & more $1.00
Softside Issue #42 Cassette w/Microtext 2.0, Arabian Nights & more $1.00
Sublogic Flight Simulator II Disk $10.00
--
The Collectaholic's Page - http://www.geocities.com/mark_kusz/

Sports Memorabilia, Non-Sports Cards & Other Collectibles

3320. Van Halen demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-31 04:59:53 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3B15CFC8.7E2FA0C4@one.net>
Source record: 36544

Does anyone remember the demo (?) of Van Halen that was around in 1984
or so?

It was about 20 to 30 seconds (maybe shorter) and it was a portion of
the song "You Really Got Me".

I remember having it on a disk and when it booted it played the snippet.
Sounded really good.

-Bob

3321. Avalon Hill / Epyx releases

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-31 09:49:33 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B1613AD.A9F8A5D3@asw.cz>
Source record: 36546

Hi!

As 'Mo' is still announcing his page containing Avalon Hill and Epyx
catalgoues, I've created kind of master release lists for these
companies.

The checkboxes mean:
[x] I've got the ATR.
[ ] I don't have it, and I hope some kind soul will find it in his/her
collection.
[-] Re-release / never released / in another list.

Files are attached.

It seems I'm missing these games from Epyx: Alien Garden, Curse of Ra,
Danger in Drindisti, Datestones in Ryn, Invasion Orion, Keys of
Acheron, The Nightmare, Sorcerer of Siva and Upper Reaches of Apshai.
And too many Avalon Hill releases to list ;)

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

[ ] Ep1982 Alien Garden (cart)
[x] 1982 Armour Assault
[-] Ballblazer (re-release)
[-] Boulder Dash Construction Kit (re-release)
[x] As1981 Crush, Crumble and Chomp (disk/cass)
[x] As1982 Crypt of the Undead (disk)
[ ] Curse of Ra (disk/cass)
[ ] Danger in Drindisti (disk/cass) datadisk for Hellfire Warrior
[ ] Datestones of Ryn (disk/cass)
[x] As1981 Dragon's Eye (disk/cass)
[x] Ep1983 Dragonriders of Pern (disk)
[-] Eidolon (re-release)
[x] As1982 Escape from Vulcan's Isle (disk)
[x] Ep1983 Fire One (disk/cass) with Starfire
[x] Ep Fun with Art (cart)
[x] Ep1983 Gateway to Asphai (cart)
[x] Ep1983 Gunfight (disk/cass) with Seawolf II
[x] As1982 Hellfire Warior (disk/cass)
[x] Ep1985 Indiana Jones: Pyramids of Giza (really?)
[ ] Invasion Orion (disk/cass)
[x] Ep1983 Jumpman (disk/cass)
[x] Ep1983 Jumpman Junior (cart)
[ ] Keys of Acheron (disk/cass) datadisk for Hellfire Warrior

[x] As1982 King Arthur's Heir (disk)
[-] Koronis Rift (re-release)
[x] Ep1982 Monster Maze
[ ] Nightmare, The (disk)
[x] Ep1983 Pitstop (cart)
[x] Ep1984 Pitstop II
[x] Ep1982 Plattermania (cart)
[x] Ep1984 Puzzlemania
[ ] Ep1984 Puzzle Panic
[x] As1981 Rescue at Rigel (disk/cass)
[-] Rescue on Fractalus (re-release)
[x] As1981 Ricochet (disk/cass)
[x] Ep1983 Seawolf II (disk/cass) with Gunfight
[x] Ep1983 Silicon Warrior (cart)
[ ] Sorcerer of Siva
[-] Spy vs Spy III (re-release)
[x] Ep1983 Starfire (disk/cass) with Fire One
[x] As1981 Star Warrior (disk/cass)
[x] Ep1984 Summer Games
[x] As1982 Temple of Apshai (disk/cass)
[x] Ep1985 Temple of Apshai Trilogy
[ ] Upper Reaches of Apshai (disk/cass)
[x] Ep1986 World Karate Championship (re-release?)

As - Automated Simulations
Ep - Epyx

[x] MG1982 Andromeda Conquest
[x] MG1981 B-1 Nuclear Bomber
[ ] Bomber Attack
[ ] Clear for Action
[ ] Close Assault
[x] AH1984 Combat Chess
[x] AH1981 Computer Acquire
[ ] Computer Baseball Strategy
[ ] Computer Facts in Five
[ ] Computer Football Strategy
[ ] Computer Stocks and Bonds
[ ] Computer Title Bout
[x] AH1981 Conflict 2500
[x] MG1981 Controller
[ ] Divex
[x] MG1982 Dnieper River Line
[x] Empire of the Over-Mind
[ ] Five Card Draw Poker
[x] AH1982 Flying Ace
[-] Fredericksburg (NR)
[x] MG1983 Free Trader
[ ] Galaxy
[ ] GFS Sorceress
[x] AH1986 Guderian

[ ] Gulf Strike
[x] AH1981 Guns of Fort Defiance, The
[x] AH1982 Gypsy
[x] AH1982 Jupiter Mission 1999
[ ] MG1982 Knockout!
[x] AH1982 Legionnaire
[x] Lords of Karma
[ ] Market Forces
[x] MG1980 Midway Campaign
[x] AV1985 Mission on Thunderhead
[x] AH1982 Moon Patrol
[x] AH1984 Maxwell Manor: The Skulls of Doom
[x] MG1981 North Atlantic Convoy Raider
[x] MG1980 Nukewar
[ ] Panzer-Jagd
[x] AH Paris in Danger
[-] Parthian Kings (NR)
[ ] Planet Miners
[ ] Road Racer & Bowler
[x] AH1984 Quest of the Space Beagle, The
[ ] Shootout at the OK Galaxy
[x] AH1983 Space Cowboy
[x] MG1982 Space Station Zulu
[ ] Spitfire 40 (US release)
[ ] Superbowl Sunday (NR?)
[x] MG1983 TAC
[ ] Tank Arkade
[ ] Tanktics
[x] AH1983 T.G.I.F.
[x] AH1983 Telenguard
[x] AH Titlebout
[x] AH V.C.
[ ] Vorrak
[ ] Voyager I.

AH - Avalon Hill
MG - Microcomputer Games

3322. The Classic computer Bookshelf- back online!

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-31 10:03:23 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <bymR6.146$Xz3.288153@nnrp3.sbc.net>
Source record: 36545

I am now mirroring my homepage at both Tripod and Fortunecity. You might also notice that I split the music composer manual into two parts because of the 3MGB file limit at fortunecity, it makes it an easier download anyway. Part 2 isn't up yet, I'll try within the next couple of days. If you find any bad links let me know and I'll iron them out. Here's the URL's

http://members.tripod.com/~chainsaw1661

or

http://members.fortunecity.com/chainsaw1661

-Mo

3323. FA:eBay, Atari CX80 Trak-Ball, ends June 2nd

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-31 11:19:32 UTC
From: David Smith <david@suscom.net>
Message-ID: <3B1628C4.9713AB7C@suscom.net>
Source record: 36447
Cross-posted to: alt.atari.2600,comp.sys.atari.8bit,comp.sys.atari.st,pa.forsale

```
Please visit eBay for the latest information.

I have the following auctions underway:
1241521703: 16 MB Memory for PM 6500 and PCC PowerBase
Current bid: $1.00
Auction ends on: Jun-03-01 16:29:41 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1241521703

1241199938: ATARI TRAK-BALL CX80, NEW, FACTORY SEALED BOX
Current bid: $1.00
Auction ends on: Jun-02-01 11:55:11 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1241199938

1241030039: HP CD-Writer Plus 9200i internal SCSI new
Current bid: $23.00
Auction ends on: Jun-01-01 16:48:01 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1241030039

1241384806: ATARI International TOS Software Catalog
Current bid: $3.25
Auction ends on: Jun-03-01 07:34:53 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1241384806

--
David Smith [] Williamsport [] PA [] US
http://yourpage.suscom.net/david
```

3324. Best Disk Editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-31 13:46:56 UTC
From: llpwhite@cs.com
Message-ID: <20010531094656.07951.00002302@ng-ce1.news.cs.com>
Source record: 36448

What is "the best" disk editor, and why? If you have more than one favorite, list them all. Mine is Disk I/O by Robert Gray. The reason is that it is one of the few utilities that works on a MyDos hard drive partition. Most disk editors choke on a sector reference >720 or >1040. Quite a few choke on D/D. The Disk I/O file "Undelete" has saved my bacon several times (including this morning!)
Larry

3325. Re: Atari BASIC rev. - how to find?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-31 14:08:01 UTC
From: bostone1@aol.com
Message-ID: <20010531100801.20117.00001652@nso-fx.aol.com>
Source record: 36450

In article <20010530183435.08849.00000570@ng-cn1.aol.com>,
rhamiiton5@aol.comedy.com (RHamiIton5) writes:

>I have never had major problems with any and none so far with "C". Was
>probably
>lucky with "A" and always careful with the "B" SAVE business. Prudent use of
>LIST with a RAMdisk and a cold start switch.

I remember calling Atari's support line (which was actually great back in the Warner Bros. days) and crying about the loss of my program I had typed in from a magazine on that Atari 400 membrane keyboard. It was the "Version A" bug, the one that hit when one deleted a program line with exactly that number of characters to hit that boundary condition that locked it all up. Even though it took forever to save to tape, I saved often after that, and to this day I guess I'm one of the more nagging people in my office in regards to frequent backups. It's amazing what one can do with 16K of ram in that old Atari.

Bob Stone
Gilroy, CA

3326. Re: 400 DIY memory upgrade ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-31 14:08:02 UTC
From: bostone1@aol.com
Message-ID: <20010531100802.20117.00001653@nso-fx.aol.com>
Source record: 36449

In article <3B159FF8.9DCED79@netacc.net>, Dave Pompea <dmpsyst@netacc.net>
writes:

>Thanks for the link. I presume that you mean the item: "ACA020 MEMORY
>48K UPGRADE 400 14.95 ATARI" on page:
>http://www.myatari.com/bc800hw.txt

Yes. I've installed that one myself and that's really saying something from
someone like me who can cause a lot of damage quickly with a soldering iron.

Bob Stone
Gilroy, CA

3327. Re: Van Halen demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-31 19:52:54 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010531155254.27514.00002437@ng-xb1.aol.com>
Source record: 36451

Sure, it circulated thru the user group along with something by Madonna or someone..? Everyone listened and marveled; don't think we ever had a copy of it.

>Bob Ryan ryanr@one.net asked:

>Does anyone remember the demo (?) of Van Halen that was around in 1984
>or so?
>
>It was about 20 to 30 seconds (maybe shorter) and it was a portion of
>the song "You Really Got Me".

-Ron

Experience is something you don't get until just after you need it.

3328. Re: Best Disk Editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-31 20:23:08 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010531162308.27514.00002441@ng-xb1.aol.com>
Source record: 36453

My favorite was always Analog's Disk Tool by Tony Messina (where is he?). That was in the days of stock 810's with 720 single density 128 byte sectors; it was Basic and we modified it for Dos 2.5 enhanced except for the 'Undelete' routines.

I have not yet had a chance to try DiskMend on a hard drive, but it handles DD and was modified with new modules for disassembly and subdirectory support. It's major flaw was that the 'undelete' patched only the directory entry and never addressed the VTOC. I just learned to do them by hand; however it would be much more complicated with 64K sectors requiring about 40-45 VTOC sectors.

DiskRx was designed for Sparta structured data storage, but it did DD and maybe hard drives also... Rarely messed with it.

>llpwhite@cs.com (LLpwhite) requested:

>What is "the best" disk editor, and why? If you have more than one favorite,
>list them all. Mine is Disk I/O by Robert Gray. The reason is that it is
>one
>of the few utilities that works on a MyDos hard drive partition. Most disk
>editors choke on a sector reference >720 or >1040. Quite a few choke on D/D.
>
>The Disk I/O file "Undelete" has saved my bacon several times (including this
>morning!)

-Ron

Experience is something you don't get until just after you need it.

3329. FS: 8-bit Atari original disks, tapes, ROM, book ...

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-31 21:35:31 UTC
From: pjr <pjr@yep#nospam.com>
Message-ID: <ALyR6.4544$HL5.462629@news6-win.server.ntlworld.com>
Source record: 36454

FOR SALE - see list below
All items are orginals with full packaging unless stated otherwise
Prices shown in GB Pounds and Pence, please add postage cost to your
location. Email: pjr@NOSPAMyep.com (remove NOSPAM to send).

** ROM Cartridges

DAVID�S MIDNIGHT MAGIC Atari 4.00

** Disks

ACE OF ACES US Gold 2.50
BOMB Ke-Soft 2.00
BOMBI Power-Per-Post 2.00
BOP 'N WRESTLE Mindscape 5.00
DIGI-STUDIO DGS (4 disks) 4.00
EUREKA ANG Software 2.00
FIRST XLENT WORD PROCESSOR Ke-Soft (German Inst.) 2.50
GLAGGS IT Power-Per-Post 2.00
HUMANOID Sonix 2.00
KE-COMMANDER Ke-Soft 2.00
LITTLE DEVIL Red Rat 2.50
LIZARD Tiger Dev 2.00
MINES ANG 2.00
MINESWEEPER Power-Per-Post 2.00
ROBOMASH TWAUG 2.00
ROCKMAN Mirage 2.00
RUBBER BALL Power-Per-Post 2.00
SAM BUDGET Power Per Post (Requires SAM) 2.00
SAM DESIGNER Power Per Post (Requires SAM) 2.00
SAM UTILITY EXTENSIONS 1 Power Per Post (Requires SAM) 2.00
SAPER Ke-Soft 2.00
SAPER CONSTRUCTOR ANG 2.00
SARGON III CHESS Hayden 5.00
SPINDIZZY Electric Dreams 3.00
STAR RAIDERS II Atari (Tatty Box) 1.00
TAIPEI R&E Software 2.00
THINKER ANG 2.00
THINX ANG 2.00
VAGABOND Avalon 2.00
WHOOPS 2 ANG 2.00
ZAXXON Datasoft 3.00

** �APX� Disks (note these do not include printed documentation)
@ 30p each

BLACKJACK TUTOR 2.0
BLIS 2.0
COUNTER
FAMILY CASH FLOW
GRAPHICS/SOUND DEMO

** Full Price Cassettes:

COLOSSUS CHESS 3.0 English 2.50
HEARTACHE Atari (plastic case cracked)
1.50
POLE POSITION US Gold 2.00
SOLO FLIGHT US Gold 2.00

** Budget Price Cassettes: @ 50p each

180 Mastertronic
BMX SIMULATOR Codemasters
BOMBFUSION Mastertronic
CRACK-UP Atlantis
DESPATCH RIDER Mastertronic
EXPLODING WALL Byte Back (2)
FEUD Bulldog
GREEN BERET Hit Squad
GUN LAW Mastertronic
HENRY'S HOUSE Mastertronic (2)
INVASION Bulldog
JET-BOOT JACK Byte Back
KIKSTART Mastertronic
LASER HAWK Byte Back
LOS ANGELES SWAT Mastertronic (2)
MILK RACE Mastertronic (2)
MISSING... ONE DROID Bug-Byte
NINJA COMMANDO Zeppelin
ONE MAN AND HIS HIS DROID Mastertronic
PANTHER Mastertronic
POGOTRON Gamebusters
PROTECTOR Mastertronic
REVENGE II Mastertronic
ROULETTE SIMULATOR Byte Back
SPEED ZONE Mastertronic
SPY VS SPY III Hi Tec
TITAN Atlantis
UNIVERSAL HERO Mastertronic

** APX Cassettes (note these do not include any printed documentation)
@ 30p each

BLACKJACK CASINO
BLOCK 'EM
CODECRACKER
COUNTER 1
DECISION MAKER

DICE POKER
DSEMBLER
EXTENDED WSFN (TURTLE)
INSTEDIT 2.0
MEMORY MATCH
MORSE CODE TUTOR
PHOBOS
SOUND EDITOR
T: TEXT DISPLAY DEVICE
TACK TREK
TERMINAL EMULATOR
TYPO ATTACK 1.1
ULTIMATE RENUMBER UTILITY

** Atari Book

Computer Animation Primer
By David Fox and Mitchell Waite
McGraw-Hill
(book about computer graphics with Atari 8-bit examples) - 20.00

3330. Re: Avalon Hill / Epyx releases

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-31 22:43:55 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <9HxR6.48$wE3.74936@nnrp3.sbc.net>
Source record: 36452

That's incredible! I've been looking for a complete list of releases. I finally got a downloaded copy of Hellfire Warrior and Datestones of Ryn to work on my TRS-80, I didn't know/think that it was released for the Atari. I'm kind of under the impression that not all titles were released for all computers. Some of the AH tapes I have are for Atari only. I'm gonna have to weed through and make a list of my own with computer release indicated as well- to sort out what I have in my bookshelf.
Thanks, this list is extremely helpful.
Mo
http://members.fortunecity.com/chainsaw1661

Jindrich Kubec wrote in message <3B1613AD.A9F8A5D3@asw.cz>...
>Hi!
>
>As 'Mo' is still announcing his page containing Avalon Hill and Epyx
>catalgoues, I've created kind of master release lists for these
>companies.
>
>The checkboxes mean:
>[x] I've got the ATR.
>[ ] I don't have it, and I hope some kind soul will find it in his/her
>collection.
>[-] Re-release / never released / in another list.
>
>Files are attached.
>
>It seems I'm missing these games from Epyx: Alien Garden, Curse of Ra,
>Danger in Drindisti, Datestones in Ryn, Invasion Orion, Keys of
>Acheron, The Nightmare, Sorcerer of Siva and Upper Reaches of Apshai.
>And too many Avalon Hill releases to list ;)
>
>--
>Jindroush (kubecj@asw.cz)
>See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

3331. Re: Van Halen demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-31 22:52:53 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3B16CB45.6285C795@one.net>
Source record: 36456

Anyone know how it was done? Believe it or not, it's one of the things I
wish I hadn't given up when I sold my stuff back in '87. That and my
ANALOG collection. Had 'em all from the start, sad to say.

-Bob

RHamiIton5 wrote:
>
> Sure, it circulated thru the user group along with something by Madonna or
> someone..? Everyone listened and marveled; don't think we ever had a copy of
> it.
>
> >Bob Ryan ryanr@one.net asked:
>
> >Does anyone remember the demo (?) of Van Halen that was around in 1984
> >or so?
> >
> >It was about 20 to 30 seconds (maybe shorter) and it was a portion of
> >the song "You Really Got Me".
>
> -Ron
>
> Experience is something you don't get until just after you need it.

3332. FS/T: Atari 8-bit computer items and more... [05/31/2001]

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-31 22:58:49 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <suidht4fpqmull5asi2sj0sulu2dt5sq38@4ax.com>
Source record: 36455

```
Items currently available for the following systems:

Atari 8-bit computers

Apple ][ computers
Atari ST computer
Commodore 64 / 128 computers
Commodore Vic-20 computer
Radio Shack Color Computer (CoCo)
T.I. 99/4A computer
IBM PC (CD ROM and diskette software)

3DO
Atari Lynx
Nintendo 64
Nintendo Game Boy
Nintendo NES
Nintendo SNES
Sega Dreamcast
Sega Genesis
Sega Master System (SMS)
Sony Playstation (PSX)

Books / Magazines (video game and computer related)
Miscellaneous (board games, hand-held video games, etc.)
Movies (DVD and VHS)

Atari 2600
Atari 5200
Atari 7800
Colecovision
Emerson Arcadia 2001
Mattel Intellivision
Magnavox Odyssey2

Comic Books -- coming soon!
Sports Cards -- coming soon!

You can visit VGA on the WWW at:

http://www.io.com/~vga2000/

or go directly to the VGA For Sale or Trade section at:

http://www.io.com/~vga2000/fsort.htm

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
```

and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

3333. Re: Best Disk Editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-05-31 23:45:25 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b170e25$0$88182$4c5ecdc7@news.erinet.com>
Source record: 36458

Disk Wizard II.
I don't think it does 'enhanced' 1050 density. It does do single
or double density, DOS 2 type disks.
Regardless of the DOS, it will map the bad sectors of a disk, useful
if you want to make a copy of a disk for patching with Chipmunk
or Black Patch. Some commercial disks have a lot of bad sectors
to keep you from making a backup of the good ones. DWII maps
those disks fairly fast, only getting 1 or 2 errors before it moves on
to the next sector. Then, you can make a backup of the good sectors
only, specify which sectors to copy.
It has convenient sector editing. It can recover deleted, unwritten
files, on a DOS 2 type disk. Finally it has a disassembler that you
can set the start address and offset in a sector, or it can disassemble
by file name. Good for following code, with a 'search' feature to
locate byte sequences.
I haven't used the others. I do have a sector editor for Sparta Disks,
but haven't used that one much either.
Russg

3334. Re: Van Halen demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-01 00:02:35 UTC
From: Steven Lashower <lashower@netcom.nospam.com>
Message-ID: <glmdhtor6cqv1a2fpttocj0dpo7g4j9kj6@4ax.com>
Source record: 36457

I remember downloading it with my trusty 1200 baud Prometheus
Pro-Modem. Took quite a long time... I think it was 128 sectors or
therebouts. I probably still have it on floppy somewhere.

The demo was pretty simple... It played back a 16K 4-bit sample using
POKEY's volume only feature. If you want more info on this, check the
Antic archives for an article called "Talk Is Cheap" (don't recall the
author) or "The Antic Sampling Processor" (by me). ASP supported
samples upto 48K and when used with a MIDI Mate interface, turned the
Atari into a monophonic sampler.

- Steve

On Thu, 31 May 2001 18:52:53 -0400, Bob Ryan <ryanr@one.net> wrote:

>Anyone know how it was done? Believe it or not, it's one of the things I
>wish I hadn't given up when I sold my stuff back in '87. That and my
>ANALOG collection. Had 'em all from the start, sad to say.
>
>-Bob
>
>RHamiIton5 wrote:
>>
>> Sure, it circulated thru the user group along with something by Madonna or
>> someone..? Everyone listened and marveled; don't think we ever had a copy of
>> it.
>>
>> >Bob Ryan ryanr@one.net asked:
>>
>> >Does anyone remember the demo (?) of Van Halen that was around in 1984
>> >or so?
>> >
>> >It was about 20 to 30 seconds (maybe shorter) and it was a portion of
>> >the song "You Really Got Me".
>>
>> -Ron
>>
>> Experience is something you don't get until just after you need it.

3335. Re: Van Halen demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-01 03:49:58 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3B1710E6.52CD145F@one.net>
Source record: 36459

Steven,
Thanks. This is what I was looking for. I'll definitely check it out.

-Bob

Steven Lashower wrote:
>
> I remember downloading it with my trusty 1200 baud Prometheus
> Pro-Modem. Took quite a long time... I think it was 128 sectors or
> therebouts. I probably still have it on floppy somewhere.
>
> The demo was pretty simple... It played back a 16K 4-bit sample using
> POKEY's volume only feature. If you want more info on this, check the
> Antic archives for an article called "Talk Is Cheap" (don't recall the
> author) or "The Antic Sampling Processor" (by me). ASP supported
> samples upto 48K and when used with a MIDI Mate interface, turned the
> Atari into a monophonic sampler.
>
> - Steve
>
> On Thu, 31 May 2001 18:52:53 -0400, Bob Ryan <ryanr@one.net> wrote:
>
> >Anyone know how it was done? Believe it or not, it's one of the things I
> >wish I hadn't given up when I sold my stuff back in '87. That and my
> >ANALOG collection. Had 'em all from the start, sad to say.
> >
> >-Bob
> >
> >RHamiIton5 wrote:
> >>
> >> Sure, it circulated thru the user group along with something by Madonna or
> >> someone..? Everyone listened and marveled; don't think we ever had a copy of
> >> it.
> >>
> >> >Bob Ryan ryanr@one.net asked:
> >>
> >> >Does anyone remember the demo (?) of Van Halen that was around in 1984
> >> >or so?
> >> >
> >> >It was about 20 to 30 seconds (maybe shorter) and it was a portion of
> >> >the song "You Really Got Me".
> >>
> >> -Ron
> >>
> >> Experience is something you don't get until just after you need it.

3336. Re: Supra hard drives for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-01 07:30:54 UTC
From: Anthony Iannone <aiannone@nis.net>
Message-ID: <3B1744AE.A57BB23B@nis.net>
Source record: 36461

$60 for a SCSI Hard Drive interface that will work on my 800XL?

SIO or PBI?

I seem to remember that an EPROM had to be burned with the drive
specifications (Heads, cylinders, etc...)... am I imagining this?

What DOS's are supported? Maximum number of partitions? Support for more
than 8/9 active partitions?

Because I accidentally sold my old Adaptec 4000 with my old Volkswagen,
can anyone name some readily available SCSI drives that do 256byte
sectors? Could I use a 512byte sector drive and only use half the
capacity of the drive?

Thanks!

-Anthony

Ben Corr wrote:
>
> > Additionally there were some oddball hard-drive systems for the 8bit,
> > among them Leading Edge, ATR 8000 (which did a bunch of other stuff
> > too), and Supra. In my opinion you will be lucky to find a working
> > Supra because they were rare.
>
> No way, Bob Klass still sells them, $60, a abrgin I think. You do need a
> SCSI drive that supports 256 byte sectors (or an old MFM drive and an
> Adaptec 4000 adapter....)
>
> Later,
>
> BenCorr
> >
> > On Mon, 21 May 2001 22:46:54 +0100, "David Matthews" <mathu@indigo.ie>
> > wrote:
> >
> > >Hi,
> > >Is anybody out there using one of these.
> > >I would like to know more about this drive.....So please help if you can.
> > >
> > >Regards.
> > >
> > >
> >

3337. Re: Avalon Hill / Epyx releases

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-01 08:10:02 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <WZFR6.134$wE3.276300@nnrp3.sbc.net>
Source record: 36460

Another thing to keep in mind is that Microprose and Broderbund (sp?) both
were releasing titles early in the game so to speak. I have NATO commander
and Crusade over Europe and I might do scans for those as well as the
Microprose catalog. Electronic Arts as well. They kind of fell into Avalon
Hills genre of fantastic box work and somewhat lame games.
I have Pinball Construction Set and One on One- the sleeve for that one has
Wilt Chamberlin(sp?) and Larry Bird posing for an inner cover portrait.
Mo

Mo wrote in message <9HxR6.48$wE3.74936@nnrp3.sbc.net>...
>That's incredible! I've been looking for a complete list of releases. I
>finally got a downloaded copy of Hellfire Warrior and Datestones of Ryn to
>work on my TRS-80, I didn't know/think that it was released for the Atari.
>I'm kind of under the impression that not all titles were released for all
>computers. Some of the AH tapes I have are for Atari only. I'm gonna have
to
>weed through and make a list of my own with computer release indicated as
>well- to sort out what I have in my bookshelf.
>Thanks, this list is extremely helpful.
>Mo
>http://members.fortunecity.com/chainsaw1661
>
>Jindrich Kubec wrote in message <3B1613AD.A9F8A5D3@asw.cz>...
>>Hi!
>>
>>As 'Mo' is still announcing his page containing Avalon Hill and Epyx
>>catalgoues, I've created kind of master release lists for these
>>companies.
>>
>>The checkboxes mean:
>>[x] I've got the ATR.
>>[ ] I don't have it, and I hope some kind soul will find it in his/her
>>collection.
>>[-] Re-release / never released / in another list.
>>
>>Files are attached.
>>
>>It seems I'm missing these games from Epyx: Alien Garden, Curse of Ra,
>>Danger in Drindisti, Datestones in Ryn, Invasion Orion, Keys of
>>Acheron, The Nightmare, Sorcerer of Siva and Upper Reaches of Apshai.
>>And too many Avalon Hill releases to list ;)
>>
>>--
>>Jindroush (kubecj@asw.cz)

>>See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...
>
>
>

3338. Re: Van Halen demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-01 08:56:16 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <9f7lbgeft1@plutonium.compulink.co.uk>
Source record: 36462

In article <glmdhtor6cqv1a2fpttocj0dpo7g4j9kj6@4ax.com>,
lashower@netcom.nospam.com (Steven Lashower) wrote:

> I remember downloading it with my trusty 1200 baud Prometheus
> Pro-Modem. Took quite a long time... I think it was 128 sectors or
> therebouts. I probably still have it on floppy somewhere.
>
> The demo was pretty simple... It played back a 16K 4-bit sample using
Was it really that clever? I used to have a sampling cartridge produced by
2bit systems in the UK and made lots of audio samples both for use in
games and just because I could <grin>. Was such stuff not common
elsewhere? Was this demo exceptionally long or something?

Iain

3339. Re: Atari 1200XL memory upgrades

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-01 12:53:25 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9f8385$on5$1@nets3.rz.RWTH-Aachen.DE>
Source record: 36463

Howdy Bill

>Can anyone tell me what memory upgrades were/are available for the 1200XL? I
>believe the Newell could work on it as well as the Rambo, but the only parts
>I'm currently finding for ram upgrades are from a Wizztronics board for the
>800XL from Best Electronics.

Tell me how the 1200XL's MMU works and I'll see if I can find a way how you can use my 1MB upgrade in a 1200XL. There are no PCB's for my upgrade yet. I'm still trying to chase some bugs out. But you can have a look at it at http://www.holyoak.com/atari/ click on 400/800/XL/XE or check out http://www.myatari.net clcik on the red picture, then click on 8-bit 1MB memory upgrade.

For the schematics try holyoak, for a photo try myatari.

CU Mathy van Nisselroy

3340. Re: Best Disk Editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-01 12:57:07 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9f83f3$on5$2@nets3.rz.RWTH-Aachen.DE>
Source record: 36464

Howdy Ron, folks

>I have not yet had a chance to try DiskMend on a hard drive, but it handles DD
>and was modified with new modules for disassembly and subdirectory support.
>It's major flaw was that the 'undelete' patched only the directory entry and
>never addressed the VTOC. I just learned to do them by hand; however it would
>be much more complicated with 64K sectors requiring about 40-45 VTOC sectors.

Try VTOCFIX 1.2 by Bob Puff

CU Mathy van Nisselroy

3341. SCSI CD ROM audio player

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-01 13:02:12 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9f83ok$on5$3@nets3.rz.RWTH-Aachen.DE>
Source record: 36465

Howdy folks

I'm trying to recreate Matthias Belitz's CD Audio Player (CDPL020.COM) in TurboBASIC and add a few features. At the moment, my software (which uses the ASPI Manager which is written by Matthias and is at the moment only available for the BlackBox) finds the CDROM Player and even knows how many tracks there are.

Am I only doing this for myself, or are there other people using a SCSI CD ROM player via their BlackBox on their 8 bit Atari's????

CU Mathy van Nisselroy

3342. Re: Barbarian on Atari XL !!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-01 14:07:47 UTC
From: llpwhite@cs.com
Message-ID: <20010601100747.18243.00002660@ng-cj1.news.cs.com>
Source record: 36466

This is not the "Barbarian" that I was thinking of. This is a fighting game, and I also remember it from the ST. The Barbarian that I was thinking of was an action adventure where your character had to avoid traps -- sort of an outdoor Montezuma'z Revenge. (best comparison I can think of.) I never could get into fighting games, except to watch and listen with amazement at the demo mode of International Karate Championship.
Larry

3343. Re: Atari BASIC rev. - how to find?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-01 19:32:27 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <f5SR6.219$os6.7405@typhoon.sonic.net>
Source record: 36467

Russ Gilbert <russg@en.com> wrote:
: Bill.
: Peek(43234)
: 96=B
: 234=C
: 162=A

Thanks! :)

-bill!

3344. Re: Supra hard drives for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-01 19:39:42 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <9f8r1u$k20$1@mohawk.hwcn.org>
Source record: 36468

Anthony Iannone (aiannone@nis.net) wrote:
: $60 for a SCSI Hard Drive interface that will work on my 800XL?

: SIO or PBI?

: I seem to remember that an EPROM had to be burned with the drive
: specifications (Heads, cylinders, etc...)... am I imagining this?

: What DOS's are supported? Maximum number of partitions? Support for more
: than 8/9 active partitions?

: Because I accidentally sold my old Adaptec 4000 with my old Volkswagen,
: can anyone name some readily available SCSI drives that do 256byte
: sectors? Could I use a 512byte sector drive and only use half the
: capacity of the drive?

: Thanks!

: -Anthony

If you are interested, I have ONE Adaptec 4000a for sale, for $30 US funds
shipped to the USA. Send email if interested.

3345. Re: Avalon Hill / Epyx releases

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-01 19:42:29 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <9f8r75$k20$2@mohawk.hwcn.org>
Source record: 36469

Jindrich Kubec (kubecj@asw.cz) wrote:

: The checkboxes mean:
: [x] I've got the ATR.

: name="Ahill.txt"

: [x] Lords of Karma

Could you please please please email me this ATR?? I have been searching
for this game in Disk format for 18 years.

Willy

3346. FT: Vectrex & 400/800 test cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-01 21:12:49 UTC
From: p-d <nospam@nosspam.com>
Message-ID: <3B180642.B2DCC9A8@nosspam.com>
Source record: 36470

FT: Vectrex & 400/800 test cartridges

I have these for trade but it will take a good offer to get them. The
star raiders cart
is different than a normal SR cart, all that comes up on the screen is
space(as
in outer space)
http://members.nbci.com/paulbladez/atari-diag-all3.jpg
http://members.nbci.com/paulbladez/vectrex-diag3.jpg

my new temporary web site(my wantlist is here):
http://members.nbci.com/paulbladez/

3347. Re: Van Halen demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-01 22:10:04 UTC
From: Bruno Mussard <bruno.mussard@wanadoo.fr>
Message-ID: <3B1812BC.1E33D435@wanadoo.fr>
Source record: 36471

Hi Bob,

I live in France and when I was a teenager I owned an Atari 800XL + 1050
with the "floppy disk" of Van Halen's song. That was multimedia !

Now I am 31 and I have bought a second hand Atari 800XL for my children...

Regards

Bruno

Bob Ryan a ï¿½crit :

> Does anyone remember the demo (?) of Van Halen that was around in 1984
> or so?
>
> It was about 20 to 30 seconds (maybe shorter) and it was a portion of
> the song "You Really Got Me".
>
> I remember having it on a disk and when it booted it played the snippet.
> Sounded really good.
>
> -Bob

3348. Ms pac-man

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-02 00:12:04 UTC
From: David Matthews <mathu@indigo.ie>
Message-ID: <BaWR6.4587$Fk7.33419@news.indigo.ie>
Source record: 36472

Hi all,
I have been looking for Ms pac-man for the Atari 400/800 new/sealed(mint)
for a long time now.
But I can not find it anywhere!.
Please if some body has seen it for sale anywhere,please let me know.

Regards David.
http://indigo.ie/~mathu

3349. Re: atari and compatible controllers

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-02 00:54:24 UTC
From: Chris Chiesa <cchiesa1@rochester.rr.com>
Message-ID: <4PWR6.119280$f85.17198419@typhoon.nyroc.rr.com>
Source record: 36473

Should it not be possible, Bill, to simply write a little different-than-usual PIA-driver to work with the Sega controllers? I say this totally off the top of my head without any regard to what signals the things actually use ... I suppose they could be using pins that aren't brought out to the Atari joystick connector, huh? :-b If that were the case, then it should still be possible to build a little "Y adapter" that would let you plug in one Sega controller to TWO Atari joystick slots, and thus pick up all the signals... maybe... Depends on the electrical consequences of grounding one port's pins to the other port's ground... but if they're all wired to the same chip internally it ought to work... right?

Chris "blue-sky thinker" Chiesa

3350. Re: atari and compatible controllers

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-02 01:04:24 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <MPG.158205f6de096cdf98968c@news-server.optonline.net>
Source record: 36474

In article <4PWR6.119280$f85.17198419@typhoon.nyroc.rr.com>, cchiesa1
@rochester.rr.com says...
> Should it not be possible, Bill, to simply write a little
> different-than-usual PIA-driver to work with the Sega controllers? I say
> this totally off the top of my head without any regard to what signals the
> things actually use ... I suppose they could be using pins that aren't
> brought out to the Atari joystick connector, huh? :-b If that were the
> case, then it should still be possible to build a little "Y adapter" that
> would let you plug in one Sega controller to TWO Atari joystick slots, and
> thus pick up all the signals... maybe... Depends on the electrical
> consequences of grounding one port's pins to the other port's ground... but
> if they're all wired to the same chip internally it ought to work... right?
>
> Chris "blue-sky thinker" Chiesa
>
>
>
>
>
Chris,
If you know what the pinout of the controller is and what signals
are expected, then an interface for pretty much any I/o device could,
theoretically, be built and used with the Ataris.
Of course, with an external interface, some program interface
would also be required so that the computer would know how to talk with
the new/external hardware.

--
--
Robert S Ely - aka - Eli-the-Iceman
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

3351. Re: looking for a program for the Atari 8-bit called 'Sam Program' or 'Reciter'

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-02 02:02:24 UTC
From: Chris Chiesa <cchiesa1@rochester.rr.com>
Message-ID: <QOXR6.119603$f85.17267173@typhoon.nyroc.rr.com>
Source record: 36475

Ah yes... S.A.M.... I remember him well... :-) Actually I've got a copy of the disk pretty close at hand, and a photocopy of the actual manual "somewhere around here." The cool thing about the manual is that it documents the phonetic spelling (that "Bosnian-looking" stuff, as someone here put it), which lets you get much-more-natural-sounding speech in your programs... It also tells everything you could want to know about how to load-and-run S.A.M., all the addresses you can POKE to alter the pitch and speed of S.A.M.'s speech and to disable/enable screen-blanking during speech, and so forth.

I've also got the V: device handler somewhere, and a game called PokerS.A.M. which, as its name suggests, plays poker (5-card stud I believe) with speech added. Unfortunately it's buggy and occasionally "cheats" in that it gets the comparison wrong between two poker hands (its and yours)...

But I digress... I wrote ten or so small, simple, silly BASIC programs using S.A.M., 'way back when, to do such things as hold a pre-programmed telephone conversation with a friend, sing my computer-nickname in four-part harmony (one part at a time, mixed and overdubbed separately on a multi-channel tape deck), and -- my personal favorite -- a "talking terminal program" that would (among other things) "read me my e-mail" as I wandered around my apartment... Yes, folks, I had my Atari reading aloud my Ball State University VMS VAXcluster e-mail, back in 1986 or so... :-) Most if not all of this junk is still around on a disk somewhere around here; and somewhere I may still have a recording of a few lines of e-mail being read aloud... :-)

Ah, what memories. :-)

Chris

3352. Re: The worst games on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-02 02:06:44 UTC
From: Chris Chiesa <cchiesa1@rochester.rr.com>
Message-ID: <USXR6.119625$f85.17271910@typhoon.nyroc.rr.com>
Source record: 36476

Speaking of endings, I recall "Spy's Demise" (by Penguin Software, though I long ago patched mine to change the bitmapped graphics to read "Eat Me Software," heheh) displayed lines of a "secret message" between levels, that could allegedly be decoded to produce the clue to some kind of grand prize, maybe a large amount of cash or something. Anybody ever hear about that, or know how it turned out if so? Who won it, what the prize really was, what the secret message really said, etc.?

Chris

3353. Re: Atari 1200XL memory upgrades

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-02 02:29:52 UTC
From: Eric Cron <ericcron@NSPAMMERyahoo.comNOSPAMMER>
Message-ID: <thgjn6fjvij3b7@corp.supernews.com>
Source record: 36477

You can pencil me in for one of those -
Will it work in an OmniMon equipped 800xl?
--eric

Mathy Van Nisselroy wrote in message
<9f8385$on5$1@nets3.rz.RWTH-Aachen.DE>...
>Howdy Bill
<snip>

>Tell me how the 1200XL's MMU works and I'll see if I can find a way how you
can
>use my 1MB upgrade in a 1200XL. There are no PCB's for my upgrade yet.
I'm
>
still trying to chase some bugs out

<snip>

3354. Re: Best Disk Editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-02 04:00:13 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010602000013.05663.00002735@ng-cf1.aol.com>
Source record: 36478

I was not very satisfied with my trial; it deleted some files to match the vtoc
in lieu of the other way around...

I will have to see which version that was.

>nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) commented:

>Try VTOCFIX 1.2 by Bob Puff

-Ron

Experience is something you don't get until just after you need it.

3355. Re: Van Halen demo -where to get it

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-02 05:42:39 UTC
From: Curt Vendel <curt@atari-history.com>
Message-ID: <3B187CCF.6E496ECF@atari-history.com>
Source record: 36479

B&C has it on their public domain disks that they sell, I have a copy of it in
my archives, amazing what was done so long ago: www.myatari.com

Curt

Bruno Mussard wrote:

> Hi Bob,
>
> I live in France and when I was a teenager I owned an Atari 800XL + 1050
> with the "floppy disk" of Van Halen's song. That was multimedia !
>
> Now I am 31 and I have bought a second hand Atari 800XL for my children...
>
> Regards
>
> Bruno
>
> Bob Ryan a ï¿½crit :
>
> > Does anyone remember the demo (?) of Van Halen that was around in 1984
> > or so?
> >
> > It was about 20 to 30 seconds (maybe shorter) and it was a portion of
> > the song "You Really Got Me".
> >
> > I remember having it on a disk and when it booted it played the snippet.
> > Sounded really good.
> >
> > -Bob

3356. More Atari Games NIB! Discounts! Sales! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-02 06:01:17 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0106012257220.17673-100000@shell.pacifier.com>
Source record: 36480
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Check HotLinks below for specials on my WebSite! Two 20% Atari Discounts! General 20% SoftWare Discount & Preferred Customer Discount! 20% off all SoftWare for Atari 8 Bit & ST! And if your a regular customer, 20% off ST & 8 Bit Inventory! I've got Overstock including Panasonic Printers & Atari 1050 Disk Drives. P:R: Connections and 850 Interfaces. I bought overstock from Dealers including a Dozen Titles, +NEW in BOX Games for Atari Jaguar, 9 NEW, +NEW in BOX Classic Atari 8 Bit Game Titles such as Beyond Castle Wolfenstein Plus additional Inventory like LucasFilm Games! I've also got some rare Atari Happy Drives & Atari XF551 Drives. You might find some Treasures you didn't know you wanted! Check specials.htm Link Below for more info. Check free_cat.htm Link Below for info on Free Atari Catalogs. Check catalogs.htm Below to Link to my Catalogs Area! To Redeem Discounts, sales &/or special offers,either use my HotLinks below, reply in E-Mail or call Ben anytime @(503)256-9974!

http://www.pacifier.com/~atari/specials.htm Current Atari Specials.
http://www.pacifier.com/~atari/index.html Benjamin's WebSite.
http://www.pacifier.com/~atari/free_cat.htm FREE Catalogs info.
http://www.pacifier.com/~atari/catalogs.htm FREE Catalogs area.
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/antispam.htm Spamming News!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3357. Re: Best Disk Editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-02 08:23:37 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <9fa80veri1@news1.xs4all.nl>
Source record: 36482

I vote for Disk Doctor it can do sector editting in all formats
Atasci/Ascii/dec/hex has a special funtion with shows binairy data on the
screen so it will be easy to find fonts or graphics, disassembler and
more...

TXG

3358. MIO question...

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-02 08:27:26 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <9fa884$f9h$1@news1.xs4all.nl>
Source record: 36483

Hi,

Which powersupply do I need to use with a MIO.

Please help...

TXG

3359. Re: Van Halen demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-02 08:38:09 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <Ju%R6.532$Ia3.306482@nnrp2.sbc.net>
Source record: 36481

I've had for a while the Parrot audio sampler for my atari 800. It's like a single paddle controller used to adjust gain and it has a mini 1/8 jack to plug in a mike or a tape deck. There were probably many of these kinds of samplers made by different people.
Mo

ilaskey@cix.compulink.co.uk wrote in message
<9f7lbgeft1@plutonium.compulink.co.uk>...
>In article <glmdhtor6cqv1a2fpttocj0dpo7g4j9kj6@4ax.com>,
>lashower@netcom.nospam.com (Steven Lashower) wrote:
>
>> I remember downloading it with my trusty 1200 baud Prometheus
>> Pro-Modem. Took quite a long time... I think it was 128 sectors or
>> therebouts. I probably still have it on floppy somewhere.
>>
>> The demo was pretty simple... It played back a 16K 4-bit sample using
>Was it really that clever? I used to have a sampling cartridge produced by
>2bit systems in the UK and made lots of audio samples both for use in
>games and just because I could <grin>. Was such stuff not common
>elsewhere? Was this demo exceptionally long or something?
>
>Iain
>

3360. FA: XM301 modem, new, complete in the box

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-02 09:53:44 UTC
From: D Tipton <6500dtnospampt@ucsbuxa.ucsb.edu>
Message-ID: <3B18B7A7.39D87961@ucsbuxa.ucsb.edu>
Source record: 36484

I'm auctioning a new, complete in the box Atari XM301 modem for Atari 8-bit computers.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1241836933

The modem, disk (XE Term), and instructions are still in the original plastic wrap. Great for collectors.

Thanks

3361. Re: MIO question...

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-02 11:16:15 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b190208$0$62150$4c5ecdc7@news.erinet.com>
Source record: 36488

The FAQ states that the MIO can use AC or DC, at least 6.2-7.2 volts,
it says. I'd use a standard 9v ac Atari brick. Actually, my 1 meg
came with a 9.3v DC supply and the 256k came with a 9v ac supply.
So probably a 9v ac or dc would be ok.
Russg

3362. Re: Best Disk Editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-02 13:08:05 UTC
From: llpwhite@cs.com
Message-ID: <20010602090805.22996.00002252@ng-xc1.news.cs.com>
Source record: 36485

>I vote for Disk Doctor it can do sector editting in all formats...<

Who wrote it or published it? I remember a very early disk editor called the "Disk Doctor" by a guy in Ohio, U.S. Was this the one, or (probably) a different one?
Larry

3363. Re: Ms pac-man

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-02 13:15:43 UTC
From: llpwhite@cs.com
Message-ID: <20010602091543.22996.00002253@ng-xc1.news.cs.com>
Source record: 36486

>I have been looking for Ms pac-man for the Atari 400/800 new/sealed(mint) for
a long time now.<

Weren't there two slightly different versions of the Ms PacMan for the A8?
IIRC, both still flicker badly, but there supposedly was some difference?
Anyone remember this?
Larry

3364. Re: MIO question...

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-02 14:15:08 UTC
From: GB <abc@123.456>
Message-ID: <3B18F4EC.5EA96CEF@123.456>
Source record: 36487

The same type of power supply used for a 810/1050 disk drive.

Atari part # CO17945.

Input 120V, 60Hz, 50W
Output 9VAC, 31VA.

You can also use this same power supply on a 8bit Nintendo Entertainment
System.

Glenn

TXG wrote:

> Hi,
>
> Which powersupply do I need to use with a MIO.
>
> Please help...
>
> TXG

3365. FS: ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-02 15:55:03 UTC
From: ZaXXoN <zaxxon@primenet.com>
Message-ID: <fr2iht84qm6m4kfva88jiok0uqjdutq045@4ax.com>
Source record: 36489

Hey!

Got an ATR 8000 here for sale.
ATR 8000 only - no cables or Dox. Unknown condition
No Ataris here to test it with. Only Amigas and PC's.
As I remember, Its' got 64k and a Z80 cpu. Hardwired with
an extra reset switch on the front and a switch on the back
to go from Terminal/Atari mode without messin with jumpers.

Offers? ....include shipping from San Jose CA

ZaXXoN

3366. Mike Hill's Pokey sound card?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-02 16:14:32 UTC
From: Edward Bonaventure <erasmus@tempests.and.teapots>
Message-ID: <Pine.GSO.4.33.0106021209171.28620-100000@shell1>
Source record: 36490

On 21 May 2001 at 12:13:31 -0700, Tom McClintock (tomm att mgcap
dott com scribbled:

-> Any chance someone has the information or files regarding Mike
->Hill's Printer Port Pokey Sound Card? His site is (obviously) no
->longer around, and I cannot find his files on the net anywhere.

Mike Hill is active on the Cincinnati Atari ("Cintari") group's area
on Yahoo. You can contact him there.

>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "Only wimps use tape backup. REAL men just up- *
* load their important stuff on ftp and let the *
* rest of the world mirror it." --Linus Torvalds *

3367. Re: Alibaba and The Forty Thieves

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-02 16:51:25 UTC
From: Saam Tariverdi <saam@icode.com>
Message-ID: <hQ8S6.120593$Pp1.30577597@typhoon.southeast.rr.com>
Source record: 36491

Do you have a URL for your "gamer's guide" for Ali Baba? I just started
playing it again a few days ago, and damn those minotaurs are hard!

--
Cheers,
Saam Tariverdi

Through the Looking Glass -> http://www.ttlg.com
The Network for all things Looking Glass

"Cruiser 7" <cruiser7@nospam.com> wrote in message
news:3AF738B5.5070208@nospam.com...
> I had two versions of this game. One was an original from the 800
> days, I believe, and the other was part of the "Age Of Adventure" set,
> coupled with Return of Heracles. I got both to work well on my Atari
> 800XL; though the original did seem to have some oddities with message
> scrolling and dead player characters randomly popping up again after
> they died (no kidding, I had one game where Og would NOT die and stay
> dead, even if you manually removed him from the game). I THINK the
> latter "800XL" version also had a friendly, butt kicking NPC named
> Aladdin that the original didn't.
>
> BTW, I have been working on and off on a "Gamer's Guide" for ABATFT.
> A stolen computer kinda set me back on the project, but I hope to finish
> it eventually. This is still one of my favorite mutli-player RPG's,
> Baldur's Gate II notwithstanding.
>
> Now, off to impale a steel sword in a swamp rat,
>
> Cruiser 7
>
>
> Edward S. Baiz Jr. wrote:
>
> > Hello All,
> >
> > Everyone remember this game? I had a ball with it and now want to play
> > it again. I have an ATR image file of it and converted that over to a
> > DI image so 800XLDJ could use it. I also have the original disk version
> > which still loads. I have found out that this game will not load into
> > an 800XL or 130XE unless the Translator disk is run first. But then
> > even after that reading the scrolls in the game is impossible. The
> > readings flash for a second. I am thinking I need to get out my old 400
> > and play it that way, but I would rather not. Has anyone experienced
> > this and found a way to play it fully on an 800XL or 130XE?

> >
> >
> > Edward S. Baiz Jr.
> > (Gamer)
> > --
> > HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> > Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> > Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> > PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> > Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> > Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> > --
> >
> >
>

3368. DiskMon?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-02 17:11:28 UTC
From: Saam Tariverdi <saam@icode.com>
Message-ID: <479S6.120598$Pp1.30600046@typhoon.southeast.rr.com>
Source record: 36492

Anyone heard of this software for the 800, which lets you read individual sectors, copy bit by bit, etc? I used to use this way back then for 'fixing' my games that had a few bad sectors here and there....

--
Cheers,
Saam Tariverdi

Through the Looking Glass -> http://www.ttlg.com
The Network for all things Looking Glass

3369. Re: Eastern Front .atr?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-02 17:54:37 UTC
From: Chris Chiesa <cchiesa1@rochester.rr.com>
Message-ID: <xL9S6.122268$f85.17907267@typhoon.nyroc.rr.com>
Source record: 36493

And I had friends who had it on disk in 1981 at RPI. So it's out there...
:-)

Charles Richmond <richmond@ev1.net> wrote in message
news:3AEEF8F6.1A2276B7@ev1.net...
> Eastern Front *was* a cartridge...it also came as a cassette program.
> I had some friends circa 1981 that bought the cassette version to play
> on their 16k Atari 400...
>
> RHamiIton5 wrote:
> >
> > I thought I remembered it being a cartridge... so it should be a ROM
image or
> > binary file unless you got the older APX version.
> >
> > >wgungfu@alpha2.csd.uwm.edu (Martin Scott Goldberg) requested:
> >
> > >Hi, I'm looking for a .atr of Eastern Front. I've checked the usually
> > >sites and haven't been able to find one (unless I overlooked it by
> > >accident).
> >
> > -Ron
> >
> > Experience is something you don't get until just after you need it.
>
>
> --
> +---+
> | Charles and Francis Richmond <richmond@plano.net> |
> +---+

3370. Re: Best Disk Editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-02 18:46:05 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <MPG.1582fef8e29cefc298968e@news-server.optonline.net>
Source record: 36494

In article <9fa80veri1@news1.xs4all.nl>, Txg@underground.demon.nl
says...
> I vote for Disk Doctor it can do sector editting in all formats
> Atasci/Ascii/dec/hex has a special funtion with shows binairy data on the
> screen so it will be easy to find fonts or graphics, disassembler and
> more...
>
> TXG
>
>
>
All,
I have, for a very long time, been a SpartaDOS fan. So... I pretty
much like DiskRX. It saved some pretty important stuff a few times. I
actually had to rebuild sector maps for some accidentally deleted files
and on one occasion, actually rebuilt the directory and sector maps on a
partially formatted disk. Talk about work. DiskRX is great and does work
on most, if not all Atari disk formats.

--
--
Robert S Ely - aka - Eli-the-Iceman
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

3371. Re: looking for a program for the Atari 8-bit called 'Sam Program' or 'Reciter'

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-02 18:54:15 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <MPG.158300dfd85530b498968f@news-server.optonline.net>
Source record: 36495

In article <QOXR6.119603$f85.17267173@typhoon.nyroc.rr.com>, cchiesa1
@rochester.rr.com says...
>
> Ah yes... S.A.M.... I remember him well... :-) Actually I've got a copy
> of the disk pretty close at hand, and a photocopy of the actual manual
> "somewhere around here." The cool thing about the manual is that it
> documents the phonetic spelling (that "Bosnian-looking" stuff, as someone
> here put it), which lets you get much-more-natural-sounding speech in your
> programs... It also tells everything you could want to know about how to
> load-and-run S.A.M., all the addresses you can POKE to alter the pitch and
> speed of S.A.M.'s speech and to disable/enable screen-blanking during
> speech, and so forth.
>
> I've also got the V: device handler somewhere, and a game called PokerS.A.M.
> which, as its name suggests, plays poker (5-card stud I believe) with speech
> added. Unfortunately it's buggy and occasionally "cheats" in that it gets
> the comparison wrong between two poker hands (its and yours)...
>
> But I digress... I wrote ten or so small, simple, silly BASIC programs
> using S.A.M., 'way back when, to do such things as hold a pre-programmed
> telephone conversation with a friend, sing my computer-nickname in four-part
> harmony (one part at a time, mixed and overdubbed separately on a
> multi-channel tape deck), and -- my personal favorite -- a "talking terminal
> program" that would (among other things) "read me my e-mail" as I wandered
> around my apartment... Yes, folks, I had my Atari reading aloud my Ball
> State University VMS VAXcluster e-mail, back in 1986 or so... :-) Most if
> not all of this junk is still around on a disk somewhere around here; and
> somewhere I may still have a recording of a few lines of e-mail being read
> aloud... :-)
>
> Ah, what memories. :-)
>
> Chris
>
>
>
>
Chris,
Is it possible for you to scan and clean up the S.A.M manual. I
need a copy of it. I've been looking for one for ages. I lost mine a few
moves back. I'd really appreciate it. I just need an e-copy, no hard
stuff. Pretty much any format will work as well.
--
--

Robert S Ely - aka - Eli-the-Iceman
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

3372. Re: MIO question...

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-02 18:58:45 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <MPG.158301f34a78eae989690@news-server.optonline.net>
Source record: 36496

In article <3b190208$0$62150$4c5ecdc7@news.erinet.com>, russg@en.com
says...
> The FAQ states that the MIO can use AC or DC, at least 6.2-7.2 volts,
> it says. I'd use a standard 9v ac Atari brick. Actually, my 1 meg
> came with a 9.3v DC supply and the 256k came with a 9v ac supply.
> So probably a 9v ac or dc would be ok.
> Russg
>
>
>
I use an Atari 1050 disk drive PS. Has worked just fine for many years.
Typical wire-wart type 9VAC 31VA out 120VAC,60Hz, 50W in.Atari part
number C017945.

--
--
Robert S Ely - aka - Eli-the-Iceman
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

3373. os listing

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-02 19:14:00 UTC
From: Blair Bingham <bebing@bellatlantic.net>
Message-ID: <3B193B83.B5BDD00B@bellatlantic.net>
Source record: 36347

Hi folks,

I am trying to get a copy of the os listing found in
the tech. ref. notes. I tried winning them on ebay, but
lost out. Can anyone help me with this? Has anyone
scanned it in?

Any help would be much appreciated!!!
Blair

3374. Re: Alibaba and The Forty Thieves

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-02 19:55:48 UTC
From: ebaiz@skyenet.net
Message-ID: <8xbS6.604$X_2.1994@newsfeed.slurp.net>
Source record: 36349

On 2 Jun 2001 16:51:25 G, "Saam Tariverdi" wrote:
>Do you have a URL for your "gamer's guide" for Ali Baba? I just started
>playing it again a few days ago, and damn those minotaurs are hard!
>

Yes, those Minotaurs are hard. I just came at them a certain angles
where I had the advantage. Fun game. I just may start it again also.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3375. Re: Best Disk Editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-02 21:05:04 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <9fbkpt$s78$1@news1.xs4all.nl>
Source record: 36350

For Disk doctor I have to look when I find it I will put it for download somewhere...

DiskRX is good but for SpartaDOS users, but when talking about very good I think the TASKMASTER inside the Blackbox is great does everything including copy of 0 to 65535 sectors and supports 1Mb also SpartaDOS links, MyDOS 16 Mb partitions and DOS 2.x diskettes... works great with HDI, XF551 (Also 720Kb upgraded), Speedy, Happy and more...

TXG
"Robert S Ely" <rsely74@optonline.net> wrote in message news:MPG.1582fef8e29cefc298968e@news-server.optonline.net...
> In article <9fa80veri1@news1.xs4all.nl>, Txg@underground.demon.nl
> says...
> > I vote for Disk Doctor it can do sector editting in all formats
> > Atasci/Ascii/dec/hex has a special funtion with shows binairy data on
the
> > screen so it will be easy to find fonts or graphics, disassembler and
> > more...
> >
> > TXG
> >
> >
> >
> All,
> I have, for a very long time, been a SpartaDOS fan. So... I pretty
> much like DiskRX. It saved some pretty important stuff a few times. I
> actually had to rebuild sector maps for some accidentally deleted files
> and on one occasion, actually rebuilt the directory and sector maps on a
> partially formatted disk. Talk about work. DiskRX is great and does work
> on most, if not all Atari disk formats.
>
> --
> --
> Robert S Ely - aka - Eli-the-Iceman
> rsely74@optonline.net
> rsely@dhs.state.nj.us
> rsely74@hotmail.com
> hsrelyy@vm.state.nj.us
> ICQ#: 33390750
> AOL-IM: Eliice1954
>

3376. C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-02 22:19:30 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <gwbS6.24$Z42.4614@nnrp1.sbc.net>
Source record: 36348

I found this link on Slashdot.org about a new web browser for the commodre 64, someone needs to disassemble this and port it to the Atari8bit! Of course it brings about the old necessity of a unix dial up shell account, which are very scarce where I'm at.

http://www.armory.com/~spectre/cwi/hl/

Mo

3377. Emulator Help

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-03 02:33:38 UTC
From: swohsemag@aol.com
Message-ID: <20010602223338.09445.00002767@ng-fx1.aol.com>
Source record: 36351

Hello, all! I don't know much about Atari Emulators, I just want to get one to work for all the roms.

I am trying to use Xformer 2000 (for Windows) and have looked all over the net for instructions, but I can't find any. Does anyone know how to load a "cartridge" to the emulator? Are .atr files the correct ones to use?

Also, where is a good site to find game roms for the Atari 8-bit?

Patrick "SwohS Emag"

3378. Re: Atari 800xl Roms pleeeeeeeeeze

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-03 03:12:06 UTC
From: Steven Posey <stevenNOSPAMposey@yahoo.com>
Message-ID: <9fc9vs$3eu1m$1@ID-60478.news.dfncis.de>
Source record: 36352

Honestly, though, I think the guiltiest party here was Hollywood. I can't count the number of times I saw a movie in the 1980's where a cart was referred to as a "tape." I think I remember hearing it in "Cloak & Dagger" and thinking what an idiot the director must have been for not knowing the difference. Oh well, how times have changed!

Steven

Bob Stone <bostone1@aol.com> wrote in message news:20010521101355.14307.00001571@nso-fb.aol.com...
> I remember when carts were first being used in the early game machines and I'd
> always hear people refer to them as "tapes", since they looked like and were
> inserted in the console like the old 8-tracks.

3379. Re: Analog disks?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-03 03:30:37 UTC
From: Steven Posey <stevenNOSPAMposey@yahoo.com>
Message-ID: <9fcb2j$3c50s$1@ID-60478.news.dfncis.de>
Source record: 36353

Analog didn't have a disk in the magazine until sometime around then. I remember when they offered the new disk subscription, and how pissed I was that my dad wouldn't front the money for it (I was about 16 then, and had no money of my own!). Anything you find prior to then would have been typed in by some of the dedicated masses, so there's probably not going to be a complete disk version from #1 - ~#40 anywhere in the world -- though I'd love to be proven wrong ;-)

RHamiIton5 <rhamiiton5@aol.comedy.com> wrote in message news:20010523234252.05015.00001210@ng-mh1.aol.com...
> I just double checked what I had been copying & pasting and it works fine when
> I put in the "://" syntax near the beginning. Was looking for May 85 and
> earlier; I have their cassette of issue #22 and then no media until the 40's
> except what I typed myself.
>
> >ronfucci@bellsouth.net responded
>
> >I just checked and
> >
> >ftp.spudster.org/pub/atari/cth/magazines/analog/files/
> >
> >works for me. Starts at 7/85. I guess I could download and send to
> >you if you like.
>
> -Ron
>
> Experience is something you don't get until just after you need it.
>

3380. Re: os listing

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-03 04:13:34 UTC
From: "William K." <wlkim@cinci.rr.com>
Message-ID: <OPiS6.63679$4x5.11353854@typhoon.kc.rr.com>
Source record: 36354

"Blair Bingham" <bebing@bellatlantic.net> wrote in message
news:3B193B83.B5BDD00B@bellatlantic.net...
> Hi folks,
>
> I am trying to get a copy of the os listing found in
> the tech. ref. notes. I tried winning them on ebay, but
> lost out. Can anyone help me with this? Has anyone
> scanned it in?
>
> Any help would be much appreciated!!!
> Blair
>

This may not be what you're looking for, but at B and C Computervisions
(www.myatari.com) they are listing the following:

BKA046 TECHNICAL REF NOTES 800 10.00

Are these what you need?

Bill

btw, I just lost out on three hard to find Amiga books on ebay that I've
been trying to procure, so I can relate.

3381. Re: Analog disks?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-03 04:28:37 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010603002837.05528.00002844@ng-cf1.aol.com>
Source record: 36355

Issue #16 Jan '84 has a bound card offering a disk subscription for $130 per 12 issue year; I couldn't afford it either...

>"Steven Posey" stevenNOSPAMposey@yahoo.com remarked:

>Analog didn't have a disk in the magazine until sometime around then. I
>remember when they offered the new disk subscription, and how pissed I was
>that my dad wouldn't front the money for it (I was about 16 then, and had no
>money of my own!). Anything you find prior to then would have been typed in
>by some of the dedicated masses, so there's probably not going to be a
>complete disk version from #1 - ~#40 anywhere in the world -- though I'd
>love to be proven wrong ;-)

-Ron

Experience is something you don't get until just after you need it.

3382. Re: Atari, Tramiels, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-03 05:15:34 UTC
From: John Hale <john.hale3@home.com>
Message-ID: <WJjS6.16026$mG4.8718601@news1.mntp1.il.home.com>
Source record: 36356

"Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message
news:3B152A01.7C8D2E77@mail.uni-mainz.de...
> In other words: Jack Tramiel is a Survivor, so is Atari (Atari survived
> Commodore; Atari did not went bankrupt), what more can we ask of him ?!?

That is a good summation of the Tramiels at Atari. On the one hand they did make missteps that eventually led to Atari's exit from the computer business. On the other, Atari would have died much sooner if left in the the hands of Time-Warner after the 1983 collapse of the original video game market, and without the arrival of the ST, for which Tramiel duly deserves credit for at least bringing to market. Unfortunately his "sell 'em low" approach, which had succeeded so well before with everything from adding machines to C64s, couldn't quite get low enough to beat the deals found with the new PC clones.

John Hale

3383. Re: Best Disk Editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-03 07:20:05 UTC
From: jhardie@pipeline.com
Message-ID: <3b19e4ca.15642754@news.pipeline.com>
Source record: 36357

Personally, I always liked, and still use, Diskscan. It was written
in basic and didn't have a ton of fancy features, but it was one of
the first disk editors and was easy to use. I always liked the feel
of it.

John

On 31 May 2001 13:46:56 GMT, llpwhite@cs.com (LLpwhite) wrote:

>What is "the best" disk editor, and why? If you have more than one favorite,
>list them all. Mine is Disk I/O by Robert Gray. The reason is that it is one
>of the few utilities that works on a MyDos hard drive partition. Most disk
>editors choke on a sector reference >720 or >1040. Quite a few choke on D/D.
>The Disk I/O file "Undelete" has saved my bacon several times (including this
>morning!)
>Larry

3384. Re: Emulator Help

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-03 08:41:12 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <ontjht05cpjmmrghov73c9unatd9khboik@4ax.com>
Source record: 36359

The other Day swohsemag@aol.com (SwohS emaG) wrote:

>Hello, all! I don't know much about Atari Emulators, I just want to get one to
>work for all the roms.
>
Atari800win plus is your best choice.

http://www.atari-area.net/emu.php

To load carts you just goto the file menu and choose ATTACH CARTRIDGE.

Almost all carts have the extender .rom although some have .crt or .bin

>Also, where is a good site to find game roms for the Atari 8-bit?

Roms or disks (atr's) ?
--

As long as you remember them they will always be with you..

3385. Re: os listing

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-03 11:07:42 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <mMmS6.226$Z42.12585@nnrp1.sbc.net>
Source record: 36358

Your best bet is to keep trying on Ebay, It would take me a week to scan
that!
Mo

Blair Bingham wrote in message <3B193B83.B5BDD00B@bellatlantic.net>...
>Hi folks,
>
> I am trying to get a copy of the os listing found in
>the tech. ref. notes. I tried winning them on ebay, but
>lost out. Can anyone help me with this? Has anyone
>scanned it in?
>
>Any help would be much appreciated!!!
>Blair
>
>

3386. Re: Atari, Tramiels, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-03 11:19:00 UTC
From: llpwhite@cs.com
Message-ID: <20010603071900.07965.00002873@ng-ce1.news.cs.com>
Source record: 36360

>That is a good summation of the Tramiels at Atari. On the one hand they did
make missteps that eventually led to Atari's exit from the computer business.
On the other, Atari would have died much sooner if left in the
the hands of Time-Warner after the 1983 collapse of the original video game...<

My sentiments, exactly. The other path was the one used by Texas
Instruments. If Time-Warner had done that, in all liklihood we wouldn't be
writing these notes, today. So I am personally grateful to Jack and his clan.

In most of sectors of business and technology, a dominant player or technology
always emerges. Niche players can exist, but typically, they are eventually
absorbed (or blotted out). For a fascinating (I think) look at this in the
area of technology, take a look at the book "Gorilla Game" (Picking Winners in
High Technology) by Moore, Johnson, and Kippola.

The upcoming battle between Sony, Microsoft, and Nintendo should be a classic,
and will likely take several years to play out.
(I'm betting on Sony, unless Microsoft gives away an X-Box with every Windows
upgrade! :-)) In a way, it feels very much like 1982, all over again...
Larry

3387. Speed up the 1050 Speedy once more?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-03 11:42:41 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <9fd7rc$26cc$1@wrath.news.nacamar.de>
Source record: 36361

Is it possible to speed up an upgraded 1050 Speedy-Floppy once more?

Because a slow PC-Modem is more faster than an ATARI-Floppy. An this is embarrasing! I want a faster drive.

Another Question is: where can I get a RAM-Disk-Driver that gives me more then one logical drive?

Mirko

3388. Re: Speed up the 1050 Speedy once more?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-03 11:56:07 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <MPG.1583f0643f9ba98989693@news-server.optonline.net>
Source record: 36362

In article <9fd7rc$26cc$1@wrath.news.nacamar.de>, atarixle@12move.de
says...
> Is it possible to speed up an upgraded 1050 Speedy-Floppy once more?
>
> Because a slow PC-Modem is more faster than an ATARI-Floppy. An this is
> embarrasing! I want a faster drive.
>
> Another Question is: where can I get a RAM-Disk-Driver that gives me more
> then one logical drive?
>
> Mirko
>
>
>
Mirko,
That may be difficult. You need enough RAM to support it. If you
have a 1MB upgrade and SpartaDOS, You can configure it in 16KB banks up
to the max. OR a 1MB MI/O can be configured for up to 1MB RAMdisk. Other
than that, you're probably SOL.
--
--
Robert S Ely - aka - Eli-the-Iceman
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

3389. Re: Speed up the 1050 Speedy once more?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-03 14:39:18 UTC
From: Raphael Espino <rjespino@yahoo.com>
Message-ID: <m34rtxljah.fsf@islita.localdomain>
Source record: 36363

"Mirko Sobe" <atarixle@12move.de> writes:
> Another Question is: where can I get a RAM-Disk-Driver that gives me more
> then one logical drive?

Ramdrive will do that, it will let you divide your RAM up into around
8 or 9 (I think) logical drives of different sizes, configurations and
DOSes even. It should work with any XE compatible up to around 1MB.

You can set your logical drives up as SD/ED/DD, single or double
sided, or create custom sized logical drives with different sector
sizes (it will do sector sizes greater than 256 bytes if anyone is
developing a DOS to handle those). The logical drives can be write
protected/unprotected on the fly. Real and logical drives can also be
renumbered on the fly.

The drawback is that it uses the RAM under the OS, so it won't work
with most versions of SpartaDOS or anything else that uses that RAM
too. I've tested it with at least DOS 2.0/2.5/3.0 and MyDOS
4.50/4.53, and it should work with any DOS that doesn't use the RAM
under the OS.

URL is in the .sig

--
-- Raphael Espino - rjespino@yahoo.com - Ramdrive v1.0 ramdisk and a8jdpeg --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
-------------- http://www.geocities.com/rjespino/a8ring.html --------------

3390. Re: MIO question...

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-03 16:27:46 UTC
From: GB <abc@123.456>
Message-ID: <3B1A6582.32746B10@123.456>
Source record: 36364

I wouldn't use a DC power supply. The MIO has a bridge rectifier circuit for converting AC to DC. It's designed to be used with an AC power source, 9 volts.

Also recommend taking the side covers off to allow more air flow. The MIO is notorious to generate a lot of heat and eventually the circuit board can get warped (especially if used to run a BBS 24hrs a day). The MIO is not an easy beast to repair when they break at times (memory refresh circuitry used inside of it is a beast to troubleshoot; even with schematics!).

Glenn

Russ Gilbert wrote:

> The FAQ states that the MIO can use AC or DC, at least 6.2-7.2 volts,
> it says. I'd use a standard 9v ac Atari brick. Actually, my 1 meg
> came with a 9.3v DC supply and the 256k came with a 9v ac supply.
> So probably a 9v ac or dc would be ok.
> Russg

3391. Re: Emulator Help

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-03 16:37:35 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <thkqqedh94sf1a@corp.supernews.com>
Source record: 36366

"SwohS emaG" <swohsemag@aol.com> wrote in message
news:20010602223338.09445.00002767@ng-fx1.aol.com...
> Hello, all! I don't know much about Atari Emulators, I just want to get
one to
> work for all the roms.
>
> I am trying to use Xformer 2000 (for Windows) and have looked all over the
net
> for instructions, but I can't find any. Does anyone know how to load a
> "cartridge" to the emulator? Are .atr files the correct ones to use?

I haven't really fooled around with Xformer much let alone the Windows
version. For emulators in general, all I had to do for ones that didn't
support hot swapping cartridges was to rename the binary files. i.e. to get
the old DOS Xformer to come up with the ASM/ED cart, all I had to do was
rename the ASM/ED ROM dump BASIC.ROM. Similar procedure worked with getting
some modified OMNIMON OS to run.

Derek is kind of on one extreme of the piracy debate. IMHO, don't look for
him to support ROM dumps because of that: It's his right.

3392. Re: Atari, Tramiels, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-03 16:57:12 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <thkqqfe3ejck1d@corp.supernews.com>
Source record: 36365

"LLpwhite" <llpwhite@cs.com> wrote in message
news:20010603071900.07965.00002873@ng-ce1.news.cs.com...
> >That is a good summation of the Tramiels at Atari. On the one hand they
did
> make missteps that eventually led to Atari's exit from the computer
business.
> On the other, Atari would have died much sooner if left in the
> the hands of Time-Warner after the 1983 collapse of the original video
game...<
>
> My sentiments, exactly. The other path was the one used by Texas
> Instruments. If Time-Warner had done that, in all liklihood we wouldn't
be
> writing these notes, today. So I am personally grateful to Jack and his
clan.

I am happy with Tramiels for the same reason. They ended up lowering the prices and getting much better market penatration then Warner ever would have been able to accomplish. I must have 7-10 8bit computers laying around that I either picked up new from the stores in the 80s or through thrift shops in the early 90s. I even have 2 STs.

I don't think the "Atari should have spent more on advertizing" arguments would have worked for anything other then as a short term strategy.

My only real complaint and I have a tendancy to harp on it, is Atari should have moved into the clone market with their technology vs their name. Those Atari labeled PCs were pretty weak.

Atari should have taken the SIO and keyboard handling silicon off of the POKEY and made the first Adlib type sound card. Ditto for other things like updating ANTIC/GTIA such that they would have been a direct competitor to sellers like the Hercules card, but color and P/M Graphics in there too so they could hit both the business and gamer market.

They got so hung up on being a computer manufacturer that they forgot they were a technolgy company.

3393. Re: Best Disk Editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-03 17:38:54 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010603133854.22772.00000292@ng-ci1.aol.com>
Source record: 36367

The exact reasons why I like DiskTool and DiskMend: friendly interface and possible to add my own enhancements and features to the Basic code or ML routines.

> jhardie@pipeline.com (John Hardie) replied:

>Personally, I always liked, and still use, Diskscan. It was written in
>basic and didn't have a ton of fancy features, but it was one of the
>first disk editors and was easy to use. I always liked the feel of it.

-Ron

Experience is something you don't get until just after you need it.

3394. Re: Dead power supplies

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-03 23:43:15 UTC
From: cj08758@yahoo.com
Message-ID: <3b1ae4e7.12990915@news.csionline.net>
Source record: 36368

Dead 800, 810, 1050 etc AAtari power supplies are not always dead -
dead.
There is a thermal fuse in the power supply which blows if the supply
draws a little too much current and over heats. I have in my day
repaired over 100 of these "dead " supplies. Her is how it's done.
1. You must crack open the supply - I usually put it in a vise and
tighten up uintil the sides bulge a little, then give it a couple of
sharp rqaps with the back of a heavy screwdriver. Once you get a crack
started carefully pry it open. Remember you are going to want to tape
it back together again later.
2. One wire will go from AC supply (one of the prongs) under the wax
coated paper and out again then to the input side of the transformer.
There is a little theremal fuse where it goes in and out of the coil
under the paper - you can usually pull it out, its about the size of a
small resistor.
3. once you have located the fuse, you can either replace it with the
same size fuse (2Amp 110 Vac) about $2.50 for five at an electronic
supply house or cut it out and scrape 1/4 inch of the two wires and
twist together tightly and tape.
4. You should check everythig out with an ohm meter before powering it
up . In any event power it up unconnected and check output with DC
voltmeter.
5. tape everything up securely making sure nothing is going to be
pinched or shorted.
If you don't know anything about electric, I'de advise you to ask
someone who does to help.

Note if when you open the supply up everything is black and burnt it
will make a good weight for deepsea fishing.

On Thu, 24 May 2001 12:46:30 -0600, Trevor Holyoak
<trevor@holyoak.com> wrote:

>Would anyone be interested in any dead power supplies for a 1050, 800,
>400, etc.? I've got a bunch that I'm trying to decide whether to throw
>away, sell, give away, etc. The shipping alone on these things would
>not be real cheap.
>
>Thanks,
>Trevor

3395. Re: Best Disk Editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-04 03:28:27 UTC
From: llpwhite@cs.com
Message-ID: <20010603232827.18137.00002950@ng-cj1.news.cs.com>
Source record: 36369

>The exact reasons why I like DiskTool and DiskMend: friendly interface and possible to add my own enhancements and features to the Basic code or ML routines.<

A good point. I wonder how many different versions of Disk Tool there are floating around? I have at least 4 different versions in my archives. When I first got the Analog Compendium disks (with Disk Tool on them), I was struck by how long it took DT to initialize, so one of my first hacks was to write a ML loader, put the ML in an object file, and compile the Basic portion (with the DataSoft Compiler, I think). Gee, that brings back fond memories...
Larry

3396. Help needed transferring files

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-04 08:32:29 UTC
From: dunxuk@aol.com
Message-ID: <20010604043229.08152.00002408@ng-cr1.aol.com>
Source record: 36370

Is there anyway of getting an executable file (one that can be Loaded from DOS) onto a multiboot disk? Multiboot can only read from executable disks, not executable files.

Thanks,

Dunx

3397. Re: Help needed transferring files

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-04 09:02:07 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <ngjmhtgog11h95087d6t24ba0d5oeh4ufb@4ax.com>
Source record: 36371

The other Day dunxuk@aol.com (DunxUK) wrote:

>Is there anyway of getting an executable file (one that can be Loaded from DOS)
>onto a multiboot disk? Multiboot can only read from executable disks, not
>executable files.
>
>Thanks,
>
>Dunx

There were various hacker utils for doing this at the time.

Be warned tho, some stuff won't work 100% IF actually uses DOS (modem stuff
etc).

Games should be fine tho..
--

As long as you remember them they will always be with you..

3398. Re: Speed up the 1050 Speedy once more?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-04 09:53:21 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <9fflpf$j2$1@wrath.news.nacamar.de>
Source record: 36372

If "RAMDRIVE" uses the memory under the OS, it's useless for me, because it won't work with Turbo-BASIC. Is there a version out, that uses only the "normal" memory?

Mirko

"Raphael Espino" <rjespino@yahoo.com> schrieb im Newsbeitrag news:m34rtxljah.fsf@islita.localdomain...
> "Mirko Sobe" <atarixle@12move.de> writes:
> > Another Question is: where can I get a RAM-Disk-Driver that gives me more
> > then one logical drive?
>
> Ramdrive will do that, it will let you divide your RAM up into around
> 8 or 9 (I think) logical drives of different sizes, configurations and
> DOSes even. It should work with any XE compatible up to around 1MB.
>
> You can set your logical drives up as SD/ED/DD, single or double
> sided, or create custom sized logical drives with different sector
> sizes (it will do sector sizes greater than 256 bytes if anyone is
> developing a DOS to handle those). The logical drives can be write
> protected/unprotected on the fly. Real and logical drives can also be
> renumbered on the fly.
>
> The drawback is that it uses the RAM under the OS, so it won't work
> with most versions of SpartaDOS or anything else that uses that RAM
> too. I've tested it with at least DOS 2.0/2.5/3.0 and MyDOS
> 4.50/4.53, and it should work with any DOS that doesn't use the RAM
> under the OS.
>
> URL is in the .sig
>
> --
> -- Raphael Espino - rjespino@yahoo.com - Ramdrive v1.0 ramdisk and a8jdpeg --
> -- http://rjespino.atari.org or http://rjespino.webhop.org --
> ---------- Join The Atari 8-bit Computer WebRing at: ----------
> ----------
http://www.geocities.com/rjespino/a8ring.html ----------

3399. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-04 11:01:24 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <9ffpqafbr1@plutonium.compulink.co.uk>
Source record: 36373

I wonder if a WAP browser is more suitable for our needs?
Just thinking aloud!

JP

"Mo" <mygranny@swbell.net> wrote in message
news:gwbS6.24$Z42.4614@nnrp1.sbc.net...
> I found this link on Slashdot.org about a new web browser for the commodre
> 64, someone needs to disassemble this and port it to the Atari8bit! Of
> course it brings about the old necessity of a unix dial up shell account,
> which are very scarce where I'm at.
>
> http://www.armory.com/~spectre/cwi/hl/
>
> Mo
>
>
>

3400. Re: Help needed transferring files

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-04 11:40:46 UTC
From: "maurita.o" <maurita.o@ntlworld.com>
Message-ID: <2zKS6.27578$%_1.4655315@news2-win.server.ntlworld.com>
Source record: 36374

"DunxUK" <dunxuk@aol.com> wrote in message
news:20010604043229.08152.00002408@ng-cr1.aol.com...
> Is there anyway of getting an executable file (one that can be Loaded from
DOS)
> onto a multiboot disk? Multiboot can only read from executable disks, not
> executable files.
>
> Thanks,
>
> Dunx

A problem with DOS executables is that they are often compound files. I've
wanted something similar for some time because the compiler I use on my
Atari (PL65) produces compound files. These are files which have sections
loaded into various parts of memory instead of being loaded in one
continuous block, which is what Multiboot needs.

David

3401. Re: Help needed transferring files

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-04 11:52:46 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <hitmhtc2ho2uhi856j8qgcnrou2jc9h62v@4ax.com>
Source record: 36375

The other Day Paul Irvine <mclane.dellos@btinternet.com> wrote:

>The other Day dunxuk@aol.com (DunxUK) wrote:
>
>>Is there anyway of getting an executable file (one that can be Loaded from DOS)
>>onto a multiboot disk? Multiboot can only read from executable disks, not
>>executable files.
>>
>>Thanks,
>>
>>Dunx
>
>There were various hacker utils for doing this at the time.

Dunx, can you convert an ATR back to a real floppy, ie do you have an APE
lead?

If so then I am sure I have an ATR somewhere..
--

As long as you remember them they will always be with you..

3402. FS: Nukewar - Avalon Hill 1983 - cassette for Atari 400-800 systems (and C64, Commodore Vic-20, TRS-80 I-III too!)

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-04 12:02:35 UTC
From: InvernoMuto <_dedalo_@libero.it>
Message-ID: <vNKS6.24103$ZZ.958636@news.infostrada.it>
Source record: 36376

A piece for collectors: an original old Avalon Hill game.

~ Nukewar ~ $ 20.00 US

Original box - Very good condition (Box has only some edge wear)
1 Original cassette - Excellent Condition
Instruction Manual (4 pages) - Excellent Condition
Avalon Hill registration postcard - Excellent Condition
Avalon Hill computer games catalog (16 pages)- Excellent Condition
Avalon Hill advertisement leaflet - Excellent Condition

E-mail me for more infos.

3403. FS: Andromeda conquest - Avalon Hill 1982 - cassette for Atari 400-800 systems (and TRS-80 I-III, PET CBM, Apple II too!)

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-04 12:02:36 UTC
From: InvernoMuto <_dedalo_@libero.it>
Message-ID: <wNKS6.24104$ZZ.958781@news.infostrada.it>
Source record: 36377

A piece for collectors: an original old Avalon Hill game.

~ Andromeda conquest ~ $ 25.00 US

Original box - Very good condition (Box has only some edge wear)
1 Original cassette - Excellent Condition
Instruction Manual (12 pages) - Excellent Condition
Galactic game map grid (32 sheets) - Excellent Condition
Avalon Hill registration postcard - Excellent Condition
Avalon Hill strategy games catalog (36 pages)- Excellent Condition
Avalon Hill games/Parts price list (16 pages+Order envelope) - Excellent Condition

E-mail me for more infos.

3404. Re: Best Disk Editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-04 12:38:12 UTC
From: llpwhite@cs.com
Message-ID: <20010604083812.27440.00003088@ng-xb1.news.cs.com>
Source record: 36378

>The exact reasons why I like DiskTool and DiskMend: friendly interface and possible to add my own enhancements and features to the Basic code or ML routines.<

Somehow, my reply to this got cut off (at least on the Compuserve server). My reply was something close to the following:

A good point. I wonder how many different versions of Tony Messina's Disk Tool are around? I have at least 4 in my archives, and these are the ones that still are called Disk Tool. DT was one of my first, small hacks. When I got the Analog Compendium, I couldn't believe how long it took DT to initialize. So I wrote a short ml title screen with loader, made the ml portion of DT into an object file, and compiled the BASIC portion with the DataSoft compiler. Brings back fond memories...
Larry

3405. Re: Help needed transferring files

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-04 13:09:34 UTC
From: dunxuk@aol.com
Message-ID: <20010604090934.28576.00002051@ng-xa1.aol.com>
Source record: 36380

```
>
>"DunxUK" <dunxuk@aol.com> wrote in message
>news:20010604043229.08152.00002408@ng-cr1.aol.com...
>> Is there anyway of getting an executable file (one that can be Loaded from
>DOS)
>> onto a multiboot disk? Multiboot can only read from executable disks, not
>> executable files.
>>
>> Thanks,
>>
>> Dunx
>
>A problem with DOS executables is that they are often compound files. I've
>wanted something similar for some time because the compiler I use on my
>Atari (PL65) produces compound files. These are files which have sections
>loaded into various parts of memory instead of being loaded in one
>continuous block, which is what Multiboot needs.
>
>David
```

I'm talking about single executable files here.

3406. Re: Help needed transferring files

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-04 13:10:05 UTC
From: dunxuk@aol.com
Message-ID: <20010604091005.28576.00002052@ng-xa1.aol.com>
Source record: 36379

```
>Dunx, can you convert an ATR back to a real floppy, ie do you have an APE
>lead?

No, it's a US Doubler drive.
```

3407. Re: Help needed transferring files

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-04 15:14:00 UTC
From: Nigel Turton <npt@dickinsondoncaster.fsworld.co.uk>
Message-ID: <9fg8ec$m7i$1@newsg2.svr.pol.co.uk>
Source record: 36381

I think there was a way if yiou converted to Ian K High menu first then u
could convert back to multiboot,

not exactly sure nowdays as I used to do loads of this file transfer from
Ian K, Multiboot, Alpha etc , its some time since now though

:o)

"DunxUK" <dunxuk@aol.com> wrote in message
news:20010604043229.08152.00002408@ng-cr1.aol.com...
> Is there anyway of getting an executable file (one that can be Loaded from
DOS)
> onto a multiboot disk? Multiboot can only read from executable disks, not
> executable files.
>
> Thanks,
>
> Dunx
>

3408. Re: Atari BASIC rev. - how to find?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-04 15:44:36 UTC
From: nj_toothenbecker@hotmail.com
Message-ID: <E1OS6.51945$qs3.23594808@news2.rdc2.tx.home.com>
Source record: 36382

In article <3b14368e$0$62140$4c5ecdc7@news.erinet.com>, russg@en.com says...
>snip<
>Everyone but me knows 'C' is the best of the Atari BASICs.
>So try 'C' until it messes up so much you want to quit messing with BASIC.
>Then go back to 'B' and you'll find it is much more stable.
>With 'B' LIST,NEW,ENTER,SAVE every 6 or so SAVEs.
>SAVE your work every 10-15 minutes whichever version you use.
>If you get a unloadable SAVEd file, you can use J. Kubec's PC
>retrieving program, or I also have one for the A8.
>'B' is a recompile of 'A', and my lone opinion the more stable.
>'C' is just a 12 byte patch of 'B' that fixes a few bugs and introduces

Sure you don't have that backwards? Version 'B' tried to fix the 'A' bug but
ended up making it worse. Version 'B' was short lived, it was the one that
was originally built into the XL series.

3409. Re: Atari, Tramiels, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-04 15:50:26 UTC
From: nj_toothenbecker@hotmail.com
Message-ID: <67OS6.51972$qs3.23603086@news2.rdc2.tx.home.com>
Source record: 36383

In article <tgm9oro6v342c0@corp.supernews.com>, ricortes@netmagic.net says...
>
>
>.
>snip<
>Best rumor I heard was ~Jack offered the designer of the ST a huge block of
>Atari stock and penuts for wages to jump ship from Commadore. The guy got
>the ST out in about 6 months, made millions on his stock options, then Jack
>stiffed him when he asked for better pay/more options to continue working
>there.
>
>So he quit.
>
Considering what I think of the ST, I don't think that's a bad thing. 8-) I
always thought the 6 month (I thought it was 9 months) gestation period of
the ST really showed. (that is, poorly thought out). It was put together
quickly so it could beat the Amiga out the door.

3410. Re: Barbarian on Atari XL !!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-04 19:23:53 UTC
From: ANDERS SKELANDER <anders.skelander@swipnet.se>
Message-ID: <ER1T6.10302$vR1.29970@nntpserver.swip.net>
Source record: 36392

> This is not the "Barbarian" that I was thinking of. This is a fighting
game,
> and I also remember it from the ST. The Barbarian that I was thinking of
> was an action adventure where your character had to avoid traps -- sort
> of an outdoor Montezuma'z Revenge. ...
> ...

The action adventure game "Barbarian" was made by Psygnosis. It was an
early game for the Atari ST and a lot better than many games made later. The
game really showed the difference between a 16 bit computer and the older
8 bit generation.

The figther game "Barbarian" was made by Palace Software and with good
graphics and excellent sound.

Anders

3411. Re: Speed up the 1050 Speedy once more?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-04 19:25:28 UTC
From: Raphael Espino <rjespino@yahoo.com>
Message-ID: <m37kyshwt3.fsf@islita.localdomain>
Source record: 36384

"Mirko Sobe" <atarixle@12move.de> writes:

> If "RAMDRIVE" uses the memory under the OS, it's useless for me, because it
> won't work with Turbo-BASIC. Is there a version out, that uses only the
> "normal" memory?

No, but there is a version of TB that doesn't use that RAM =)

I think it would be possible to modify Ramdrive to only use "normal"
memory without too much effort, and it might even be possible to almost do
that without any changes to the code, but unfortunately I don't really
have the time to look at it right now.

--
-- Raphael Espino - rjespino@yahoo.com - Ramdrive v1.0 ramdisk and a8jdpeg --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
-------------- http://www.geocities.com/rjespino/a8ring.html --------------

3412. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-04 21:24:35 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <n0TS6.1227$to1.4991@typhoon.sonic.net>
Source record: 36385

Mo <mygranny@swbell.net> wrote:

: I found this link on Slashdot.org about a new web browser for the commodre
: 64, someone needs to disassemble this and port it to the Atari8bit! Of
: course it brings about the old necessity of a unix dial up shell account,
: which are very scarce where I'm at.

: http://www.armory.com/~spectre/cwi/hl/

Yeah, I saw it and thought "hey, I suggested this for the Atari 8-bit
years ago!" :)

Use a 'proxy' server (ie, your Unix dialup account) to do the HTTP grabbing
and even do image conversion (NetPBM is your friend!)

I didn't have the skill to write modem-based s/w for the Atari though, so
all I could do was suggest it here on c.s.a.8. I don't think anyone ever
really worked on it. :^(

-bill!

3413. Re: Help needed transferring files

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-04 21:31:05 UTC
From: "maurita.o" <maurita.o@ntlworld.com>
Message-ID: <tcTS6.23682$HL5.2804571@news6-win.server.ntlworld.com>
Source record: 36386

> >A problem with DOS executables is that they are often compound files.
I've
> >wanted something similar for some time because the compiler I use on my
> >Atari (PL65) produces compound files. These are files which have sections
> >loaded into various parts of memory instead of being loaded in one
> >continuous block, which is what Multiboot needs.
> >
> >David
>
> I'm talking about single executable files here.

Compound files ARE single executable files, only the file format is a little
different.

David

3414. Re: os listing

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-04 21:35:08 UTC
From: "maurita.o" <maurita.o@ntlworld.com>
Message-ID: <ngTS6.23727$HL5.2809975@news6-win.server.ntlworld.com>
Source record: 36387

"Mo" <mygranny@swbell.net> wrote in message
news:mMmS6.226$Z42.12585@nnrp1.sbc.net...
> Your best bet is to keep trying on Ebay, It would take me a week to scan
> that!
> Mo
>
> Blair Bingham wrote in message <3B193B83.B5BDD00B@bellatlantic.net>...
> >Hi folks,
> >
> > I am trying to get a copy of the os listing found in
> >the tech. ref. notes. I tried winning them on ebay, but
> >lost out. Can anyone help me with this? Has anyone
> >scanned it in?
> >
> >Any help would be much appreciated!!!
> >Blair

A UK user group, TWAUG, published what amounted to a revised copy of Mapping the Atari a few years ago called 'The Complete and Essential Map'. It came in two volumes. The second volume included some extras including an XL OS listing. It wouldn't take too long to have it scanned.

Unfortunately my copy isn't with me at the moment. Hopefully I'll be going back to pick it up at the end of the month.

David

3415. Re: Best Disk Editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-04 22:05:26 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010604180526.22789.00000444@ng-ci1.aol.com>
Source record: 36388

Analog published a CIO mod for DiskTool around issue #13 or so which cut the init time for the ML stuff from several minutes to about 11 seconds. Later I added their G colon driver and altered the display mask for all characters except $9B to get screen dumps of the Atascii stuff at the right hand side. Finally we allowed writing sectors to any place on the disk, wedged in a hex number converter, block of sectors relocator and a disassembler.

> llpwhite@cs.com (LLpwhite) remarked:

>A good point. I wonder how many different versions of Disk Tool there are
>floating around? I have at least 4 different versions in my archives. When
>I
>first got the Analog Compendium disks (with Disk Tool on them), I was struck
>by
>how long it took DT to initialize, so one of my first hacks was to write a ML
>loader, put the ML in an object file, and compile the Basic portion (with the
>DataSoft Compiler, I think). Gee, that brings back fond memories...

-Ron

Experience is something you don't get until just after you need it.

3416. Re: Help needed transferring files

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-04 22:22:23 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010604182223.22789.00000446@ng-ci1.aol.com>
Source record: 36389

Lots of "single executable" files are fragmented for DOS to load them into
multiple address loactions. With a LOT of work or an Omnimon, it is
theoretically possible to make a large single contiguous block of code for
booting by changing the headers and placing the init & run at the beginning.

>dunxuk@aol.com (DunxUK) replied:

>>> Is there anyway of getting an executable file (one that can
>>> be Loaded from DOS) onto a multiboot disk? Multiboot can
>>> only read from executable disks, not executable files.
snip
>> These are files which have sections loaded into various parts
>>of memory instead of being loaded in one continuous block,
>>which is what Multiboot needs.
snip
>I'm talking about single executable files here.

-Ron

Experience is something you don't get until just after you need it.

3417. Re: Atari BASIC rev. - how to find?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-04 23:30:15 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b1c511a$0$62146$4c5ecdc7@news.erinet.com>
Source record: 36390

Hi, Nearl.
Don't think I have it backwards. 'C' is just 12 bytes different from
'B', and there is no shifting of code with 'C'. 'B' is quite different
from 'A', I'm sure it is a re-compile. I mean, do a compare on the
three versions. 'B' will turn up lots of differences, maybe because
only one byte shift means the rest of it will not correspond, byte for
byte. There may not be that much difference between 'B' and 'A',
but a simple file compare will show lots of differences. 'C', on the
other hand, is just 12 bytes are different, the rest is exactly the
same as 'B'.
Russg
(I'll probably go do a ROM compare under DOS, just to
verify what I'm saying. That's what I did to make the statement.)

3418. Re: Avalon Hill / Epyx releases

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-05 07:03:53 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B1C8459.CC86F2B7@siemens.at>
Source record: 36391

Jindrich Kubec wrote:
>
> Hi!
>
> As 'Mo' is still announcing his page containing Avalon Hill and Epyx
> catalgoues, I've created kind of master release lists for these
> companies.
>
> The checkboxes mean:
> [x] I've got the ATR.
> [ ] I don't have it, and I hope some kind soul will find it in his/her
> collection.
> [-] Re-release / never released / in another list.
>
> Files are attached.
>
> It seems I'm missing these games from Epyx: Alien Garden, Curse of Ra,
> Danger in Drindisti, Datestones in Ryn, Invasion Orion, Keys of
> Acheron, The Nightmare, Sorcerer of Siva and Upper Reaches of Apshai.
> And too many Avalon Hill releases to list ;)

Sorry to answer so late and incomplete but I've been on vacation last
week.

Danger in Drindisti I sent to Aaron several month ago. So it should be
available to the public. If not you can email me for it.
I don't know whether I sent him Clear for Action too. I'm sure I sent
him the scanned manual for it.
The others I'll have to check.

Gerhard

3419. Re: Atari BASIC rev. - how to find?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-05 10:45:25 UTC
From: nj_toothenbecker@hotmail.com
Message-ID: <9L2T6.57741$qs3.26627143@news2.rdc2.tx.home.com>
Source record: 36393

In article <3b1c511a$0$62146$4c5ecdc7@news.erinet.com>, russg@en.com says...
>
>
>Hi, Nearl.
>Don't think I have it backwards. 'C' is just 12 bytes different from
>'B', and there is no shifting of code with 'C'. 'B' is quite different
>from 'A', I'm sure it is a re-compile. I mean, do a compare on the
>three versions. 'B' will turn up lots of differences, maybe because
>only one byte shift means the rest of it will not correspond, byte for
>byte. There may not be that much difference between 'B' and 'A',
>but a simple file compare will show lots of differences. 'C', on the
>other hand, is just 12 bytes are different, the rest is exactly the
>same as 'B'.

Have you used them? I've used 'B,' when 'C' came out I bought a couple carts
and swapped out the ROM in my 800 XL. 'B' was quite a bit different from 'A'
but they ended up making it worse. 'C' is the fix for 'B.' The revised
"Mapping the Atari" lists the differences between 'A' and 'B.'

3420. Re: Atari BASIC rev. - how to find?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-05 11:41:00 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b1cfbe9$0$88179$4c5ecdc7@news.erinet.com>
Source record: 36394

Hi, Nearl.
Yes, I've used 'B' extensively. I tried 'C', but had bad problems
with lockups, messed up variables and went back to 'B'.
My opinion comes from my experience. I haven't used 'C' extensively
like I have 'B'. 'B' came with my first 800XL. I don't remember where
I got the 'C' ROM.
I think 'Mapping the Atari' has the OS B and A differences, not
BASIC 'A' and 'B' differences.
Regards,
I did verify the 12 byte difference. You can't use MS COMP for
the compare, however, because COMP quits after 10 differences.
I used my own compare program, written in MS QuickBASIC 4.0.
Russg

3421. Re: Atari BASIC rev. - how to find?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-05 12:46:07 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b1d0b2b$0$88192$4c5ecdc7@news.erinet.com>
Source record: 36396

(About Atari BASIC).
I don't want to sound like I never have/had problems with Atari BASIC 'B'. It has problems, documented and undocumented. It will lock up, mess up variables, trash your file, become unLOADable, unENTERable. In fact, probably many people try Atari BASIC and look for a better language (ACTION!, C, Pascal, Assembler). ALL of them will lock up, and have problems. This is true of any language I have worked with extensively. Probably lots of people use Frank Ostrowski's Turbo BASIC, I haven't used that one enough to comment on it, I like built in BASIC because it is convenient and universally available on the A8. I have used 'B', ACTION!, on the A8 enough to experience problems with both those. I even occasionally get lockups, etc. with MS QuickBASIC. Every language I've used extensively has had bugs. My opinion is that 'C' is more prone to crashing, messing up, than 'B', not that 'B' is perfect.

Russg

3422. Re: Atari BASIC rev. - how to find?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-05 16:09:32 UTC
From: Thomas Richter <thor@gibbs.math.tu-berlin.de>
Message-ID: <9fj07s$o89$2@mamenchi.zrz.TU-Berlin.DE>
Source record: 36395

> Hi, Nearl.
> Yes, I've used 'B' extensively. I tried 'C', but had bad problems
> with lockups, messed up variables and went back to 'B'.

Strange enough, I had various lockups with the B revision (came with my
first XL). No messed up variables with B, though. The problem of "B" is
that one of the "memory move" subroutines was severely broken and did
not copy correctly if the number of bytes to copy was aligned to 256 bytes.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

3423. Atari 800xl stuff for sale or trade in UK

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-06 00:53:09 UTC
From: Al <high.rise@virgin.net>
Message-ID: <R98T6.5628$fs6.256490@news6-win.server.ntlworld.com>
Source record: 36397

Hi

I have the following for sale :

Atari 800XL with PSU and RF lead. It seems to boot up fine, but I can't get a decent TV signal. I suspect that it is because of the change in UK voltages from 240 to 220. Otherwise it seems to be OK.

Atari 1050 Dual Density Disk Drive with leads, no disk or manual

Atari 1020 Printer

Atari 1027 Printer

All these items are in excellent condition, and still in their original polystyrene and boxes (boxes have some wear but nothing disastrous).

Offers to high.rise@virgin.net - all serious bids or trades considered - I am interested in games consoles, Atari or otherwise, and console games.

Allan

3424. Re: Avalon Hill / Epyx releases

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-06 06:28:22 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B1DCD86.51BDF302@siemens.at>
Source record: 36398

Janka Gerhard wrote:
>
> Jindrich Kubec wrote:
> >
> > Hi!
> >
> > As 'Mo' is still announcing his page containing Avalon Hill and Epyx
> > catalgoues, I've created kind of master release lists for these
> > companies.
>
> The others I'll have to check.

Games I dumped to ATR and verified that they work on emulator :

Danger in Drindisti 1982 Automated Simulations (disk)
The Nightmare 1982 Automated Simulations (disk)
Puzzle Panic 1984 Epyx (file)
Gulf Strike 1984 Avalon Hill (disk)
Knock-Out 1982 Avalon Hill (disk)

dumped but not yet verified :

Titlebout (basic) 1985 Avalon Hill (disk)

dumped but not working ? :

? Clear for Action (protected) 1984 Avalon Hill
disk
Spitfire '40 ? ? (disk)

'deprotected' but not yet dumped (maybe this evening) :

Clear for Action 1984 Avalon Hill (disk)

One game is missing in Jindrichs list that I've read about but have
never seen it anywhere :

Mission on Thunderhead ? Avalon Hill

Gerhard

3425. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-06 06:48:14 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/vendev_991810063@rtfm.mit.edu>
Source record: 36399
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: May 26, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: Introduction

Conventions
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All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" PD/freeware/shareware developers should also be listed.
Persons or entities holding rights to products, but not selling or supporting
them in any way, are NOT listed here.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, PD/freeware/
shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the
developer are listed. No product can be developed by more than one
developer. No prices are given.
```

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Super-Brief Copyright Primer

Commerical software - protected by copyright, may not be copied except for personal archival purposes
Shareware -protected by copyright, may be freely copied and distributed, shareware payment required for continued use
Freeware - protected by copyright, may be freely copied and distributed, no payment required for continued use
Public Domain software - NOT protected by copyright, anyone may do anything with it, period.

Software is protected by copyright from the moment of creation. No copyright notice is required for copyright protection. Software does not enter the Public Domain unless explicitly released to the PD *by the copyright owner*.

My article "Intellectual Property Protection for Computer Software" appeared in Atari Classics, 3(1), 1994, pp. 4-7, or see:
http://www.library.carleton.edu/staff/michael/acarticle.html

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

"Hi!" to Marek Tomczyk, who has supplied so much information from Germany.
"Hi!" to Alex Martin, who has done the same for the land of Poland.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen)
519 W. Fourth Street

Antioch, CA 94509
USA
(925) 777-1160
Store Hours: 11-6pm Tuesday thru Saturday
mailto:4jays@ccnet.com
http://www.4jays.com/
Vendor: used hardware and software

8-Bits Forever (book)
See: GFH Marketing

A-ONE Magazine - Atari Online News, Etc.
Dana P. Jacobson -- Editor
mailto:dpj@atarinews.org
http://www.AtariNews.org/
Publisher: A-ONE online magazine. weekly

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (718) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
USA
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair Shop.

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Associated Enterprises
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
mailto:DCBBERRY@aol.com (Dave Berry)
mailto:halling@silcom.com (Vic Halling)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari Bit Byter User Club e.V. (ABBUC)
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
Mailbox: +49 5439 92592
Online: Mon.-Fri.: 19.00h - 06.45h (MEZ)
Sat.+Sun.: 15.00h - 06:45h (MEZ)
mailto:wburger@cityweb.de
http://www.abbuc.de/
Developer: wide variety including: SIO2PC(SIO2ST)-Interface, PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply (SPS), 8-Channel dig. Voltmeter (DVM), XL Switching Interface, Speedy 1050 upgrade, RomDisk, QMEG+ 4.0.
Has obtained rights to many products including: KE-Soft, Klaus Peters Elektronik, AMC-Verlag
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

ATARIX (paper magazine)
See: Satantronic

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: PD/freeware/shareware

The Atari Warehouse
c/o Richard Smith
Barrie Ontario
Canada

mailto:rsmith@planeteer.com
http://toronto.planeteer.com/~rsmith/atari.htm
Vendor: commercial software, some hardware

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

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Subject: B

B&C ComputerVisions
5917 Stope Way
El Dorado, CA 95623-4716
USA
tel: (530) 295-9270
FAX: (530) 295-9271
mailto:myatari2@juno.com
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware.
MAJOR ATARI PARTS SOURCE

Krzysztof Balicki
mailto:kbalicki@univ.rzeszow.pl
http://www.a800win.atari-area.prv.pl/ (slow main site)
http://users.swing.be/Atari800winPL/ (fast mirror site)
Developer: Atari800Win Plus 2.7b

Ullrich von Bassewitz
mailto:mailto:uz@cc65.org
http://www.cc65.org/
Developer: cc65 2.6.0 - C crosscompiler / crossassembler combo for 6502
systems, including the 8-bit Atari

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
mailto:bestelec@concentric.net
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software)
Na Hrebenkach 42
15000 Praha
Czech Republic
mailto:olda@jrc.cz (c/o Oldrich Rezler)
Developer: BW-DOS 1.30, Multi Dash
(it is pronounced "Bay Vay Dos")

Adam Bienias
Poland
mailto:adam@nautilus.com.pl
http://www.try2emu.cavern.com.pl/sap/
Developer: SAP -- Slight's Atari Player

B.G. Micro
555 N. 5th St Suite 125
Garland, TX 75040
USA
orders: 1-800-276-2206
tech: 972-205-9427
fax: 972-205-9417
mailto:bgmicro@bgmicro.com
http://www.bgmicro.com/
Vendor: CX85 Keypad

Steve Birmanns and Matthias Belitz (3/00)
Germany
mailto:Stefan@Birmanns.de
mailto:Matthias.Belitz@gmx.de
http://www.birmanns.de/atari/

Developers: MSC IDE Harddisk-Controller

Bit Busters Computer Group
Poland
Aleksander Martin (Alex), Piotr Kielczyk (Pet), Pawel Szewczyk (Replay),
Tomasz Zdulski (Zulus), Pawel Sikorski (Sikor), Michal Szpilowski (Miker)
http://www.bitbusters.topnet.pl/
Developer: Bobsland (Intro), Extract (Graphic Collection), More! (Intro),
Sheol (Demo Disk), Timless Announcement (Demo), Waves (Intro)

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Bravo Sierra Computers (BSC) (Ben Smith)
USA
tel: (503) 256-9974 24hrs
mailto:atari@benjamin.net or mailto:atari@pacifier.com or
http://www.atari.benjamin.net/ or http://www.pacifier.com/~atari/
Vendor: used/new hardware/software/books/accessories

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals,

Mathematics, Fractals

Roland Buehler
Engelgasse 21
D-72348 Rosenfeld-Bickelsberg
Germany
tel: +49 -(0) 7428-1260
Developer: PC SLOT: Schematics + handler software, PC Herc Card,
ISA<->Atari interface card, Connector for above

B. Utschig
This address has been reported invalid. Confirmations???
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

A DIFFERENT ADDRESS TO TRY?:
B. Utschig (vendor)
Suite G-304
208 SW 319th Lane
Federal Way, WA 98023
USA

Subject: C

C&T ComputerActive (Rusty Cryer)
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: PD/freeware/shareware

Sidney Cadot
mailto:sidney@ch.twi.tudelft.nl
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software
USA
mailto:alicat@earthlink.net
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,

Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix: Battle
of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport, Strip Dice Blackjack, Lights Out

Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
mail: itayc at cs.huji.ac.il
http://www.cs.huji.ac.il/~itayc
Developer: Ice-T XE v2.72 (128K XL/XE), Ice-T 800 v1.1 (48K), The Wall,
Sirtoot, Joust patcher

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay Software Services
9127 Hwy 25 APT E
Monticello, MN 55362
USA
mailto:serflaten@usinternet.com
Developer: games, and other software, including Solitaire

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Classics
RR 1 Box 117
Cabool MO 65689-9504
USA
tel: (417) 469-4571
Vendor: used hardware
Repair Shop.

COMPUTER FLOHMARKT (print magazine / newspaper)
See: Verlag Thomas Eberle (in the "V" section)

Computer Games Plus
PO Box 6144
Orange, CA 92861

USA
tel: (714) 639-8189
mailto:cgp@digitaldeluge.com
http://www.digitaldeluge.com/gamesplus/
Vendor: commercial software

Computer Software Services (CSS) (Bob Puff)
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (716) 429-5639
mailto:nleaudio@nleaudio.com
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc, SuperArc, Disk Communicator, MYDOS 4.50,
BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Computer STudio (Sheldon H. Winick)
40 Westgate Parkway Suite H
Asheville, NC 28806
USA
tel: (704) 251-0201 / 800-253-0201
mailto:s.winick@worldnet.att.net
Vendor: hardware and software

Creative Micro Designs, Inc. (CMD)
P.O. Box 646
15 Benton Drive
East Longmeadow, MA 01028-0646
USA
Orders: 1-800-638-3263
Info/Support: 1-413-525-0023
FAX: 1-413-525-0147
mailto:support@cmdweb.com / mailto:sales@cmdweb.com
http://www.cmdweb.com/
Vendor: a major Commodore products vendor. Sells new Commodore brand
monitors, ideal for the 8-bit Atari

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711

USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyberpeeps (David Loughton)
United Kingdom
mailto:David@cyberpeeps.freeserve.co.uk
http://www.cyberpeeps.freeserve.co.uk/
Vendor: some hardware and software

Subject: D

Dadgum Games
P.O. Box 1154
Issaquah, WA 98027-1154
USA
tel: 1-888-313-4699 (orders only)
tel: 425-313-4699
mailto:sales@dadgum.com
http://www.dadgum.com/
Publisher: Halcyon Days: Interviews with Classic Computer and Video Game Programmers (software for Mac or PC)

D'Antiques (Dan Dotson and Marilyn Saul)
PO Box 40751
Tucson, AZ 85717-0751
USA
tel/FAX: (888) 860-0582 (toll-free, US only) or +1 (520) 881-0582
mailto:dand1@dantiques.com
http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

DATABYTE Hard- & Softwareservice / FAUST Internetservice
Bramfelder Chaussee 297
22177 Hamburg
Germany
Tel.: +49 40 63 29 58 55
Fax: +49 40 63 29 58 56
mailto:info@dbyte.de
http://www.dbyte.de/
Vendor: hardware and software

Developer: Wordprocessors Text-800 and Text-130, Briefkopf 1029 (Publishing Software), Makler & El Bordello (strategic games like Kaiser or Hanse)

DGS
See: Dean Garraghty

Digital Data Factory (Edward Williams)
200 Crestview Dr Apt 62
Jacksonville AR 72076-4068
USA
(501) 985-2082
Used hardware
Repair Shop.

Digital Force
Mario Trams
An der Eiche 1
D-09577 Lichtenwalde
Germany/Saxony
mailto:Mario.Trams@informatik.tu-chemnitz.de
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (a 65C816 Extension for the ATARI XL/XE)

Digital World (Sam Gunda)
711 W Army Trail Blvd
Addison IL 60101-3187
USA
tel: (630) 543-9000
Vendor: new hardware (very limited supply, includes XF551s, XDM121s)
Repair Shop.

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair Shop.

Dynacomp Inc
178 Phillips Rd Ste 1

Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
USA
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
USA
Developer: Digital Music System, PrintShop/Awardware graphics

Gene Ehrich - "Computer & Video Game Garage Sale"
P.O Box 3365
Spring Hill Florida 34611-3365
USA
mailto:gene@ehrich.com
http://www.voicenet.com/~generic/
Vendor: used hardware/software

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
USA
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Emulators Inc. (Derek Mihocka)
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
mailto:info@emulators.com
http://www.emulators.com/
Developer: ST Xformer 3.0, PC Xformer Classic, PC Xformer 2000, Xformer Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
USA

Vendor: commercial software

Raphael Espino
United Kingdom
mailto:rjespino@yahoo.com
http://rjespino.atari.org or http://rjespino.webhop.org
Developer: a8jdpeg 0.6 (JPEG viewer), JpegView,
Ramdrive v1.0 (DOS-independent ramdisk utility)

Evangelo's Wares (Angelo Vahatouras)
Elizabeth NJ 07208
USA
tel: (908) 558-0383
mailto:VangelisV@AOL.com
http://vangelisv.safeshopper.com/
Vendor: commercial software. "has over 1,000 titles for the Atari 8 & 16 bit
machines, IBM, Amiga, C-64-128 and Used Musical Instruments. Mailorder ONLY!
No Store front."

EXMINSY
Kubikova 1180
182 00 Praha 8
Czech Republic
tel+fax 02/859 2980
mailto:semecky@saul-is.cz
http://www.mujweb.cz/www/semecky
Vendor: commercial software, +

Subject: F

Far North Atari Computers (Frank Stallings)
515 Craig Avenue
Fairbanks, Alaska 99701
USA
tel: 907-456-3700
mailto:farnorth@ptialaska.net or mailto:farnorth@polarnet.com
Vendor: new and used hardware and software, PD/freeware/shareware

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

FIRMA MILENG
c/o W. Schul (?)
Gollinerstr. 37
D-12689 Berlin

Germany
Vendor: various 8-bit hardware and software

David Firth
United Kingdom
mailto:david@signus.demon.co.uk
http://www.signus.demon.co.uk/
Developer: Alien Encounter, Superman, Test Computer Language (TCL),
UltraSpeed Copier 2.3, 1050 Menu, Atari800 Emulator 0.8.6

Flashback Classic Video Games
See: Games + (Games Plus)

Ron Fries
USA
mailto:rfries@tcmail.frco.com
Developer: POKEYSND 2.0: POKEY Chip Sound Emulation Library
ftp://members.aol.com/atari800xl/pokey20.zip

Subject: G

Paul Gallier (Panther)
USA
mailto:panther@strangeworld.com
http://www.pacificnet.net/~panther/Atari/
Developer: ADIR.ZIP - Atari 8-bit ATR/DSK file viewer/extractor

Games + (Games Plus) / Flashback Classic Video Games (James Mitchell)
4501 E Thomas Rd 1216 W University
Phoenix AZ 85018 ** OR ** Mesa AZ 85201
USA USA
tel: (602) 840-8866 after 10:00 am (602) 890-0556
tel: 1-888-73-GAMES
FAX: (602) 840-8838
mailto:gamespls@micronerd.com
http://www.micronerd.com/
Vendor: new/used hardware, new/used software

Dean Garraghty Software (DGS) (all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone/Fax: +44-(0)-1302-855026 (9am - 7pm BST/GMT only please!)
mailto:dgs@clara.net
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast, Demo Maker
Publisher: News-Paper, News-Disk (back issues available)

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
Germany ?
Developer: XL-it! 0.20
A win95 frontend by mailto:e9326116@stud1.tuwien.ac.at (Roland Gimpl)
is located at http://stud1.tuwien.ac.at/%7Ee9326116/atari/
Another one is at http://opossum.ml.org/~atlan/emu/index.htm

GMG - Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan Cmarko)
c/o Marek Chorvat
Polna 11
974 05 B.Bystrica
Slovakia
mailto:mchorvat@econ.umb.sk
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro, HTML converter/viewer 1.3, Implosion demo, Quick formatter 1.0, Dynakillers, Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor, Mega Color Editor, Wanted megademo, Bristly hedgehog music collection, Robot Assault intro, Risa Zla intro, Street fighter II demo

Roy Goldman
3440 Ramona, Apt 14
Palo Alto, CA 94306
USA
(650) 565-8113
FAX: (603) 676-3116 (efax)
mailto:royg@cs.stanford.edu
http://www-db.stanford.edu/~royg/
Developer: Daisy-Dot III

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
mailto:RGorexxx@aol.com
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE, GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies, Guntris, Tag!

Subject: H

Norbert HALEY
Poste Restante
P.O.Wellesley St.
Auckland
New Zealand
mailto:norb@kcbbs.gen.nz
http://members.tripod.com/~apd2/catweasl.htm
Developer: Catweasel Advanced Floppy Controller (8-bit ISA card for PC)

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HARD Software
H-1076 Budapest
Thokoly ut 25.
Hungary
mailto:hardsoftware@geocities.com
http://www.geocities.com/SiliconValley/Vista/6084/
Developer: Veronika, Blip!, Cool Emotion, ABBUC Magazine #36 Intro,
Joyride

Harmonic Research
40 Wiley Ln
Woodstock NY 12498-1228
USA
Developer: composite/S-Video ->15.75 KHz RGB decoder

John Harris
USA
mailto:jharris@poboxes.com
Developer: the MAE assembler 1.1 (also wrote: Jawbreaker, Frogger, Hackers)
ftp://ftp.pulsarinteractive.com/pub/

Highlander (Raimund Altmayer)
Konz,
Germany
mailto:highland@t-online.de
http://home.t-online.de/home/highland/
Developer: He has coded man utilities and nice little programms for many
tasks, IDE hard disk interface, 800XL-DJ (800XL-DeeJay)

Mike Hill
USA
mailto:mhill@one.net
http://w3.one.net/~mhill/
Developer: Pokey 0.62 (800/800XL/5200 emulator for MSDOS),
Printer Port Pokey Sound Card

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [ZIP CODE???]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Horizon Computers
3431 S Federal Blvd Ste G
Englewood CO 80110-1826
USA
tel: (303) 762-8080
Vendor: hardware and software
Repair Shop.

Howard W. Sams & Co.
2647 Waterfront Parkway, East Drive, Suite 100
Indianapolis, IN 46214-2041
USA
tel: (800) 255-6989
mailto:csmgr@hwsams.com
http://www.hwsams.com/
Developer: PHOTOFACTs (schematics) for the: 1025, 1050, 130XE, 400, 800,
800XL, 810

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

Tom Hunt (Closer To Home)
USA
http://cth.dtdns.net/
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
mailto:tomhunt@bright.net
Developer: The Armorizer, BBS Programs, Check CRC32,
Disk Fragmentation Utility, The Long Interger Library, M.T.O.S., RC4 Encryptor,
Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell,
Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler,
The PC-Gateway (allows you to use your old computer or dumb terminal to access
the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an
8-bit bbs on the internet), AT Term (ATASCII terminal emulator for Windows)

Subject: I

The Independent Eight Bit Association (IEBA)
Harrowden

39 High Street
Sutton-in-the-Isle
Ely
Cambridgeshire
CA6 2RA
United Kingdom
tel: 01353 777006
FAX: 01353 777766
mailto:ieba@spheroid.demon.co.uk (Brian Watson, Publicity Officer)
Publisher: The Independent Eight Bit Association Directory, Fourth Edition (revised) Winter 1997; IEBA Newsletter

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Subject: J

Jeff Jackson
USA
mailto:jeff@jeff-jackson.com
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

Jay Software (Jan Krupka and Stanislav Opichal)
Czech Republic
http://www.inf.upol.cz/~krupkaj/jay/
http://www.inf.upol.cz/~krupkaj/jay/atari8.htm
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
USA
Vendor: ????

JRC Interactive
Naskove 3
150 00 Praha 5
Czech Republic
Tel: + 420 2 57189515, +420 2 57189516
Fax: + 420 2 526424
mailto:Interactive@jrc.cz or mailto:atari@jrc.cz
http://www.jrc.cz/ or http://www.jrc.cz/atari/
Developer: Turbo Tape / Turbo 2000, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
USA
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
USA
Vendor: PD/freeware/shareware

K-Products (Bob Klaas)
4267 W. Midway Dr.
Salt Lake City, Ut. 84122
USA
tel: (801) 967-8738
mailto:bobkla19@sisna.com
Vendor: new and used hardware and software
Developer: Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM,
1050 US Doubler (USD), DK-Utilities for the Black Box and the MIO
Repair Shop. (computers, disk drives, MIO)

Nick Kennedy
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
mailto:nkennedy@cswnet.com
http://www.cswnet.com/~nkennedy/
Developer: SIO2PC 4.19

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
USA
Vendor: PD/freeware/shareware

Konrad M.Kokoszkiewicz (Draco)
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
+48 501 125 498
mailto:draco@mi.com.pl
http://www.atari.org.pl/~draco/
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol
description, A proposed standard for Atari executable relocatable file,
DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s,
CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX, TRACE,
XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo 2.0,
EmuXL v0.32 (emulator for Falcon030)

Jindrich Kubec (Jindroush)
Czech Republic

mailto:kubecj@asw.cz
http://www.asw.cz/~kubecj/
Developer: Acvt v1.04 (PC), Adir v0.62 (PC), AExt v1.00 (PC), AutoRBas v1.00 (ATARI), Bas2Boot v1.01 (PC+ATARI), BasLoad v1.00 (ATARI), Boot2Atr v0.96 (PC), ChkBas v1.04 (PC), ChkBoot v0.96 (PC), ChkExe v2.62 (PC), ChkRom v1.00 (PC), Exe2Tur v0.95 (PC), Rom2Exe v1.01 (PC+ATARI), SidLoad v1.06 (ATARI), Tur2Exe v0.95 (PC), Tur2Wav v0.95 (PC), Unix2Atr v0.95 (PC), Wav2Tur v0.95 (PC)

Subject: L

L&Y Electronics
14824 Build America Drive
Woodbridge, VA 22191
USA
tel: (703) 494-3444
Vendor: new/used hardware, new/used software

Chris Lam
United Kingdom
mailto:chris@chrislam.co.uk
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for the Apple Mac, Rainbow 1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000

Rich "Twist" Lawrence
USA
mailto:rich@kesmai.com
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.6c (Atari 8-bit emulator for Win9X/NT)

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Derek Ledbetter
USA
mailto:derekl@mail.serve.com
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari 800 Emulator for the Mac 0.9.9h, developement release 2

L.K. Avalon
Skrytka Pocztowa 66
35-959 Rzeszow 2
Poland
tel. (017) 856 99 12
mailto:office@lkavalon.com

http://www.lkavalon.com (send e-mail for current Atari XL/XE catalog)
more info: http://people.freenet.de/mrbacardi/LK_Avalon.html
Developer: A.D. 2044, Adax, Animator, Aurum, Automat Perkusyjny, Barahir, Barbarian, Captain Gather, Change, Constellation, Chaos Music Composer, Czaszki + Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money & Honky, Frank & Mark, Geometria, Global War, Gold Hunter, Hans Kloss, Hawkmoon, Hydraulik/Snowball, Kampania Wrze_niowa, Kernaw, Klatwa, Kurs Fizyki, Lasermania + Robbo Konstruktor, Lorien's Tomb, Major Bronx, Misja (Mission Shark) + Fred, Neron, Panther, Piekielko, Robbo, Rucu, Saper, Smus, Spy Master, Streets, Syn Boga Wiatru, Szperacz Dyskowy, The Jet Action, The Last Guardian, Trix, U 235, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Wloczykij, Zeus

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
USA
mailto:earl.halliwell@dyess.af.mil
mailto:e.halliwell@genie.com
http://www.atarihq.com/jeo/
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView, EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu, Link Basher, MazeWar 3D, Cliff Diver

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Subject: M

MacFalkner (Andre Bertram)
Germany
mailto:macfalkner@aol.com
http://www.macfalkner.de/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

Ivan Mackintosh
United Kingdom
mailto:ivan@rcp.co.uk
http://dales.rmplc.co.uk/ivan/atari/
Developer: ImageMan 0.3, Monitor 1.1, XFD2ATR, ADIR, ROBC2DOS

Charles Marslett
USA
mailto:cmarslett@excite.com
Developer: A65 (assembler), MYDOS 4.53

Alex Martin
Poland
mailto:alex6502@friko.onet.pl

phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static-memory expansion (backuped with lithium battery),
65c816 CPU exchange project, SIO2PC cables, MIDI interfaces, & the like

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for
SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine
c/o Freddy Offenga
Paardebloemstraat 53-3
6841 BT Arnhem
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
mailto:F.Offenga@student.kun.nl or mailto:taf_offenga@yahoo.com or
mailto:megazine@abbuc.de
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

Microcode Solutions
USA
mailto:msdei@ctaz.com
http://www.ctaz.com/~msdei
Developer: ACE (Atari Console Emulator - Amiga software), WACKE ("Weightless
Atari Computer Keepsake Emulator - Macintosh software)

Micro Discount (Derek Fern)
12/99-- Nir Dary wrote: i Called him and talked to him over the phone...
he said that after christmas he will put up a web site..
Micros discount had closed out but he still have lots of atari items
stocked...
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121-353-5730 (or international +44 021 353 5730) 4pm-8pm Mon-Fri
FAX: 0121-352-1669
Vendor: new/used hardware, commercial software
Developer: Print Works (text processor for 1029 printer), Tagalon,
Tube Baddies, The Last Guardian, Zybex (in POKEY/GUMBY Stereo),
G.M Transfer Cable (SIO2PC compatible), 1050-2-PC Cable
MAJOR ATARI PARTS SOURCE

Moonsoft
See: Black Moon Systems

David Moore
8023 N. Berkeley Ave #2
Portland, Ore 97203
USA
tel: (503) 289-9699
mailto:dwmoar@teleport.com
Repair Shop.

More Than Games (Rick Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
mailto:74766.1561@compuserve.com
mailto:rldetlefsen@delphi.com
http://people.delphi.com/rldetlefsen/
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MS-Software (Mirko Sobe)
H.-Jentsch.Str. 7
D-03172 Guben
Germany
mailto:atarixle@hotmail.com
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, BOSS-X v10.1

MTS Creations
P.O. Box 56762
Chicago, IL 60656
USA
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
USA
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
USA
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive

Farmingville, NY 11738
USA
Developer: Print Shop icons

New Breed Software
c/o William Kendrick
1509 Cypress Lane
Davis, CA 95616-1317
USA
FAX: 1 (530) 325-9588
mailto:bill@newbreedsoftware.com
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. XL Search (Internet search engine
for Atari files). utilities: Super-IRG Font Editor (SIFE), File Selector,
MuxChat, Colorizer, DigiPlay Menu

Nelson Nieves
USA
mailto:nelson@dropmail.com
http://www.celebritybase.net/atari8/
Developer: SpartaDOS tools: Undelete, DualTest, xErase, Delete Tree, xType,
Check Disk, Clear Memory (Main Bank only), Reset, SpartaDOS X On, Cls,
TS (Text Search)

No Frills Software
800 East 23rd St.
Kearney, NE 68847
USA
Developer: Converter, Converter Companion, P.S. Users Utility Disk,
PrintShop graphics

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
USA
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Subject: O

OMC Games (James Garvin)
P.O. Box 8107
Austin, TX 78713
USA
mailto:omcinfo@omcgames.com
http://www.omcgames.com/
Developer: The Assassin. Release Date: 3rd or 4th Quarter '99

Subject: P

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
USA
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
USA
tel: (815) 633-6300
Repair Shop.

James R. Parish
mailto:JRParish@J-Com.net
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

PD-Magazin / PD-Mag / PD World Versand / PD-World
c/o Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: various software (PD-MAG-CLUB), some hardware;
Power Per Post products and ATARImagazin rights
Publisher: PD-Magazin (disk magazine: 2 DS disks, 6 per year)

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
USA
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis

Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
USA
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

Burkhard Rau (HCRBurk)
Germany
mailto:BR@HCRBurk.de
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari), ATARI FileManagement 1.5 0128 (WIN 95/98/NT)

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
USA
tel: (504) 388-5248
FAX: (504) 388-5263
mailto:tom@ready.rsip.lsu.edu
http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software
systems design, developement, and coding; Media conversion from magnetic to
optical and imaging; Consulting on system purchases and requirements; Film
production from short to feature length

Redmond Cable
15331 N.E. 90th St.
Redmond, WA 98052

USA
Phone:(425) 882-2009
Fax: (425) 883-1430
mailto:info@redcab.com
http://www.redcab.com/pages/atari.html
Developer: new hardware: sells come Atari-specific cables

Matthias 'Hias' Reichl
mailto:hias@horus.com
http://www.horus.com/~hias/atari/
Developer: AtariDsk V1.2 (read, write and format DD 180K Atari disks on the PC), MyPDOS V2.1 (small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks)

Ronnie Riche
See: Dale F. Wooster for TextPRO documentation
1700 Aycock St.
Arabi, LA 70032
USA
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
USA
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
USA
Vendor: PD/freeware/shareware

Satantronic
Lubo ROBA
Poste restante
Posta 1
04001 Kosice
SLOVAKIA
mailto:xi@napri.sk (-XI-)
http://www.napri.sk/web/satantronic/
Developer: Demos: DRAGONS, IHL, FLY, BEAUTY, LIQUID, Te.mod. Games: Jurassic Park II, Magic World. Utilities: Lufa Half Code Packer 1.0, Font Animator 1.0, Rave Extra Packer 1.0, Paradox 0.92, Mad editor 0.98.
Publisher: ATARIX - paper magazin in Slovak language

Bo Schreurs
The Netherlands

mailto:stack@home.nl
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR), XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
mailto:ernest@wxs.nl
http://home.planet.nl/~ernest/
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm archive to SIO2PC archive converter), WAV2CAS (Digital Cassette Image system), CAS2WAV (Create a clean .wav file from a Digital Cassette Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Shadow Software (David Hunt, The Shadow)
16016 SE Division St PMB 19
Portland OR 97236-1999
USA
mailto:the_shadow@portland.cc (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
Developer: Carina BBS 2.6

Ken Siders
USA
mailto:atari8bit AT columbus DOT rr DOT com
http://jump.to/atari or http://home.columbus.rr.com/ksiders/atari.htm
Developer: Utilities: ATRUTILS.ZIP (PC utilities), AtrUtil.zip Ver 1.13(Win95 utility), ATRSRC.ZIP (PC utilities), ATRDir (PC utility), SortATR (PC utility), MakeATR (PC utility), UnMakATR (PC utility), ATRExtr (PC utility), FIXROM (PC Utility), High Speed Menu, DiskFormer, Flash40, Flash80, Flick80, A.Writer+ Super Menus. Development Software: KAsm65 V2.51, KLink65 1.51, KLink65 0.07 Cross Linker for MSDOS (PC Executable), KEdit, Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP). Games: Burger Boy, PacMunch Jr, Mr. Fish, Circle of Richness

Sikor Soft
c/o Pawel Sikorski
1-go Sierpnia 28 m. 64
02134 Warszawa
Poland
Developer: Cyborg, Fire Stone, Tekblast, Sexy Six, Mr. Proper

Mark Simonson
USA
mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

SINTECH
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033
mailto:sintech@online.de
http://www.sintech.onlinehome.de/
Vendor: commercial software

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

Len Spencer
2513 Healy Dr
Orlando FL 32818-3109
USA
mailto:lenspencer@aol.com
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black
Box interfaces), Forem-XE Pro 5.4 (BBS program)

ST Informer (online magazine)
See: MacDonald Associates

STAK, La Revista Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
mailto:at_kiwi@mailxoom.com
http://stak.atari.org/
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Petr Stehlik
Czech Republic
mailto:pstehlik@sophics.cz
http://joy.sophics.cz/a800.htm or http://atari800.atari.org/
Developer: Atari800 1.0.6 emulator source code, plus binaries:
Atari800 for TOS compatible machines (Falcon030, TT030, clones),
Atari800 for MS-DOS (Windows 9x, OS/2) v1.0.5,
Atari800 for Linux (both SVGAlib and X11) v1.0.4

Radek Sterba (Raster)
Czech Republic
mailto:raster@infos.cz
http://www.infos.cz/raster/atari/homepage.htm
Developer: LPTJOY (connect an Atari joystick to a PC), MULTIJOY (connect

8 joysticks to one Atari controller port), Cervi (Worms)-Tron lightcycles
type game for 8 players, Multris-Tetris like game for 4 players. also:
Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street,
Magnetit, Naturix. MPE (MIDI Pattern Editor) v2.3. HiLoader4.2,
CompressCopy4Hi, Tutodisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4.
Co-Developer: Android, Cityhawk, Imagine, Gunhead
Publisher: FLOP disk magazine,
http://www.infos.cz/raster/atari/flop.htm

SteveR's Classic Cartridges (Steve Reed)
USA
mailto:steverd@cet.com
http://prowlers.net/stever
BBS: Prowler's DOMAIN 509-327-8922 9-lines 18.0+GIGS
Vendor: used hardware and software

STeve's Computer Technology
405 Main Street
Woodland, CA 95695
USA
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
mailto:steves@woodland.net
http://www.atarionline.com/
Vendor: new/used hardware, new/used commercial software

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169
FAX: +61 7 54969056
mailto:sup8pdct@mail.cth.com.au
ftp://www.closer.brisnet.org.au/atari8cd/ (POOLDISK CD-ROM online)
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
USA
Vendor/Developer: education related

Telegames
Box 901
Lancaster, TX 75146
USA
Orders: (972) 224-7200
Cust Service: (972) 228-0690
FAX: (972) 228-0693
http://www.telegames.com/
Vendor: commcerial software

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527
Toronto, Ontario
Canada, M2N 6M2
tel: (416) CALL-TAF
BBS: (416) 421-8999
mailto:schrist@interlog.com (Stephen Christian)
http://www.interlog.com/~schrist/taf/
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
USA
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Triple SSS (William Moeller & Michael Schoedel)
720 Rennie Street
Hamilton, Ontario
Canada L8H 3R2
Vendor: PD/freeware/shareware

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven J. Tucker
9731 Sunrise Blvd Apt 33
North Royalton OH 44133-3445
USA
tel: (216) 237-5308
mailto:classics@nacs.net
http://www.nacs.net/~classics/
Developer: APE, the Atari Peripheral Emulator: Ape'98 and ProSystem'98 v1.20, Ape & ProSystem 1.17 DOS, APE Warp+ OS, Imagic 1.06 95/NT--the Atari Disk Image Conversion System for 9x/NT, Imagic 1.06 DOS--the Atari Disk Image Conversion System for DOS

TWAUG (Tyne & Wear Atari User Group)
c\o J. Matthewson
80 George Road
Wallsend
Tyne & Wear
NE28 6BU
England
mailto:max@gerum.freeserve.co.uk (Max Gerum)
mailto:a.b.t@zetnet.co.uk (Alan Turnbull)
mailto:jlmatt@twaug.freeserve.co.uk (John)
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson (book, in 2 volumes) #6.00 plus the following P&P:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print+disk magazine)
Newsletter and disk prices are as follows:-
Single Copy 6 Copies
UK 2.50 pounds 12.50 pounds
Europe 2.50 pounds 13.50 pounds
Overseas 3.50 pounds 16.00 pounds

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Verlag Thomas Eberle
Postfach 66
D-75433 Maulbronn
Germany
Publisher: COMPUTER FLOHMARKT (print magazine / newspaper) (bi?)monthly

Dan Vernon
mailto:danv@bitsofthepast.com
http://www.bitsofthepast.com/atari
Developer: Atari810Win Beta 1 -- emulate an 8-bit Atari floppy drive
under NT/2000

Video 61 & Atari Sales (Lance Ringquist)
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
FAX: (651) 449-0488
BBS: (651) 462-3680
mailto:Video61@webtv.net
http://www.atarisales.com/
http://cth.dtdns.net/pro/pro1.html (BBS Express! Pro)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): MYDOS 4.5, Ultra Translator,
Amazemaze, Hearts, Montana Solitaire, Checkers, Jailbreak, Ricochet,
Sharp Shoooter, My Jong, Paddle Wars, Bumpers, Lights Out, Puzzler,
Paddle Pack, Puzzled, Twin Pack:Battle Ship/Jump the Pegs, Solitaire,
Video Slots, Desmonds Dungeons, Dungeonlords, Maze War, Dan Strikes Back,
Elevator Man, Plaqueman, Zybex, Mah Jong, Monopoly, Mr. Robot & His Robot
Factory, Dinky Doo, Concentration, Tetris II, Clash of the Kings, Smush,
Midas Maze, Lord of the Orb, Rally Speedway, BBS Express! Professional 6.0b,
SpartaDOS 3.3c

Video Game Depot
130 Hoffman Lane
Islandia, NY 11722
USA
tel: 516-582-5663
FAX: 800-327-0455
mailto:Sales@videogamedepot.com
http://www.videogamedepot.com/
Vendor: new hardware and commercial software (small selection)

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (440) 843-8815 24hrs
mailto:vga2000@io.com
http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
tel: (412) 7841-2241 5pm-8pm eastern time only
mailto:vidgame@earthlink.net
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vintage Micro-Computers (Jon Lucas)
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
mailto:Vintage_Micro@yahoo.com
http://pw1.netcom.com/~jonart/VMC/
Vendor: hardware and software

Vogtlander (Helmut Weidner)
Otto-Nuschke Strabe 45
08485 Lengenfeld
GERMANY
tel: +49 37606 2688
Vendor: hardware and software

Subject: W

Wacko Software
The Netherlands
mailto:ellman@xs4all.nl
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, BobTerm 1.2 and several others

World of Atari
5920 Valley Vale Way
Sacramento, CA 95823

Phone: 916-422-7424
Fax: 815-377-8032
mailto:sales@worldofatari.com
http://www.worldofatari.com/
Vendor: new and used hardware and software

Subject: Z

Z Systems
USA
mailto:zsystem@freeyellow.com
http://www.freeyellow.com/members2/zsystem/
Vendor: new and used hardware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731-0240
USA
tel: (609) 971-5807
mailto:shamroc@webspan.net
http://www.webspan.net/~shamroc/
Vendor: commercial software (some L.K Avalon games), PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

3426. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-06 06:48:55 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_991810063@rtfm.mit.edu>
Source record: 36400
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 28, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/

3427. Re: Atari BASIC rev. - how to find?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-06 10:56:59 UTC
From: nj_toothenbecker@hotmail.com
Message-ID: <%%nT6.64117$qs3.29313247@news2.rdc2.tx.home.com>
Source record: 36401

In article <3b1cfbe9$0$88179$4c5ecdc7@news.erinet.com>, russg@en.com says...
>
>
>Hi, Nearl.
>Yes, I've used 'B' extensively. I tried 'C', but had bad problems
>with lockups, messed up variables and went back to 'B'.
>My opinion comes from my experience. I haven't used 'C' extensively
>like I have 'B'. 'B' came with my first 800XL. I don't remember where
>I got the 'C' ROM.

I had so many problems with 'B' that I quit using it completely. The editing bug was too easy to set off.

>I think 'Mapping the Atari' has the OS B and A differences, not
>BASIC 'A' and 'B' differences.

Doh! (slapping myself on the forehead). Teaches me to look something up so early in the morning. However, on page 250 has a version 'B' fix written by Matt Ratcliff. See page 212 about decimal 43234 mem location and Appendix Thirteen.

>Regards,
>I did verify the 12 byte difference. You can't use MS COMP for
>the compare, however, because COMP quits after 10 differences.
>I used my own compare program, written in MS QuickBASIC 4.0.

I don't doubt the 12 byte difference at all. 'B' was a rewrite and 'C' is the fix. The revised "Mapping the Atari" was the only book I could find that was written after '84. 'B' was shortlived and 'C' is whats used in the XEs.

TurboBASIC XL is sweet. After I got my hands on it, I only used the built in BASIC if I wanted to do a quick '?.' Remember those benchmarks that used to be in Creative Computing? Compiled TurboBASIC cut something like 4 minutes off the time.

3428. a800 1.0.7 sound problems?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-06 14:26:24 UTC
From: Alberto BARSELLA <ishark@lsh01.univ-lille1.fr>
Message-ID: <m2ae3lhegf.fsf@pcmaxwell.intec.rug.ac.be>
Source record: 36402

Hi,
after some time (and many versions) I downloaded the new
release of the emulator a800s107. I'm running linux (2.2.19) and X11,
and I tried both the binary release and recompiling the source, but
the sound just doesn't work....
Is this a known problem or it's something wrong with my system? (BTW
xmms plays music just fine).

Thanks,
Alberto
--
Alberto BARSELLA - infringing US Pat. 5,443,036 every evening!
- check: http://www.delphion.com/details?pn=US05443036__
** Beliefs are dangerous. Beliefs allow the mind to stop functioning.
A non-functioning mind is clinically dead. Believe in nothing... **

3429. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-06 15:56:18 UTC
From: Surge <reply@to.newsgroup>
Message-ID: <wnsT6.5702$Fk7.45041@news.indigo.ie>
Source record: 36403

"Pockets" <pockets@cix.co.uk> wrote in message
news:9ffpqafbr1@plutonium.compulink.co.uk...
> I wonder if a WAP browser is more suitable for our needs?
> Just thinking aloud!

Nope! WAP is over before it even started - a horribly nonstandard
technology.

3430. Atari 65XE up for offer anyone interested?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-06 20:03:27 UTC
From: "simon.taylor" <simon.taylor@ntlworld.com>
Message-ID: <B0wT6.13379$fs6.900911@news6-win.server.ntlworld.com>
Source record: 36404

I have an Atari 65XE with a bunch of games open to anyone that might be interested, It was well used about 12 years ago but has been siting in a cupboard since then. It is still in working order with the tape drive, but I've not tried any of the games (recently).

Just thought one of you guys might be interested, if so I am in the South of England.

3431. Bounty Bob Strikes Back Codes

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-06 21:42:54 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <ToxT6.14040$fs6.960990@news6-win.server.ntlworld.com>
Source record: 36405

Hi

Just been playing BBSB for the first time in a while on my trusty old XL.
DOes anyone remeber any of the "special codes" that could be input on the
options screen?

I seem to remember that you could get a few different effects and that there
was one "meag code" which let you skip levels etc.

Anyone ?

See Ya

Paul

3432. Basic XE SORTUP Problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-07 00:38:46 UTC
From: llpwhite@cs.com
Message-ID: <20010606203846.18258.00003374@ng-cj1.news.cs.com>
Source record: 36406

I ran into a wierd problem today with BXE. I was sorting a large string array
of 1300 elements by 17 bytes. When I got to the point of
250 SORTUP RECARY$
my 130 XE did a cold start.
Checked memory and showed about 5K to spare.
Tried EXTEND to put the code into the extended banks. Lots of room now, but
same thing - a cold start.
Must be my Black Box, so disconnected it - same thing.
Must be MyDos -- so I tried Dos 2.5 - same thing.
Tried using only 300 elements - same thing.
The really wierd thing is that I have used SORTUP many times, although not with
this particular XE. Guess I should run a memory check, although I can load and
print the array with no problems, just when I try to sort it using SORTUP. ???
Any thoughts?
Larry

3433. Re: Bounty Bob Strikes Back Codes

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-07 01:33:12 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010606213312.22876.00001189@ng-ci1.aol.com>
Source record: 36407

I guess I never found out about those; the docs mention typing in their phone #
to "help" you out of traps which I am apparently not yet doing correctly...

You will get a message after several screens about skipping ahead. "Start" plus
the digit "1" while energized by collecting the flower pot at the top center of
level 1 sends you to level 4. I am sure others are presented as we progress.

> "Paul Barker" pbarker@ntlworld.com asked:

>Just been playing BBSB for the first time in a while on my trusty old XL.
>DOes anyone remeber any of the "special codes" that could be input on the
>options screen?
>
>I seem to remember that you could get a few different effects and that there
>was one "mega code" which let you skip levels etc.

-Ron

Experience is something you don't get until just after you need it.

3434. FA [Melb,Au]: 600XL, XMM801 and two 1050s on eBay.com.au:

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-07 04:10:28 UTC
From: Ian Mavric <ianmav@lexicon.net>
Message-ID: <3b1eff7d@pan.izone.net.au>
Source record: 36409

On eBay.com.au:

Atari 1050 disk drives (boxed pair) for all Atari 8-bit computers (c.1984):

http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=1243469423

Atarti 600XL boxed system with printer and 64K Ram expansion (c.1985):

http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=1243498022

Australian Old Computer Supply.

3435. FS/T: Brand New Atari Jaguar Items - New Game Titles Added

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-07 04:14:17 UTC
From: Jim Lazarenko <jim_l@NO.SPAM.telusplanet.net>
Message-ID: <tcDT6.6695$94.1019567@news0.telusplanet.net>
Source record: 36408
Cross-posted to: alt.atari-jaguar,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.toys,rec.toys.misc,rec.toys.vintage

Please use the enclosed email link within this post rather than your reply button, email not properly addressed may not be able to be responded to.

Last Updated 6/06/2001
- Sold/Traded Items Removed

I have a limited amount of brand new (sealed) Atari Jaguar items for sale or trade. These packages are ideal for new collector's or somebody wanting to start or add to their Atari collection. If you have any questions, please feel free to ask. I am also willing to trade for certain items, please see my list at the end of this post. All prices quoted are in U.S. funds with the buyer paying shipping. Overseas shipping is available.

Due to all the game titles being in short supply, all titles with the exception of CyberMorph are available only with the purchase of a Jaguar game system.

If you are interested in any of these items, please respond to me by using this automated link jim_l@NO.SPAM.telusplanet.net?subject=Classics.Atari.Jaguar (removing the NO.SPAM. first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

** Atari Jaguar Packages - Brand New (with controller, RF Box & AC adapter)**
==========
-.Atari Jaguar with CyberMorph cartridge and Composite Video Cable $45
- Atari Jaguar with CyberMorph cartridge $35
- Atari Jaguar (No Cart) $25

** Atari Jaguar Accessories - New**
==========
- Team Tap (4 Player adapter) $20 - (Limited Supplies)
- Jaguar unit alone (No power supply, controller or accessories) $20
- Composite Video Cable $10
- Spare Controller $15 (Limited Supplies)
- AC Power Supply $10 (Limited Supplies)
- RF Switch Box $5 (Limited Supplies)

** Atari Jaguar Games - New/Shrink-wrapped**
==========
Due to all the game titles being in short supply, all titles with the

exception of CyberMorph are available only with the purchase of a Jaguar
game system.
- Checkered Flag $15
- CyberMorph $5 (No Box)
- Kasumi Ninja $30
- Tempest 2000 $40
- Troy Aikman Football $30
- Wolfenstein 3D $30

Atari Force Comics Please make an offer
==========
All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for/towards rare or sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- Atari Force Comics Issue #1 (January 1984), Issues 4 thru 7, and Issues
12 thru 20

3436. Re: Bounty Bob Strikes Back Codes

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-07 06:41:07 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B1F2203.1910683A@asw.cz>
Source record: 36410

Paul Barker wrote:
> Just been playing BBSB for the first time in a while on my trusty old XL.
> DOes anyone remeber any of the "special codes" that could be input on the
> options screen?

Attached.

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

OK, there are some other simple cheats, but the "Big one" is this:
Go to the Options screen (with "Option" :-), and using your joystick,
set "special code" to 61800 (This takes a while, but it's worth it).
This only works immediately after starting the game!

Now hold down the letter "f" key and press OPTION again. So that's
F and OPTION together. It seems as if nothing has happened, but in
the game, you can use the following keys:

- Q : Advance one level
- A : Decrease one level
- B : original position
- Z : Same level again
- F : Float mode on: This one's great: If things get too hard or
impossible to play, just press F and float your way around the
screen.

How to jump to higher levels:
>From 1 (Bob's morning calisthenics) to 4: get the flower pot,
then press "1" and "START".

>From 2 (utility hoist) to 22: kill the mutants, get the paint roller
and then press "3" and "START".

>From 3 (suction tubes) to 15: get the goblet then press "4" and "START".

>From 5 (jumping 101) to 8: get the coffee pot, then press "8" and "START".

>From 10 (gravity lift) to 14, get the pitchfork and then press "5"
and "START".

>From 16 (Advanced Suction Tubes) to 19: turn arrow in suction tube #1
to the left, get the pie and then press "9" and "START".

3437. Re: 1983 Microprose Catalog!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-07 07:52:01 UTC
From: Manuel Polik <mpolik@neulandmm.de>
Message-ID: <3B1F32A1.290AD1D@neulandmm.de>
Source record: 36412

Mo wrote:

> Hey all, I uploaded a Microprose catalog from either 1983 or 1985, not sure
> which.

Uhm... the catalog lists 'Airborne Ranger', which was released 1988 IIRC
:-)

But it's brill scans, as usual. Thanks!

Greetings,
Manuel

3438. 1983 Microprose Catalog!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-07 10:08:23 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <CgGT6.312$z14.211353@nnrp3.sbc.net>
Source record: 36411

Hey all, I uploaded a Microprose catalog from either 1983 or 1985, not sure which. I've also got a Thorn/EMI mini-catalog and a 1987 Epyx catalog that are in the works and will be up in a few days.

Here's the link->

http://members.tripod.com/~chainsaw1661

or

http://members.fortunecity.com/chainsaw1661

3439. Re: Atari 1200XL memory upgrades

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-07 10:42:47 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9fnlr7$9cu$1@nets3.rz.RWTH-Aachen.DE>
Source record: 36413

Howdy folks

>You can pencil me in for one of those -
>Will it work in an OmniMon equipped 800xl?

I've printed you message out, so I won't forget. It might take a whiel before the PCB's are made. I have little time and no oscilloscope to find the last bugs.

Does it work on the OmniMon?

I have no clue. Depends on whether the omnimon can access XE compatible RAMdisks. And how it does so. If assumes some bits in $D300 are never used for RAMdisks, it probably can only access part of the RAMdisk. (often the OS ROM/RAM bit is thrown out)

CU Mathy van Nisselroy

3440. Re: Atari BASIC rev. - how to find?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-07 11:07:02 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b1f9773$0$62141$4c5ecdc7@news.erinet.com>
Source record: 36415

Thanks for the testimonial. I do suppose I'm in the minority in my opinion.
Built in A8 BASIC is fun, and is right there if you need it.
The worst BASIC I ever used was the one that came with the ST.
Russg

3441. Nebulus

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-07 14:58:00 UTC
From: mark@mkeates.f9.co.uk
Message-ID: <YDMT6.2017$PC.6294@wards>
Source record: 36414

Mentioned on http://www.atarihq.com/features/nebulus.html
is the fact the the old Hewson game was 'nearly' released
on the Atari 8-bit. Does anyone have an image of this
they could send me?

Thanks,

Mark

3442. Re: Atari BASIC rev. - how to find?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-07 15:34:11 UTC
From: nj_toothenbecker@hotmail.com
Message-ID: <T9NT6.69906$qs3.32553038@news2.rdc2.tx.home.com>
Source record: 36416

In article <3b1f9773$0$62141$4c5ecdc7@news.erinet.com>, russg@en.com says...

>Built in A8 BASIC is fun, and is right there if you need it.
>The worst BASIC I ever used was the one that came with the ST.

A built in BASIC is something I've missed through the years. 8-) I will agree
that the ST's BASIC left a lot to be desired. I guess its a good thing that
GfA BASIC was so great.

3443. Re: XF551 mod???

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-07 17:51:51 UTC
From: "Rick D." <"74766,1561"@compuserve.com>
Message-ID: <3B1FBF36.6AC1B620@compuserve.com>
Source record: 36417

Mike Mulder wrote:

> Howdy!
>
> I tried the following:
>
> The XF551 case actually contains an interface and an internal 5.25"
> diskdrive. I tried to exchange the drive with a 5.25 floppy drive from a PC.
> Unfortunately it didn't work. Tried to mess around with some jumpers but it
> just spins and stops, or keeps spinning. The Atari couldn't access the
> floppy.
>
> Is it possible to exchange the 5.25" disk unit to make the XF551 capable of
> using larger capacity (DS/DD) disks? I also like to overcome cutting the
> disk and flipping the disk for double side access this way.
>
> Or am I doing stupid ;-)
>
> Regards,
>
> Mike.

The drive mech that comes with the XF551 can read/write 360k disks as is. You must use DOS or a format command to put the drive/disk into that cpacity first, then format the disk With MYDOS, just use "O" to set the drive as double sided, then "P" for double density, then "I" to format the disk.

You probably had problems because you used a 1.2 meg mechanism that will NOT work with the XF drive controller.

Rick D.

3444. Re: XF551 mod???

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-07 17:55:11 UTC
From: "Rick D." <"74766,1561"@compuserve.com>
Message-ID: <3B1FBFFF.3C097D14@compuserve.com>
Source record: 36418

P.S., Notching a disk to use both sides is called "Flippy", each side is a seperate disk, as opposed to dbl sided where both sides are one big disk.

And you can't use HD 5 1/4" disks, they will not format or format right.

Rick D.

3445. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-07 18:17:33 UTC
From: "Rick D." <"74766,1561"@compuserve.com>
Message-ID: <3B1FC53D.575E86BB@compuserve.com>
Source record: 36419

Mo wrote:

> I found this link on Slashdot.org about a new web browser for the commodre
> 64, someone needs to disassemble this and port it to the Atari8bit! Of
> course it brings about the old necessity of a unix dial up shell account,
> which are very scarce where I'm at.
>
> http://www.armory.com/~spectre/cwi/hl/
>
> Mo

From the many chats I have participated in, there are several attacks on getting the A* to talk real tcp/ip. Time is the problem. But a web browser is/will be here.

Rick D.

3446. Re: Bounty Bob Strikes Back Codes

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-07 20:59:19 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <YRRT6.18463$fs6.1404367@news6-win.server.ntlworld.com>
Source record: 36421

Wow - That's it. Many thanks. I had the code right, but forgot the hold F
and option bit.

Cheers !

Paul
"Jindrich Kubec" <kubecj@asw.cz> wrote in message
news:3B1F2203.1910683A@asw.cz...
> Paul Barker wrote:
> > Just been playing BBSB for the first time in a while on my trusty old
XL.
> > DOes anyone remeber any of the "special codes" that could be input on
the
> > options screen?
>
> Attached.
>
> --
> Jindroush (kubecj@asw.cz)
> See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

> OK, there are some other simple cheats, but the "Big one" is this:
> Go to the Options screen (with "Option" :-), and using your joystick,
> set "special code" to 61800 (This takes a while, but it's worth it).
> This only works immediately after starting the game!
>
> Now hold down the letter "f" key and press OPTION again. So that's
> F and OPTION together. It seems as if nothing has happened, but in
> the game, you can use the following keys:
>
> - Q : Advance one level
> - A : Decrease one level
> - B : original position
> - Z : Same level again
> - F : Float mode on: This one's great: If things get too hard or
> impossible to play, just press F and float your way around the
> screen.
>
>
> How to jump to higher levels:
> >From 1 (Bob's morning calisthenics) to 4: get the flower pot,
> then press "1" and "START".

>
> >From 2 (utility hoist) to 22: kill the mutants, get the paint roller
> and then press "3" and "START".
>
> >From 3 (suction tubes) to 15: get the goblet then press "4" and "START".
>
> >From 5 (jumping 101) to 8: get the coffee pot, then press "8" and
"START".
>
> >From 10 (gravity lift) to 14, get the pitchfork and then press "5"
> and "START".
>
> >From 16 (Advanced Suction Tubes) to 19: turn arrow in suction tube #1
> to the left, get the pie and then press "9" and "START".
>

3447. Re: 1983 Microprose Catalog!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-07 21:48:03 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <xwQT6.32$jM2.2594@nnrp1.sbc.net>
Source record: 36420

Yeah, I got these games second hand and have a feeling that it's an alien catalog. It's way to pretty to be from the 'early' 80's. Funny thing, usually these have some sort of copyright date in them, this one doesn't. At least not that I've spotted. I was surprised to find that Microprose originated in the U.K. I know they're still around but probably in the USA, it would be a good topic for a company biography.
Mo

Manuel Polik wrote in message <3B1F32A1.290AD1D@neulandmm.de>...
>Mo wrote:
>
>> Hey all, I uploaded a Microprose catalog from either 1983 or 1985, not sure
>> which.
>
>Uhm... the catalog lists 'Airborne Ranger', which was released 1988 IIRC
>:-)
>
>But it's brill scans, as usual. Thanks!
>
>Greetings,
> Manuel
>

3448. Re: 誠聘課程推廣員

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-07 21:54:31 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010607175431.09338.00000179@ng-fh1.aol.com>
Source record: 36422

The trial was a fialure; get the real complete version!

> info@itma-uk.org attempted to post...

>This message posted with trial version of Express News Poster

-Ron

Experience is something you don't get until just after you need it.

3449. Re: a800 1.0.7 sound problems?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-07 23:00:25 UTC
From: ebaiz@skyenet.net
Message-ID: <dITT6.836$Ey1.5052@newsfeed.slurp.net>
Source record: 36423

On 6 Jun 2001 16:26:24 +, Alberto BARSELLA wrote:
>Hi,
> after some time (and many versions) I downloaded the new
>release of the emulator a800s107. I'm running linux (2.2.19) and X11,
>and I tried both the binary release and recompiling the source, but
>the sound just doesn't work....
>Is this a known problem or it's something wrong with my system? (BTW
>xmms plays music just fine).

I am not sure about the linux version, but I am using the Atari version
on a Hades060. I have never gotten any sound, but that is due to a
problem in the drivers/hardware...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3450. More Atari Games NIB! Discounts! Sales! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-08 01:56:13 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0106071847090.29780-100000@shell.pacifier.com>
Source record: 36424
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Check HotLinks below for specials on my WebSite! Two 20% Atari Discounts! General 20% SoftWare Discount & Preferred Customer Discount! 20% off all SoftWare for Atari 8 Bit & ST! And if your a regular customer, 20% off ST & 8 Bit Hardware/Accessories, Software/Games, Books & References. I've got Overstock including Panasonic Printers and Atari 1050 Disk Drives. P:R: Connections and 850 Interfaces. I bought overstock from Dealers including 9 NEW, +NEW in BOX Classic Atari 8 Bit Game Titles such as Beyond Castle Wolfenstein Plus additional Inventory like LucasFilm Games! I've also got rare Atari Happy Drives & Atari XF551 Drives. You might find Treasures you didn't know you wanted! To Redeem Discounts, sales &/or special offers, use my HotLinks below, reply in E-Mail or call Ben anytime @(503)256-9974!

http://www.pacifier.com/~atari/specials.htm Current Atari Specials.
http://www.pacifier.com/~atari/index.html Benjamin's WebSite.
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http://www.pacifier.com/~atari/catalogs.htm FREE Catalogs area.
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http://www.pacifier.com/~atari/antispam.htm Spamming News!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3451. Multiboot question

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-08 08:27:32 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B208C74.D94A967C@siemens.at>
Source record: 36425

Hi all,

Long ago to save space and time I put some of my files to 'happy
multiboot' or 'xl multiboot' disks. Now I wanted to make ATRs of
them which didn't work. So the question is how to get files out
of such a disk again. I only found utilities to create such disks
and put files on them but not the reverse way. Another related
question is how to extract files from existing ATRs of that type.

Thanks
Gerhard

3452. Re: Atari 800xl stuff for sale or trade in UK

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-08 11:29:29 UTC
From: Nigel Turton <npt@dickinsondoncaster.fsworld.co.uk>
Message-ID: <9fqcpf$g55$1@news8.svr.pol.co.uk>
Source record: 36426

the Uk has not changed its voltage from 240v to 220v !!

anyhow this would not effect the picture on the TV at all, i would say that
the modulator on the computer is duff of the demodulator on the TV is, but
that would also mean u cant get a standard TV picture either
"Al" <high.rise@virgin.net> wrote in message
news:R98T6.5628$fs6.256490@news6-win.server.ntlworld.com...
> Hi
>
> I have the following for sale :
>
> Atari 800XL with PSU and RF lead. It seems to boot up fine, but I can't
get
> a decent TV signal. I suspect that it is because of the change in UK
> voltages from 240 to 220. Otherwise it seems to be OK.
>
> Atari 1050 Dual Density Disk Drive with leads, no disk or manual
>
> Atari 1020 Printer
>
> Atari 1027 Printer
>
> All these items are in excellent condition, and still in their original
> polystyrene and boxes (boxes have some wear but nothing disastrous).
>
> Offers to high.rise@virgin.net - all serious bids or trades considered - I
> am interested in games consoles, Atari or otherwise, and console games.
>
> Allan
>
>

3453. Re: Atari 800xl stuff for sale or trade in UK

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-08 12:48:22 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <77i1it0mkuu1fg8k03lp1p9llq4lptg0j9@4ax.com>
Source record: 36427

The other Day "Nigel Turton" <npt@dickinsondoncaster.fsworld.co.uk> wrote:

>the Uk has not changed its voltage from 240v to 220v !!
>
The UK voltage varies across that range anyway..Hence you see 220-240 on
almost every appliance

>anyhow this would not effect the picture on the TV at all, i would say that
>the modulator on the computer is duff of the demodulator on the TV is, but
>that would also mean u cant get a standard TV picture either

Chances are the modulator is out of tune, there's a nice screw on the XL's
bottom to turn to try and tune it a tad better. If the modulator is shifted
in freq then a picture would still be got but not on channel 36.

If neither of these work then it's duff and not a real joy to fix.
--

As long as you remember them they will always be with you..

3454. Action! Manual form OSS

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-08 12:53:56 UTC
From: f-schuster@gmx.net
Message-ID: <15747.992004829@www43.gmx.net>
Source record: 36428

Hi there!

Iï¿½m looking for the complete manual of Action! language from OSS. Iï¿½ve got
the quick reference only. Does anybody has a copy or scan of it?

Thanks
Frank

--
Machen Sie Ihr Hobby zu Geld bei unserem Partner 1&1!
http://profiseller.de/info/index.php3?ac=OM.PS.PS003K00596T0409a

--
GMX - Die Kommunikationsplattform im Internet.
http://www.gmx.net

--
Posted from mx0.gmx.de [213.165.64.100]
via Mailgate.ORG Server - http://www.Mailgate.ORG

3455. Action! Language by OSS

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-08 13:14:34 UTC
From: Schufra@hilti.com
Message-ID: <210ADC56B03ED311B2BC0000F8CD241102D657AE@xsc1.kaufering.hilti.com>
Source record: 36429

Hi there,

I´m looking for the complete manual, scan or print.
Does anybody knowes where to get it?

Frank

--
Posted from gatekeeper.hilti.com [193.202.255.1]
via Mailgate.ORG Server - http://www.Mailgate.ORG

3456. FA: Atari 2600 catridges for auction on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-08 15:52:46 UTC
From: appleswhp@aol.com
Message-ID: <20010608115246.19321.00003214@ng-fj1.aol.com>
Source record: 36430

We have lots of Atari 2600 catridges for auction on eBay.
Just go here to see a list:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&
userid=music154&include=0&since=-1&sort=3&rows=50

or search for seller music154

3457. Re: Barbarian on Atari XL !!!! ;oP

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-08 17:28:17 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B210B31.2C23D28F@mail.uni-mainz.de>
Source record: 36431

Well,
how did you get the game working in 2 player mode ?!? Just a key press -
or did you enhance the program ??? By the way: did you beat the computer
player more than once in 20 games (or five times in hundred tries) ???
Is there any way to slow the game (and especially the computer opponent)
down ?? Actually it is much tooooo fast for me and thus almost
unplayable. The computer acts much too fast, so you do not have any
chance to start your own attack. All you can do is trying to defend
yourself (which does not last long for me - I am dying soon and often).
-Andreas

Mark Keates schrieb:
>
> Hi,
>
> > And finally. The C64 and Amiga users will not like the XL version,
> > because you cannot cut off the head of the other Barbarian... -Andreas
>
> I did get it working in a two player mode and it was quite easy to
> chop the still guy's head off! Unlike the C64 version though, there's no
> blood, plus the green servant isn't there to drag the body off, plus
> the snake heads aren't animated...
>
> Aside from that, what a good conversion, I was shocked when I
> saw the post that said it actually existed! It was on my list of conversions
> to do (actually the C64 source code is some of the tidiest written
> stuff I've seen!). Oh well, more time to get 'Elite' working...
> a demo very soon I promise (just got to debug the 3D routines)
>
> If anyone else wants to have a go at a conversion I can help a bit,
> games to do... Sentinel, Rock'n'Bolt or Nebulus.
>
> Regards,
>
> Mark.

3458. Re: Van Halen demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-08 17:30:55 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B210BCF.2039BC3D@mail.uni-mainz.de>
Source record: 36432

Hmmm ?!?
I think it is/was a 2Bit sample, just 16kbytes short. But the Sample
"You really got me" - wasn`t that from the KINKS ??? -Andreas

P.S. The same KINKS that sung LOLA (lalalalalola...)

Bob Ryan schrieb:
>
> Does anyone remember the demo (?) of Van Halen that was around in 1984
> or so?
>
> It was about 20 to 30 seconds (maybe shorter) and it was a portion of
> the song "You Really Got Me".
>
> I remember having it on a disk and when it booted it played the snippet.
> Sounded really good.
>
> -Bob

3459. Re: Van Halen demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-08 17:40:28 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B210E0C.60AD5A06@mail.uni-mainz.de>
Source record: 36433

Well,
at that time (1982-1984) it was really clever. Not many people knew how
to sample something on an Atari (nor on an IBM!). And how many sound
samples were around at that time - not many, I believe. Maybe
Ghostbusters, E.T., Whomper stomper and a few more titles. Only a few
Atarians had sampling systems at that early time...
-Andreas

P.S.: On the other hand, sampling was an easy thing in later years.
Quite many sampling systems (home made and commercial) were around. Most
were 2Bit sampling systems - and I am not pretty sure if the Van Halen
demo was/is really 4Bit or also just 2Bit...

ilaskey@cix.compulink.co.uk schrieb:
>
> In article <glmdhtor6cqv1a2fpttocj0dpo7g4j9kj6@4ax.com>,
> lashower@netcom.nospam.com (Steven Lashower) wrote:
>
> > I remember downloading it with my trusty 1200 baud Prometheus
> > Pro-Modem. Took quite a long time... I think it was 128 sectors or
> > therebouts. I probably still have it on floppy somewhere.
> >
> > The demo was pretty simple... It played back a 16K 4-bit sample using
> Was it really that clever? I used to have a sampling cartridge produced by
> 2bit systems in the UK and made lots of audio samples both for use in
> games and just because I could <grin>. Was such stuff not common
> elsewhere? Was this demo exceptionally long or something?
>
> Iain

3460. Re: Best Disk Editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-08 17:49:38 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B211032.31CE2D3B@mail.uni-mainz.de>
Source record: 36434

Yep,
but DiskRX is Sparta-DOS only - and besides that it does not work with
every sparta version (i.e. it does not work at all with Sparta 3.2g,
maybe also problems with other versions)... -Andreas

[snip]
> All,
> I have, for a very long time, been a SpartaDOS fan. So... I pretty
> much like DiskRX. It saved some pretty important stuff a few times. I
> actually had to rebuild sector maps for some accidentally deleted files
> and on one occasion, actually rebuilt the directory and sector maps on a
> partially formatted disk. Talk about work. DiskRX is great and does work
> on most, if not all Atari disk formats.
>
> --
> --
> Robert S Ely - aka - Eli-the-Iceman
> rsely74@optonline.net
> rsely@dhs.state.nj.us
> rsely74@hotmail.com
> hsrelyy@vm.state.nj.us
> ICQ#: 33390750
> AOL-IM: Eliice1954

3461. Re: Nebulus

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-08 18:18:37 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B2116FD.3786BDF8@mail.uni-mainz.de>
Source record: 36435

Well,
look out for "Tower Toppler" a prototype-cart avaiable from Video 61,
Best or B & C. It has all the fun of Nebulus, but completely crashes
after the second level (at least on my PAL system). And normally there
are 8 levels... -Andreas

Mark Keates schrieb:
>
> Mentioned on http://www.atarihq.com/features/nebulus.html
> is the fact the the old Hewson game was 'nearly' released
> on the Atari 8-bit. Does anyone have an image of this
> they could send me?
>
> Thanks,
>
> Mark

3462. Re: Van Halen demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-08 20:02:10 UTC
From: ANDERS SKELANDER <anders.skelander@swipnet.se>
Message-ID: <R5aU6.10990$vR1.33034@nntpserver.swip.net>
Source record: 36436

> at that time (1982-1984) it was really clever. Not many people knew how
> to sample something on an Atari ...
> ...

That is true. I remember how friends interested in home computing came to see me just to hear my Atari play the sequence of Van Halen's "You really got me" song. (The song was originally made by the Kinks, right?)

> ... And how many sound samples were around at that time - not many, I
> believe. Maybe Ghostbusters, E.T., Whomper stomper and a few more
> titles. Only a few Atarians had sampling systems at that early time...

Add to that list the fantastic synthesized speech in the 16 KB Berzerk cartridge. (Or is it 8 KB?)

Anders

3463. Re: Action! Language by OSS

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-08 22:00:19 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <TVbU6.1613$to1.16657@typhoon.sonic.net>
Source record: 36437

Schuster Frank (sf) <Schufra@hilti.com> wrote:
: Hi there,

: I?m looking for the complete manual, scan or print.
: Does anybody knowes where to get it?

Wow, looks like I started working on one once. :)

http://groups.google.com/groups?q=action&hl=en&lr=&group=comp.sys.atari.8bit&safe=off&rnum=2&ic=1&selm=7k1ppu%24mt8%241%40ultra.sonic.net

There's this:

http://www.crestviewfl.com/~richard/ACTION.TXT

Dunno what else, though. Google Groups search isn't being too much more helpful.

Good luck!

-bill!

3464. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-08 22:02:42 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <6YbU6.1614$to1.16657@typhoon.sonic.net>
Source record: 36438

Rick D. <"74766,1561"@compuserve.com> wrote:

: Mo wrote:

:> I found this link on Slashdot.org about a new web browser for the commodre
:> 64, someone needs to disassemble this and port it to the Atari8bit! Of
:> course it brings about the old necessity of a unix dial up shell account,
:> which are very scarce where I'm at.
:>
:> http://www.armory.com/~spectre/cwi/hl/
:>
:> Mo

: From the many chats I have participated in, there are several attacks on
: getting the A* to talk real tcp/ip. Time is the problem. But a web browser
: is/will be here.

Just in case you didn't notice, the C=64 web browser uses a shell account.
No TCP/IP involved, I imagine.

A simple shell script on one end that read from STDIN and ran
"lynx -dump" on the URL requested should suffice to fetch HTML.

Add some smarts on the Unix end and the Atari won't really have all that
much to do other than user interface! :)

-bill!

3465. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-09 05:38:32 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <zvgU6.209$Pf4.106473@nnrp3.sbc.net>
Source record: 36439

Exactly, I think the real hold up is the shell account. The only place I've found in Houston that'll do it for ya is HAL-PC and you have to go to there office and register with identification. Not to mention they're kind of pricey.
What we need is an ISP that caters to vintage hardware. Right down to 300 baud dialups!
Mo

William Kendrick wrote in message
<6YbU6.1614$to1.16657@typhoon.sonic.net>...
>Rick D. <"74766,1561"@compuserve.com> wrote:
>
>
>: Mo wrote:
>
>:> I found this link on Slashdot.org about a new web browser for the commodre
>:> 64, someone needs to disassemble this and port it to the Atari8bit! Of
>:> course it brings about the old necessity of a unix dial up shell account,
>:> which are very scarce where I'm at.
>:>
>:> http://www.armory.com/~spectre/cwi/hl/
>:>
>:> Mo
>
>: From the many chats I have participated in, there are several attacks on
>: getting the A* to talk real tcp/ip. Time is the problem. But a web browser
>: is/will be here.
>
>
>Just in case you didn't notice, the C=64 web browser uses a shell account.
>No TCP/IP involved, I imagine.
>
>A simple shell script on one end that read from STDIN and ran
>"lynx -dump" on the URL requested should suffice to fetch HTML.
>
>Add some smarts on the Unix end and the Atari won't really have all that
>much to do other than user interface! :)
>
>-bill!
>
>

3466. Re: Barbarian on Atari XL !!!! ;oP

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-09 08:49:36 UTC
From: Mark Keates <mark@mkeates.f9.co.uk>
Message-ID: <_ulU6.49$tL.12664@wards>
Source record: 36440

> how did you get the game working in 2 player mode ?!? Just a key press -

Yep, press select so that the number in the middle = '20'
and then press start.

> or did you enhance the program ??? By the way: did you beat the computer
> player more than once in 20 games (or five times in hundred tries) ???

I don't think I did beat him! But I was using the
numeric keypad on my PC ;-(

> Is there any way to slow the game (and especially the computer opponent)
> down ?? Actually it is much tooooo fast for me and thus almost

If your using A800Win you can run the emulator as
a percentage of the orignal PC, though how this affects
your control has to be decided.

> unplayable. The computer acts much too fast, so you do not have any
> chance to start your own attack. All you can do is trying to defend
> yourself (which does not last long for me - I am dying soon and often).
> -Andreas
>

BTW, Elite 3D routines are debugged, I've just
got to set up a web page and convert the demo exe,
which can be run from A800Win's 'Load exe' option,
to an ATR file.

Regards,

Mark

3467. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-09 10:14:25 UTC
From: llpwhite@cs.com
Message-ID: <20010609061425.04582.00003773@ng-fv1.news.cs.com>
Source record: 36441

The easy answer to the (subject) question is that there are a lot more C64
folks still active in developing their hardware and software.

But lurking on the other side of this particular coin is another question --
WHY would I want to browse the web with a text reader?

There are lots of useful and interesting things that can be done with an 8-bit,
but "surfing the web" looks like a pretty barren field to me.

Larry (the wet blanket :-((

3468. Atari ST Software for Sale

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-09 10:57:41 UTC
From: John Thackeray <john@tradeinpost.com>
Message-ID: <9fsuu3$j09$1@uranium.btinternet.com>
Source record: 36442
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,rec.games.video.atari

Visit my website for titles available

John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
john@tradeinpost.com
www.tradeinpost.com
Fax / Tel : 00+44+(0)1952 462135

3469. [--- I'm BA-A-A-A-ACK ! ---]

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-09 14:03:23 UTC
From: Winston Smith <Winston.Smithp0.f978.n8.z8@fmlynet.org>
Message-ID: <001c2a7f@fmlynet.org>
Source record: 36297

FamilyNet Newsgate

Hi Itay, Phil, Bill, Wes(?),

I'm back (for as long as my access lasts).
SO what has been happening over the last decade?
Is the Carleton Freenet still alive?
Is Wes still here?

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3470. Good place to find .atr files?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-09 16:02:11 UTC
From: swohsemag@aol.com
Message-ID: <20010609120211.23021.00003353@ng-xc1.aol.com>
Source record: 36443

Does anyone know of a good website to find (free) downloads of .atr files?
Thanks in advance.

Patrick "SwohS emaG"

3471. Re: Van Halen demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-09 19:06:25 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010609150625.11902.00002895@ng-ft1.aol.com>
Source record: 36445

vertag; Ray & Dave Davies with a couple of mates were the Kinks - a very
underrated and undervalued 60's UK band...

>Andreas Magenheimer magea000@mail.uni-mainz.de replied:

>I think it is/was a 2Bit sample, just 16kbytes short. But the Sample
>"You really got me" - wasn`t that from the KINKS ??? -Andreas
>
>P.S. The same KINKS that sung LOLA (lalalalalola...)

-Ron

Experience is something you don't get until just after you need it.

3472. Re: Good place to find .atr files?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-09 19:16:31 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010609151631.11902.00002896@ng-ft1.aol.com>
Source record: 36446

A few to try...

http://www.pullmoll.de/mess/a800/images.html

http://atarigame.cjb.net/

http://www.cconline.com.pl/files/atarixl/games/

http://surfnett.de/daniel/atari_game.htm

http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit:yogis_site/ATR/

http://homepages.paradise.net.nz/atari/

http://www.atariworld.com/8bit/atrfiles.html

>swohsemag@aol.com (SwohS emaG) asked:

>Does anyone know of a good website to find (free) downloads of .atr files?

-Ron

Experience is something you don't get until just after you need it.

3473. Re: Good place to find .atr files?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-09 21:10:45 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <v9uU6.25$Aa.39386@nnrp2.sbc.net>
Source record: 36444

Just go to www.google.net and do an ATR search. Here's a good link though-
http://www.atariland.com/main.cfm

MO

SwohS emaG wrote in message
<20010609120211.23021.00003353@ng-xc1.aol.com>...
>Does anyone know of a good website to find (free) downloads of .atr files?
>Thanks in advance.
>
>Patrick "SwohS emaG"
>

3474. Re: Good place to find .atr files?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-10 00:49:36 UTC
From: swohsemag@aol.com
Message-ID: <20010609204936.23005.00003293@ng-xc1.aol.com>
Source record: 36298

Perfect! http://atarigame.cjb.net is THE perfect site - thanks a bunch!

Patrick "SwohS Emag"

3475. FS/T: Atari 8-bit computer items and more... [06/09/2001]

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-10 01:26:38 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <f0j5itcsa8pske5r9up89p8t0jr4fp5u86@4ax.com>
Source record: 36299

```
Items currently available for the following systems:

Atari 8-bit computers

Apple ][ computers
Atari ST computer
Commodore 64 / 128 computers
Commodore Vic-20 computer
Radio Shack Color Computer (CoCo)
T.I. 99/4A computer
IBM PC (CD ROM and diskette software)

3DO
Atari Lynx
Nintendo 64
Nintendo Game Boy
Nintendo NES
Nintendo SNES
Sega Dreamcast
Sega Genesis
Sega Master System (SMS)
Sony Playstation (PSX)

Books / Magazines (video game and computer related)
Miscellaneous (board games, hand-held video games, etc.)
Movies (DVD and VHS)

Atari 2600
Atari 5200
Atari 7800
Colecovision
Emerson Arcadia 2001
Mattel Intellivision
Magnavox Odyssey2

Comic Books -- coming soon!
Sports Cards -- coming soon!

You can visit VGA on the WWW at:

http://www.io.com/~vga2000/

or go directly to the VGA For Sale or Trade section at:

http://www.io.com/~vga2000/fsort.htm

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
```

and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

3476. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-10 02:11:06 UTC
From: Phil Goembel <i-like-cw.n@t.sp.am.wi.rr.com>
Message-ID: <3B22CE8A.912C0B7F@t.sp.am.wi.rr.com>
Source record: 36300

Forgive me for sounding like a broken record, but why do you need an ISP with a shell account when you set up your own at essentially no cost?

All you need is a PPP account and a 386 or better PC, and Linux. The PC needs at least 8 Mb of RAM, a modem, 2 serial ports, a floppy drive, a cheap video card, a cheap monitor capable of displaying 80x25 text, and a keyboard. A hard drive with maybe 50 Mb would be nice. The monitor and keyboard aren't absolutely necessary, but makes things a lot simpler. People are dumping PCs like this in the trash, or stowing them in the basement!

With the above hardware, You have enough to set up a machine that can dial-up an ISP, connect via PPP, and give you a shell account on one of the serial ports that can run a Perl script to shuttle data between your 8-bit computer and a web server. That's all the C64 setup is doing (the other serial port is for your SIO2PC connection, of course :)

The reason it's so hard to find ISPs with shell accounts is because it's hard to provide dial-in shell accounts without leaving your system open to hackers. Also, hackers tend to use these systems as a base for their activities, and ISPs don't want to appear to be promoting hackers (please note that I'm using the contemporary definition of hacker, with all the bad connotations)

If your system is dial-out only, as the Linux box would be, it's not as hard to make it secure, and not as likely to be hacked.

The only downside I see with this is the space the PC takes up. I'm solving this (soon) by using a small single-board PC with 8 Mb of RAM and 4 Mb of flash. It also has an ethernet interface so I can use any of my other PCs on my network for disk storage. My SBC is also using the network to get out to the Internet, but it could easily make a dialup connection through an external modem. The SBC plus modem together take less space than my 810 drive.

As for the complaint someone made before, that they want to connect "directly" to the Internet with their 8-bit, I have to ask what that means? The Internet is a collection of internetworked machines. Some interconnections are serial cables, some are phone lines, some are DSL, cable, whatever. Does it matter whether your shell account connection is via serial cable to a machine in your house, or a remote machine on the other end of the phone line? In both cases you're on the Internet. In both cases, your 8-bit is using a shell account to hide the TCP/IP protocol stack.

I won't get into all the other cool things you can do with a Linux
box.

In any case, it's only going to get harder to find ISPs with shell
accounts.

Phil

p.s. Sorry if this sounds a bit heated - I didn't mean it to be.

Mo wrote:
>
> Exactly, I think the real hold up is the shell account. The only place I've
> found in Houston that'll do it for ya is HAL-PC and you have to go to there
> office and register with identification. Not to mention they're kind of
> pricey.
> What we need is an ISP that caters to vintage hardware. Right down to 300
> baud dialups!
> Mo
>
> William Kendrick wrote in message
> <6YbU6.1614$to1.16657@typhoon.sonic.net>...
> >
> >Just in case you didn't notice, the C=64 web browser uses a shell account.
> >No TCP/IP involved, I imagine.
> >
> >A simple shell script on one end that read from STDIN and ran
> >"lynx -dump" on the URL requested should suffice to fetch HTML.
> >
> >Add some smarts on the Unix end and the Atari won't really have all that
> >much to do other than user interface! :)
> >
> >-bill!
> >
> >

3477. Re: [--- I'm BA-A-A-A-ACK ! ---]

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-10 05:05:25 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-OZYLzd05Vhuh@draco.ames.pacbell.net>
Source record: 36301

Hi Winston,
Welcome back. I must say tho that my first thought on your post was "Winston Havelock at your service" which is a quote from the first mummy movie. that line just kills me for some reason. Anyway, see you around.

Ken

On Sat, 9 Jun 2001 14:03:23, "Winston Smith" <Winston.Smithp0.f978.n8.z8@fmlynet.org> wrote:

> FamilyNet Newsgate
>
> Hi Itay, Phil, Bill, Wes(?),
>
> I'm back (for as long as my access lasts).
> SO what has been happening over the last decade?
> Is the Carleton Freenet still alive?
> Is Wes still here?
>
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

3478. Re: Good place to find .atr files?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-10 09:37:14 UTC
From: Sascha Springer <Sascha.Springer@t-online.de>
Message-ID: <9fvf3p$1ck$07$1@news.t-online.com>
Source record: 36303

http://pc.exit.mytoday.de/atari_homesoft/index.html

Sascha

3479. FA - Last Day! [Melb,Au]: 2X 1050s, 600XL, XMM801 on eBay.com.au

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-10 10:02:13 UTC
From: Ian Mavric <ianmav@netspace.net.au>
Message-ID: <9fvhe7$5k4$1@otis.netspace.net.au>
Source record: 36304

On eBay.com.au:

Atari 1050 disk drives (boxed pair) for all Atari 8-bit computers (c.1984):

http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=1243469423

Atarti 600XL boxed system with printer and 64K Ram expansion (c.1985):

http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=1243498022

Australian Old Computer Supply.

3480. 2600 to PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-10 10:08:24 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <wyFU6.125$2Z5.13157@nnrp1.sbc.net>
Source record: 36302

Has anyone come up with a SIO2PC for the atari 2600 VCS? It just occured to me that a special cable could be made that would plug into the cart slot and emulate a cartridge. I downloaded the Stella emulator and the ROM package that has just about every 2600 cart ever made. Yes, I know this is the 8bit group- the 2600 group is nothing but spam and gives me headaches. Seems like this could be done for the 8bit as well... Just thinking out loud.
Mo

3481. Re: Basic XE SORTUP Problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-10 11:27:10 UTC
From: llpwhite@cs.com
Message-ID: <20010610072710.11368.00000831@ng-ce1.news.cs.com>
Source record: 36305

>I ran into a wierd problem today with BXE. I was sorting a large string array
of 1300 elements by 17 bytes...<

FWIW The reason was a corrupted BASICXE.OSS (extension) file on my hard drive.
Correct file length, but several bytes somehow were incorrect. Got out the
original OSS disk and everything worked great.
Larry

3482. Re: [--- I'm BA-A-A-A-ACK ! ---]

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-10 11:30:15 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <bTIU6.26799$ha1.4528275@news02.optonline.net>
Source record: 36306

Could it be????

Hey, another voice out of the past!

Gee, this is more fun than FidoNet!

How'ya doin?

Alan
"Winston Smith" <Winston.Smithp0.f978.n8.z8@fmlynet.org> wrote in message
news:001c2a7f@fmlynet.org...
> FamilyNet Newsgate
>
> Hi Itay, Phil, Bill, Wes(?),
>
> I'm back (for as long as my access lasts).
> SO what has been happening over the last decade?
> Is the Carleton Freenet still alive?
> Is Wes still here?
>
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

3483. Re: Good place to find .atr files?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-10 13:09:32 UTC
From: ebaiz@skyenet.net
Message-ID: <gkKU6.73$I24.1352@newsfeed.slurp.net>
Source record: 36307

On 9 Jun 2001 16:02:11 G, SwohS emaG wrote:
>Does anyone know of a good website to find (free) downloads of .atr files?
>Thanks in advance.
>
>Patrick "SwohS emaG"

Try the site below. Here you can get ATR and DI files.

http://homepages.paradise.net.nz/atari/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3484. [--- I'm BA-A-A-A-ACK ! ---]

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-10 15:42:44 UTC
From: Winston Smith <Winston.Smithp0.f978.n8.z8@fmlynet.org>
Message-ID: <001c5b20@fmlynet.org>
Source record: 36314

FamilyNet Newsgate

RE: Re: [--- I'm BA-A-A-A-ACK ! ---]
BY: kenames@pacbell.net to All on Sat Jun 09 2001 23:05:25

> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

Is *THAT* really my tagline?
I'm posting from Pony's Corral BBS in Boston....
Do I need to make a custom source/origin line?

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3485. Re: 2600 to PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-10 15:44:54 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010610114454.06140.00000852@ng-fb1.aol.com>
Source record: 36308

It must be possible if some RAM were involved. I just found in a box of misc A8 equipment something called a SuperCharger from Arcadia Corp in Saratoga, CA dated 1982; it includes a game data cassette and a cartridge with a mini plug for connection to a tape player. Evidently you 'boot' the cassette game into the 2600 and I must assume the cart contains the ROM loader code and the necessary RAM. Anyone else ever seen one?

>"Mo" mygranny@swbell.net asked:

>Has anyone come up with a SIO2PC for the atari 2600 VCS? It just occured to
>me that a special cable could be made that would plug into the cart slot and
>emulate a cartridge. I downloaded the Stella emulator and the ROM package
>that has just about every 2600 cart ever made. Yes, I know this is the 8bit
>group- the 2600 group is nothing but spam and gives me headaches. Seems like
>this could be done for the 8bit as well... Just thinking out loud.

-Ron

Experience is something you don't get until just after you need it.

3486. Re: 2600 to PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-10 15:45:35 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <9g04npfrs1@brokaw.wa.com>
Source record: 36309

Its been done... its a 3rd party cart called a "SuperCharger" (the manufacturer's name escapes me at the moment... is it Arcadia.... or Starpath... hmmm?) and has a mini din plug to connect to a cassette recorder (its intended use when it came out in the 80s) or PC Sound card. There are apps to convert a 2600 cartridge dump into a wav file, then you just play the wav and the game appears on the 2600! The stock SuperCharger needs a slight mod to work with every cart out there. I have a stock one and it seems to work with about 75% of the cart images. I don't have any links for you, but there are some nice pages about this subject, including instructions for the mod if you search for it. I believe you can get a SuperCharger pretty easily on ebay (got mine in a junk shop).
-Dan

"Mo" <mygranny@swbell.net> wrote in message
news:wyFU6.125$2Z5.13157@nnrp1.sbc.net...
> Has anyone come up with a SIO2PC for the atari 2600 VCS? It just occured
to
> me that a special cable could be made that would plug into the cart slot
and
> emulate a cartridge. I downloaded the Stella emulator and the ROM package
> that has just about every 2600 cart ever made. Yes, I know this is the
8bit
> group- the 2600 group is nothing but spam and gives me headaches. Seems
like
> this could be done for the 8bit as well... Just thinking out loud.
> Mo
>
>
>

3487. Re: 2600 to PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-10 15:56:52 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <9g052f$g08$1@brokaw.wa.com>
Source record: 36310

here's the link to the "Supercharger development files"... it makes a great
software development system for the 2600!.
http://members.home.com/rcolbert1/sdev.htm
-Dan

"Dan Vernon" <dan@bitsofthepast.com> wrote in message
news:9g04npfrs1@brokaw.wa.com...
> Its been done... its a 3rd party cart called a "SuperCharger" (the
> manufacturer's name escapes me at the moment... is it Arcadia.... or
> Starpath... hmmm?) and has a mini din plug to connect to a cassette
recorder
> (its intended use when it came out in the 80s) or PC Sound card. There
are
> apps to convert a 2600 cartridge dump into a wav file, then you just play
> the wav and the game appears on the 2600! The stock SuperCharger needs a
> slight mod to work with every cart out there. I have a stock one and it
> seems to work with about 75% of the cart images. I don't have any links
for
> you, but there are some nice pages about this subject, including
> instructions for the mod if you search for it. I believe you can get a
> SuperCharger pretty easily on ebay (got mine in a junk shop).
> -Dan
>
> "Mo" <mygranny@swbell.net> wrote in message
> news:wyFU6.125$2Z5.13157@nnrp1.sbc.net...
> > Has anyone come up with a SIO2PC for the atari 2600 VCS? It just occured
> to
> > me that a special cable could be made that would plug into the cart slot
> and
> > emulate a cartridge. I downloaded the Stella emulator and the ROM
package
> > that has just about every 2600 cart ever made. Yes, I know this is the
> 8bit
> > group- the 2600 group is nothing but spam and gives me headaches. Seems
> like
> > this could be done for the 8bit as well... Just thinking out loud.
> > Mo
> >
> >
> >
>
>

3488. Re: 1983 Microprose Catalog!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-10 17:23:45 UTC
From: javen367@aol.com
Message-ID: <20010610132345.13845.00000943@ng-fl1.aol.com>
Source record: 36311

>Yeah, I got these games second hand and have a feeling that it's an alien
>catalog. It's way to pretty to be from the 'early' 80's. Funny thing,
>usually these have some sort of copyright date in them, this one doesn't. At
>least not that I've spotted. I was surprised to find that Microprose
>originated in the U.K. I know they're still around but probably in the USA,
>it would be a good topic for a company biography.
>Mo
>

I'm pretty sure that Microprose originated in the US. Hunt Valley, Maryland
to be exact. It was started up by Sid Meier and a couple other people. It's
kinda funny....both Atari and Microprose are owned by the same company now.

Todd

3489. WTB: catalogs from 8 bit game companies...

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-10 22:13:39 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <9g0reiric1@bob.news.rcn.net>
Source record: 36312
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic,alt.games.classic-crpgs,comp.emulators.cbm,comp.sys.cbm,comp.emulators.apple2,comp.sys.apple2

I'm looking for game catalogs etc for all 8 bit gaming companies

i.e.

Microprose
Avalon Hill
Electronic Arts
Epyx

thanks

3490. Atari Memory Expansion Carts?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-10 22:30:37 UTC
From: video game addict <videogameaddict@earthlink.net>
Message-ID: <hySU6.2182$ll5.271111@newsread1.prod.itd.earthlink.net>
Source record: 36313

I just bought an Atari 800 a few days ago. I took it apart so I could clean it real good when I noticed the Atari RAM Memory Expansion Carts. What all Atari computers used these carts? I haven't seen any other Atari computers except for the 400, Could these carts be used in a 400 to play 48K games? Are there any carts with more than 16K on them? If so would it be possible to play XE carts if I had 64K on my 800?

John

3491. Re: Atari Memory Expansion Carts?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-10 23:37:43 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <MPG.158dcf456c1b7b4e9896a2@news-server.optonline.net>
Source record: 36315

In article <hySU6.2182$Il5.271111@newsread1.prod.itd.earthlink.net>,
videogameaddict@earthlink.net says...
> I just bought an Atari 800 a few days ago. I took it apart so I could clean
> it real good when I noticed the Atari RAM Memory Expansion Carts. What all
> Atari computers used these carts? I haven't seen any other Atari computers
> except for the 400, Could these carts be used in a 400 to play 48K games?
> Are there any carts with more than 16K on them? If so would it be possible
> to play XE carts if I had 64K on my 800?
>
> John
>
>
>
John,
No. Only the 400/800 used the 16KB RAM carts. The XL/XE series
used simple RAM chips 16x64K bit in the 130XE. I believe it was 8x64K
bit for 800XL and 65XE.
--
--
Robert S Ely - aka - Eli-the-Iceman
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

3492. Re: Atari Memory Expansion Carts?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-10 23:55:19 UTC
From: Video61@webtv.net
Message-ID: <2684-3B2408E7-119@storefull-171.iap.bryant.webtv.net>
Source record: 36316

hi john,
64k xe games will not play on a 400, or 800 regardless of the memory,
xl/xe's have a differnet os, and 400/800's do not have ram under rom.
your machine can play all 48k, or less carts, and some xe carts used as
little as 16k.
please check my web site at,
www.atarisales.com
we list the memory requirements besides each cart so that will give you
a idea,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

3493. FA: Atari 400/800 Half Time Battlin Bands **rare* *

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-11 02:27:36 UTC
From: rsmith@planeteer.com
Message-ID: <9d219d9e.0106101827.4e210a8a@posting.google.com>
Source record: 36317

I have a new/unopened copy of Atari 400/800 Half Time Battlin Bands
rare up for auction on Ebay, as well as a bunch of other items

You can check the auction at:
Item # 1244087254
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1244087254

Thanks,

Richard.

3494. Re: Action! Language by OSS

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-11 10:06:53 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9g257t$g1i$1@nets3.rz.RWTH-Aachen.DE>
Source record: 36319

Hodwy Frank

>I=B4m looking for the complete manual, scan or print.
>Does anybody knowes where to get it?

Why don't you try http://www.abbuc.de
Then "Bauplanservice"
Then "Buecher"

"Buch9 Action Handbuch, Deutsche Uebersetzung der Programmiersprache Action!,
DM16.00 etc.etc"

BTW IIRC there should be a German Action Workgroup somewhere. Wasn't Carsten
Strotmann one of them. http://www.strotmann.de

CU Mathy van Nisselroy

3495. SCSI Commands (Read Subchannel doesn't give me data)

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-11 10:12:56 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9g25j8$g1i$2@nets3.rz.RWTH-Aachen.DE>
Source record: 36320
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple,comp.sys.msx

Howdy folks

I'm trying to write a CD Audio Player utility for my Atari 8 bit computer and have run into a problem. The READ SUBCHANNEL command doesn't seem to want to return any data. (no subchannel data sent is what it tells me). Could this be the CDROM (Pioneer Slot-In 32speed) or my fault?

Thanks in advance

CU Mathy van Nisselroy

PS does somebody know if there is a way to detect via software if the CDROM can load a CD (as in: does it have a tray, or does it use a caddy/is it a slot-in machine)?

PPS anybody know where the CD Text info is hidden (if available)?

3496. Re: Van Halen demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-11 10:48:10 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <9g27la$ih9$1@plutonium.compulink.co.uk>
Source record: 36322

In article <3B210E0C.60AD5A06@mail.uni-mainz.de>,
magea000@mail.uni-mainz.de (Andreas Magenheimer) wrote:

> Well,
> at that time (1982-1984) it was really clever.
ISTR there were projects published that allowed you to sample via the
paddle ports around that time.

Iain

3497. Re: Atari 800xl stuff for sale or trade in UK

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-11 10:48:11 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <9g27lbihf1@plutonium.compulink.co.uk>
Source record: 36321

In article <9fqcpf$g55$1@news8.svr.pol.co.uk>,
npt@dickinsondoncaster.fsworld.co.uk (Nigel Turton) wrote:

> the Uk has not changed its voltage from 240v to 220v !!
Umm, I think you'll find they have been slowly cranking it down to bring
it in to line with other Euro countries. It hasn't been rated at 240 for
some time.

Iain

3498. Re: Atari Memory Expansion Carts?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-11 10:48:39 UTC
From: thor@math.tu-berlin.de
Message-ID: <3b2485e7@news.ivm.net>
Source record: 36318

Robert S Ely <rsely74@optonline.net> wrote:

> No. Only the 400/800 used the 16KB RAM carts. The XL/XE series
> used simple RAM chips 16x64K bit in the 130XE. I believe it was 8x64K
> bit for 800XL and 65XE.

The 800XL uses dynamic RAM in the organization 64Kx1, eight of them
(obviously) (-:

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

3499. Re: SCSI Commands (Read Subchannel doesn't give me data)

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-11 15:15:29 UTC
From: Phil Goembel <i-like-cw.n@t.sp.am.wi.rr.com>
Message-ID: <3B24E091.BDC0CAE3@t.sp.am.wi.rr.com>
Source record: 36323
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx

Mathy Van Nisselroy wrote:
>
> Howdy folks
>
> I'm trying to write a CD Audio Player utility for my Atari 8 bit computer and
> have run into a problem. The READ SUBCHANNEL command doesn't seem to want to
> return any data. (no subchannel data sent is what it tells me). Could this be
> the CDROM (Pioneer Slot-In 32speed) or my fault?
>
> Thanks in advance
>
> CU Mathy van Nisselroy
>
> PS does somebody know if there is a way to detect via software if the CDROM can
> load a CD (as in: does it have a tray, or does it use a caddy/is it a slot-in
> machine)?
>
> PPS anybody know where the CD Text info is hidden (if available)?

If the CDROM drive is MMC compliant, you should be able to read its features with
the GET CONFIGURATION command. The Removeable Medium Feature (0003h) descriptor
has a field (high 3 bits of byte 4) called Loading Mechanism Type:

0 = Caddy/Slot
1 = Tray
2 = Pop-up
3 = Reserved
4 = Embedded changer with individually changeable discs
5 = Embedded changer with magazine
6 - 8 = Reserved

(this came from the MMC-2 working draft NCITS 333 T10/1228-D, Rev-11a,
August 30, 1999, www.t10.org/drafts.htm)

Regards,
Phil

3500. Re: SCSI Commands (Read Subchannel doesn't give me data)

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-11 19:56:45 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.SUN.3.96.1010611125022.7728A-100000@compass.oregonvos.net>
Source record: 36324
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple,comp.sys.msx

```
|PS does somebody know if there is a way to detect via software if
|the CDROM can load a CD (as in: does it have a tray, or does it use
|a caddy/is it a slot-in machine)?

Yes, most vendors supply their SCSI machines with various "vendor-
specific" capabilities. You are supposed to look for these features
when interrogating the SCSI device.

For instance, the "Floptical" disk drive I had with my ST, would
eject the media only if I sent it an eject media command. There
was no latch or button to pop the media out. You actually had
to issue an eject command if you wanted to switch out the floptical
media. Royally annoying.

Or, in the alternative, I think you had to straighten out a
paperclip, and push it into a teeny little hole to get the media
to pop out. And the company that manufactured the floptical had
the nerve to demand a "contract of nondisclosure" out of me,
just to get the vendor specific information out of them. Sheeeesh!
```

3501. Re: Atari Memory Expansion Carts?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-11 20:53:07 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010611165307.22906.00004214@ng-xc1.aol.com>
Source record: 36325

Only the 800 accepts those memory boards without some modifications as the 400 had no slots for them.

Axlon made some 128K memory boards for the center 800 slot; the additional 112K was bank switched into the address space mostly for RAMdisks. Extra memory in the same space does NOT affect your XL/XE compatibility.

A majority of those XE carts were 400/800 compatible; they mostly had the needed extra memory in the cart ROM and only used RAM for the display and a little work space.

>"video game addict" videogameaddict@earthlink.net asked:

>I just bought an Atari 800 a few days ago. I took it apart so I could clean
>it real good when I noticed the Atari RAM Memory Expansion Carts. What all
>Atari computers used these carts? I haven't seen any other Atari computers
>except for the 400, Could these carts be used in a 400 to play 48K games?
>Are there any carts with more than 16K on them? If so would it be possible
>to play XE carts if I had 64K on my 800?

-Ron

Experience is something you don't get until just after you need it.

3502. Re: Atari Memory Expansion Carts?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-11 23:14:12 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <MPG.158f1b5a6f0ec8319896a6@news-server.optonline.net>
Source record: 36326

In article <3b2485e7@news.ivm.net>, thor@math.tu-berlin.de says...
> Robert S Ely <rsely74@optonline.net> wrote:
>
> > No. Only the 400/800 used the 16KB RAM carts. The XL/XE series
> > used simple RAM chips 16x64K bit in the 130XE. I believe it was 8x64K
> > bit for 800XL and 65XE.
>
> The 800XL uses dynamic RAM in the organization 64Kx1, eight of them
> (obviously) (-:
>
> So long,
> Thomas
>
> _____don't_cut_here,_it_could_damage_your_terminal_____
> _______ _____ _____
> / / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
> / /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
> / / / / / / \ PGP available on request, finger print:
> / / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
> _____
>
>
Thomas,
That's what I meant 8 chips 64Kbit each.

--
--
Robert S Ely - aka - Eli-the-Iceman
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

3503. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-11 23:22:44 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3B2552C4.47592195@ti.com>
Source record: 36327

> http://www.geocities.com/doctor_clu/JYBOLAC.htmlWith the above hardware, You
> have enough to set up a machine that can
> dial-up an ISP, connect via PPP, and give you a shell account on one
> of the serial ports that can run a Perl script to shuttle data between
> your 8-bit computer and a web server. That's all the C64 setup is doing
> (the other serial port is for your SIO2PC connection, of course :)
>

Do you have a copy of this PERL script? Also, how exactly are you
connecting your 8bit to your Linux box? (full explanation would be
fine; I am a Linux geek.) Do you connect an 850 interface to the
Linux box via a null modem cable or do you have some program to
take data over the SIO2PC cable as an R: device? Is there such a
program to do the latter? If not, why not? (Okay, okay, enough with
the questions)

> I won't get into all the other cool things you can do with a Linux
> box.

Yep, Linux is great for networking!

l8r,
Chris

Visit the JYBOLAC Stargate BBS
telnet://jybolac.dyndns.org:520 (ssh on port 1040)
http://jybolac.virtualave.net
http://www.geocities.com/doctor_clu/JYBOLAC.html

3504. Re: 2600 to PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-12 00:30:00 UTC
From: Russ Perry Jr <slapdash@enteract.com>
Message-ID: <slapdash-E7BE87.19300011062001@news.enteract.com>
Source record: 36328

"Dan Vernon" <dan@bitsofthepast.com> wrote:
> here's the link to the "Supercharger development files"... it makes a
> great software development system for the 2600!.

A guy by the name of Chad Schell has been working on a successor to the
Supercharger, but without some of the limitations. The project is a
little bit in flux right now though, and it's not certain he'll release
it. If anyone thinks it sounds cool, give a looksie at:

http://www.schells.com/cuttlecart.shtml
--
//*===++
|| Russ Perry Jr 2175 S Tonne Dr #114 Arlington Hts IL 60005 ||
|| 847-952-9729 slapdash@enteract.com VIDEOGAME COLLECTOR! ||
++===*//

3505. Re: SCSI Commands (Read Subchannel doesn't give me data)

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-12 01:18:17 UTC
From: Martin Fensome <martinfATinfinetDOTnet>
Message-ID: <3b256f49@news.infinetgroup.com>
Source record: 36329
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx
Body handling: HTML body converted to readable text

Sorry to butt in on your thread, but where can I obtain scsi programming information. I did a big netsearch but it came up with lots of linux stuff.

Martin

"Phil Goembel" wrote in message news:3B24E091.BDC0CAE3@t.sp.am.wi.rr.com...
> Mathy Van Nisselroy wrote:
> >
> > Howdy folks
> >
> > I'm trying to write a CD Audio Player utility for my Atari 8 bit computer and
> > have run into a problem. The READ SUBCHANNEL command doesn't seem to want to
> > return any data. (no subchannel data sent is what it tells me). Could this be
> > the CDROM (Pioneer Slot-In 32speed) or my fault?
> >
> > Thanks in advance
> >
> > CU Mathy van Nisselroy
> >
> > PS does somebody know if there is a way to detect via software if the CDROM can
> > load a CD (as in: does it have a tray, or does it use a caddy/is it a slot-in
> > machine)?
> >
> > PPS anybody know where the CD Text info is hidden (if available)?
>
> If the CDROM drive is MMC compliant, you should be able to read its features with
> the GET CONFIGURATION command. The Removeable Medium Feature (0003h) descriptor
> has a field (high 3 bits of byte 4) called Loading Mechanism Type:
>
> 0 = Caddy/Slot
> 1 = Tray
> 2 = Pop-up
> 3 = Reserved
> 4 = Embedded changer with individually changeable discs
> 5 = Embedded changer with magazine

> 6 - 8 = Reserved
>
> (this came from the MMC-2 working draft NCITS 333 T10/1228-D, Rev-11a,
> August 30, 1999, www.t10.org/drafts.htm)
>
> Regards,
> Phil

3506. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-12 01:42:15 UTC
From: Phil Goembel <i-like-cw.n@t.sp.am.wi.rr.com>
Message-ID: <3B2570CE.32C016E3@t.sp.am.wi.rr.com>
Source record: 36330

Chris Martin wrote:
>
> > http://www.geocities.com/doctor_clu/JYBOLAC.htmlWith the above hardware, You
> > have enough to set up a machine that can
> > dial-up an ISP, connect via PPP, and give you a shell account on one
> > of the serial ports that can run a Perl script to shuttle data between
> > your 8-bit computer and a web server. That's all the C64 setup is doing
> > (the other serial port is for your SIO2PC connection, of course :)
> >
>
> Do you have a copy of this PERL script?

If you go to the web site in the original post, you can download the script.
(http://www.armory.com/~spectre/cwi/hl/)

> Also, how exactly are you
> connecting your 8bit to your Linux box? (full explanation would be
> fine; I am a Linux geek.) Do you connect an 850 interface to the
> Linux box via a null modem cable or do you have some program to
> take data over the SIO2PC cable as an R: device? Is there such a
> program to do the latter? If not, why not? (Okay, okay, enough with
> the questions)
>

Oops. I realized, about an hour after I posted, that I was clueless
about how to do serial IO on my Atari 800. I was assuming there was
a serial port, but later it occurred to me that maybe the only serial
port is the SIO port?

How do people dial out to ISPs?

It would seem to me that if you can connect a modem, you should also
be able to bypass the modem and do a direct serial connect.

Does the modem connect to the SIO bus as well?
Guess I'll be scanning the FAQs again.

I should qualify everything I've said so far by noting that I haven't
gotten my SIO2PC cable hooked up yet. I plan to test it out with MSDOS
tools first, then get it working with Linux. So I don't have a good
feel yet how well this setup will work with Linux. I have heard the
SIO2PC tools work better under Linux/dosemu than they do under
win32/dosprompt.

Cheers,
Phil

p.s. I WILL get SIO2PC working on the SBC under Linux (eventually)
and I WILL post pictures and info at that time, if anyone's
interested. :)

3507. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-12 02:19:41 UTC
From: arudzki@bellatlantic.net
Message-ID: <3b257a58.12894380@news.bellatlantic.net>
Source record: 36331
Body handling: HTML body converted to readable text

On Sun, 10 Jun 2001 02:11:06 GMT, Phil Goembel
wrote:

>Forgive me for sounding like a broken record, but why do you need an ISP
>with a shell account when you set up your own at essentially no cost?
>

Just a quick question for one NOT in the know:

Do we need a TCP/IP stack to web browse? or exactly what is required??

Thanks

tony

3508. Re: SCSI Commands (Read Subchannel doesn't give me data)

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-12 03:13:12 UTC
From: Phil Goembel <i-like-cw.n@t.sp.am.wi.rr.com>
Message-ID: <3B25861F.6D3237F8@t.sp.am.wi.rr.com>
Source record: 36332
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx

Everything I know came from the documents at www.t10.org/drafts.htm, and
Linux stuff. The Linux stuff was mostly the source for cdrecord, plus an
in-house tool that was adapted from another Linux utility. I'm planning
on removing some proprietary parts from the tool, after which I can
make the code available, if you're interested. It's mainly for working
with MMC CDR and CDROM drives (in a Linux environment).

Martin Fensome wrote:
>
> Sorry to butt in on your thread, but where can I obtain scsi programming
> information. I did a big netsearch but it came up with lots of linux stuff.
>
> Martin
>
> >
> > (this came from the MMC-2 working draft NCITS 333 T10/1228-D, Rev-11a,
> > August 30, 1999, www.t10.org/drafts.htm)
> >
> > Regards,
> > Phil

3509. ATARI STUFF FOR SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-12 05:34:24 UTC
From: jclmaster@hotmail.com
Message-ID: <b3917ecc.0106112134.7f5b990c@posting.google.com>
Source record: 36333

I have 2 Atari 800-XL, 1 600 XL, 1 800, 2 XF-551 5.25 diskette drives,
1 810 5.25 diskette drive, 1 1010 program (tape) recorder/player.

I also have a lot of cartridges for sale.

If interested contact me with offers at either"

jclmaster@hotmail.com

or

jclmaster@juno.com

Bob

3510. FA: cable for Atati - PC data exchange

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-12 06:50:04 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <9g4e2s$376$1@korweta.task.gda.pl>
Source record: 36335

If you still dont have SIO2PC cable check this one out on ebay:

http://members.ebay.com/aboutme/j131/

3511. Re: Action! Language by OSS

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-12 07:11:59 UTC
From: Schufra@hilti.com
Message-ID: <210ADC56B03ED311B2BC0000F8CD241102D657B3@xsc1.kaufering.hilti.com>
Source record: 36336

William Kendrick <mailto:nbs@bolt.sonic.net> wrote:
:
: Wow, looks like I started working on one once. :)
:
:
<http://groups.google.com/groups?q=action&hl=en&lr=&group=comp.sys.atari.8bi
t&safe=off&rnum=2&ic=1&selm=7k1ppu%24mt8%241%40ultra.sonic.net>
:
: There's this: <http://www.crestviewfl.com/~richard/ACTION.TXT>
:
: Dunno what else, though. Google Groups search isn't being too much more
helpful.
:
: Good luck!
:
: -bill!

Thanks -bill!

But I got already this ACTION.TXT file and it´s just a quick reference.

Anyway I bought the book mentioned by Mathy van Nisselroy.

CU
Frank Schuster

--
Posted from gatekeeper.hilti.com [193.202.255.1]
via Mailgate.ORG Server - http://www.Mailgate.ORG

3512. Re: Action! Manual form OSS

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-12 07:13:47 UTC
From: Schufra@hilti.com
Message-ID: <210ADC56B03ED311B2BC0000F8CD241102D657B4@xsc1.kaufering.hilti.com>
Source record: 36337

Sorry!

My question got posed twice.

CU
Frank Schuster

--
Posted from gatekeeper.hilti.com [193.202.255.1]
via Mailgate.ORG Server - http://www.Mailgate.ORG

3513. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-12 08:17:32 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <w6iV6.240$qu4.179163@nnrp3.sbc.net>
Source record: 36334
Body handling: HTML body converted to readable text

Actually, I have a setup almost identical to what you are describing with the exception of the use of a telephone line simulator that I use to 'dial in' from modem to modem. That way it kind of completes the early 8bit dial-up experience. It also keeps the dust off my old rotary and my acoustic coupler. The idea here is to dial up without having to boot an auxillary machine, granted I use it quite a bit as a peripheral emulator (APE) as well. I've also fitted it with an adaptec scsi system and a 5.25 DD floppy that's capable of reading and writing disks for my TRS-80 model 3. To answer the TCP/IP question, to dial in directly you would need TCP/IP support, you'd also need at least a 2400 baud modem (and that would be pushing it!). Using a Linux proxy server to dial through, your 8bit is essentually a terminal and requires no 'stack'. The linux machine does need two modems for the setup I'm running, ones a 300 baud TRS-80 direct connect that's plugged into a serial port. The others a standard 56k. You could just cable the two computers together if you only have one modem.

Tony Rudzki wrote in message <3b257a58.12894380@news.bellatlantic.net>...
>On Sun, 10 Jun 2001 02:11:06 GMT, Phil Goembel
> wrote:
>
>>Forgive me for sounding like a broken record, but why do you need an ISP
>>with a shell account when you set up your own at essentially no cost?
>>
>
>Just a quick question for one NOT in the know:
>
>Do we need a TCP/IP stack to web browse? or exactly what is required??
>
>
>Thanks
>
>tony
>
>

3514. Re: SCSI Commands (Read Subchannel doesn't give me data)

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-12 09:01:40 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9g4lpk$d5s$2@nets3.rz.RWTH-Aachen.DE>
Source record: 36338
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx

Howdy Phil, folks

>If the CDROM drive is MMC compliant, you should be able to read its features
with
>the GET CONFIGURATION command. The Removeable Medium Feature (0003h)
descriptor
>has a field (high 3 bits of byte 4) called Loading Mechanism Type:
>
>0 = Caddy/Slot
>1 = Tray
>2 = Pop-up
>3 = Reserved
>4 = Embedded changer with individually changeable discs
>5 = Embedded changer with magazine
>6 - 8 = Reserved

Thanks. I'll check if I can find the GET CONFIGURATION command in my list of
SCSI commands.

>(this came from the MMC-2 working draft NCITS 333 T10/1228-D, Rev-11a,
>August 30, 1999, www.t10.org/drafts.htm)

A yes, I was at the T10 site. They have huge PDF files which take ages to read
through.

CU Mathy van Nisselroy

3515. Re: SCSI Commands (Read Subchannel doesn't give me data)

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-12 09:06:58 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9g4m3i$d5s$3@nets3.rz.RWTH-Aachen.DE>
Source record: 36339
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx

Howdy Martin, folks

>Sorry to butt in on your thread, but where can I obtain scsi programming
>information. I did a big netsearch but it came up with lots of linux stuff.

Threads are for butting in. So, butt in. :-))

I just used the source code of another programm for my Atari. With the approval and help of the original author. There seems to be a very good book, with SCSI and IDE in the title, sold by Addison Wesley and written by a german guy. Another source is a list that can be found on the net (don't ask me where), that has a description of the commands, the structure of the commands and a lot of notes. This list has a lot of notes and has CD ROM's in chapter 14.

CU Mathy van Nisselroy

3516. Re: SCSI Commands (Read Subchannel doesn't give me data)

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-12 09:44:08 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9g4o98$d5s$4@nets3.rz.RWTH-Aachen.DE>
Source record: 36340
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx

Howdy Martin, folks

>Another source is a list that can be found on the net (don't ask me
>where), that has a description of the commands, the structure of the commands
>and a lot of notes. This list has a lot of notes and has CD ROM's in chapter
>14.

Check out http://www.scsimechanic.com/scsi/SCSI2.html

CU Mathy van Nisselroy

3517. Re: SCSI Commands (Read Subchannel doesn't give me data)

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-12 13:23:32 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106121321350.84-100000@Hades060>
Source record: 36343

On 12 Jun 2001, Mathy Van Nisselroy wrote:

> A yes, I was at the T10 site. They have huge PDF files which take ages to read
> through.

There have been some home made CD players, writers and such
for the Atari ST. Perhaps asking for docs in the ST section
might help? Just an idea.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3518. atari quick cam?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-12 16:49:28 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B74B9628.6DF5%bobo_snyder@hotmail.com>
Source record: 36341

i just saw this on an yahoo auction:

http://page.auctions.yahoo.com/auction/52384959?aucview=search

it should say that this is an auction for a compaq computer complete with a
"atari quick cam". was there really ever a atari quickcam?

i know it really isn't really 8bit related, but i am just curous

bo

3519. Re: catalogs from 8 bit game companies...

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-12 17:10:03 UTC
From: Mellwynde Dragon <mel.gale@gov.ab.ca>
Message-ID: <9g5iat$513$1@is-news.gov.ab.ca>
Source record: 36342
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic,alt.games.classic-crpgs,comp.emulators.cbm,comp.sys.cbm,comp.emulators.apple2,comp.sys.apple2

I have found a Fall '86 / Winter '87 Catalog for S.S.I (strategic simulations inc.) consisting of 14 pages of New Games and New Conversions, SSI Classics, Fantasy, Fantasy Science Fiction, and Educational Entertainment, Wargames, Wargames and Sports, Data Disks, More Data Disks, etc. The games all appear to be in Apple, MacIntosh, IBM pc & pcjr, Commodore Amiga and C64, Atari ST and Atari 400/800/1200 format. Gives screen shots and box pictures of the various games. Book is in excellent condition and appears to have been included in a game box at one time.
I also have a Tenth Anniversary SIERRA catalog, looks like a 1989 print, very good condition and shows games for MS Dos, Atari ST, MacIntosh, Apple series computers, And the Amiga. There are 47 pages in this one and the order form is still attached to the inside of the catalogue.
For Micropose I have two triple fold-out cardboard order catalogues in excellent condition and the games shown are for IBM-PC, Tandy, Amigas, C64's and Atari St's. There are three loose paper sheets with these two items as well.
The last one I have found is a 12 page LucasFilm Games flyer and although there are various screen shots for each game I don't know what computers they might be for.

3520. Re: www.atari-history.com down?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-12 17:50:39 UTC
From: Mighty Echidna <cowman777@hotmail.com>
Message-ID: <3B2656DC.14391913@hotmail.com>
Source record: 36344

No, but thanks for posting this! I had never heard of this excellent
website for reading your message. It's a shame they're not running
anymore, though.

ilaskey@cix.compulink.co.uk wrote:

> Haven't been able to get on for two days now.
>
> Iain

3521. Re: $99 for 175Million Email Addresses

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-12 17:55:09 UTC
From: Mighty Echidna <cowman777@hotmail.com>
Message-ID: <3B2657EA.F8FE5B09@hotmail.com>
Source record: 36345

I hope you die, Sheryll. I hope you die slow.

Sheryll wrote:

> A half-page ad in the Sunday New York Times can cost more than $50,000 and only reaches 4 million people.
>
> | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ |
>
> 175 MILLION
> EMAIL ADDRESSES
> FOR ONLY $99
>
> | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ |
>
> This "Special Offer" is in effect for a Limited Time only.
>
> This CD contains 136 Million email addresses and a list of 39 Million REMOVES, people who are known to request removal from emailers' lists. Knowing who NOT to send email to is as important as knowing WHO to send email to!!!!
>
> SO... provided you comply with the law, you can ADVERTISE your business, product, services or ideas to MILLIONS by sending email, and avoid 39 Million REMOVES!!! The whole list sells for only $99 and the addresses are yours to keep to use over and over!!
>
> These are FRESH addresses that include nearly every person on the Internet today, with NO DUPLICATIONS -- GUARANTEED!!!! The files are in text format, grouped into bundles of approximately 100,000 email addresses per file, and zipped up for space. The addresses are grouped in folders by domain for your convenience.
>
> Other people charge $250 for only 15 million names or even 10 million names. That means you would pay $2916 for 175 Million names. YOU ONLY PAY $99 !!!!
>
> REMEMBER: This "Special Offer" is in effect for a Limited Time only, so ACT NOW!!!
>
> **********
>
> TO ORDER BY PHONE USING A CREDIT CARD
>
> CALL OUR 24-HOUR ORDER DESK:
>
> (4 0 6) 6 5 7 - 1 8 1 8
>
> **********
>

> Shipping costs (within the US, 3-5 business days) - $8.00
>
> International shipping costs (typically 5-10 business days) - $35.00
>
> C A L L N O W !!!!!!!!!!
>
> (4 0 6) 6 5 7 - 1 8 1 8
>
> **********
>
> THIS MESSAGE INCLUDES A REMOVE MECHANISM:
> Further transmissions by the sender may be stopped at no cost
> by replying to this message with the word "REMOVE" in the
> subject line. The remove process is AUTOMATED and all remove
> requests will be honored. The operators can only take orders
> and cannot assist in the remove process. Please understand
> that any effort to disrupt, close or block this REMOVE account
> can only result in difficulties for others wanting to be
> removed from our mailing list.
>
> This message is not intended for residents of the
> states of CALIFORNIA, COLORADO, ILLINOIS, NEVADA,
> OKLAHOMA, WASHINGTON and WEST VIRGINIA, and wherever
> else prohibited by law. Screening of addresses to
> avoid sending this e-mail to residents of these states
> has been done to the best of our technical ability.
>
> IT IS THE SOLE RESPONSIBILITY OF THE PURCHASER TO
> COMPLY WITH ALL APPLICABLE LOCAL, STATE AND FEDERAL
> LAWS IN ALL JURISDICTIONS. WE MAKE ABSOLUTELY NO
> CLAIMS, WARRANTIES OR REPRESENTATIONS REGARDING THE
> SUCCESS, POTENTIAL PROFITS OR ANY OTHER ACTUAL RESULTS
> FROM THE USE OF ANY MATERIAL ON THE CD, OR THE SECURITY,
> SAFETY, PERMISSIBILITY OR ADVISABILITY OF BULK EMAILING
> TO THE EMAIL ADDRESSES CONTAINED ON THE CD.
>
> The CD(s) you will receive come with a license agreement.
> By breaking the seal on the CD case(s) you will be agreeing
> to all of the terms and conditions of such license agreement.
> Once opened the CD(s) may not be returned; however, if
> found defective the CD(s) will be replaced at no charge.
> **********

3522. Re: [Epyx Shrine] Gateway To Apshai!

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-12 18:01:08 UTC
From: Mighty Echidna <cowman777@hotmail.com>
Message-ID: <3B265951.3C34BFB6@hotmail.com>
Source record: 36346

Awesome! Gateway to Apshai is such a magnificent little game. I spent almost my entire youth playing its hundred-something levels, while my friends were all out getting drunk and having sex with many anonymous partners. Ain't childhood grand?

Just curious: has anyone here actually finished every map in the entire game?

Manuel Polik wrote:

> Hi there!
>
> The Epyx Shrine (http://home.nexgo.de/cybergoth) now features an
> additional page about Gateway To Apshai.
>
> Other news on the Shrine are:
>
> - Added one of the two promised Jumpman Jr. interviews
> - Updated my hombrew attempt Gunfight 2600 port with a new version
>
> Apart from that, I'm still searching some friendly guy with both a
> scanner and an Epyx catalogue from 1985. Can someone provide
> complete+readable scans of such a treasured item?
>
> Greetings,
> Manuel

3523. Don't Ask for S.A.M Anymore!

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-12 18:04:29 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <9g5l9pchr1@brokaw.wa.com>
Source record: 36247

... since you can get it here!

I just posted the SAM disk and manual by Don't Ask Software, along with a
few MP3 examples on my web site.

http://www.bitsofthepast.com/atari

-Dan Vernon
Seattle WA

3524. Re: Alibaba and The Forty Thieves

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-12 18:11:01 UTC
From: Mighty Echidna <cowman777@hotmail.com>
Message-ID: <3B265BA2.3F42610@hotmail.com>
Source record: 36248

I have an Atari130XE and the game ran fine. I didn't have to load any
additional software before playing it, and I never experienced any problems
during gameplay.

Maybe the version I have was updated or something...

Mine was a white ECA two-side disk called "AGE OF ADVENTURE" with Ali Baba
& the Forty Thieves on one side and Return of Heracles on the other.

Were these games released separately as well?

"Edward S. Baiz Jr." wrote:

> Hello All,
>
> Everyone remember this game? I had a ball with it and now want to play
> it again. I have an ATR image file of it and converted that over to a
> DI image so 800XLDJ could use it. I also have the original disk version
> which still loads. I have found out that this game will not load into
> an 800XL or 130XE unless the Translator disk is run first. But then
> even after that reading the scrolls in the game is impossible. The
> readings flash for a second. I am thinking I need to get out my old 400
> and play it that way, but I would rather not. Has anyone experienced
> this and found a way to play it fully on an 800XL or 130XE?
>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --

3525. [ANN] 8-bit Atari Elite Demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-12 18:21:04 UTC
From: Mark Keates <mark@mkeates.f9.co.uk>
Message-ID: <h8tV6.70$_T.10641@wards>
Source record: 36249
Cross-posted to: comp.sys.atari.8bit,alt.fan.elite

Available for download at http://www.iancgbell.clara.net/elite/demos/
is a work-in-progress, 1st release of an Elite Demo for the 8-bit Atari.

The demo comes as an ATR disk image which can be run through
most emulators under XL/XE mode, e.g. A800Win.

The demo starts with the rolling Cobra screen and by pressing the
Start key (F4 on A800Win) you'll move through the various
game screens, the demo cycles through 4 planets to exercise
the galaxy/local maps and planet description screens.

That's it for now, I'm off for a couple of weeks holiday!

Plans for the next demo...

Loading screen (I'm looking for a good 3 colour logo with black background).
Introduce the console readings (maybe the scanner objects too).
Add the other ships/objects and cycle through them as a second intro screen.

Thanks go to:

Ian Bell and David Braben for the original (and for Ian hosting the Demo)
(although I did grow up on the ST version, owning an 8-bit Atari
originally... ;-)

Ullrich von Bassewitz for the CC65 development tools (CA65 in particular)

Christian Pinder for inspiration through his work on 'Elite -The New Kind'!

3526. PC 5 1/4 drive on a ATARI XE is it possible ????

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-12 20:55:29 UTC
From: acotteau@aol.com
Message-ID: <20010612165529.24238.00003602@ng-cq1.aol.com>
Source record: 36250

hi !
I would like to know if i can use 5 1/4 disks on my atari XE with a 5 1/4 pc drive ?
thanks

3527. Re: $99 for 175Million Email Addresses

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-12 21:04:45 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <NtvV6.59967$ha1.8465778@news02.optonline.net>
Source record: 36251

Hello Mighty,

Just a word of advice. People (or bots) who post this spam don't come back to read our reactions to it. You're wasting emotional energy over this nonsense.

Same advice for obnoxious posts.

It's far better to just ignore them.

Take care.

Alan
"Mighty Echidna" <cowman777@hotmail.com> wrote in message news:3B2657EA.F8FE5B09@hotmail.com...
> I hope you die, Sheryll. I hope you die slow.
>
> Sheryll wrote:
>
> > A half-page ad in the Sunday New York Times can cost more than $50,000 and only reaches 4 million people.
> >
> > | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ |
> >
> > 175 MILLION
> > EMAIL ADDRESSES
> > FOR ONLY $99
> >
> > | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ |
> >
> > This "Special Offer" is in effect for a Limited Time only.
> >
> > This CD contains 136 Million email addresses and a list of 39 Million REMOVES, people who are known to request removal from emailers' lists. Knowing who NOT to send email to is as important as knowing WHO to send email to!!!!
> >
> > SO... provided you comply with the law, you can ADVERTISE your business, product, services or ideas to MILLIONS by sending email, and avoid 39 Million REMOVES!!! The whole list sells for only $99 and the addresses are yours to keep to use over and over!!
> >
> > These are FRESH addresses that include nearly every person on the Internet today, with NO DUPLICATIONS -- GUARANTEED!!!! The files are in text format, grouped into bundles of approximately 100,000 email addresses per file, and zipped up for space. The addresses are grouped in folders by

domain for your convenience.
> >
> > Other people charge $250 for only 15 million names or even 10 million
names. That means you would pay $2916 for 175 Million names. YOU ONLY PAY
$99 !!!!
> >
> > REMEMBER: This "Special Offer" is in effect for a Limited Time only, so
ACT NOW!!!
> >
> > **********
> >
> > TO ORDER BY PHONE USING A CREDIT CARD
> >
> > CALL OUR 24-HOUR ORDER DESK:
> >
> > (4 0 6) 6 5 7 - 1 8 1 8
> >
> > **********
> >
> > Shipping costs (within the US, 3-5 business days) - $8.00
> >
> > International shipping costs (typically 5-10 business days) - $35.00
> >
> > C A L L N O W !!!!!!!!!!
> >
> > (4 0 6) 6 5 7 - 1 8 1 8
> >
> > **********
> >
> > THIS MESSAGE INCLUDES A REMOVE MECHANISM:
> > Further transmissions by the sender may be stopped at no cost
> > by replying to this message with the word "REMOVE" in the
> > subject line. The remove process is AUTOMATED and all remove
> > requests will be honored. The operators can only take orders
> > and cannot assist in the remove process. Please understand
> > that any effort to disrupt, close or block this REMOVE account
> > can only result in difficulties for others wanting to be
> > removed from our mailing list.
> >
> > This message is not intended for residents of the
> > states of CALIFORNIA, COLORADO, ILLINOIS, NEVADA,
> > OKLAHOMA, WASHINGTON and WEST VIRGINIA, and wherever
> > else prohibited by law. Screening of addresses to
> > avoid sending this e-mail to residents of these states
> > has been done to the best of our technical ability.
> >
> > IT IS THE SOLE RESPONSIBILITY OF THE PURCHASER TO
> > COMPLY WITH ALL APPLICABLE LOCAL, STATE AND FEDERAL
> > LAWS IN ALL JURISDICTIONS. WE MAKE ABSOLUTELY NO
> > CLAIMS, WARRANTIES OR REPRESENTATIONS REGARDING THE

> > SUCCESS, POTENTIAL PROFITS OR ANY OTHER ACTUAL RESULTS
> > FROM THE USE OF ANY MATERIAL ON THE CD, OR THE SECURITY,
> > SAFETY, PERMISSIBILITY OR ADVISABILITY OF BULK EMAILING
> > TO THE EMAIL ADDRESSES CONTAINED ON THE CD.
> >
> > The CD(s) you will receive come with a license agreement.
> > By breaking the seal on the CD case(s) you will be agreeing
> > to all of the terms and conditions of such license agreement.
> > Once opened the CD(s) may not be returned; however, if
> > found defective the CD(s) will be replaced at no charge.
> > **********
>

3528. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-12 21:07:02 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <WvvV6.1993$to1.27412@typhoon.sonic.net>
Source record: 36252

LLpwhite <llpwhite@cs.com> wrote:
: The easy answer to the (subject) question is that there are a lot more C64
: folks still active in developing their hardware and software.

: But lurking on the other side of this particular coin is another question --
: WHY would I want to browse the web with a text reader?

Well, let's see.. What's 90% of any given webpage's useful content?
Text! HTML is a text markup language! Text! Text, I tell you! Text! :)

-bill!
(who loves Lynx and Links text-only browsers, and also happens to read web
pages offline with his Palm Pilot and who has browsed some with his Agenda PDA)

3529. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-12 22:10:56 UTC
From: Eric Sokolowsky <esok@cosimo.gsfc.nasa.gov>
Message-ID: <Pine.SGI.4.33.0106121757450.138038-100000@cosimo.gsfc.nasa.gov>
Source record: 36253

On Tue, 12 Jun 2001, Phil Goembel wrote:

> Chris Martin wrote:
>
> Oops. I realized, about an hour after I posted, that I was clueless
> about how to do serial IO on my Atari 800. I was assuming there was
> a serial port, but later it occurred to me that maybe the only serial
> port is the SIO port?
>
> How do people dial out to ISPs?

Some modems connect directly to the SIO port, but there weren't very many, and I don't know of any faster than 1200 baud. What I used was a P:R: connection that adds an RS232 port to the SIO chain. It has two serial connectors that look like standard PC RS232 ports but are actually wired differently; I'm sure the pinouts are on the net somewhere. They are the same pinouts as the Atari 850 device, which actually had four ports of varying capabilities.

Most terminal programs load an R: driver (for RS232 I presume) that allows them to communicate through the P:R: or 850 (there were also other solutions), using the standard CIO protocols. One of the benefits of this design was that as long as a terminal program used the R: device, any terminal program could use any RS232 device by just loading the proper R: driver first. (And you could even prepend the right driver to the term program itself so they both load in one easy step.) Kudos to Atari for such a flexible design.

So using an Atari through a PC running linux would just involve routing one of the console windows through the serial port, and then a user can log in and run any text-based command such as lynx. On the Atari side, only a decent terminal emulator program would be needed. As for hardware, I think that a null modem is required between the Atari RS232 device and the PC serial port.

3530. Re: [ANN] 8-bit Atari Elite Demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-12 22:31:26 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <ZFwV6.22276$m4.456873@news6-win.server.ntlworld.com>
Source record: 36254
Cross-posted to: comp.sys.atari.8bit,alt.fan.elite

Mark

All I can say is that I've waited many, many years ! I always knew it was possible, through the rumours that there was an A8 conversion coming and through all my BBC, speccy and C64 owning pals ranting on about how great it was, and finaly playing and playing it on my Amiga 500.

Please, make it play on a *REAL* Atari !

Cheers

Paul

"Mark Keates" <mark@mkeates.f9.co.uk> wrote in message news:h8tV6.70$_T.10641@wards...
> Available for download at http://www.iancgbell.clara.net/elite/demos/
> is a work-in-progress, 1st release of an Elite Demo for the 8-bit Atari.
>
> The demo comes as an ATR disk image which can be run through
> most emulators under XL/XE mode, e.g. A800Win.
>
> The demo starts with the rolling Cobra screen and by pressing the
> Start key (F4 on A800Win) you'll move through the various
> game screens, the demo cycles through 4 planets to exercise
> the galaxy/local maps and planet description screens.
>
> That's it for now, I'm off for a couple of weeks holiday!
>
> Plans for the next demo...
>
> Loading screen (I'm looking for a good 3 colour logo with black background).
> Introduce the console readings (maybe the scanner objects too).
> Add the other ships/objects and cycle through them as a second intro screen.
>
> Thanks go to:
>
> Ian Bell and David Braben for the original (and for Ian hosting the Demo)
> (although I did grow up on the ST version, owning an 8-bit Atari
> originally... ;-)
>
> Ullrich von Bassewitz for the CC65 development tools (CA65 in particular)
>
> Christian Pinder for inspiration through his work on 'Elite -The New

```
Kind'!
>
>
>
```

3531. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-13 00:14:50 UTC
From: Phil Goembel <i-like-cw.n@t.sp.am.wi.rr.com>
Message-ID: <3B26B07A.E61EE3D4@t.sp.am.wi.rr.com>
Source record: 36255

Eric Sokolowsky wrote:
>
> On Tue, 12 Jun 2001, Phil Goembel wrote:
>
> > Chris Martin wrote:
> >
> > Oops. I realized, about an hour after I posted, that I was clueless
> > about how to do serial IO on my Atari 800. I was assuming there was
> > a serial port, but later it occurred to me that maybe the only serial
> > port is the SIO port?
> >
> > How do people dial out to ISPs?
>
> Some modems connect directly to the SIO port, but there weren't very many,
> and I don't know of any faster than 1200 baud. What I used was a P:R:
> connection that adds an RS232 port to the SIO chain. It has two serial
> connectors that look like standard PC RS232 ports but are actually wired
> differently; I'm sure the pinouts are on the net somewhere. They are the
> same pinouts as the Atari 850 device, which actually had four ports of
> varying capabilities.
>
> Most terminal programs load an R: driver (for RS232 I presume) that allows
> them to communicate through the P:R: or 850 (there were also other solutions),
> using the standard CIO protocols. One of the benefits of this design was that
> as long as a terminal program used the R: device, any terminal program could
> use any RS232 device by just loading the proper R: driver first. (And you
> could even prepend the right driver to the term program itself so they both
> load in one easy step.) Kudos to Atari for such a flexible design.
>
> So using an Atari through a PC running linux would just involve routing one of
> the console windows through the serial port, and then a user can log in and run
> any text-based command such as lynx. On the Atari side, only a decent terminal
> emulator program would be needed. As for hardware, I think that a null modem
> is required between the Atari RS232 device and the PC serial port.

So it sounds like if I want to use my SIO2PC cable for emulating hard drives,
and also to support a modem emulator, I'll have to find out what the R: driver
protocol is and modify the PC-side code to emulate both disk drives and an 850
or P:R: (not sure what that is, looks like printer/parallel to RS232 adapter)
device?

And CIO is the name of the protocol for talking to a serial device?

Or I'd have to pick up an 850 or P:R: device and driver and run two cables to
the PC: the SIO2PC cable for emulating disk drives, and standard RS232 cable

for connecting the 850 or P:R: device for serial terminal interface?

Thanks for the info, Eric.

Phil

3532. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-13 01:32:47 UTC
From: Phil Goembel <i-like-cw.n@t.sp.am.wi.rr.com>
Message-ID: <3B26C2BF.E00218BC@t.sp.am.wi.rr.com>
Source record: 36256

Tony Rudzki wrote:
>
> Just a quick question for one NOT in the know:
>
> Do we need a TCP/IP stack to web browse? or exactly what is required??
>
The short answer: Yes.

The long answer:

Yes. I'm not an expert, but here's the way I understand it (greatly oversimplified).

IP (Internet Protocol) defines how you address packets to nodes in the network, how you include data in the packets, how you verify that the packet was not corrupted, and probably a few other things. IP is responsible, I think, for routing packets to their destination. IP does not guarantee that packets will arrive at their destination, or that they will arrive in the same order they were sent, or that they won't be duplicated.

TCP (Terminal Control Protocol?) sits on top of IP and takes care of ensuring that packets arrive at their destination, that they are recieved in the same order they were sent, and that there are no duplicates.

TCP (and all the other protocols I'm familiar with) adds the concept of ports to the IP addressing scheme (where an IP address is a four-byte number usually expressed in the dotted-quad notation). To use TCP, you request a connection to another IP node (host) at a specific port number. You also specify the port on your machine that the other machine should reply to. When the connection is made, the remote machine specifies the port it has allocated for the connection (which will probably be different from the port you originally specified). Once the connection is made, you have what amounts to a fairly reliable virtual point-to-point serial connection between your machine and the remote machine.

A web server listens for TCP connections on TCP port 80. When you connect, the server assigns a different port for the connection so that it can continue to listen on port 80 for other connections.

Once you connect to the web server via TCP, you talk to it using a fairly simple serial protocol called HTTP (hyper-text transport protocol) to fetch documents.

FTP (file transport protocol), telnet, smtp (simplified mail transport protocol), POP (post office protocol), and IMAP (Internet mail access? protocol) also sit on top of TCP. There are quite a few other protocols that use TCP, which uses IP, so it's commonly globbed together into TCP/IP.

There is another protocol that allows machines to send IP packets over a serial line, called PPP (either peer-to-peer or point-to-point protocol). In that case, you have TCP/IP sitting on top of PPP. PPP takes care of things like negotiating what parity, data bits, IP addresses are used, verifying the identity of the machines at both ends, determining whether the connection is still there, etc.

So, if you want to dial into an ISP without a shell account, you have to implement the TCP, IP, and PPP procotol layers on your machine. Then you need to implement your application with HTTP to talk to a web server, FTP to transfer files, SMTP to send mail, POP or IMAP to fetch mail, and telnet to log into remote shell accounts. (I think telnet uses straight TCP, with a pseudo-terminal program being spawned for each connection at the remote host)

The biggest problem I see with implementing the entire protocol stack on an 8-bit machine is the amount of memory required to implement the TCP layer. You have to allocate buffers for each packet that arrives, and if they arrive out of order (or missing), you may have to hold quite a few buffers before you get them in proper sequence. You may be able to toss the buffers and request them to be re-sent later, but that could end up being a big hit, performance-wise, especially over a serial (PPP) connection.

I'm thinking it might be reasonably easy to design a serial protocol for opening, closing, reading from, and writing to TCP connections through a serial line between my Linux box and my Atari 800. Let the Linux box take care of the lower-level protocols. This is essentially what the C64 package does, except it also puts the HTTP handler on the remote machine, and the remote machine converts HTML documents to the same format the C64 hypertext application uses for local hypertext files. This is somewhat more limited than what I'm thinking of, because it doesn't appear to support the other protocols I've mentioned, unless you find a web server that implements those protocols for you (like a web-based mail browser).

Bet you're sorry you asked, huh? ;-)

Regards,
Phil

3533. FS/FT/For Free Atari 8 bit Items

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-13 02:00:00 UTC
From: C Schell <schell@san.rr.com>
Message-ID: <3B26C900.8C4A3F58@san.rr.com>
Source record: 36257

Hello all,

Here's some Atari 8-bit items that I have and don't want. If you're
interested in anything make me
any offer.

Atari 8 bit:

1 XEGS Complete in Box
1 Atari 800XL with Power Supply and Atari Dust Cover
2 CX85 Keypads
1 Ardy the Aardvark box (only)
1 Threshold box (only)
1 Atari 400/800 Operating System Source Listing
1 Atari 400/800 Technical Reference Notes
1 (Smashed) Dreadnaught Factor Box (only)
1 (Smashed) River Raid Box (only)
1 Atari Basic Quick Reference Guide
1 Atari Disk-sized Reference Book
1 SAMS Programmers' Reference Guide
1 Atari 400/800 Personal Computer Manual
1 Fight Night Disk, "Box", and Manual (Box is like a folder)

Please respond via email. Boxes are free except for actual shipping.

Thanks,
Chad

--
==========
Chad Schell
Like the Intellivision? Check out the Intellicart.
http://www.schells.com/intellicart.shtml

3534. Re: [ANN] 8-bit Atari Elite Demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-13 07:41:02 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <iOEV6.6321$qR5.543400@news01.chello.no>
Source record: 36258
Cross-posted to: comp.sys.atari.8bit,alt.fan.elite

```
And please use assembler instead of C

"Paul Barker" <pbarker@ntlworld.com> wrote in message
news:ZFwV6.22276$m4.456873@news6-win.server.ntlworld.com...
> Mark
>
> All I can say is that I've waited many, many years ! I always knew it was
> possible, through the rumours that there was an A8 conversion coming and
> through all my BBC, speccy and C64 owning pals ranting on about how great
it
> was, and finaly playing and playing it on my Amiga 500.
>
> Please, make it play on a *REAL* Atari !
>
> Cheers
>
> Paul
>
> "Mark Keates" <mark@mkeates.f9.co.uk> wrote in message
> news:h8tV6.70$_T.10641@wards...
> > Available for download at http://www.iancgbell.clara.net/elite/demos/
> > is a work-in-progress, 1st release of an Elite Demo for the 8-bit Atari.
> >
> > The demo comes as an ATR disk image which can be run through
> > most emulators under XL/XE mode, e.g. A800Win.
> >
> > The demo starts with the rolling Cobra screen and by pressing the
> > Start key (F4 on A800Win) you'll move through the various
> > game screens, the demo cycles through 4 planets to exercise
> > the galaxy/local maps and planet description screens.
> >
> > That's it for now, I'm off for a couple of weeks holiday!
> >
> > Plans for the next demo...
> >
> > Loading screen (I'm looking for a good 3 colour logo with black
> background).
> > Introduce the console readings (maybe the scanner objects too).
> > Add the other ships/objects and cycle through them as a second intro
> screen.
> >
> > Thanks go to:
> >
```

> > Ian Bell and David Braben for the original (and for Ian hosting the
Demo)
> > (although I did grow up on the ST version, owning an 8-bit Atari
> > originally... ;-)
> >
> > Ullrich von Bassewitz for the CC65 development tools (CA65 in
particular)
> >
> > Christian Pinder for inspiration through his work on 'Elite -The New
> Kind'!
> >
> >
> >
>
>

3535. Sikorsoft now online !

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-13 09:03:19 UTC
From: "Mr.Bacardi" <mr.bacardi@freenet.de>
Message-ID: <3B272C57.8BF10DD4@freenet.de>
Source record: 36259

```
Hi all !
I just want to inform you that Sikorsoft is online now.
Visit his web-page at http://sikorsoft.atari.org (or try
http://www.freehost.nu/members/sikorsoft/ if Atari.org has problems)

Bye,
- Mr.Bacardi -
```

3536. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-13 12:13:32 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_992434277@rtfm.mit.edu>
Source record: 36260
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 28, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/

3537. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-13 13:52:21 UTC
From: Eric Sokolowsky <esok@cosimo.gsfc.nasa.gov>
Message-ID: <Pine.SGI.4.33.0106130937380.138540-100000@cosimo.gsfc.nasa.gov>
Source record: 36261

On Tue, 12 Jun 2001, Phil Goembel wrote:

> Eric Sokolowsky wrote:
>
> So it sounds like if I want to use my SIO2PC cable for emulating hard drives,
> and also to support a modem emulator, I'll have to find out what the R: driver
> protocol is and modify the PC-side code to emulate both disk drives and an 850
> or P:R: (not sure what that is, looks like printer/parallel to RS232 adapter)
> device?

Yes, this is certainly possible. I believe that APE already does this, but
that's completely windows bound. Yes, the P:R:Connection adapter and the Atari
850 are SIO to serial/parallel interfaces. You can hook up standard
centronics printers through it as well as RS232 serial devices.

> And CIO is the name of the protocol for talking to a serial device?

CIO is a higher-level interface. I believe it stands for Central Input/Output.
It is built on a lower protocol called SIO (Serial Input/Output). I have
more information about both in some of the old books I've got. Each SIO
command consists of some standard information, and part of it is a one-byte
command and a one-byte device number, and the RS232 device has its own code.
I'd have to look through my manuals for more details, but it seems like a
very easy thing to look for on the PC side, especially if you already can
catch and interpret the calls to the D: device (the floppy disk).

> Or I'd have to pick up an 850 or P:R: device and driver and run two cables to
> the PC: the SIO2PC cable for emulating disk drives, and standard RS232 cable
> for connecting the 850 or P:R: device for serial terminal interface?

Yeah this is possible too, but rather unwieldy. But if you already have
a P:R: connection or 850 and two free serial ports on the PC, then it would
probably be easier to configure on the Linux side, since you don't have to
write a program to route text going through the SIO2PC cable to a console
window, and there are already ways to tell linux to watch a serial port for
login.

> Thanks for the info, Eric.

You're welcome.

3538. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-13 13:54:23 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <jgKV6.1472$tR.204136@news02.optonline.net>
Source record: 36262
Body handling: HTML body converted to readable text

Hey, hasn't Tom Hunt already done something like that in the Windows
environment?

How about giving him a buzz?

Alan

"Phil Goembel" wrote in message
news:3B26C2BF.E00218BC@t.sp.am.wi.rr.com...
> Tony Rudzki wrote:
> >
> > Just a quick question for one NOT in the know:
> >
> > Do we need a TCP/IP stack to web browse? or exactly what is required??
> >
> The short answer: Yes.
>
> The long answer:
>
> Yes. I'm not an expert, but here's the way I understand it (greatly
> oversimplified).
>
> IP (Internet Protocol) defines how you address packets to nodes in the
network,
> how you include data in the packets, how you verify that the packet was
not
> corrupted, and probably a few other things. IP is responsible, I think,
for
> routing packets to their destination. IP does not guarantee that packets
will
> arrive at their destination, or that they will arrive in the same order
they
> were sent, or that they won't be duplicated.
>
> TCP (Terminal Control Protocol?) sits on top of IP and takes care of
ensuring
> that packets arrive at their destination, that they are recieved in the
same
> order they were sent, and that there are no duplicates.
>
> TCP (and all the other protocols I'm familiar with) adds the concept of
ports
> to the IP addressing scheme (where an IP address is a four-byte number
usually

> expressed in the dotted-quad notation). To use TCP, you request a
connection
> to another IP node (host) at a specific port number. You also specify the
> port on your machine that the other machine should reply to. When the
connection
> is made, the remote machine specifies the port it has allocated for the
connection
> (which will probably be different from the port you originally specified).
Once
> the connection is made, you have what amounts to a fairly reliable virtual
> point-to-point serial connection between your machine and the remote
machine.
>
> A web server listens for TCP connections on TCP port 80. When you
connect, the
> server assigns a different port for the connection so that it can continue
to
> listen on port 80 for other connections.
>
> Once you connect to the web server via TCP, you talk to it using a fairly
simple
> serial protocol called HTTP (hyper-text transport protocol) to fetch
documents.
>
> FTP (file transport protocol), telnet, smtp (simplified mail transport
protocol),
> POP (post office protocol), and IMAP (Internet mail access? protocol) also
sit on
> top of TCP. There are quite a few other protocols that use TCP, which uses
IP, so
> it's commonly globbed together into TCP/IP.
>
> There is another protocol that allows machines to send IP packets over a
serial
> line, called PPP (either peer-to-peer or point-to-point protocol). In
that case,
> you have TCP/IP sitting on top of PPP. PPP takes care of things like
negotiating
> what parity, data bits, IP addresses are used, verifying the identity of
the machines
> at both ends, determining whether the connection is still there, etc.
>
> So, if you want to dial into an ISP without a shell account, you have to
implement
> the TCP, IP, and PPP procotol layers on your machine. Then you need to
implement
> your application with HTTP to talk to a web server, FTP to transfer files,
SMTP to
> send mail, POP or IMAP to fetch mail, and telnet to log into remote shell
accounts.

> (I think telnet uses straight TCP, with a pseudo-terminal program being
spawned
> for each connection at the remote host)
>
> The biggest problem I see with implementing the entire protocol stack on
an
> 8-bit machine is the amount of memory required to implement the TCP layer.
> You have to allocate buffers for each packet that arrives, and if they
arrive out
> of order (or missing), you may have to hold quite a few buffers before you
get them
> in proper sequence. You may be able to toss the buffers and request them
to be
> re-sent later, but that could end up being a big hit, performance-wise,
especially
> over a serial (PPP) connection.
>
> I'm thinking it might be reasonably easy to design a serial protocol for
opening,
> closing, reading from, and writing to TCP connections through a serial
line
> between my Linux box and my Atari 800. Let the Linux box take care of the
lower-
> level protocols. This is essentially what the C64 package does, except it
also
> puts the HTTP handler on the remote machine, and the remote machine
converts
> HTML documents to the same format the C64 hypertext application uses for
local
> hypertext files. This is somewhat more limited than what I'm thinking of,
> because it doesn't appear to support the other protocols I've mentioned,
> unless you find a web server that implements those protocols for you (like
> a web-based mail browser).
>
>
> Bet you're sorry you asked, huh? ;-)
>
> Regards,
> Phil

3539. Re: PC 5 1/4 drive on a ATARI XE is it possible ????

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-13 16:01:28 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010613120128.27501.00001231@ng-ct1.aol.com>
Source record: 36263

The short answer is no.

The longer and more completely accurate response is provisionally...

You still need an Atari type floppy controller. The Atari and compatible floppy drives contain an internal controller card capable of interfacing up to 4 drive mechanisms. Black Box Floppy Boards, Percom master drives and the ATR-8000 all permit easy access to the controller for connection of standard drive mechanisms. There were some other lesser known aftermarket suppliers like Corvus and Astra who also sold these types of circuitry.

>acotteau@aol.com (ACotteau) asked:

>hi ! I would like to know if i can use 5 1/4 disks on my atari XE
> with a 5 1/4 pc drive ?

-Ron

Experience is something you don't get until just after you need it.

3540. Re: Don't Ask for S.A.M Anymore!

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-13 20:37:14 UTC
From: Mo <mygranny@'no-spam'swbell.net>
Message-ID: <W1OV6.24$I15.1719@nnrp1.sbc.net>
Source record: 36264

Excellent! Thank you very much!
Mo

Dan Vernon wrote in message <9g5l9pchr1@brokaw.wa.com>...
>... since you can get it here!
>
>I just posted the SAM disk and manual by Don't Ask Software, along with a
>few MP3 examples on my web site.
>
>http://www.bitsofthepast.com/atari
>
>-Dan Vernon
>Seattle WA
>
>
>

3541. Re: [ANN] 8-bit Atari Elite Demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-13 21:33:04 UTC
From: ColinR <colinr@ntlworld.com>
Message-ID: <pZQV6.7568$9t5.351381@news6-win.server.ntlworld.com>
Source record: 36265
Cross-posted to: comp.sys.atari.8bit,alt.fan.elite

C? On an Atari?

How much ram does an Atari 800 have? Not enough, I'll wager.

"Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message
news:iOEV6.6321$qR5.543400@news01.chello.no...
> And please use assembler instead of C

3542. Re: Don't Ask for S.A.M Anymore!

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-14 00:10:35 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <MPG.1591cb94215bc8649896a9@news-server.optonline.net>
Source record: 36266

```
In article <9g5l9p$chr$1@brokaw.wa.com>, dan@bitsofthepast.com says...
> ... since you can get it here!
>
> I just posted the SAM disk and manual by Don't Ask Software, along with a
> few MP3 examples on my web site.
>
> http://www.bitsofthepast.com/atari
>
> -Dan Vernon
> Seattle WA
>
>
>
I too appreciate the posting of the manual.Thanx!
--
--
Robert S Ely - aka - Eli-the-Iceman
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954
```

3543. Re: www.atari-history.com down?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-14 00:17:29 UTC
From: llpwhite@cs.com
Message-ID: <20010613201729.20697.00000726@ng-fx1.news.cs.com>
Source record: 36267

> I had never heard of this excellent
website for reading your message. It's a shame they're not running anymore,
though<

It was up and running today (6/13/01).

Larry

3544. [ANN] 8-bit Atari Elite Demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-14 00:46:42 UTC
From: Winston Smith <Winston.Smithp0.f978.n8.z8@fmlynet.org>
Message-ID: <001d3085@fmlynet.org>
Source record: 36273

FamilyNet Newsgate

RE: Re: [ANN] 8-bit Atari Elite Demo
BY: ColinR to ColinR on Wed Jun 13 2001 17:33:04

CR> C? On an Atari?

Three versions. Deep Blue C / ACE C / CC8 (a Small-C A LA BYTE MAG.)
Lightspeed C (a commercial 6502 C). CC65 (John Dunning 6502 C, quite nice.)

%%%
* Synchronet * Pony's Corral BBS - telnet://thecorral.darktech.org(1:101/805)

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3545. Re: [ANN] 8-bit Atari Elite Demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-14 00:59:08 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010613205908.04544.00000195@ng-ca1.aol.com>
Source record: 36269

They were considered fully tweaked out at 48K contiguous RAM; 64K address space with a 4K gap at $C000 and no RAM under the OS from $D000 to $FFFF.

They were kind of flexible with user accessible slots for memory cards; originally came with 8K and the largest mod I saw was the 1088K 800. Anything over 48K was a banked situation requiring special hardware and/or software to utilize it.

>"ColinR" colinr@ntlworld.com asks:

>C? On an Atari?
>
>How much ram does an Atari 800 have? Not enough, I'll wager.

-Ron

Experience is something you don't get until just after you need it.

3546. Re: [--- I'm BA-A-A-A-ACK ! ---]

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-14 01:50:07 UTC
From: Itay Chamiel <itaycspam@cs.huji.ac.il>
Message-ID: <3b28094d@news.bezeqint.net>
Source record: 36268

Did somebody mention my name?

Winston Smith.. Now there's a name I'm going to have to go waaaay back to my printed archives of Atari8 Digests to remember :)

(yeah, my modem was way too slow so I had my brother print the digests out for me from his campus)

-itay
(who hasn't done much 8-bit-wise lately other than hacking Getaway (the old police chase game))

> On Sat, 9 Jun 2001 14:03:23, "Winston Smith"
> <Winston.Smithp0.f978.n8.z8@fmlynet.org> wrote:
>
> > FamilyNet Newsgate
> >
> > Hi Itay, Phil, Bill, Wes(?),
> >
> > I'm back (for as long as my access lasts).
> > SO what has been happening over the last decade?
> > Is the Carleton Freenet still alive?
> > Is Wes still here?

3547. Binary groups

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-14 05:45:09 UTC
From: Rob <Rob@replytogroup.thanks>
Message-ID: <3B285006.4C2372BF@replytogroup.thanks>
Source record: 36270

There aren't any messages in alt.binaries.atari or
alt.binaries.atari8bit. Are these groups dead or is this just my news
server?

3548. Re: [ANN] 8-bit Atari Elite Demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-14 07:17:30 UTC
From: Mark Keates <mark@mkeates.f9.co.uk>
Message-ID: <aCZV6.20$YY.3147@wards>
Source record: 36272

Hi,

> C? On an Atari?

Well, cross-compiled using CC65, but Elite
is written in assembler and built using CA65
to assemble it to position independent object files
which are then linked using LD65.

> How much ram does an Atari 800 have? Not enough, I'll wager.

The demo started out using page flipping but the performance
isn't so good and so I reverted to the XOR redraw method.
In theory the demo could work in 48K but I left in the display
flipping code to prepare the other screens and display them
when they're ready. The full game with all the objects and
extra code will require an XL/XE. Presumably bank switching
carts aren't possible on the 400/800s?

Regards,

Mark

3549. [Epyx Shrine] Summer Games

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-14 08:36:51 UTC
From: Manuel Polik <cybergoth@nexgo.de>
Message-ID: <3B2877A3.762D527@nexgo.de>
Source record: 36274

Hi there!

The Epyx Shrine (http://home.nexgo.de/cybergoth) now features an additional page about Summer Games with three interviews, one with Scott Nelson who worked on the C64 version. There's more interviews about the game in the pipe...

The Hiscore section is updated and now awaits your Summer Games Scores.

This was the last Atari 800 game that is featured on the Shrine. Now I'd like to know if I should post future feature notes about 2600/7800/Lynx/ST games here too, or are people interested in that all reading
news://rec.games.video.classic and
news://comp.sys.atari.st ?

I'm still searching some friendly guy with both a scanner and and Epyx catalogues from Fall 1985 or from 1986. Can someone provide complete+readable scans of such treasured items?

Greetings,
Manuel

3550. Re: [Epyx Shrine] Summer Games

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-14 09:23:47 UTC
From: Manuel Polik <cybergoth@nexgo.de>
Message-ID: <3B2882A3.63CE3767@nexgo.de>
Source record: 36276

Mo schrieb:

> I would suggest sticking to the 8bit platform, there's thousands of games
> for the XL platform. Not to mention, ST's are kinda boring (just an
> opinion-dont flame me). The 2600 series would be interesting, although I
> think finding the original programmers might be difficult to say the least.

The Summer Games page already features an interview with Peter
Engelbrite, who worked on the VCS version :-)

> And there are other vendors like Microprose, Electronic Arts, Broderbund,

There's soooooo much more work with Epyx games to do first :-)
It's just sad that they stopped doing Atari 8Bit games in the mid 80's.
I wish they'd done at least Winter Games.

> I just don't see how you have the time for all of this research!
> Great site!

Thanks!

Greetings,
Manuel

3551. Re: Binary groups

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-14 09:40:24 UTC
From: Mo <mygranny@'no-spam'swbell.net>
Message-ID: <6wZV6.567$I15.10618@nnrp1.sbc.net>
Source record: 36271

They have been historically spammed to the point that everybodies in this
newsgroup.
Mo

Rob wrote in message <3B285006.4C2372BF@replytogroup.thanks>...
>There aren't any messages in alt.binaries.atari or
>alt.binaries.atari8bit. Are these groups dead or is this just my news
>server?
>
>

3552. Re: [Epyx Shrine] Summer Games

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-14 11:38:28 UTC
From: Mo <mygranny@'no-spam'swbell.net>
Message-ID: <Qe%V6.483$kG4.244930@nnrp3.sbc.net>
Source record: 36275

I would suggest sticking to the 8bit platform, there's thousands of games
for the XL platform. Not to mention, ST's are kinda boring (just an
opinion-dont flame me). The 2600 series would be interesting, although I
think finding the original programmers might be difficult to say the least.
And there are other vendors like Microprose, Electronic Arts, Broderbund,
etc.....
I just don't see how you have the time for all of this research!
Great site!
Mo

Manuel Polik wrote in message <3B2877A3.762D527@nexgo.de>...
>Hi there!
>
>The Epyx Shrine (http://home.nexgo.de/cybergoth) now features an
>additional page about Summer Games with three interviews, one with Scott
>Nelson who worked on the C64 version. There's more interviews about the
>game in the pipe...
>
>The Hiscore section is updated and now awaits your Summer Games Scores.
>
>This was the last Atari 800 game that is featured on the Shrine. Now I'd
>like to know if I should post future feature notes about
>2600/7800/Lynx/ST games here too, or are people interested in that all
>reading
>news://rec.games.video.classic and
>news://comp.sys.atari.st ?
>
>I'm still searching some friendly guy with both a scanner and and Epyx
>catalogues from Fall 1985 or from 1986. Can someone provide
>complete+readable scans of such treasured items?
>
>Greetings,
> Manuel
>

3553. xf551

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-14 12:17:01 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B74DF94D.72F0%bobo_snyder@hotmail.com>
Source record: 36277

hi all,

i finally got myself a xf551 drive. :-). it works great.

now my question is what upgrades should i do to it? and also what atari dos's support the full capicity of the drive (i did not get dos xe with it.. it came with dos 2.5).

can i put a 720k 3.5 inch floppy in it? (i am pretty sure i can't put *any* high density floppys into it).

it looks like it takes a standard ibm compatible floppy cable assy. can i put a dual floppy ibm cable on it (with the twist in it) and use 2 floppys with it, like a 720k and the 360k?

basically i would like to know the limitations of the drive and what kind of upgrades can be done to it, both lowbuck and maybe commerical upgrades.

thanks
bo

3554. Re: [ANN] 8-bit Atari Elite Demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-14 12:33:12 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B28AF08.B6960FD@asw.cz>
Source record: 36278

Mark Keates wrote:
> The full game with all the objects and
> extra code will require an XL/XE. Presumably bank switching
> carts aren't possible on the 400/800s?

The left cartridges are same for all the models. Thus bankswitching is
model independent.

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

3555. XF551 and the UK

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-14 13:45:31 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <9gaf6e$1se$1@plutonium.compulink.co.uk>
Source record: 36279

Any one know if the XF551 disk drive ever made it to the UK?

Only I never remember seeing one at any of the atari shows (I owned an 800XL and Later a 130XE from 85 to 93, and visited most of the London Atari Shows), and have never seen one 'in the flesh'.

Just curious.

Jon-Paul

3556. Re: xf551

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-14 13:59:11 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tihgte5oirsn93@corp.supernews.com>
Source record: 36280

"bo snyder" <bobo_snyder@hotmail.com> wrote in message
news:B74DF94D.72F0%bobo_snyder@hotmail.com...
> hi all,
>
> i finally got myself a xf551 drive. :-). it works great.
>
> now my question is what upgrades should i do to it? and also what atari
> dos's support the full capicity of the drive (i did not get dos xe with
it..
> it came with dos 2.5).

You may want to start off doing something about the SIO connectors. It could be as simple as pluging SIO cables into them and *NEVER* remove them or flowing a little extra solder onto the connections and using nuts and bolts to secure them.

I can't stress enough how lousy the circuit boards and soldering is on an XF551. Everyone I have ever seen fail was because of the solder joints on the SIO cable breaking loose and/or the circuit board cracking at the connector. The PC board seems about as sturdy as a cracker with finger nail polish on it.
>
> can i put a 720k 3.5 inch floppy in it? (i am pretty sure i can't put
any
> high density floppys into it).

Yes if you get a replacement rom or burn your own. Only a 3.5" 720k is a sure bet. I have done a 720k 5.25" but I don't reccomend it; requires a beefier power supply. You can put a 3.5" in there w/o the ROM modification and just use it like a 5.25" 360k.

IIRC the ROM is soldered directly to the PC board and the existing 34 conductor cable has to be replaced. You have to be very careful removing them.
>
> it looks like it takes a standard ibm compatible floppy cable assy. can i
> put a dual floppy ibm cable on it (with the twist in it) and use 2 floppys
> with it, like a 720k and the 360k?

If you add a switch. I did this too with a 3.5" drive/case<from a ST drive> mounted on top of the existing XF551 case, but I don't reccomend it. The manual switching is a major pain. Better solution is to get any other Atari drive, even an 810, and use that as drive 1 for booting software and compatibility and just use the XF35 as storage.
>
> basically i would like to know the limitations of the drive and what kind

of
> upgrades can be done to it, both lowbuck and maybe commerical upgrades.

Bob Puff used to do upgrades, don't know if he still does. Problem with sticking to much stuff in the XF551 is a terribly weak power supply. All they did for the 12V was use a 7812T which is a 1.5 amp device. The 5V supply isn't exactly overkill here either. The lower power 3.5" drives are a good thing, but multiple drives or anything that does more then sip power is a bad idea w/o beefing up the power supply.

3557. Re: xf551

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-14 14:49:34 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B74E1D0E.7369%bobo_snyder@hotmail.com>
Source record: 36281

> You may want to start off doing something about the SIO connectors. It could
> be as simple as pluging SIO cables into them and *NEVER* remove them or
> flowing a little extra solder onto the connections and using nuts and bolts
> to secure them.
>
> I can't stress enough how lousy the circuit boards and soldering is on an
> XF551. Everyone I have ever seen fail was because of the solder joints on
> the SIO cable breaking loose and/or the circuit board cracking at the
> connector. The PC board seems about as sturdy as a cracker with finger nail
> polish on it.

i was planning on doing exactly what you suggested about the sio connectors.

>>
>> can i put a 720k 3.5 inch floppy in it? (i am pretty sure i can't put
> *any*
>> high density floppys into it).
>
> Yes if you get a replacement rom or burn your own. Only a 3.5" 720k is a
> sure bet. I have done a 720k 5.25" but I don't reccomend it; requires a
> beefier power supply. You can put a 3.5" in there w/o the ROM modification
> and just use it like a 5.25" 360k.
>
> IIRC the ROM is soldered directly to the PC board and the existing 34
> conductor cable has to be replaced. You have to be very careful removing
> them.

what about the upgrades available from the company that makes the black box?
is that how they work?

>>
>> it looks like it takes a standard ibm compatible floppy cable assy. can i
>> put a dual floppy ibm cable on it (with the twist in it) and use 2 floppys
>> with it, like a 720k and the 360k?
>
> If you add a switch. I did this too with a 3.5" drive/case<from a ST drive>
> mounted on top of the existing XF551 case, but I don't reccomend it. The
> manual switching is a major pain. Better solution is to get any other Atari
> drive, even an 810, and use that as drive 1 for booting software and
> compatibility and just use the XF35 as storage.
>>
>> basically i would like to know the limitations of the drive and what kind
> of
>> upgrades can be done to it, both lowbuck and maybe commerical upgrades.
>

> Bob Puff used to do upgrades, don't know if he still does. Problem with
> sticking to much stuff in the XF551 is a terribly weak power supply. All
> they did for the 12V was use a 7812T which is a 1.5 amp device. The 5V
> supply isn't exactly overkill here either. The lower power 3.5" drives are a
> good thing, but multiple drives or anything that does more then sip power is
> a bad idea w/o beefing up the power supply.

I was acutally thinking of taking the xf551 motherboard and modifying one of my spare external scsi cases. i have a couple full height 5 1/4 scsi cases with fairly beefy power supplys. i was going to modify the back of the scsi case to make holes for the ports on the motherboard and then i was thinking of mounting the motherboad using standoffs or something to the bottom of the case. (maybe i should cast the entire motherboard in a block of acrylic that way the motherboard would never break/crack! LOL) then i was going to use the main powersupply button to turn on power to the floppys themselves, then turn on the regular power switch for the actual motherboard itself.

now how do i hook up the switch? i realy like the idea of having both a 720k 3.5 inch floppy and a 360k 5.25 floppy or even just a 360k 3.5 floppy and a 360k 5.25 floppy. that way i could have the best of both worlds...

bo

3558. Re: XF551 and the UK

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-14 20:03:27 UTC
From: Barry Ruck <bruck@peterswoodharlow.freeserve.co.uk>
Message-ID: <pPBfQIAPiRK7EwRo@peterswoodharlow.freeserve.co.uk>
Source record: 36282

In comp.sys.atari.8bit on Thu, 14 Jun 2001, Pockets Pockets
<pockets@cix.co.uk> wrote ....

>Any one know if the XF551 disk drive ever made it to the UK?
>
>Only I never remember seeing one at any of the atari shows (I owned an 800XL
>and Later a 130XE from 85 to 93, and visited most of the London Atari
>Shows), and have never seen one 'in the flesh'.
>
>Just curious.
>
>Jon-Paul
>
>
The drive made it over here O.K. (I have one), but the DOS (DOS XE)
never arrived. #:o(

Regards,

Barry Ruck. Harlow, Essex.

3559. Re: xf551

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-14 20:37:54 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tii7rr4qvnr015@corp.supernews.com>
Source record: 36283

"bo snyder" <bobo_snyder@hotmail.com> wrote in message
news:B74E1D0E.7369%bobo_snyder@hotmail.com...
<snip>
> > IIRC the ROM is soldered directly to the PC board and the existing 34
> > conductor cable has to be replaced. You have to be very careful removing
> > them.
>
> what about the upgrades available from the company that makes the black
box?
> is that how they work?

Bob Puff. I have heard nothing but good things about his upgrade. I don't know if he will still do the installation of the upgrade, something you might want to consider if you want to be 100% sure you will end up with a working drive.
<snip>
> now how do i hook up the switch? i realy like the idea of having both a
> 720k 3.5 inch floppy and a 360k 5.25 floppy or even just a 360k 3.5 floppy
> and a 360k 5.25 floppy. that way i could have the best of both worlds...

I cheated badly. Just used a DPDT switch on the 5V and 12V supplies going to the individual drives. There was enough room to mount the switch inside the case so I could flick it from the front.

3560. 8biscuits redesigned/recoded

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-14 20:43:13 UTC
From: frohikey@rawthings.com
Message-ID: <c7d60a7b.0106141243.78cc809d@posting.google.com>
Source record: 36284

hi atarians,
i finally redesigned/recoded my 8biscuits site. games (incl. some rare stuff), demos, screenshots, searching engine, statistics, links and much more 8bit stuff.

http://rawthings.com/8b

cheers,

frohikey

3561. Re: xf551

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-14 21:09:26 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B74E7616.75C7%bobo_snyder@hotmail.com>
Source record: 36285

>> now how do i hook up the switch? i realy like the idea of having both a
>> 720k 3.5 inch floppy and a 360k 5.25 floppy or even just a 360k 3.5 floppy
>> and a 360k 5.25 floppy. that way i could have the best of both worlds...
>
> I cheated badly. Just used a DPDT switch on the 5V and 12V supplies going to
> the individual drives. There was enough room to mount the switch inside the
> case so I could flick it from the front.
>
>
ahhh okay.. so basically you just had a straight though 34 pin ribbon cable
(no twist) with 3 ends on it (one for m.b. and the other 2 for the other 2
drives) and then when you wanted to switch, you would shut the computer
down, then flick the switch which would then enable one or the other drive
and then power the computer back up.. right? you wouldn't see both drives
in dos, but at least you could use both the 3 1/2 and the 5 1/4 right? :-)

thanks
bo

3562. Re: XF551 and the UK

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-14 21:42:18 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <B8aW6.15519$9t5.911978@news6-win.server.ntlworld.com>
Source record: 36286

I treid and tried and tried (repeat MANY times) to get one and in the end gave up and bought a C64 with a DD because slow Atari tape was annoying me. I have one and a half (ie a broken spares unit) now. Sorry I know - but I was young, ask me what machines I collect now and which I remember with much fondness ;)

Does anyone have the a scan of the manual or owner's guide (or even a guide they could let me borrow to make into a PDF ? I never saw one.

Cheers

Paul

"Pockets" <pockets@cix.co.uk> wrote in message
news:9gaf6e$1se$1@plutonium.compulink.co.uk...
> Any one know if the XF551 disk drive ever made it to the UK?
>
> Only I never remember seeing one at any of the atari shows (I owned an
800XL
> and Later a 130XE from 85 to 93, and visited most of the London Atari
> Shows), and have never seen one 'in the flesh'.
>
> Just curious.
>
> Jon-Paul
>
>

3563. Re: [Epyx Shrine] Summer Games

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-14 21:52:16 UTC
From: video game addict <videogameaddict@earthlink.net>
Message-ID: <kmaW6.4926$Kq4.466941@newsread2.prod.itd.earthlink.net>
Source record: 36287

Hi Manuel,
Nice site! I would like to see scans of the boxes, carts, manuals and such added. Also the Epyx catalogues that you are collecting, I didn't see them on your website either. I think people would like to be able to view these old catalogues as well. Also it would be neat if you could add advertisements for Epyx games from old gaming magazines. I found a Epyx catalogue from 1987 I think, I'd have to check.
I also found a Pitstop cart for the Atari 8-bit that's in some generic case with a production label, that's on eproms. The label looks like it could have been added later,and is the same size as a normal Epyx label. I also found the instructions with this cart. Have you ever seen anything like this?

I put some pics up incase anyone wants to see-
http://www.angelfire.com/games3/johnstradelist/pitstop.htm

John

3564. Big Five's "Scaper Caper" ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-14 22:10:11 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <VxaW6.15678$9t5.924621@news6-win.server.ntlworld.com>
Source record: 36288

Hi

As an avid Bounty Bob fan I've just come across a german language site (http://www.skill42.de/makl/miner.htm) which mentions another game by Bill Hogue staring Bob called Scraper Caper. The scanned flier states it was available for the 5200 and all Atari home computers.

I guess this never made it to the UK, did it ever really exist ?

.atr anyone ? (or even better a mint original boxed copy for sale ;))

Bye

Paul

3565. Re: Binary groups

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-14 23:34:38 UTC
From: Rob <Rob@replytogroup.thanks>
Message-ID: <3B294AB7.EBC198EC@replytogroup.thanks>
Source record: 36289

But is it acceptable to request files in this group? If not where can one go
for Atari binaries, I'm having a tough time finding them on the web as well.

Mo wrote:

> They have been historically spammed to the point that everybodies in this
> newsgroup.
> Mo
>
> Rob wrote in message <3B285006.4C2372BF@replytogroup.thanks>...
> >There aren't any messages in alt.binaries.atari or
> >alt.binaries.atari8bit. Are these groups dead or is this just my news
> >server?
> >
> >

3566. Re: [ANN] 8-bit Atari Elite Demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-15 00:27:49 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010614202749.03153.00000643@ng-cj1.aol.com>
Source record: 36290

Wrong, the banked ROM carts like Mac/65 and Action! do just fine in the 800.
There is no RAM for bank switching unless you have a modified machine...

> "Mark Keates" mark@mkeates.f9.co.uk responded:

>> How much ram does an Atari 800 have? Not enough, I'll wager.
>
>The demo started out using page flipping but the performance
>isn't so good and so I reverted to the XOR redraw method.
>In theory the demo could work in 48K but I left in the display
>flipping code to prepare the other screens and display them
>when they're ready. The full game with all the objects and
>extra code will require an XL/XE. Presumably bank switching
>carts aren't possible on the 400/800s?

-Ron

Experience is something you don't get until just after you need it.

3567. Re: Big Five's "Scaper Caper" ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-15 00:48:17 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010614204817.03153.00000647@ng-cj1.aol.com>
Source record: 36291

I saw ads for "Scraper Caper" in Analog etc., but I was never able to get or even see the actual game, even in the US...

Was it ever released?

>"Paul Barker" pbarker@ntlworld.com asked:

>As an avid Bounty Bob fan I've just come across a german language site
>(http://www.skill42.de/makl/miner.htm) which mentions another game by Bill
>Hogue staring Bob called Scraper Caper. The scanned flier states it was
>available for the 5200 and all Atari home computers.
>
>I guess this never made it to the UK, did it ever really exist ?

-Ron

Experience is something you don't get until just after you need it.

3568. Re: Big Five's "Scaper Caper" ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-15 01:40:47 UTC
From: Russ Perry Jr <slapdash@enteract.com>
Message-ID: <slapdash-1C7610.20404714062001@news.enteract.com>
Source record: 36292

"Paul Barker" <pbarker@ntlworld.com> wrote:
> As an avid Bounty Bob fan I've just come across a german language site
> (http://www.skill42.de/makl/miner.htm) which mentions another game by Bill
> Hogue staring Bob called Scraper Caper. The scanned flier states it was
> available for the 5200 and all Atari home computers.
>
> I guess this never made it to the UK, did it ever really exist ?

As far as anyone's been able to determine, no. It may or may not have
been worked on, but the rumor is Bill just packed it all up at some
point, and Scraper Caper was no more.
--
//*==++
|| Russ Perry Jr 2175 S Tonne Dr #114 Arlington Hts IL 60005 ||
|| 847-952-9729 slapdash@enteract.com VIDEOGAME COLLECTOR! ||
++==*//

3569. Re: Binary groups

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-15 04:39:18 UTC
From: "Rick D." <"74766,1561"@compuserve.com>
Message-ID: <3B299176.51F0F524@compuserve.com>
Source record: 36293

Rob wrote:

> But is it acceptable to request files in this group? If not where can one go
> for Atari binaries, I'm having a tough time finding them on the web as well.
>

Usually, my first place to look for files is at
umich:"http://www.umich.edu/~archive". Not the newest, but a lot of stuff. And
I have links to a few more places on the web. I am sure someone will post or
direct to you to a big list.

Rick D.

3570. Looking for....

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-15 05:54:26 UTC
From: MUD <gary@nospam.net>
Message-ID: <20010615.015459.996640848.4274@cr810798-e.cambr1.on.wave.home.com>
Source record: 36294

Hey all,

I'm trying to look for some home-brew projects for my Atari 8-bit boxes, like ram upgrades, IDE Interface (If it ever came out), and other projects, or a sio2pc project but I also use linux here.

I just watta get these back out and play =)

Looks like my Action and Mac65 carts are gone so if anyone has one forsale please let me know.

Also like to say "hellllllow" to Tom Hunt and Bob and Steve from kproducts =) and if any of the old schoolers BBS Pro ppl are still around =) oh and Michael Current for keeping the group alive =)

Keep up the great work!

3571. Re: [ANN] 8-bit Atari Elite Demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-15 07:30:07 UTC
From: Kieran Farrell <kjfarrell@ozemail.com.au>
Message-ID: <tJiW6.5064$qJ4.220938@ozemail.com.au>
Source record: 36295
Cross-posted to: comp.sys.atari.8bit,alt.fan.elite

> How much ram does an Atari 800 have? Not enough, I'll wager.

What's RAM?

--
Kieran Farrell
:wq

3572. Koronis Rift: location of hulks?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-15 07:36:55 UTC
From: Lorenz Wiest <Lorenz.Wiest@dlr.de>
Message-ID: <9gcdul$t5o$1@news1.wdf.sap-ag.de>
Source record: 36296

Hi all,

I was wondering if someone could help me with the following problem:
recently, I found on the KORONIS RIFT disk the 64 x 48 grid point maps for each of the 20 game levels. Now, I remember a posting to this group some time ago in which someone said that the locations of the hulks (abandonned space ships you had to loot during the game) are also encoded into these maps. Since the level maps I found are bitmaps (set bit = mountain, cleared bit = valley floor) there seems to be no way to encode additional information.
So, does anybody know where or how the locations of (supposedly eight) hulks on each level are encoded?

Thanks for any help -- Lorenz

3573. Re: [ANN] 8-bit Atari Elite Demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-15 12:48:28 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <fm0kit8q4r1ekrkipk9uophl4ddplch4af@4ax.com>
Source record: 36197
Cross-posted to: comp.sys.atari.8bit,alt.fan.elite

The other Day "Kieran Farrell" <kjfarrell@ozemail.com.au> wrote:

>> How much ram does an Atari 800 have? Not enough, I'll wager.
>
>What's RAM?

Seriously?

RAM = Random Access Memory

It's the chip based storage media that the programs use to run in.

Most people know it these days as DIMM's for the PC although it's still RAM
in a different package.
--

As long as you remember them they will always be with you..

3574. Re: Big Five's "Scaper Caper" ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-15 12:52:12 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <u11kit45knvq2fvlicgkcnofs2pemlkdj4@4ax.com>
Source record: 36198

The other Day Russ Perry Jr <slapdash@enteract.com> wrote:

>"Paul Barker" <pbarker@ntlworld.com> wrote:
>> As an avid Bounty Bob fan I've just come across a german language site
>> (http://www.skill42.de/makl/miner.htm) which mentions another game by Bill
>> Hogue staring Bob called Scraper Caper. The scanned flier states it was
>> available for the 5200 and all Atari home computers.
>>
>> I guess this never made it to the UK, did it ever really exist ?
>
>As far as anyone's been able to determine, no. It may or may not have
>been worked on, but the rumor is Bill just packed it all up at some
>point, and Scraper Caper was no more.

I wonder if anyone ever found Bill to ask him this simple question. I feel
an email to the giant programmers list coming on.
--

As long as you remember them they will always be with you..

3575. Re: XF551 and the UK

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-15 13:52:47 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <9gd403$pg2$1@plutonium.compulink.co.uk>
Source record: 36199

Thanks for that guys.

Going to over to the sates later in the year (Chigago propberbly) and then to toronto for a mates wedding. I was thinking of raiding any of the 8-bit suppliers in the area. for that one and an atari modem (plus some games :)). But had a sudden thought that me and a couple of fellow atari nuts could never remember seeing one over here.

I am aware of the shoddy PCB in them so will proberbly carry it as hand luggage or very well wrapped in clothes etc :)

JP

"Paul Barker" <pbarker@ntlworld.com> wrote in message
news:B8aW6.15519$9t5.911978@news6-win.server.ntlworld.com...
> I treid and tried and tried (repeat MANY times) to get one and in the end
> gave up and bought a C64 with a DD because slow Atari tape was annoying
me.
> I have one and a half (ie a broken spares unit) now. Sorry I know - but I
> was young, ask me what machines I collect now and which I remember with
much
> fondness ;)
>
> Does anyone have the a scan of the manual or owner's guide (or even a
guide
> they could let me borrow to make into a PDF ? I never saw one.
>
> Cheers
>
> Paul
>
> "Pockets" <pockets@cix.co.uk> wrote in message
> news:9gaf6e$1se$1@plutonium.compulink.co.uk...
> > Any one know if the XF551 disk drive ever made it to the UK?
> >
> > Only I never remember seeing one at any of the atari shows (I owned an
> 800XL
> > and Later a 130XE from 85 to 93, and visited most of the London Atari
> > Shows), and have never seen one 'in the flesh'.
> >
> > Just curious.
> >
> > Jon-Paul
> >
> >

>
>

3576. Re: XF551 and the UK

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-15 18:07:01 UTC
From: Richard Daley <richard.daley@tesco.net>
Message-ID: <9gdip8$o5t$1@epos.tesco.net>
Source record: 36200

"Pockets" <pockets@cix.co.uk> wrote in message
news:9gaf6e$1se$1@plutonium.compulink.co.uk...
> Any one know if the XF551 disk drive ever made it to the UK?

Yes it did, I bought one from Silica in London, sold it, and later bought
back the same unit at a local car boot sale, came full circle. I don't think
they were very common though.

Richard
>
> Only I never remember seeing one at any of the atari shows (I owned an
800XL
> and Later a 130XE from 85 to 93, and visited most of the London Atari
> Shows), and have never seen one 'in the flesh'.
>
> Just curious.
>
> Jon-Paul
>
>

3577. Re: xf551

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-15 18:40:28 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tiklbl1bn11pc6@corp.supernews.com>
Source record: 36201

"bo snyder" <bobo_snyder@hotmail.com> wrote in message
news:B74E7616.75C7%bobo_snyder@hotmail.com...
>
> >> now how do i hook up the switch? i realy like the idea of having both
a
> >> 720k 3.5 inch floppy and a 360k 5.25 floppy or even just a 360k 3.5
floppy
> >> and a 360k 5.25 floppy. that way i could have the best of both
worlds...
> >
> > I cheated badly. Just used a DPDT switch on the 5V and 12V supplies
going to
> > the individual drives. There was enough room to mount the switch inside
the
> > case so I could flick it from the front.
> >
> >
> ahhh okay.. so basically you just had a straight though 34 pin ribbon
cable
> (no twist) with 3 ends on it (one for m.b. and the other 2 for the other 2
> drives) and then when you wanted to switch, you would shut the computer
> down, then flick the switch which would then enable one or the other drive
> and then power the computer back up.. right? you wouldn't see both
drives
> in dos, but at least you could use both the 3 1/2 and the 5 1/4 right?
:-)

Except for the power down part, I would hot switch. Foggy memory now; I
think Sparta DOS automatically gets drive configuration everytime you access
a drive and MyDOS can be set w/o a cold boot by using the set drive
configuration.

Makes it just a bit easier to move files, copy to ramdisk from 5.25", flick
switch and copy from ramdisk to 3.5".

3578. Re: Big Five's "Scaper Caper" ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-15 19:00:49 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <lSsW6.19875$9t5.1335139@news6-win.server.ntlworld.com>
Source record: 36202

Damn, I saw a page with Bill's email address listed and now I cant remember where !

(It may not be his CURRENT email address of course. I think the page had something to do with the TRS80... I'll have a look through my browser cache.)

Paul

"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message news:u11kit45knvq2fvlicgkcnofs2pemlkdj4@4ax.com...
> The other Day Russ Perry Jr <slapdash@enteract.com> wrote:
>
> >"Paul Barker" <pbarker@ntlworld.com> wrote:
> >> As an avid Bounty Bob fan I've just come across a german language site
> >> (http://www.skill42.de/makl/miner.htm) which mentions another game by Bill
> >> Hogue staring Bob called Scraper Caper. The scanned flier states it was
> >> available for the 5200 and all Atari home computers.
> >>
> >> I guess this never made it to the UK, did it ever really exist ?
> >
> >As far as anyone's been able to determine, no. It may or may not have
> >been worked on, but the rumor is Bill just packed it all up at some
> >point, and Scraper Caper was no more.
>
> I wonder if anyone ever found Bill to ask him this simple question. I feel
> an email to the giant programmers list coming on.
> --
>
> As long as you remember them they will always be with you..

3579. Re: Big Five's "Scaper Caper" ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-15 19:20:02 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <CdtW6.6580$qR5.580798@news01.chello.no>
Source record: 36203

http://www.skill42.de/makl/miner.htm
http://www.skill42.de/makl/scraper_caper.htm

Info and interview in German.

3580. Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-15 20:01:46 UTC
From: Nigel Henry <nigel.henry@virgin.net>
Message-ID: <TPtW6.13583$A45.1463397@news2-win.server.ntlworld.com>
Source record: 36204

Hi again everyone. I am having a problem with my Portfolio- the ribbon cable between the keyboard and the screen has been damaged. I'd like to open up the case and investigate. Does anyone know how to get inside a portfolio without wrecking it? There are no screws, at least none that I can see, and I don't want to prise the case apart and break something irreplaceable. Does anyone know?

3581. Re: Binary groups

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-15 20:19:52 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <I5uW6.32396$tR.3499456@news02.optonline.net>
Source record: 36205

My advice:

Request them here and ask that they be posted in
alt.binaries.comp.atari8bit.

What do the rest of you think?

Alan
"Rob" <Rob@replytogroup.thanks> wrote in message
news:3B294AB7.EBC198EC@replytogroup.thanks...
> But is it acceptable to request files in this group? If not where can one
go
> for Atari binaries, I'm having a tough time finding them on the web as
well.
>
> Mo wrote:
>
> > They have been historically spammed to the point that everybodies in
this
> > newsgroup.
> > Mo
> >
> > Rob wrote in message <3B285006.4C2372BF@replytogroup.thanks>...
> > >There aren't any messages in alt.binaries.atari or
> > >alt.binaries.atari8bit. Are these groups dead or is this just my news
> > >server?
> > >
> > >
>
>
>

3582. Re: Looking for....

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-15 21:57:29 UTC
From: NoOne@FakeEmail.com
Message-ID: <90C1B1A0ACTHEnterprises@205.212.123.11>
Source record: 36206

Hi Gary. What name or handle would I remember you by?

3583. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-15 22:07:54 UTC
From: NoOne@FakeEmail.com
Message-ID: <90C1B5A9FCTHEnterprises@205.212.123.11>
Source record: 36207

http://cth.dtdns.net/pro/pc-gateway1.html

Compiled with DJGPP and the libsocket library, so it only works with
Winsock 1 which came with Win/95.

3584. Re: [ANN] 8-bit Atari Elite Demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-15 23:07:13 UTC
From: Kieran Farrell <kjfarrell@ozemail.com.au>
Message-ID: <cswW6.5349$qJ4.236679@ozemail.com.au>
Source record: 36208
Cross-posted to: comp.sys.atari.8bit,alt.fan.elite

```
> >What's RAM?
>
> Seriously?
>
> RAM = Random Access Memory
>
> It's the chip based storage media that the programs use to run in.
>
> Most people know it these days as DIMM's for the PC although it's still
RAM
> in a different package.

Sorry I was being sarcastic, It's hard to write sarcasticly *8)
```

3585. Re: ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-15 23:38:09 UTC
From: RoyE <rdean@fix.net>
Message-ID: <3b2a9bdb$1_3@huge.aa.net>
Source record: 36209

Hey ZaXXoN;

The ATR8000 arrived today in the Mail UPS 'THANK YOU'. Only one question do you happen to remember if you have any of the boot disks for CP/M emulation. It is up and running but I haven't tried to add mixed drives yet. I want to get the ATR boot disks or just the programs themselves to configure the ATR8000 to initialize and run the software on a high density drive like a 1.2 Meg PC 5 1/4 floppy drive set as drive one.

If anyone else in the group can answer this question, I would be grateful. I have downloaded the ATR8000 Manual from Atari History archives, and verified all the setting, and jumpers.

I also read in one of the recent posts to group and some one had commented about an add on board that would drive a hard drive. Does any one Know for sure if this is possible.
Also I would like to get a Co-Power 88 board if any of the ATR8000 owners reading the news group would like to sell theirs, or know of any where to get one, (i.e..) Ebay, Etc....

TIA from a new ATR8000 owner.

RoyE..

"ZaXXoN" <zaxxon@primenet.com> wrote in message
news:fr2iht84qm6m4kfva88jiok0uqjdutq045@4ax.com...
>
> Hey!
>
> Got an ATR 8000 here for sale.
> ATR 8000 only - no cables or Dox. Unknown condition
SNIP
>
> ZaXXoN
>

3586. Re: Binary groups

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-15 23:44:04 UTC
From: Rob <Rob@replytogroup.thanks>
Message-ID: <3B2A9E6E.BCD00738@replytogroup.thanks>
Source record: 36210

Thanks for the link Rick. I did find a good site for games. I bookmarked it long ago, but luckily the site just moved and I was able to find it. It's Holmes Atari 8bit games at
http://homepages.paradise.net.nz/atari/.
I would like to find more stuff if anyone has more resources I can check. Thanks.

Rick D. wrote:

> Rob wrote:
>
> > But is it acceptable to request files in this group? If not where can one go
> > for Atari binaries, I'm having a tough time finding them on the web as well.
> >
>
> Usually, my first place to look for files is at
> umich:"http://www.umich.edu/~archive". Not the newest, but a lot of stuff. And
> I have links to a few more places on the web. I am sure someone will post or
> direct to you to a big list.
>
> Rick D.

3587. Re: Big Five's "Scaper Caper" ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-16 00:16:23 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <buxW6.14428$A45.1755123@news2-win.server.ntlworld.com>
Source record: 36211

Yep, that's the site I mentioned in my post. Anyone fancy translating it ?
(Babel fish only goes so far and I left my German in school having learnt
how to ask the way to the train station !)

Paul

"Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message
news:CdtW6.6580$qR5.580798@news01.chello.no...
> http://www.skill42.de/makl/miner.htm
> http://www.skill42.de/makl/scraper_caper.htm
>
> Info and interview in German.
>
>

3588. 5200 cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-16 00:21:27 UTC
From: Lance <Lance-e@value.reply-to-group.thanks>
Message-ID: <3B2AA732.7C961433@value.reply-to-group.thanks>
Source record: 36212

I've read that the Atari 5200 was the same as the Atari 400 computer.
However, were the cartridges compatible between the two?

3589. Re: 5200 cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-16 00:46:05 UTC
From: video game addict <videogameaddict@earthlink.net>
Message-ID: <h%xW6.9383$Kq4.775562@newsread2.prod.itd.earthlink.net>
Source record: 36213

"Lance" <Lance-e@value.reply-to-group.thanks> wrote in message
news:3B2AA732.7C961433@value.reply-to-group.thanks...
> I've read that the Atari 5200 was the same as the Atari 400 computer.
> However, were the cartridges compatible between the two?
>
No they're not exactly the same as one another. The 5200 was considered a
stripped down version of the 8-bits. It used some of the same chips, and
alot of the games play exactly the same on both systems. That's why people
say they're the same.But they aren't compatible with each other. The 5200
carts are about twice as big as the 8-bit carts.

John

3590. Re: Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-16 00:55:35 UTC
From: llpwhite@cs.com
Message-ID: <20010615205535.02965.00002225@ng-cf1.news.cs.com>
Source record: 36214

Hi Nigel-
There were/are some Portfolio clubs in Germany and the UK that can likely provide info about your cable problem. I have read that it is a fairly common problem. I have a few links that you might try:

http://www.geocities.com/SiliconValley/Vista/3015/portfolio.html#specs

http://www.jollyp.co.uk/index.html

http://www.palmzip.de/

http://gem.win.co.nz/mario/pofo/

http://www.sumo.clara.net/Port/index1.htm

Also, Best Electronics (California, US) has quite a bit of Portfolio stuff and is linked up with some Portfolio clubs. They are at

http://www.best-electronics-ca.com/

Good luck!
Larry White

3591. Re: Looking for....

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-16 01:35:31 UTC
From: MUD <gary@spam.net>
Message-ID: <20010615.213557.447438297.2547@cr810798-e.cambr1.on.wave.home.com>
Source record: 36215

A few =), I was on your BBS a little while back was yapping with ya =)

Black Death or MUD, Gary from Ontario Canada.

Speaking of witch I know your doing some work with the BBS now and got a
open source program you may be able to play with...

atarux
URL: http://www.inipi.org/~blech/

Looks interesting =)

Take care

3592. Re: 5200 cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-16 02:30:17 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010615223017.24685.00000465@ng-xc1.aol.com>
Source record: 36216

Physically they are very different, but electronically very close; still the OS
was altered and so software is not interchangeable. Some ports were done of
5200 code to 400/800/XL/XE by a few very bright and diligent folk. An early
Analog printed an article about this possibility.

> "video game addict" videogameaddict@earthlink.net replied:

><Lance-e@value.reply-to-group.thanks> wrote in message
>news:3B2AA732.7C961433@value.reply-to-group.thanks...
>> I've read that the Atari 5200 was the same as the Atari 400 computer.
>> However, were the cartridges compatible between the two?
>>
>No they're not exactly the same as one another. The 5200 was considered a
>stripped down version of the 8-bits. It used some of the same chips, and
>alot of the games play exactly the same on both systems. That's why people
>say they're the same.But they aren't compatible with each other. The 5200
>carts are about twice as big as the 8-bit carts.

-Ron

Experience is something you don't get until just after you need it.

3593. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-16 05:57:58 UTC
From: Phil Goembel <i-like-cw.n@t.sp.am.wi.rr.com>
Message-ID: <3B2AF2E5.C6E8863D@t.sp.am.wi.rr.com>
Source record: 36217

Alan Sharkis wrote:
>
> Hey, hasn't Tom Hunt already done something like that in the Windows
> environment?
>
> How about giving him a buzz?
>
> Alan
>
Thanks for the lead. After some searching I found Tom's CTH
(Closer To Home) website. There's some great stuff there.
I even logged into the BBS! Now I need to set up those ATASCII
fonts on my font server for the full effect. :-)

If you're refering to his PC-Gateway, I don't think that's
quite what I had in mind. As far as I could tell, it looks
like the Atari 8-bit end of the link just acts like a dumb
terminal.

What I have in mind it to create a socket API for the Atari
so the tools would actually be running on the Atari, with
the Linux (or any Un*x-like OS) machine just providing the
rest of the TCP/IP layers.

That way, you could write tools like ftp, wget, Pine, Lynx,
etc. that would be able to transfer data to other devices
on the Atari directly.

Of course, I'm a long way from being able to do that. I still
don't have a clue as to programming the Atari 800. I don't
event know how to use any of the DOSes at this point.

I think I saw somewhere a table of SIO command codes, but I
have to go back and find it again. They may have been only
for the disk drives. I need the commands for the R: device,
unless they are the same as the D: device (is that right -
D: for Disk)?

I know there is a limited SIO2PC program for Linux, which I
probably will have to extend to recognize the commands for
the R: device.

What else? Oh yeah, I need to get some tools together for
programming the Atari 8-bits. Preferably running on Linux
(assuming that will be more efficient than doing the
development on the Ataris).

I plan to make this code open source, so hopefully I won't
have to do *ALL* the work. ;-)

Also, I should make it clear that I have some other 8-bit
projects going, so this one may take a while.

Regards,
Phil

3594. FS (UK); Atari 600XL and Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-16 12:05:58 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <992693158.22274.0.nnrp-14.9e98ea3a@news.demon.co.uk>
Source record: 36218

```
FS UK:

Atari 600XL and Atari 800XL, each with TV connector lead.

Best offer (plus postage) by 20th June gets it/them.
--
freeman
```

3595. NEED PEOPLE TO SUPPORT NEW GAME DEVELOPMENT OF DOOM! and Mr.Proper <Support 8-bit>

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-16 14:57:15 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <9gfscnpet1@news1.xs4all.nl>
Source record: 36219

Hi,

I just mail this info to make sure everybody has atleast heard about it.

New game #1:

Mr. Proper, written by Alex from Bit Busters

Sikor Soft says "Now I wait for 100 person and speak with Alexander to
finished this project."

So it's up to us to reply when we want this game.

New game #2:

DOOM, written by Piotr Fusik (Fox)

Sikor Soft says "I also speak with Piotr Fusik (Fox) for doing "Atari DOOM",
DOOM version for little Atari. Final price is no knowing yet..."

For DOOM development is no price known but I think everybody who is
interested in will pay atleast $25 USD for it.

Please e-mail to Sikor Soft when you like to have a copy of Mr. Proper so it
will be finished and that the DOOM development will start.

Sikor Soft e-mail: sikor [sikor_soft@poczta.fm]

TXG

3596. Re: ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-16 19:14:33 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tinbnoc1u2pk17@corp.supernews.com>
Source record: 36220

"RoyE" <rdean@fix.net> wrote in message news:3b2a9bdb$1_3@huge.aa.net...
> Hey ZaXXoN;
>
> The ATR8000 arrived today in the Mail UPS 'THANK YOU'. Only one question
do
> you happen to remember if you have any of the boot disks for CP/M
emulation.
> It is up and running but I haven't tried to add mixed drives yet. I want
to
> get the ATR boot disks or just the programs themselves to configure the
> ATR8000 to initialize and run the software on a high density drive like a
> 1.2 Meg PC 5 1/4 floppy drive set as drive one.

Just a note, IIRC you have to run a 1.2 meg 5.25" drive as and 8" 77 track
double sided drive with the ATR8000.

The ATR8000 figures out what is plugged in every time you press the little
reset button on the back.

3597. Anyone in Central Florida wish to sell me their working 810 Disk Drive?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-16 19:16:23 UTC
From: themaingmaster@yahoo.com
Message-ID: <8b526872.0106161116.74b8765c@posting.google.com>
Source record: 36221

Hi!
I live in Central Florida (Altamonte Springs) and although I've out grown my old 8 bit Atari, my kids still play with it! So now that my 810 drive stopped working, I figure it's probably cheaper just to buy another one, than to try to get the one I have fixed. Any sellers of a working 8 bit drive, please email me a.s.a.p. at themaingmaster@yahoo.com Thanks!
Joe

3598. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-16 19:43:44 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tindeaa8cntvd6@corp.supernews.com>
Source record: 36223
Body handling: HTML body converted to readable text

"Phil Goembel" wrote in message
news:3B2AF2E5.C6E8863D@t.sp.am.wi.rr.com...
> Alan Sharkis wrote:
> >
> > Hey, hasn't Tom Hunt already done something like that in the Windows
> > environment?
> >
> > How about giving him a buzz?
> >
> > Alan
> >
> Thanks for the lead. After some searching I found Tom's CTH
> (Closer To Home) website. There's some great stuff there.
> I even logged into the BBS! Now I need to set up those ATASCII
> fonts on my font server for the full effect. :-)
>
> If you're refering to his PC-Gateway, I don't think that's
> quite what I had in mind. As far as I could tell, it looks
> like the Atari 8-bit end of the link just acts like a dumb
> terminal.

There are dumb terminal programs and smart terminal programs.

For instance, back in the 80s I wrote a terminal program for the 8bit that responded to text input from a BBS. It was just a small interpreter that implemented basic like commands for online games. Simple stuff like GRAPHICS(x), BLOAD(addr, size), USR(addr), POKE(x,y).
>
> What I have in mind it to create a socket API for the Atari
> so the tools would actually be running on the Atari, with
> the Linux (or any Un*x-like OS) machine just providing the
> rest of the TCP/IP layers.

This is problematic because a lot of these apps think they are going to get an 80 column screen. I used to shell on Portal and waffle board a bit with my 8 bit and I didn't really like the results.

> I know there is a limited SIO2PC program for Linux, which I
> probably will have to extend to recognize the commands for
> the R: device.

Steve Tucker says the R: hander for the Rverter works with a SIO2PC cable. He was kind enough to send my the Rverter program but I never got around to testing it myself.
>

> What else? Oh yeah, I need to get some tools together for
> programming the Atari 8-bits. Preferably running on Linux
> (assuming that will be more efficient than doing the
> development on the Ataris).
>
> I plan to make this code open source, so hopefully I won't
> have to do *ALL* the work. ;-)

There is a problem or two with this such that you may want to consider: You can't find two people to agree on what language to program in.

I mean I used to do a lot of programming, even some targetted for commercial release. Used to do a lot of Ad Hoc programming too. Someone would say ~"I want an autorun program that takes user input to set up a joystick and returns control to the ..." and I would write it.

People that program in BASIC insist on BASIC. They will accept USR() routines on occasion, but that is about it an just an extra hoop to jump through. You tell them BASIC is to slow and they will say "Use BASIC XL" to which another will reply "I use Turbo BASIC" to which another will reply "I only have a 32k 400 and it won't run on my system".

People that insist on C because they think they can use the large C data base end up not being able to convert it because of implementation variations.

People that know how to program a bit in assembler have a snotty attitude. Try to get your average asm/ed "Hello Atari" programmer to touch a USR() for a group writing in BASIC and the insults will start as they will consider participating in any BASIC program beneath him.

Then there are people such as myself that think Action! programming language is the best compromise between speed and compatibility/readiblity. We represent maybe 3% of the programers.

I guess what I am trying to say is the only person you can count on to work on your programs will be yourself with few very exceptions.

3599. Re: NEED PEOPLE TO SUPPORT NEW GAME DEVELOPMENT OF DOOM! and Mr.Proper <Support 8-bit>

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-16 21:53:48 UTC
From: Mo <mygranny@'no-spam'swbell.net>
Message-ID: <CrOW6.23$Hn3.37956@nnrp2.sbc.net>
Source record: 36222

It sounds great, but I wonder if John Carmack of ID Software (creator of DOOM) knows about this? He's second only to Bill Gates as far as copyrights go....
Is Mr. Proper a shareware/freeware? Where can we see it?
Mo

TXG wrote in message <9gfscnpet1@news1.xs4all.nl>...
>Hi,
>
>I just mail this info to make sure everybody has atleast heard about it.
>
>New game #1:
>
>------------
>
>Mr. Proper, written by Alex from Bit Busters
>
>Sikor Soft says "Now I wait for 100 person and speak with Alexander to
>finished this project."
>
>So it's up to us to reply when we want this game.
>
>New game #2:
>
>------------
>
>DOOM, written by Piotr Fusik (Fox)
>
>Sikor Soft says "I also speak with Piotr Fusik (Fox) for doing "Atari DOOM",
>DOOM version for little Atari. Final price is no knowing yet..."
>
>For DOOM development is no price known but I think everybody who is
>interested in will pay atleast $25 USD for it.
>
>Please e-mail to Sikor Soft when you like to have a copy of Mr. Proper so it
>will be finished and that the DOOM development will start.
>
>Sikor Soft e-mail: sikor [sikor_soft@poczta.fm]
>
>TXG
>

>
>
>

3600. Re: NEED PEOPLE TO SUPPORT NEW GAME DEVELOPMENT OF DOOM! and Mr.Proper <Support 8-bit>

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-16 22:02:26 UTC
From: MUD <gary@spam.net>
Message-ID: <20010616.180258.78896284.1766@cr810798-e.cambr1.on.wave.home.com>
Source record: 36224

Kinnda disagree with the comment with John Carmack, being that he did
open source Quake 1 and some older products.

=)

In article <CrOW6.23$Hn3.37956@nnrp2.sbc.net>, "Mo"
<mygranny@'no-spam'swbell.net> wrote:

> It sounds great, but I wonder if John Carmack of ID Software (creator of
> DOOM) knows about this? He's second only to Bill Gates as far as
> copyrights go....
> Is Mr. Proper a shareware/freeware? Where can we see it? Mo
>
> TXG wrote in message <9gfscnpet1@news1.xs4all.nl>...

3601. Re: Big Five's "Scaper Caper" ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-17 01:20:02 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010616212002.04403.00000525@ng-ca1.aol.com>
Source record: 36225

That site also has screen shots of all the Bounty Bob Strikes Back levels and a final screen stating that on the C64 version you could enter a number (1-25) in the adjustment screen special code and then press "F7." to play any level. Does the A8 version provide 68100 Option F info in the same maner?

> Paul Irvine mclane.dellos@btinternet.com remarked:

>The other Day Russ Perry Jr <slapdash@enteract.com> wrote:
>
>>"Paul Barker" <pbarker@ntlworld.com> wrote:
>>> As an avid Bounty Bob fan I've just come across a german language site
>>> (http://www.skill42.de/makl/miner.htm) which mentions another game by Bill
>>> Hogue staring Bob called Scraper Caper. The scanned flier states it was
>>> available for the 5200 and all Atari home computers.

-Ron

Experience is something you don't get until just after you need it.

3602. Re: Lato Ludzikow 2001 - Peoples Summer 2001

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-17 07:00:08 UTC
From: Vasco <vasco@owl.au.poznan.pl>
Message-ID: <9glhjserg1@news.tpi.pl>
Source record: 36245

Really nobody is interested?

Vasco/Tristesse

www.atari8.prv.pl/stuff/ll2k1.zip

3603. Re: NEED PEOPLE TO SUPPORT NEW GAME DEVELOPMENT OF DOOM! and Mr.Proper <Support 8-bit>

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-17 07:28:21 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <9ghmf2$f05$1@news1.xs4all.nl>
Source record: 36226

Yes Doom is open source, but it would look more like Wolf 3D on Atari 8-bit.
It's called Atari DOOM so that people would directly know what kind of game
we are talking about.

It would be great when more people write to Sikor Soft, so that the game a
good 3D shooting up would be made...

TXG

"MUD" <gary@spam.net> wrote in message
news:20010616.180258.78896284.1766@cr810798-e.cambr1.on.wave.home.com...
> Kinnda disagree with the comment with John Carmack, being that he did
> open source Quake 1 and some older products.
>
> =)
>
>
> In article <CrOW6.23$Hn3.37956@nnrp2.sbc.net>, "Mo"
> <mygranny@'no-spam'swbell.net> wrote:
>
> > It sounds great, but I wonder if John Carmack of ID Software (creator of
> > DOOM) knows about this? He's second only to Bill Gates as far as
> > copyrights go....
> > Is Mr. Proper a shareware/freeware? Where can we see it? Mo
> >
> > TXG wrote in message <9gfscnpet1@news1.xs4all.nl>...

3604. Re: Big Five's "Scaper Caper" ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-17 08:52:06 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <Wc_W6.6698$qR5.600685@news01.chello.no>
Source record: 36227

> That site also has screen shots of all the Bounty Bob Strikes Back levels
and a
> final screen stating that on the C64 version you could enter a number
(1-25) in
> the adjustment screen special code and then press "F7." to play any level.
Does
> the A8 version provide 68100 Option F info in the same maner?

Once it's finished, I do believe you can play any level.

3605. Re: Big Five's "Scaper Caper" ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-17 11:03:18 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <y20X6.28950$9t5.2213759@news6-win.server.ntlworld.com>
Source record: 36228

It sure does. Thanks to Jindrich for reminding me of the following :

OK, there are some other simple cheats, but the "Big one" is this:
Go to the Options screen (with "Option" :-), and using your joystick,
set "special code" to 61800 (This takes a while, but it's worth it).
This only works immediately after starting the game!

Now hold down the letter "f" key and press OPTION again. So that's
F and OPTION together. It seems as if nothing has happened, but in
the game, you can use the following keys:

- Q : Advance one level
- A : Decrease one level
- B : original position
- Z : Same level again
- F : Float mode on: This one's great: If things get too hard or
impossible to play, just press F and float your way around the
screen.

How to jump to higher levels:
>From 1 (Bob's morning calisthenics) to 4: get the flower pot,
then press "1" and "START".

>From 2 (utility hoist) to 22: kill the mutants, get the paint roller
and then press "3" and "START".

>From 3 (suction tubes) to 15: get the goblet then press "4" and "START".

>From 5 (jumping 101) to 8: get the coffee pot, then press "8" and "START".

>From 10 (gravity lift) to 14, get the pitchfork and then press "5"
and "START".

>From 16 (Advanced Suction Tubes) to 19: turn arrow in suction tube #1
to the left, get the pie and then press "9" and "START".

I remember that there were other codes too. You could give him a haircut
(remove his hat) and other cool stuff. If anyone remembers the codes please
let me know.

Paul

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
news:20010616212002.04403.00000525@ng-ca1.aol.com...
> That site also has screen shots of all the Bounty Bob Strikes Back levels
and a
> final screen stating that on the C64 version you could enter a number
(1-25) in

> the adjustment screen special code and then press "F7." to play any level.
Does
> the A8 version provide 68100 Option F info in the same maner?
>
> > Paul Irvine mclane.dellos@btinternet.com remarked:
>
> >The other Day Russ Perry Jr <slapdash@enteract.com> wrote:
> >
> >>"Paul Barker" <pbarker@ntlworld.com> wrote:
> >>> As an avid Bounty Bob fan I've just come across a german language site
> >>> (http://www.skill42.de/makl/miner.htm) which mentions another game by
Bill
> >>> Hogue staring Bob called Scraper Caper. The scanned flier states it
was
> >>> available for the 5200 and all Atari home computers.
>
> -Ron
>
> Experience is something you don't get until just after you need it.
>

3606. Re: [Epyx Shrine] Summer Games

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-17 11:45:28 UTC
From: Christopher Rutherford <J_C_Rutherford@notmail.com>
Message-ID: <9gi520$54f$1@uranium.btinternet.com>
Source record: 36229

i think they did an enhanced version of winter / summer games for the Atari 7800

"Manuel Polik" <cybergoth@nexgo.de> wrote in message news:3B2882A3.63CE3767@nexgo.de...
> Mo schrieb:
>
> > I would suggest sticking to the 8bit platform, there's thousands of games
> > for the XL platform. Not to mention, ST's are kinda boring (just an
> > opinion-dont flame me). The 2600 series would be interesting, although I
> > think finding the original programmers might be difficult to say the least.
>
> The Summer Games page already features an interview with Peter
> Engelbrite, who worked on the VCS version :-)
>
> > And there are other vendors like Microprose, Electronic Arts, Broderbund,
>
> There's soooooo much more work with Epyx games to do first :-)
> It's just sad that they stopped doing Atari 8Bit games in the mid 80's.
> I wish they'd done at least Winter Games.
>
> > I just don't see how you have the time for all of this research!
> > Great site!
>
> Thanks!
>
> Greetings,
> Manuel

3607. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-17 12:41:01 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <xz1X6.52737$tR.6292123@news02.optonline.net>
Source record: 36230
Body handling: HTML body converted to readable text

Sounds ambitious.

I just fool around a little in Linux -- I never really have time to get into it as much as I'd like to. But I admire those who do. It seems like a much more capable OS than Windows, especially in terms of being friendly to development by an entire community -- not just those on the OS publisher's payroll. It also seems like it has great appeal to a somewhat DIY community of orphaned classic home computer users.

Take care, and thanks for the clarification.

Alan
"Phil Goembel" wrote in message
news:3B2AF2E5.C6E8863D@t.sp.am.wi.rr.com...
> Alan Sharkis wrote:
> >
> > Hey, hasn't Tom Hunt already done something like that in the Windows
> > environment?
> >
> > How about giving him a buzz?
> >
> > Alan
> >
> Thanks for the lead. After some searching I found Tom's CTH
> (Closer To Home) website. There's some great stuff there.
> I even logged into the BBS! Now I need to set up those ATASCII
> fonts on my font server for the full effect. :-)
>
> If you're refering to his PC-Gateway, I don't think that's
> quite what I had in mind. As far as I could tell, it looks
> like the Atari 8-bit end of the link just acts like a dumb
> terminal.
>
> What I have in mind it to create a socket API for the Atari
> so the tools would actually be running on the Atari, with
> the Linux (or any Un*x-like OS) machine just providing the
> rest of the TCP/IP layers.
>
> That way, you could write tools like ftp, wget, Pine, Lynx,
> etc. that would be able to transfer data to other devices
> on the Atari directly.
>
> Of course, I'm a long way from being able to do that. I still
> don't have a clue as to programming the Atari 800. I don't

> event know how to use any of the DOSes at this point.
>
> I think I saw somewhere a table of SIO command codes, but I
> have to go back and find it again. They may have been only
> for the disk drives. I need the commands for the R: device,
> unless they are the same as the D: device (is that right -
> D: for Disk)?
>
> I know there is a limited SIO2PC program for Linux, which I
> probably will have to extend to recognize the commands for
> the R: device.
>
> What else? Oh yeah, I need to get some tools together for
> programming the Atari 8-bits. Preferably running on Linux
> (assuming that will be more efficient than doing the
> development on the Ataris).
>
> I plan to make this code open source, so hopefully I won't
> have to do *ALL* the work. ;-)
>
> Also, I should make it clear that I have some other 8-bit
> projects going, so this one may take a while.
>
> Regards,
> Phil

3608. Re: Big Five's "Scaper Caper" ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-17 15:50:01 UTC
From: jhardie@pipeline.com
Message-ID: <3b2ccee4.29514254@news.pipeline.com>
Source record: 36231

I remember when I first found the messages hidden in Bounty Bob. I
was intrigued to say the least. A buddy of mine who was a big time
hacker/cracker was convinced that one of the codes would probably dump
the game to disk. Don't know why he thought that but I was always
willing to entertain the idea.

Here's the codes I found over the years. Simply enter these numbers
and press "OPTION".

5
6
49
69
100
213
666
782
818
1000
2049
6861

One of these numbers gives you the "haircut message" and when you
start the game, Bounty Bob has no hat.

I never had time to go through all the numbers. I've always talked
about trying to start a Bounty Bob project where we could get a bunch
of people together to try different sets of numbers. That way it
would get done a lot faster. If anyone's interested in doing this,
email me. The only thing that concerns me is that I never would have
thought to hold down another key while pressing option. I wonder how
the 61800 code was found. I would think it must have come from Bill
Hogue himself.

Interestingly, the numbers listed above also work on the 5200 version,
except for number 1000. I wonder if 61800 works on the 5200 as well?

John

On Sun, 17 Jun 2001 12:03:18 +0100, "Paul Barker"
<pbarker@ntlworld.com> wrote:

>It sure does. Thanks to Jindrich for reminding me of the following :
>
>OK, there are some other simple cheats, but the "Big one" is this:
>Go to the Options screen (with "Option" :-), and using your joystick,
>set "special code" to 61800 (This takes a while, but it's worth it).

>This only works immediately after starting the game!
>
>Now hold down the letter "f" key and press OPTION again. So that's
>F and OPTION together. It seems as if nothing has happened, but in
>the game, you can use the following keys:
>
>- Q : Advance one level
>- A : Decrease one level
>- B : original position
>- Z : Same level again
>- F : Float mode on: This one's great: If things get too hard or
>impossible to play, just press F and float your way around the
>screen.
>
>
>How to jump to higher levels:
>From 1 (Bob's morning calisthenics) to 4: get the flower pot,
>then press "1" and "START".
>
>From 2 (utility hoist) to 22: kill the mutants, get the paint roller
>and then press "3" and "START".
>
>From 3 (suction tubes) to 15: get the goblet then press "4" and "START".
>
>From 5 (jumping 101) to 8: get the coffee pot, then press "8" and "START".
>
>From 10 (gravity lift) to 14, get the pitchfork and then press "5"
>and "START".
>
>From 16 (Advanced Suction Tubes) to 19: turn arrow in suction tube #1
>to the left, get the pie and then press "9" and "START".
>
>I remember that there were other codes too. You could give him a haircut
>(remove his hat) and other cool stuff. If anyone remembers the codes please
>let me know.
>
>Paul

3609. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-17 22:44:04 UTC
From: Phil Goembel <i-like-cw.n@t.sp.am.wi.rr.com>
Message-ID: <3B2D31D5.FBD50CC4@t.sp.am.wi.rr.com>
Source record: 36232

Well,

I don't think the Linux side should be too hard. I've been doing similar
things at work. Being clueless about A800 programming probably helps me
be optimistic about that end of it.

And yes, I'm having a lot of fun working with Linux. After spending 25+
years doing embedded 8-bit stuff, it's nice to not have to count bytes.
It's nice to have so many tools available too - almost overwhelming. I
have a lot to learn.

Of course, I'm getting right back into the byte counting and limited
tools with the Atari 800, aren't I? But now it's my hobby! :)

Regards,
Phil

Alan Sharkis wrote:
>
> Sounds ambitious.
>
> I just fool around a little in Linux -- I never really have time to get into
> it as much as I'd like to. But I admire those who do. It seems like a much
> more capable OS than Windows, especially in terms of being friendly to
> development by an entire community -- not just those on the OS publisher's
> payroll. It also seems like it has great appeal to a somewhat DIY community
> of orphaned classic home computer users.
>
> Take care, and thanks for the clarification.
>
> Alan

3610. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-17 22:58:17 UTC
From: Phil Goembel <i-like-cw.n@t.sp.am.wi.rr.com>
Message-ID: <3B2D352A.B0565873@t.sp.am.wi.rr.com>
Source record: 36233

Tom Hunt wrote:
>
> http://cth.dtdns.net/pro/pc-gateway1.html
>
> Compiled with DJGPP and the libsocket library, so it only works with
> Winsock 1 which came with Win/95.

Hi Tom,

If I'm not mistaken, DJGPP is a port of the GNU compiler to the DOS environment. I once ported a Winsock 1 program to Linux and there was very little to change except for some of the code to open the sockets.

So if you wanted to port the pc-gateway to Linux, it probably would be much easier than you think.

Of course, I don't know how many classic computer owners there are running Linux. I'm doing this for myself as a learning experience and for the fun of it.

Nice website, by the way. I do plan to check back into your BBS again.

Regards,
Phil

3611. Sale of stuff

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-18 00:36:51 UTC
From: Terry B <terryb@kirkwood.hoosier.net>
Message-ID: <D2cX6.8$7d.4155@newshog.newsread.com>
Source record: 36234

```
books
-------
Technical Users Manual
OS Users Manual
Hardware Manual
Microsoft Basic Manual
The Atari Assembler
Mapping the Atari
The Elementerary Atari
Atari Sound and Graphics
Basic Programs in Minutes
----------------------
Programs

SynFile
SynTrend
Easy-Draw
The Newsroom
Fontz!
Certificate Maker
Silhouette
Super Charger
Image Cat
Print shop
Print Shop Companion
Bank Street Music Writer
Print Master
----------------------------
Games

Zork 1 -2 -3
Hally project
Hitchhikers guide
Enchanter
BoulderDash
BoulderDash 2

----------------------
more

D drives
more progs n games
just ask

qmsusa@netscape.net
or just reply
```

3612. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-18 01:23:20 UTC
From: NoOne@FakeEmail.com
Message-ID: <90C3DC869CTHEnterprises@205.212.123.11>
Source record: 36235

Hi Phil,

Would you like to port it to Linux?

Best,
Tom

3613. Re: Big Five's "Scaper Caper" ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-18 03:40:03 UTC
From: GB <abc@123.456>
Message-ID: <3B2D7813.7DA3E56A@123.456>
Source record: 36236

There's a web site that can automaticaly translate for you. It's called
SYSTRAN. It's URL is:

http://www.systransoft.com/

You provide the URL of the web site you want to translate and select the
from/to languages.

Here's what it translate it to:

The follow-up play of Bill Hogue: Scraper Caper

After the enormous success of the Miner 2049'er and Bounty Bob strikes bake
made itself Bill Hogue to a new play named Scraper Caper. Roughly described
tried Bounty Bob probably as a feuerwehrmann and rushes about naturally again
Yukon Yohan:) Appeared it never officially, a Previewversion is it to however
naturally give:)

Thank you at Nickolas Marentes for the picture!

Glenn

Paul Barker wrote:

> Yep, that's the site I mentioned in my post. Anyone fancy translating it ?
> (Babel fish only goes so far and I left my German in school having learnt
> how to ask the way to the train station !)
>
> Paul
>
> "Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message
> news:CdtW6.6580$qR5.580798@news01.chello.no...
> > > http://www.skill42.de/makl/miner.htm
> > > http://www.skill42.de/makl/scraper_caper.htm
> > >
> > > Info and interview in German.
> > >
> > >

3614. Re: xf551

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-18 09:17:33 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9gkgvdbuq1@nets3.rz.RWTH-Aachen.DE>
Source record: 36237

Howdy Bo

>now how do i hook up the switch? i realy like the idea of having both a
>720k 3.5 inch floppy and a 360k 5.25 floppy or even just a 360k 3.5 floppy
>and a 360k 5.25 floppy. that way i could have the best of both worlds...

Get Bob Puff's 3.5" Dual drive conversion for the XF551. You can have either one 5.25" and one 3.5" drives or two 3.5" drives. But make sure you use a separate power supply for atleast one of the mechs. If not, it will start dropping sectors in the wrong places (IIRC 52 tracks nearer to the center of the disk then it should). And while you're at it, install a power on LED. Just get one of these power cables that has the usual 5.25" power connectors and where from one of the connectors two thin wires (about 10 inches to a foot long) extend. Plug a LED with a small resistor (150 to 200 Ohms) soldered to one of it's legs into the small connector making sure you do that the right way around. (sorry, I'ld have to check which leg is plus and which is minus)

Connect this cable between the existing power cable.

CU Mathy van Nisselroy

3615. Mags

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-18 10:07:27 UTC
From: Terry B <terryb@kirkwood.hoosier.net>
Message-ID: <zpkX6.902$Tt6.338126@monger.newsread.com>
Source record: 36238

Analog, Antic,

3616. 1050 Disk Drive Cable?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-18 10:24:44 UTC
From: Howie <howie-news@thingy.com>
Message-ID: <mrlritka2qhn0ga3sui4d4ng2n4h1v8gea@4ax.com>
Source record: 36239

Does anyone know where I might get a cable to connect my 800XL to it's disk drive? Or at least the pinouts and where to get those wierd square plugs?

It's been sitting around for a year or so, and I'd really like to have a play, but not without any way of saving things!

Thanks in advance for any pointers,

Howie

3617. Re: 1050 Disk Drive Cable?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-18 13:33:47 UTC
From: video game addict <videogameaddict@earthlink.net>
Message-ID: <%qnX6.15650$Kq4.1540058@newsread2.prod.itd.earthlink.net>
Source record: 36240

"Howie" <howie-news@thingy.com> wrote in message
news:mrlritka2qhn0ga3sui4d4ng2n4h1v8gea@4ax.com...
> Does anyone know where I might get a cable to connect my 800XL to it's
> disk drive? Or at least the pinouts and where to get those wierd
> square plugs?

B & C ComputerVisions sells them for 9.95
http://www.myatari.com/bc800hw.txt

Also
4 Jays has them for 10.00
http://www.4jays.com/atari8bit.html

Or try ebay. I don't know where you can get those wierd
square plugs, but I believe the wires would just connect to the same pins on
each side, if you were to make one.You really wouldn't need the pinouts to
make it. But the pinouts are in the FAQ page here if you want to see them.
http://www.atarihq.com/atcomp/8bitfaq.html

John

3618. Re: 1027 printer ink

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-18 15:34:00 UTC
From: Terry B <terryb@kirkwood.hoosier.net>
Message-ID: <IbpX6.931$Tt6.358679@monger.newsread.com>
Source record: 36241

Richard Detlefsen <"74766,1561"@compuserve.com> wrote:
: Matthias Belitz wrote:

<clip>

I use India Ink
messy - but works :)

3619. Re: Good Copy program

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-18 15:42:33 UTC
From: Terry B <terryb@kirkwood.hoosier.net>
Message-ID: <JjpX6.933$Tt6.358597@monger.newsread.com>
Source record: 36242

Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:

<clip>

The BEST is a Happy enhanced 1050 disk drive,
Barring that, maybe IB copy using an ST.

I suppose my favorite for speed is 'Chipmonk'
but DiskDup is fast and easy too

3620. Re: [ANN] 8-bit Atari Elite Demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-18 16:06:50 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <9gl8uqfqa1@plutonium.compulink.co.uk>
Source record: 36244

In article <tJiW6.5064$qJ4.220938@ozemail.com.au>,
kjfarrell@ozemail.com.au (Kieran Farrell) wrote:

> > How much ram does an Atari 800 have? Not enough, I'll wager.
>
> What's RAM?
Random Access Memory - memory as in 48K, 32K, 16K etc

3621. Re: Mags

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-18 16:06:51 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <9gl8urfqh1@plutonium.compulink.co.uk>
Source record: 36243

In article <zpkX6.902$Tt6.338126@monger.newsread.com>,
terryb@kirkwood.hoosier.net (Terry B) wrote:

> Analog, Antic,
And the winner of the 2001 all comers minimalist posting of the year award
go to.......<drum roll>....

3622. Big Five's "Scaper Caper" - Bill Hogue speaks !

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-18 18:51:56 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <S%rX6.30050$A45.4714336@news2-win.server.ntlworld.com>
Source record: 36246

Reply to my enquiry to Bill Hogue follows :

Paul,

Thanks for the kind words about Bounty Bob. It's really neat that there are so many people around that have fond memories of my old games.

Scraper Caper was supposed to be our next game after Miner 2049er. We had a lot of success with Miner and ended up licensing it for just about every computer that existed at the time. This put a lot of pressure on us to come up with something that was incredible and could duplicate Miner's popularity.

Our first cut had Bounty Bob at the base of a high-rise building on fire. He had gotten work as a fireman after finally getting out of the mines. (He had also slimmed down, if I remember!) The concept would have had the player controlling him throughout this building in search of people to rescue or items to save.

We had a large part of it programmed but it never seemed to go anywhere so we abandoned it. We started another totally different game that had Bounty Bob on this 3-D style maze with angry little fireballs after him. I spent a ton of time getting the look right so that Bounty Bob and the little fireballs would move in and out around the playfield correctly. What we ended up producing was a stunning looking screen masking dull game play.

So we finally chose to do what we should have done in the first place: make a really cool sequel to Miner 2049er and put Bounty Bob back in the mine. We had a tremendous amount of fun coming up with all the new levels and contraptions.

It's too bad but whatever code that existed for Scraper Caper I or II no longer exists. There might be some videotape somewhere. Maybe I'll try to find it one day and make it into a movie.

Thanks for your letter, Paul.

Bill Hogue

"Paul Barker" <pbarker@ntlworld.com> wrote in message
news:VxaW6.15678$9t5.924621@news6-win.server.ntlworld.com...
> Hi
>
> As an avid Bounty Bob fan I've just come across a german language site
> (http://www.skill42.de/makl/miner.htm) which mentions another game by Bill
> Hogue staring Bob called Scraper Caper. The scanned flier states it was
> available for the 5200 and all Atari home computers.

>
> I guess this never made it to the UK, did it ever really exist ?
>
> .atr anyone ? (or even better a mint original boxed copy for sale ;))
>
> Bye
>
> Paul
>
>

3623. Re: xf551

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-18 22:43:21 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010618184321.06073.00001965@ng-fb1.aol.com>
Source record: 36097

Bob Puff and/or Bob Woolley are the gurus for the 551 mods...

XE would be the only Atari DOS to support its capabilities. Aftermarket products include MyDOS and SpartaDos; both support DD and DSDD in versions 3 and up - not certain about 2.3?

Also TopDos 1.5 by Eclipse which refers to DSDD as 'quad' density. I do not remember if SmartDos or OSA+4.0 could handle double sided.

Capacity above 360K on the 3.5" mods likely require MyDos or SpartaDos.

>bo snyder bobo_snyder@hotmail.com asked:

>i finally got myself a xf551 drive. :-). it works great.
>
>now my question is what upgrades should i do to it? and also what atari
>dos's support the full capicity of the drive (i did not get dos xe with it..
>it came with dos 2.5).

-Ron

Experience is something you don't get until just after you need it.

3624. Re: Multiboot question

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-18 22:55:46 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010618185546.06073.00001973@ng-fb1.aol.com>
Source record: 36098

I have not used nor had opprotunity to look at those systems, but most had 6-10
boot sectors and directory structure to manage the other boot data in the
sectors. I suspect a little digging with a sector editor might reveal how
simple it would be to extract that code to disk or cassette.

>Janka Gerhard gerhard.janka@siemens.at asked:

>Long ago to save space and time I put some of my files to 'happy
>multiboot' or 'xl multiboot' disks. Now I wanted to make ATRs of
>them which didn't work. So the question is how to get files out
>of such a disk again. I only found utilities to create such disks
>and put files on them but not the reverse way. Another related
>question is how to extract files from existing ATRs of that type.

-Ron

Experience is something you don't get until just after you need it.

3625. FS: 8-Bit Software & Publications

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-19 02:02:29 UTC
From: "Mark H. Kusz" <mark_kusz@yahoo.com>
Message-ID: <VoyX6.4135$s_6.349811@bgtnsc05-news.ops.worldnet.att.net>
Source record: 36099

VINTAGE ATARI 8-BIT HARDWARE
Atari 1040 Cassette Recorder $8.00

VINTAGE ATARI 8-BIT PUBLICATIONS
Antic Vol.3, No. 3,4,5 $1.00
Antic Vol.4, No. 7,8,8 $1.00
Antic Vol.6, No. 4,6 $1.00
Antic Vol.7, No. 3,4,5,6,8 $1.00
Antic Vol.8, No. 2,6,7 $1.00
Antic Vol.9, No. 1,2 $1.00
Activision River Raid Cart. Manual $3.00
Atari Astroids Cart. Manual $3.00
Atari AtariWriter Cart. Manual & Quick Reference Card $5.00
Atari Basic Quick Reference Guide by John Wiley & Sons $3.00
Atari DOS 3 Intro & Ref. Manuals $1.00
Atari Pac-Man Cart. Manual $3.00
Computer Gaming World Vol. 5.3 $1.00
M.A.C.E. Journal Vol.2, No.11 $1.00
M.A.C.E. Journal Vol.3, No. 4 $1.00
M.A.C.E. Journal Vol.5, No. 8 $1.00
M.A.C.E. Journal Vol.6, No. 6 $1.00
Analog Movie Themes Cassette (req. Music Composer/no manual) $1.00

VINTAGE ATARI 8-BIT SOFTWARE
Atari BASIC Cart. (2 available) $2.00
Atari Bug Hunt Cart. $3.00
Atari Bug Hunt Cart. (w/o case) $.50
Atari E.T. Phone Home Cart. UNOPENED (9 available) $4.00
Atari Eastern Front (1941) Cart. (20 available) $2.00
Atari Eastern Front (1941) XE Cart. $5.00
Atari Graph It Cassettes $5.00
Atari Joust Cart. $5.00
Atari Music Composer Cart. $5.00
Atari Star Raiders Cart. (2 available) $3.50
Atari Super Breakout Cart. (25 available) $2.00
Atari Writing Programs One/Two Cassette $1.00
Avalon Hill Bomber Attack Cassette $1.00
Broderbund Stellar Shuttle Cassette $3.00
EA One On One Disk (w/instructions) $7.00
Softside Issue #35 Cassette w/Hopper & Saucer Formation $1.00
Softside Issue #40 Cassette w/Mini-Golf, Volcano Island & more $1.00
Softside Issue #41 Cassette w/Poker Squares, Atlantis & more $1.00
Softside Issue #42 Cassette w/Microtext 2.0, Arabian Nights & more $1.00
Sublogic Flight Simulator II Disk (w/instructions) $10.00

Buyer pays all shipping costs.
--
The Collectaholic's Page - http://www.geocities.com/mark_kusz/
Sports Memorabilia, Non-Sports Cards & Other Collectibles

3626. announcing preppie, and preppie II now on cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-19 02:31:09 UTC
From: Video61@webtv.net
Message-ID: <801-3B2EB96D-153@storefull-171.iap.bryant.webtv.net>
Source record: 36100

we are pleased to announce that peppie, and preppie II are now
available on cartridge format for your atari personal home computers.
special thanks to SCOTT ADAMS for permission, and the gang at video 61
for pulling these jewels off.
ordering information can be found at,
www.atarisales.com
watch for our next release, it should be MATT TRIMBYS CRYSTAL RAIDERS.
we are also pleased to announce new labels for all our releases, if you
have bought any of our titles in the past, we will be more than happy to
upgrade your labels, so just let us know.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

3627. Re: Multiboot question

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-19 02:49:00 UTC
From: david_p@istop.com
Message-ID: <90C4E4250davidpistopcom@64.26.132.195>
Source record: 36101

I seem to recall that most of the multiboot disks used the basic DOS II format - try installing a multi-boot ATR disk as D2: under Sparta or MyDos, then browse and copy files from the multi-boot disk.

David P.

rhamiiton5@aol.comedy.com (RHamiIton5) wrote in <20010618185546.06073.00001973@ng-fb1.aol.com>:

>I have not used nor had opprotunity to look at those systems, but most
>had 6-10 boot sectors and directory structure to manage the other boot
>data in the sectors. I suspect a little digging with a sector editor
>might reveal how simple it would be to extract that code to disk or
>cassette.
>
>

3628. ATARI STUFF FOR SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-19 05:12:12 UTC
From: jclmaster@hotmail.com
Message-ID: <b3917ecc.0106182112.3af850c4@posting.google.com>
Source record: 36103

I have created a website with lists of my Atari 8-bit software and hardware.
.
It also has a list of the ST / FALCON software and equiptment that I am
selling.

The website is listed below

http://pages.zdnet.com/jclmaster/jclmasterswebsite/

Bob Trowbridge - JCL MASTER

3629. Re: Big Five's "Scaper Caper" - Bill Hogue speaks !

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-19 06:25:15 UTC
From: Mo <mygranny@'no-spam'swbell.net>
Message-ID: <s7AX6.110$2a5.163690@nnrp3.sbc.net>
Source record: 36102

I'M NOT WORTHY!!! That is so cool! You know Bill Hogue's programming predates the atari, I have a few of his games for my 1978 TRS-80 model 1. I think the ones I have were written around '79, titles would include- 'meteor mission 1&2','Robot Attack'- which had digitized speech samples that would holler at you" PLAYER ONE" and "GAME OVER PLAYER ONE", also there was 'Galaxy Invasion', and 'Invasion Force'. Even by todays standards these still have excellent gameplay.
Mo

Paul Barker wrote in message ...
>Reply to my enquiry to Bill Hogue follows :
>
>Paul,
>
>Thanks for the kind words about Bounty Bob. It's really neat that there are
>so many people around that have fond memories of my old games.
>
>Scraper Caper was supposed to be our next game after Miner 2049er. We had a
>lot of success with Miner and ended up licensing it for just about every
>computer that existed at the time. This put a lot of pressure on us to come
>up with something that was incredible and could duplicate Miner's
>popularity.
>
>Our first cut had Bounty Bob at the base of a high-rise building on fire.
>He had gotten work as a fireman after finally getting out of the mines. (He
>had also slimmed down, if I remember!) The concept would have had the
>player controlling him throughout this building in search of people to
>rescue or items to save.
>
>We had a large part of it programmed but it never seemed to go anywhere so
>we abandoned it. We started another totally different game that had Bounty
>Bob on this 3-D style maze with angry little fireballs after him. I spent a
>ton of time getting the look right so that Bounty Bob and the little
>fireballs would move in and out around the playfield correctly. What we
>ended up producing was a stunning looking screen masking dull game play.
>
>So we finally chose to do what we should have done in the first place: make
>a really cool sequel to Miner 2049er and put Bounty Bob back in the mine.

>We had a tremendous amount of fun coming up with all the new levels and
>contraptions.
>
>It's too bad but whatever code that existed for Scraper Caper I or II no
>longer exists. There might be some videotape somewhere. Maybe I'll try to
>find it one day and make it into a movie.
>
>Thanks for your letter, Paul.
>
>Bill Hogue
>
>
>
>"Paul Barker" <pbarker@ntlworld.com> wrote in message
>news:VxaW6.15678$9t5.924621@news6-win.server.ntlworld.com...
>> Hi
>>
>> As an avid Bounty Bob fan I've just come across a german language site
>> (http://www.skill42.de/makl/miner.htm) which mentions another game by
Bill
>> Hogue staring Bob called Scraper Caper. The scanned flier states it was
>> available for the 5200 and all Atari home computers.
>>
>> I guess this never made it to the UK, did it ever really exist ?
>>
>> .atr anyone ? (or even better a mint original boxed copy for sale ;))
>>
>> Bye
>>
>> Paul
>>
>>
>
>
>

3630. Re: [Epyx Shrine] Summer Games

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-19 07:40:18 UTC
From: Manuel Polik <mpolik@neulandmm.de>
Message-ID: <3B2F01E2.330274D9@neulandmm.de>
Source record: 36104

Christopher Rutherford wrote:

> i think they did an enhanced version of winter / summer games for the Atari
> 7800

I know about this. The problem is, that I cannot present screenshots of
it, since I don't have the ROM image.

The only 7800 Epyx game I can do screenshots is Winter Games. I'll
present these, when the WG page is done.

Greetings,
Manuel

3631. Re: [Epyx Shrine] Summer Games

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-19 08:02:23 UTC
From: Manuel Polik <mpolik@neulandmm.de>
Message-ID: <3B2F070F.E1416165@neulandmm.de>
Source record: 36105

video game addict wrote:

> Hi Manuel,
> Nice site! I would like to see scans of the boxes, carts, manuals and such
> added.

With the scans it's mainly a space problem. Let's assume I'd scan all boxes of all California Games versions made. That'd be at least 14 * 300K, which'd more or less *waste* 4 MB just for one game.

I'm thinking about doing some *special* scans though. Anybody ever seen the japanese cover of Sega Master System 'Summer Games' for example? :-)

> Also the Epyx catalogues that you are collecting, I didn't see them
> on your website either. I think people would like to be able to view these
> old catalogues as well.

That's definitely the next section to be opened on the Shrine. So far I've collected 5 catalogs ranging from 84 to 88 ready. (Older ones are already up on Mo's page) I just try to have them all complete for the grand opening :-)

> Also it would be neat if you could add
> advertisements for Epyx games from old gaming magazines.

See above. Maybe later. I'm thinking about a review section, too.

> I found a Epyx
> catalogue from 1987 I think, I'd have to check.

It'd be cool if it were one that's still missing in my collection. I already have an '87 catalog, but I don't know if there was a second. We should compare the contents.

> I also found a Pitstop cart for the Atari 8-bit that's in some generic case
> with a production label, that's on eproms. The label looks like it could
> have been added later,and is the same size as a normal Epyx label. I also
> found the instructions with this cart. Have you ever seen anything like
> this?

I have a 100% identical looking cart with the C64 version of Pitstop. Only difference is that the Atari copyright is replaced with a commodore one. I haven't opened it though and I'm not gonna do it :-)

Greetings,
Manuel

3632. Re: 1050 Disk Drive Cable?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-19 09:22:57 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9gn5lh$m6n$1@nets3.rz.RWTH-Aachen.DE>
Source record: 36106

Howdy Howie

>Does anyone know where I might get a cable to connect my 800XL to it's
>disk drive? Or at least the pinouts and where to get those wierd
>square plugs?

Contact Best Electronics via http://www.best-electronics-ca.com
BTW their catalog is like an Atari encyclopidia. You won't regret ordering
it.

CU Mathy van Nisselroy

3633. FA: SIO2PC cable on ebay, the last one

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-19 10:03:47 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <9gn823$83t$1@korweta.task.gda.pl>
Source record: 36107

If you want PC - 8bit Atari data transfer this is something for you.
Check it out at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1247013067
I ran out of Atari connectors so i will not auction any more cables for some
time after this one is gone.

j131

3634. Re: Lato Ludzikow 2001 - Peoples Summer 2001

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-19 10:05:23 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9gn853$m6n$3@nets3.rz.RWTH-Aachen.DE>
Source record: 36108

Howdy Vasco

>Really nobody is interested?
>
> Vasco/Tristesse
>
>www.atari8.prv.pl/stuff/ll2k1.zip

Tell us what it is! I tried your site. It's hard to get on to it. Then I tried the zipfile you mention above. No luck either. If it's an Atari 8 bit fair, try contacting Fox-1 at fox-1@aq.nl and Rene de Bie at Rene@the-underground.myweb.nl

Are you subscribing to the mailing list yet? (http://atari.krap.pl)

CU Mathy van Nisselroy

3635. Re: [ANN] 8-bit Atari Elite Demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-19 12:31:06 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B2F460A.4307EE62@mail.uni-mainz.de>
Source record: 36109
Cross-posted to: comp.sys.atari.8bit,alt.fan.elite

Well,
I am one of those "original" atari 8-bit users and I have downloaded the Elite demo. Unfortunately the unzipped ATR had a length of 33kbytes, still converted it to single density and downloaded it to the XL, but: the demo is a little short !! I can only see the title screen, where a vector-graphic (and very flickery!) space ship appears. I guess the flickering comes from my PAL system (50Hz), allthough I have seen much better -flicker free- vector graphics in various commercial games (like Mercenary, F15-Strike eagle, thomahawk, fighter pilot, etc.) and polish demos (dozens of demos, to many to count!). Maybe you should use a vector routine, that works well on both NTSC and PAL systems...

Next, whenever I press any key (console button, keyboard) the demo crashes - or the rotating vector graphics stops and nothing else happens. the only thing I can do is pressing the Reset key and the vector graphic rotates again. But thats all. - Maybe your zipped ATR has some bugs (or my downloaded version has) ??? I do hope, that this demo version will not only work on an emulator, but also on the real machines. Unfortunately it doesn`t at the moment...
-andreas

Mark Keates schrieb:
> Available for download at http://www.iancgbell.clara.net/elite/demos/
> is a work-in-progress, 1st release of an Elite Demo for the 8-bit Atari.
>
> The demo comes as an ATR disk image which can be run through
> most emulators under XL/XE mode, e.g. A800Win.
>
> The demo starts with the rolling Cobra screen and by pressing the
> Start key (F4 on A800Win) you'll move through the various
> game screens, the demo cycles through 4 planets to exercise
> the galaxy/local maps and planet description screens.
>
> That's it for now, I'm off for a couple of weeks holiday!
>
> Plans for the next demo...
>
> Loading screen (I'm looking for a good 3 colour logo with black background).
> Introduce the console readings (maybe the scanner objects too).
> Add the other ships/objects and cycle through them as a second intro screen.
>
> Thanks go to:
>

> Ian Bell and David Braben for the original (and for Ian hosting the Demo)
> (although I did grow up on the ST version, owning an 8-bit Atari
> originally... ;-)
>
> Ullrich von Bassewitz for the CC65 development tools (CA65 in particular)
>
> Christian Pinder for inspiration through his work on 'Elite -The New Kind'!

3636. Re: Big Five's "Scaper Caper" ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-19 12:43:11 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B2F48DF.4FA38CC1@mail.uni-mainz.de>
Source record: 36110

Well,
if the interview ain`t that long, I will translate it for you. As far as
I am able to (ok, my english is better than your german, but it is still
not perfect!). Just send me the interview and give me a little time...
-Andreas

Paul Barker schrieb:
>
> Yep, that's the site I mentioned in my post. Anyone fancy translating it ?
> (Babel fish only goes so far and I left my German in school having learnt
> how to ask the way to the train station !)
>
> Paul
>
> "Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message
> news:CdtW6.6580$qR5.580798@news01.chello.no...
> > > http://www.skill42.de/makl/miner.htm
> > > http://www.skill42.de/makl/scraper_caper.htm
> > >
> > > Info and interview in German.
> > >
> > >

3637. Re: announcing preppie, and preppie II now on cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-19 12:50:31 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B75498A7.7E85%bobo_snyder@hotmail.com>
Source record: 36111

okay i ended up at video 61s webpage. i went to the atari 8bit carts page and nothing.. i didn't see any cool info or anything about new atari 8bit carts. all i saw were 2 tiny lines that just had preppie and preppie 2 listed for 19.95 a peice. but you know, if these really are reissues with scott adams's blessing, don't you think you should make a big splash about it and all?

all i ever thought about your webpage was that you sold nib atari software. i didn't ever realize that you acutally sold brand new (not nos) or reissued stuff, etc.

don't be offended by my comments. i just never paid much attention to your page only because i thought you just sold the same atari 8bit software that other companies had. you might want to put scans of the carts in there and maybe little bits of history or info behind the carts (especially if they are reissues).

on another note, when is someone going to make a Multi-cart for the atari 8bit system???? they have one for the 5200 so one for the 8bit should be quite easy to make patterned after the 5200 one. and i bet their are plenty of basics available for use as donor carts. (don't tell me to try to make one, i have NO idea how to even begin!). i would LOVE to be able to play some of my disc games such as converted 5200 titles on my 8bit on a real cart. :-)

bo

> From: Video61@webtv.net (Lance Ringquist)
> Organization: WebTV Subscriber
> Newsgroups: comp.sys.atari.8bit
> Date: Mon, 18 Jun 2001 21:31:09 -0500 (CDT)
> Subject: announcing preppie, and preppie II now on cart
>
> we are pleased to announce that peppie, and preppie II are now
> available on cartridge format for your atari personal home computers.
> special thanks to SCOTT ADAMS for permission, and the gang at video 61
> for pulling these jewels off.
> ordering information can be found at,
> www.atarisales.com
> watch for our next release, it should be MATT TRIMBYS CRYSTAL RAIDERS.
> we are also pleased to announce new labels for all our releases, if you
> have bought any of our titles in the past, we will be more than happy to
> upgrade your labels, so just let us know.
> thanks,
> lance
>

> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
>

3638. Re: xf551

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-19 13:10:58 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B2F4F62.AEECDCDE@mail.uni-mainz.de>
Source record: 36112

Well,
other DOS versions, that support the XF551 are SuperDOS 5.0 and 5.1
(from Australia), BiboDOS 6.4 (Germany), Turbo DOS 2.0/2.1 (Germany),
DOS-XF (Germany), X-DOS (Germany) and maybe a few more. You know, former
eastern germany atari users had a tape recorder - or the XF551 (the 1050
was never officially sold in eastern europe!). Thats why there are so
many german DOS versions for the XF551 (all of them limited to
360kbytes!). -Andreas

RHamiIton5 schrieb:
>
> Bob Puff and/or Bob Woolley are the gurus for the 551 mods...
>
> XE would be the only Atari DOS to support its capabilities. Aftermarket
> products include MyDOS and SpartaDos; both support DD and DSDD in versions 3
> and up - not certain about 2.3?
>
> Also TopDos 1.5 by Eclipse which refers to DSDD as 'quad' density. I do not
> remember if SmartDos or OSA+4.0 could handle double sided.
>
> Capacity above 360K on the 3.5" mods likely require MyDos or SpartaDos.
>
> >bo snyder bobo_snyder@hotmail.com asked:
>
> >i finally got myself a xf551 drive. :-). it works great.
> >
> >now my question is what upgrades should i do to it? and also what atari
> >dos's support the full capicity of the drive (i did not get dos xe with it..
> >it came with dos 2.5).
>
> -Ron
>
> Experience is something you don't get until just after you need it.

3639. Re: Big Five's "Scaper Caper" - Bill Hogue speaks !

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-19 13:11:00 UTC
From: GB <abc@123.456>
Message-ID: <3B2F4F64.DF79B691@123.456>
Source record: 36114

Thanks for sharing that response you got from Bill Hogue.

I was a huge fan of his when Big 5 produced TRS-80 games. I considered
his games were the best games ever produced on the TRS-80. Meteor Mission
was my favorite game.

The first game that Big 5 produced was Super Nova. A asteroids style game.

You compare Super Nova to his later releases, the programming and graphics
done significantly got better and better.

I sure hope he can find that tape!!

Glenn Bruner
glenn_b18@yahoo.com

Mo wrote:

> I'M NOT WORTHY!!! That is so cool! You know Bill Hogue's programming
> predates the atari, I have a few of his games for my 1978 TRS-80 model 1. I
> think the ones I have were written around '79, titles would include- 'meteor
> mission 1&2','Robot Attack'- which had digitized speech samples that would
> holler at you" PLAYER ONE" and "GAME OVER PLAYER ONE", also there was
> 'Galaxy Invasion', and 'Invasion Force'. Even by todays standards these
> still have excellent gameplay.
> Mo
>
> Paul Barker wrote in message ...
> >Reply to my enquiry to Bill Hogue follows :
> >
> >Paul,
> >
> >Thanks for the kind words about Bounty Bob. It's really neat that there
> are
> >so many people around that have fond memories of my old games.
> >
> >Scraper Caper was supposed to be our next game after Miner 2049er. We had
> a
> >lot of success with Miner and ended up licensing it for just about every
> >computer that existed at the time. This put a lot of pressure on us to
> come
> >up with something that was incredible and could duplicate Miner's
> >popularity.
> >
> >Our first cut had Bounty Bob at the base of a high-rise building on fire.
> >He had gotten work as a fireman after finally getting out of the mines.

> (He
> >had also slimmed down, if I remember!) The concept would have had the
> >player controlling him throughout this building in search of people to
> >rescue or items to save.
> >
> >We had a large part of it programmed but it never seemed to go anywhere so
> >we abandoned it. We started another totally different game that had Bounty
> >Bob on this 3-D style maze with angry little fireballs after him. I spent
> a
> >ton of time getting the look right so that Bounty Bob and the little
> >fireballs would move in and out around the playfield correctly. What we
> >ended up producing was a stunning looking screen masking dull game play.
> >
> >So we finally chose to do what we should have done in the first place:
> make
> >a really cool sequel to Miner 2049er and put Bounty Bob back in the mine.
> >We had a tremendous amount of fun coming up with all the new levels and
> >contraptions.
> >
> >It's too bad but whatever code that existed for Scraper Caper I or II no
> >longer exists. There might be some videotape somewhere. Maybe I'll try to
> >find it one day and make it into a movie.
> >
> >Thanks for your letter, Paul.
> >
> >Bill Hogue
> >
> >
> >
> >"Paul Barker" <pbarker@ntlworld.com> wrote in message
> >news:VxaW6.15678$9t5.924621@news6-win.server.ntlworld.com...
> >> Hi
> >>
> >> As an avid Bounty Bob fan I've just come across a german language site
> >> (http://www.skill42.de/makl/miner.htm) which mentions another game by
> Bill
> >> Hogue staring Bob called Scraper Caper. The scanned flier states it was
> >> available for the 5200 and all Atari home computers.
> >>
> >> I guess this never made it to the UK, did it ever really exist ?
> >>
> >> .atr anyone ? (or even better a mint original boxed copy for sale ;))
> >>
> >> Bye
> >>
> >> Paul
> >>
> >>
> >
> >

> >

3640. Re: xf551

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-19 13:17:55 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B2F5103.42281EBE@mail.uni-mainz.de>
Source record: 36113

Well,
using MyDOS 4.5x with a PAL XF551 (with an Eprom OS!), the DOS always
sets the density right, allthough the XF normally cannot configure the
density automatically. MyDOS has an option ("P") to set the density to
single or double, but equipped with the XF551 I never needed to use this
option. -Andreas

Rick Cortese schrieb:
>
> "bo snyder" <bobo_snyder@hotmail.com> wrote in message
> news:B74E7616.75C7%bobo_snyder@hotmail.com...
> >
> > >> now how do i hook up the switch? i realy like the idea of having both
> a
> > >> 720k 3.5 inch floppy and a 360k 5.25 floppy or even just a 360k 3.5
> floppy
> > >> and a 360k 5.25 floppy. that way i could have the best of both
> worlds...
> > >
> > > I cheated badly. Just used a DPDT switch on the 5V and 12V supplies
> going to
> > > the individual drives. There was enough room to mount the switch inside
> the
> > > case so I could flick it from the front.
> > >
> > >
> > ahhh okay.. so basically you just had a straight though 34 pin ribbon
> cable
> > (no twist) with 3 ends on it (one for m.b. and the other 2 for the other 2
> > drives) and then when you wanted to switch, you would shut the computer
> > down, then flick the switch which would then enable one or the other drive
> > and then power the computer back up.. right? you wouldn't see both
> drives
> > in dos, but at least you could use both the 3 1/2 and the 5 1/4 right?
> :-)
>
> Except for the power down part, I would hot switch. Foggy memory now; I
> think Sparta DOS automatically gets drive configuration everytime you access
> a drive and MyDOS can be set w/o a cold boot by using the set drive
> configuration.
>
> Makes it just a bit easier to move files, copy to ramdisk from 5.25", flick
> switch and copy from ramdisk to 3.5".

3641. DOOM for the 8-Bits...

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-19 13:28:55 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B2F5397.882A9D0C@mail.uni-mainz.de>
Source record: 36115

Well,
at the "Atari World 1999" (or was it 1998?) someone gave away flyers and stickers of DOOM avaiable for: Atari VCS 2600 and soon avaiable for: ColecoVision, IntelliVision, Atari VCS 5200, Atari VSC 7800, Atari classic, Atari Lynx. I also found some scans of these stickers/flyers on the SAGE atari CD-ROM. The stickers had an email adress on it - tried to contact this person, but the email is no more... So, anyone heard or seen these adverts ??? Especially is there anyone who was at this gaming expo and maybe spoke to the guy who gave away these adverts ??? And finally: were these versions or at least one of these versions ever released ??? -Andreas

TXG schrieb:
>
> Hi,
>
> I just mail this info to make sure everybody has atleast heard about it.
>
> New game #1:
>
> ------------
>
> Mr. Proper, written by Alex from Bit Busters
>
> Sikor Soft says "Now I wait for 100 person and speak with Alexander to
> finished this project."
>
> So it's up to us to reply when we want this game.
>
> New game #2:
>
> ------------
>
> DOOM, written by Piotr Fusik (Fox)
>
> Sikor Soft says "I also speak with Piotr Fusik (Fox) for doing "Atari DOOM",
> DOOM version for little Atari. Final price is no knowing yet..."
>
> For DOOM development is no price known but I think everybody who is
> interested in will pay atleast $25 USD for it.
>
> Please e-mail to Sikor Soft when you like to have a copy of Mr. Proper so it
> will be finished and that the DOOM development will start.
>

> Sikor Soft e-mail: sikor [sikor_soft@poczta.fm]
>
> TXG

3642. Re: Big Five's "Scaper Caper" ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-19 13:30:48 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B2F5408.CC9527D5@mail.uni-mainz.de>
Source record: 36116

Well,
a very long and detailed interview. Just to long for me to translate !!
And: I speak+understand german (grin!). -Andreas

Vidar \"Hawk\" Olavesen schrieb:
>
> http://www.skill42.de/makl/miner.htm
> http://www.skill42.de/makl/scraper_caper.htm
>
> Info and interview in German.

3643. Re: announcing preppie, and preppie II now on cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-19 14:22:39 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B2F602F.F7F0F2AC@asw.cz>
Source record: 36117

bo snyder wrote:
> on another note, when is someone going to make a Multi-cart for the atari
> 8bit system???? they have one for the 5200 so one for the 8bit should be
> quite easy to make patterned after the 5200 one. and i bet their are plenty
> of basics available for use as donor carts. (don't tell me to try to make
> one, i have NO idea how to even begin!).

Two problems:
1) Too many cartridge games (cca 5MBs)
2) Real cartridge dumps are needed. When I asked in this group for
cooperation, nobody replied. (http://www.asw.cz/~kubecj/acartdp.htm)

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

3644. Re: announcing preppie, and preppie II now on cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-19 15:09:53 UTC
From: Video61@webtv.net
Message-ID: <3118-3B2F6B41-285@storefull-176.iap.bryant.webtv.net>
Source record: 36118

hi bo,
we try to keep the page simple because many actual atari8 user still
access the pages, and all of the fancy stuff means that they are locked
out.
many xe carts are bank selected, and very large in memory compared to
the 5200, so what you are asking for is something that will be hard to
do.
thanks,
lance
www.atarisales.com

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

3645. Re: 1050 Disk Drive Cable?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-19 19:54:45 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <E0OX6.2343$6q2.288646@news6-win.server.ntlworld.com>
Source record: 36119

I'll second that ! My copy turned up today and it's fantastic. The photos
and descriptions alone are worth the charge, not to mention that you can
actually buy the stuff!!!

Paul

"Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:9gn5lh$m6n$1@nets3.rz.RWTH-Aachen.DE...
> Howdy Howie
>
> >Does anyone know where I might get a cable to connect my 800XL to it's
> >disk drive? Or at least the pinouts and where to get those wierd
> >square plugs?
>
> Contact Best Electronics via http://www.best-electronics-ca.com
> BTW their catalog is like an Atari encyclopidia. You won't regret
ordering
> it.
>
> CU Mathy van Nisselroy
>

3646. Re: [ANN] 8-bit Atari Elite Demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-19 20:12:13 UTC
From: Mark Keates <mark@mkeates.f9.co.uk>
Message-ID: <vqOX6.275$E71.13050@wards>
Source record: 36120
Cross-posted to: comp.sys.atari.8bit,alt.fan.elite

Hi,

"Andreas Magenheimer" <magea000@mail.uni-mainz.de>
wrote in message news:3B2F460A.4307EE62@mail.uni-mainz.de...
> Well,
> I am one of those "original" atari 8-bit users and I have downloaded the
> Elite demo. Unfortunately the unzipped ATR had a length of 33kbytes,

Atr's under the emulator don't appear to be required to a fixed size.
The remainder is simply 0's but I'll make the atr 96K next time.

> still converted it to single density and downloaded it to the XL,
> but: the demo is a little short !! I can only see the title screen, where
a
> vector-graphic (and very flickery!) space ship appears. I guess the
> flickering comes from my PAL system (50Hz), allthough I have seen much
> better -flicker free- vector graphics in various commercial games (like
> Mercenary, F15-Strike eagle, thomahawk, fighter pilot, etc.) and polish
> demos (dozens of demos, to many to count!). Maybe you should use a
> vector routine, that works well on both NTSC and PAL systems...

Mercenary uses page-flipping to achieve the smoothness, I've tried
this but reverted back to the original game's XOR redraw method.
The main reason behind this is that I need to get the main game engine
working first before I can see how to incorporate the page-flipping.
I'll try it again later, but for now this slows the rotation speed down
the intro screen compared to the C64 original. I'll also try leaving
the undraw pass until the vblank to see if that helps the flicker.

> Next, whenever I press any key (console button, keyboard) the demo
> crashes - or the rotating vector graphics stops and nothing else
> happens. the only thing I can do is pressing the Reset key and the
> vector graphic rotates again. But thats all. - Maybe your zipped ATR
> has some bugs (or my downloaded version has) ??? I do hope, that this
> demo version will not only work on an emulator, but also on the real
> machines. Unfortunately it doesn`t at the moment...

The instructions did say use the Start key ;-)
I'm afraid I did put in a replacement key handler routine since I've swapped
out the OS. When I'm back from my hols I'll set up a web page and re-release
the demo with the key-press fixed and page-flipping enabled as a comparison.

Regards,

Mark

P.S. I've made a loading screen from the C64 loading screen
but if anyone can do a front-on logo...

3647. FS/T: Atari 8-bit computer items and more... [06/18/2001]

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-19 21:08:25 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <sgasitkt93439lifn3i5nlmmtpbnpe3ebt@4ax.com>
Source record: 36121

```
Items currently available for the following systems:

Atari 8-bit computers

Apple ][ computers
Atari ST computer
Commodore 64 / 128 computers
Commodore Vic-20 computer
Radio Shack Color Computer (CoCo)
T.I. 99/4A computer
IBM PC (CD ROM and diskette software)

3DO
Atari Lynx
Nintendo 64
Nintendo Game Boy
Nintendo NES
Nintendo SNES
Sega Dreamcast
Sega Genesis
Sega Master System (SMS)
Sony Playstation (PSX)

Books / Magazines (video game and computer related)
Miscellaneous (board games, hand-held video games, etc.)
Movies (DVD and VHS)

Atari 2600
Atari 5200
Atari 7800
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--
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```

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3648. Re: Lato Ludzikow 2001 - Peoples Summer 2001

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-19 21:55:36 UTC
From: Vasco <vasco@owl.au.poznan.pl>
Message-ID: <9gpe07$6t$1@news.tpi.pl>
Source record: 36124

I greet all!

> Tell us what it is! I tried your site. It's hard to
> get on to it. Then I tried the zipfile you mention
> above. No luck either.

Well, in fact this server has very slow transwer

Because I place ALL text of invitation, so that you would
be able to get to know. Nice readings!

PS.. Fox-1 On party on 100% you will meet some Jurgi/Tristesse
- you remember him?

Vasco/Tristesse

- -
Lato Ludzikow (People's Summer) 3
August, the 3rd-5th, 2oo1
Taklamakan, Opalenica, Poland
ATARI Copy Party
Invitation
- -

What everyone guest has to know...

It's third edition of this party, and (both with
winter 'Last Party') it is seventh party in this place
allready! Sincethe famous QuaST party has dead,
parties in Opalenica ('Last Party' on December &
'LL' at summer) became the most important Polish
Atari fans party. It's dedicated to all Atari users:
ST, ST(e), TT, Falcon, and of course XL/XE.
I must notice, that it is NOT a commercial party.
No one will get a profit of making a party. A money,
you will pay for enter, is only for renting a place
and for praizes.

Yes, but what is the cost of it?
We live in a kapitalistic country, and no one will
give as a place for free. That's why we have to pay
40 zl (it's about 20 DM, I think, that is not much for
people from western Europe).
We know, that (for a difference) a trip will be
very expensive for people from ex-communist
countries, that's why, if you are from: Czech,
Slovakia, or ex-USSR (like Latvia, for example),

you may enter FOR FREE!!! You can bring a good beer
for organizer if you want.
Of course (because we are not feminists) women
always enter for free! So You can take your girl/wife
with You with a not much cost.

When?
Party will be at the first weekend of August
(just like the QuaST party). It means from the 3rd
(Friday) to the 5th (Sunday). Official opening will be
on Friday, but You can arrive on Thursday's
afternoon - party place will be open, and some people
will be there allready, I think. Official closing is on
Sunday about noon, but You can stay on party place
to the late afternoon.

Where I have to go?
As it was said, this party takes place in Poland
(Poland is in Europe, betweem Russia and Germany,
if you are not good in Geography ;-). A small city -
Opalenica is at west from Poznan city (Posen),
near west border of our country. All trains (without
Express, IC, EC) from Frankfurt/Oder (Germany)
to Posen are going through Opalenica (just look
for yellow train station).
Party place is (as always) in City Culture Hause,
called 'Taklamakan'. How to get there from the station?
It's about 800 meters long walk. You should go along by
'Dworcowa' street. At it's end (where is railway crossing
at left), turn right to the '5-go>Stycznia' street. At next
crossroads turn to 'Powstanca Kozaka" st. Walk ahead 100 meters
and turn right to 'Farna' st. At it's enf you will see
city-hall. Then turn right, and left to 'Mickiewicza' st.
About 50 meters later You will see so long awaited
'Taklamakan'. Hurra!
If You think, that's a bit complicated, I have
a good information. Probably always someone will wait
for You at railway station!

What should I expect at this Takla...?
* A big show-hall where You can put your hardware
(or see others' one). This hall has a big scene
for Atari Scene ;-).
* A separate sleeping-room.
* A pizzery in the same building.
* A shower (wow, great!).
* And (the most important!) a lot of famous Atarians!
And great Atari hardware.

You can also expect competitions (music, graphic,
intro & demo). Bring your own production to participate

in competitions!
You should not expect a comfortable beds, so
take your own sleeping-bag! You may take your hardware
(don't forget about monitor, cables, etc).
Probably we will also make a camp-fire one night
(yes! in the city!) to roast some sausage and talk to
the morning.

Competition rules (XL/XE)
Some general notes:
- There's have to be not less that 3 works to make
the competition.
- In the case of very many productions organizers
will do a selection.
- A compo-work has to be described in DOC file
(a kind of competition, name of work, author(s),
adress).
- Author don't have to be on party (it means, that
You can bring your friend's production if he can't
arrive), but in this case author will not get the
prize (if he win of course!).
- All competiton works are freeware!
- All participans will be in Jury.

Music compo:

- Plaing time is 3 minutes max. Longer tracks will be
turned off.
- It must be your original composition (it means:
no 'convertions', no 'covers'!!!).
- You can use someone elses' samples or
synthwaves, but You should describe this in DOC file.
- Track must not be a *.COM file!
- Allowed formats (composers):
- Chaos Music Composer (CMC),
- Music ProTracker
(MPT, MD1, MD2 + SMP),
- Theta Music Composer (TMC).
- All tracks will be played with MacGyver's
Mega Player 1.6 or 2.1.
- Music will be played in stereo!
- Music can be in other format, if you bring
a player & composer, and organizer will agree!
(Using extra memory for music compo is not allowed!).

MOD compo:
- Only *.MOD format (known from Amiga 500).
- Max module length 170 KB.
- One sample may be 32 KB, rest only 16 KB.
- Tracks will be replayed with Inertia
Player 4.1/4.12/4.5.

- Tracks will be replayed with 4-channels
8-bits music card (freq. 11.5 kHz).

Graphics compo

- Allowed formats: MIC, PIC, GR8, GR9, CPR, INP, INT,
XLP, CIN, HIP.
- Another formats may be allowed if the painting
program is available for every one (for example
PGR) - but organizer has to agree.
- Converting from other computers and scannings
are not allowed. Picture must be done on Atari!
- Redrawing someone else's pictures is not allowed!
It must your original work!

Intro 256 B compo

- Maximum length of code is 256 bytes,
but one dos header and one run/init
vector will be not included in counting.
- Intro must not use extra ram (it must run on
64 KB mashines).
- Intro must run from DOS (MemLo not higher than
$2000), but it doesn't have to back to DOS.
- Sound (if someone can put a music into) will be
in stereo.

Intro 16 KB compo

- Maximum lenght of file is 16 KB.
- Intro must run on 64 KB mashines.
- Intro must run from DOS (MemLo not higher than
$2000), but it doesn't have to back to DOS.
- Sound will be in stereo.

Demo compo

- There is no limit of maximum lenght.
- Demo must run with DOS (MemLo not higher than
$2000), but it doesn't have to back to DOS.
- All callings to disk must be with 'D:' device only
(not 'D1:' !!!) - it's because it must run from
subdirectory and/or HDD.
- If demo has some effects during loading,
it must not use RAM under FPP area -
it's because it must run from HDD.
- Demo can use 320 KB of memory on PortB
(+256 KB). It cannot use separatelly acces
for Antic/CPU (like 130XE or Compy Shop).
It means both Antic & CPU must use ramdisk
together (another explanation: an acces
like: Antic - extra ram & CPU - base ram
is not allowed) That's because demo must

run on every kind of RAM upgrade.
- Another RAM upgrades are not allowed to use
on competition.
- There must be an option to change used memory
banks! It should be a kind of setup with all
possible 64 banks to select!!!
- Sound will be in stereo.

Ending words

I'm waiting for You!
Come to keep Atari scene alive!

If you want to ask me something, here's my adress:

Rafal Dziamski
ul. Staszica 33
64-330 Opalenica
Poland
e-mail: vasco@atari8.prv.pl
www.atari8.prv.pl

Translated
to English by
Jurgi II/Trs

Compo rules (c;): Vasco/Tristesse
modyfication: Jurgi II/Tristesse

3649. Re: DOOM for the 8-Bits...

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-20 01:20:51 UTC
From: Russ Perry Jr <slapdash@enteract.com>
Message-ID: <slapdash-B0F2BF.20205119062001@news.enteract.com>
Source record: 36122

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:
> at the "Atari World 1999" (or was it 1998?) someone gave away flyers and
> stickers of DOOM avaiable for: Atari VCS 2600 and soon avaiable for:
> ColecoVision, IntelliVision, Atari VCS 5200, Atari VSC 7800, Atari
> classic, Atari Lynx. I also found some scans of these stickers/flyers on
> the SAGE atari CD-ROM. The stickers had an email adress on it - tried
> to contact this person, but the email is no more... So, anyone heard or
> seen these adverts ??? Especially is there anyone who was at this gaming
> expo and maybe spoke to the guy who gave away these adverts ??? And
> finally: were these versions or at least one of these versions ever
> released ??? -Andreas

As far as I know that was all a gag. The only thing is, I only know
about the 2600 "version", and that was just a photo hack. The image
was made by James Catalano, though lots of other people have taken
credit for it... The original newsgroup publicity was by Bill
Haslacher, an ex-Atarian and kidder.
--
//*==++
|| Russ Perry Jr 2175 S Tonne Dr #114 Arlington Hts IL 60005 ||
|| 847-952-9729 slapdash@enteract.com VIDEOGAME COLLECTOR! ||
++==*//

3650. Re: Multiboot question

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-20 01:23:11 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010619212311.29844.00000159@ng-fx1.aol.com>
Source record: 36123

Hi David;

Even if the files are available from DOS, they are still boot programs rather
than binary load executables and will require some massaging to be usable
again. You must either add load and run vectors or convert them back into boot
disk/tape format.

>david_p@istop.com (David A Paterson) responded:

>I seem to recall that most of the multiboot disks used the basic DOS II
>format - try installing a multi-boot ATR disk as D2: under Sparta or MyDos,
>then browse and copy files from the multi-boot disk.

-Ron

Experience is something you don't get until just after you need it.

3651. xf551

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-20 03:05:23 UTC
From: Winston Smith <Winston.Smithp0.f978.n8.z8@fmlynet.org>
Message-ID: <001ebb9b@fmlynet.org>
Source record: 36135

FamilyNet Newsgate

RE: Re: xf551
BY: Andreas Magenheimer to All on Tue Jun 19 2001 11:10:58

AM> Well, other DOS versions, that support the XF551 are SuperDOS 5.0
AM> and 5.1 (from Australia), BiboDOS 6.4 (Germany), Turbo DOS 2.0/2.1
AM> (Germany), DOS-XF (Germany), X-DOS (Germany) and maybe a few more.

Interesting. I have a DOS disk from "Top Magazin" which is just labeled as "XF Tools". As the screen is in PAL, it runs a little long for my NTSC monitor. I wish I knew what it is. The DOS makes a popping sound like a popcorn popper or a machine gun/pistol when it loads. I don't speak German, but it looks like some sort of DOS disk, the loading sound is different from Bob Puff's "ultra skew" used in Discomm. I'd love to know how to use it, or at least how to identify the disk DOS header / ID byte....

%%%
* Synchronet * Pony's Corral BBS - telnet://thecorral.darktech.org(1:101/805)

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3652. Re: Sword of Fargoal??

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-20 07:47:01 UTC
From: Manuel Polik <mpolik@neulandmm.de>
Message-ID: <3B3054F5.263148C2@neulandmm.de>
Source record: 36126

Mo wrote:

> I was thinking about porting it myself, but it
> would require a total rewrite from the ground up. Can anyone save me from
> buying a commodore? 8-)

No total rewrite. SoF is written in BASIC. There's a little ASM part
which is intended to speed up the dungeon creation, but this should be
easy portable too.

I'm sure if you ask in comp.sys.cbm somebody can tell you how to extract
the BASIC listing out of an *.D64 image.
Maybe I could then help reverse-engineering the ASM part.

BTW: Does the Text resolution of the Atari and the C64 match? I think
the C64 uses its full 40*25 char resolution for Sword Of Fargoal.

Greetings,
Manuel

3653. Re: NEED PEOPLE TO SUPPORT NEW GAME DEVELOPMENT OF DOOM! and Mr.Proper <Support 8-bit>

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-20 08:23:57 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9gpmit$km0$1@nets3.rz.RWTH-Aachen.DE>
Source record: 36127

Howdy Rene, folks

>Yes Doom is open source, but it would look more like Wolf 3D on Atari 8-bit.

What exactly is Doom?
What exactly is Wolf 3D?
What are the differences?

CU Mathy van Nisselroy

3654. Re: announcing preppie, and preppie II now on cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-20 08:40:45 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9gpnid$m54$1@nets3.rz.RWTH-Aachen.DE>
Source record: 36128

Howdy folks

>Two problems:
>1) Too many cartridge games (cca 5MBs)
>2) Real cartridge dumps are needed. When I asked in this group for
>cooperation, nobody replied. (http://www.asw.cz/~kubecj/acartdp.htm)

Why doesn't somebody develope some kind of a juke box, where you plug your
favorit carts in and select them via a small keypad or via software somehow?

CU Mathy van Nisselroy

3655. Re: Commodore 64 as GSM phone

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-20 08:50:08 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9gpo40$m54$3@nets3.rz.RWTH-Aachen.DE>
Source record: 36129

Howdy folks

I found this in comp.sys.cbm (the C64 group). Sounds like a fun project for somebody with an Atari 8 bit and a GSM telephone. (GSM is a standard for mobile phones. SMS stands for Small Message Services. You can send small text messages from one GMS telephone to another. I've heard of plans to make SMS possible on 'fixed' phones too.). I don't have (nor want) a mobile phone.

CU Mathy van Nisselroy

In article <3B29E7E0.A3AA7376@pp.inet.fi>, pekka.takala@pp.inet.fi says...
>
>Needed hardware:
>1 turbo232 or swiftlink
>1 Siemens m20 gsm module + headset + power
>1 Simm card
>1 C64
>Novaterm
>
>Set up the equipment as normally and load novaterm. Set it to
>19200,n,8,1
>
>Then, you can make and answer normal voice calls using novaterm. Also
>sms send and receive is possible. I tested this equipment and found it
>usable.
>
>Soon I will release a software that is meant for c64 and siemens m20
>using as a gsm phone. Advantage in this will be that c64 screen is
>bigger than any gsm screen. Also, you can use the m20 to make data
>connections. As c64 is a computer, you can make a phone diary bigger
>than the normal simm can ever hold.
>
>--
>*Pekka "Pihti" Takala *pekka.takala@pp.inet.fi
>*asm sw developer *home: +358-6-8311341
>*cellular: +358-40-5670465

3656. Sword of Fargoal??

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-20 09:58:15 UTC
From: Mo <mygranny@'no-spam'swbell.net>
Message-ID: <FkYX6.107$7d5.249297@nnrp3.sbc.net>
Source record: 36125

I'm trying to find an Atari port/clone of Sword of Fargoal. The game was originally only released for the C64 and Vic20 through Epyx. Epyx was notorious for releasing multi-platform games, but I have been unable to find an Atari version of this one. I was thinking about porting it myself, but it would require a total rewrite from the ground up. Can anyone save me from buying a commodore? 8-)
Mo

3657. Seikosha Printers for Atari

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-20 11:03:15 UTC
From: Schufra@hilti.com
Message-ID: <210ADC56B03ED311B2BC0000F8CD241102D657C4@xsc1.kaufering.hilti.com>
Source record: 36132

Hi folks!

I have got a Seikosha GP-700VC for commodore computers.
Anybody knowes how to modify (pinout, dip-switches) the printer to make it
work on our Ataris?

Thanks
frank ;-)

--
Posted from gatekeeper.hilti.com [193.202.255.1]
via Mailgate.ORG Server - http://www.Mailgate.ORG

3658. Re: DOOM for the 8-Bits...

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-20 11:21:22 UTC
From: DCM01@USA.NET
Message-ID: <3b3085fb.969843@news.CIS.DFN.DE>
Source record: 36133

On Tue, 19 Jun 2001 20:20:51 -0500, Russ Perry Jr
<slapdash@enteract.com> wrote:

>Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:
>> at the "Atari World 1999" (or was it 1998?) someone gave away flyers and
>> stickers of DOOM avaiable for: Atari VCS 2600 and soon avaiable for:

>As far as I know that was all a gag. The only thing is, I only know
>about the 2600 "version", and that was just a photo hack. The image
>was made by James Catalano, though lots of other people have taken
>credit for it... The original newsgroup publicity was by Bill
>Haslacher, an ex-Atarian and kidder.

2600 Doom, eh? It reminds of the story told by the 2600 programmer
whom Atari approached about the graphically intense scrolling
shoot-em-up Xevious. I think he said something like "Well, I got the
assignment and had no idea how I could possibly do that on the crude
2600 system, so I sat on the sofa and smoked about 4 marijuana
cigarettes and then I knew how to do it."

Hee hee! I am not defaming anyone as a pot smoker, but that is the
story I remember.

3659. Re: NEED PEOPLE TO SUPPORT NEW GAME DEVELOPMENT OF DOOM! and Mr.Proper <Support 8-bit>

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-20 12:01:47 UTC
From: Mo <mygranny@'no-spam'swbell.net>
Message-ID: <t8_X6.961$Xh7.19047@nnrp1.sbc.net>
Source record: 36130

Wolf- "wolfenstein 3d" was John Carmack and John Romero's first entry into the computer games market, after that they rewrote it into DOOM- which has become a standard of measure for alot of todays 3d first person shooter games. They went on to form their own software company called ID-software. They created "Quake" and the quake engine which is used in alot of todays PC games. Usually they are just "Quake" with the textures and graphics swapped out to create something new.
Here's the link to their website-
http://www.idsoftware.com/

Mo

Mathy Van Nisselroy wrote in message
<9gpmit$km0$1@nets3.rz.RWTH-Aachen.DE>...
>Howdy Rene, folks
>
>>Yes Doom is open source, but it would look more like Wolf 3D on Atari 8-bit.
>
>What exactly is Doom?
>What exactly is Wolf 3D?
>What are the differences?
>
>CU Mathy van Nisselroy
>

3660. Re: Sword of Fargoal??

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-20 12:10:47 UTC
From: Mo <mygranny@'no-spam'swbell.net>
Message-ID: <Tg_X6.988$Xh7.19185@nnrp1.sbc.net>
Source record: 36131

Honestly, I've never touched a commodore. I downloaded an emulator this evening and have been getting familiar with it, I ran Sword... and it looked pretty good. The text res. looked very similar to the atari's I'm working on getting a printed listing of the prog. I noticed on comp.sys.cbm that somebody else is trying to defeat the copy protection of the game and I refered them to your site and the links to the authors webpage. I'll keep you updated and I'm definitely going to need help with the asm code. Thanks,
Mo

Manuel Polik wrote in message <3B3054F5.263148C2@neulandmm.de>...
>Mo wrote:
>
>> I was thinking about porting it myself, but it
>> would require a total rewrite from the ground up. Can anyone save me from
>> buying a commodore? 8-)
>
>No total rewrite. SoF is written in BASIC. There's a little ASM part
>which is intended to speed up the dungeon creation, but this should be
>easy portable too.
>
>I'm sure if you ask in comp.sys.cbm somebody can tell you how to extract
>the BASIC listing out of an *.D64 image.
>Maybe I could then help reverse-engineering the ASM part.
>
>BTW: Does the Text resolution of the Atari and the C64 match? I think
>the C64 uses its full 40*25 char resolution for Sword Of Fargoal.
>
>Greetings,
> Manuel
>

3661. Re: Big Five's "Scaper Caper" - Bill Hogue speaks !

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-20 12:55:17 UTC
From: GB <abc@123.456>
Message-ID: <3B309D35.DD973005@123.456>
Source record: 36134

This is interesting. Did a search on Google.com for Miner 2049er and found a Atari easter egg list for Atari's. They had some of the cheats for the 5200 version of Miner 2049er. Here is what they had:

Area select:

Begin game play and jump on the first platform. Place Bounty Bob in a position where no opponents can touch him without pausing game play. Hold Top-Fire and press 2, 1, 3, 7, 8, 2, 6, 8, 6, 1. The level will restart to confirm correct code entry. Press Reset followed by a number that corresponds to the desired zone. Note: Press 0 for zone 10. Then, hold Top-Fire and press a number that corresponds to the desired station.

Unlimited lives:

Enable the "Area select" code. After losing a life, immediately warp to another station to keep your current number of lives.

They have all kinds of other easter eggs for Atari systems. Here's the link:

http://www.gamegenie.com/cheats/atari.shtml

Glenn

GB wrote:

> Thanks for sharing that response you got from Bill Hogue.
>
> I was a huge fan of his when Big 5 produced TRS-80 games. I considered
> his games were the best games ever produced on the TRS-80. Meteor Mission
> was my favorite game.
>
> The first game that Big 5 produced was Super Nova. A asteroids style game.
>
> You compare Super Nova to his later releases, the programming and graphics
> done significantly got better and better.
>
> I sure hope he can find that tape!!
>
> Glenn Bruner
> glenn_b18@yahoo.com
>
> Mo wrote:
>
> > I'M NOT WORTHY!!! That is so cool! You know Bill Hogue's programming
> > predates the atari, I have a few of his games for my 1978 TRS-80 model 1. I

> > think the ones I have were written around '79, titles would include- 'meteor
> > mission 1&2','Robot Attack'- which had digitized speech samples that would
> > holler at you" PLAYER ONE" and "GAME OVER PLAYER ONE", also there was
> > 'Galaxy Invasion', and 'Invasion Force'. Even by todays standards these
> > still have excellent gameplay.
> > Mo
> >
> > Paul Barker wrote in message ...
> > >Reply to my enquiry to Bill Hogue follows :
> > >
> > >Paul,
> > >
> > >Thanks for the kind words about Bounty Bob. It's really neat that there
> > are
> > >so many people around that have fond memories of my old games.
> > >
> > >Scraper Caper was supposed to be our next game after Miner 2049er. We had
> > a
> > >lot of success with Miner and ended up licensing it for just about every
> > >computer that existed at the time. This put a lot of pressure on us to
> > come
> > >up with something that was incredible and could duplicate Miner's
> > >popularity.
> > >
> > >Our first cut had Bounty Bob at the base of a high-rise building on fire.
> > >He had gotten work as a fireman after finally getting out of the mines.
> > (He
> > >had also slimmed down, if I remember!) The concept would have had the
> > >player controlling him throughout this building in search of people to
> > >rescue or items to save.
> > >
> > >We had a large part of it programmed but it never seemed to go anywhere so
> > >we abandoned it. We started another totally different game that had Bounty
> > >Bob on this 3-D style maze with angry little fireballs after him. I spent
> > a
> > >ton of time getting the look right so that Bounty Bob and the little
> > >fireballs would move in and out around the playfield correctly. What we
> > >ended up producing was a stunning looking screen masking dull game play.
> > >
> > >So we finally chose to do what we should have done in the first place:
> > make
> > >a really cool sequel to Miner 2049er and put Bounty Bob back in the mine.
> > >We had a tremendous amount of fun coming up with all the new levels and
> > >contraptions.
> > >
> > >It's too bad but whatever code that existed for Scraper Caper I or II no
> > >longer exists. There might be some videotape somewhere. Maybe I'll try to
> > >find it one day and make it into a movie.
> > >
> > >Thanks for your letter, Paul.

> > >
> > >Bill Hogue
> > >
> > >
> > >
> > >"Paul Barker" <pbarker@ntlworld.com> wrote in message
> > >news:VxaW6.15678$9t5.924621@news6-win.server.ntlworld.com...
> > >> Hi
> > >>
> > >> As an avid Bounty Bob fan I've just come across a german language site
> > >> (http://www.skill42.de/makl/miner.htm) which mentions another game by
> > Bill
> > >> Hogue staring Bob called Scraper Caper. The scanned flier states it was
> > >> available for the 5200 and all Atari home computers.
> > >>
> > >> I guess this never made it to the UK, did it ever really exist ?
> > >>
> > >> .atr anyone ? (or even better a mint original boxed copy for sale ;))
> > >>
> > >> Bye
> > >>
> > >> Paul
> > >>
> > >>
> > >
> > >
> > >

3662. 8bit doom

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-20 15:48:00 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B75613C0.824A%bobo_snyder@hotmail.com>
Source record: 36137

here might be the "killer app" for upgrading to the 65816 (i think thats the number) cpu. you know, the 16mhz 6502. :-)

it has very little support as far as software goes other than some demos and stuff, but doom for the atari 8bit? i would do some soldering into my machine just so that i can play doom or castle wolfinstein (the 3d new version, not the orginal version!)

i don't know.. i just don't think that doing such an upgrade without a REAL games is worth it to me.

bo

3663. scram

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-20 16:05:29 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B75617D9.836B%bobo_snyder@hotmail.com>
Source record: 36138

hi all,

does the chris crawford (i think) game "scram" come as an downloadable atr
or binary image which is transferrable to floppy and/or playable on a
emulator?

i would love to play this game again. my dad and i used to have a lot of
fun playing that thing, but i remember it was on cassette and what a pain it
was to load.

thanks
bo

3664. Re: Seikosha Printers for Atari

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-20 16:26:28 UTC
From: TK421 <Whyarentyou@yourpost.com>
Message-ID: <ldj1jtofgimjppeeb46j75h7p1ueadnddd@4ax.com>
Source record: 36139

I have a gp550 and had tried to convert it to a standard "ascii"
printer. There is a 65xx or 68xx (can't remember exactly)
controller/cpu that would need to be changed/reprogramed to make it
work on another computer. Hope that gets you a little closer to your
goal. I found it not cost effective to bother on mine.

Anyone want a Seikosha GP550 for an Atari??
worked last time I power it up (5+ years ago)

On Wed, 20 Jun 2001 11:03:15 +0000 (UTC), Schufra@hilti.com (Schuster
Frank (sf)) wrote:

>Hi folks!
>
>I have got a Seikosha GP-700VC for commodore computers.
>Anybody knowes how to modify (pinout, dip-switches) the printer to make it
>work on our Ataris?
>
>Thanks
>frank ;-)

3665. Re: announcing preppie, and preppie II now on cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-20 16:49:04 UTC
From: Mo <mygranny@'no-spam'swbell.net>
Message-ID: <0m2Y6.139$Z_.243749@nnrp2.sbc.net>
Source record: 36136

They did make a multipak interface for the TRS-80 Color Computer, it allowed four cartridges including the disk controller to be plugged in simultaneously. There was both hardware and software switches, the only drawback is that only one cart at a time could be used with the disk controller. It might be possible to duplicate this and port it to the 8bit. it would also possibly allow a 35 track double density drive to be added although that would definitely be tricky. The COCO, in case no one is familiar uses a cartridge disk controller with a cable attached to the disk drive. There were other carts made for this unit as well, like an RS232 cart, Direct connect modem cart, speech synth. cart, and a music synth cart.
Just thinking out loud again,
Mo

Mathy Van Nisselroy wrote in message
<9gpnid$m54$1@nets3.rz.RWTH-Aachen.DE>...
>Howdy folks
>
>>Two problems:
>>1) Too many cartridge games (cca 5MBs)
>>2) Real cartridge dumps are needed. When I asked in this group for
>>cooperation, nobody replied. (http://www.asw.cz/~kubecj/acartdp.htm)
>
>Why doesn't somebody develope some kind of a juke box, where you plug your
>favorit carts in and select them via a small keypad or via software
somehow?
>
>CU Mathy van Nisselroy
>
>

3666. Re: 8bit doom

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-20 17:04:50 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <9gql47$8oh$1@plutonium.compulink.co.uk>
Source record: 36140

well there is the vauge possibility, and lots of talk of something 'doom like' appearing on the atari-8. Though it would be more a wolfenstein type of affair. Examples of games that got close are 'capture the Flag'(look), Mercenary (game play) and 'Alternate reality'(a mix of both, but felt 'turn based') It may be that there is the possibility for setting up a first person, full perspective arcade shooter on the 8 bit. But I pity the poor poor processor. The Amiga Struggled to emulate doom, I'm sure that the Atari 8 (spiritual farther to the Amiga) would be even less capable. But I am constantly supprised at what peeps can get out of old kit.

"bo snyder" <bobo_snyder@hotmail.com> wrote in message news:B75613C0.824A%bobo_snyder@hotmail.com...
> here might be the "killer app" for upgrading to the 65816 (i think thats the
> number) cpu. you know, the 16mhz 6502. :-)
>
> it has very little support as far as software goes other than some demos and
> stuff, but doom for the atari 8bit? i would do some soldering into my
> machine just so that i can play doom or castle wolfinstein (the 3d new
> version, not the orginal version!)
>
> i don't know.. i just don't think that doing such an upgrade without a REAL
> games is worth it to me.
>
> bo
>
>

3667. I want dem Atari blues

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-20 21:18:26 UTC
From: Keith Olson <"s p a m t r a p 0 0 7"@y>
Message-ID: <tj25v8lc37d066@corp.supernews.com>
Source record: 36141

I have been trying to find an online copy of the 400/600/800 BASIC
programming manual. Specifically, I am trying to find the listing for the
random blues generator. Can anyone help me?

Thank you
Keith Olson
--

| For the memory of the uncompromisingly righteous is a blessing, |
| Proverbs 10:7a |

3668. Re: scram

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-20 22:23:02 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <MPG.159aecd6db6f92499896b7@news-server.optonline.net>
Source record: 36142

In article <B75617D9.836B%bobo_snyder@hotmail.com>,
bobo_snyder@hotmail.com says...
> hi all,
>
> does the chris crawford (i think) game "scram" come as an downloadable atr
> or binary image which is transferrable to floppy and/or playable on a
> emulator?
>
> i would love to play this game again. my dad and i used to have a lot of
> fun playing that thing, but i remember it was on cassette and what a pain it
> was to load.
>
> thanks
> bo
>
>
>
It's a BASIC program. At least the copy I have is. Got it back in about
1982/83. It's a 13K file. I'll put it up at umich if it isn't already
there.

--
--
Robert S Ely - aka - Eli-the-Iceman
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

3669. Open Projects for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-21 00:04:04 UTC
From: MUD <gary@spam.net>
Message-ID: <20010620.200356.1883673119.2450@cr810798-e.cambr1.on.wave.home.com>
Source record: 36143

Well just my 2 cents worth, about open source and the Atari =)

I do like the idea of open source and GPL, but also on the other
hand there has to be some close source projects too, this is
where I would like to see some open projects done for the
Atari 8-bit, I see some hardware hacking etc, but I would
like to see an area that has atarians in one location.

I moved over to linux some time ago, and just dug out my
Atari to do some hacking with it, I seen some neat stuff
on /. about an Atari 800 as a webserver and the Atar/UX
Project.

Also I been IRC'ing for many years and came across a very
nice IRC server that has alot of devlopment people on it for
differnet platforms (OPN) and would like to suggest we get
some Atari 8-bit junkies on it, and get some shared development
and help happening =)

Just a suggestion for #Atari @ irc.openprjects.net , don't know if there
is a place if any that you's may be now, please comment here!

Info on OPN

Open Projects Net exists to provide an interactive environment
for free software and open source projects and support groups.
Our network is currently implemented using Internet Relay Chat
(IRC). Our aim is to help improve the communication and
coordination skills of our participants and to maintain a friendly,
efficient environment for project coordination and technical support.

In 1998, OPN had about 100 users and less than 20 channels. Our
current peak is almost 3,500 users and over 1,200 channels. It's
hard to maintain a friendly IRC environment, and we put a lot of
effort into it. It requires social hacks and software hacks. We
continue to grow and we'll continue to work to make the network
a productive and useful place.

Currently, we are getting ready to set up a US 501c3 (non-profit,
tax-exempt) corporation to further the growth and management
of the network.

3670. scram

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-21 00:42:03 UTC
From: Winston Smith <Winston.Smithp0.f978.n8.z8@fmlynet.org>
Message-ID: <001eefd4@fmlynet.org>
Source record: 36149

FamilyNet Newsgate

RE: Re: scram
BY: Robert S Ely to All on Wed Jun 20 2001 16:23:02

A S.C.R.A.M. simulator was published for the Commodore PET computer, in David Ahl's Creative Computing, I think. (Also: Trucker, Hail To The Chief, and Star Merchant, to mention some others).

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3671. [TYPO] Re: Open Projects for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-21 01:31:57 UTC
From: MUD <gary@spam.net>
Message-ID: <20010620.213149.23628464.2450@cr810798-e.cambr1.on.wave.home.com>
Source record: 36144

> Just a suggestion for #Atari @ irc.openprjects.net , don't know if there
> is a place if any that you's may be now, please comment here!

[Repost]

Typo on irc.openprojects.net

3672. Re: NEED PEOPLE TO SUPPORT NEW GAME DEVELOPMENT OF DOOM! and Mr.Proper <Support 8-bit>

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-21 02:04:05 UTC
From: arudzki@bellatlantic.net
Message-ID: <3b315348.10372661@news.bellatlantic.net>
Source record: 36145

On 20 Jun 2001 08:23:57 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:

>Howdy Rene, folks
>
>>Yes Doom is open source, but it would look more like Wolf 3D on Atari 8-bit.
>
>What exactly is Doom?
Doom came out after Wolf 3D and allowed rooms with walls at any angle AND allowed texturing or those walls.

>What exactly is Wolf 3D?
Wolf 3D is a 3D game (thru your characters eyes). The shortcoming of the game is that the walls are at 90 degree angles, so all the rooms are various sized boxes.

>What are the differences?
>
>CU Mathy van Nisselroy
>

3673. Disk Drive Question

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-21 07:16:12 UTC
From: zmindless@hotmail.com
Message-ID: <zmindless-2106010216410001@ppp137.ossian.ssi-pci.net>
Source record: 36147

I recently acquired an Atari 800 and a Rana Systems disk drive. I followed the directions and set up the disk drive with the proper address for drive one plugged it into the periperal port. The drive spins and counts up 39 tracks but the Atari doesn't seem to recognize it. If the basic cartridge is in the slot when I typ DOS it goes to that memo pad thing. If the cartridge is not in it goes straight to memo pad. I've tried it with multiple dos and other disks and it just seems like the computer isn't recognyzing the drive. I'd really like like to get this thing to work, the previous owner is a friend and he said it worked the last time he tried it, Please help me to resurect this thing if you can. Thank you

3674. Re: Sword of Fargoal??

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-21 07:48:07 UTC
From: Manuel Polik <cybergoth@nexgo.de>
Message-ID: <3B31A6B7.EAFFA0AB@nexgo.de>
Source record: 36148

Mo schrieb:

> Looking at the comp.sys.cbm -someone posted that they talked to the author
> and he is in the process of porting the game to other platforms, Windoz was
> mentioned as well. Maybe we could petition him into an A8bit version?

Just read that too. But since Jeff stopped the C128 version, I fear a
petition for an Atari port won't work :-(

Greetings,
Manuel

3675. Updating my Newton Atari .mod site

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-21 09:01:30 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001efedb@fmlynet.org>
Source record: 36155

FamilyNet Newsgate

This is in reguards to my website at...

http://www.geocities.com/lady-aramis/atarinewtonmod.html

This site is devoted to making the tunes of the Atari computers and games available on the Newton MessagePad, since, after all, the best home computer works best with the world best PDA. ;) On this site there are zipped mods already in .pkg form, as well as raw mods for downloading and converting on the fly for Newt's Cape users, and a few mods thrown in that were not neccessarily Atari in theme but cool anyway. :)

So pay it a visit! All the contributions back in September were ones donated by various users from the Atari newsgroups. The recent change was when a midi and mod archieve (of, oh, about 101 megs worth of music) recently opened back up. So I'll be sorting through those, posting some new mods up on my site every so often, ect.

So .mod fans, stop by when you get the chance!

Doctor Clu
Atari / Newton User

PS: Those that have geocities web accounts, anyone figure out how to upload a Newton file in it's unzipped .pkg form? I would love to have my Newton files up there for Newton users to just grab without the aid of a desktop.

Thanks in advance!

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3676. Re: Sword of Fargoal??

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-21 09:04:49 UTC
From: Mo <mygranny@'no-spam'swbell.net>
Message-ID: <vEgY6.879$Mz1.13175@nnrp1.sbc.net>
Source record: 36146

Looking at the comp.sys.cbm -someone posted that they talked to the author
and he is in the process of porting the game to other platforms, Windoz was
mentioned as well. Maybe we could petition him into an A8bit version?
Mo

Manuel Polik wrote in message <3B3054F5.263148C2@neulandmm.de>...
>Mo wrote:
>
>> I was thinking about porting it myself, but it
>> would require a total rewrite from the ground up. Can anyone save me from
>> buying a commodore? 8-)
>
>No total rewrite. SoF is written in BASIC. There's a little ASM part
>which is intended to speed up the dungeon creation, but this should be
>easy portable too.
>
>I'm sure if you ask in comp.sys.cbm somebody can tell you how to extract
>the BASIC listing out of an *.D64 image.
>Maybe I could then help reverse-engineering the ASM part.
>
>BTW: Does the Text resolution of the Atari and the C64 match? I think
>the C64 uses its full 40*25 char resolution for Sword Of Fargoal.
>
>Greetings,
> Manuel
>

3677. Game idea's for use with Multidash/Maze of Agdagon interface

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-21 11:06:04 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9gskes$k78$1@nets3.rz.RWTH-Aachen.DE>
Source record: 36151

Howdy folks

Yesterday I came upon an article by Andreas Magenheimer about network games (ABBUC Magazin 63 (or maybe 64)). He had some suggestions for games that could be used with the multidash interface. (for those who do not know: Jiri Bernasek (of BW-DOS fame) came up with a higher tech version of the Agdagon interface. He also wrote 'Multidash' for it. With the Multidash-interface, you can connect up to 8 Atari 8 bit computers together. The first one loads the game from disk, and all others (which are turned on after the previous one has booted) boot at lightspeed from the first computer. All players are in the same game at the same time, but they all see the playfield from their 'perspective'.

Here are my ideas:

A car or speed boat race, where each player has his/her own car or speed boat and sees the track/see/lake from his/her car or boat.
You could even turn this into a chase, where one or two cars/boats are chased (as in Miami vice or the dukes of Hazzard or whatever).
Or you could have a 'Baywatch' game, where you try to rescue as many people as possible. Either as a team or individual.
Or you could have a squadron of fighter airplanes (one of the players could be a rescue helicopter pilot)
Or a time of fire fighters, with trucks and helicopters...

(I'm gonna cool my brain now.....)

CU Mathy van Nisselroy

3678. Re: I want dem Atari blues

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-21 11:34:18 UTC
From: Keijo Simonen <k@aivo.noads.com>
Message-ID: <MPG.159c0829c6406c0f989681@uutiset.nic.fi>
Source record: 36152

In article <tj25v8lc37d066@corp.supernews.com>, "Keith Olson" <s p a m t
r a p 0 0 7 @ y a h o o . c o m> says...
> I have been trying to find an online copy of the 400/600/800 BASIC
> programming manual. Specifically, I am trying to find the listing for the
> random blues generator. Can anyone help me?

Here is the listing for "Computer Blues" from my "BASIC 1"-manual.

By the way, is there any way to load a simple text file, like the basic
listing below, into any Atari-emulator? In spite of Atari basic's error-
spotting-feature I would prefer to write basic programs with decent
editor, like Microsoft Notepad. :-)=

```
10 TEMPO=4
20 PTR=1:THNOT=1:CHORD=1
30 DIM BASE(3,4),LOW(3),LINE(16),JAM(3,7)
40 FOR X=1 TO 3:FOR Y=1 TO 4
45 READ A:BASE(X,Y)=A:NEXT Y:NEXT X
50 FOR X=1 TO 3:READ A
55 LOW(X)=A:NEXT X
60 FOR X=1 TO 16:READ A
65 LINE(X)=A:NEXT X
70 FOR X=1 TO 3:FOR Y=1 TO 7
75 READ A:JAM(X,Y)=A:NEXT Y:NEXT X
80 GOSUB 190
90 T=T+1
100 GOSUB 120
110 GOTO 80
120 IF RND(0)<0.25 THEN RETURN
130 IF RND(0)<0.5 THEN 160
140 NT=NT+1:IF NT>7 THEN NT=7
150 GOTO 170
160 NT=NT-1:IF NT<1 THEN NT=1
170 SOUND 2,JAM(CHORD,NT),10,NT*2
171 SETCOLOR 1,0,JAM(CHORD,NT)
180 RETURN
190 IF BASS=1 THEN 260
200 BDUR=BDUR+1
210 IF BDUR<>TEMPO THEN 230
220 BASS=1:BDUR=0
230 SOUND 0,LOW(CHORD),10,4
231 SETCOLOR 2,LOW(CHORD),10
240 SOUND 1,BASE(CHORD,THNOT),10,4
241 SETCOLOR 4,BASE(CHORD,THNOT),8
250 RETURN
```

```
260 SOUND 0,0,0,0:SOUND 1,0,0,0
270 BDUR=BDUR+1:IF BDUR<>1 THEN 310
280 BDUR=0:BASS=0:THNOT=THNOT+1
285 IF THNOT<>5 THEN 310
290 THNOT=1:PTR=PTR+1
295 IF PTR=17 THEN PTR=1
300 CHORD=LINE(PTR)
310 RETURN
320 DATA 162,144,136,144,121,108,102
330 DATA 108,108,96,91,96,243,182,162
340 DATA 1,1,1,1,2,2,2,2,1,1,1,1,3,2
350 DATA 1,1
360 DATA 60,50,47,42,40,33,29,60,50,45
370 DATA 42,40,33,29,81,68,64,57,53,45
380 DATA 0
```

--
Remove "noads" from e-mail address!

3679. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-21 12:04:15 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_993124903@rtfm.mit.edu>
Source record: 36153
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 28, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/

3680. Re: Disk Drive Question

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-21 12:21:34 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b321e28$0$62150$4c5ecdc7@news.erinet.com>
Source record: 36156

Since you say the drive steps thru the tracks, it may be you have it
in diagnostic mode, ie. switches 3 and 4 are up(on).
You should set the dip switches all off for single density, D1:. I think
I always set 4 on(up), this allows double density disks, as well as
single density disks, the drive detects, I think.
russg

3681. Re: I want dem Atari blues

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-21 12:30:38 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b322047$0$62139$4c5ecdc7@news.erinet.com>
Source record: 36157

(can use notepad to write 8-bit Atari BASIC).
Sure, but I would think you'd want the automatic error checking
by using an emulator and BASIC from there.
A notepad file would just need the EOLs changed from 13,10 to 155s.
This would be ASCII to ATASCII. You can find a simple ASC2ATAS.EXE
on my website. I have asc2atas, atas2asc for both the pc and a8 there.
http://www.en.com/users/russg see the Assembler Editor section for
download.
russg

3682. Re: Disk Drive Question

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-21 12:36:06 UTC
From: Mo <mygranny@'no-spam'swbell.net>
Message-ID: <AKjY6.886$Mz1.14150@nnrp1.sbc.net>
Source record: 36150

That's interesting 'cause if you were booting a bad or unbootable floppy it would say 'Boot Error' over and over. I don't know much about Rana drives except that I've seen alot of plees for help on them here. If you have another disk drive you might want to set it for #1 and the Rana for #2 and see if you can read any disks with it. I would also try booting MyDos 4.5 in the Rana and see if that works.
Mo

Z Mindless wrote in message ...
>I recently acquired an Atari 800 and a Rana Systems disk drive. I
>followed the directions and set up the disk drive with the proper address
>for drive one plugged it into the periperal port. The drive spins and
>counts up 39 tracks but the Atari doesn't seem to recognize it. If the
>basic cartridge is in the slot when I typ DOS it goes to that memo pad
>thing. If the cartridge is not in it goes straight to memo pad. I've
>tried it with multiple dos and other disks and it just seems like the
>computer isn't recognyzing the drive. I'd really like like to get this
>thing to work, the previous owner is a friend and he said it worked the
>last time he tried it, Please help me to resurect this thing if you can.
>Thank you
>

3683. Re: Game idea's for use with Multidash/Maze of Agdagon interface

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-21 13:04:26 UTC
From: postmaster@mkeates.f9.co.uk
Message-ID: <uhmY6.77$ec1.5737@wards>
Source record: 36154

Mathy Van Nisselroy wrote:

> Here are my ideas:

This, and the recent talk of A8 Doom raise a question.
Was the Atari ST game 'Midi-Maze' based on an 8-bit version?
If not, how about a mulitplayer 'Encounter'? (by Paul Woakes)

Regards,

Mark

3684. Music converts?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-21 16:30:56 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <0784jtcp8eg55enb0ef1lt2g6soip5d4fd@4ax.com>
Source record: 36158

Howdy Atarians!

How could I grab some musics out of Atari800Win or other Emulators to
do a playback with WinAmp?

I remember a SAP music file player. What's up with that thing? Are
there any resources on web, containing music-stuff of classicans?

-thomsen@munich

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Business Computer Science
Technical University of Ilmenau

3685. Re: Lato Ludzikow 2001 - Peoples Summer 2001

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-21 16:56:31 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B32273F.6E54C69E@mail.uni-mainz.de>
Source record: 36159

Hi there Vasco !!
Where can I find Mac Gyvers "Multiplayer" Version 2.1 ?? (The latest release I have is 2.0). Next, where can I find Madteam`s inertia players 4.x ?? greetings, Andreas.

P.S.: I am beginning to write my diploma in july/august, so I will not have the time to visit your party. Hope to see a lot of demos and intros released for atari (not only gfx, sfx and 256b intros).

Vasco schrieb:
>
> I greet all!
>
> > Tell us what it is! I tried your site. It's hard to
> > get on to it. Then I tried the zipfile you mention
> > above. No luck either.
>
> Well, in fact this server has very slow transwer
>
> Because I place ALL text of invitation, so that you would
> be able to get to know. Nice readings!
>
> PS.. Fox-1 On party on 100% you will meet some Jurgi/Tristesse
> - you remember him?
>
> Vasco/Tristesse
>
> -
> Lato Ludzikow (People's Summer) 3
> August, the 3rd-5th, 2oo1
> Taklamakan, Opalenica, Poland
> ATARI Copy Party
> Invitation
> -
>
> What everyone guest has to know...
>
> It's third edition of this party, and (both with
> winter 'Last Party') it is seventh party in this place
> allready! Sincethe famous QuaST party has dead,
> parties in Opalenica ('Last Party' on December &
> 'LL' at summer) became the most important Polish
> Atari fans party. It's dedicated to all Atari users:
> ST, ST(e), TT, Falcon, and of course XL/XE.
> I must notice, that it is NOT a commercial party.

> No one will get a profit of making a party. A money,
> you will pay for enter, is only for renting a place
> and for praizes.
>
> Yes, but what is the cost of it?
> We live in a kapitalistic country, and no one will
> give as a place for free. That's why we have to pay
> 40 zl (it's about 20 DM, I think, that is not much for
> people from western Europe).
> We know, that (for a difference) a trip will be
> very expensive for people from ex-communist
> countries, that's why, if you are from: Czech,
> Slovakia, or ex-USSR (like Latvia, for example),
> you may enter FOR FREE!!! You can bring a good beer
> for organizer if you want.
> Of course (because we are not feminists) women
> always enter for free! So You can take your girl/wife
> with You with a not much cost.
>
> When?
> Party will be at the first weekend of August
> (just like the QuaST party). It means from the 3rd
> (Friday) to the 5th (Sunday). Official opening will be
> on Friday, but You can arrive on Thursday's
> afternoon - party place will be open, and some people
> will be there allready, I think. Official closing is on
> Sunday about noon, but You can stay on party place
> to the late afternoon.
>
> Where I have to go?
> As it was said, this party takes place in Poland
> (Poland is in Europe, betweem Russia and Germany,
> if you are not good in Geography ;-). A small city -
> Opalenica is at west from Poznan city (Posen),
> near west border of our country. All trains (without
> Express, IC, EC) from Frankfurt/Oder (Germany)
> to Posen are going through Opalenica (just look
> for yellow train station).
> Party place is (as always) in City Culture Hause,
> called 'Taklamakan'. How to get there from the station?
> It's about 800 meters long walk. You should go along by
> 'Dworcowa' street. At it's end (where is railway crossing
> at left), turn right to the '5-go>Stycznia' street. At next
> crossroads turn to 'Powstanca Kozaka" st. Walk ahead 100 meters
> and turn right to 'Farna' st. At it's enf you will see
> city-hall. Then turn right, and left to 'Mickiewicza' st.
> About 50 meters later You will see so long awaited
> 'Taklamakan'. Hurra!
> If You think, that's a bit complicated, I have
> a good information. Probably always someone will wait

> for You at railway station!
>
> What should I expect at this Takla...?
> * A big show-hall where You can put your hardware
> (or see others' one). This hall has a big scene
> for Atari Scene ;-).
> * A separate sleeping-room.
> * A pizzery in the same building.
> * A shower (wow, great!).
> * And (the most important!) a lot of famous Atarians!
> And great Atari hardware.
>
> You can also expect competitions (music, graphic,
> intro & demo). Bring your own production to participate
> in competitions!
> You should not expect a comfortable beds, so
> take your own sleeping-bag! You may take your hardware
> (don't forget about monitor, cables, etc).
> Probably we will also make a camp-fire one night
> (yes! in the city!) to roast some sausage and talk to
> the morning.
>
> Competition rules (XL/XE)
> Some general notes:
> - There's have to be not less that 3 works to make
> the competition.
> - In the case of very many productions organizers
> will do a selection.
> - A compo-work has to be described in DOC file
> (a kind of competition, name of work, author(s),
> adress).
> - Author don't have to be on party (it means, that
> You can bring your friend's production if he can't
> arrive), but in this case author will not get the
> prize (if he win of course!).
> - All competiton works are freeware!
> - All participans will be in Jury.
>
> Music compo:
>
> - Plaing time is 3 minutes max. Longer tracks will be
> turned off.
> - It must be your original composition (it means:
> no 'convertions', no 'covers'!!!).
> - You can use someone elses' samples or
> synthwaves, but You should describe this in DOC file.
> - Track must not be a *.COM file!
> - Allowed formats (composers):
> - Chaos Music Composer (CMC),
> - Music ProTracker

> (MPT, MD1, MD2 + SMP),
> - Theta Music Composer (TMC).
> - All tracks will be played with MacGyver's
> Mega Player 1.6 or 2.1.
> - Music will be played in stereo!
> - Music can be in other format, if you bring
> a player & composer, and organizer will agree!
> (Using extra memory for music compo is not allowed!).
>
> MOD compo:
> - Only *.MOD format (known from Amiga 500).
> - Max module length 170 KB.
> - One sample may be 32 KB, rest only 16 KB.
> - Tracks will be replayed with Inertia
> Player 4.1/4.12/4.5.
> - Tracks will be replayed with 4-channels
> 8-bits music card (freq. 11.5 kHz).
>
> Graphics compo
>
> - Allowed formats: MIC, PIC, GR8, GR9, CPR, INP, INT,
> XLP, CIN, HIP.
> - Another formats may be allowed if the painting
> program is available for every one (for example
> PGR) - but organizer has to agree.
> - Converting from other computers and scannings
> are not allowed. Picture must be done on Atari!
> - Redrawing someone else's pictures is not allowed!
> It must your original work!
>
> Intro 256 B compo
>
> - Maximum length of code is 256 bytes,
> but one dos header and one run/init
> vector will be not included in counting.
> - Intro must not use extra ram (it must run on
> 64 KB mashines).
> - Intro must run from DOS (MemLo not higher than
> $2000), but it doesn't have to back to DOS.
> - Sound (if someone can put a music into) will be
> in stereo.
>
> Intro 16 KB compo
>
> - Maximum lenght of file is 16 KB.
> - Intro must run on 64 KB mashines.
> - Intro must run from DOS (MemLo not higher than
> $2000), but it doesn't have to back to DOS.
> - Sound will be in stereo.
>

> Demo compo
>
> - There is no limit of maximum lenght.
> - Demo must run with DOS (MemLo not higher than
> $2000), but it doesn't have to back to DOS.
> - All callings to disk must be with 'D:' device only
> (not 'D1:' !!!) - it's because it must run from
> subdirectory and/or HDD.
> - If demo has some effects during loading,
> it must not use RAM under FPP area -
> it's because it must run from HDD.
> - Demo can use 320 KB of memory on PortB
> (+256 KB). It cannot use separatelly acces
> for Antic/CPU (like 130XE or Compy Shop).
> It means both Antic & CPU must use ramdisk
> together (another explanation: an acces
> like: Antic - extra ram & CPU - base ram
> is not allowed) That's because demo must
> run on every kind of RAM upgrade.
> - Another RAM upgrades are not allowed to use
> on competition.
> - There must be an option to change used memory
> banks! It should be a kind of setup with all
> possible 64 banks to select!!!
> - Sound will be in stereo.
>
> Ending words
>
> I'm waiting for You!
> Come to keep Atari scene alive!
>
> If you want to ask me something, here's my adress:
>
> Rafal Dziamski
> ul. Staszica 33
> 64-330 Opalenica
> Poland
> e-mail: vasco@atari8.prv.pl
> www.atari8.prv.pl
>
> Translated
> to English by
> Jurgi II/Trs
>
> Compo rules (c;): Vasco/Tristesse
> modyfication: Jurgi II/Tristesse

3686. Re: xf551

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-21 17:04:02 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B322902.856C43E9@mail.uni-mainz.de>
Source record: 36161

Well,
there are at least 2 different "XF 551 utility disks" here in germany.
One is just a file, about 200 sectors long, it includes an XF sector
copier, an XF gamedos, plus a german manual plus a demo picture plus a
demo sound plus other demo things (its kind of a file demo!). The other
utility disk I know is a bootdisk, allthough it has BiboDOS 6.4XF on it,
it uses direct sector acces via note and point, so you cannot see much
in the directory nor can you access any single files from a DOS... When
you boot up this disk, you see a demo screen, press "Space" here and
wait some time, until the loading process continues. Next comes a menu
screen, where you can choose to load a sector copier, file copier, game
dos, Dup, etc. All of these items are written for XF drives only...

If you are interested I can send you a medium-density disk (double-sided
flippy-disk) which contains both of these programs plus many more XF551
utilities... -Andreas

P.S.: I also have most of the mentioned DOS versions, like Turbo-DOS,
Bibo-DOS, Super-DOS and DOS-XF...

Winston Smith schrieb:
>
> FamilyNet Newsgate
>
> RE: Re: xf551
> BY: Andreas Magenheimer to All on Tue Jun 19 2001 11:10:58
>
>
> AM> Well, other DOS versions, that support the XF551 are SuperDOS 5.0
> AM> and 5.1 (from Australia), BiboDOS 6.4 (Germany), Turbo DOS 2.0/2.1
> AM> (Germany), DOS-XF (Germany), X-DOS (Germany) and maybe a few more.
>
> Interesting. I have a DOS disk from "Top Magazin" which is just labeled as "XF
> Tools". As the screen is in PAL, it runs a little long for my NTSC monitor. I
> wish I knew what it is. The DOS makes a popping sound like a popcorn popper or
> a machine gun/pistol when it loads. I don't speak German, but it looks like
> some sort of DOS disk, the loading sound is different from Bob Puff's "ultra
> skew" used in Discomm. I'd love to know how to use it, or at least how to
> identify the disk DOS header / ID byte....
>
> %%%
> * Synchronet * Pony's Corral BBS - telnet://thecorral.darktech.org(1:101/805)
>
>
> FamilyNet <> Internet Gated Mail

> http://www.fmlynet.org

3687. Re: Game ideas...

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-21 17:07:58 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B3229EE.31B38945@mail.uni-mainz.de>
Source record: 36160

Well,
how about: 1) Dynakillers for 4 players simultaneously ??? Using a) the Network or Multilink hardware (once called Octagon, created by the Agdagroup) or b) the multijoy hardware (from Radek sterba) to connect up to 8 joysticks to one computer/one port ?? You see, Dynakillers only uses one screen, so there would not especially be any need to have several computers connected, one would be enough;
And with 4 players and 4 joysticks (on XL/XE computers !) no-one needs to use the keyboard, since the keyboard player is always the first to lose... The screen is simply gr. 15 (or so), any player starts in one of the four corners, collecting bombs and extras and bombing the other players. the last one who survives, wins the round... the one who won the most rounds wins the game...

2) I would like to see a multiplayer car race, like Pitstop 1 (simple graphics, but cool and fast game; whereas Pitstop 2 and Pole Position have better graphics but are boring games!), this new car race should be playable via Network for at least 4 players (using the Multilink/Octagon hardware), thus every player would have his own screen. Next, talking of Pitstop 1, the simple graphics would be ok in the Network race, but of course I also want different tracks (not just one, as in PP) and the chance of a tournement or championship race. therefore one could "leave out" the need to change tires... just racing against human (and/or computer) opponents would be enough. the speed should therefore be as fast as in Pitstop 1 (and not as slow as Pitstop 2 !!). well, I am writing another german article for ABBUC mag about that. it is much easier for me to tell in german language...

3) How about some "Mr. X." or "Scotland yard" or "N.Y. chase" kind of game on an XL/XE computer ??? You know, in the board version, 3 or 4 players are hunting for Mr. X, who is invisible most of the time. The hunters (hunting on a city map of London/Scotland Yard, New York/NY chase or west-germany/Mr. X) only get to know if Mr. X uses bus, underground or taxi to move from one point to another. I am thinking of a new 4 player multilink-game, where 4 players are hunting the computer or just 3 players are hunting for another player. the map could be any map you like, New york, London, Paris, Berlin, Germany, USA, UK, etc. the game should be written for 4 players using the multilink network; It could be any graphics mode you like, i.e. gr. 8 (with dithering!) or gr. 7, gr. 15 (with colors) etc. - therefore the whole map should consist of 4 separate screens.

Well, the german version Mr. X is written in Atari Basic and was once published in Atari magazin; it uses less than 48k Ram, but has only text graphics; There is also an upgraded and commercial version of Mr. X

avaiable (also german!), this one uses 128k memory and gr. 15 maps (one color, four shades). Guess what, the PD version is much better than the commercial one, but maybe someone could do a 64k version with graphics and network-options too ...

4) How about a new Dart game ??? Well, computer darts is boring for me. Most games use a flickering hand or dart cursor. But how about a lightgun Darts game ??? One could draw a gr.8 dart board and use the ligthgun as input device. this would make the game a little more realistic I think. And you could program the game to support different dart versions (501, 301, etc.) and up to 4 (or 8) players, one after another. So you would need only one lightgun and one computer (no multilink network, no multijoy-interface). Thats all.

Ok, I am out of ideas now. Of course I know, that many british and american users do not know the multilink-network or multijoy-interface. Well, take a look at Umich or other pages to find "Maze of agdagon" and its accompanying texts. Or get the appropriate (german) ABBUC mags from Wolfgang Burger (the manuals for the multilink games are at least written in english!), which contain Agdagon and multidash. For the multijoy-interface get the czech games "Cervi" and "Multris" and take a look at:
http://www.info.cz/raster/atari/hw/multijoy.htm or just
http://www.info.cz./raster/atari for all his other Atari stuff.
Greetings, Andreas.

Mathy Van Nisselroy schrieb:
>
> Howdy folks
>
> Yesterday I came upon an article by Andreas Magenheimer about network games
> (ABBUC Magazin 63 (or maybe 64)). He had some suggestions for games that
> could be used with the multidash interface. (for those who do not know: Jiri
> Bernasek (of BW-DOS fame) came up with a higher tech version of the Agdagon
> interface. He also wrote 'Multidash' for it. With the Multidash-interface,
> you can connect up to 8 Atari 8 bit computers together. The first one loads
> the game from disk, and all others (which are turned on after the previous one
> has booted) boot at lightspeed from the first computer. All players are in
> the same game at the same time, but they all see the playfield from their
> 'perspective'.
>
> Here are my ideas:
>
> A car or speed boat race, where each player has his/her own car or speed boat
> and sees the track/see/lake from his/her car or boat.
> You could even turn this into a chase, where one or two cars/boats are chased
> (as in Miami vice or the dukes of Hazzard or whatever).
> Or you could have a 'Baywatch' game, where you try to rescue as many people as
> possible. Either as a team or individual.
> Or you could have a squadron of fighter airplanes (one of the players could be
> a rescue helicopter pilot)

> Or a time of fire fighters, with trucks and helicopters...
>
> (I'm gonna cool my brain now.....)
>
> CU Mathy van Nisselroy

Mathy Van Nisselroy schrieb:
>
> Howdy folks
>
> Yesterday I came upon an article by Andreas Magenheimer about network games
> (ABBUC Magazin 63 (or maybe 64)). He had some suggestions for games that
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> possible. Either as a team or individual.
> Or you could have a squadron of fighter airplanes (one of the players could be
> a rescue helicopter pilot)
> Or a time of fire fighters, with trucks and helicopters...
>
> (I'm gonna cool my brain now.....)
>
> CU Mathy van Nisselroy

3688. Re: Game idea's for use with Multidash/Maze of Agdagon interface

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-21 17:33:09 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <md84jt0g1coge628kr925379p7coiu0rtm@4ax.com>
Source record: 36162

On Thu, 21 Jun 2001 13:04:26 GMT, postmaster@mkeates.f9.co.uk(Mark Keates) wrote:

>This, and the recent talk of A8 Doom raise a question.
>Was the Atari ST game 'Midi-Maze' based on an 8-bit version?
>If not, how about a mulitplayer 'Encounter'? (by Paul Woakes)

what's about a Wizard of Wor stylish deathmatch on A8?

-thomsen@munich

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Business Computer Science
Technical University of Ilmenau

3689. Re: Multiboot question

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-21 21:46:33 UTC
From: david_p@istop.com
Message-ID: <90C7B488Cdavidpistopcom@64.26.132.195>
Source record: 36163

rhamiiton5@aol.comedy.com (RHamiIton5) wrote in
<20010619212311.29844.00000159@ng-fx1.aol.com>:

>Hi David;
>
>Even if the files are available from DOS, they are still boot programs
>rather than binary load executables and will require some massaging to
>be usable again. You must either add load and run vectors or convert
>them back into boot disk/tape format.
>
>>david_p@istop.com (David A Paterson) responded:
>
>>I seem to recall that most of the multiboot disks used the basic DOS II
>>format - try installing a multi-boot ATR disk as D2: under Sparta or
>>MyDos, then browse and copy files from the multi-boot disk.
>

Gah. I'm thinking of the 2 or 3 sector loaders for normal DOS files. It's
been too long; fortunately I've just moved and will shorty have a computer
room - time to break out the 800xl!

Pay no attention to the man behind the curtain...

David P.

3690. 810 Floppy Drive Schematics

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-21 21:48:13 UTC
From: George Lagos <george.lagos@alcatel.com>
Message-ID: <3B326B9D.DB626360@alcatel.com>
Source record: 36164
Body handling: Binary attachment payload not displayed: george.lagos.vcf

Hi All,

Does anyone know where I can get my hands on the schematics for the 810
Floppy drive?? It just went wheels up and I wanted to do a little
troubleshooting.

Cheers!
gL

[One or more binary attachments are retained only in the source text.]

3691. Announce: Minigame coding competition

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-21 23:02:53 UTC
From: gasman@raww.org.RemoveThisBit.invalid
Message-ID: <3b3277b8.14474324@news.ukonline.co.uk>
Source record: 36165
Cross-posted to: comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm

The Minigame 8-bit coding competition is now officially open, and the website at http://demo.raww.net/minigame/ is ready and waiting for your entries.

For those who haven't seen the discussion in comp.sys.sinclair and comp.sys.cbm - the aim is to write a game in 2K or 512 bytes of code, for the Spectrum, C64/128, Amstrad CPC or Atari 8-bit. Entries can be in machine code, BASIC or a combination of the two - see the rules page at http://demo.raww.net/minigame/rules.html for the full details. Incidentally, I'd be grateful if anyone from the Amstrad and Atari sides could provide some brief notes about recommended emulators and how to use them, similar to the Spectrum notes already on the site.

Matthew Westcott

3692. Re: I want dem Atari blues

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-21 23:58:18 UTC
From: Keith Olson <"s p a m t r a p 0 0 7"@y>
Message-ID: <tj53glg0s8r58d@corp.supernews.com>
Source record: 36167

Here's a bit out of the XFormer manual:

.
.
.
You can also specify individual MS-DOS files on the command line. They will
magically appear to the emulator as disk images containing that file.

When specifying disk images and other file names on the command line, you
can
use full path names. For example:

XFORMER C:\ATARI\DOS25.XFD D:\BASIC\RAINBOW.BAS

will load the DOS 2.5 disk image from the C:\ATARI directory and load a
BASIC
file as drive D2: from the D:\BASIC directory. This way you do not need to
keep all your Atari 8-bit software in one directory.
.
.
.

Hope this helps!

Keith Olson

P.S. How do you load BASIC programs off of a disk? A dumb question I know,
but I gave my 800XL system away almost 7 years ago and I forget.

--

| For the memory of the uncompromisingly righteous is a blessing, |
| Proverbs 10:7a |

"Keijo Simonen" <k@aivo.noads.com> wrote in message
news:MPG.159c0829c6406c0f989681@uutiset.nic.fi...
> In article <tj25v8lc37d066@corp.supernews.com>, "Keith Olson" <s p a m t
> r a p 0 0 7 @ y a h o o . c o m> says...
> > I have been trying to find an online copy of the 400/600/800 BASIC
> > programming manual. Specifically, I am trying to find the listing for
the
> > random blues generator. Can anyone help me?
>
> Here is the listing for "Computer Blues" from my "BASIC 1"-manual.
>

```
> By the way, is there any way to load a simple text file, like the basic
> listing below, into any Atari-emulator? In spite of Atari basic's error-
> spotting-feature I would prefer to write basic programs with decent
> editor, like Microsoft Notepad. :-)=
>
> 10 TEMPO=4
> 20 PTR=1:THNOT=1:CHORD=1
> 30 DIM BASE(3,4),LOW(3),LINE(16),JAM(3,7)
> 40 FOR X=1 TO 3:FOR Y=1 TO 4
> 45 READ A:BASE(X,Y)=A:NEXT Y:NEXT X
> 50 FOR X=1 TO 3:READ A
> 55 LOW(X)=A:NEXT X
> 60 FOR X=1 TO 16:READ A
> 65 LINE(X)=A:NEXT X
> 70 FOR X=1 TO 3:FOR Y=1 TO 7
> 75 READ A:JAM(X,Y)=A:NEXT Y:NEXT X
> 80 GOSUB 190
> 90 T=T+1
> 100 GOSUB 120
> 110 GOTO 80
> 120 IF RND(0)<0.25 THEN RETURN
> 130 IF RND(0)<0.5 THEN 160
> 140 NT=NT+1:IF NT>7 THEN NT=7
> 150 GOTO 170
> 160 NT=NT-1:IF NT<1 THEN NT=1
> 170 SOUND 2,JAM(CHORD,NT),10,NT*2
> 171 SETCOLOR 1,0,JAM(CHORD,NT)
> 180 RETURN
> 190 IF BASS=1 THEN 260
> 200 BDUR=BDUR+1
> 210 IF BDUR<>TEMPO THEN 230
> 220 BASS=1:BDUR=0
> 230 SOUND 0,LOW(CHORD),10,4
> 231 SETCOLOR 2,LOW(CHORD),10
> 240 SOUND 1,BASE(CHORD,THNOT),10,4
> 241 SETCOLOR 4,BASE(CHORD,THNOT),8
> 250 RETURN
> 260 SOUND 0,0,0,0:SOUND 1,0,0,0
> 270 BDUR=BDUR+1:IF BDUR<>1 THEN 310
> 280 BDUR=0:BASS=0:THNOT=THNOT+1
> 285 IF THNOT<>5 THEN 310
> 290 THNOT=1:PTR=PTR+1
> 295 IF PTR=17 THEN PTR=1
> 300 CHORD=LINE(PTR)
> 310 RETURN
> 320 DATA 162,144,136,144,121,108,102
> 330 DATA 108,108,96,91,96,243,182,162
> 340 DATA 1,1,1,1,2,2,2,2,1,1,1,1,3,2
> 350 DATA 1,1
> 360 DATA 60,50,47,42,40,33,29,60,50,45
```

```
> 370 DATA 42,40,33,29,81,68,64,57,53,45
> 380 DATA 0
>
> --
> Remove "noads" from e-mail address!
```

3693. Re: Announce: Minigame coding competition

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-22 00:07:24 UTC
From: doctorslash <doctorslash@ntlworld.com>
Message-ID: <vOvY6.3771$Yx1.442819@news6-win.server.ntlworld.com>
Source record: 36166
Cross-posted to: comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm

How about an Alan Scully megademo? No hang on, 512 bytes is too much....

Seriously, csa8 has a secret weapon.... Nich "10-liners" Campbell.
Buwahahaha :-)

--
Simon Matthews - ratz@doctorslash.com - www.doctorslash.com

Fortunately, I'm adhering to a pretty strict, uh, drug, uh, regimen
to keep my mind, you know, uh, limber - Dude Lebowski

3694. Re: I want dem Atari blues

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-22 01:48:42 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010621214842.05656.00000488@ng-mh1.aol.com>
Source record: 36168

Most of the emulators will let you specify a file which you could Copy to an image from DOS or LOAD"D1:RAINBOW.BAS" or ENTER"D2:RAINBOW.LST" to Basic and then SAVE them to an image.

TextPro can do a global replace of the ctrl-M and ctrl-J to the Return character by using Esc, ctrl-left arrow.

AtarUtil for Windows provides a translated or binary option for adding files to images; believe it is from Ken Siders.
http://home.columbus.rr.com/ksiders/atari.htm

>"Keith Olson" sp a m t r a p 0 0 7 @ y a h o o . c o m responded:

>When specifying disk images and other file names on the command line, you
>can
>use full path names. For example:
>
>XFORMER C:\ATARI\DOS25.XFD D:\BASIC\RAINBOW.BAS
<snip>
>P.S. How do you load BASIC programs off of a disk? A dumb question I know,
>but I gave my 800XL system away almost 7 years ago and I forget.

-Ron

Experience is something you don't get until just after you need it.

3695. Re: Disk Drive Question

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-22 01:59:23 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010621215923.05656.00000491@ng-mh1.aol.com>
Source record: 36169

The drive and the 800 are definitely NOT communicating; the computer doesn't even realize it is there. That is why DOS isn't booting and no 'Boot Error' message is generated.

There are some Basic commands with USR( ) calls you could try for testing some functionality; but 1st the 2 components must recognize each other...

>zmindless@hotmail.com (Z Mindless) reported:

>I recently acquired an Atari 800 and a Rana Systems disk drive. I
>followed the directions and set up the disk drive with the proper address
>for drive one plugged it into the periperal port. The drive spins and
>counts up 39 tracks but the Atari doesn't seem to recognize it. If the
>basic cartridge is in the slot when I typ DOS it goes to that memo pad
>thing. If the cartridge is not in it goes straight to memo pad. I've
>tried it with multiple dos and other disks and it just seems like the
>computer isn't recognyzing the drive.

-Ron

Experience is something you don't get until just after you need it.

3696. MORE Atari Games NIB! Discounts! Sales! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-22 03:30:24 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0106212026040.16685-100000@shell.pacifier.com>
Source record: 36170
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Check HotLinks below for specials on my WebSite! Two 20% Atari Discounts! General 20% SoftWare Discount & Preferred Customer Discount! 20% off all SoftWare for Atari 8 Bit & ST! And if your a regular customer, 20% off ST & 8 Bit Hardware/Accessories, Software/Games, Books & References. I bought 16 more NEW Jaguar Titles, including MEMORY TRACKS, extras of each Title. All +NEW in BOX. Plus overstock from Dealers including 9 NEW, +NEW in BOX Classic Atari 8 Bit Game Titles such as Beyond Castle Wolfenstein, Dig Dug, Gateway to Apshai, Jumpman Junior, One-on-One, and Pole Position Plus additional Inventory such as LucasFilm Games! I've also got rare Atari Happy Drives and Atari XF551 Drives. You might find Treasures you didn't know you wanted! To Redeem Discounts, sales &/or special offers, use my HotLinks below, reply in E-Mail or call Ben anytime at (503)256-9974!

http://www.pacifier.com/~atari/specials.htm Current Atari Specials.
http://www.pacifier.com/~atari/index.html Benjamin's WebSite.
http://www.pacifier.com/~atari/free_cat.htm FREE Catalogs info.
http://www.pacifier.com/~atari/catalogs.htm FREE Catalogs area.
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/antispam.htm Spamming News!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3697. SPARTADOS X Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-22 04:13:50 UTC
From: jclmaster@hotmail.com
Message-ID: <b3917ecc.0106212013.2effb6fd@posting.google.com>
Source record: 36171

What is the "going" price for the SPARTADOS-X cartridge?
I priced mine at U.S. $25 but I have been told that is way too low!

Bob T.
jclmaster@hotmail.com

3698. Re: 810 Floppy Drive Schematics

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-22 07:11:08 UTC
From: Mo <mygranny@'no-spam'swbell.net>
Message-ID: <U3AY6.105$Ka3.9716@nnrp1.sbc.net>
Source record: 36172

Look up the Howard Sams company on the net, once you contact them- even if
you don't order anything, they'll send you a catalog of all of their repair
manuals.
Mo

George Lagos wrote in message <3B326B9D.DB626360@alcatel.com>...
>Hi All,
>
>Does anyone know where I can get my hands on the schematics for the 810
>Floppy drive?? It just went wheels up and I wanted to do a little
>troubleshooting.
>
>Cheers!
>gL
>

3699. Re: Announce: Minigame coding competition

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-22 11:02:38 UTC
From: Andy Cadley <ac@sys.uea.ac.uk>
Message-ID: <Pine.GSO.4.10.10106221201350.9257-100000@zen.sys.uea.ac.uk>
Source record: 36173
Cross-posted to: comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm

On Fri, 22 Jun 2001, doctorslash wrote:

> How about an Alan Scully megademo? No hang on, 512 bytes is too much....
>
> Seriously, csa8 has a secret weapon.... Nich "10-liners" Campbell.
> Buwahahaha :-)

What!?! Nich Campbell's writing 10-liners for the Atari as well. Oh, wait.
Ah!

/cue much more csa8 confusion

AndyC

3700. Re: Disk Drive Question

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-22 11:15:45 UTC
From: Cabell <cabell.clarkeSPAMNO@verizon.net>
Message-ID: <BNFY6.6251$bR5.1804436@typhoon2.gnilink.net>
Source record: 36174

This may be a dumb question, but are you booting it at all?

1. Turn on disk drive.
2. Insert DOS system disk.
3. Turn on Computer

It should then boot up.

"Z Mindless" <zmindless@hotmail.com> wrote in message
news:zmindless-2106010216410001@ppp137.ossian.ssi-pci.net...
> I recently acquired an Atari 800 and a Rana Systems disk drive. I
> followed the directions and set up the disk drive with the proper address
> for drive one plugged it into the periperal port. The drive spins and
> counts up 39 tracks but the Atari doesn't seem to recognize it. If the
> basic cartridge is in the slot when I typ DOS it goes to that memo pad
> thing. If the cartridge is not in it goes straight to memo pad. I've
> tried it with multiple dos and other disks and it just seems like the
> computer isn't recognyzing the drive. I'd really like like to get this
> thing to work, the previous owner is a friend and he said it worked the
> last time he tried it, Please help me to resurect this thing if you can.
> Thank you

3701. Re: Disk Drive Question

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-22 16:23:42 UTC
From: Jamn
Message-ID: <olKY6.38896$TW.193359@tor-nn1.netcom.ca>
Source record: 36175

If the computer and drive were communicating, your Rana would start to
spin, and the track counter would quickly count down to track 00 to boot.

It sounds like they're not communicating with each other at all.

Try the SIO cable in the other connector on the back of the drive and
see what happens.

Also, re-verify that the drive is configured as drive 1.

If the drive indeed was working before, it sounds like you have either a
cable or drive select problem.

...Jamn

"Z Mindless" <zmindless@hotmail.com> wrote in message
news:zmindless-2106010216410001@ppp137.ossian.ssi-pci.net...
> I recently acquired an Atari 800 and a Rana Systems disk drive. I
> followed the directions and set up the disk drive with the proper address
> for drive one plugged it into the periperal port. The drive spins and
> counts up 39 tracks but the Atari doesn't seem to recognize it. If the
> basic cartridge is in the slot when I typ DOS it goes to that memo pad
> thing. If the cartridge is not in it goes straight to memo pad. I've
> tried it with multiple dos and other disks and it just seems like the
> computer isn't recognyzing the drive. I'd really like like to get this
> thing to work, the previous owner is a friend and he said it worked the
> last time he tried it, Please help me to resurect this thing if you can.
> Thank you

3702. Re: Disk Drive Question

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-22 17:32:37 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B758CF45.91C0%bobo_snyder@hotmail.com>
Source record: 36176

i wonder if it could be out of speed range. i have 2 rana's and one works
well but the other only works occasionally. that one i have to adjust the
speed so it is 288 rpms. it is currentlylike 290 to 295 rpms.

it wouldn't boot either. thats why the seller on ebay sold the pair as one
working, one non-working... :-)

> From: "Jamn" <[nospamplz]jdrywood@ttcc.attcanada.net>
> Organization: AT&T Canada IES
> Reply-To: "Jamn" <[nospamplz]jdrywood@ttcc.attcanada.net>
> Newsgroups: comp.sys.atari.8bit
> Date: Fri, 22 Jun 2001 12:23:42 -0400
> Subject: Re: Disk Drive Question
>
>
> If the computer and drive were communicating, your Rana would start to
> spin, and the track counter would quickly count down to track 00 to boot.
>
> It sounds like they're not communicating with each other at all.
>
> Try the SIO cable in the other connector on the back of the drive and
> see what happens.
>
> Also, re-verify that the drive is configured as drive 1.
>
> If the drive indeed was working before, it sounds like you have either a
> cable or drive select problem.
>
> ...Jamn
>
> "Z Mindless" <zmindless@hotmail.com> wrote in message
> news:zmindless-2106010216410001@ppp137.ossian.ssi-pci.net...
>> I recently acquired an Atari 800 and a Rana Systems disk drive. I
>> followed the directions and set up the disk drive with the proper address
>> for drive one plugged it into the periperal port. The drive spins and
>> counts up 39 tracks but the Atari doesn't seem to recognize it. If the
>> basic cartridge is in the slot when I typ DOS it goes to that memo pad
>> thing. If the cartridge is not in it goes straight to memo pad. I've
>> tried it with multiple dos and other disks and it just seems like the
>> computer isn't recognyzing the drive. I'd really like like to get this
>> thing to work, the previous owner is a friend and he said it worked the
>> last time he tried it, Please help me to resurect this thing if you can.
>> Thank you
>
>

3703. Re: XF551 and the UK

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-22 19:41:42 UTC
From: Keith Olson <"s p a m t r a p 0 0 7"@y>
Message-ID: <tj78so4291s42@corp.supernews.com>
Source record: 36177

Check out this link: http://www.bluesquirrel.com/so/printPack/

It's for a Win9x printer driver that produces non-editable .PDF files. (!)

--

Keith Olson

| For the memory of the uncompromisingly righteous is a blessing, |
| Proverbs 10:7a |

"Paul Barker" <pbarker@ntlworld.com> wrote in message
news:B8aW6.15519$9t5.911978@news6-win.server.ntlworld.com...

----8<----

> Does anyone have the a scan of the manual or owner's guide (or even a
guide
> they could let me borrow to make into a PDF ? I never saw one.

----8<----

3704. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-22 23:05:55 UTC
From: Eric Sokolowsky <esok@cosimo.gsfc.nasa.gov>
Message-ID: <Pine.SGI.4.33.0106221812170.7118-100000@cosimo.gsfc.nasa.gov>
Source record: 36178

On Sat, 16 Jun 2001, Rick Cortese wrote:

> Then there are people such as myself that think Action! programming language
> is the best compromise between speed and compatibility/readiblity. We
> represent maybe 3% of the programers.

For what it's worth, I agree that Action is the best language to use on
the Atari. Its editor takes a little getting used to but the dual-window
ability is really nice. I must be part of the 3%. I regret not doing more
programming with it.

3705. Problems with an XF551

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-22 23:51:23 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <jXQY6.6109$Cc3.874244@news2-win.server.ntlworld.com>
Source record: 36179

OK. I have an XF551 which kinda works. It will load software but with a lot of errors. I get the usual "bleep bleep" of disk files loading interspaced by the boot error noise (and some times boot error message on screen).

I swapped the drive mech into my good XF551 and it works perfectly. So I guess the problem is on the logic board. I cant see any obvious dry joints or PCB track cracks.

Any one have any ideas ? I'd love to get this drive working, but at the moment it looks like it's heading for the spares bin :-(

All help apreciated !

Paul

3706. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-23 01:22:54 UTC
From: Phil Goembel <i-like-cw@wi.rr.com>
Message-ID: <3B33ED85.517E19AF@t.sp.am.wi.rr.com>
Source record: 36180

Tom Hunt wrote:
>
> Hi Phil,
>
> Would you like to port it to Linux?
>
> Best,
> Tom
Hi Tom,

Sorry to take so long to reply. I've been thinking about this.
It's not quite what I had in mind for a project, but it might be
fun to do.

Would you consider releasing the source for the Linux version
under an open-source license?

I still will have to write (or find) some software that will
let me use an SIO2PC cable emulate both a floppy and a serial
port before I could start, unless a real 850 or P:R: connection
magically appears at my doorstep.

Regards,
Phil

3707. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-23 01:45:05 UTC
From: Phil Goembel <i-like-cw.n@t.sp.am.wi.rr.com>
Message-ID: <3B33F2B9.2ABF0C6B@t.sp.am.wi.rr.com>
Source record: 36181

Rick Cortese wrote:
>
<snip>
> There are dumb terminal programs and smart terminal programs.
>
> For instance, back in the 80s I wrote a terminal program for the 8bit that
> responded to text input from a BBS. It was just a small interpreter that
> implemented basic like commands for online games. Simple stuff like
> GRAPHICS(x), BLOAD(addr, size), USR(addr), POKE(x,y).

What happened to that program? Do you still use it? I read somewhere
(probably on the CTH site) that the A800 emulator (IIRC) can now
let you connect to a BBS over the Internet and then talk to it
via the R: device.

> >
> > What I have in mind it to create a socket API for the Atari
> > so the tools would actually be running on the Atari, with
> > the Linux (or any Un*x-like OS) machine just providing the
> > rest of the TCP/IP layers.
>
> This is problematic because a lot of these apps think they are going to get
> an 80 column screen. I used to shell on Portal and waffle board a bit with
> my 8 bit and I didn't really like the results.
> <snip>

Well, I wasn't proposing to port all the GNU tools over as-is.
I was thinking more of writing some of these apps from scratch.
Done the right way, it should be easy to write a simple text-based
web browser in BASIC, for example. A mail tool would be even simpler.

<snip>
> Steve Tucker says the R: hander for the Rverter works with a SIO2PC cable.
> He was kind enough to send my the Rverter program but I never got around to
> testing it myself.

The Rverter is a PC-based program? Is the source available for this?

> >
> > What else? Oh yeah, I need to get some tools together for
> > programming the Atari 8-bits. Preferably running on Linux
> > (assuming that will be more efficient than doing the
> > development on the Ataris).
> >
> > I plan to make this code open source, so hopefully I won't
> > have to do *ALL* the work. ;-)

>
> There is a problem or two with this such that you may want to consider: You
> can't find two people to agree on what language to program in.
>
> I mean I used to do a lot of programming, even some targetted for commercial
> release. Used to do a lot of Ad Hoc programming too. Someone would say ~"I
> want an autorun program that takes user input to set up a joystick and
> returns control to the ..." and I would write it.
>
> People that program in BASIC insist on BASIC. They will accept USR()
> routines on occasion, but that is about it an just an extra hoop to jump
> through. You tell them BASIC is to slow and they will say "Use BASIC XL" to
> which another will reply "I use Turbo BASIC" to which another will reply "I
> only have a 32k 400 and it won't run on my system".
>
> People that insist on C because they think they can use the large C data
> base end up not being able to convert it because of implementation
> variations.
>
> People that know how to program a bit in assembler have a snotty attitude.
> Try to get your average asm/ed "Hello Atari" programmer to touch a USR() for
> a group writing in BASIC and the insults will start as they will consider
> participating in any BASIC program beneath him.
>
> Then there are people such as myself that think Action! programming language
> is the best compromise between speed and compatibility/readiblity. We
> represent maybe 3% of the programers.
>
> I guess what I am trying to say is the only person you can count on to work
> on your programs will be yourself with few very exceptions.

Granted. I'm not counting on anybody, just hoping. I don't care what tools anybody cares to use. As long as the source is freely available, people can learn from it and adapt it any way they want. I'd like to make it so the choice of language is wide open. That's why I'm trying to get up to speed on the software architecture of the Atari 800 DOS(s).

My personal preference is C because I think I can be more productive with that, but I can work in assembler if I have to. I don't like BASIC very much, but that's my personal bias. I hope the system is flexible enough to hide the choice of language from other applications.

Regards,
Phil

3708. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-23 01:48:52 UTC
From: Phil Goembel <i-like-cw.n@t.sp.am.wi.rr.com>
Message-ID: <3B33F39C.D75B25C5@t.sp.am.wi.rr.com>
Source record: 36182

Rick Cortese wrote:
>
<snip>
> Then there are people such as myself that think Action! programming language
> is the best compromise between speed and compatibility/readiblity. We
> represent maybe 3% of the programers.
>
<snip>

Oops. I forgot to ask: can you tell me more about Action!
Also, do any of the ATARI 8-bit DOSes provide a scripting
language?

Regards,
Phil

3709. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-23 02:47:59 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tj80hikfn2ibeb@corp.supernews.com>
Source record: 36183
Body handling: HTML body converted to readable text

"Phil Goembel" wrote in message
news:3B33F2B9.2ABF0C6B@t.sp.am.wi.rr.com...
> Rick Cortese wrote:
> >
>
> > There are dumb terminal programs and smart terminal programs.
> >
> > For instance, back in the 80s I wrote a terminal program for the 8bit
that
> > responded to text input from a BBS. It was just a small interpreter that
> > implemented basic like commands for online games. Simple stuff like
> > GRAPHICS(x), BLOAD(addr, size), USR(addr), POKE(x,y).
>
> What happened to that program? Do you still use it? I read somewhere
> (probably on the CTH site) that the A800 emulator (IIRC) can now
> let you connect to a BBS over the Internet and then talk to it
> via the R: device.

It went to electric la la land. It was available for quite a while on
Compucat BBS.

Compucat is still around, just as a www site now.

One of those things that is easy once you know how. There was a short
program that appeared in the book "Free Software for your Atari" cira
1980ish. In it there was a program called "miniterm" by Jim
Steinbrenner of Amodem fame. Once I had his command set and procedure
for serial communications I was able to translate it to both asm and
Action!. Couple of other sources like PR:Connection manual and I had the
values for baud rates up to the limit the Atari can handle.

If you like I could post the code, only about 10 lines of BASIC if I delete
the REMs.
>
> > Steve Tucker says the R: hander for the Rverter works with a SIO2PC
cable.
> > He was kind enough to send my the Rverter program but I never got around
to
> > testing it myself.
>
> The Rverter is a PC-based program? Is the source available for this?

No, it was a commercial hardware hack to be cheaper then an Atari 850.

Nick Kennedy independantly arrived at a similar design creating an Atari disk drive simulator using an IBM PC to simulate the drive called SIO2PC. Ken Siders independantly reverse engineered the design of the R:Verter. Stever Tucker expanded the capability and functionality with his APE program. I came up with a simple hack that people can make from commonly available parts. webmaster sells them cheap on eBay for people that don't want to solder.

So you have a fortutitous convergance. The simple and commonly available design is able to work with a 20 year old R:Verter handler to make teleneting done.

What it should mean is all the storage for Atari => huge file base is almost done. That is, you could in theory hook up a graphical based Atari terminal program to a telenet site containing hundreds of megs of playfields.

I think I actually posted messages to the newsgroup back in the late 80s for the terminal program I wrote. I don't know if people are still around that remember it. Mostly every special line had something like like a #G preceding it for everything that needed to go through the interpretor and text going to the text window just appeared normally.

Blast from the past. I am pleased with the success of games like Diablo, Ultima Online, Everquest, and AC. Took them ~8 years to catch/pass us up.

I think it still has application in the consol market anyway.

> My personal preference is C because I think I can be more productive with
> that, but I can work in assembler if I have to. I don't like BASIC very
> much, but that's my personal bias. I hope the system is flexible enough
> to hide the choice of language from other applications.

C isn't a bad choice if you can adapt to other calling conventions or have people adapt to C.

I mean as an assembly language programmer, you just tell me how you want to pass parameters to a subroiutine and that is enough. Ditto for Action!

There is resistance to learn anything other then exactly what you already know. I mean it is really as simple as people that are used to passing the high byte/low byte through the XY registers will stone wall you on switching to YX order. We are after all a bunch of prima dona's.

3710. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-23 02:55:03 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tj80uph98iugbd@corp.supernews.com>
Source record: 36184
Body handling: HTML body converted to readable text

"Phil Goembel" wrote in message
news:3B33F39C.D75B25C5@t.sp.am.wi.rr.com...
> Rick Cortese wrote:
> >
>
> > Then there are people such as myself that think Action! programming
language
> > is the best compromise between speed and compatibility/readiblity. We
> > represent maybe 3% of the programers.
> >
>
>
> Oops. I forgot to ask: can you tell me more about Action!
> Also, do any of the ATARI 8-bit DOSes provide a scripting
> language?

Still commercial/copyrights in effect. It was a brilliant translation
of a Pascal like language with C type constructs into an almost macro type
compiler. Great editor that I still use as the measure for a programming
editor.

The manual was not that good for teaching the language and the product
suffered because of it. Roughly it produced code about 70% the speed of
straight assembly language and if you knew asm writing your own subroutines
was trivial.

Several games and applications like HomePac came out written in the
language.

3711. [--- ATARI Graphical Term ---]

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-23 04:00:54 UTC
From: Winston Smith <Winston.Smithp0.f978.n8.z8@fmlynet.org>
Message-ID: <001f6aac@fmlynet.org>
Source record: 36188

FamilyNet Newsgate

RE: Re: C64's are on the web- why arent we?
BY: Rick Cortese to All on Fri Jun 22 2001 06:47:59

> I think I actually posted messages to the newsgroup back in the late 80s
> for the terminal program I wrote. I don't know if people are still around
> that remember it. Mostly every special line had something like like a #G
> preceding it for everything that needed to go through the interpretor
> and text going to the text window just appeared normally.

Are you taking about C.G.S. ? I loved that Army Stencil Font. The chess
pieces weren't too bad, either ! That was a nice videotext system !

.. WWW.WERS.ORG, WERS Streaming Audio, 22:00 UTC/GMT, "The Playground"
.. WWW.WERS.ORG, Saturdays, Sundays, 22:00-00:99 UTC/GMT, Playground

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3712. [--- ATARI DOS Scripting ---]

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-23 04:12:56 UTC
From: Winston Smith <Winston.Smithp0.f978.n8.z8@fmlynet.org>
Message-ID: <001f6aad@fmlynet.org>
Source record: 36189

FamilyNet Newsgate

RE: Re: C64's are on the web- why arent we?
BY: Phil Goembel to All on Fri Jun 22 2001 19:48:52

> Also, do any of the ATARI 8-bit DOSes provide a scripting
> language?

Um... SpartaDOS has a primitive form of MS-DOS. BAT files are prepended with a Minus character or something? There was a CLI project for MyDOS that went no where. I think they called it BBK or something? The Forth command dictionary can act as a quasi scripting language, which is one of the advantages of using Forth. You can use disk commands in Logo. Or you could whip up a command parser in CC65, although there may not be much RAM left. The traditiona method for scripting was to "chain" BASIC programs together, clearing the symbol table and erasing the BASIC program workspace between calls. You had garbage collection problems, line delete freeze-ups, and RAM leaks under some versions of BASIC....

.. WWW.WERS.ORG, WERS Streaming Audio, 22:00 UTC/GMT, "The Playground"
.. WWW.WERS.ORG, Saturdays, Sundays, 22:00-00:99 UTC/GMT, Playground

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3713. Arcadia Supercharger w/ cassettes!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-23 07:29:46 UTC
From: estategems@aol.com
Message-ID: <20010623032946.14736.00000515@ng-cd1.aol.com>
Source record: 36185

Supercharger by Arcadia with Phaser Patrol and Communist Mutants From Space. Games have instructions and containers. Click below to see, and thanks for looking!!

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1247424061

3714. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-23 11:07:53 UTC
From: NoOne@FakeEmail.com
Message-ID: <90C947D73CTHEnterprises@205.212.123.11>
Source record: 36186

Sounds good to me. Keep me posted on when you get the cable or
interface you need.

3715. Wanted: old compilers

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-23 11:33:01 UTC
From: NoOne@FakeEmail.com
Message-ID: <90C94DDCECTHEnterprises@205.212.123.11>
Source record: 36187

Has anyone ever heard of the Advan Optimising BASIC compiler? This wasn't the regular Advan BASIC compiler. It was sold seperatly. Or the BASM compiler? It was mentioned in an old Analog magazine once. If anyone has these and would be willing to share them please email them to-

"tomhunt361" at "my-deja" dot "com" (email address broken up to frustrate spam bots)

3716. Help with Mosaic Ram Select 64K Board

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-23 12:46:17 UTC
From: llpwhite@cs.com
Message-ID: <20010623084617.29957.00000773@ng-fx1.news.cs.com>
Source record: 36190

I recently acquired a Mosaic Ram Select 64K memory board for the 400 & 800. There are detailed instructions for installation in the 400, but not a word about the 800, even though the package is labeled "400/800". Does anyone have any instructions for the 800 installation, or remember anything about them? I think that there was a review in Analog or Antic so I will search that. I also did a web search, and I don't think that Mosaic survived -- at least under that name. Any ideas would be welcome.
Thanks,
Larry White

3717. Re: Music converts?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-23 16:53:12 UTC
From: frohikey@rawthings.com
Message-ID: <c7d60a7b.0106230853.368c7a6b@posting.google.com>
Source record: 36191

> I remember a SAP music file player. What's up with that thing? Are
> there any resources on web, containing music-stuff of classicans?

have a look at atari sap music archive (asma) ~ http://asma.dspaudio.com

frohikey

3718. Re: [--- ATARI Graphical Term ---]

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-23 18:02:54 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tj9m4vtji0t815@corp.supernews.com>
Source record: 36193

"Winston Smith" <Winston.Smithp0.f978.n8.z8@fmlynet.org> wrote in message
news:001f6aac@fmlynet.org...
> FamilyNet Newsgate
>
> RE: Re: C64's are on the web- why arent we?
> BY: Rick Cortese to All on Fri Jun 22 2001 06:47:59
>
> > I think I actually posted messages to the newsgroup back in the late
80s
> > for the terminal program I wrote. I don't know if people are still
around
> > that remember it. Mostly every special line had something like like a
#G
> > preceding it for everything that needed to go through the interpretor
> > and text going to the text window just appeared normally.
>
> Are you taking about C.G.S. ? I loved that Army Stencil Font. The chess
> pieces weren't too bad, either ! That was a nice videotext system !

No, it was just a simple terminal/interpreter I wrote. #G was the escape
sequence since I wanted to keep it ASCII and anything immediately following
the #G was parsed. If for example you wanted to change someones left margin
you would just send them
#GPOKE 82,0
For example, even reading this message in the newsgroup using the terminal
program it would have actually changed the left margin.

I had quite a bit in there, things like BLOAD() and USR() so you could
replace character sets and run machine language subroutines.

3719. Re: Atari BASIC rev. - how to find?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-23 19:30:13 UTC
From: Eric Cron <ericcron@yahoo.com>
Message-ID: <tjfg2iqqct6v80@corp.supernews.com>
Source record: 36073

It's amazing what one can still do today with 16k:)

The company I work for, a 100 year old 150 million+ a year company, runs on lots of small basic programs that take probably less than 16k each. Each user (150+) telnets to a RS/6000 over a Frame Relay WAN (30+ sites) to have a BASIC intepreter (BASIS PRO/5) start in his/her .profile. I'm talking line numbers too. It's a flavor of BASIC called Business Basic.
What happens when there is a run-time ERROR? Yup - our "consultants" dial directly into the RS/6000 and start hacking BASIC code in the users session (via a pcAnywhere-like tool for unix terminals).

Who knows - maybe my TurboBasic skills will pay off here :)

--
eric

Bob Stone <bostone1@aol.com> wrote in message
news:20010531100801.20117.00001652@nso-fx.aol.com...
> In article <20010530183435.08849.00000570@ng-cn1.aol.com>,
> rhamiiton5@aol.comedy.com (RHamiIton5) writes:
>
<snip>

> It's amazing what one can do with 16K of ram in that old Atari.
>
> Bob Stone
> Gilroy, CA
>

3720. Re: [--- ATARI DOS Scripting ---]

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-23 19:33:10 UTC
From: thor@math.tu-berlin.de
Message-ID: <3b34d2d6@news.ivm.net>
Source record: 36192

Winston Smith <Winston.Smithp0.f978.n8.z8@fmlynet.org> wrote:
> FamilyNet Newsgate

> RE: Re: C64's are on the web- why arent we?
> BY: Phil Goembel to All on Fri Jun 22 2001 19:48:52

> > Also, do any of the ATARI 8-bit DOSes provide a scripting
> > language?
>
> Um... SpartaDOS has a primitive form of MS-DOS. BAT files are prepended with
> a Minus character or something? There was a CLI project for MyDOS that went no
> where. I think they called it BBK or something? The Forth command dictionary
> can act as a quasi scripting language, which is one of the advantages of using
> Forth. You can use disk commands in Logo. Or you could whip up a command
> parser in CC65, although there may not be much RAM left. The traditiona method
> for scripting was to "chain" BASIC programs together, clearing the symbol table
> and erasing the BASIC program workspace between calls. You had garbage
> collection problems, line delete freeze-ups, and RAM leaks under some versions
> of BASIC....

IIRC, the Os/A+ Dos family provided some kind of primitive batch-scripting as
well. A batch file was simply a listing of commands for execution, no fancy
argument parsing etc.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

3721. Re: Good Copy program

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-23 19:55:41 UTC
From: ebaiz@skyenet.net
Message-ID: <1v6Z6.688$n%1.3829@newsfeed.slurp.net>
Source record: 36194

On 18 Jun 2001 15:42:33 , Terry B wrote:
>Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:
>
><clip>
>
>The BEST is a Happy enhanced 1050 disk drive,
>Barring that, maybe IB copy using an ST.
>
>I suppose my favorite for speed is 'Chipmonk'
>but DiskDup is fast and easy too

I heard about the Happy drive and it is the best. I am looking for a program that will copy copy-protected commercial software. I have alot of programs on disk that I want to copy to my hard drive so I load them into 800XLDJ and also to make a backup being these disks are almost 20 years old.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

3722. Re: I want dem Atari blues

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-23 19:55:43 UTC
From: ebaiz@skyenet.net
Message-ID: <3v6Z6.689$n%1.3829@newsfeed.slurp.net>
Source record: 36195

On 20 Jun 2001 14:18:26 , "Keith Olson" wrote:
>I have been trying to find an online copy of the 400/600/800 BASIC
>programming manual. Specifically, I am trying to find the listing for the
>random blues generator. Can anyone help me?
>

I have a programming book for the Atari 400/800, but see no mention of
this random blues generator. Is there another name for it?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3723. Re: Announce: Minigame coding competition

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-23 20:47:03 UTC
From: ebaiz@skyenet.net
Message-ID: <bf7Z6.699$n%1.4135@newsfeed.slurp.net>
Source record: 36196

On 21 Jun 2001 23:02:53 , Matthew Westcott wrote:
>The Minigame 8-bit coding competition is now officially open, and the
>website at http://demo.raww.net/minigame/ is ready and waiting for
>your entries.
>
>For those who haven't seen the discussion in comp.sys.sinclair and
>comp.sys.cbm - the aim is to write a game in 2K or 512 bytes of code,
>for the Spectrum, C64/128, Amstrad CPC or Atari 8-bit. Entries can be
>in machine code, BASIC or a combination of the two - see the rules
>page at http://demo.raww.net/minigame/rules.html for the full details.
>Incidentally, I'd be grateful if anyone from the Amstrad and Atari
>sides could provide some brief notes about recommended emulators and
>how to use them, similar to the Spectrum notes already on the site.

I wrote an article about 800XLDJ which is an Atari 8-bit peripheral
emulator (like an 1050). You have to run the program on a 16-bit or
greater Atari computert. You also need to use the SIO2ST(PC) cable
which hooke up to the modem 1 port of the Atari computer and the
peripheral port of the 8-bit. To read the article goto:

http://www.gooddealgames.com/articles/Atari_800XLDJ.htm

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3724. Re: Help with Mosaic Ram Select 64K Board

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-23 22:10:58 UTC
From: mcurrent@carleton.edu
Message-ID: <tja4viodschj9a@news.supernews.com>
Source record: 36047

In article <20010623084617.29957.00000773@ng-fx1.news.cs.com>, llpwhite@cs.com says...
>
>I recently acquired a Mosaic Ram Select 64K memory board for the 400 & 800.
>There are detailed instructions for installation in the 400, but not a word
>about the 800, even though the package is labeled "400/800". Does anyone have
>any instructions for the 800 installation, or remember anything about them? I
>think that there was a review in Analog or Antic so I will search that. I also
>did a web search, and I don't think that Mosaic survived -- at least under that
>name. Any ideas would be welcome.

Not much help here, but,

We had one of these installed in our 800 for years. I think the 3 slots went 16K+64K+16K, for 96K total. I remember jumper cables being involved, and that hardly any software supported it beyond 48K, as it isn't Axlon compatible.

Later I took it out and made it a normal 48K 800, because the Mosaic board caused complications running some of the games we played.

I'm not where that stuff is at this time, so that's about all I can say,

-Michael

3725. Re: Game idea's for use with Multidash/Maze of Agdagon interface

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-23 23:14:02 UTC
From: "Rick D." <"74766,1561"@compuserve.com>
Message-ID: <3B3522BA.720B9828@compuserve.com>
Source record: 36048

Mathy Van Nisselroy wrote:

> Howdy folks
>
> Yesterday I came upon an article by Andreas Magenheimer about network games
> (ABBUC Magazin 63 (or maybe 64)). He had some suggestions for games that
> could be used with the multidash interface. (for those who do not know: Jiri
> Bernasek (of BW-DOS fame) came up with a higher tech version of the Agdagon
> interface. He also wrote 'Multidash' for it. With the Multidash-interface,
> you can connect up to 8 Atari 8 bit computers together. The first one loads
> the game from disk, and all others (which are turned on after the previous one
> has booted) boot at lightspeed from the first computer. All players are in
> the same game at the same time, but they all see the playfield from their
> 'perspective'.
>

What you called the Agdagon inteface is actually called "Gamelink II". Developed by Dataque/Agda Group. The "Octagon" in another post was an 8 player interface/buffer. I have no idea what they still do or support. But, I did design my own 6 port adapter prototype(I still use once in a while, but figured out its drawback), and after several tries, came up with a single player connector that was more useful.

And I am wondering what the "higher tech" part of the contribution is.

I have read other posts on more games/uses for the GLII system, but not read any results.

Rick D.

3726. Re: Game idea's for use with Multidash/Maze of Agdagon interface

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-23 23:16:43 UTC
From: "Rick D." <"74766,1561"@compuserve.com>
Message-ID: <3B35235B.9E392E3D@compuserve.com>
Source record: 36049

Mark Keates wrote:

> Mathy Van Nisselroy wrote:
>
> > Here are my ideas:
>
> This, and the recent talk of A8 Doom raise a question.
> Was the Atari ST game 'Midi-Maze' based on an 8-bit version?
>

Midi Maze on the ST came first, obviously since all STs have the ports,
and no A8s have them. GLII and Maze of Agdagon was the first attempt I
know of to create something similar on the A8 using existing ports.
Worked quite well. Something that should have occurred much earlier.

Rick D.

3727. Atari resurrected?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-23 23:53:44 UTC
From: The Relentless <relentless.nospam@0spam.gamedesign.net>
Message-ID: <MPG.159ecbc99f2a45189896b3@news>
Source record: 36050

Looks like they are bringing back the Atari name.

http://www.fgnonline.com/industry/news/19027.html

--
Aaron The Relentless
http://www.gamedesign.net
"Cry 'Havoc!' And let slip the dogs of war!"

3728. MIO clone

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-23 23:58:05 UTC
From: Atari 8 Man <KMFerrante@cfl.rr.com>
Message-ID: <h2aZ6.34813$WB1.10528430@typhoon.tampabay.rr.com>
Source record: 36051

MIO Clone

Im thinking on doing a small run on the MIO.
ICD sold there 8bit line to FTE (Gone a long time)
and with the low cost of doing a run there days it would be easy to do a run
.
If anyone has the rights (c) to the MIO leave me Email.
This new MIO will be alot smaller due to new chip design and would give
users a chance to get one, that's almost imposssible to find these days.

Atari8man

3729. Hypnotic Lands 8-bit game available plus more!

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-24 01:42:24 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <9h3ghu$k8s$1@nnrp1.phx.gblx.net>
Source record: 36052

I will not tell you where because I can not stand people complaining and trying to wreck my business. But I thought you 8-bit users would appreciate a tip on a rare game cartridge. Search for it on the popluar website you think it might be on. And see the other stuff I have up while you are at that website. Thanks. -Bentley Bear aka S2

PS dont miss the rare Ultima III and 6 for Atari!

3730. Re: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-24 02:39:35 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010623223935.05767.00000894@ng-mh1.aol.com>
Source record: 36053

Kevin has it here:
http://www.atariarchives.org/mapping/

... and it *was* down just now! I suspect it won't be too long until the server
is going again.

Got any questions that need answers in the meantime? I have the book.

>nurban@crib.corepower.com (Nathan Urban) asked:

>Does anyone know where to find an online copy of _Mapping the Atari_?
>I heard there was a copy at atariarchives.org, but the site seems to
>be down.

-Ron

Experience is something you don't get until just after you need it.

3731. [--- ATARI DOS Scripting ---]

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-24 02:42:30 UTC
From: Winston Smith <Winston.Smithp0.f978.n8.z8@fmlynet.org>
Message-ID: <001f85ec@fmlynet.org>
Source record: 36057

FamilyNet Newsgate

RE: Re: [--- ATARI DOS Scripting ---]
BY: thor@math.tu-berlin.de to All on Sat Jun 23 2001 14:33:10

Wait a minute! Something is starting to come back to me! I remember that
there was an experimental batch system for MyDOS that used commands like "#IF".
As I was new to MyDOS at the time, I managed to clumsily erase the pseudo
batch language with an accidental format command. I never could find that
MyDOS batch extension again. I may even be imagining the whole thing?

%%%
* Synchronet * Pony's Corral BBS - telnet://thecorral.darktech.org(1:101/805)

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3732. Bellcom catalogs?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-24 07:55:10 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <o37bjts5t7jo65vjg0v0bova3rk8e0m5sr@4ax.com>
Source record: 36055

This may seem silly so don't ask why, but I would very much like to
get my hands on any of the old Bellcom PD catalogs (real or scanned).
Mostly I'm looking for listings of their disks and contents. Can
anyone out there help?

Also, if there are any greater-Seattle area Atarians looking to trade
or sell, please contact me. I'm always looking for local traders.

Thanks,

Mike

oOOOOOo Mike Kohary Seattle, WA http://www.kohary.com
,| oO Seattle Seahawks http://www.kohary.com/seahawks
//| |
\\| | "Do you like..............stuff?"
`-----`

3733. Re: Good Copy program

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-24 10:18:49 UTC
From: Mo <mygranny@'no-spam'swbell.net>
Message-ID: <N%gZ6.210$E97.236083@nnrp2.sbc.net>
Source record: 36054

I've fallen in love with the Prosystem that comes with APE. Not only will it
make images of protected disks, but it will also display whatever form of
protection is used so if you want to do it the old fashioned way, you'll
know exactly what to look for.
Mo

Edward S. Baiz Jr. wrote in message
<1v6Z6.688$n%1.3829@newsfeed.slurp.net>...
>On 18 Jun 2001 15:42:33 , Terry B wrote:
>>Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:
>>
>><clip>
>>
>>The BEST is a Happy enhanced 1050 disk drive,
>>Barring that, maybe IB copy using an ST.
>>
>>I suppose my favorite for speed is 'Chipmonk'
>>but DiskDup is fast and easy too
>
>I heard about the Happy drive and it is the best. I am looking for a
>program that will copy copy-protected commercial software. I have alot
>of programs on disk that I want to copy to my hard drive so I load them
>into 800XLDJ and also to make a backup being these disks are almost 20
>years old.
>
>
>Edward S. Baiz Jr.
> (Gamer)
>---
>HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
>PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
>---
>
>
>

3734. Re: Atari resurrected?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-24 10:27:10 UTC
From: Mo <mygranny@'no-spam'swbell.net>
Message-ID: <G7hZ6.211$E97.238361@nnrp2.sbc.net>
Source record: 36056

Yeah and it looks like ol' Bruno is putting 400 people out of work. It's a sad day for the Atari name, no longer will it be known for it's cutting edge way of setting industry standards. Now it will be known for creating one hit wonders like 'unreal'. That's as long as they don't go bankrupt. Companys that are doing well don't usually lay off 20 percent of their crew. It will never be the same Atari to me, just a gimmick to sucker mainstreamist into buying expensive junk games that will do nothing but lose value over time. I'm going to play Jungle Hunt now and try not to think about it.
Mo

The Relentless wrote in message ...
>Looks like they are bringing back the Atari name.
>
>http://www.fgnonline.com/industry/news/19027.html
>
>--
>Aaron The Relentless
>http://www.gamedesign.net
>"Cry 'Havoc!' And let slip the dogs of war!"
>

3735. New archive with games and demos for the XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-24 12:07:03 UTC
From: atari_homesoft@gmx.de
Message-ID: <001b01c0fca6$63b5bf80$104d07d5@ich>
Source record: 36058

Hello atarians !
You are searching games and demos for the good old atari XL/XE system ?
Visit my site at
http://pc.exit.mytoday.de/atari_homesoft/index.html
or
www.atarihomesoft.f2s.com
There you will find a lot of them and also some realy rare games and
converted cartrides.

have fun, HOMESOFT

--
Posted from mail.gmx.net [194.221.183.20]
via Mailgate.ORG Server - http://www.Mailgate.ORG

3736. Re: Atari resurrected?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-24 14:22:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106241419490.94-100000@Hades060>
Source record: 36062

On Sun, 24 Jun 2001, Mo wrote:

> Yeah and it looks like ol' Bruno is putting 400 people out of work. It's a
> sad day for the Atari name, no longer will it be known for it's cutting edge
> way of setting industry standards.

Since when are they known for that? It's exactly what it appears to be
they are only known for "games", nothing has changed really.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3737. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-24 15:15:25 UTC
From: Phil Goembel <i-like-cw.n@t.sp.am.wi.rr.com>
Message-ID: <3B36040C.8B701C59@t.sp.am.wi.rr.com>
Source record: 36059
Body handling: HTML body converted to readable text

Rick Cortese wrote:
>
> "Phil Goembel" wrote in message
> news:3B33F2B9.2ABF0C6B@t.sp.am.wi.rr.com...
> > Rick Cortese wrote:
> > >

> > > For instance, back in the 80s I wrote a terminal program for the 8bit

> > What happened to that program? Do you still use it? I read somewhere

> If you like I could post the code, only about 10 lines of BASIC if I delete
> the REMs.

Sorry Rick, I missed this offer buried in all the other interesting stuff.
I definitely would like that.

Regards,
Phil

3738. Re: Atari resurrected?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-24 16:19:09 UTC
From: ANDERS SKELANDER <anders.skelander@swipnet.se>
Message-ID: <0koZ6.14261$vR1.41369@nntpserver.swip.net>
Source record: 36060

The Relentless <relentless.nospam@0spam.gamedesign.net> wrote:

> Looks like they are bringing back the Atari name.
>
> http://www.fgnonline.com/industry/news/19027.html

I quoted the following from the web page you refer to:

"... interview with Infogrames CEO Bruno Bonnell"

My comment: "Bonnell", it almost sounds like "Bushnell". Maybe that
is the only thing about it that is cool? ;)

Anders

3739. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-24 18:24:51 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tjcbq5gbps4127@corp.supernews.com>
Source record: 36061
Body handling: HTML body converted to readable text

"Phil Goembel" wrote in message
news:3B36040C.8B701C59@t.sp.am.wi.rr.com...
> Rick Cortese wrote:
> >
> > "Phil Goembel" wrote in message
> > news:3B33F2B9.2ABF0C6B@t.sp.am.wi.rr.com...
> > > Rick Cortese wrote:
> > > >
>
> > > > For instance, back in the 80s I wrote a terminal program for the
8bit
>
> > > What happened to that program? Do you still use it? I read somewhere
>
> > If you like I could post the code, only about 10 lines of BASIC if I
delete
> > the REMs.
>
> Sorry Rick, I missed this offer buried in all the other interesting stuff.
> I definitely would like that.

OK, brief explanation of Atari OS design just in case you aren't familiar with it. Actually just about every modern OS from about 1979 on has the same features. Atari version calls it CIO or Central Input Output. They wanted to keep interfacing between different devices similar such that a PUT to the Screen was virtually identical to a PUT to the Printer.

They did this with a bunch of built in routines in the OS and a Handler Address Table that are loaded into low RAM on boot. The handler table can be extended beyond the simple screen and printer routines which is how the R: handler gets loaded, it is not in the OS by default.

The advantage of this is you can do some pretty esoteric stuff. For instance, there was the MPP modem that plugged into a joystick port and had its own handler. I reverse engineered the device/handler and came up with a cable that only used a resistor and zener diode so you could use a Hayes type modem.

The terminal programs, if they are written right, don't know the difference between talking to a modem hooked up through an 850 interface or hanging off a joystick port. All the magic is in the OS and handler.

Now let's hope I can type this right.
50 CLOSE #1:CLOSE#2
60 OPEN #1,4,0,""K:"

```
65 REM SET UP FOR 300 BAUD ASCII
70 XIO 34,#2,192,0,"R:":XIO38,#2,0,0,"R:":OPEN#2,13,0,"R:":XIO
40,#2,0,0,"R:"
80 REM CONTROL LOOP
90 STATUS #2,C:IF PEEK(747) THEN GET #2,C:?CHR$(C);
100 IF PEEK(764)<255 THEN GET #1,C:PUT #2,C:GOTO 90
```

I think that is right. If you have a serial port and handler loaded on the Atari you should be able to hook it to a clone and change the consol or load a terminal program to see if it works. If you hook it to a Hayes modem, you will have to use the Hayes command set to access the modem i.e.
ATDT 5551212

3740. Re: DOOM for the 8-Bits...

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-25 08:20:52 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001fd041@fmlynet.org>
Source record: 36070

FamilyNet Newsgate

> From: DCM01@USA.NET (Daniel Miller)

>> Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:
>>> at the "Atari World 1999" (or was it 1998?) someone gave away flyers and
>>> stickers of DOOM avaiable for: Atari VCS 2600 and soon avaiable for:
>> As far as I know that was all a gag. The only thing is, I only know
>> about the 2600 "version", and that was just a photo hack. The image
>> was made by James Catalano, though lots of other people have taken
>> credit for it... The original newsgroup publicity was by Bill
>> Haslacher, an ex-Atarian and kidder.
> 2600 Doom, eh? It reminds of the story told by the 2600 programmer
> whom Atari approached about the graphically intense scrolling
> shoot-em-up Xevious. I think he said something like "Well, I got the
> assignment and had no idea how I could possibly do that on the crude
> 2600 system, so I sat on the sofa and smoked about 4 marijuana
> cigarettes and then I knew how to do it."
> Hee hee! I am not defaming anyone as a pot smoker, but that is the
> story I remember.

The awesome thing about the pot was that it probably relaxed the person to
allow him to get past the mental block. That or the program only works for
people who are also on marijuana. LOL

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3741. Re: SCSI Commands (Read Subchannel doesn't give me data)

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-25 09:45:04 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9h7170$fe4$1@nets3.rz.RWTH-Aachen.DE>
Source record: 36063
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple,comp.sys.msx

Howdy folks

>I'm trying to write a CD Audio Player utility for my Atari 8 bit computer and
>have run into a problem. The READ SUBCHANNEL command doesn't seem to want to
>return any data. (no subchannel data sent is what it tells me). Could this
>be the CDROM (Pioneer Slot-In 32speed) or my fault?

It was my fault. I should have typed 'for x = 0 to 15: (print to screen
command) peek(address+x):next x'. But I typed '.....(address)+x.......'

Now it work OK. I can PLAY the CD, skip to the NEXT track or the PREVious
track. I can even leave the utility (while the CD keeps playing) and when I
come back, the utility knows which track is playing at the moment. Meaning it
always jumps to the right track when pressing NEXT or PREV.

BTW I found out that you can test if and what buttons on the CD ROM player are
pressed (if it supports MultiMedia Commands). You can even prevent that the
CD ROM (or DVD) reacts to that. Hmm, that means you could REALLY play with
somebodies mind and use some code to change the funktions of the buttons....

Back when our computers where still sold in big stores, people would type in
really nice programms that used a long for-next loop (so they themselves could
get away from the computers) and then turn up all the sound channels. How
nice would it be to have a little PC Utility on a 3.5" PC disk that you could
load into a computer at one of these stores where you sell PC's (but where
they have NO clue) that would mix up these buttons. :-)))

CU Mathy van Nisselroy

3742. Re: Lato Ludzikow 2001 - Peoples Summer 2001

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-25 09:58:19 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9h71vr$fe4$2@nets3.rz.RWTH-Aachen.DE>
Source record: 36064

Howdy Vasco. folks

>Where can I find Mac Gyvers "Multiplayer" Version 2.1 ?? (The latest
>release I have is 2.0). Next, where can I find Madteam`s inertia players
>4.x ?? greetings, Andreas.

Could somebody please ask the Inertia guys to make this one compatible to all
hardware upgrades? (even mine)

CU Mathy van Nisselroy

3743. Re: Game idea's for use with Multidash/Maze of Agdagon interface

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-25 10:12:07 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9h72pn$fe4$3@nets3.rz.RWTH-Aachen.DE>
Source record: 36065

Howdy Rick, folks

>And I am wondering what the "higher tech" part of the contribution is.

I only remember the GameLink II as two SIO cables connected using paperclips.
With 'higher tech' (as opposed to 'high tech') meant that Jiri's version uses
electronic components.

BTW are we really limited to 8 computers? (I'm not saying we need to network
more then 8 computers, I just wanna know if it is possible)
Since these games don't really use DOS, maybe we could have more then 8
computers?

CU Mathy van Nisselroy

3744. Re: Game ideas...

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-25 10:20:24 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9h7398$fe4$4@nets3.rz.RWTH-Aachen.DE>
Source record: 36066

Howdy Andreas, folks

>Ok, I am out of ideas now. Of course I know, that many british and
>american users do not know the multilink-network or multijoy-interface.
>Well, take a look at Umich or other pages to find "Maze of agdagon" and
>its accompanying texts. Or get the appropriate (german) ABBUC mags from
>Wolfgang Burger (the manuals for the multilink games are at least
>written in english!), which contain Agdagon and multidash. For the
>multijoy-interface get the czech games "Cervi" and "Multris" and take a
>look at:
>http://www.info.cz/raster/atari/hw/multijoy.htm or just
>http://www.info.cz./raster/atari for all his other Atari stuff.
>Greetings, Andreas.

For a look at the docs and schematics of the MultiLink network, try this site,
it's Erhard Puetz's:
http://www.atari-central.de/floppyservice/floppy/gb/index.htm

If you wanna see how this interface looks like in reality, check out Harry
Reminder's article in the April issue of MyAtari, at:
http://www.myatari.net/apr2001/network.htm

CU Mathy van Nisselroy

3745. Re: MIO clone

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-25 10:29:50 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9h73qu$fe4$5@nets3.rz.RWTH-Aachen.DE>
Source record: 36067

Howdy Atari8man

>Im thinking on doing a small run on the MIO.

>If anyone has the rights (c) to the MIO leave me Email.
>This new MIO will be alot smaller due to new chip design and would give
>users a chance to get one, that's almost imposssible to find these days.

If you wanna improve on it, I'ld suggest the following:
- Make it willing to share the parallel bus (maybe even a true parallel bus device
- Change it so you don't loose the programm that's loaded before you enter the menu

CU Mathy van Nisselroy

PS if you're into software writing, might I suggest you contact Matthias Belitz and write a version of his ASPI Manager for the MIO? (ASPI in short means each piece of hardware that has a harddrive interface, and is smart enough, has it's own device specific ASPI Manager. Software written for one interface would then also to run with another interface.)

3746. CD Audio software done (you need BB, SCSI Cd ROM and ASPI manager, which is software)

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-25 10:38:46 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9h74bm$fe4$6@nets3.rz.RWTH-Aachen.DE>
Source record: 36068

Howdy folks

My Cd Audio Player utility works. The user interface is crude (to say the least), but you can PLAY, NEXT, PREV and OPEN. NEXT and PREV even work if you leave the CD playing while you leave the software and go do something else (like play a game, use some other software, whatever) then come back and skip to the previous or next track. The software knows what track is being played.

I'll post the LISTed TurboBASIC listing in alt.binaries.atari. All you have to do is get the ASPI Manager software (ask me) and connect a SCSI CD ROM player to your BlackBox (sorry, Matthias Belitz didn't have time to write ASPI managers for other interfaces. And at the moment he's the only one working on this.) A yes, convert the CR/LF to EOL.

CU Mathy van Nisselroy

PS I'ld like to thank Matthias Belitz for writing the ASPI manager, associated software and especially for helping me write this utility.

3747. Re: MIO clone

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-25 13:06:29 UTC
From: Atari 8 Man <KMFerrante@cfl.rr.com>
Message-ID: <pHGZ6.48803$_T2.12598797@typhoon.tampabay.rr.com>
Source record: 36069

Hi Mathy,

This first run I have plan is just a clone of the 256k mio, a small run of about 50-100 units. I do have plans on enhancing it the future. Im looking for the MIO Schematics at this point, if I dont find them soon I'll do the Cad from one of the MIO I have here (just remove all ic's) and have the boards made. I just did a cad on the 256 Ramcard and will send it out this week. Im also working on a 512k version for the second run. I wan't to hear from FTe or anyone that has the (c) rights to the MIO.

Atari8man

"Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message news:9h73qu$fe4$5@nets3.rz.RWTH-Aachen.DE...
> Howdy Atari8man
>
> >Im thinking on doing a small run on the MIO.
>
> >If anyone has the rights (c) to the MIO leave me Email.
> >This new MIO will be alot smaller due to new chip design and would give
> >users a chance to get one, that's almost imposssible to find these days.
>
> If you wanna improve on it, I'ld suggest the following:
> - Make it willing to share the parallel bus (maybe even a true parallel bus
> device
> - Change it so you don't loose the programm that's loaded before you enter the
> menu
>
> CU Mathy van Nisselroy
>
> PS if you're into software writing, might I suggest you contact Matthias Belitz
> and write a version of his ASPI Manager for the MIO? (ASPI in short means each
> piece of hardware that has a harddrive interface, and is smart enough, has it's
> own device specific ASPI Manager. Software written for one interface would
> then also to run with another interface.)
>
>

3748. Re: valuation

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-25 16:36:40 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <9h7pbg$1jq$1@plutonium.compulink.co.uk>
Source record: 36072

E-bay goes a bit barmy on prices.

yahoo is a bit better.

Best hunt down some shops and compare prices.
http://members.aol.com/retrox2/index1.html
Is one good example
http://www.telegames.co.uk/frames.html
is another.

"Al" <high.rise@virgin.net> wrote in message
news:w9JZ6.11355$QM1.1490478@news2-win.server.ntlworld.com...
> Hi
>
> Anyone know of a good site that gives realistic valuations to retro gaming
> items ? I'd like to know how much some of stuff is worth. I have an boxed
> and working expansion #2 for colecovision which I think is very much
sought
> after, and I'd like to know what its worth.
>
> Allan
>
>

3749. valuation

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-25 23:52:39 UTC
From: Al <high.rise@virgin.net>
Message-ID: <w9JZ6.11355$QM1.1490478@news2-win.server.ntlworld.com>
Source record: 36071

Hi

Anyone know of a good site that gives realistic valuations to retro gaming items ? I'd like to know how much some of stuff is worth. I have an boxed and working expansion #2 for colecovision which I think is very much sought after, and I'd like to know what its worth.

Allan

3750. Re: ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-26 02:53:57 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010625225357.05775.00001245@ng-mh1.aol.com>
Source record: 36075

I have an original SWP disk and no books or instructions on how to copy it; it cannot be read in Atari mode - even on the same drive which will boot it into CP/M mode.

You provide the directions and the disk & postage, and we can work something out.

>"RoyE" rdean@fix.net asked:

>do you remember if you have any of the boot disks for CP/M emulation.

-Ron

Experience is something you don't get until just after you need it.

3751. Re: SCSI Commands (Read Subchannel doesn't give me data)

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-26 02:56:28 UTC
From: Marc Walters <marc@classworks.com.au>
Message-ID: <3b37f8e8@news.hunterlink.net.au>
Source record: 36074
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple,comp.sys.msx

"Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in
message news:9h7170$fe4$1@nets3.rz.RWTH-Aachen.DE...
[snip]
>
> Back when our computers where still sold in big stores, people would
type in
> really nice programms that used a long for-next loop (so they
themselves could
> get away from the computers) and then turn up all the sound
channels. How
> nice would it be to have a little PC Utility on a 3.5" PC disk that
you could
> load into a computer at one of these stores where you sell PC's (but
where
> they have NO clue) that would mix up these buttons. :-)))

Back then, I once wrote some software for KMart that stopped vandals
doing things like that. It was a Kmart logo with smooth scrolling
price information for C64s on the display floor, and provided no way
to cleanly exit to BASIC.

Marc
marc@classworks.com.au

3752. Re: MIO clone

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-26 08:43:59 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9h9i0fiti1@nets3.rz.RWTH-Aachen.DE>
Source record: 36077

Howdy Atari8man

>This first run I have plan is just a clone of the 256k mio, a small run of
>about 50-100 units. I do have plans on enhancing it the future. Im
>looking for the MIO Schematics at this point, if I dont find them soon I'll
>do the Cad from one of the MIO I have here (just remove all ic's) and have
>the boards made. I just did a cad on the 256 Ramcard and will send it out
>this week. Im also working on a 512k version for the second run. I wan't
>to hear from FTe or anyone that has the (c) rights to the MIO.

Sounds like a fun project. (I have a blackbox though)

CU Mathy van Nisselroy

3753. Re: SCSI Commands (Read Subchannel doesn't give me data)

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-26 10:09:31 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <8IXZ6.114$883.227829@nnrp3.sbc.net>
Source record: 36076
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple,comp.sys.msx

This is an old teen-hacker topic, the last method I heard of using was
bringing your own boot disk with you to the store, reboot the demo computer
on it and it will bypass the stock autoexec and config.sys. Then of course
you edit the comps startup files and reboot again, then as they say "It's
own3d!!"
Mo

Marc Walters wrote in message <3b37f8e8@news.hunterlink.net.au>...
>
>"Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in
>message news:9h7170$fe4$1@nets3.rz.RWTH-Aachen.DE...
>[snip]
>>
>> Back when our computers where still sold in big stores, people would
>type in
>> really nice programms that used a long for-next loop (so they
>themselves could
>> get away from the computers) and then turn up all the sound
>channels. How
>> nice would it be to have a little PC Utility on a 3.5" PC disk that
>you could
>> load into a computer at one of these stores where you sell PC's (but
>where
>> they have NO clue) that would mix up these buttons. :-)))
>
>Back then, I once wrote some software for KMart that stopped vandals
>doing things like that. It was a Kmart logo with smooth scrolling
>price information for C64s on the display floor, and provided no way
>to cleanly exit to BASIC.
>
>Marc
>marc@classworks.com.au
>
>
>

3754. Re: New archive with games and demos for the XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-26 10:24:52 UTC
From: twh1@gmx.de
Message-ID: <3b3862dc.17177344@news.dpn.de>
Source record: 36078

On Sun, 24 Jun 2001 12:07:03 +0000 (UTC), atari_homesoft@gmx.de
(Homesoft) wrote:

>Hello atarians !
>You are searching games and demos for the good old atari XL/XE system ?
>Visit my site at
>http://pc.exit.mytoday.de/atari_homesoft/index.html
>or
>www.atarihomesoft.f2s.com
>There you will find a lot of them and also some realy rare games and
>converted cartrides.

boah... very cool screenshots!! congratulations....

bye sayz:
-thomsen@munich

--
Thomas Havemeister Student of Business Computer Science
Technical University of Ilmenau

P.S.: Sturz des Zaren & Take those Atarian care!

3755. FA: Computer and Video Games magazine collection

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-26 11:10:06 UTC
From: Craig Arnoldt <carnoldt@hitech.net.au>
Message-ID: <9h9qi4$1473$1@corolla.OntheNet.com.au>
Source record: 36079

http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=1248943379

Cheers

Arn

3756. Miner 2049er cheat codes!

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-26 22:20:37 UTC
From: Kam Bansal <kam@magickhat.com>
Message-ID: <bj2ijtggb5f627ufp6afcb3pabprtpbifr@4ax.com>
Source record: 36080

Hi all,

Well, I purchased an Atari 800 (actually, many ataries...), and am playing miner 2049er with my 5 y/o. (cartridge), I remember that there used to be cheat codes, does anyone remember them???

~Kam (^8*
==========
Kam Gambolputty de von Ausfernschplenden-schlitter
crasscrenbon-fried-digger-dingle-dangle-dongle
dungle-burstein-von-knacker-thrasher-apple-banger
horowitz-ticolensic-grander-knotty-spelltinkle
grandlick-grumblemeyer-splterwasser-kurstlich
himbleeisen-bahnwagen-gutenabend-bitte-ein
nurnburger-bratwustle-gerspurten-mitz-weimache
luber-hundsfut-gumberaber-shonendenker-kalbsfleisch
mittler-aucher von Hautkopft of Ulm.

3757. Evening of Horror

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-27 03:33:54 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <9hbk72$7cg$1@mohawk.hwcn.org>
Source record: 36081

A few years ago, in the early 90's, a friend of mine wrote a game based on a fairly obscure writer's book. The game was called "Evening of Horror" and was a multiple disk adventure game. My friend wanted to sell copies of his program, and did.....he sold exactly ONE copy, so some guy on one of the BBS's in Toronto Ontario. Unfortunately, this guy, had read this obscure book the game was based on, and panned the game on the BBS. Therefore no more copies were sold.

My friend had a nasty girlfriend who at the time destroyed his master copies. Nevertheless, I had a backup copy of the game on multiple disks..... however, when I went to copy the disks, the first disk was bad! So, there is possibly only ONE copy of a game out there, that this person probably has thought it wasnt ethical to pirate. I cant remeber the guy's name who bought the program. Hopefully, he copied it,....or gave a copy to a friend, or he can be located. So, anyone who was on the BBS Express Pro network in the early 90's (USF Net) may remember talk about this game.

The game was called "An Evening of Horror".....it would be a shame if it never saw the light of day.....

3758. Re: Evening of Horror

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-27 08:06:44 UTC
From: Gary <nospam@mail.com>
Message-ID: <20010627040614.7676784f.nospam@mail.com>
Source record: 36082

If I recall diging out my old node list I "think" it was Jailhose BBS in Toronto that had that online game, SysOp was Weird Al

On 27 Jun 2001 03:33:54 GMT
af332@freenet.hamilton.on.ca (William Moeller) wrote:

>
> A few years ago, in the early 90's, a friend of mine wrote a game based on
> a fairly obscure writer's book. The game was called "Evening of Horror"
> and was a multiple disk adventure game. My friend wanted to sell copies of
> his program, and did.......he sold exactly ONE copy, so some guy on one of
> the BBS's in Toronto Ontario. Unfortunately, this guy, had read this
> obscure book the game was based on, and panned the game on the BBS.
> Therefore no more copies were sold.
>
> My friend had a nasty girlfriend who at the time destroyed his master
> copies. Nevertheless, I had a backup copy of the game on multiple
> disks..... however, when I went to copy the disks, the first disk was bad!
> So, there is possibly only ONE copy of a game out there, that this person
> probably has thought it wasnt ethical to pirate. I cant remeber the guy's
> name who bought the program. Hopefully, he copied it,....or gave a copy to
> a friend, or he can be located. So, anyone who was on the BBS Express Pro
> network in the early 90's (USF Net) may remember talk about this game.
>
> The game was called "An Evening of Horror".......it would be a shame if it
> never saw the light of day.....
>
>

3759. Re: Miner 2049er cheat codes!

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-27 08:58:29 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <j08jjtguc6ovsllald5ljjnur1jn3ekg2r@4ax.com>
Source record: 36083

The other Day Kam Bansal <kam@magickhat.com> wrote:

>Hi all,
>
>Well, I purchased an Atari 800 (actually, many ataries...), and am playing
>miner 2049er with my 5 y/o. (cartridge), I remember that there used to be cheat
>codes, does anyone remember them???
>
I bet you get some stick for a sig that long :-)

>~Kam (^8*
>==
>Kam Gambolputty de von Ausfernschplenden-schlitter
>crasscrenbon-fried-digger-dingle-dangle-dongle
>dungle-burstein-von-knacker-thrasher-apple-banger
>horowitz-ticolensic-grander-knotty-spelltinkle
>grandlick-grumblemeyer-splterwasser-kurstlich
>himbleeisen-bahnwagen-gutenabend-bitte-ein
>nurnburger-bratwustle-gerspurten-mitz-weimache
>luber-hundsfut-gumberaber-shonendenker-kalbsfleisch
>mittler-aucher von Hautkopft of Ulm.

--

As long as you remember them they will always be with you..

3760. Re: 1027 printer ink

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-27 12:56:12 UTC
From: Douglas Berlier <douglas.berlier@verizon.net>
Message-ID: <MJk_6.54$iA2.50133@dfiatx1-snr1.gtei.net>
Source record: 36085

I'm going to try inkjet refill ink.. about 5 ml any comments?

"Terry B" <terryb@kirkwood.hoosier.net> wrote in message
news:IbpX6.931$Tt6.358679@monger.newsread.com...
> Richard Detlefsen <"74766,1561"@compuserve.com> wrote:
> : Matthias Belitz wrote:
>
> <clip>
>
> I use India Ink
> messy - but works :)
>

3761. 600xl internal memory upgrade..or ... 1064 WTB

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-27 13:07:53 UTC
From: Douglas Berlier <douglas.berlier@verizon.net>
Message-ID: <JUk_6.60$iA2.53587@dfiatx1-snr1.gtei.net>
Source record: 36084

I have heard that the 600xl could be upgraded to 64k internally. Does ANYONE have this information or know where I could get a 1064? I know this is futile as I have better machines to work with but it is for a robotics project so the size of the 600 is the issue.

Douglas Berlier

3762. Re: Miner 2049er cheat codes!

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-27 16:18:08 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010627121808.16072.00001380@ng-xc1.aol.com>
Source record: 36086

Write down phone number from title screen.

When Level 1 starts, hop up on girder to avoid bottom mutant.

Type in phone number.

From now on Shift plus a digit (1, 2, 3 ..0) will take you to any level 1-10.

> Kam Bansal kam@magickhat.com asked:

>Well, I purchased an Atari 800 (actually, many ataries...), and am playing
>miner 2049er with my 5 y/o. (cartridge), I remember that there used to be
>cheat codes, does anyone remember them???

-Ron

Experience is something you don't get until just after you need it.

3763. Re: 1027 printer ink

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-27 16:28:59 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010627122859.16072.00001383@ng-xc1.aol.com>
Source record: 36087

I seriously doubt if that little sponge roller can absorb more than about 0.5 ml at one time ...

Also, most of the inkjets use a product based on water/glycol whereas the 1027 IIRC used an oil based ink more like traditional ribbons or maybe stamp pads.

>"Douglas Berlier" douglas.berlier@verizon.net commented:

>I'm going to try inkjet refill ink.. about 5 ml any comments?

-Ron

Experience is something you don't get until just after you need it.

3764. Re: 1027 printer ink

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-27 20:17:48 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <Alp_6.427$rs5.3779@nnrp1.sbc.net>
Source record: 36088

The problem I've noticed is that the roller itself wears down into grooves
where it contacts the printhead. I believe the best solution is to find an
apropriate roller.
This might be a good letter to the new Atari company!

Mo

Douglas Berlier wrote in message ...
>I'm going to try inkjet refill ink.. about 5 ml any comments?
>
>
>"Terry B" <terryb@kirkwood.hoosier.net> wrote in message
>news:IbpX6.931$Tt6.358679@monger.newsread.com...
>> Richard Detlefsen <"74766,1561"@compuserve.com> wrote:
>> : Matthias Belitz wrote:
>>
>> <clip>
>>
>> I use India Ink
>> messy - but works :)
>>
>
>
>

3765. Re: 1027 printer ink

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-27 20:19:14 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <Nmp_6.431$rs5.3922@nnrp1.sbc.net>
Source record: 36089

True, inkjet would dry up in the sponge and render it useless!
Mo

RHamiIton5 wrote in message
<20010627122859.16072.00001383@ng-xc1.aol.com>...
>I seriously doubt if that little sponge roller can absorb more than about
0.5
>ml at one time ...
>
>Also, most of the inkjets use a product based on water/glycol whereas the
1027
>IIRC used an oil based ink more like traditional ribbons or maybe stamp
pads.
>
>>"Douglas Berlier" douglas.berlier@verizon.net commented:
>
>>I'm going to try inkjet refill ink.. about 5 ml any comments?
>
>-Ron
>
>Experience is something you don't get until just after you need it.
>
>

3766. Re: 600xl internal memory upgrade..or ... 1064 WTB

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-27 21:05:41 UTC
From: david_p@istop.com
Message-ID: <90CDAE775davidpistopcom@64.26.132.195>
Source record: 36090

douglas.berlier@verizon.net (Douglas Berlier) wrote in
<JUk_6.60$iA2.53587@dfiatx1-snr1.gtei.net>:

>I have heard that the 600xl could be upgraded to 64k internally. Does
>ANYONE have this information or know where I could get a 1064? I know
>this is futile as I have better machines to work with but it is for a
>robotics project so the size of the 600 is the issue.
>
>Douglas Berlier
>
>
>
>

Something I saved from a long ways back:

Subject: UPGRADE: 600XL -> 64K Memory

HOW TO UPGRADE YOUR ATARI 600XL TO 64K RAM

THIS MOD IS COPYRIGHTED BY KEN SUMRALL. HOWEVER, YOU MAY FREELY
DISTRIBUTE IT, AND MODIFY IT, AS LONG AS THIS NOTICE IS INCLUDED
IN ITS ENTIRERTY. THE AUTHOR MAY BE REACHED AT THE FOLLOWING
EMAIL ADDRESSES:
ken%hpda@hplabs.hp.com
...!hplabs!hpda!ken

You will need the follow parts to perform this mod:
(2) 4464 RAM chip, 64Kx4, 150ns or faster.
Additionally, you will need chip pullers, a soldering iron, and 3 small
pieces of wire. I used wire wrap wire when I did this mod.

If the chips on your 600XL are socketed, you're in luck, otherwise, you
need to
first unsolder the following chips:
(1) 74S32 location U18
(2) 74LS158 locations U5 and U6
(2) 4416 locations U11 and U12
and put sockets on the mother board in their place to make the job easier.

Now bend up pin 9 on the 74S32, and put it back in its socket on
the mother board. Bend up pin 3 on the 74LS158 in location U5, and put it
back in its socket. Also, bend up pin 10 on the 74LS158 in location U6,
and put that chip back into its socket. The last two chips you need to
change are the two RAM chips. Put the 4464 chips into the sockets at

locations U11 and U12 on the motherboard.

Now you need to install 3 wires to complete the mod. The first wire should be connected between pin 3 of the 74LS158 at location U5, and pin 20 of the parallel bus on the 600XL. The second wire should be connected between
pin 10 of the 74LS158 at location U6, and pin 18 of the parallel bus. The third wire connects between pin 9 of the 74S32 at location U18, and pin 45 on the parallel bus. That's all there is to it.

3767. are 2600 cartridges usable on xl/xe systems?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-27 21:58:06 UTC
From: Douglas Berlier <douglas.berlier@verizon.net>
Message-ID: <OFs_6.859$iA2.194603@dfiatx1-snr1.gtei.net>
Source record: 36091

Any info on cartridge interchangeability?

3768. OSS BASIC A+ anyone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-27 22:49:51 UTC
From: "Ross J. Hartley" <ross@argolink.net>
Message-ID: <nst_6.1122$rs5.6461@nnrp1.sbc.net>
Source record: 36092

Would anyone be interested in an ATR disk image with BASIC A+? It's the disk-based version of what turned into BASIC XL/XE, and runs easily on emulators. Maybe it's been out there all along, but I couldn't find it anywhere. Here's a link to my page to download it:
http://home.swbell.net/hartley4/atari.htm
Ross

3769. Re: are 2600 cartridges usable on xl/xe systems?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-27 23:51:17 UTC
From: Russ Perry Jr <slapdash@enteract.com>
Message-ID: <slapdash-6D7681.18511727062001@news.enteract.com>
Source record: 36093

"Douglas Berlier" <douglas.berlier@verizon.net> wrote:
> Any info on cartridge interchangeability?

No way that I know of, barring MAYBE a READS 2600 system, but even
those I don't think read carts, but let you write games to a RAM
cart I think.
--
//*===++
|| Russ Perry Jr 2175 S Tonne Dr #114 Arlington Hts IL 60005 ||
|| 847-952-9729 slapdash@enteract.com VIDEOGAME COLLECTOR! ||
++===*//

3770. Re: 600xl internal memory upgrade..or ... 1064 WTB

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-28 01:05:34 UTC
From: Casey V <isucgv@nospam.home.com>
Message-ID: <ypv_6.85110$Q9.21145210@news1.elmhst1.il.home.com>
Source record: 36094

"Douglas Berlier" <douglas.berlier@verizon.net> wrote in message
news:JUk_6.60$iA2.53587@dfiatx1-snr1.gtei.net...
> I have heard that the 600xl could be upgraded to 64k internally. Does
ANYONE
> have this information or know where I could get a 1064? I know this is
> futile as I have better machines to work with but it is for a robotics
> project so the size of the 600 is the issue.
>
> Douglas Berlier

I just purchased a new 1064 for my (also new to me anyway) 600XL from the
following place:

www.worldofatari.com

Hope this helps

Casey Vanlandingham

3771. 600XL Questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-28 01:14:44 UTC
From: Casey V <isucgv@nospam.home.com>
Message-ID: <8yv_6.85126$Q9.21150800@news1.elmhst1.il.home.com>
Source record: 36095

Hi gang,

I'm new to the group (have been lurking for a week or so).

I've just recently acquired a 600XL (looks to be almost brand new), along with 1064 memory expansion and 1010 tape drive. My experience in old computers lies primarily with TI's line of computers (99/4A) and the Commodore 64/128 (I have a 128).

I have a few questions:

1) With the 1064 installed, PRINT FRE(0) returns 37902. Is this what I should expect?
2) After having been frustrated by the scrambling of listings with the built in BASIC, I bought a Rev. C BASIC cartridge. Does Rev. C BASIC still suffer from some weirdness? I've noticed that LISTing a program to the screen that fills the screen and then starts scrolling can in many cases cause the computer to crash.
The Rev. B BASIC would scramble listings when doing almost any editing at all and it was all I could do to load a program without it crashing.
3) It seems that using the cursor keys to edit lines on the screen (in both Rev B and C) can cause characters to appear or change that weren't there before... Does this happen to others?

Do I just have a funky 600XL or is this just the way things are?

Thanks for any information!

Casey Vanlandingham

3772. Re: 600XL Questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-28 01:55:34 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <MPG.15a4593b3de9416f9896bf@news-server.optonline.net>
Source record: 36096

In article <8yv_6.85126$Q9.21150800@news1.elmhst1.il.home.com>,
isucgv@nospam.home.com says...
> Hi gang,
>
> I'm new to the group (have been lurking for a week or so).
>
> I've just recently acquired a 600XL (looks to be almost brand new), along
> with 1064 memory expansion and 1010 tape drive. My experience in old
> computers lies primarily with TI's line of computers (99/4A) and the
> Commodore 64/128 (I have a 128).
>
> I have a few questions:
>
> 1) With the 1064 installed, PRINT FRE(0) returns 37902. Is this what I
> should expect?
> 2) After having been frustrated by the scrambling of listings with the built
> in BASIC, I bought a Rev. C BASIC cartridge. Does Rev. C BASIC still suffer
> from some weirdness? I've noticed that LISTing a program to the screen that
> fills the screen and then starts scrolling can in many cases cause the
> computer to crash.
> The Rev. B BASIC would scramble listings when doing almost any editing at
> all and it was all I could do to load a program without it crashing.
> 3) It seems that using the cursor keys to edit lines on the screen (in both
> Rev B and C) can cause characters to appear or change that weren't there
> before... Does this happen to others?
>
> Do I just have a funky 600XL or is this just the way things are?
>
> Thanks for any information!
>
> Casey Vanlandingham
>
>
>
>
Casey,
In BASIC all you will see is Bank 0 Main memory and only the BASIC
work area. The XL/XE series uses memory bank switching in 16K blocks.
There are programs that allow you to create a RAMDISK in the extra
memory. Unfortunately you can't use it all as flat memory. However, BXE
allows you to move your program to an upper bank and use main memory
(16) of it) for variables and the other 16K for bank switching. It is
seamless when running BXE programs.
Try BASIC XL or BASIC XE from OSS or TurboBASIC XL. These versions

of BASIC are much more stable and full featured than B flat AtariBASIC.
--
--
Robert S Ely - aka - Eli-the-Iceman
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954
Work Phone:1-609-894-4057
Work FAX:1-609-894-4048

3773. Re: I want dem Atari blues

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-28 05:06:39 UTC
From: Keith Olson <"s p a m t r a p 0 0 7"@y>
Message-ID: <tjlesooc6pik69@corp.supernews.com>
Source record: 35997

HA! I just figured out how to copy a BASIC program into an Atari emulator. Here's how:

1. Start up Atari800 (the *DOS* version).
2. Create or open up a BASIC program in Notepad.
3. Copy the program to the clipboard.
4. Switch to Atari800 and press <ALT-ENTER> (You'll get a warning message - Click (OK) and ignore it.)
5. Click on the clipboard icon (This stuffs the keyboard buffer with the contents of the clipboard.)
6. Click on the box with arrows/press <ALT-ENTER> (To go back to full screen.)
7. Watch Casper <G> type in your program for you. (Watch the line numbers *carefully* - sometimes the first digit is dropped. Line 370 overwriting line 70 is generally *not* a good thing. If this happens, just press <ESC> before the line finishes typing, press <HOME> to clear the screen, and repeat from step 3, selecting from the bad line on.)

NOTE Xformer does something strange to keyboard buffer stuffing - try it yourself and see. <GBEG>

Keith Olson

--

| For the memory of the uncompromisingly righteous is a blessing, |
| Proverbs 10:7a |

"Keijo Simonen" <k@aivo.noads.com> wrote in message news:MPG.159c0829c6406c0f989681@uutiset.nic.fi...
> In article <tj25v8lc37d066@corp.supernews.com>, "Keith Olson" <s p a m t
> r a p 0 0 7 @ y a h o o . c o m> says...
> > I have been trying to find an online copy of the 400/600/800 BASIC
> > programming manual. Specifically, I am trying to find the listing for
the
> > random blues generator. Can anyone help me?
>
> Here is the listing for "Computer Blues" from my "BASIC 1"-manual.
>
> By the way, is there any way to load a simple text file, like the basic
> listing below, into any Atari-emulator? In spite of Atari basic's error-
> spotting-feature I would prefer to write basic programs with decent
> editor, like Microsoft Notepad. :-)=

3774. Re: I want dem Atari blues

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-28 07:00:03 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B3AD5F3.82410911@asw.cz>
Source record: 35998

Keith Olson wrote:
> HA! I just figured out how to copy a BASIC program into an Atari emulator.
> Here's how:

Was this a joke or something? There's definitely many problems with
Atari character different to EOF/CRLF conversion. If this is what you
need, I could think of many ways how to convert $9B to $0D$0a and vice
versa. Then you load it thru H1: device into emulator by using ENTER
"H1:yourprg.LST"

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

3775. Re: [--- ATARI DOS Scripting ---]

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-28 08:47:48 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9heqvkbno1@nets3.rz.RWTH-Aachen.DE>
Source record: 35999

Howdy Winston, folks

>Wait a minute! Something is starting to come back to me! I remember that
>there was an experimental batch system for MyDOS that used commands like
"#IF".
> As I was new to MyDOS at the time, I managed to clumsily erase the pseudo
>batch language with an accidental format command. I never could find that
>MyDOS batch extension again. I may even be imagining the whole thing?

Have you tried XLSearch on Bill Kenderson's site?
http://www.newbreedsoftware.com/xlsearch/
Torsten Karwoth wrote a very nice Batchfile utility for MyDOS.

CU Mathy van Nisselroy

3776. Re: 600XL Questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-28 11:20:03 UTC
From: thor@math.tu-berlin.de
Message-ID: <3b3af6c3@news.ivm.net>
Source record: 36000

Casey V <isucgv@nospam.home.com> wrote:
> Hi gang,

> I have a few questions:

> 1) With the 1064 installed, PRINT FRE(0) returns 37902. Is this what I
> should expect?

Yes. The remaining memory is used by the Os, the BASIC ROM and the Os variables.

> 2) After having been frustrated by the scrambling of listings with the built
> in BASIC, I bought a Rev. C BASIC cartridge. Does Rev. C BASIC still suffer
> from some weirdness?

Nothing serious.

> I've noticed that LISTing a program to the screen that
> fills the screen and then starts scrolling can in many cases cause the
> computer to crash.

I've never seen this. I would guess that something's wrong with the memory
expansion that makes it crash due to faulty reads/writes from/to the memory.

> The Rev. B BASIC would scramble listings when doing almost any editing at
> all and it was all I could do to load a program without it crashing.

> 3) It seems that using the cursor keys to edit lines on the screen (in both
> Rev B and C) can cause characters to appear or change that weren't there
> before... Does this happen to others?

No. As the computer re-draws the character you're moving the cursor over, this
is a clear indicator that something's definitely wrong with the memory.

> Do I just have a funky 600XL or is this just the way things are?

It's not how what is supposed to happen, really. Atari Basic isn't glorious,
but it's not as broken as this.

So long,
Thomas

3777. Re: I want dem Atari blues

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-28 12:38:41 UTC
From: John Dickson <jm.XremoveX.dickson@home.com>
Message-ID: <3B3B26E3.8510B5A2@home.com>
Source record: 36001

No, he is using the clipboard. When you paste data from the clipboard to a program that does not have specific clipboard handlers, Windows 'types' the text data through the keyboard buffer. This method is virtually the same as typing it yourself. The atari emulator will receive a 'enter key pressed' message and will tell the virtual Atari 'return key pressed', and our Ataris will insert a $9b.
The main problem that will occur is if the emulation cannot keep up with the typing rate of Windows. If you create a .pif file for your emulator, edit the .pif, choose the misc tab, and uncheck the 'fast pasting' option. This will slow windows typing a bit, and my help dropping data.

Jindrich Kubec wrote:
>
> Keith Olson wrote:
> > HA! I just figured out how to copy a BASIC program into an Atari emulator.
> > Here's how:
>
> Was this a joke or something? There's definitely many problems with
> Atari character different to EOF/CRLF conversion. If this is what you
> need, I could think of many ways how to convert $9B to $0D$0a and vice
> versa. Then you load it thru H1: device into emulator by using ENTER
> "H1:yourprg.LST"
>
> --
> Jindroush (kubecj@asw.cz)
> See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

3778. Re: OSS BASIC A+ anyone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-28 15:07:43 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B760964F.97D9%bobo_snyder@hotmail.com>
Source record: 36003

that really is a nice little 400.. i like the upgrades you have done to it
espcially the upgraded external keyboard.

i just bought 2 atari 400s that were both upgraded with 48k and the upgraded
keyboards (i like to have backups of my hardware) to relive my old days of
using a 400 when i was 12 years old. :-)

the only thing i really would like to do to them is to add the composite
outputs to them. does anyone have any ideas or links to how to modify a 400
to give composite output?

thanks
bo

> From: "Mo" <mygranny@'nospam'swbell.net>
> Organization: SBC Internet Services
> Newsgroups: comp.sys.atari.8bit
> Date: Thu, 28 Jun 2001 08:27:11 -0700
> Subject: Re: OSS BASIC A+ anyone?
>
> Hey that's a wicked little 400! Nice!
> Mo
>
> Ross J. Hartley wrote in message ...
>> Would anyone be interested in an ATR disk image with BASIC A+? It's the
>> disk-based version of what turned into BASIC XL/XE, and runs easily on
>> emulators. Maybe it's been out there all along, but I couldn't find it
>> anywhere. Here's a link to my page to download it:
>> http://home.swbell.net/hartley4/atari.htm
>> Ross
>>
>>
>>
>
>

3779. Re: OSS BASIC A+ anyone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-28 15:27:11 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <QaG_6.730$6g6.237744@nnrp2.sbc.net>
Source record: 36002

Hey that's a wicked little 400! Nice!
Mo

Ross J. Hartley wrote in message ...
>Would anyone be interested in an ATR disk image with BASIC A+? It's the
>disk-based version of what turned into BASIC XL/XE, and runs easily on
>emulators. Maybe it's been out there all along, but I couldn't find it
>anywhere. Here's a link to my page to download it:
>http://home.swbell.net/hartley4/atari.htm
>Ross
>
>
>

3780. Re: [ANN] 8-bit Atari Elite Demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-28 17:26:19 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B3B68BB.E7B5BD82@mail.uni-mainz.de>
Source record: 36004
Cross-posted to: comp.sys.atari.8bit,alt.fan.elite

Yep,
the Demo version -as is- does not work very good. You can only see the start screen. Even on emulators and on real ataris, the demo then crashes (no matter if you press start or another key). the rotating starship is very flickery and not very fast animated (I cannot do it any better - I cannot program! Still I do not say that every program is good, simply because I cannot do it better; I always tell my opinion, subjective, but my opinion!) maybe someone should do it all in Assembler. hey Polish coders, where are you ?? -Andreas.

Paul Barker schrieb:
>
> Mark
>
> All I can say is that I've waited many, many years ! I always knew it was
> possible, through the rumours that there was an A8 conversion coming and
> through all my BBC, speccy and C64 owning pals ranting on about how great it
> was, and finaly playing and playing it on my Amiga 500.
>
> Please, make it play on a *REAL* Atari !
>
> Cheers
>
> Paul
>
> "Mark Keates" <mark@mkeates.f9.co.uk> wrote in message
> news:h8tV6.70$_T.10641@wards...
> > Available for download at http://www.iancgbell.clara.net/elite/demos/
> > is a work-in-progress, 1st release of an Elite Demo for the 8-bit Atari.
> >
> > The demo comes as an ATR disk image which can be run through
> > most emulators under XL/XE mode, e.g. A800Win.
> >
> > The demo starts with the rolling Cobra screen and by pressing the
> > Start key (F4 on A800Win) you'll move through the various
> > game screens, the demo cycles through 4 planets to exercise
> > the galaxy/local maps and planet description screens.
> >
> > That's it for now, I'm off for a couple of weeks holiday!
> >
> > Plans for the next demo...
> >
> > Loading screen (I'm looking for a good 3 colour logo with black

> background).
> > Introduce the console readings (maybe the scanner objects too).
> > Add the other ships/objects and cycle through them as a second intro
> screen.
> >
> > Thanks go to:
> >
> > Ian Bell and David Braben for the original (and for Ian hosting the Demo)
> > (although I did grow up on the ST version, owning an 8-bit Atari
> > originally... ;-)
> >
> > Ullrich von Bassewitz for the CC65 development tools (CA65 in particular)
> >
> > Christian Pinder for inspiration through his work on 'Elite -The New
> Kind'!
> >
> >
> >

3781. Re: announcing preppie, and preppie II now on cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-28 17:37:51 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B3B6B6F.EA164417@mail.uni-mainz.de>
Source record: 36005

Well,
at least the standard 4k, 8k and 16k carts could be put on a multicart.
One 128k cart (1Megabit=128k) can hold quite many 4k, 8k or 16k
games... -Andreas

Mathy Van Nisselroy schrieb:
>
> Howdy folks
>
> >Two problems:
> >1) Too many cartridge games (cca 5MBs)
> >2) Real cartridge dumps are needed. When I asked in this group for
> >cooperation, nobody replied. (http://www.asw.cz/~kubecj/acartdp.htm)
>
> Why doesn't somebody develope some kind of a juke box, where you plug your
> favorit carts in and select them via a small keypad or via software somehow?
>
> CU Mathy van Nisselroy

3782. Re: [--- ATARI DOS Scripting ---]

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-28 17:53:10 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B3B6F06.BF521074@mail.uni-mainz.de>
Source record: 36006

Well,
there is of course the MyDOS Batchfile Enhancement written by german
author Thorsten Karwoth. Includes echo on/off, wait, if, then, else,
basic on/off, and many many more statements. Works good with MyDOS 4.50
and 4.53 - but needs at least 4 file buffers. the manual is written in
german, much too long to translate it - but you would get the
commands/statements at least... -Andreas

P.S.: Mail me, if you are interested... (Besides, the MyDOS 4.53 *.AR?
is a nice autoload enhancement, still the :Ramdisk option which copies
all files stored in the subdir ramdisk to the Ramdisk, is avaiable!!)
What I need now is a MyDOS Undelete and Diskfix program - from
single/90k up to 16MB partitions... Or how about a MyDOS program that
renames subdirs, moves subdirs, etc. ??

Winston Smith schrieb:
>
> FamilyNet Newsgate
>
> RE: Re: [--- ATARI DOS Scripting ---]
> BY: thor@math.tu-berlin.de to All on Sat Jun 23 2001 14:33:10
>
> Wait a minute! Something is starting to come back to me! I remember that
> there was an experimental batch system for MyDOS that used commands like "#IF".
> As I was new to MyDOS at the time, I managed to clumsily erase the pseudo
> batch language with an accidental format command. I never could find that
> MyDOS batch extension again. I may even be imagining the whole thing?
>
> %%%
> * Synchronet * Pony's Corral BBS - telnet://thecorral.darktech.org(1:101/805)
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

3783. Re: Game idea's for use with Multidash/Maze of Agdagon interface

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-28 18:00:26 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B3B70BA.7F9A51BE@mail.uni-mainz.de>
Source record: 36007

Yes and no...
well, we could use more than 8 computers, but it would be complicated
for the master to control all his slaves, next the computers are
connected in a row, using more than 8 computers will give problems in
sending/getting the data.
(I guess, the longer the SIO cables or the SIO way is, the smaller the
data stream will get... maybe wrong, just a thought!)... -Andreas

Mathy Van Nisselroy schrieb:
>
> Howdy Rick, folks
>
> >And I am wondering what the "higher tech" part of the contribution is.
>
> I only remember the GameLink II as two SIO cables connected using paperclips.
> With 'higher tech' (as opposed to 'high tech') meant that Jiri's version uses
> electronic components.
>
> BTW are we really limited to 8 computers? (I'm not saying we need to network
> more then 8 computers, I just wanna know if it is possible)
> Since these games don't really use DOS, maybe we could have more then 8
> computers?
>
> CU Mathy van Nisselroy

3784. Re: Game ideas...

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-28 18:06:24 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B3B7220.8748A9CC@mail.uni-mainz.de>
Source record: 36008

Well,
and once you are an Erhard`s site, click onto "Atariada 2000" to see the
Gamelink II, Agdagon, Multidash schematics and read a funny article...
-Andreas

P.S.: For a 2 player network, just open up one end of your SIO cable and
change cable nr. 3 with cable nr.5 - thats all. Now you can play
multidash or Agdagon with 2 players, on 2 computers and monitors...

Mathy Van Nisselroy schrieb:
>
> Howdy Andreas, folks
>
> >Ok, I am out of ideas now. Of course I know, that many british and
> >american users do not know the multilink-network or multijoy-interface.
> >Well, take a look at Umich or other pages to find "Maze of agdagon" and
> >its accompanying texts. Or get the appropriate (german) ABBUC mags from
> >Wolfgang Burger (the manuals for the multilink games are at least
> >written in english!), which contain Agdagon and multidash. For the
> >multijoy-interface get the czech games "Cervi" and "Multris" and take a
> >look at:
> >http://www.info.cz/raster/atari/hw/multijoy.htm or just
> >http://www.info.cz./raster/atari for all his other Atari stuff.
> >Greetings, Andreas.
>
> For a look at the docs and schematics of the MultiLink network, try this site,
> it's Erhard Puetz's:
> http://www.atari-central.de/floppyservice/floppy/gb/index.htm
>
> If you wanna see how this interface looks like in reality, check out Harry
> Reminder's article in the April issue of MyAtari, at:
> http://www.myatari.net/apr2001/network.htm
>
> CU Mathy van Nisselroy

3785. Re: [ANN] 8-bit Atari Elite Demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-28 19:55:11 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <6p2njtcrtlldsft02emau8ercqhq8v9asd@4ax.com>
Source record: 36009
Cross-posted to: comp.sys.atari.8bit,alt.fan.elite

The other Day Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:

>Yep,
>the Demo version -as is- does not work very good. You can only see the
>start screen. Even on emulators and on real ataris, the demo then
>crashes (no matter if you press start or another key). the rotating
>starship is very flickery and not very fast animated (I cannot do it any
>better - I cannot program!

Guess who didn't read the release notes ;-)

The demo is JUST that, if you hit START it cycles thru a series of Elite
screens from within the game. It's not meant to play and says so in the
docs :-)

--

As long as you remember them they will always be with you..

3786. Re: are 2600 cartridges usable on xl/xe systems?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-28 19:57:08 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <ss2njtcvvgmi68kc7qet0miorr68nq25hg@4ax.com>
Source record: 36010

On Wed, 27 Jun 2001 18:51:17 -0500, Russ Perry Jr
<slapdash@enteract.com> wrote:

>"Douglas Berlier" <douglas.berlier@verizon.net> wrote:
>> Any info on cartridge interchangeability?
>
>No way that I know of, barring MAYBE a READS 2600 system, but even
>those I don't think read carts, but let you write games to a RAM
>cart I think.

well I thought that the hardware of 2600 is much more simple. And in
fact, our xl/xe just extends the capabilities..

could an 2600 emulator or at least some portation easly be done with a
"nice tool" ? :-)

hey... thinking of river raid II :-)

heck what lousy graphics-shit they done with a 2600....

-thomsen@munich

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Business Computer Science
Technical University of Ilmenau

3787. MORE Atari Games NIB! Discounts! Sales! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-28 20:51:50 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0106281346260.17122-100000@shell.pacifier.com>
Source record: 36011
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Check HotLinks below for specials on my WebSite! Two 20% Atari Discounts! General 20% SoftWare Discount & Preferred Customer Discount! 20% off all SoftWare for Atari 8 Bit & ST! And if your a regular customer, 20% off ST & 8 Bit Hardware/Accessories, Software/Games, Books & References. I bought 16 more NEW Jaguar Titles, including MEMORY TRACKS, extras of each Title. All +NEW in BOX. Plus overstock from Dealers including 9 NEW, +NEW in BOX Classic Atari 8 Bit Game Titles such as Beyond Castle Wolfenstein, Dig Dug, Gateway to Apshai, Jumpman Junior, One-on-One, and Pole Position Plus additional Inventory such as LucasFilm Games! I've also got rare Atari Happy Drives and Atari XF551 Drives. You might find Treasures you didn't know you wanted! To Redeem Discounts, sales &/or special offers, use my HotLinks below, reply in E-Mail or call Ben anytime at (503)256-9974!

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Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3788. Re: 600XL Questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-28 22:25:01 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010628182501.05021.00001530@ng-ci1.aol.com>
Source record: 36012

>"Casey V" isucgv@nospam.home.com asked

>I've just recently acquired a 600XL (looks to be almost brand new), along
>with 1064 memory expansion and 1010 tape drive.
>I have a few questions:
>
>1) With the 1064 installed, PRINT FRE(0) returns 37902. Is this what I
>should expect?

About right without DOS booted; normally it would be about 32700 with the
ability to load & save from disk.

>2) After having been frustrated by the scrambling of listings with the built
>in BASIC, I bought a Rev. C BASIC cartridge. Does Rev. C BASIC still suffer
>from some weirdness? I've noticed that LISTing a program to the screen that
>fills the screen and then starts scrolling can in many cases cause the
>computer to crash.
>The Rev. B BASIC would scramble listings when doing almost any editing at
>all and it was all I could do to load a program without it crashing.
>3) It seems that using the cursor keys to edit lines on the screen (in both
>Rev B and C) can cause characters to appear or change that weren't there
>before... Does this happen to others?
>
>Do I just have a funky 600XL or is this just the way things are?

I suspect funky memory somewhere is the cause of extra weirdness; neither B nor
C nor even A should be quite that starnge.

-Ron

Experience is something you don't get until just after you need it.

3789. Re: are 2600 cartridges usable on xl/xe systems?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-29 00:08:57 UTC
From: Russ Perry Jr <slapdash@enteract.com>
Message-ID: <slapdash-B30004.19085728062001@news.enteract.com>
Source record: 36013

Thomas Havemeister <twh1@gmx.de> wrote:
> Russ Perry Jr <slapdash@enteract.com> wrote:
> >"Douglas Berlier" <douglas.berlier@verizon.net> wrote:
> >> Any info on cartridge interchangeability?

> >No way that I know of, barring MAYBE a READS 2600 system, but even
> >those I don't think read carts, but let you write games to a RAM
> >cart I think.

> well I thought that the hardware of 2600 is much more simple. And in
> fact, our xl/xe just extends the capabilities..

Yeah, but "simpler" is not the same as "similar". I don't believe
the architectures are similar enough to make that work. 5200 to XL
maybe...

> could an 2600 emulator or at least some portation easly be done with a
> "nice tool" ? :-)

Big maybe. I'm not sure the XL is powerful enough, but if the
architectures WERE similar in some ways, perhaps it could be pulled
off. But I don't know.

> hey... thinking of river raid II :-)

Not sure how you mean this... There IS a River Raid II cart for
the 2600 you know.

> *heck* what lousy graphics-shit they done with a 2600....

Only looking back. At the time it was pretty f'n cool, especially
after third parties like Activision and Imagic forced Atari to really
try.
--
//*===++
|| Russ Perry Jr 2175 S Tonne Dr #114 Arlington Hts IL 60005 ||
|| 847-952-9729 slapdash@enteract.com VIDEOGAME COLLECTOR! ||
++===*//

3790. Re: 600XL Questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-29 00:17:28 UTC
From: Casey V <isucgv@nospam.home.com>
Message-ID: <sOP_6.89359$Q9.21821252@news1.elmhst1.il.home.com>
Source record: 36014

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
news:20010628182501.05021.00001530@ng-ci1.aol.com...

> >2) After having been frustrated by the scrambling of listings with the
built
> >in BASIC, I bought a Rev. C BASIC cartridge. Does Rev. C BASIC still
suffer
> >from some weirdness? I've noticed that LISTing a program to the screen
that
> >fills the screen and then starts scrolling can in many cases cause the
> >computer to crash.
> >The Rev. B BASIC would scramble listings when doing almost any editing at
> >all and it was all I could do to load a program without it crashing.
> >3) It seems that using the cursor keys to edit lines on the screen (in
both
> >Rev B and C) can cause characters to appear or change that weren't there
> >before... Does this happen to others?
> >
> >Do I just have a funky 600XL or is this just the way things are?
>
> I suspect funky memory somewhere is the cause of extra weirdness; neither
B nor
> C nor even A should be quite that starnge.

I've been able to reproduce this with both the 1064 plugged in and removed.
If I get the notion, I'll hook it up to my PC here and record a video (I
have a TV card) of it in action and see if you all can see it.

As soon as I get it up on the web, I'll let you know.

I appreciate the info so far!

Casey

3791. Re: 600XL Questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-29 00:59:44 UTC
From: llpwhite@cs.com
Message-ID: <20010628205944.05021.00001552@ng-ci1.news.cs.com>
Source record: 36015

>I have a few questions:
>1) With the 1064 installed, PRINT FRE(0) returns 37902. Is this what I should
expect?<

Yes. With no Dos loaded. Unlike the C= drives, Atari loads dos from the disk.
When booting a Dos disk, several K will be lost from Basic. How much depends
on the Dos. There are many to choose from.

>2) After having been frustrated by the scrambling of listings with the built
>in BASIC, I bought a Rev. C BASIC cartridge. Does Rev. C BASIC still suffer
>from some weirdness? I've noticed that LISTing a program to the screen that
>fills the screen and then starts scrolling can in many cases cause the
computer to crash.<

Something is quite wrong. Rev C does not have that characteristic. Sounds
like a hardware problem of some type. Or (less likely) something in your
program is overwriting some Basic or O/S memory loacations, probably in Page 0.

>The Rev. B BASIC would scramble listings when doing almost any editing at all
and it was all I could do to load a program without it crashing.<
Rev B stands for BAD. The advice to get Turbo Basic XL is very good, but it
is disk-based, so you will need a drive.
Try this link and search for "Turbo".
http://www.newbreedsoftware.com/xlsearch/

>3) It seems that using the cursor keys to edit lines on the screen (in both
Rev B and C) can cause characters to appear or change that weren't there
before... Does this happen to others?<
Again, symptoms of a hardware problem, I would think.

>Do I just have a funky 600XL or is this just the way things are?
I have a dozen or so Atari's. I've never seen this with Basic A, B, or C in
any machine I own. I've never owned a 600 XL, but the first thing that I
would suspect would be something relating to the addition of the memory
upgrade.
Larry White

3792. Re: Van Halen demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-29 03:48:50 UTC
From: David Deaven <deaven@execpc.com>
Message-ID: <3b3bf977$0$42870$272ea4a1@news.execpc.com>
Source record: 36016

Bob Ryan wrote:
>
> Does anyone remember the demo (?) of Van Halen that was around in 1984
> or so?
>
> It was about 20 to 30 seconds (maybe shorter) and it was a portion of
> the song "You Really Got Me".
>
> I remember having it on a disk and when it booted it played the snippet.
> Sounded really good.
>
> -Bob

I actually made a 15-20 second clip of that song in 1983, using an 8 bit analog to digital converter circuit I built, and hooked up to the joystick ports. I think Jeff, a friend of mine, had sent me a sample of something else and asked how it could be possibly have been done, and I happened to have the converter chip on hand and threw it together in about 2 hours. It finally used 4 bit res and some RLE for compression, all done with the assembler/editor cart. I finished the recording with my voice saying "I don't know how they did it, Jeff".

Those were the days!

--

David Deaven deaven@execpc.com
http://www.execpc.com/~deaven

3793. Want to trade.. Pilot for OSS basic XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-29 08:55:43 UTC
From: Douglas Berlier <douglas.berlier@verizon.net>
Message-ID: <joX_6.9955$7Q5.818904@paloalto-snr1.gtei.net>
Source record: 36017

I have a complete Pilot package(cartridge,two tapes,two large manuals) in great condition (sorry no binder/box) and I would like to do a trade for OSS basic xe+ manual and a (1st choice)OSS basic xl manual or a (2nd)Atari basic reference manual.
Straight trade shipping only.. im taking the higher cost.

3794. 600xl questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-29 09:00:14 UTC
From: Douglas Berlier <douglas.berlier@verizon.net>
Message-ID: <ysX_6.9971$7Q5.821018@paloalto-snr1.gtei.net>
Source record: 36018

Can a rev c basic chip be installed directly onto the 600xl's socket?

Anyone done this yet?

Can a 1064 be used in addition to an internal memory upgrade to 64k?
I know that for the upgrade you need to solder a jumper to the parallel
interface, I'm wondering if this will cause a conflict.

3795. Re: 1027 printer ink

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-29 09:34:07 UTC
From: Douglas Berlier <douglas.berlier@verizon.net>
Message-ID: <jYX_6.10086$7Q5.833733@paloalto-snr1.gtei.net>
Source record: 36019

I have found a webpage that says some printing calculators use rollers and
you can cut one down to size if its to long.

"Mo" <mygranny@'nospam'swbell.net> wrote in message
news:Alp_6.427$rs5.3779@nnrp1.sbc.net...
> The problem I've noticed is that the roller itself wears down into grooves
> where it contacts the printhead. I believe the best solution is to find an
> apropriate roller.
> This might be a good letter to the new Atari company!
>
> Mo
>
> Douglas Berlier wrote in message ...
> >I'm going to try inkjet refill ink.. about 5 ml any comments?
> >
> >
> >"Terry B" <terryb@kirkwood.hoosier.net> wrote in message
> >news:IbpX6.931$Tt6.358679@monger.newsread.com...
> >> Richard Detlefsen <"74766,1561"@compuserve.com> wrote:
> >> : Matthias Belitz wrote:
> >>
> >> <clip>
> >>
> >> I use India Ink
> >> messy - but works :)
> >>
> >
> >
> >
>
>

3796. How to load .BAS files in Atari800Win?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-29 09:36:53 UTC
From: "V. Longo" <vlongo@home.com>
Message-ID: <3B3C4CE1.316E0967@home.com>
Source record: 36020

Hi!

I've just started playing around with Aari800Win, and I understand the concept of ATR files, and have gotten the Atari 8-bit Disk Imaging Utility ver 1.13, but I can't seem to be able to get Atari800Win to be able to load BASIC files (from the Antic resource site) with LOAD"D:blabla.bla" type commands.

The site posts the tokenized versions of the basic programs, not the ASCII listings, so I can't just do it in an editor...

Thanks,

Vincent

3797. What is the skinny on APE/SIO2PC upgrades and usability?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-29 09:37:19 UTC
From: Douglas Berlier <douglas.berlier@verizon.net>
Message-ID: <j%X_6.10098$7Q5.834796@paloalto-snr1.gtei.net>
Source record: 36021

I intend on doing the upgrade (which one is best???) and wanted to know from users of the product what I can do with the interfaces and which one is best!

3798. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-29 11:17:08 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_993813306@rtfm.mit.edu>
Source record: 36022
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 28, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/

3799. Twin Galaxies Video Game Festival

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-29 14:38:52 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <3B3C92FC.BCF919CB@erols.comX>
Source record: 36025

Twin Galaxies Video Game Festival

Twin Galaxies will be hosting its first-ever Twin Galaxies' Video Game Festival in the Sam Goody Center at the Mall of America in Minneapolis, July 20-22, 2001. One of the features of the event is a "Classic Video Game Arcade."

Classic game collectors are welcome to bring games that they wish to sell and set them up for the public to play during the weekend. There is

no charge for this privilege. The only requirement is that the games on display must be manufactured in 1986 or earlier and that they must be set on free play for public enjoyment. Each game exhibitor may hand out literature and accept offers for their games. Each exhibitor must bring at least 50-feet of their own extension cord. The games that are displayed may not be moved out until the event is concluded Sunday afternoon, July 22.

Since over 100,000 visitors per day walk through the mall, this could be

a good opportunity for game dealers to establish new contacts with people wishing to start game collections. There will be room for only 30

games, so Twin Galaxies will take reservations on a first-come, first-served basis. Interested collectors should email their list of games to walter@twingalaxies.com as soon as possible.

For more information on Twin Galaxies, please go to http://www.twingalaxies.com

--
Thanks,

Stephen Knox
Twin Galaxies Colecovision Referee
email replies to tgic@ex-pressnet.comX

3800. Re: [ANN] 8-bit Atari Elite Demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-29 14:44:41 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0106290644.6689e300@posting.google.com>
Source record: 36026
Cross-posted to: comp.sys.atari.8bit,alt.fan.elite

Hello there kierran/paul hows the atari going, keep the faith & keep atari hummy

Anyhow's, Re: RAM's Dimms and suchlike

I allway's though that RAM was an Animal you usually saw on farms and zoo's, forget it i'm being sarcy!!!

I thought that DIMMs went out with the sinclair c5 and the speccy, nowadays it's sdram and ddr ram (for 266 mhz mainboards like asus)

Getting back to thang's atari wise, didn't atari invent the concept of the plug in memory module (aka dimms,simms, ddr ram, sdram) remember the 800 and the 400, and also the cartridges that you got with the 2600, isn't that plug in memory

Also I remember a news article in Database Publications "Atari User" Mag (earlier editions) or was it an artcile in the mailbag section stating that firebird (ex bt software) was supposed to be working on an Atari version of Elite, but Acorn or someone high up, scrapped the a8 version, apparently, according to the article, it was just too good (the a8 version that is)

When Mark pulls the preverbial finger out, lets see some screen shots of the full version of elite, on the internet

Yours Atarily

carmel A>>>>>>>

3801. Re: announcing preppie, and preppie II now on cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-29 15:18:01 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0106290718.17da6637@posting.google.com>
Source record: 36027

Hello mathy/andreas, how are things in mainland europe, no more bse or foot in mouth please.. Wer'e british, anyhow how is the atari thang going, keep the faith, and keep atari hummy

Anyhow's Re: Multicart devices for the best 8bit machine

I cant remember were i saw it, but I remeber an article either in dgs's newsdisk, twaugs newsletter or good ol' p6 (page 6- not the hottest part of the sun) But I definately remember an article about multicart devices for the a8, which was based on the 2600's Romscanner devices sold many moons ago (roms scanner , if memory serves me is the technical name for multicart devices

The A8* version could be daisy chained (similar to sio protocol) so that you could have multiple romscanner devices linked together, I think there were 2 versions eith 8 or 10 slot or 20 slot versions, don't quote me on it though

Re: multigames on one cartridge

Easily possible, Atari I believe already did it on one of their xe game's promotion carts, I thinks it had 3 or 4 games one of which was definately star raiders 2 or one on one (ea title), anyhow this system already exists on snes, md, sega ms gg and 8bit nes, though ellicit copying like the fabled 32, 16, or 120 in one games, I actually bought one of these cart's for my brothers gb colour, so I believe the technology is easly transferable on to the a8 system, regardless of bank switching or no bank switching (a technology lest we forget that ATARI invented, if you've ever read the story of the 2600 version of Asteroids)

When someone perfects the atari version of the multigame cart, let me know as I have over 450 (some packed) games on binary (dos format) files that I would like to see on cart, as I have loads incl.. zybex, rockford, kdsm, red max on binary (and they work flawlessy.. that I CREATED MYSELF

Yours Atarily...

carmel A>>>>>

3802. Re: How to load .BAS files in Atari800Win?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-29 15:26:00 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <Ff%_6.268$Ki.206621@nnrp2.sbc.net>
Source record: 36023

The emulator I use is Atari800win.exe from this link-

http://www.cris.com/~Twist/atari800win/

You set it up so that your windoz desktop is emulated as a hard drive. Fix up a blank ATR (I usually copy and paste DOS2.5.ATR and then rename the copy "blank.atr") Load the "blank" in the emu. floppy #1 and format it. Then you just copy the file from "H1:" to "D1:"

Hope this helps, Mo

V. Longo wrote in message <3B3C4CE1.316E0967@home.com>...
>Hi!
>
>I've just started playing around with Aari800Win, and I understand the concept
>of ATR files, and have gotten the Atari 8-bit Disk Imaging Utility ver 1.13, but
>I can't seem to be able to get Atari800Win to be able to load BASIC files (from
>the Antic resource site) with LOAD"D:blabla.bla" type commands.
>
>The site posts the tokenized versions of the basic programs, not the ASCII
>listings, so I can't just do it in an editor...
>
>Thanks,
>
>Vincent
>
>

3803. Re: What is the skinny on APE/SIO2PC upgrades and usability?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-29 15:28:27 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <Zh%_6.269$Ki.207058@nnrp2.sbc.net>
Source record: 36024

I'm currently in love with APE for dos, I think ver. 1.17? It comes with the prosystem as well for use with a 1050-2-PC cable. It allows total backup of any copyprotected floppy and you can write out ATR's to real floppys using the SIO2PC cable.
Mo

Douglas Berlier wrote in message ...
>I intend on doing the upgrade (which one is best???) and wanted to know from
>users of the product what I can do with the interfaces and which one is
>best!
>
>
>

3804. Re: SPARTADOS X Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-29 15:32:25 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-N0O5mrgc9XOK@draco.ames.pacbell.net>
Source record: 36028

I would not say that is too low, I bought 3 of them 6 months ago for
$20.00 so if anything it is a bit high.

Ken

On Fri, 22 Jun 2001 04:13:50, jclmaster@hotmail.com (Robert
Trowbridge`) wrote:

> What is the "going" price for the SPARTADOS-X cartridge?
> I priced mine at U.S. $25 but I have been told that is way too low!
>
> Bob T.
> jclmaster@hotmail.com

3805. Re: SPARTADOS X Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-29 15:52:27 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <9hi87r$ns7$1@mohawk.hwcn.org>
Source record: 36029

kenames@pacbell.net wrote:
: I would not say that is too low, I bought 3 of them 6 months ago for
: $20.00 so if anything it is a bit high.

: Ken

: On Fri, 22 Jun 2001 04:13:50, jclmaster@hotmail.com (Robert
: Trowbridge`) wrote:

: > What is the "going" price for the SPARTADOS-X cartridge?
: > I priced mine at U.S. $25 but I have been told that is way too low!
: >
: > Bob T.
: > jclmaster@hotmail.com

I don't know what the "going" price is, but although I recently sold a few Rtime 8's with dead batteries for 20 dollars each, I wont let go of my Sparta X for $25.......it really depends I guess how much use it gets. If it is just sitting in the drawer, I wouldnt be unhappy at that price. However when I use my 8 bit, I use my Sparta X. I would miss mine if I didnt have it.

Willy

3806. Re: Evening of Horror

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-29 15:57:16 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <9hi8gs$ns7$2@mohawk.hwcn.org>
Source record: 36030

Gary (nospam@mail.com) wrote:
: If I recall diging out my old node list I "think" it was Jailhose BBS
:in Toronto that had that online game, SysOp was Weird Al

Yes, it was probably the Jailhouse. However, the guy who bought it,
probably doesnt even realize he has the only remaining copy in the world.

If anyone has a copy of "An Evening of Horror"....make copies and upload
them somewhere!

3807. Re: [ANN] 8-bit Atari Elite Demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-29 18:37:37 UTC
From: ColinR <colinr@ntlworld.com>
Message-ID: <PU3%6.40987$mK4.4093216@news6-win.server.ntlworld.com>
Source record: 36031
Cross-posted to: comp.sys.atari.8bit,alt.fan.elite

"carmel" <carmel_andrews@hotmail.com> wrote in message
news:6912483e.0106290644.6689e300@posting.google.com...

> Anyhow's, Re: RAM's Dimms and suchlike
> I thought that DIMMs went out with the sinclair c5 and the speccy,
> nowadays it's sdram and ddr ram (for 266 mhz mainboards like asus)
DIMMs are the packages that the memory comes in. DDR ram still comes on a
DIMM (Dual Inline Memory Module). It just has its notches in a different
place to SDRAM DIMMs so you can't plug the wrong type into the wrong slots.

> Getting back to thang's atari wise, didn't atari invent the concept of
> the plug in memory module (aka dimms,simms, ddr ram, sdram) remember
> the 800 and the 400, and also the cartridges that you got with the
> 2600, isn't that plug in memory
Not in the same sense as ram. And back in the days of the Atari, upgrading
memory was as easy as plugging in a Megadrive (Genesis) cartridge -
therefore easier than today.

> Also I remember a news article in Database Publications "Atari User"
> Mag (earlier editions) or was it an artcile in the mailbag section
> stating that firebird (ex bt software) was supposed to be working on
> an Atari version of Elite, but Acorn or someone high up, scrapped the
> a8 version, apparently, according to the article, it was just too good
> (the a8 version that is)
Unlikely. The reason was probably costs against sales. Doing C64,
Spectrum, and Amstrad CPC versions were justifiable (C64 was a pretty basic
port over - bar the graphics. The Spectrum had a massive customer base.
And the Amstrad version would be a basic port over of the Spectrum.

3808. Re: How to load .BAS files in Atari800Win?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-30 01:31:29 UTC
From: "V. Longo" <vlongo@home.com>
Message-ID: <3B3D2CA4.72504C85@home.com>
Source record: 36032

Hi!

Can you recommend a program for creating ATR files, and inserting .BAS tokenized files? It seems that the Atari 8-bit Disk Imaging Utility ver1.13 does not do it correctly for these file types (unless of course, the files on the Antic site are corrupted)...

Atari DOS 2.5 sees the files, but when I attempt to load them, the Atari800Win emulator loads them, then just hangs if you RUN or LIST the program. (I am using the current version).

Thanks,

Vincent

Mo wrote:

> The emulator I use is Atari800win.exe from this link-
>
> http://www.cris.com/~Twist/atari800win/
>
> You set it up so that your windoz desktop is emulated as a hard drive. Fix
> up a blank ATR (I usually copy and paste DOS2.5.ATR and then rename the copy
> "blank.atr") Load the "blank" in the emu. floppy #1 and format it. Then you
> just copy the file from "H1:" to "D1:"
>
> Hope this helps, Mo
>
> V. Longo wrote in message <3B3C4CE1.316E0967@home.com>...
> >Hi!
> >
> >I've just started playing around with Aari800Win, and I understand the
> concept
> >of ATR files, and have gotten the Atari 8-bit Disk Imaging Utility ver
> 1.13, but
> >I can't seem to be able to get Atari800Win to be able to load BASIC files
> (from
> >the Antic resource site) with LOAD"D:blabla.bla" type commands.
> >
> >The site posts the tokenized versions of the basic programs, not the ASCII
> >listings, so I can't just do it in an editor...
> >
> >Thanks,
> >
> >Vincent
> >

> >

3809. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-30 08:13:59 UTC
From: Phil Goembel <i-like-cw.n@t.sp.am.wi.rr.com>
Message-ID: <3B3D8A47.82A8CFEA@t.sp.am.wi.rr.com>
Source record: 36034

Tom Hunt wrote:
>
> Sounds good to me. Keep me posted on when you get the cable or
> interface you need.

Hi Tom,

Ok, I figured out what was wrong with my DOS PC (bad drive) last weekend, and hope to get it set up with SIO2PC Sat afternoon (after JagFest!).

I also thought about it a little more and realized I can do all the development without the SIO2PC, after all (silly me - Linux has pseudo terminals).

Plus, I just got my Agenda PDA, which has an RS232 port and someone has already ported the Atari 800 emu to it! So now I effectively have a handheld A800 with R: drive!

So, where do we go from here?

I'm not sure people in the newsgroups want us to clutter it with programming threads or not?

If you want to email me the Win32 code, just replace ".n@t.sp.am." with "@" in the From: address above (I hope that is obvious to everybody but the spambots).

Oops, I just noticed that I forgot to mangle the From: address in my last post. Guess you can use that as-is. :-)

Regards,
Phil

3810. Re: How to load .BAS files in Atari800Win?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-30 08:37:18 UTC
From: Keith Olson <"s p a m t r a p 0 0 7"@y>
Message-ID: <tjr4bempq9bnbf@corp.supernews.com>
Source record: 36035

I have two tiny MS-DOS programs that convert between ASCII and ATASCII that
I can email to you if you want. Once you have the program in ASCII form,
check out the thread "I want dem Atari blues". I give instructions on how
to have Windoze type in a program for you. The process requires a bit of
care, but it works well.

--

Keith Olson

| For the memory of the uncompromisingly righteous is a blessing, |
| Proverbs 10:7a |

"V. Longo" <vlongo@home.com> wrote in message
news:3B3D2CA4.72504C85@home.com...
> Hi!
>
> Can you recommend a program for creating ATR files, and inserting .BAS
tokenized
> files? It seems that the Atari 8-bit Disk Imaging Utility ver1.13 does not
do it
> correctly for these file types (unless of course, the files on the Antic
site
> are corrupted)...
>
> Atari DOS 2.5 sees the files, but when I attempt to load them, the
Atari800Win
> emulator loads them, then just hangs if you RUN or LIST the program. (I am
using
> the current version).
>
> Thanks,
>
> Vincent
>
> Mo wrote:
>
> > The emulator I use is Atari800win.exe from this link-
> >
> > http://www.cris.com/~Twist/atari800win/
> >
> > You set it up so that your windoz desktop is emulated as a hard drive.
Fix

> > up a blank ATR (I usually copy and paste DOS2.5.ATR and then rename the
copy
> > "blank.atr") Load the "blank" in the emu. floppy #1 and format it. Then
you
> > just copy the file from "H1:" to "D1:"
> >
> > Hope this helps, Mo
> >
> > V. Longo wrote in message <3B3C4CE1.316E0967@home.com>...
> > >Hi!
> > >
> > >I've just started playing around with Aari800Win, and I understand the
> > concept
> > >of ATR files, and have gotten the Atari 8-bit Disk Imaging Utility ver
> > 1.13, but
> > >I can't seem to be able to get Atari800Win to be able to load BASIC
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> > (from
> > >the Antic resource site) with LOAD"D:blabla.bla" type commands.
> > >
> > >The site posts the tokenized versions of the basic programs, not the
ASCII
> > >listings, so I can't just do it in an editor...
> > >
> > >Thanks,
> > >
> > >Vincent
> > >
> > >
>

3811. Re: I want dem Atari blues

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-30 08:56:26 UTC
From: Keith Olson <"s p a m t r a p 0 0 7"@y>
Message-ID: <tjr52sbjrhgh2a@corp.supernews.com>
Source record: 36036

I tried a half a dozen ways, but nothing seems to help - Windoze just stuffs the keyboard buffer too fast. Maybe if we all whined enough, the guys who come up with these emulators would include easy access to the Windoze clipboard. After all, if DOS Navigator (http://www.ritlabs.com/dn) can read from/write to the clipboard, then so can any other DOS program.

BTW, if you have never heard of DN, just think of Norton Commander.....on steroids. For example, here is my entry under [Options/Extension File Edit] for Atari files:

```
atr,xfd {cd e:\emulator\atari8
atari800.exe -video 3 !\!.!
cd roms}

atr,xfd (cd e:\emulator\atari8
xformer.exe -J -S !\!.!
cd roms)
```

If I hit <ENTER> on any .ATR or .XFD file, it loads under Atari800. If I hit <SHIFT-ENTER>, it loads under XFormer. Sweet, eh?

Keith Olson

```
-----------------------------------------------------------------------
| For the memory of the uncompromisingly righteous is a blessing, |
| Proverbs 10:7a |
-----------------------------------------------------------------------
```

"John Dickson" <jm.XremoveX.dickson@home.com> wrote in message news:3B3B26E3.8510B5A2@home.com...
> No, he is using the clipboard. When you paste data from the clipboard to a
> program that does not have specific clipboard handlers, Windows 'types' the
> text data through the keyboard buffer. This method is virtually the same as
> typing it yourself. The atari emulator will receive a 'enter key pressed'
> message and will tell the virtual Atari 'return key pressed', and our Ataris
> will insert a $9b.
> The main problem that will occur is if the emulation cannot keep up with the
> typing rate of Windows. If you create a .pif file for your emulator, edit the
> .pif, choose the misc tab, and uncheck the 'fast pasting' option. This will

> slow windows typing a bit, and my help dropping data.
>
> Jindrich Kubec wrote:
> >
> > Keith Olson wrote:
> > > HA! I just figured out how to copy a BASIC program into an Atari
emulator.
> > > Here's how:
> >
> > Was this a joke or something? There's definitely many problems with
> > Atari character different to EOF/CRLF conversion. If this is what you
> > need, I could think of many ways how to convert $9B to $0D$0a and vice
> > versa. Then you load it thru H1: device into emulator by using ENTER
> > "H1:yourprg.LST"
> >
> > --
> > Jindroush (kubecj@asw.cz)
> > See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

3812. Re: How to load .BAS files in Atari800Win?

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-30 09:51:09 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <Jrf%6.154$uk1.10377@nnrp1.sbc.net>
Source record: 36033

Okay, you might want to try different OS ROMS under your hardware menu. I believe there is an 800OSa 800 OSb and 800xl as well as 130xe. There might be different rev.'s of the basic rom as well. Thats what I like about this emulator is that it's so configurable. I would try the old LOAD "D1:FILE.BAS" and then SAVE "D2:FILE.BAS" without doing a list. Just keep trying until you hit on something. I haven't heard of any "import" progs for ATR's other than APE.

Mo

V. Longo wrote in message <3B3D2CA4.72504C85@home.com>...
>Hi!
>
>Can you recommend a program for creating ATR files, and inserting .BAS tokenized
>files? It seems that the Atari 8-bit Disk Imaging Utility ver1.13 does not do it
>correctly for these file types (unless of course, the files on the Antic site
>are corrupted)...
>
>Atari DOS 2.5 sees the files, but when I attempt to load them, the Atari800Win
>emulator loads them, then just hangs if you RUN or LIST the program. (I am using
>the current version).
>
>Thanks,
>
>Vincent
>
>Mo wrote:
>
>> The emulator I use is Atari800win.exe from this link-
>>
>> http://www.cris.com/~Twist/atari800win/
>>
>> You set it up so that your windoz desktop is emulated as a hard drive. Fix
>> up a blank ATR (I usually copy and paste DOS2.5.ATR and then rename the copy
>> "blank.atr") Load the "blank" in the emu. floppy #1 and format it. Then you
>> just copy the file from "H1:" to "D1:"
>>

>> Hope this helps, Mo
>>
>> V. Longo wrote in message <3B3C4CE1.316E0967@home.com>...
>> >Hi!
>> >
>> >I've just started playing around with Aari800Win, and I understand the
>> concept
>> >of ATR files, and have gotten the Atari 8-bit Disk Imaging Utility ver
>> 1.13, but
>> >I can't seem to be able to get Atari800Win to be able to load BASIC
files
>> (from
>> >the Antic resource site) with LOAD"D:blabla.bla" type commands.
>> >
>> >The site posts the tokenized versions of the basic programs, not the
ASCII
>> >listings, so I can't just do it in an editor...
>> >
>> >Thanks,
>> >
>> >Vincent
>> >
>> >
>
>

3813. FT: Dreamcast System W/5 games for nice jaguar setup!

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-30 15:01:26 UTC
From: "L. Rodriguez" <pilot77@spininternet.com>
Message-ID: <B76353F6.3BBCF%pilot77@spininternet.com>
Source record: 36037

I have a Mint dreamcast that I've used maybe 12 times since I bought it new 6 months ago. Original box & docs. included. 5 games: sega rally racing, flag to flag racing, blue stinger, NFL2K and Crazy Taxi. Also includes a 200 block memory card. If anybody has a nice Jaguar setup that they would like to trade please let me know what you have. Im looking for a good tradeup like a Jag with the CD player and games or something like that, Let me know what you have. Please e-mail me the info. at: pilot77@spininternet.com

Thank you!

3814. Re: MIO clone

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-30 17:09:54 UTC
From: Atari Bob <ataribob@mindspring.com>
Message-ID: <9hou2o$el2$1@slb1.atl.mindspring.net>
Source record: 35962

Do you have a source for the parts? Some of them are pretty hard to get....

The MIO really needs a better memory setup. The new static chips would work very nicely, actually. I would be willing to do the design if you would do the building.

Bob

Atari 8 Man <KMFerrante@cfl.rr.com> wrote in message news:pHGZ6.48803$_T2.12598797@typhoon.tampabay.rr.com...
> Hi Mathy,
>
> This first run I have plan is just a clone of the 256k mio, a small run of
> about 50-100 units. I do have plans on enhancing it the future. Im
> looking for the MIO Schematics at this point, if I dont find them soon I'll
> do the Cad from one of the MIO I have here (just remove all ic's) and have
> the boards made. I just did a cad on the 256 Ramcard and will send it out
> this week. Im also working on a 512k version for the second run. I wan't
> to hear from FTe or anyone that has the (c) rights to the MIO.
>
> Atari8man
>
> "Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
> news:9h73qu$fe4$5@nets3.rz.RWTH-Aachen.DE...
> > Howdy Atari8man
> >
> > >Im thinking on doing a small run on the MIO.
> >
> > >If anyone has the rights (c) to the MIO leave me Email.
> > >This new MIO will be alot smaller due to new chip design and would give
> > >users a chance to get one, that's almost imposssible to find these days.
> >
> > If you wanna improve on it, I'ld suggest the following:
> > - Make it willing to share the parallel bus (maybe even a true parallel
> bus
> > device
> > - Change it so you don't loose the programm that's loaded before you enter
> the
> > menu

> >
> > CU Mathy van Nisselroy
> >
> > PS if you're into software writing, might I suggest you contact Matthias
> Belitz
> > and write a version of his ASPI Manager for the MIO? (ASPI in short
means
> each
> > piece of hardware that has a harddrive interface, and is smart enough,
has
> it's
> > own device specific ASPI Manager. Software written for one interface
> would
> > then also to run with another interface.)
> >
> >
>
>

3815. Re: 600xl questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-30 20:48:55 UTC
From: ANDERS SKELANDER <anders.skelander@swipnet.se>
Message-ID: <CQq%6.15236$vR1.44143@nntpserver.swip.net>
Source record: 36038

> ...
> Can a 1064 be used in addition to an internal memory upgrade to
> 64k? I know that for the upgrade you need to solder a jumper to the
> parallel interface, I'm wondering if this will cause a conflict.

You cannot do that. Both the internal 64 KB RAM expansion and the
external Atari 1064 add on are +48 KB (in addition to the original
16 KB RAM configuration). A fully expanded computer can handle
a 64 KB address range. Adding 48 KB of RAM twice the way you
describe it would result in a computer that has two different sets of
memory chips for the same address range in the address range
from (decimal) 16384 to 65535.

Anders

3816. Re: I want dem Atari blues

Newsgroup: comp.sys.atari.8bit
Date: 2001-06-30 23:07:34 UTC
From: Itay Chamiel <itaycspam@cs.huji.ac.il>
Message-ID: <3b3e4d95@news.bezeqint.net>
Source record: 36039

The program you're looking for is on page H-16 (Appendix H, page 16) of the
Atari 400/800 Basic Reference Manual, (c)1980 Atari. It's too long to
quickly type out, and my scanner is stupid (mental note: never again buy a
product from "boeder") so there's no way for me to easily send you a copy..

Hope this helps,

-itay
--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:3v6Z6.689$n%1.3829@newsfeed.slurp.net...
> On 20 Jun 2001 14:18:26 , "Keith Olson" wrote:
> >I have been trying to find an online copy of the 400/600/800 BASIC
> >programming manual. Specifically, I am trying to find the listing for
the
> >random blues generator. Can anyone help me?
> >
>
> I have a programming book for the Atari 400/800, but see no mention of
> this random blues generator. Is there another name for it?
>
>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --
>
>

3817. Inexpensive VGA Convertors

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-01 03:01:58 UTC
From: llpwhite@cs.com
Message-ID: <20010630230158.03621.00002466@ng-cf1.news.cs.com>
Source record: 36040

Since the JAM!! came upon the scene, there have been a number of posts and questions about these devices. Today I was at an Electronics Botique. They are still trying to blow out DreamCasts, and I found two inexpensive VGA Convertors for the DC. One was called the "Blaze" and the other was called the "DC Box". I didn't buy one since I'm well stocked with JAM!!s, but these were $20 and $15 respectively, so the price was right. I couldn't open a package, so I asked a clerk (FWIW) and he told me that the standard DC outputs are composite video and stereo sound.
If you have been looking for one of these convertors cheap, and an EB is close, you might check into these. Since I don't have one, I can't say conclusively that it will work with an A8, but if the clerk is correct about the composite video, then they should work with the Atari composite out. I did not see an S-video input on either one, and I could see that there was a non-standard connector on one, so it might require surgery for input from the A8. (Buyer beware.)
Larry

3818. RTime-8 cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-01 04:26:40 UTC
From: Kevin Besig <kbesig@borg.com>
Message-ID: <WDx%6.11348$l5.9753510@newsfeed1.thebiz.net>
Source record: 36041

[No readable article body recovered]

3819. RTime-8 cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-01 04:26:51 UTC
From: Kevin Besig <kbesig@borg.com>
Message-ID: <3B3EA66A.52D39AD6@borg.com>
Source record: 36042

Does anyone have know the manufacturer of the clock chip in the RTime-8 cart. Or, does anyone have a cart to sell cheap?

Kevin

3820. Re: Anyone in Central Florida wish to sell me their working 810 Disk Drive?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-01 11:41:34 UTC
From: James Dupree <jdupree1@cfl.rr.com>
Message-ID: <3B3F38E2.C83D4FD@cfl.rr.com>
Source record: 36043

Hi,
I live in Ocoee, and I have a few old 810's with problems, maybe we
can make a working one with a good mix of parts.

JR DuPree
407-523-4194

3821. Re: RTime-8 cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-01 13:07:58 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B3F20AE.7A8DA670@asw.cz>
Source record: 35954

Kevin Besig wrote:
> Does anyone have know the manufacturer of the clock chip in the RTime-8
> cart. Or, does anyone have a cart to sell cheap?

Chip is M3002. Company is Marin Microelectronic (daughter of Swiss
company Swatch). They have web, but M3002 is obsolete and not mentioned
there (as it has y2k bug it's rather unusable now).

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

3822. SIO2PC Ape with Windows 2000?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-01 13:15:20 UTC
From: Omar <omar27@bemail.org>
Message-ID: <siF%6.63546$HJ1.642654@e3500-atl1.usenetserver.com>
Source record: 36044

Hi folks,
In the past I had used Ape98 with windows 98 with a SIO2PC setup. I have several hundred ATR images that I would like to load onto my Atari 800XL from the PC.

Now I have a different machine with Windows 2000.

Does anyone know of a software application that will perform a similar task but that will work on Windows 2000?

If so, where can I download it and how much does it cost?

Regards,
Omar

3823. Re: Inexpensive VGA Convertors

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-01 14:27:44 UTC
From: ebaiz@skyenet.net
Message-ID: <ArG%6.8101$ua3.1443@newsfeed.slurp.net>
Source record: 36046

On 1 Jul 2001 03:01:58 G, LLpwhite wrote:
>Since the JAM!! came upon the scene, there have been a number of posts and
>questions about these devices. Today I was at an Electronics Botique. They
>are still trying to blow out DreamCasts, and I found two inexpensive VGA
>Convertors for the DC. One was called the "Blaze" and the other was called the
>"DC Box". I didn't buy one since I'm well stocked with JAM!!s, but these were
>$20 and $15 respectively, so the price was right. I couldn't open a package,
>so I asked a clerk (FWIW) and he told me that the standard DC outputs are
>composite video and stereo sound.

That is a pretty good price. I will check it out next time I am at the
Mall. I paid about $80 for the one I am using now.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3824. test

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-01 14:30:40 UTC
From: Cabell <cabell.clarkeSPAMNO@verizon.net>
Message-ID: <kuG%6.13932$gs1.1614393@typhoon2.gnilink.net>
Source record: 36045

Is something wrong here? I'm not getting any new messages.

3825. Last Ninja on Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-01 15:32:55 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3B3F42A6.B2A074BE@t-online.de>
Source record: 35947

Hi Folks!

After looking on some of the newer games made in Poland and other eastern european countries I'm wondering if a conversion of one of my all-time favourites 'Last Ninja' on the Atari 8-Bit would be possible. I think technically this should be no problem (still impressed from the Barbarian sprites :o), all data (graphics, music) could be converted from C64 or CPC - but are there still some coders alive who would do this (for money maybe)? Should one be afraid of Copyright-problems?

Andre

3826. Re: How to load .BAS files in Atari800Win?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-01 17:27:24 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010701132724.08460.00001911@ng-cj1.aol.com>
Source record: 35948

I have had excellent success with Ken's A8 WinUtil 1.13 *and* the Antic archive files. I do a lot of importing and exporting from .ATR's in both binary and translate mode.

Is there any possibility that the .BAS file was altered during a transfer? How many different files seem affected? Can you mention a specific one? Could you attach a .ZIP to mail with a .BAS file and the .ATR after it was imported for me to look at?

>"V. Longo" vlongo@home.com asked:

>Can you recommend a program for creating ATR files, and inserting .BAS
>tokenized files? It seems that the Atari 8-bit Disk Imaging Utility ver1.13
>does not do it correctly for these file types (unless of course, the
>files on the Antic site are corrupted)...

-Ron

Experience is something you don't get until just after you need it.

3827. FA: Atari 800 complete system with printer

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-01 18:52:49 UTC
From: vbriel@telocity.com
Message-ID: <001701c1025e$e60bd100$bf03e83f@laptop>
Source record: 35950

Now on eBay,

Atari 800 with 1050 drive, DOS 2.5, 1027 printer, cables and powersupplies.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1251805463&r=0&t=0&showTutorial=0&ed=994605474&indexURL=0&rd=1

3828. Re: RTime-8 cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-01 19:25:20 UTC
From: Robert Huggins <hug@planetmail.nonsense.net>
Message-ID: <AOK%6.543$w24.781592@typhoon.columbus.rr.com>
Source record: 35905

Kevin,

What does 'cheap' mean?

Rob

"Kevin Besig" <kbesig@borg.com> wrote in message
news:3B3EA66A.52D39AD6@borg.com...
> Does anyone have know the manufacturer of the clock chip in the RTime-8
> cart. Or, does anyone have a cart to sell cheap?
>
> Kevin

3829. Re: Last Ninja on Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-01 19:28:18 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3B3F79D2.825CF59C@t-online.de>
Source record: 35951

> Otherwise, I doubt you'll be able to get hand
> on the sources, I'd say.

Well, I think it's no problem to get a C64 or CPC ;o)

Andre

3830. Re: SIO2PC Ape with Windows 2000?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-01 20:20:52 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010701162052.08460.00001933@ng-cj1.aol.com>
Source record: 35953

Have you tried SIO2PC in a DOS window?

Do you have access to a DOS version which can read whatever FAT that C: is using? If so, make a boot floppy and use SIO2PC from the DOS prompt.

> "Omar" omar27@bemail.org asked:

>In the past I had used Ape98 with windows 98 with a SIO2PC setup. I have
>several hundred ATR images that I would like to load onto my Atari 800XL
>from the PC.
>
>Now I have a different machine with Windows 2000.
>
>Does anyone know of a software application that will perform a similar task
>but that will work on Windows 2000?

-Ron

Experience is something you don't get until just after you need it.

3831. As the Walrus said...

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-01 20:24:58 UTC
From: Robert Huggins <hug@planetmail.nonsense.net>
Message-ID: <uGL%6.546$w24.795653@typhoon.columbus.rr.com>
Source record: 35906
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The time has come for me to admit that I'm not going to be able to make use of my Atari stuff anymore. I ran out of space to have it setup a long time ago and I am now running out of storage space.

I have a *lot* of ST and 8-bit hardware, software, and accessories. I've still sufficient fond memories of Atari to want to find a good home for it all and I'm looking for suggestions! I don't really have the patience or energy to sell it all on eBay. If I can't figure something else out, I intend to donate to a local charity (they'll put it in their perpetual garage sale to raise whatever they can). I'd prefer to know that it was going to be used than perhaps pitched in the dumpster if it doesn't sell.

Any ideas about good homes?

Rob
hug@planetmail.net

3832. Re: Last Ninja on Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-01 20:36:45 UTC
From: thor@math.tu-berlin.de
Message-ID: <3b3f6dbd@news.ivm.net>
Source record: 35949

Andre <Chrodegang@t-online.de> wrote:
> Hi Folks!

> After looking on some of the newer games made in Poland and other
> eastern european countries I'm wondering if a conversion of one of my
> all-time favourites 'Last Ninja' on the Atari 8-Bit would be possible. I
> think technically this should be no problem (still impressed from the
> Barbarian sprites :o), all data (graphics, music) could be converted
> from C64 or CPC - but are there still some coders alive who would do
> this (for money maybe)? Should one be afraid of Copyright-problems?

First, are you planning to re-write everything from scratch?
Well, have fun. (-: Otherwise, I doubt you'll be able to get hand
on the sources, I'd say.

So long,
Thomas

3833. Re: SIO2PC Ape with Windows 2000?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-01 21:57:20 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <waL%6.22$Y36.60055@nnrp3.sbc.net>
Source record: 35952

Use APE for DOS. You'll have to make a DOS boot floppy and boot up in pure
MSDOS.
Mo

Omar wrote in message ...
>Hi folks,
>In the past I had used Ape98 with windows 98 with a SIO2PC setup. I have
>several hundred ATR images that I would like to load onto my Atari 800XL
>from the PC.
>
>Now I have a different machine with Windows 2000.
>
>Does anyone know of a software application that will perform a similar task
>but that will work on Windows 2000?
>
>If so, where can I download it and how much does it cost?
>
>Regards,
>Omar
>
>
>
>
>

3834. Re: SIO2PC Ape with Windows 2000?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 01:33:14 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <ubQ%6.20086$2W4.3657352@news02.optonline.net>
Source record: 35955

IS there a DOS window in Windows 2000?

I thought it was based on NT4 and didn't have one. I know that XP will not have a DOS window. Before XP comes out, I'm planning to redo my hard drive with a small DOS partition in addition to the two Windows partitions and Linux partition I already have.

Take care.

Alan

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message news:20010701162052.08460.00001933@ng-cj1.aol.com...
> Have you tried SIO2PC in a DOS window?
>
> Do you have access to a DOS version which can read whatever FAT that C: is
> using? If so, make a boot floppy and use SIO2PC from the DOS prompt.
>
> > "Omar" omar27@bemail.org asked:
>
> >In the past I had used Ape98 with windows 98 with a SIO2PC setup. I have
> >several hundred ATR images that I would like to load onto my Atari 800XL
> >from the PC.
> >
> >Now I have a different machine with Windows 2000.
> >
> >Does anyone know of a software application that will perform a similar
task
> >but that will work on Windows 2000?
>
> -Ron
>
> Experience is something you don't get until just after you need it.
>

3835. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 02:04:53 UTC
From: NoOne@FakeEmail.com
Message-ID: <90D1E9A63CTHEnterprises@205.212.123.11>
Source record: 35956

```
>someone has already ported the Atari 800 emu to it! So now I
>effectively have a handheld A800 with R: drive!
>

I'd like to read more about it's support for the R: device Where can
I get the docs?
```

3836. Re: Game idea's for use with Multidash/Maze of Agdagon interface

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 03:30:00 UTC
From: Jeff Potter <jpotter@cfl.rr.com>
Message-ID: <3B3FEAB6.B4968942@cfl.rr.com>
Source record: 35957

Hi guys,

Yes, the simplest GameLink II was described using paperclips - which people seemed to like for the simplicity. I had produced a circuit that used a single active device (74LS21) that fanned out the signals so 8 Ataris could be linked.

I don't believe 8 was the maximum, but that's all we allowed for in "Maze of Agdagon." The raw outputs without buffering could not drive more than two Ataris reliably, but with a device like the LS21 more than 8 might be possible. MOA gameplay was slow enough as it was, allowing for up to 8 players.

The details of how to program for the GameLink II interface were released by me as Action! source code years ago...

Jeff Potter

Mathy Van Nisselroy wrote:

> Howdy Rick, folks
>
> >And I am wondering what the "higher tech" part of the contribution is.
>
> I only remember the GameLink II as two SIO cables connected using paperclips.
> With 'higher tech' (as opposed to 'high tech') meant that Jiri's version uses
> electronic components.
>
> BTW are we really limited to 8 computers? (I'm not saying we need to network
> more then 8 computers, I just wanna know if it is possible)
> Since these games don't really use DOS, maybe we could have more then 8
> computers?
>
> CU Mathy van Nisselroy

3837. Re: RTime-8 cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 03:50:33 UTC
From: Kevin Besig <kbesig@borg.com>
Message-ID: <3cS%6.11370$l5.9799121@newsfeed1.thebiz.net>
Source record: 35958

[No readable article body recovered]

3838. Re: RTime-8 cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 03:50:54 UTC
From: Kevin Besig <kbesig@borg.com>
Message-ID: <3B3FEF73.E14501E5@borg.com>
Source record: 35959

Thanks for the info - Any idea where I could find a data sheet for this chip? If I can figure out the data format of this device, I can use a newer RTC chip with a Pic processor to translate the output. Then I can use the original RTime-8 handler.

Thanks again
Kevin

Jindrich Kubec wrote:
>
> Kevin Besig wrote:
> > Does anyone have know the manufacturer of the clock chip in the RTime-8
> > cart. Or, does anyone have a cart to sell cheap?
>
> Chip is M3002. Company is Marin Microelectronic (daughter of Swiss
> company Swatch). They have web, but M3002 is obsolete and not mentioned
> there (as it has y2k bug it's rather unusable now).
>
> --
> Jindroush (kubecj@asw.cz)
> See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

3839. Re: Inexpensive VGA Convertors

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 04:10:34 UTC
From: Ed <ewilliams1@jam.rr.com>
Message-ID: <B7655E37.1AEE%ewilliams1@jam.rr.com>
Source record: 35960

in article 20010630230158.03621.00002466@ng-cf1.news.cs.com, LLpwhite at llpwhite@cs.com wrote on 6/30/01 10:01 PM:

> Since the JAM!! came upon the scene, there have been a number of posts and
> questions about these devices. Today I was at an Electronics Botique. They
> are still trying to blow out DreamCasts, and I found two inexpensive VGA
> Convertors for the DC. One was called the "Blaze" and the other was called
> the
> "DC Box". I didn't buy one since I'm well stocked with JAM!!s, but these were
> $20 and $15 respectively, so the price was right. I couldn't open a package,
> so I asked a clerk (FWIW) and he told me that the standard DC outputs are
> composite video and stereo sound.
> If you have been looking for one of these convertors cheap, and an EB is
> close,
> you might check into these. Since I don't have one, I can't say conclusively
> that it will work with an A8, but if the clerk is correct about the composite
> video, then they should work with the Atari composite out. I did not see an
> S-video input on either one, and I could see that there was a non-standard
> connector on one, so it might require surgery for input from the A8. (Buyer
> beware.)
> Larry
>
This will not work as a Composite to VGA converter do not waste your time or money the converter is not a converter at all but a Box to output VGA from the dreamcast the dreamcast has VGA output i.e. RGB out repeat this is not a composite to RGB converter

3840. RTime-8 cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 05:21:30 UTC
From: Winston Smith <Winston.Smithp0.f978.n8.z8@fmlynet.org>
Message-ID: <00215865@fmlynet.org>
Source record: 35980

FamilyNet Newsgate

RE: RTime-8 cart
BY: Kevin Besig to All on Sat Jun 30 2001 22:26:51

While you are trying to fix your R-Time-8 cartridge, if you have an 850 serial interface, you could use a U.S. Robotics modem with a clock function as an external realtime clock, and set the ATARI RTCLOK each day. Does RTCLOK halt when there is disk access? (ATARI RTCLOK can store three days of Jiffies before rolling over.) Hmm... does anyone use modem clock functions, or was that just a wasted idea? (I've never seen any functions or drivers for them, or built-in functions in terminal programs. Was a modem clock a silly idea?)

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3841. Re: RTime-8 cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 06:12:03 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B4010B3.F5D1C9D9@asw.cz>
Source record: 35974

Kevin Besig wrote:
> Thanks for the info - Any idea where I could find a data sheet for this
> chip? If I can figure out the data format of this device, I can use a
> newer RTC chip with a Pic processor to translate the output. Then I can
> use the original RTime-8 handler.

I've mailed them, they sent me it by fax. It's incomplete and hard to
read ;) Maybe they have it in electronic form now. Try to ask.
--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

3842. Re: SIO2PC Ape with Windows 2000?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 06:47:30 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <wXS%6.81$Y36.178688@nnrp3.sbc.net>
Source record: 35961

I don't have it, but from what I understand there is no DOS access under
win2000. It doesn't handle the comm ports the same way win98/95 did either.
You'll have to use a dos boot floppy, like the win95 emergency boot disk.
Goto www.bootdisk.com and you might find help there.
Mo

Alan Sharkis wrote in message ...
>IS there a DOS window in Windows 2000?
>
>I thought it was based on NT4 and didn't have one. I know that XP will not
>have a DOS window. Before XP comes out, I'm planning to redo my hard drive
>with a small DOS partition in addition to the two Windows partitions and
>Linux partition I already have.
>
>Take care.
>
>Alan
>
>
>
>"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
>news:20010701162052.08460.00001933@ng-cj1.aol.com...
>> Have you tried SIO2PC in a DOS window?
>>
>> Do you have access to a DOS version which can read whatever FAT that C:
is
>> using? If so, make a boot floppy and use SIO2PC from the DOS prompt.
>>
>> > "Omar" omar27@bemail.org asked:
>>
>> >In the past I had used Ape98 with windows 98 with a SIO2PC setup. I
have
>> >several hundred ATR images that I would like to load onto my Atari 800XL
>> >from the PC.
>> >
>> >Now I have a different machine with Windows 2000.
>> >
>> >Does anyone know of a software application that will perform a similar
>task
>> >but that will work on Windows 2000?
>>
>> -Ron
>>
>> Experience is something you don't get until just after you need it.

>>
>
>
>

3843. Happy PDB files???

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 08:55:53 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <RPU%6.188$pk4.214057@nnrp2.sbc.net>
Source record: 35963

Does anyone have an ATR or two of extra PDB files for the happy 1050? I've got all the ones from the Happy software disk included in the upgrade but was wondering if there are any others out in the wild?
Thanks, Mo.

3844. Looking for Hellfire warrior tape...

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 08:59:00 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <ZSU%6.189$pk4.214985@nnrp2.sbc.net>
Source record: 35964

I'm trying to find Hellfire warrior (epyx) on tape so I can use it with my Danger in Drindisti tape. Anyone have one for sale or a .CAS file I can download? Also trying to find "The Keys of Acheron" disk,tape,atr, or cas. Both of these are from the dunjonquest series.

Thanks Mo

3845. Re: Van Halen demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 09:20:15 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9hpecf$ds3$1@nets3.rz.RWTH-Aachen.DE>
Source record: 35965

Howdy david

>"I don't know how they did it, Jeff".

Didn't know you were still around.

Can I ask you something about the Infra-Red Gateway?
I'm having some trouble with it. Each time I use a remote control, the signal the Atari receives is slightly different. The .COM file does not recognise the signal and the .BAS file only shows the signal as stripes. The problem is that these stripes look the same (if I keep pressing the same button over and over), but if I enter a line into the program to show me the signal as a string of bytes, the signal differs a small amount every time.

Did you have the same problem? How did you solve it? A mathematician is trying to help me, but have you ever tried to write a utility on the Atari that will multiply a matrix with the transposition of the same matrix (still easy) and then tried to find the inverse of that????? If only TurboBASIC could could bits.....

CU Mathy van Nisselroy

PS I want to make my CD ROM player (connected to my Atari 8 bit) respond to the remote.

3846. Re: Game idea's for use with Multidash/Maze of Agdagon interface

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 09:27:28 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9hpeq0$ds3$2@nets3.rz.RWTH-Aachen.DE>
Source record: 35966

Howdy Jeff, folks

>The details of how to program for the GameLink II interface were released by
>me as Action! source code years ago...

let's hope somebody picks this up and starts writing some more GameLink
II/Multidash Interface games.

CU Mathy van Nisselroy

3847. Re: [--- ATARI DOS Scripting ---]

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 09:31:03 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9hpf0n$ds3$3@nets3.rz.RWTH-Aachen.DE>
Source record: 35967

Howdy Andreas, Winston, folks

>the manual is written in
>german, much too long to translate it - but you would get the
>commands/statements at least... -Andreas

There is an english version. IIRC it's on the web somewhere. Just use
XLsearch.

CU Mathy van Nisselroy

3848. Re: MIO clone

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 09:34:59 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9hpf83$ds3$4@nets3.rz.RWTH-Aachen.DE>
Source record: 35968

Howdy Bob

>Do you have a source for the parts? Some of them are pretty hard to get....
>
>The MIO really needs a better memory setup. The new static chips would work
>very nicely, actually. I would be willing to do the design if you would do
>the building.

>>If you wanna improve on it, I'ld suggest the following:
>>- Make it willing to share the parallel bus (maybe even a true parallel
>>bus device
>> - Change it so you don't loose the programm that's loaded before you
>>enter the menu

If you're gonna do a re-design, please make sure the MIO can handle 512 byte sectors.

BTW, Atari Bob, if you are who I think you are, when is the next issue comming out?

CU Mathy van Nisselroy

3849. Re: RTime-8 cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 09:46:14 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9hpft6$ds3$5@nets3.rz.RWTH-Aachen.DE>
Source record: 35969

Howdy Kevin, folks

>Thanks for the info - Any idea where I could find a data sheet for this
>chip? If I can figure out the data format of this device, I can use a
>newer RTC chip with a Pic processor to translate the output. Then I can
>use the original RTime-8 handler.

That sounds great. Try emailing Erhard Puetz, he might have the data sheets as he tried to smoothtalk the company into making some of those chips. You can contact him via his home page at http://www.atari-central.de/floppyservice/floppy/gb/index.htm

BTW why not try and use one of those atom-clock things to get the time and turn that into RTime8 look a like code?

CU Mathy van Nisselroy

3850. Re: RTime-8 cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 09:47:15 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9hpfv3$ds3$6@nets3.rz.RWTH-Aachen.DE>
Source record: 35970

Howda Jindroush, folks

>Chip is M3002. Company is Marin Microelectronic (daughter of Swiss
>company Swatch). They have web, but M3002 is obsolete and not mentioned
>there (as it has y2k bug it's rather unusable now).

It's not the chip that has the y2k bug, it's the software.

CU Mathy van Nisselroy

3851. Video from CD ROM

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 09:53:40 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9hpgb4$ds3$7@nets3.rz.RWTH-Aachen.DE>
Source record: 35971
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple,comp.sys.msx

Howdy folks

Last Friday I ran into a CD ROM that has video on it. (BTW, nope, no nude ladies on this CD) It required Video for windows, Quikview or MPEG plus a minimum of a 2 or 4 speed (I'm not sure) CD ROM player and some PC. When I went back to get the CD a day later, the shop was closed untill further notice.

Has anybody ever tried to use one of these Video CD ROM's on an 8 bit computer? Did you succeed? Were you able to have the video run at it's intended speed? How much did graphics suffer?

CU Mathy van Nisselroy

3852. Re: RTime-8 cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 09:57:48 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B40459C.327AA078@asw.cz>
Source record: 35973

Mathy Van Nisselroy wrote:
> It's not the chip that has the y2k bug, it's the software.

I doubt that, but can't prove that (don't have R-Time8 to test).

But: there's only 8bits of year info - i.e. years 00-99. If it's just stupid 1900 + value, then after 31.12.1999 it wraps to 1.1.1900. There is problem with day of week and 29.2. Maybe they use windowing, I don't know (00-value = 2000 + value, value-99 = 1900 + value).

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

3853. TurboBASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 10:01:03 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9hpgov$ds3$8@nets3.rz.RWTH-Aachen.DE>
Source record: 35972

Howdy folks

While I was working on my CD Audio Player I realised I might need to have more then one screen/page of information. Is there an easy way to switch between two or more pages, preferably without having to reload a lot of information (which might slow things down)?

CU Mathy van Nisselroy

3854. CX-85 schematic

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 10:21:17 UTC
From: Douglas Berlier <douglas.berlier@verizon.net>
Message-ID: <xWX%6.41$_z5.7215@paloalto-snr1.gtei.net>
Source record: 35975

Is this available online or can someone send me a .jpg, .bmp or .gif of it.
I know it came with the unit but ive lost all my documentation to thieves.
Thanks

3855. Re: RTime-8 cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 10:45:23 UTC
From: Vasco <vasco@owl.au.poznan.pl>
Message-ID: <9hqf4jrje2@news.tpi.pl>
Source record: 35985

[...]

> There
> is problem with day of week and 29.2.

Because 29.02.1900 does not exist, and 29.02.2000 exists :)

If year is divisible by 400 (eg 2000), then 29.02 exists, and if only by 100
(1900),
then not. :)

Vasco/Tristesse

3856. Re: Looking for Hellfire warrior tape...

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 11:33:45 UTC
From: DCM01@USA.NET
Message-ID: <3b405b72.4699822@news.CIS.DFN.DE>
Source record: 35976

I have it, complete. The box is a bit battered and worn. Everything
else is fine. It is the cassette version, and I also found the ATR
which I wrote to diskette and will enclose.

$10.00 shipped, by postal or similar MO.

On Mon, 2 Jul 2001 01:59:00 -0700, "Mo" <mygranny@'nospam'swbell.net>
wrote:

>I'm trying to find Hellfire warrior (epyx) on tape so I can use it with my
>Danger in Drindisti tape. Anyone have one for sale or a .CAS file I can
>download? Also trying to find "The Keys of Acheron" disk,tape,atr, or cas.
>Both of these are from the dunjonquest series.
>
>Thanks Mo
>
>
>

3857. Re: Video from CD ROM

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 11:37:46 UTC
From: DCM01@USA.NET
Message-ID: <3b405c6a.4947363@news.CIS.DFN.DE>
Source record: 35977
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple,comp.sys.msx

On 2 Jul 2001 09:53:40 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy
Van Nisselroy) wrote:

>Howdy folks
>
>Last Friday I ran into a CD ROM that has video on it. (BTW, nope, no nude
>ladies on this CD) It required Video for windows, Quikview or MPEG plus a
>minimum of a 2 or 4 speed (I'm not sure) CD ROM player and some PC. When I
>went back to get the CD a day later, the shop was closed untill further notice.
>
>Has anybody ever tried to use one of these Video CD ROM's on an 8 bit computer?
>Did you succeed? Were you able to have the video run at it's intended speed?
>How much did graphics suffer?
>
>CU Mathy van Nisselroy

Good gosh, Mathy, you can't run a VCD on an 8bit computer. That
requires a much more powerful processor and more memory. I am not in
the habit of saying "never" but if a programmer managed to play a VCD
on an 8bit I would regard him not only as genius, but as the new
messiah.

3858. Re: Video from CD ROM

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 11:47:45 UTC
From: TFH/Fony <tfh@file-hunter.com>
Message-ID: <9hpngh$d32$1@news1.xs4all.nl>
Source record: 35978
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple,comp.sys.msx

"Daniel Miller" <DCM01@USA.NET> wrote in message
news:3b405c6a.4947363@news.CIS.DFN.DE...

> Good gosh, Mathy, you can't run a VCD on an 8bit computer. That
> requires a much more powerful processor and more memory. I am not in
> the habit of saying "never" but if a programmer managed to play a VCD
> on an 8bit I would regard him not only as genius, but as the new
> messiah.

LOL :))

3859. Re: Video from CD ROM

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 12:35:56 UTC
From: Azymuth <azy@nova.zzn.com>
Message-ID: <eMkskNvABHA.179@net005s.hetnet.nl>
Source record: 35979
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple,comp.sys.msx

They have had Videosamples on a MSX computer !!

(okay, it stayed with 3 or 4 secs...)

"Daniel Miller" <DCM01@USA.NET> schreef in bericht
news:3b405c6a.4947363@news.CIS.DFN.DE...
> On 2 Jul 2001 09:53:40 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy
> Van Nisselroy) wrote:
>
> >Howdy folks
> >
> >Last Friday I ran into a CD ROM that has video on it. (BTW, nope, no nude
> >ladies on this CD) It required Video for windows, Quikview or MPEG plus a
> >minimum of a 2 or 4 speed (I'm not sure) CD ROM player and some PC. When
I
> >went back to get the CD a day later, the shop was closed untill further
notice.
> >
> >Has anybody ever tried to use one of these Video CD ROM's on an 8 bit
computer?
> >Did you succeed? Were you able to have the video run at it's intended
speed?
> >How much did graphics suffer?
> >
> >CU Mathy van Nisselroy
>
> Good gosh, Mathy, you can't run a VCD on an 8bit computer. That
> requires a much more powerful processor and more memory. I am not in
> the habit of saying "never" but if a programmer managed to play a VCD
> on an 8bit I would regard him not only as genius, but as the new
> messiah.

3860. Re: SIO2PC Ape with Windows 2000?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 13:55:48 UTC
From: Newton <newton2000@poczta.wp.pl>
Message-ID: <9hqp67ggg1@news.tpi.pl>
Source record: 35989

> Does anyone know of a software application that will perform a similar
task
> but that will work on Windows 2000?

it's called atari810win. it's working on win2000

3861. Re: Last Ninja on Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 17:02:07 UTC
From: Keith Olson <"s p a m t r a p 0 0 7"@y>
Message-ID: <tk1atcfjes0l87@corp.supernews.com>
Source record: 35981

If you look through the 'images' directory at
ftp://ftp.apple.asimov.net/pub/apple_II you will find the Apple 2 version,
which runs on the same 6502 as the Atari (or am I completely delusional?
<GBG>). BTW, I like the ApplePC emulator.

--

Keith Olson

| For the memory of the uncompromisingly righteous is a blessing, |
| Proverbs 10:7a |

"Andre" <Chrodegang@t-online.de> wrote in message
news:3B3F42A6.B2A074BE@t-online.de...
> Hi Folks!
>
> After looking on some of the newer games made in Poland and other
> eastern european countries I'm wondering if a conversion of one of my
> all-time favourites 'Last Ninja' on the Atari 8-Bit would be possible. I
> think technically this should be no problem (still impressed from the
> Barbarian sprites :o), all data (graphics, music) could be converted
> from C64 or CPC - but are there still some coders alive who would do
> this (for money maybe)? Should one be afraid of Copyright-problems?
>
> Andre
>

3862. Re: Video from CD ROM

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 17:35:08 UTC
From: Jason <tmr@c64.org>
Message-ID: <c$rk9QBMDLQ7EwFE@cosine.demon.co.uk>
Source record: 35982
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple,comp.sys.msx

Azymuth <azy@nova.zzn.com>:
> They have had Videosamples on a MSX computer !!

There are video sequences on the breadbin (mainly in demos) but they're
not realtime decoding the VCD format and that's where the processing
power comes in.
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@c64.org / /
/ /\_/ / /__ / / / / __// TMR_C0S on IRC / /
/ /__/ / / / / / / / / / http://www.tmr.cosine.org.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________________\/
```

3863. Re: Video from CD ROM

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 18:06:11 UTC
From: "Pekka \\Pihti\" Takala <pekka.takala@pp.inet.fi>"
Message-ID: <3B40B813.313E6530@pp.inet.fi>
Source record: 35983
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple,comp.sys.msx

Mathy Van Nisselroy wrote:
>
> Howdy folks
>
> Last Friday I ran into a CD ROM that has video on it. (BTW, nope, no nude
> ladies on this CD) It required Video for windows, Quikview or MPEG plus a
> minimum of a 2 or 4 speed (I'm not sure) CD ROM player and some PC. When I
> went back to get the CD a day later, the shop was closed untill further notice.
>
> Has anybody ever tried to use one of these Video CD ROM's on an 8 bit computer?
> Did you succeed? Were you able to have the video run at it's intended speed?
> How much did graphics suffer?
>
> CU Mathy van Nisselroy
>
Hmmm. At least, with 1 mhz or somewhat it is impossible to decode it
realtime. On 8 bitties, there is also often color restrictions which
makes more problems. Many machines have only 16 colors and restrictions
with those.

On a c64/128 there is one possibility: SuperCPU that runs at 20 mhz. I
think it might be able to do the decoding, especially if it has 16 megs
of ram memory. First it would decode its memory full of images. Because
of the c64/128's heart still runs at 1 mhz and this makes slowdowns if
the supercpu is programmed wrong, the pages would be copied to the
videoram using buffer technology. So, when the vicII draws the first
picture, the second is copied to another page and page is flipped.
Again, the vic draws the following pic, the next pic is copied to the
unvisible memory area. At same time, the program could fool the video
chip to use more colors than originally intended and decode new pictures
to the memory. And, the picture copying can be possibly done with
interrupts (yeah, 16 khz interrupts on 64... wow) so that the program
flow wont slow down much. The sound could be played out using the sid
sample register or a recistor net connected to user port or own made
hardware in somewhere (it can also be driven by the interrupt handler)

Let's face the reality:
when a video cd is played it means somewhat 150-200 kilobytes per second
transfer speed. Then it must decompress the mpeg stream and grunch it
somewhat that the huge amount of colors get to fewer colors.

A general Philips Video CD needs a speedy 486-66 or faster to play
correctly. But x86 chips are somewhat crap. So I think it _is_ possible
to use the 20 mhz 65816 upgrade to decode a vcd.

--
*Pekka "Pihti" Takala *pekka.takala@pp.inet.fi
*asm sw developer *home: +358-6-8311341
*cellular: +358-40-5670465

3864. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 18:25:29 UTC
From: Phil Goembel <i-like-cw.n@t.sp.am.wi.rr.com>
Message-ID: <3B40BC99.3C6107A5@t.sp.am.wi.rr.com>
Source record: 35984

Tom Hunt wrote:
>
> >someone has already ported the Atari 800 emu to it! So now I
> >effectively have a handheld A800 with R: drive!
> >
>
> I'd like to read more about it's support for the R: device Where can
> I get the docs?

Hmmm. I could have sworn I read something about R: support being
added to A800, but now I can't find it.

Could it have been another emulator?
Perhaps it was your cth emu, which I understand was derived from A800?
Does anybody else know?

I might take a look at the A800 source and see how hard it would
be to add (just what I need: yet another project!).

In any case, if your PC-Gateway works with dumb terminals, it should
be fairly easy to test a *nix port with pseudo terminals.

Interestingly, while searching for the emu R: support reference,
I came across a thread on this newsgroup from a couple years ago
talking about using a sockets proxy on a PC to connect an Atari 800
to the internet. I'm wondering what happened to that software
project? I think it was something Greg Menke was working on.

Regards,
Phil

3865. Re: RTime-8 cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 18:49:03 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c10328$d8535680$031ea8c0@p400>
Source record: 35986

: > It's not the chip that has the y2k bug, it's the software.

: I doubt that, but can't prove that (don't have R-Time8 to test).

It looks to me it's just in the software, since the latest Sparta-Dos
package provided an updated TDLINE.COM to get the right time/date on top of
the screen, and you could use it instantly (no need to wait till 2000
showed up).

The RT-8 just outputs numbers, and the software (SpartaDos itself or
TDLINE) decides what to do with it.

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
MP3 webserver at http://hit.dynu.com

"Remember what the dormouse said"

3866. Re: RTime-8 cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 18:53:16 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c10329$6f2dcea0$031ea8c0@p400>
Source record: 35987

Winston Smith <Winston.Smithp0.f978.n8.z8@fmlynet.org> wrote in article
<00215865@fmlynet.org>...

: While you are trying to fix your R-Time-8 cartridge, if you have an 850
serial
: interface, you could use a U.S. Robotics modem with a clock function as
an
: external realtime clock, and set the ATARI RTCLOK each day.

Not a 100% "on-thread" but... Steven Tucker wrote a SIO-util (APETIME.COM)
to GET the time from a PC running his A.P.E. software.

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
MP3 webserver at http://hit.dynu.com

"Remember what the dormouse said"

3867. Re: TurboBASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 18:59:20 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c1032a$47ce59a0$031ea8c0@p400>
Source record: 35988

Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in article
<9hpgov$ds3$8@nets3.rz.RWTH-Aachen.DE>...

: then one screen/page of information. Is there an easy way to switch
between
: two or more pages, preferably without having to reload a lot of
information

Depends on how your display it set up. If using "PRINT" statements, it
won't be easy, but when writing directly to the screen-memory, it's really
easy (DPOKE/DPEEK address #88 (#89). This way you'll loose compatiblity
with customized E: handlers (Flash80, XEP80, whatever).

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
MP3 webserver at http://hit.dynu.com

"Remember what the dormouse said"

3868. Notebook HDD in an XL / XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 21:59:55 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <a3607.6275$9K4.1671648@news2-win.server.ntlworld.com>
Source record: 35990

Hi All

I've heard told that it's possible to load a notebook HDD inside the case of an XL or XE machine. Does anyone have any idea how this is done ?

Are there any docs out there on the web (preferably in English) ?

Any info would be great.

Thanks

Paul

3869. Re: Video from CD ROM

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 22:48:52 UTC
From: Todd Elliott <eyeth@vcsweb.com>
Message-ID: <9hqtokcpl1@vcsweb.com>
Source record: 35992
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple,comp.sys.msx

Pekka \"Pihti\" Takala <pekka.takala@pp.inet.fi> wrote:
> On a c64/128 there is one possibility: SuperCPU that runs at 20 mhz. I
> think it might be able to do the decoding, especially if it has 16 megs
> of ram memory. First it would decode its memory full of images. Because
> of the c64/128's heart still runs at 1 mhz and this makes slowdowns if
> the supercpu is programmed wrong, the pages would be copied to the
> videoram using buffer technology. So, when the vicII draws the first
> picture, the second is copied to another page and page is flipped.
> Again, the vic draws the following pic, the next pic is copied to the
> unvisible memory area. At same time, the program could fool the video
> chip to use more colors than originally intended and decode new pictures
>
Hello.

I did this kind of thing for the SuperCPU. I created a program called
'Silicon Dreams' and was originally distributed via Loadstar. It could
create and display video streams. Audio wasn't added.

Basically, I used a utility called 'Fast Movie Processor' which cut up the
AVI or MPEG into individual BMP's. Then I used ConGo to convert these
individual BMP's into 4bit files. Silicon Dreams then pieced together
these individual 4bit files into a compressed videostream. This compressed
videostream is further compressed using pkzip2.04g.

Silicon Dreams then can playback this compressed file. First, it
decompresses the pkzip2.04g datastream into SuperRAM. Next, during
real-time, it decompresses an individual FLI frame onto the screen. This
is with the VIC-II chip into the FLI resolution. I was able to achieve an
average frame rate of roughly 6-8 frames a second.

Enjoy.
--
Todd Elliott

3870. Re: C64's are on the web- why arent we?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 23:07:09 UTC
From: NoOne@FakeEmail.com
Message-ID: <90D2C0264CTHEnterprises@205.212.123.11>
Source record: 35991

```
>
>Interestingly, while searching for the emu R: support reference,
>I came across a thread on this newsgroup from a couple years ago
>talking about using a sockets proxy on a PC to connect an Atari 800
>to the internet. I'm wondering what happened to that software
>project? I think it was something Greg Menke was working on.
>

Greg might have been working on something like that. But I did the PC-
Gateway which does the PC proxy thing. I also made the changes to the
emulator to run the R: device over the winsock.
```

3871. Re: Video from CD ROM

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-02 23:47:25 UTC
From: MagerValp <cl3polof@cling.gu.se>
Message-ID: <p14d77inbaq.fsf@panini.cling.gu.se>
Source record: 35993
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple,comp.sys.msx

Pekka "Pihti" Takala wrote:

PT> Let's face the reality:

Yes, let's...

PT> when a video cd is played it means somewhat 150-200 kilobytes per
PT> second transfer speed.

Which no other device than a RamLink can achieve on the C64 (with a
SuperCPU).

PT> Then it must decompress the mpeg stream and grunch it somewhat
PT> that the huge amount of colors get to fewer colors.

If you want process 30 frames per second of 352x240 pixels on a 20 MHz
CPU you get: (20000000/30)/(352*240) =~ 8 cycles per pixel. That's not
even enough time to LDA/STA the bytes from SuperRAM to graphics
memory.

PT> A general Philips Video CD needs a speedy 486-66 or faster to play
PT> correctly. But x86 chips are somewhat crap.

Not compared to a 6502 derivate, no.

PT> So I think it _is_ possible to use the 20 mhz 65816 upgrade to
PT> decode a vcd.

Not in real time. Not even close.

--
___ . . . . . + . . o
_|___|_ + . + . + . . Per Olofsson, konstnï¿½r
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/

3872. Re: RTime-8 cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 01:31:05 UTC
From: Kevin Besig <kbesig@borg.com>
Message-ID: <jf907.11396$l5.9858154@newsfeed1.thebiz.net>
Source record: 35995

[No readable article body recovered]

3873. Re: RTime-8 cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 01:31:26 UTC
From: Kevin Besig <kbesig@borg.com>
Message-ID: <3B412041.5DC69367@borg.com>
Source record: 35996

Thanks again. I sent an email to Erhard Puetz, hope he has the data.
What are the atom-clock things you mentioned? I was planning on using an
Epson RTC chip I have, but could use almost any chip since the Pic will
translate for the R-Time8 handler.

Kevin

Mathy Van Nisselroy wrote:
>
> Howdy Kevin, folks
>
> >Thanks for the info - Any idea where I could find a data sheet for this
> >chip? If I can figure out the data format of this device, I can use a
> >newer RTC chip with a Pic processor to translate the output. Then I can
> >use the original RTime-8 handler.
>
> That sounds great. Try emailing Erhard Puetz, he might have the data sheets as
> he tried to smoothtalk the company into making some of those chips. You can
> contact him via his home page at
> http://www.atari-central.de/floppyservice/floppy/gb/index.htm
>
> BTW why not try and use one of those atom-clock things to get the time and
> turn that into RTime8 look a like code?
>
> CU Mathy van Nisselroy

3874. FS/T: Atari 8-bit computer items and more... [07/01/2001]

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 01:34:21 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <b482kt8hekdekkn2phsvbn8ms7lf1pefjg@4ax.com>
Source record: 35994

Items currently available for the following systems:

Atari 8-bit computers

Apple][computers
Atari ST computer
Commodore 64 / 128 computers
Commodore Vic-20 computer
Radio Shack Color Computer (CoCo)
T.I. 99/4A computer
IBM PC (CD ROM and diskette software)

3DO
Atari Lynx
Nintendo 64
Nintendo Game Boy
Nintendo NES
Nintendo SNES
Sega Dreamcast
Sega Genesis
Sega Master System (SMS)
Sony Playstation (PSX)

Books / Magazines (video game and computer related)
Miscellaneous (board games, hand-held video games, etc.)
Movies (DVD and VHS)

Atari 2600
Atari 5200
Atari 7800
Colecovision
Emerson Arcadia 2001
Mattel Intellivision
Magnavox Odyssey2

Comic Books -- coming soon!
Sports Cards -- coming soon!

You can visit VGA on the WWW at:

http://www.io.com/~vga2000/

or go directly to the VGA For Sale or Trade section at:

http://www.io.com/~vga2000/fsort.htm

3875. Re: Notebook HDD in an XL / XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 01:37:10 UTC
From: GB <abc@123.456>
Message-ID: <3B4121C6.22213E89@123.456>
Source record: 35897

Paul,

I don't have the link handy. But Bob Woolley published a modification for the 1200XL to add a parallel bus to the computer and a IDE controller. A small laptop hard drive would be ideal for the IDE modification.

Try searching at www.google.com. Great search engine. Try searching for "Bob Woolley". Maybe "1200XL IDE Modificaiton."

Glenn

Paul Barker wrote:

> Hi All
>
> I've heard told that it's possible to load a notebook HDD inside the case of
> an XL or XE machine. Does anyone have any idea how this is done ?
>
> Are there any docs out there on the web (preferably in English) ?
>
> Any info would be great.
>
> Thanks
>
> Paul

3876. Writing a new rpg for ATARI -

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 03:07:13 UTC
From: Winston Smith <Winston.Smithp0.f978.n8.z8@fmlynet.org>
Message-ID: <00219067@fmlynet.org>
Source record: 35917

FamilyNet Newsgate

RE: Re: Writing a new rpg for ATARI -
BY: Atari 8 Man to All on Mon Jul 02 2001 22:55:21

Besides Ultima, wasn't there an RPG game for the ATARI 6502 8-bits called,
"Alternate Reality" ? Folks used to talk about it in message after message
(also a sequel, called, "Alternate Reality: The City").

Legend has it that the game had some type of ingenious Vertical Blank Interrupt
copy protection that no one was ever able to break without personal instruction
from the author, himself. Was this a 2D game? I'm curious....

%%%
* Synchronet * Pony's Corral BBS - telnet://thecorral.darktech.org(1:101/805)

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3877. Re: Notebook HDD in an XL / XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 03:48:01 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010702234801.19502.00001368@ng-fv1.aol.com>
Source record: 35898

It is by Bob and on Clarences's page:
http://members.nbci.com/_XMCM/atarimods/index.html

> "Paul Barker" pbarker@ntlworld.com asked:

>I've heard told that it's possible to load a notebook HDD inside the case of
>an XL or XE machine. Does anyone have any idea how this is done ?
>
>Are there any docs out there on the web (preferably in English) ?

-Ron

Experience is something you don't get until just after you need it.

3878. Re: MIO clone

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 04:14:50 UTC
From: Atari 8 Man <KMFerrante@cfl.rr.com>
Message-ID: <_Eb07.82586$_T2.22154227@typhoon.tampabay.rr.com>
Source record: 35899

Hi Atari Bob,

The Mio Clone is still in the planning stage, I have located all parts on the internet (4 diffrent vendors). I want to change the ram, due to hard to find sipps. Your input is wellcomed!! As I want to make a smaller footprint MIO.

I just completed all research on the 256k ram card, cad was made to fit in custom case and will be sent off for a small run. This will be the first new Product in a Long time for the 8bit Atari . Anyone interested in the 256k Ramcard Please email me, they will be sold as first come first serve and other runs will come later after a run on the MIO clone.

Thank You,

Atari8man

"Atari Bob" <ataribob@mindspring.com> wrote in message news:9hou2o$el2$1@slb1.atl.mindspring.net...
> Do you have a source for the parts? Some of them are pretty hard to get....
>
> The MIO really needs a better memory setup. The new static chips would work
> very nicely, actually. I would be willing to do the design if you would do
> the building.
>
> Bob
>
> Atari 8 Man <KMFerrante@cfl.rr.com> wrote in message
> news:pHGZ6.48803$_T2.12598797@typhoon.tampabay.rr.com...
> > Hi Mathy,
> >
> > This first run I have plan is just a clone of the 256k mio, a small run
> of
> > about 50-100 units. I do have plans on enhancing it the future. Im
> > looking for the MIO Schematics at this point, if I dont find them soon
> I'll
> > do the Cad from one of the MIO I have here (just remove all ic's) and
> have
> > the boards made. I just did a cad on the 256 Ramcard and will send it
> out
> > this week. Im also working on a 512k version for the second run. I
> wan't
> > to hear from FTe or anyone that has the (c) rights to the MIO.
> >

> > Atari8man
> >
> > "Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in
message
> > news:9h73qu$fe4$5@nets3.rz.RWTH-Aachen.DE...
> > > Howdy Atari8man
> > >
> > > >Im thinking on doing a small run on the MIO.
> > >
> > > >If anyone has the rights (c) to the MIO leave me Email.
> > > >This new MIO will be alot smaller due to new chip design and would
give
> > > >users a chance to get one, that's almost imposssible to find these
> days.
> > >
> > > If you wanna improve on it, I'ld suggest the following:
> > > - Make it willing to share the parallel bus (maybe even a true
parallel
> > bus
> > > device
> > > - Change it so you don't loose the programm that's loaded before you
> enter
> > the
> > > menu
> > >
> > > CU Mathy van Nisselroy
> > >
> > > PS if you're into software writing, might I suggest you contact
Matthias
> > Belitz
> > > and write a version of his ASPI Manager for the MIO? (ASPI in short
> means
> > each
> > > piece of hardware that has a harddrive interface, and is smart enough,
> has
> > it's
> > > own device specific ASPI Manager. Software written for one interface
> > would
> > > then also to run with another interface.)
> > >
> > >
> >
> >
>
>
>

3879. Re: MIO clone

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 04:37:33 UTC
From: Atari 8 Man <KMFerrante@cfl.rr.com>
Message-ID: <h_b07.82645$_T2.22179858@typhoon.tampabay.rr.com>
Source record: 35900

Hi Mathy,

Yeah the MIO is a mid 1980's scsi device that handles 256k byte sectors only (yuk) , while it maybe hard to find these drives today it's not imposible. It would be nice to re-do the rom to handle 512k byte sectors for newer hard drives. There are other problems with the MIO formater util's I tried to format a 250 meg MFM drive but the drive info would not fit into the MIO menu!! The good thing is every one wants a MIO! and cant find them.
The MIO clone will make these atari user happy.

Atari Bob is right on target!

Down the road there maybe a MIO clone for IDE drives as well.

Thanks!,

Atari8man

3880. Re: Writing a new rpg for ATARI -

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 04:55:21 UTC
From: Atari 8 Man <KMFerrante@cfl.rr.com>
Message-ID: <Zec07.82647$_T2.22199006@typhoon.tampabay.rr.com>
Source record: 35901

Hi,

I would like to see a 3-D Dungeon game, there where many for other platforms
ST/AMIGA/C64 but none for the 8bit Atari, also we do not have any Japanese
/Anime - style (Final Fantasy 1-6) game in our library.
About graphics just look at Tagalon! Just as good as Nes type games or
better even.

Good Luck!

Atari8man

"Zothen Runecaster" <zothen@my-deja.com> wrote in message
news:fcd76a9e.0107021947.3f785f63@posting.google.com...
> Hi ,
>
> I want to write a new role playing game for the ATARI 8 Bit and I want
> to
> know what you would prefer :
>
> 1) Ultima-style game
>
> Games like Ultima , Wizard's Crown and others.Many of these games are
> available on the ATARI.
>
> 2) 3D Dungeon game (Bard's Tale style)
>
> I've never seen a game like Bard's Tale on the ATARI 8 Bit , so it
> would be the frist one.No problem for the ATARI.
>
> 3) 3D Dungeon game (Dungeon Master style)
>
> 3D real-time rpg.Dungeon Master was a ST/AMIGA/PC game (and there was
> a SNES version , too).The only 8 Bit real-time 3D dungeon game I know
> is "Bloodwych" , which was available for C64,Spectrum,Amstrad and
> AMIGA/ST/PC.
> Would be interesting on the ATARI.But needs much memory (Bitmap
> graphics).
>
> 4) Japanese /Anime - style (Final Fantasy 1-6)
>
> The rpgs are very common on the japanese consoles
> (NES,SNES,Genesis).I've never seen such a game for an 8-Bit computer.
> I think that the graphics of an ATARI 800 XL are better than the NES'
> graphics ,

> so games like the old Final Fantasy games should be possible.
> Or action-based rpgs like Zelda.
> Should be no problem for the ATARI - character graphics + sprites.
>
>
> What do you think ?
>
> ZR
>

3881. Re: RTime-8 cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 06:00:36 UTC
From: Matthias Belitz <Matthias.Belitz@gmx.net>
Message-ID: <3B415F84.3F8AA2B6@gmx.net>
Source record: 35902

Hallo,

Kevin Besig schrieb:
>
> Thanks again. I sent an email to Erhard Puetz, hope he has the data.
> What are the atom-clock things you mentioned? I was planning on using an
> Epson RTC chip I have, but could use almost any chip since the Pic will
> translate for the R-Time8 handler.
>

I have played around already with an EPSON RTC and a Lattice ispLSi,
that made the translation.

The EPSON chip has very similar register locations.
If you are interested in, I will have a closer look to it at home.

Matt

3882. Re: XF551 and the UK

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 06:08:48 UTC
From: jclmaster@hotmail.com
Message-ID: <b3917ecc.0107022208.20c345b@posting.google.com>
Source record: 35903

I am in the U.S.A. and have two XF-551 diskette drives for sale.

For any collectors I also have a 810 diskette drive for sale.

Interested in buying any Atari 8-bit
software / hardware or
ST / FALCON software / hardware?
Check out my lists at the site below!
http://pages.zdnet.com/jclmaster/jclmasterswebsite/

Robert Trowbridge, Sr,

"Keith Olson" <s p a m t r a p 0 0 7 @ y a h o o . c o m> wrote in message
news:<tj78so4291s42@corp.supernews.com>...
> Check out this link: http://www.bluesquirrel.com/so/printPack/
>
> It's for a Win9x printer driver that produces non-editable .PDF files. (!)
>
> --
>
>
> Keith Olson
>
> --
> | For the memory of the uncompromisingly righteous is a blessing, |
> | Proverbs 10:7a |
> --
>
>
> "Paul Barker" <pbarker@ntlworld.com> wrote in message
> news:B8aW6.15519$9t5.911978@news6-win.server.ntlworld.com...
>
>
> ----8<----
>
> > Does anyone have the a scan of the manual or owner's guide (or even a
> guide
> > they could let me borrow to make into a PDF ? I never saw one.
>
> ----8<----

3883. Re: Notebook HDD in an XL / XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 06:31:02 UTC
From: Marek M <marekm@aritech.com.pl>
Message-ID: <9hroj8$1eor$1@news2.ipartners.pl>
Source record: 35904

Please try this solution: http://www.atari.myweb.nl/hardware.htm

This solution requires only few simple hardware modifications.
Unfortunately I can't contact with author via e-mail to get some additional
software and information.

Marek M
Gdansk Poland

U�ytkownik Paul Barker <pbarker@ntlworld.com> w wiadomo�ci do grup
dyskusyjnych napisa�:a3607.6275$9K4.1671648@news2-win.server.ntlworld.com...
> Hi All
>
> I've heard told that it's possible to load a notebook HDD inside the case
of
> an XL or XE machine. Does anyone have any idea how this is done ?
>
> Are there any docs out there on the web (preferably in English) ?
>
> Any info would be great.
>
> Thanks
>
> Paul
>
>

3884. Re: Notebook HDD in an XL / XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 07:06:34 UTC
From: Keith Olson <"s p a m t r a p 0 0 7"@y>
Message-ID: <tk2sokm6obkt95@corp.supernews.com>
Source record: 35907

Hi, gang! I just came across these SCSI HDD auctions on eBay and thought
that you might want to check them out:
http://cgi.ca.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1252043335
http://cgi.ca.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1252041323

--

Keith Olson

| For the memory of the uncompromisingly righteous is a blessing, |
| Proverbs 10:7a |

"Paul Barker" <pbarker@ntlworld.com> wrote in message
news:a3607.6275$9K4.1671648@news2-win.server.ntlworld.com...
> Hi All
>
> I've heard told that it's possible to load a notebook HDD inside the case
of
> an XL or XE machine. Does anyone have any idea how this is done ?
>
> Are there any docs out there on the web (preferably in English) ?
>
> Any info would be great.
>
> Thanks
>
> Paul
>
>

3885. Re: MIO clone

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 08:43:05 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9hs0ip$lt9$1@nets3.rz.RWTH-Aachen.DE>
Source record: 35908

Howdy Atari 8 man

>The Mio Clone is still in the planning stage, I have located all parts on
>the internet (4 diffrent vendors). I want to change the ram, due to hard to
>find sipps. Your input is wellcomed!! As I want to make a smaller
>footprint MIO.

With two SRAM chips you could have 1MB IIRC. If you don't wanna use SRAM,
concider using 30 pin SIMMs. They don't need much space or power and are dirt
cheap. And easy to replace.

CU Mathy van Nisselroy

3886. Re: MIO clone

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 08:47:01 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9hs0q5$lt9$2@nets3.rz.RWTH-Aachen.DE>
Source record: 35909

Howdy folks

>Yeah the MIO is a mid 1980's scsi device that handles 256k byte sectors only
>(yuk) , while it maybe hard to find these drives today it's not imposible.

But these drives are how old? And in what state. Can you expect them to live
another 5 years (or 10 or 15)?

>Atari Bob is right on target!

That means the next issue will be out when?

CU Mathy van Nisselroy

3887. Re: Bellcom catalogs?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 08:50:50 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9hs11a$lt9$3@nets3.rz.RWTH-Aachen.DE>
Source record: 35910

Howdy Mike

>This may seem silly so don't ask why, but I would very much like to
>get my hands on any of the old Bellcom PD catalogs (real or scanned).
>Mostly I'm looking for listings of their disks and contents. Can
>anyone out there help?

I have a couple which I could scan. Tell me which ones you need, if you want them as a black and white jpeg or OCRed and how big an attachment I can send you.

CU Mathy van Nisselroy

PS if you need some of the disks, Bob Woolley (AC) toke over the disks. They are also on teh Pooldisk CD's.

3888. Re: TurboBASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 09:01:11 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9hs1kn$lt9$4@nets3.rz.RWTH-Aachen.DE>
Source record: 35911

Howdy Fox, folks

>Depends on how your display it set up. If using "PRINT" statements, it
>won't be easy, but when writing directly to the screen-memory, it's really
>easy (DPOKE/DPEEK address #88 (#89). This way you'll loose compatiblity
>with customized E: handlers (Flash80, XEP80, whatever).

Using scrolling won't help either I guess? BTW is there an easy way to scroll
(part of) the screen. Down probably isn't the problem, but up might be.

CU Mathy van Nisselroy

3889. Re: Notebook HDD in an XL / XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 09:03:25 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9hs1ot$lt9$5@nets3.rz.RWTH-Aachen.DE>
Source record: 35912

Howdy Pauli¿½

>I've heard told that it's possible to load a notebook HDD inside the case of
>an XL or XE machine. Does anyone have any idea how this is done ?

Erhard Puetz did it, but he used the MSC-IDE interface which is sold out.

CU Mathy van Nisselroy

3890. Re: Writing a new rpg for ATARI -

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 09:05:15 UTC
From: Keith Olson <"s p a m t r a p 0 0 7"@y>
Message-ID: <tk33e39ab3vjf9@corp.supernews.com>
Source record: 35915

Call me old fashioned, but I'd like to see a combination of the outdoor RPG "Wilderness Campaign", (where you can actually *haggle* with shopkeepers who, if you tick them off, will refuse to sell something to you, characters actually need to eat, and things really do weigh something) and the 3-D dungeon exploring of Akalabeth (the legendary Ultima 0) One thing that I really liked about WC was that you could hire mercenaries to join you. There's nothing like having 40 fighters armed to the teeth to put a bit of confidence in you. Of course, if you don't pay them, they *will* desert you.....

HAT. Perhaps you could receive quests from 'Lord Irish'. <GBEG> For example,

497 PRINT "BRING ME BACK THE ";QUESTOBJECT(QO);", WHICH IS HIDDEN IN ";OBJECTPLACEMENT(OP);" OF ";QUESTPLACE(QP);", AND I WILL GIVE YOU ";MAGICOBJECT(MO);"!"

could give you

BRING ME BACK THE HOPELESS DIAMOND OF BOB, WHICH IS HIDDEN IN THE INNERMOST VAULTS OF PLANET HOLLYWOOD, AND I WILL GIVE YOU THE BOTTOMLESS BOTTLE OF JACK DANIELS!

(Come on, admit it. Haven't we *all* dreamed of owning it at one time or another<G>)

I have the BASIC source code for both 'Wilderness Campaign' and 'Akalabeth' for the Apple 2, and 'Akalabeth' for the PC, which I modified to allow things like saved games and a simple automap. Also, somewhere around here I have a customizable BASIC routine to create multilevel dungeons, complete with stairs, pit traps, one-way doors, etc.. If you would like any of this, just let me know.

Keith Olson

--

| For the memory of the uncompromisingly righteous is a blessing, |
| Proverbs 10:7a |

"Zothen Runecaster" <zothen@my-deja.com> wrote in message news:fcd76a9e.0107021947.3f785f63@posting.google.com...
> Hi ,
>
> I want to write a new role playing game for the ATARI 8 Bit and I want

> to
> know what you would prefer :
>
> 1) Ultima-style game
>
> Games like Ultima , Wizard's Crown and others.Many of these games are
> available on the ATARI.
>
> 2) 3D Dungeon game (Bard's Tale style)
>
> I've never seen a game like Bard's Tale on the ATARI 8 Bit , so it
> would be the frist one.No problem for the ATARI.
>
> 3) 3D Dungeon game (Dungeon Master style)
>
> 3D real-time rpg.Dungeon Master was a ST/AMIGA/PC game (and there was
> a SNES version , too).The only 8 Bit real-time 3D dungeon game I know
> is "Bloodwych" , which was available for C64,Spectrum,Amstrad and
> AMIGA/ST/PC.
> Would be interesting on the ATARI.But needs much memory (Bitmap
> graphics).
>
> 4) Japanese /Anime - style (Final Fantasy 1-6)
>
> The rpgs are very common on the japanese consoles
> (NES,SNES,Genesis).I've never seen such a game for an 8-Bit computer.
> I think that the graphics of an ATARI 800 XL are better than the NES'
> graphics ,
> so games like the old Final Fantasy games should be possible.
> Or action-based rpgs like Zelda.
> Should be no problem for the ATARI - character graphics + sprites.
>
>
> What do you think ?
>
> ZR

3891. Re: Writing a new rpg for ATARI -

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 09:07:42 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9hs20u$lt9$6@nets3.rz.RWTH-Aachen.DE>
Source record: 35913

Howdy Zothen

>I want to write a new role playing game for the ATARI 8 Bit and I want
>to know what you would prefer :

>What do you think ?

I'm not much of a game player, but have you considered supporting the GameLink II/Multidash Interface? If will let you hook up to 8 Atari 8 bit computers together. That way you can have up to 8 players all on their own computer playing against each other. (these computers do have to be in one room (or no further way then approx. 30 meters/33 yards))

CU Mathy van Nisselroy

3892. Wherefore art thou ATARI 8-BIT PORNOGRAPHY?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 09:13:18 UTC
From: Mighty Echidna <cowman777@hotmail.com>
Message-ID: <3B418CB8.7434AB28@hotmail.com>
Source record: 35914

I remember back when I had my good ol' Atari 800 set up, I had an alarmingly large amount of adult games, pics, etc. for it. This would always fascinate me, because the notion of someone being turned on by such primitive images seemed ridiculous. Nonetheless, the games were still fun to play and the pics still fun to look at.

Anyway, I just downloaded an emulator and was downloading some of my fave games (JUMPMAN, THE INSTITUTE, MULE, etc...) and I noticed a severe lack of Atari 8-bit porn! Does anybody know where I could get ahold of some good old adult Atari entertainment? It was so easy to get back in the day....

3893. Advanced Programming Structures

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 09:52:32 UTC
From: Keith Olson <"s p a m t r a p 0 0 7"@y>
Message-ID: <tk35h8spqrdqaa@corp.supernews.com>
Source record: 35916
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2

```
Hi gang! I just came across a few notes from a programming class that I
taught a decade or so ago. Check this out:

DO
.
.
.
LOOP UNTIL X<>0

is the same as

FOR II = 0 TO 1
.
.
.
II=1
IF X=0 THEN II=0
IF Y=0 THEN II=9
IF Y=99 THEN II=10
NEXT II
IF II=10 THEN PRINT "AT BOTTOM"
IF II=11 THEN PRINT "AT TOP"

Neat, eh? A controlled loop w/o any GOTOs needed *AND* exit codes to boot!

--

Keith Olson

----------------------------------------------------------------------
| For the memory of the uncompromisingly righteous is a blessing, |
| Proverbs 10:7a |
----------------------------------------------------------------------
```

3894. Re: As the Walrus said...

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 10:56:30 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b41dbbc$0$88184$4c5ecdc7@news.erinet.com>
Source record: 35920
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

A good home. I don't know. But you can probably give the stuff
away, as opposed to putting in trash.
It would maybe sell, if you put a description of what you have, maybe
someone would offer.
E-Bay or other auction has stopped the auctions that used to occur
within this group. Thanks for that.
I'm a bad example, but I offered up my ST stuff here for free and
got several takers. They had to come and pick it up, I certainly
wasn't going to ship it.
If you have a few really juicy items, you might want to try to sell them.
I don't like selling over internet. Risk of too many things happening,
buyer not paying, buyer not satisfied with what he got, shipping, etc.
Russg

3895. Flamewar rulez?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 12:38:48 UTC
From: twh1@gmx.de
Message-ID: <3b41bc4b.26288704@news.dpn.de>
Source record: 35918

Howdy Atarians!

Next to the big discussion thread "c64 is crap" in the comp.sys.cbm
group, I'm asking myself, which computer might be the best one :-)

Yes of course, the atari was (coz we are here in *THE* atari internet
discussion group), but anyhow always fun such questions :-)

bye sayz:
-thomsen@munich

--
Thomas Havemeister Student of Business Computer Science
Technical University of Ilmenau

P.S.: Sturz des Zaren & Take those Atarian care!

3896. Re: Notebook HDD in an XL / XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 12:44:48 UTC
From: twh1@gmx.de
Message-ID: <3b41bdf4.26713536@news.dpn.de>
Source record: 35919

On 3 Jul 2001 09:03:25 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy
Van Nisselroy) wrote:

>>I've heard told that it's possible to load a notebook HDD inside the case of
>>an XL or XE machine. Does anyone have any idea how this is done ?
>
>Erhard Puetz did it, but he used the MSC-IDE interface which is sold out.

and yes. I've seen it. Unbelievable, a Notebook HDD in a working 130XE
with a HDD LED on it :-)

just wanted to to buy this little tuned power-XE, but no way :-)

grtx2ErhardPuetz

bye sayz:
-thomsen@munich

--
Thomas Havemeister Student of Business Computer Science
Technical University of Ilmenau

P.S.: Sturz des Zaren & Take those Atarian care!

3897. Re: Advanced Programming Structures

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 13:53:35 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10107031352160.107-100000@Hades060>
Source record: 35930

```
On Tue, 3 Jul 2001, it was written:

> Hi gang! I just came across a few notes from a programming class that I
> taught a decade or so ago. Check this out:
>
> DO
> .
> .
> .
> LOOP UNTIL X<>0
>
> Neat, eh? A controlled loop w/o any GOTOs needed *AND* exit codes to boot!

That loop works in GFA-Basic just as it is written above. ;-)

-------------------------------------------------------------------
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
```

3898. Re: Video from CD ROM

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 15:27:42 UTC
From: "Pekka \\Pihti\" Takala <pekka.takala@pp.inet.fi>"
Message-ID: <3B41E46E.6D84AEB9@pp.inet.fi>
Source record: 35921
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple,comp.sys.msx

MagerValp wrote:
>
> Pekka "Pihti" Takala wrote:
>
> PT> Let's face the reality:
>
> Yes, let's...
>
> PT> when a video cd is played it means somewhat 150-200 kilobytes per
> PT> second transfer speed.
>
> Which no other device than a RamLink can achieve on the C64 (with a
> SuperCPU).
>
> PT> Then it must decompress the mpeg stream and grunch it somewhat
> PT> that the huge amount of colors get to fewer colors.
>
> If you want process 30 frames per second of 352x240 pixels on a 20 MHz
> CPU you get: (20000000/30)/(352*240) =~ 8 cycles per pixel. That's not
> even enough time to LDA/STA the bytes from SuperRAM to graphics
> memory.

The pixels in c64 are not 8 bit wide. And the frame rate needs not to be
30 frames, a degrade to 25 or 12.5 (on a PAL machine) still could be
sufficient. If you make 30 frames per second on a 50 hz screen, the
picture suffers from slight sync problems. A PAL video cd has 25 frames
speed.
>
> PT> A general Philips Video CD needs a speedy 486-66 or faster to play
> PT> correctly. But x86 chips are somewhat crap.
>
> Not compared to a 6502 derivate, no.

How a 6502 derivate is crap?
>
> PT> So I think it _is_ possible to use the 20 mhz 65816 upgrade to
> PT> decode a vcd.
>
> Not in real time. Not even close.

I think it _is_ possible if the data transfer methods are fast enough.
But you are correct in one thing: it takes much processing power.

>
> --
> ___ . . . . . + . . o
> _|___|_ + . + . + . . Per Olofsson, konstnï¿½r
> o-o . . . o + MagerValp@cling.gu.se
> - + + . http://www.cling.gu.se/~cl3polof/

--
*Pekka "Pihti" Takala *pekka.takala@pp.inet.fi
*asm sw developer *home: +358-6-8311341
*cellular: +358-40-5670465

3899. Re: Advanced Programming Structures

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 15:49:25 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <tk3qgi4kr8a1ac@news.supernews.com>
Source record: 35922
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2

This code misses the point. It tries to avoid GOTO's because they are bad programming practice. Yet at the same time, changing the for-loop variable II within the loop is also bad programming practice.

Keith Olson <s p a m t r a p 0 0 7 @ y a h o o . c o m> wrote in message news:tk35h8spqrdqaa@corp.supernews.com...

```
> FOR II = 0 TO 1
> .
> .
> .
> II=1
> IF X=0 THEN II=0
> IF Y=0 THEN II=9
> IF Y=99 THEN II=10
> NEXT II
> IF II=10 THEN PRINT "AT BOTTOM"
> IF II=11 THEN PRINT "AT TOP"
>
```

3900. Re: RTime-8 cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 15:55:10 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B41EADE.994CE9C1@asw.cz>
Source record: 35924

Sysop Fox-1 wrote:
> It looks to me it's just in the software, since the latest Sparta-Dos
> package provided an updated TDLINE.COM to get the right time/date on top of
> the screen, and you could use it instantly (no need to wait till 2000
> showed up).

Ah, you mean a hack ;)

> The RT-8 just outputs numbers, and the software (SpartaDos itself or
> TDLINE) decides what to do with it.

In the docs there are registered described. There is no doubt what
should be read from them. Anything else done in newer builds of TDLINE
are just hacks, nothing else. I think my statement about y2k bug in
R-Time8 is true.

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

3901. Re: As the Walrus said...

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 16:34:02 UTC
From: fhiggins@uwyo.edu
Message-ID: <4eba2e99.0107030834.5478894d@posting.google.com>
Source record: 35925
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I still have room for both my 8-bit & ST! And I'm always interested in
Atari stuff. Let me know what you have to get rid of.

Rick

3902. Re: RTime-8 cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 16:43:49 UTC
From: Matthias Belitz <Matthias.Belitz@gmx.net>
Message-ID: <3B41F645.EFB9D12B@gmx.net>
Source record: 35926

Hallo,

Jindrich Kubec schrieb:
>
> Sysop Fox-1 wrote:
> > The RT-8 just outputs numbers, and the software (SpartaDos itself or
> > TDLINE) decides what to do with it.
>
> In the docs there are registered described. There is no doubt what
> should be read from them. Anything else done in newer builds of TDLINE
> are just hacks, nothing else. I think my statement about y2k bug in
> R-Time8 is true.
>

it is a question of definition.

There are only 2 digits to hold the year - that is no bug so far.
But if the software will show up "1900" when the byte "00" was returned
by the clock-chip, we have the bug.

So always the question, how the two digit number is interpreted, makes
these things buggy or not.

So here we had a software-bug, but easily to fix.

The ream problem will take place around 2080, but I bet, then not many
RTime8 still will be used :-).

Bye
Matt

3903. Re: RTime-8 cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 16:58:13 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B41F9A5.F7248B73@asw.cz>
Source record: 35928

Matthias Belitz wrote:
> There are only 2 digits to hold the year - that is no bug so far.
> But if the software will show up "1900" when the byte "00" was returned
> by the clock-chip, we have the bug.
>
> So always the question, how the two digit number is interpreted, makes
> these things buggy or not.

There's no problem if M3002 uses windowing. But, if not, we'll end with
registers returning wrong values for day-of-week and wrong leap years.
And if this must be corrected by software, then there's a y2k problem in
M3002 by definition.

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

3904. Re: Wherefore art thou ATARI 8-BIT PORNOGRAPHY?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 17:07:53 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <qsu3ktsop3mh64rvgdrlv65rah0fbo97gb@4ax.com>
Source record: 35927

The other Day Mighty Echidna <cowman777@hotmail.com> wrote:

>I remember back when I had my good ol' Atari 800 set up, I had an
>alarmingly large amount of adult games, pics, etc. for it. This would
>always fascinate me, because the notion of someone being turned on by
>such primitive images seemed ridiculous. Nonetheless, the games were
>still fun to play and the pics still fun to look at.
>
>Anyway, I just downloaded an emulator and was downloading some of my
>fave games (JUMPMAN, THE INSTITUTE, MULE, etc...) and I noticed a severe
>lack of Atari 8-bit porn! Does anybody know where I could get ahold of
>some good old adult Atari entertainment? It was so easy to get back in
>the day....

What you need is Gigantic Gerry (by the Canadian Broadcorping Castration)
and the digitised BJ which got faster and faster :-)
--

As long as you remember them they will always be with you..

3905. Re: RTime-8 cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 17:27:33 UTC
From: Matthias Belitz <Matthias.Belitz@gmx.net>
Message-ID: <3B420085.6807FC2B@gmx.net>
Source record: 35929

Hallo,

Jindrich Kubec schrieb:
>
> Matthias Belitz wrote:
> > There are only 2 digits to hold the year - that is no bug so far.
> > But if the software will show up "1900" when the byte "00" was returned
> > by the clock-chip, we have the bug.
> >
> > So always the question, how the two digit number is interpreted, makes
> > these things buggy or not.
>
> There's no problem if M3002 uses windowing. But, if not, we'll end with
> registers returning wrong values for day-of-week and wrong leap years.
> And if this must be corrected by software, then there's a y2k problem in
> M3002 by definition.
>

I have not tested the RT8 chip yet, but as far as I know most of the
cheap RTC-chips have no leap-year correction for the 00-years, so the
behavior in 2000 was probably right. But that really does not matter,
cause 29.02.2000 is gone now :-)

The second argument:

The M3002 does not calculate the day of the week value itselves. You
have to give an initial value, that is only counted up. So there should
not be any problem with that.

Bye,

Matt

3906. Re: Looking for Hellfire warrior tape...

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 17:58:33 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <xSI07.13$x47.3375@nnrp2.sbc.net>
Source record: 35923

Did you get my email? Thanks again, Mo.

Daniel Miller wrote in message <3b405b72.4699822@news.CIS.DFN.DE>...
>I have it, complete. The box is a bit battered and worn. Everything
>else is fine. It is the cassette version, and I also found the ATR
>which I wrote to diskette and will enclose.
>
>$10.00 shipped, by postal or similar MO.
>
>On Mon, 2 Jul 2001 01:59:00 -0700, "Mo" <mygranny@'nospam'swbell.net>
>wrote:
>
>>I'm trying to find Hellfire warrior (epyx) on tape so I can use it with my
>>Danger in Drindisti tape. Anyone have one for sale or a .CAS file I can
>>download? Also trying to find "The Keys of Acheron" disk,tape,atr, or
cas.
>>Both of these are from the dunjonquest series.
>>
>>Thanks Mo
>>
>>
>>
>
>

3907. Re: Notebook HDD in an XL / XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 18:24:43 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c103ee$9c2a4440$031ea8c0@p400>
Source record: 35931

: Please try this solution: http://www.atari.myweb.nl/hardware.htm

: This solution requires only few simple hardware modifications.
: Unfortunately I can't contact with author via e-mail to get some
additional
: software and information.

Strange. I "talk" to Sijmen every now and then, so his Email seems to work
o.k. It may be he's on holiday (as it is the time for it over here in the
Netherlands).

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari

"Remember what the dormouse said"

3908. Re: RTime-8 cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 18:39:36 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c103f0$b01fe840$031ea8c0@p400>
Source record: 35932

Jindrich Kubec <kubecj@asw.cz> wrote in article
<3B41EADE.994CE9C1@asw.cz>...

: > It looks to me it's just in the software, since the latest Sparta-Dos
: > package provided an updated TDLINE.COM

: Ah, you mean a hack ;)

Well, an official hack is called a "patch" :-) It was officially released
by FTe...

: In the docs there are registered described. There is no doubt what
: should be read from them. Anything else done in newer builds of TDLINE
: are just hacks, nothing else. I think my statement about y2k bug in
: R-Time8 is true.

Y2K bug may indeed be true, but could be solved very easily by changing a
few bytes or so (in DOS itself, thus by software). It then works both in
the 20th as in the 21st century.

Note: I do not say it didn't have a Y2K bug. Just that it could be
solved/worked-over by software.

TDLINE already counted past 1999, but did just not display it. It just
showed the ATASCII character that comes right after the zero :-)

They never thought about the fact that people would still be using
Sparta-Dos in the 21st century (shame on them!), so the "date-algorithm"
was just not extensive enough afaik. They fixed that, and now it shows the
right day on top of the screen...

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari

"Remember what the dormouse said"

3909. Re: Writing a new rpg for ATARI -

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 18:49:10 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c103f2$061b35a0$031ea8c0@p400>
Source record: 35933

```
: VAULTS OF PLANET HOLLYWOOD, AND I WILL GIVE YOU THE BOTTOMLESS BOTTLE OF
: JACK DANIELS!

: (Come on, admit it. Haven't we *all* dreamed of owning it at one time or
: another<G>)

And suddenly I know!. I always searched for Johnnie Walker's one. My
fault...

Off-topic? O.k, forget about it...

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari

"Remember what the dormouse said"
```

3910. Re: Advanced Programming Structures

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 20:08:49 UTC
From: Keith Olson <"s p a m t r a p 0 0 7"@y>
Message-ID: <tk4aadsn7hd824@corp.supernews.com>
Source record: 35934
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2

I must disagree with you on two points:

1. Using GOTOs is *not* bad programming practice; using *excessive* GOTOs is. The worst I've ever come across is 5 chained GOTOs - in a *commercial* program (!)that I was hired to *try* to modify. I try to avoid using GOTOs in Applesoft and Atari BASIC because they both use line numbers, and remembering where branches go can make renumbering tricky.

2. Changing programming practice for a specific purpose (i.e. to emulate the DO/LOOP structure) and to add to your general programming strategy, instead of doing it 'just because', *IS* good programming practice, as long as it is clear and consistent. (IMHO)

--

Keith Olson

| For the memory of the uncompromisingly righteous is a blessing, |
| Proverbs 10:7a |

"SoftNGui" <softngui@earthlink.net> wrote in message
news:tk3qgi4kr8a1ac@news.supernews.com...
> This code misses the point. It tries to avoid GOTO's because they are bad
> programming practice. Yet at the same time, changing the for-loop
variable
> II within the loop is also bad programming practice.
>
> Keith Olson <s p a m t r a p 0 0 7 @ y a h o o . c o m> wrote in message
> news:tk35h8spqrdqaa@corp.supernews.com...
> > FOR II = 0 TO 1
> > .
> > .
> > .
> > II=1
> > IF X=0 THEN II=0
> > IF Y=0 THEN II=9
> > IF Y=99 THEN II=10
> > NEXT II
> > IF II=10 THEN PRINT "AT BOTTOM"
> > IF II=11 THEN PRINT "AT TOP"
> >
>
>

>

3911. Atari 800xl Bounty Bob game for trade! Holy grail wantlist game!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 21:10:17 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <9htcdvlro1@nnrp2.phx.gblx.net>
Source record: 35935
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

I will trade Bounty Bob, label normal used condition, no tears or edgewear,
only very minimal glue spotting.

I will trade for any of the following ORIGINAL game carts (no copies!):

Tapper
Pharoas Curse
Zeppelin
Matterhorn

Not interested in any other trades at this time so please e-mail me only if
you want to trade one of these games on my list for Bounty Bob.
Thanks. -Satcom2

3912. Re: Writing a new rpg for ATARI -

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 22:17:59 UTC
From: ebaiz@skyenet.net
Message-ID: <rwr07.25845$N85.7166@newsfeed.slurp.net>
Source record: 35936

On 2 Jul 2001 20:47:37 -, Zothen Runecaster wrote:
>Hi ,
>
>I want to write a new role playing game for the ATARI 8 Bit and I want
>to
>know what you would prefer :

I would be satisified with an Ultima-type game as I played Ultima 1-3
on the Atari 8-bit. However, if you think you could program something
better like a DM-type or Final Fantasy-type game for the 8-bit, that
would be wonderful. I would pay good money for a good RPG game for the
8-bit. It would bring back the old times I dearly miss.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3913. Re: Advanced Programming Structures

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 22:29:56 UTC
From: william strutts <wrstrutts1@home.com>
Message-ID: <EHr07.158401$DG1.26444243@news1.rdc1.mi.home.com>
Source record: 35937
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2

```
I must disagree also. I would never modify a FOR loop
variable since it is possible that you will never leave the
loop. I think I would rather put up with the GOTO and
the line numbers than violating a structure such as FOR.
It defeats the purpose. If you want to emulate a While/
Wend or a Repeat/Until, there are better ways.

10 X=0
20 REM do some stuff
30 IF X<>some condition then goto 20

Is similar to a Until structure since it is a post loop test
and you could write pre-loop testing as well.

10 X=0
20 IF X=some condition THEN goto 50
30 REM do some stuff
40 GOTO 20
50 REM continue
--
--
William R. Strutts - wrstrutts1@home.com - Whatever!

C'est moi! http://www.facelink.com/wrstrutts

Just hacking away...
"Keith Olson" <s p a m t r a p 0 0 7 @ y a h o o . c o m> wrote in message
news:tk4aadsn7hd824@corp.supernews.com...
> I must disagree with you on two points:
>
> 1. Using GOTOs is *not* bad programming practice; using *excessive* GOTOs
> is. The worst I've ever come across is 5 chained GOTOs - in a *commercial*
> program (!)that I was hired to *try* to modify. I try to avoid using
GOTOs
> in Applesoft and Atari BASIC because they both use line numbers, and
> remembering where branches go can make renumbering tricky.
>
> 2. Changing programming practice for a specific purpose (i.e. to emulate
the
> DO/LOOP structure) and to add to your general programming strategy,
instead
> of doing it 'just because', *IS* good programming practice, as long as it
is
> clear and consistent. (IMHO)
>
```

```
> --
>
>
> Keith Olson
>
> ----------------------------------------------------------------------
> | For the memory of the uncompromisingly righteous is a blessing, |
> | Proverbs 10:7a |
> ----------------------------------------------------------------------
>
>
> "SoftNGui" <softngui@earthlink.net> wrote in message
> news:tk3qgi4kr8a1ac@news.supernews.com...
> > This code misses the point. It tries to avoid GOTO's because they are
bad
> > programming practice. Yet at the same time, changing the for-loop
> variable
> > II within the loop is also bad programming practice.
> >
> > Keith Olson <s p a m t r a p 0 0 7 @ y a h o o . c o m> wrote in message
> > news:tk35h8spqrdqaa@corp.supernews.com...
> > > FOR II = 0 TO 1
> > > .
> > > .
> > > .
> > > II=1
> > > IF X=0 THEN II=0
> > > IF Y=0 THEN II=9
> > > IF Y=99 THEN II=10
> > > NEXT II
> > > IF II=10 THEN PRINT "AT BOTTOM"
> > > IF II=11 THEN PRINT "AT TOP"
> > >
> >
> >
> >
>
>
```

3914. Re: Video from CD ROM

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-03 22:32:20 UTC
From: MagerValp <cl3polof@cling.gu.se>
Message-ID: <p14zoallk3v.fsf@panini.cling.gu.se>
Source record: 35938
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple,comp.sys.msx

Pekka "Pihti" Takala wrote:

PT> The pixels in c64 are not 8 bit wide.

As 8 bits is the smallest unit that the processor can work on it'd be ideal if it had 8 bits per pixel. In this case, writing pixels in bitmap mode actually requires MORE instructions than if we'd have had a straight 256-colour mode. Besides, as you decode the stream you will get 24-bit pixels that you'll have to map onto the C64's 16-colour palette.

PT> And the frame rate needs not to be 30 frames, a degrade to 25 or
PT> 12.5 (on a PAL machine) still could be sufficient.

You can get away with displaying fewer frames per second, but you still need to decode all the frames in memory. MPEG frames can reference both backwards and forwards so you need to keep the last two I frames and everything in between in memory.

PT> If you make 30 frames per second on a 50 hz screen, the picture
PT> suffers from slight sync problems. A PAL video cd has 25 frames
PT> speed.

Yes, but it has 288 lines instead of 240 so you have the same amount of pixels and the same data rate:

352 x 288 x 25 fps = 2534400 pixels/second
352 x 240 x 30 fps = 2534400 pixels/second

With 20000000 cycles per second that leaves you with just under 8 cycles per pixel, and that's not even enough for LDA + STA. And don't forget SuperRAM DRAM latency and the fact that you can't write to the C64's internal memory more than once every 20 cycles.

MV> Not compared to a 6502 derivate, no.

PT> How a 6502 derivate is crap?

Same way an x86 derivate is crap: non-orthogonal instruction set, not enough registers and a memory model that is based on 64K pages.

PT> So I think it _is_ possible to use the 20 mhz 65816 upgrade to
PT> decode a vcd.

MV> Not in real time. Not even close.

PT> I think it _is_ possible if the data transfer methods are fast
PT> enough.

The fastest storage we have on the C64 is the CMD RamLink. With a SuperCPU the fastest transfer rates anyone's been able to achieve is about 150-200 kB/s. This is a straight copy from RamLink memory using a SuperCPU with 100% CPU utilization. Oh, and a RamLink can't use more than 16 MB of RAM for a total of 1.5 minutes MPEG 1 video.

PT> But you are correct in one thing: it takes much processing power.

Yes -- too much. Do the math, there's no way in hell you can decode VCD streams at full speed on a SuperCPU.

--
___ . . . . . + . . o
_|___|_ + . + . + . . Per Olofsson, konstnï¿½r
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/

3915. Re: I want dem Atari blues

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-04 01:59:07 UTC
From: Itay Chamiel <itaycspam@cs.huji.ac.il>
Message-ID: <3b426a57@news.bezeqint.net>
Source record: 35939

Keith,

I have managed to scan this demo for you so you can type it out.. How about including an email address in your messages so I could email it to you?

Anyway if you want it email me: itayc <at> cs dot huji.ac.il .

-itay

--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc

> On 20 Jun 2001 14:18:26 , "Keith Olson" wrote:
> >I have been trying to find an online copy of the 400/600/800 BASIC
> >programming manual. Specifically, I am trying to find the listing for
the
> >random blues generator. Can anyone help me?

3916. FS/T: Atari 8-bit computer items and more... [07/04/2001]

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-04 04:11:42 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <omq4kt8d51e9286596ec3jv7s51apd0u1s@4ax.com>
Source record: 35940
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 07/04/2001

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site, including 52 for the Atari 8-bit computers!

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari 8-bit computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection list for this system is currently on-line!

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 2.00 Missile Command
$ 1.50 Space Invaders
$ 3.00 2-pack: Missile Command and Space Invaders

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 4.00 Atari 1010 Program Recorder Owner's Guide (16 pages)
$ 4.00 Atari 1200XL Home Computer Owner's Guide (20 pages)
$ 8.00 Atari 65XE Personal Computer Owner's Manual (138 pages)
$ 4.00 Atari 800XL Home Computer Owner's Guide (24 pages)
$ 4.00 Atari BASIC Reference Guide: For Experienced Programmers
(16 pages)
$ 2.50 Atari Home Computers: The Next Generation catalog
(32 pages)
$ 8.00 2-pack: Atari Disk Operating System Reference Manual:
DOS 3 (112 pages). Lot also includes An Introduction
to the Atari Disk Operating System: DOS 3 (32 pages)
$ 8.00 Inside Atari BASIC [Atari / Reston] (196 pages)

[Pictures of the items listed below will be available soon]

HARDWARE:

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1050 (127K) DISK DRIVE.

This disk drive does not include the power supply, or Molex
connector cable.

NOTE: Light comes on, and drive tries to read disk, but drive will
not boot up. Sold as non-working item, possibly repairable, for
parts only!

$ 2.00

*****

LOT #2

ATARI 1025 PRINTER, with built-in power cord, and manual.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$ 7.00

*****

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for
something that isn't listed, please don't ask (because if I
had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed. There is no minimum order.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order -drawn from a U.S. bank branch-, or cash. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in (please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@io.com

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

3917. Re: As the Walrus said...

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-04 04:37:19 UTC
From: Robert Huggins <hug@planetmail.nonsense.net>
Message-ID: <34x07.1884$8O1.451351@typhoon.columbus.rr.com>
Source record: 35941
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Russ,

Yah - I know what you mean about selling on the 'net. It's bad enough
selling via eBay which is one of the reasons I'm can't get excited about
putting the Atari stuff up there...

Rob

"Russ Gilbert" <russg@en.com> wrote in message
news:3b41dbbc$0$88184$4c5ecdc7@news.erinet.com...
> A good home. I don't know. But you can probably give the stuff
> away, as opposed to putting in trash.
> It would maybe sell, if you put a description of what you have, maybe
> someone would offer.
> E-Bay or other auction has stopped the auctions that used to occur
> within this group. Thanks for that.
> I'm a bad example, but I offered up my ST stuff here for free and
> got several takers. They had to come and pick it up, I certainly
> wasn't going to ship it.
> If you have a few really juicy items, you might want to try to sell them.
> I don't like selling over internet. Risk of too many things happening,
> buyer not paying, buyer not satisfied with what he got, shipping, etc.
> Russg
>
>

3918. Re: Game idea's for use with Multidash/Maze of Agdagon interface

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-04 05:07:25 UTC
From: "Rick D." <"74766,1561"@compuserve.com>
Message-ID: <3B42A48D.711F4804@compuserve.com>
Source record: 35942

Mathy Van Nisselroy wrote:

> I only remember the GameLink II as two SIO cables connected using paperclips.
> With 'higher tech' (as opposed to 'high tech') meant that Jiri's version uses
> electronic components.
>
> BTW are we really limited to 8 computers? (I'm not saying we need to network
> more then 8 computers, I just wanna know if it is possible)
> Since these games don't really use DOS, maybe we could have more then 8
> computers?
>
> CU Mathy van Nisselroy

Jeff P. and I were both working on different versions of hardware while MOA was being written. The paperclip version was a simple method anyone could do without anything else. The drawback to a 6 to 8 port hub, is when its owner leaves, the game ends.

My thinking for 8 computers max is that the 7 slaves are treated as disk drives so they can boot from the master computer. The OS only has provisions for numbering 8 SIO drives-device IDs 49 to 56. At 64 you hit printer IDs. I haven't looked at the GLII code so don't know for sure. What I do know, if you can get 8 people together to play at one time, you win 1st prize!

Rick D.

3919. Re: 600xl internal memory upgrade..or ... 1064 WTB

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-04 05:18:52 UTC
From: "Rick D." <"74766,1561"@compuserve.com>
Message-ID: <3B42A73C.70B9333F@compuserve.com>
Source record: 35943

Douglas Berlier wrote:

> I have heard that the 600xl could be upgraded to 64k internally. Does ANYONE
> have this information or know where I could get a 1064? I know this is
> futile as I have better machines to work with but it is for a robotics
> project so the size of the 600 is the issue.
>
> Douglas Berlier

Its not futile. Many want to have 64K in their 600XL.

I typed in an article with much the same upgrade David P. posted, but from MACE
& WAUG, By Don Neff, June 1988.
And it has some diagrams with it.

Rick D.

3920. Re: 600XL Questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-04 05:21:49 UTC
From: "Rick D." <"74766,1561"@compuserve.com>
Message-ID: <3B42A7ED.A53F6B39@compuserve.com>
Source record: 35944

Casey V wrote:

> 2) After having been frustrated by the scrambling of listings with the built
> in BASIC, I bought a Rev. C BASIC cartridge. Does Rev. C BASIC still suffer
> from some weirdness? I've noticed that LISTing a program to the screen that
> fills the screen and then starts scrolling can in many cases cause the
> computer to crash.
> The Rev. B BASIC would scramble listings when doing almost any editing at
> all and it was all I could do to load a program without it crashing.
> 3) It seems that using the cursor keys to edit lines on the screen (in both
> Rev B and C) can cause characters to appear or change that weren't there
> before... Does this happen to others?
>
> Do I just have a funky 600XL or is this just the way things are?

Since it happens with/without the upgrade, I'd suspect the ram chips. You may
need to open the computer and reseat all of the socketed chips.

Rick D.

3921. Re: Atari 800xl Bounty Bob game for trade! Holy grail wantlist game!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-04 07:55:30 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <f7y07.89$9q.7704@nnrp1.sbc.net>
Source record: 35945
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

WOW! I just saw one of these go for about $80.00 on Ebay. Be careful what
you trade it for!
Mo

Satcom2 wrote in message <9htcdvlro1@nnrp2.phx.gblx.net>...
>I will trade Bounty Bob, label normal used condition, no tears or edgewear,
>only very minimal glue spotting.
>
>I will trade for any of the following ORIGINAL game carts (no copies!):
>
>Tapper
>Pharoas Curse
>Zeppelin
>Matterhorn
>
>Not interested in any other trades at this time so please e-mail me only if
>you want to trade one of these games on my list for Bounty Bob.
>Thanks. -Satcom2
>
>
>

3922. Omnitrend's Universe

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-04 08:42:53 UTC
From: dunxuk@aol.com
Message-ID: <20010704044253.20449.00001018@ng-mk1.aol.com>
Source record: 35946

I've been digging around and I've lost my instructions for Omnitrend's Universe (all 200 or so pages of it!).

Is it available in .pdf format on the net anywhere..?

TIA, Dunx

3923. Re: Advanced Programming Structures

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-04 10:33:30 UTC
From: Rubywand <rubywand@swbell.net>
Message-ID: <3B42F0FA.E12BB559@swbell.net>
Source record: 35797
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.apple2.programmer

```
Keith Olson writes ...
>
> "SoftNGui" <softngui@earthlink.net> wrote in message
> news:tk3qgi4kr8a1ac@news.supernews.com...
> > Keith Olson <s p a m t r a p 0 0 7 @ y a h o o . c o m> wrote
> > in message news:tk35h8spqrdqaa@corp.supernews.com...
> > > FOR II = 0 TO 1
> > > .
> > > .
> > > .
> > > II=1
> > > IF X=0 THEN II=0
> > > IF Y=0 THEN II=9
> > > IF Y=99 THEN II=10
> > > NEXT II
> > > IF II=10 THEN PRINT "AT BOTTOM"
> > > IF II=11 THEN PRINT "AT TOP"
> > >
> > This code misses the point. It tries to avoid GOTO's because
> > they are bad programming practice. Yet at the same time,
> > changing the for-loop variable II within the loop
> > is also bad programming practice.
> >
> >
>
> I must disagree with you on two points:
>
> 1. Using GOTOs is *not* bad programming practice; using *excessive* GOTOs
> is. The worst I've ever come across is 5 chained GOTOs - in a *commercial*
> program (!)that I was hired to *try* to modify. I try to avoid using GOTOs
> in Applesoft and Atari BASIC because they both use line numbers, and
> remembering where branches go can make renumbering tricky.
>
> 2. Changing programming practice for a specific purpose (i.e. to emulate the
> DO/LOOP structure) and to add to your general programming strategy, instead
> of doing it 'just because', *IS* good programming practice, as long as it is
> clear and consistent. (IMHO)
>
....

Besides, Applesoft BASIC does not have all that many control structures;
so, some fudging on 'good practice' rules is unavoidable.
```

Changing the loop index within the loop in order to force (or avoid) an exit at the NEXT test is a fairly common practice. On the other hand, exiting a FOR-NEXT via an IF-THEN GOTO is common, too. In either case, you have something of a loop violation.

This way of extending the use of FOR-NEXT is kind of neat, at least as an option to consider. You will lose a bit of speed and compactness; but, you may gain improved modularity and easier to follow code.

Rubywand

3924. Atari 8-Bit Computers: Frequently Asked Questions

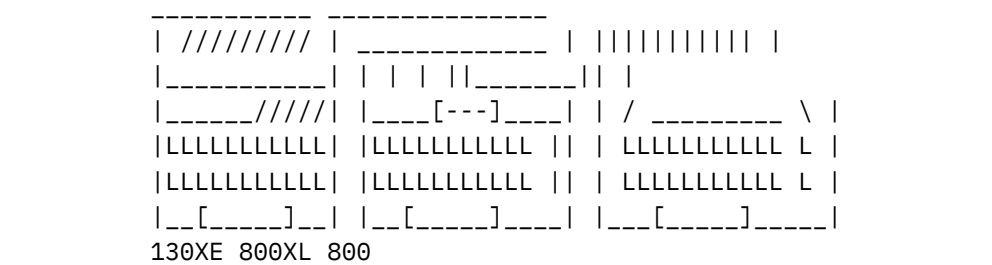
Newsgroup: comp.sys.atari.8bit
Date: 2001-07-04 11:35:50 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/faq_994246518@rtfm.mit.edu>
Source record: 35798
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: June 2, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Frequently Asked Questions List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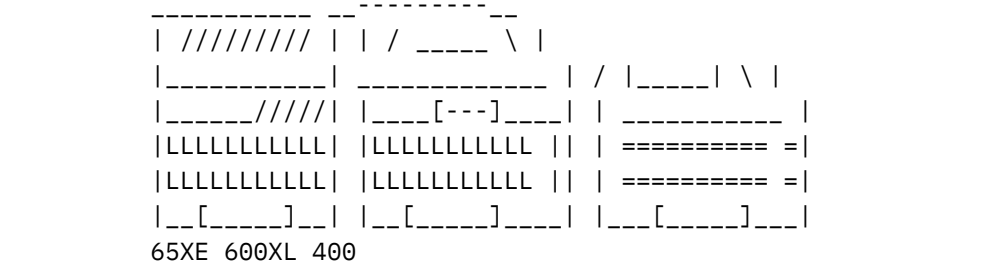
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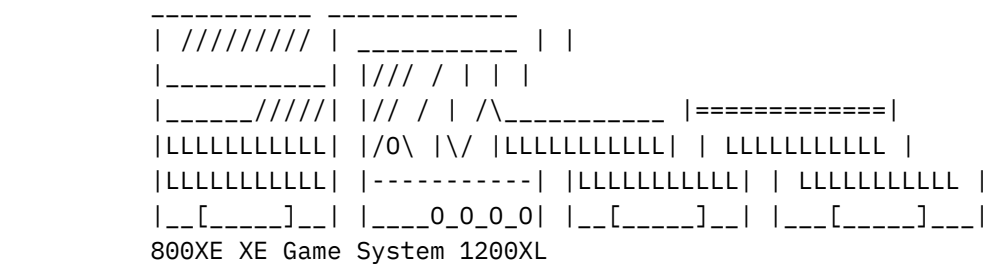
800XE XE Game System 1200XL

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu

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0.1) Table of contents

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Subject: 1.1) What is an Atari 8-bit computer?

Based in Silicon Valley in the U.S.A., the company known as Atari produced a line of home computers from 1979 to 1992 often referred to collectively as the "Atari 8-bits," the "8-bit Ataris," the "400/800/XL/XE series," etc.

The computers included the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

These machines competed in the marketplace with the likes of the Commodore 64 series, the Apple II series, the Texas Instruments TI99/4A, and the Radio Shack Color Computer. Of these, the 8-bit Atari is most similar to the Commodore 64.

The 8-bit Atari computers are not software compatible with other Atari platforms, such as the 2600 Video Computer System (VCS), the 5200 SuperSystem, the 7800 ProSystem, or the ST/TT/Falcon computers. All of these but the 5200, however, do share the same joystick/controller hardware port.

Here are some of the performance specifications of the 8-bit Atari:

(Some of this text by Bill Kendrick.)

CPU: 6502 (MOS Technology)
CPU CLOCK SPEED:
NTSC machines: 1.7897725 MHz
PAL machines: 1.773447 MHz

SCREEN REFRESH RATE:
59.94 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines

GRAPHICS MODES:
ANTIC CIO/BASIC Display Resolution Number of
Mode # Graphics # Type (full screen) Colors
---
2 0 Char 40 x 24 1 *
3 - Char 40 x 19 1 *
4 12 ++ Char 40 x 24 5
5 13 ++ Char 40 x 12 5
6 1 Char 20 x 24 5
7 2 Char 20 x 12 5

8 3 Map 40 x 24 4
9 4 Map 80 x 48 2
A 5 Map 80 x 48 4
B 6 Map 160 x 96 2
C 14 ++ Map 160 x 192 2
D 7 Map 160 x 96 4
E 15 ++ Map 160 x 192 4
F 8 Map 320 x 192 1 *
F 9 + Map 80 x 192 1 **
F 10 + Map 80 x 192 9
F 11 + Map 80 x 192 16 ***
* 1 Hue; 2 Luminances
** 1 Hue; 16 Luminances
*** 16 Hues; 1 Luminance
+ require the GTIA chip. 1979-1981 400/800's shipped with CTIA
++ Not available via the BASIC GRAPHICS command in 400/800's.

GRAPHICS INDIRECTION (COLOR REGISTERS AND CHARACTER SETS):
Nine color registers are available. Each color register holds any of 16 luminances x 16 hues = 256 colors. (Four registers are for player-missile graphics.

Character sets of 128 8x8 characters, each with a normal and an inverse video incarnation, are totally redefinable.

PLAYER-MISSILE GRAPHICS:
Four 8-bit wide, 128 or 256 byte high single color players, and four 2-bit wide, 128 or 256 byte high single color missiles are available. A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection.

DISPLAY LIST INTERRUPTS (DLI's):
Screen modes can be mixed (by lines) down the screen using the Display List - a program which is executed by the ANTIC graphics chip every screen refresh:

All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via DLI's.

SCROLLING:
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.

SOUND:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution, 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.

A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was (fortunately!) rerouted through the normal audio output, and the keyclick can be disabled.

Subject: 1.2) What is the Atari 400?

Released along with the 800 in 1979, the 400 was the low-end model of the two. The only 8-bit Atari with a membrane keyboard rather than a full-stroke keyboard. One of the few 8-bit Ataris lacking a composite monitor port. Originally released with just 8K RAM, but most were sold with 16K RAM. There was also a factory-authorized 48K upgrade available through dealers.

Only the 400 and 800 8-bit Atari models have four controller (joystick) ports.

Early 400 units include the CTIA chip; later units include the GTIA chip, also present in all later 8-bit Ataris.

The 1982 Atari catalog calls the 400 "The Basic Computer".

The 400 was discontinued in 1983.

During development the 400 was known internally as "Candy."

Subject: 1.3) What is the Atari 800?

Released along with the 400 in 1979, the 800 was the high-end model of the two. The 800 is the only 8-bit Atari with a Right Cartridge slot, in addition to the Left Cartridge slot as present on all 8-bit Ataris. Originally released with just 8K RAM, many were sold with 16K, later on 48K was standard.

The 800 is also the only 8-bit Atari with a four-slot modular design, where the first slot holds the CX801 (CX801-P for PAL machines) 10K ROM module, and the other three slots hold combinations of CX852 8K or CX853 16K RAM modules.

Only the 400 and 800 8-bit Atari models have four controller (joystick) ports.

Early 800 units include the CTIA chip; later units include the GTIA chip, also present in all later 8-bit Ataris.

The 800 was discontinued in 1983.

During development the 800 was known internally as "Colleen."

Subject: 1.4) What is the Atari 1200XL?

Released as a big brother to the 400/800 in 1982, the 1200XL now uses Atari's slightly customized 6502C microprocessor, and includes a full 64K RAM. The 1200XL was the first 8-bit Atari with just 2 controller ports. In addition, the 1200XL includes 4 programmable Function keys and a Help key, 4 LEDs, built-in diagnostic and graphics demonstration programs, and probably the

favorite keyboard of any 8-bit Atari computer. Clicks previously outputted through the built-in speaker are now heard from the television or monitor's speaker. The revised 16K Operating System offers many new features, including an alternate International Character Set.

The 1200XL was the biggest single step forward in development of the 8-bit Atari platform, but the corresponding software compatability problems hurt its popularity.

The 1200XL lacks separate chroma video signal, and also lacks the +5 Volts power on pin 10 of the SIO port.

The 1200XL was discontinued in 1983.

Subject: 1.5) What is the Atari 600XL?

Released in 1983 as a replacement for the 400, the 600XL is the low-end version of the 800XL. The 600XL/800XL include most of the features of the 1200XL minus the Function keys and the demo program. But both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Bus Interface (PBI), providing fast parallel access to the heart of the computer. The 600XL has 16K RAM.

The 600XL can be expanded from 16K to 64K with the Atari 1064 Memory Module.

Normally boots with Atari BASIC (Revision B) enabled;
Hold down [Option] on startup to boot without BASIC.

The 600XL lacks separate chroma video signal.

The 600XL was discontinued in 1985.

Subject: 1.6) What is the Atari 800XL?

Released in 1983 as a replacement for the 800 and 1200XL, the 800XL is the high-end version of the 600XL. The 600XL/800XL include most of the features of the 1200XL minus the Function keys and the demo program. But both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Bus Interface (PBI), providing fast parallel access to the heart of the computer. The 800XL contains 64K RAM.

Normally boots with Atari BASIC (Revision B) enabled;
Hold down [Option] on startup to boot without BASIC.

The 800XL lacks separate chroma video signal.

There was a late version of the 800XL in Europe, called 800XLF. The 800XLF includes a redesigned motherboard (a la the XE computers) and contains FREDDIE for memory management and has chroma output. BASIC is Revision C.

Though Atari never disclosed sales figures, the 800XL was likely the most-sold of all 8-bit Atari computer models.

The 800XL was discontinued in 1985.

Subject: 1.7) What is the Atari 65XE?

Released in 1985 as a replacement for the 600XL, the 65XE is the low-end
version of the 130XE. The 65XE is nearly identical to the 800XL in features,
minus the PBI. European 65XE's include the ECI port, present only on the
130XE in North America. All XE computers also include the FREDDIE memory
management chip.

Normally boots with Atari BASIC (Revision C) enabled;
Hold down [Option] on startup to boot without BASIC.

The 65XE was discontinued in 1992.

Subject: 1.8) What is the Atari 130XE?

Released in 1985 as a replacement for the 800XL, the 130XE is the high-end
version of the 65XE. The 130XE offers 128K RAM, plus the FREDDIE memory
management chip, supporting the unique (but rarely used) ability for the 6502
and the ANTIC to independently access RAM banks. In addition, the 130XE
replaces the PBI port with the Enhanced Cartridge Interface (ECI), continuing
the powerful feature of a fast parallel port.

Normally boots with Atari BASIC (Revision C) enabled;
Hold down [Option] on startup to boot without BASIC.

The 130XE was discontinued in 1992.

Subject: 1.9) What is the Atari 800XE?

Unseen and unknown in North America, the 800XE is identical in features
to the European version of the 65XE. Which means it could also be described
as a 64K version of the 130XE.

Normally boots with Atari BASIC (Revision C) enabled;
Hold down [Option] on startup to boot without BASIC.

Jindrich Kubec writes, "The problematic Chinese 800XEs with GTIA problems were
manufactured in 1992."

The 800XE was discontinued in 1992.

Subject: 1.10) What is the Atari XE Game System?

In a change of marketing strategy, Atari introduced the new XE Game System
in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system.
It offers the convenience of a detachable keyboard and built-in
Missile Command game (hold down Select at startup), while offering 64K RAM

and full compatibility with the 65XE. It was packaged with the Light Gun,
and the Flight Simulator II and Bug Hunt cartridges.

James Bradford offers:
With the keyboard connected and no cart, basic boots, with out a
keyboard connected and no cart, the built in game runs.
There is only 1 32K ROM in the XEGS, it has the OS, BASIC (Rev C) and
Missile Command on it.

The XE Game System was discontinued in 1992.

Subject: 1.11) What are the ANTIC, CTIA/GTIA, POKEY, and FREDDIE chips?

The following four paragraphs were written by Chris Crawford and appear in De
Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc.,
1981-1982. The text been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different
from other systems. It of course has a microprocessor (a 6502), RAM,
ROM, and a PIA. However, it also has three special-purpose (LSI) chips
known as ANTIC, GTIA, and POKEY. These chips were designed by Atari
engineers primarily to take much of the burden of housekeeping off of the
6502, thereby freeing the 6502 to concentrate on computations. While
they were at it, they designed a great deal of power into these chips.
Each of these chips is almost as big (in terms of silicon area) as a
6502, so the three of them together provide a tremendous amount of
power. Mastering the Atari 8-bit computers is primarily a matter of
mastering these three chips.

ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor
dedicated to the television display. It is a true microprocessor; it has an
instruction set, a program (called the display list), and data. The display
list and the display data are written into RAM by the 6502. ANTIC retrieves
this information from RAM using direct memory access (DMA). It processes the
higher level instructions in the display list and translates these instructions
into a real-time stream of simple instructions to GTIA.

CTIA ("Color Television Interface Adapter") / GTIA ("George's Television
Interface Adapter") is a television interface chip. ANTIC directly controls
most of GTIA's operations, but the 6502 can be programmed to intercede and
control some or all of GTIA's functions. GTIA converts the digital
commands from ANTIC (or the 6502) into the signal that goes to the
television. GTIA also adds some factors of its own, such as color
values, player-missile graphics, and collision detection.

POKEY (means "POT and KEY" as in the paddles and keyboard) is a digital
input/output (I/O) chip. It handles such disparate tasks as the serial I/O
bus, audio generation, keyboard scan, and random number generation. It also
digitizes the resistive paddle inputs and controls maskable interrupt (IRQ)
requests from peripherals.

All four of these LSI chips function simultaneously. Careful
separation of their functions in the design phase has minimized conflicts
between the chips. The only hardware level conflict between any two
chips in the system occurs when ANTIC needs to use the address and data
buses to fetch its display information. To do this, it halts the 6502
and takes control of the buses."

6502--MORE:
While the 400/800 models contain a generic 6502B CPU (a faster version of the
original 6502A microprocessor), all of the XL/XE models contain Atari's
customized 6502C chip.

On the Atari, there are two microprocessors, ANTIC and the 6502. To
allow them to coexist, ANTIC must shut off the 6502, a process called
DMA. The 6502B supports DMA, but in Atari's implementation, it required 4
chips. The 6502C has an extra line called HALT. It is controlled by ANTIC
which uses it whenever it needs the data/address bus. The HALT line is on pin
35 of the Atari 6502C and must be pulled high for the chip to work.

FREDDIE:
The 65XE/130XE/800XE/XEGS contain a small additional LSI called FREDDIE, a RAM
address multiplexer. According to James Bradford, "FREDDIE is a type of
memory controller. It takes the address and clock from the CPU and
multiplexes it with the appropriate timings and signals to use DYNAMIC memory.
FREDDIE also buffers the system clock crystal and divides it down then feeds
that to GTIA. The XEGS has a FREDDIE but it doesn't have the extended RAM.
Even if it did, you would still need the chip that does the REAL bank
switching. It is a small 16-pin chip (Atari/Best Electronics catalog number
CO25953: rev9/page 42). It gets RAS from FREDDIE, the bank select bits from
PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS
goes to. A14 and A15 then go to FREDDIE for the address range of the extra
memory bank (or normal address range with no bank switching). The ANTIC/6502
select bits in combination with the 6502 halt line, control the switching of
the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why
people say FREDDIE does the bank switching is beyond me. An 800XL can look
like a 130XE with that 16-pin chip installed (That's right NO FREDDIE) and an
extra 8 RAM chips."

And more recently James Bradford has written:
FREDDIE is just a memory decoder and timer. It replaces several chips in the
800xl The small chip near FREDDIE does all the bank selection.CO25953. One line
from FREDDIE , Ras (or is it cas?) goes to this chip, Halt and the bank
/processor select lines go into this same chip and ras (cas?) comes out. a pin
for each bank. If i remember correctly, refresh also goes into this small chip.
It would be quite easy to make an 800xl work just like a 130xe with this chip
since Ras (Cas?) is required by ALL dynamic ram.

GTIA--MORE:
In BASIC, type POKE 623,64 [RETURN] and if the screen blackens, you have the
GTIA chip. If it stays blue, you have the old CTIA chip.

By the way, apparently no CTIA-equipped Ataris were shipped to Europe.

Clay Halliwell provides this tidbit:
A bit of trivia: CTIA 400/800s artifacted in blue/green, GTIA 400/800s artifacted in green/blue, and all XL/XEs artifact in red/blue.

Jerry Jessop explains why French Ataris produce fewer colors:

"I will tell you why it only has monochrome out, because it's SECAM and a SECAM GTIA was never produced. The PAL GTIA is used in France and the Lum outputs are run into an onboard encoder to produce a "psudo" color depending on the Luminance output, composite only. This is why a SECAM VCS or 800 has nowhere near the same number of colors (16) availible as a PAL or NTSC unit (256).

> Jindrich Kubec interjects: (5/12/01)
> This is questionable. There's at least one SECAM computer with SECAM
> GTIA part no. C020120. On the other hand it's maybe prototype. (Curt
> Vendel has it on his site).

The FGTIA was never completed as the market size did not warrant the expense. The largest SECAM market is not France but the Soviet Union (former) and in 80-84 sales of these items there were not possible."

Andreas Magenheimer writes:
All of these newer and buggy GTIA`s were built with the "eastern european" XE computers. they were made in China. Although Atari knew about this, they did not change them. so you have to replace them with older XL/XE GTIA chips...

But one more thing to GTIA and ANTIC chips: All PAL versions of these chips have a color bug, since gr. 11 produces 16 colors, but merely 15 different colors (one color: brown at the beginning and end of the palette is absolutely the same; normally there should be a red tone here !); with gr. 9 you will see 16 shades, but merely 15 different shades (the same as gr. 11, one shade is doubled!).

Strange enough, I also found this color bug to appear in PAL ANTIC chips, there is also the red tone missing (and the brown one doubled !). This color bug appears in all PAL ANTIC and especially GTIA chips. Atari never fixed it, so you find it inside any GTIA equipped PAL Atari 800 and also the later XL and XE models. Since PAL users have to live with this bug, they sometimes do programs which look absolutely strange on NTSC and vice versa (not to mention the different Herz frame 50/60 hz and higher PAL line resolution/overscan).

Imagine the following: a PAL GTIA has 15 colors in gr. 11
a NTSC GTIA has 16 colors in gr. 11
a PAL GTIA has 15 shades in gr. 9
a NTSC GTIA has 16 shades in gr. 9

Thus, a combination of gr. 9 and 11 gives:
16x16 = 256 colors on NTSC
15x15 = 225 colors on PAL

And - as said before, the bug seems also to appear with ANTIC...
Bad luck, we PAL users... Greets - Andreas Magenheimer.

Jindrich Kubec provides another opinion: (5/12/01)
"ANTIC has nothing to do with colors. So it can't have any color bug.

The colors are generated in this way: color 0 is not a color. So it leaves us with 15 colors. Imagine it as a color circle. And each color is generated with some shift. (360 / 15 degrees). It seems that the value was selected incorrectly for PAL so that the first (color 1) and last (color 15) are same or almost same.

I haven't noticed any problems with shades in graphics 9.

Thomas Richter interjects: (5/12/01)
> I did, happens on my (PAL) 800XL in Gr.9. Grey shapes 7 and 8 are
> identically. I would guess the problem is a poorly adjusted D/A converter.

Jindrich:
> I should test this. But the luminance circuits should be same for PAL &
> NTSC.

Thomas:
> Other strange effects happen if you place a shape 7 pixel near a shape 8
> pixel, it looks like a faint vertical line of a slightly darker shape.
> Most likely a capicity/charge problem in the D/A converter (note that the
> output of every single bit gets reversed!)

Jindrich:
> Yes, I notified this many times.
>
> But there is nothing like adjustable D/A converter ;) There are four
> outputs of GTIA called LUM0-LUM3. They are amplified, run thru four
> different resistors (36k, 18k, 9k1, 4k7) and the lines are then
> connected together with CSYNC. The output goes to some analog circuit
> (amplifier?) and out goes the luminance signal.

Thomas:
> This *IS* the D/A converter. (-;

Jindrich:
> But it's not adjustable ;)

Greg Menke:
> Sure it is, just change the resistors- 10 turn pots with the center
> values more or less equivalent to the respective resistors would
> probably do it.

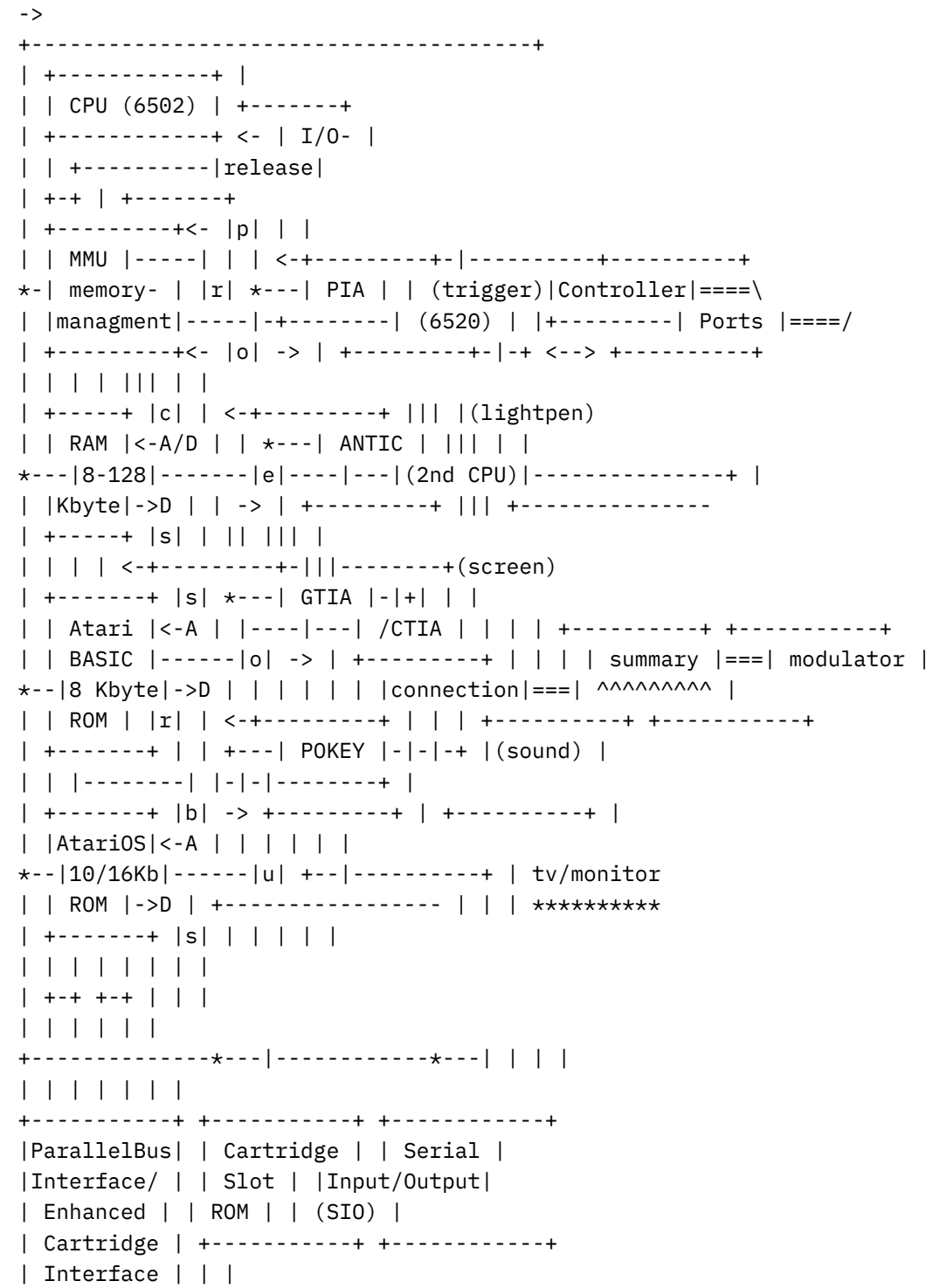
Jindrich Kubec adds:
"The other thing is real existing GTIA problem in latest revisions of China produced XEs, where GTIA modes have problem that 2 of 4 subpixels of pixel have invalid luminance."

Technical data and schematics for the ANTIC, GTIA, and POKEY chips are available on Curt Vendel's web site, thanks to permission from Hasbro's

Atari Interactive Divisions release of this data. See:
http://www.atari-history.com/articles.html

Subject: 1.12) What is the internal layout of the 8-bit Atari?

ASCII art by Thomas Havemeister.



+-----------+ | |
| | |
- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos) - modem

NOTES
* RAM: 400/800: 8K, 16K or 48K standard
600XL:16K standard
1200XL/800XL/65XE/800XE/XEGS: 64K standard
130XE:128K standard
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502B, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE/European 65XE only
* Some late XE's use a 68B21 for PIA; PIA is 6520/6520A on all others

The following are most of the team who originally designed the 400/800.
Credit for providing this information for the FAQ goes to:
Doug Neubauer (by way of James Finnegan), Jerry Jessop, Scott Emmons

VLSI HARDWARE:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators - Partner in "Cyan Engineering"
Lawrence D. Emmons - Also one of the creators - Partner in "Cyan Engineering"
Joe Decuir - ANTIC and system and creator
???A French guy - ANTIC logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - POKEY logic design
Mark Shieu - POKEY chip design
Steve Stone - POKEY layout design
Steve Smith - Technician for ANTIC and GTIA
Delwin Pearson - Technician for POKEY

Subject: 1.13) What are the pinouts for the various ports on the Atari?

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
CX22 trackball meanings from Steve
Wallace:
1. (Joystick) Forward Input X Direction
2. (Joystick) Back Input X Motion
3. (Joystick) Left Input Y Direction
4. (Joystick) Right Input Y Motion
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400

7. +5V
8. Ground
9. A Potentiometer Input

Serial I/O (SIO) Port (all machines):
2 12
o o o o o o
o o o o o o o
1 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready (not on 1200XL)
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Monitor Jack (all but 400, N. American 600XL, XE Game System, SECAM systems):
3 1
5 4
2
1. Composite Luminance
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Monitor Jack, SECAM systems: (thanks Jer Sobola)
V

5 1
3
4 2

6
1 +12V DC 5mA max
2 Audio 1 output
3 Audio 2 output
4 Video output
5 GND
6 +5V 100mA max
Amplitude Audio 2 is about 6 times closer than Audio 1

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

Enhanced Cartridge Interface (ECI) (130XE, 800XE and European 65XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Subject: 2.1) What kinds of monitors can I use with my Atari?

In general, you either need a Composite Video monitor, or a standard TV.

Standard Television:
You'll need an RF (radio frequency--video and audio signals in the same line) video cable (not detachable on the 400/800), and a TV Switch Box which allows connection either to the VHF input or to the cable input on the TV. Used with VHF Channel 2 or 3.

Monitor:
The 8-bit Atari produces a color Composite Video signal, plus separate chroma (color) and luminance (brightness) signals which the best composite video monitors can take advantage of. Popular examples of such monitors include the family of monitors produced by Commodore.

Gotcha's:

-the 400 and North American 600XL lack a monitor port entirely. They can only be used with a TV.

-the XE Game System provides an RCA-style jack in place of the Monitor port; so it provides Composite Video but lacks separate chroma\luma signals

-the 600XL, 800XL and 1200XL lack separate chroma signal (can be added via hardware modification)

-the XEP80 Interface Module produces a monochrome Composite Video signal via an RCA-style jack. This higher-resolution signal produces crisp, clear 80 column text on 80-column monochrome composite video monitors.

The pinout of the Monitor port is in the pinout section of this FAQ list. The monitor connector on the back of the Atari can be utilized using a 4-pin DIN to RCA converter. You don't need to build a separate cable.

Brent Buescher, Jr. writes:

"The best monitor for an Atari 8 bit that is readily available today would be a television with an S-video input---these tend to be large and high-quality, so the s-video input is the deciding factor there. You'll have to build the cable yourself, and if you have an XL you'll want to do the Super Video upgrade that Ben Poehland published in Atari Classics a few years ago---this

puts the chroma signal back on the pin that it should be and cleans up the video signal enormously. It's really more of a fix than an upgrade.

I use a commodore split-video monitor. They work great and are cheap-to-reasonable when you can find them."

Bryan Edewaard writes:

"Yes, the best choices are monitors that support "Separated Video" (sometimes called Commodore video on Commodore monitors), or S-Video. These monitors have separate color and luminance video inputs, which give a sharper picture without cross-color artifacts - such as the colored fringes on text when viewed on a TV (although some games use these artifacts to get additional colors). If you have an XL computer, then it needs an upgrade to support these monitors due to the omission of chroma from the monitor port. the 800 and XE computers don't have this problem.

The 2nd best choice is a TV or monitor that has a "Composite Video" (usually called just "Video" or "Aux") input. This is a signal that has the color and luminance information combined into one signal. The picture will be a little less sharp, but still much better than using the "Channel 3" output.

>Where might I find one?

I've seen them a flea markets, garage sales, swap meets, ham fests, and in newsgroups like this one. Plus, many new TV's support S-Video and Composite video inputs.

>What are the advantages of using one of these rather than a TV?

Well, it's all a matter of how many stages the signal must go through.

1. The Atari generates video as a color signal and a brightness (luminance) signal. These are passed to the monitor port as Chroma and Luma signals (XL's have no Chroma output from the factory).

2. The signals are mixed together to make a standard video signal which is also passed to the monitor port as Composite Video.

3. Then the mixed video signal (along with audio) goes through the process of being "modulated" into a TV radio signal (channel 3 or 4). This step involves removing high frequencies from the video (blurring it) and sending it to the TV in a fragile broadcast form that's suseptable to all kinds of interference. Then the TV must (1) extract the video signal from the radio signal, (2) separate the Chroma and Luma components as best it can, then (3) divide the Chroma in R, G, and B. Any of these steps that you can eliminate will help your picture.

>Are there any other composite video monitors that anyone would recommend
>(and where might I find one)?

The most common one is probably the Commodore 1702 which has a very good picture and is quite reliable.

If you plan to use an XL (which I do), upgrading the video circuitry makes as big a difference as what monitor you choose. Ben Poehland has some excellent articles in Atari Classics magazines for improving the quality of the XL's video, as well as restoring the missing Chroma output."

Lonnie McClure has the last word on Commodore monitors:

Comodore models: 1701, 1702, 1802, CM-141, 1080, 2002, 1902, 1902A*, 1084**, 1084S**.

* The 1902A used a DIN connector for chroma/luma, which makes cabling a bit more of a problem. The composite and audio connectors are standard RCA jacks, however.

** The 1084 and 1084S had more than one version. Some used the a DIN connector for chroma/luma connections, like the 1902A, while some used standard RCA jacks.

The 1902 and 1902A are very different in appearance. The original 1902 shares the same slightly rounded front case design as the 1080 and 2002, while the 1902A is has a rather square case design, and was manufactured by Magnavox (as were some of the 1084 and 1084S versions).

Subject: 2.2) What is the difference between NTSC and PAL machines?

Software written for NTSC (North America) will always work on PAL machines, but software designed on PAL machines (Europe) won't necessarily work on NTSC machines.

Wayne Booth writes:

The differences with PAL and NTSC have to do with the number of lines displayed on the screen and whether they are using 50 or 60 Hertz.

If I remember correctly, I believe PAL has 625 lines/screen and they refresh the screen 50 times a second doing 1/2 the lines each refresh so they effectively repaint the screen 25 times a second. NTSC is 525 lines/screen with a 60 times a second refresh - again only half the lines each refresh so a 30 times a second frame rate. This would change the amount of time available during vertical sync pulse, and the number of lines that need to be redrawn each time.

Graham Thornton adds:

I use both a real PAL Atari 800 and a PAL-ANTIC 1200XL here in the US.

Replacing the ANTIC chip with a PAL version changes the screen refresh rate to 50Hz which allows most of the PAL-only European software to run. Your system will still report itself as a NTSC machine, unless you change the ROM (see the Nir Dary upgrade), but most software doesn't care.

But James Bradford responds: (7/19/00)
Not true. the PAL Flag is in the GTIA chip, not in ROM. The NTSC and
PAL roms are the same. Only Rev A ROM was had different versions. I am
not sure if Rev B ROMs had seperate versions.

Graham continues:
The one problem you might run into is your monitor. Replacing the ANTIC
will mean your North-American Atari is now generating an NTSC signal at
50Hz, instead of the usual 60Hz. Some people will tell you that modern TVs
and monitors don't care but that isn't actually true. My brand-new Sony
Trinitron 15" colour TV/monitor goes bezerk with the upgraded 1200XL, but
my 15-year old 10" Texas Instruments color monitor (designed for the
TI-99/4A) is fine.

You can also use real European equipment here in North America, provided
that you have a PAL-compatible TV/monitor. The frequency of the power
system is irrelevant, as I use my 800 with a 110V/60Hz 1050 power supply.

Subject: 2.3) Is the software for the Atari 8-bit computers "TV-standard
dependent?"

(some PAL demos flicker, or won't run at all on NTSC machines)

Brent Buescher, Jr. writes:

This is because PAL machines have a vertical refresh frequency of 50hz
(NTSC use 60hz) which translates into more vertical blanking time for
demos and other computation-intensive graphics software. So PAL demos
that won't work on NTSC machines are usually returning from a VBI
(vertical blanking interrupt) too late. Some also attempt to use more
vertical resolution ("longer" display lists) than an NTSC display can
handle.

Thomas Richter adds:

Yes, it is. Mostly because the frequency of the vertical blank interrupt
is different (60Hz for NTSC, 50Hz for PAL). The old OS A was not clever enough
to notice the difference, so all system timings like the keyboard auto-repeat
function depend on the TV system. These parts of the OS have been corrected
with OSB and the XL versions of the OS. However, as most games install a
VBI, their timing does still depend on the frequency -> they will run
slightly slower for PAL versions.

Another point is that the popular pseudo-colors used in the ANTIC-F
(Graphics 8) mode are not colorful at all when displayed on a PAL TV, because
of differences in the color encoding for the TV. The schematics of
the Xl computers include however a hack how to change the PAL version to
the NTSC version (the PAL versions include two crystals, one with 5/4th of
the frequency of the other. One is used for the system clock, the other for
the color clock), but I never dared to apply it.

Subject: 2.4) What are the PAL, NTSC and SECAM video broadcast standards?

Here are several links on the topic.

http://www.ee.washington.edu/conselec/CE/kuhn/ntsc/95x4.htm
http://www.alkenmrs.com/video/standards.html
http://www.ee.surrey.ac.uk/Contrib/WorldTV/
http://www3.3dresearch.com/video/Countries2.html
http://www3.3dresearch.com/video/Conversion2.html

Subject: 3.1) What are the Atari 410, 1010, and XC12 Program Recorders?

The Atari Program Recorders provide storage and retrieval of programs
and data on cassette tape. In addition to the digital track that stores
computer data, a second audio track is provided to play music or voice
as the program runs.

Data transmission rate: 600 bits per second.
Data storate capacity: 100,000 bytes per 60-minute cassette.
Track configuration: 4 track, 2 channel (digital data and audio track)

410 Program Recorder
- early Japan version had a carrying handle
- most versions made in Hong Kong
- 410a--Taiwan version
- permanent SIO cable - must end SIO daisy chain
- power - plugs directly into wall

1010 Program Recorder
- Chelco version has Stop/Eject, then Pause buttons
- Sanyo version has Pause, then Stop/Eject buttons
- two SIO ports

XC11 Program Recorder
XC12 Program Recorder
XCA12 Program Recorder -in same case as XC12...Poland
CA12 Program Recorder -in same case as XC12...Poland
image: http://romualdl.multimania.com/images/atari/ca12.jpg
XL12 Program Recorder -XC12 w/slight changed design. Czech/Slovak/Poland
XC13 Program Recorder -XC12 which was "T2000 ready". Czech/Slovak/Poland

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Subject: 3.2) How do I run a program from cassette?

To run an Atari BASIC program from cassette:

1. Place the cassette in the recorder.
2. Press REWIND of FORWARD, if necessary, to bring the tape to the position
where the program is located.
3. Boot the computer to the Atari BASIC READY prompt.
4. There are several possibilities for the next step, depending on how the
program was saved, and whether you want to run the program or just load

it into RAM. Enter one of the following four commands:
a. CLOAD loads programs saved with CSAVE
b. LOAD "C:" loads programs saved with SAVE "C:"
c. ENTER "C:" loads programs saved with LIST "C:"
d. RUN "C:" loads&runs programs saved with SAVE "C:"

] Relative efficiency of the three cassette tape recording techniques:
] CSAVE/CLOAD - most efficient - fastest saves/loads - tokenized files
] SAVE "C:"/LOAD "C:" - middle efficiency - middle speed - tokenized files
] LIST "C:"/ENTER "C:" - least efficient - slowest - straight ATASCII

5. The computer will "beep" as a signal for you to press PLAY on the recorder.
6. Press the RETURN key on the computer keyboard, and the program will load
into the computer.
7. Press STOP on the recorder when loading has finished.
8. Unless you entered RUN "C:" above, now enter the command: RUN

To run an Atari BASIC or machine language program from cassette upon startup:

1. Place the cassette in the recorder
2. Press REWIND of FORWARD, if necessary, to bring the tape to the position
where the program is located.
3. Turn on the computer while holding down the START key.
But if your computer has Atari BASIC built-in and you're running a machine
language program, hold down both the START key and the OPTION key.
4. The computer will "beep" as a signal for you to press PLAY on the recorder.
5. Let go of the START/OPTION button(s).
6. Press the RETURN key on the computer keyboard, and the program will load
into the computer.
7. Press STOP on the recorder when loading is complete and the program is
running.

Subject: 3.3) What are the Atari 810, 1050, and XF551 Disk Drives?

==> Atari 810 --- a 5.25" floppy disk drive
The least common denominator for the Atari. Single-Sided, Single-Density:
FM 40 tracks x 18 sectors/track x 128 byte/sector = 90K capacity
19.2Kbps transfer rate. 288RPM.
The 810 includes a 6507 microprocessor.
Shipped with DOS I (very early) or DOS II Version 2.0S
earlier MPI version- push button door opening for disk access
later Tandon version- lift door, like a garage door disk access
two SIO ports
accessories from Atari:
CX8100 Atari 810 Blank Diskettes (5 per box)
CX8111 Atari 810 Formatted Diskettes II (5 per box)
CX8202 Atari 810/815 Blank Diskettes (5 per box, certified for double density)

Third-party upgrades for the 810:
810 Archiver -- copy many copy-protected programs
Happy 810 -- Happy Backup, Warp Speed 52Kbps, 18 sector buffer

810 Fast Chip by Binary 10%-40% faster
810 Turbo by Neanderthal Computer Things (NCT) -- double-density
see: http://www.qnet.com/~dons/810T.html

==> Atari 1050 --- a 5.25" floppy disk drive
Same as the 810, plus Dual-Density capability:
Single-Sided, Single-Density, 810 compatible
Single-Sided, Dual-Density, otherwise known as "Enhanced Density" because it
is not true double-density:
MFM 40 tracks x 26 sectors/track x 128 bytes/sector = 128K capacity
19.2Kbps transfer rate. 288RPM
The 1050 includes a 6507 microprocessor.
Shipped with DOS II v2.0S, DOS III, or DOS 2.5
DIP switches: Black & white left: Drive 1
Black right, white left: Drive 2
Black left, white right: Drive 3
Black & white right: Drive 4
Third-party upgrades for the 1050:
ICD US Doubler SS SD/ED/DD UltraSpeed (US) 54Kbps, sector skewing
Happy 1050 SS SD/ED/DD Warp Speed 52Kbps, 36 sector buffer,
Happy Backup. also read/write 180K 5.25" MS-DOS floppies
CSS Super Archiver SS SD/ED/DD UltraSpeed 54Kbps (US Doubler clone)
CSS Super Archiver II SS SD/ED/DD UltraSpeed 54Kbps (US Doubler clone)
Cheer-Up 1050 SS SD/ED/DD Warp Speed 52Kbps (Happy clone)
Speedy 1050 SS SD/ED/DD Warp Speed 55-57Kbps (Happy clone)
Super Speedy 1050 SS SD/ED/DD Warp Speed 55-57Kbps (Happy clone),w/180K RAM
SuperMax 1050 SS SD/ED/DD UltraSpeed 52Kbps (US Doubler clone)
Lazer 1050 SS SD/ED/DD Warp Speed and UltraSpeed 54Kbps

Rich Mier professes:
You've been plugging and unplugging the SIO cable with the 1050 power pack
plugged in, right? That's a no-no. Most of the time it's Okay, but about 1
in 10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C. at the right,
rear of the main board. A 14 pin DIL chip. Actually it is an array of 5
transistors.

Unplug the power pack from the 1050, then unplug the SIO cable. Power can be
ON on the CPU. The problem has to do with the secondary winding of the Power
Pack. Remember, the problem only occurs 1 out of 10 - 20 times that you do
it, not all the time.

It doesn't really matter if the 1050 Transformer has power on or off, it
'Might' happen if plugged into the 1050. It is really bad on 810's.

One thing, if the system has been turned off for, oh say, 5 - 10 minutes it
won't matter. By then all the capacitors should be bled(sc?) to 0 volts.

==> Atari XF551 --- a 5.25" floppy disk drive
Single-Sided, Single-Density, 810 compatible
Single-Sided, Enhanced-Density, 1050 compatible
Single-Sided, Double-Density:
MFM 80 tracks x 18 sectors/track x 256 bytes/sector = 360K capacity

Writes "backwards" to the second side of the disk, rendering it incompatible
with existing third-party 180K formats on the reverse side of the disk.
High speed 38400 bps burst mode usable only with SpartaDOS X, SuperDOS
5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2.
Rotaton rate: 300RPM.
Shipped with DOS 2.5 or DOS XE.
DIP switches: Both dips down: Drive 1
Left down, right up: Drive 2
Left up, Right down: Drive 3
Left and Right up: Drive 4
Chinon-built XF551-cannot read/write/format backside if no timing hole
Mitsumi-built XF551--can read/write backside if to timing hole, if formatted
Third-party upgrades for the XF551:
CSS XF Single Drive Upgrade--3.5", 720K floppy drive replacement
also read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFsingdrup.htm
CSS XF Dual Drive Upgrade--add 3.5" drive w/o losing the 5.25" drive
also read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFdualdrup.htm
CSS XF551 Enhancer--overcomes sensor for index hole, create flippy disks
see http://www.nleaudio.com/css/products/XF551enh.htm
CSS XF Update--replace drive OS, adds UltraSpeed
see http://www.nleaudio.com/css/products/XFupdate.htm

Subject: 3.4) What floppy disk drives can I use with my Atari?

Major contributors to this section: Glenn M. Saunders, Tomasz M. Tatar,
James Bradford, Konrad M. Kokoszkiewicz, Don Schoengarth, Andreas Magenheimer

SS=Single-Sided SD=Single-Density, 90K/disk side
DS=Double-Sided ED=Enhanced-Density, 128K/disk side
DD=Double-Density, 180K/disk side

Printer port=has a standard Centronics printer port,+ maybe a print buffer
Master=includes drive controller, can add additional,non-Atari-specific drives

Top transfer rate=19.2Kbps unless stated otherwise

Atari 810 SS SD
Atari 1050 SS SD/ED
Atari XF551 DS SD/ED/DD, 38.4Kbps burst mode
Access Unlimited ATAR88-1 SS SD master
Access Unlimited ATAR40-1 SS SD/DD master
Amdek AMDC I SS SD/DD uses flippy Amdisk III 3" disk/carts,printer port,master
Amdek AMDC II SS SD/DD dual drives, printer port, master
AS SN-360 DS SD/ED/DD
Astra 1620 SS SD/DD dual drives
Astra 2001 SS SD/DD dual drives
Astra Big-D DS SD/DD dual drives
Astra The One DS SD/DD, printer port

B&C 810 SS SD, optional Happy Warp Speed 52Kbps
Concorde C-221M SS SD/DD master
Concorde C-222M DS SD/DD master
CSS Floppy Board, for the Black Box, master, support PC 720K and 1.44MB 3.5"
drives, support PC 1.2MB and 360kB 5.25" drives,
also read/write 5.25" and 3.5" MS-DOS disks
see: http://www.nleaudio.com/css/products/floppy.htm
High-Density Disk Interface (HDI) a PCB master,connect up to 4 standard drives
Indus GT SS SD/ED/DD, Synchromesh mode usable with SpartaDOS X
and DOS XL only. 72Kbps under SpartaDOS X, 37Kbps under DOS XL. Z-80 cpu
RAM-Charger--expansion card contains 64K RAM + software, for CP/M support
KARIN MAXI DS SD/ED/DD/QD
L.E. Systems LEDS5-01 SS SD/DD master, 134.4Kbps, 800 only
CP/M expansion: 4MHz Z80, 64K RAM
L.E. Systems LEFDC-04 SS SD Four drives, copies a disk in 22 secs, 800 only
L.E. Systems LEFDC-08 SS SD Eight drives, copies a disk in 22 secs, 800 only
LDW Super 2000 SS SD/DD, 19.2Kbps or 67Kbps
image: http://romualdl.multimania.com/images/atari/super2000.jpg
LDW CA2001 SS SD/DD, 19.2Kbps or 38.4Kbps "California Access"
image: http://romualdl.multimania.com/images/atari/ca2001.jpg
LDW CA2002 DS SD/ED/DD,19.2Kbps,70Kbps w/SpartaDOS. "Calif. Access"
Micro MainFrame MF-1681 SS SD/DD, printer port, 4K to 54K printer buffer,
hard disk firmware included, master, Z-80 CPU w/ 16K to 64K RAM for CP/M,
TRSDOS, MaxiDOS A, and OASIS. see: http://www.qnet.com/~dons/mmf.html
Micro MainFrame MF-1682 dual drives version of MF-1681
Percom RFD40-S1 SS SD/DD, master
Percom RFD40-S2 SS SD/DD dual drives, master
Percom RFD44-S1 DS SD/DD, master
Percom RFD44-S2 DS SD/DD dual drives, master
(80-track RFDs hinted at http://www.atarimagazines.com/v1n2/newproducts.html
Percom AT88 SS SD, master
Percom AT88-S1 PD SS SD/DD, printer port, master
Percom AT88-S2 PD SS SD/DD dual drives, printer port, master
Rana 1000 SS SD/ED/DD, stand alone disk formatting
RCP 810 SS SD
San Jose Computer Special Edition 810 SS SD, optional Happy Warp Speed 52Kbps
SWP ATR8000 4MHz Z80, 16K RAM, RS232, master, printer port
or 4MHz Z80, 64K RAM, RS232, master, printer port, CP/M 2.2
options: 128K or 256K CO-POWER-88 with MS-DOS; CP/M-86
TOMS 720 DS SD/ED/ID/DD/QD/ID printer port, MYDOS 4.50 on ROM, 70Kbps
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
TOMS 710 DS SD/ED/ID/DD/QD/ID printer port, MYDOS 4.50 on ROM, 67Kbps
one more format: double sided, 80 tracks, IBM (720 KB)
also TOMS Navigator on ROM (like Norton Commander).

Trak AT-1 SS SD/DD master.upgrade: printer port+4K/16K buffer
Trak AT-D1 SS SD master, printer port, 4K print buffer.upgrade:16K
Trak AT-D2 SS SD/DD master, printer port, 4K print buffer.upgrade:16K
Trak AT-D4 DS SD/DD, printer port, print buffer
Trak Champ SS SD master
Trak Champ2 SS SD/DD master
Trak AT-S1 SS SD/DD slave
XFD601B DS SD/ED/DD 70kbps,Top Drive,Synchromesh,UltraSpeed,XF551 compat.
XFD602B dual DS SD/ED/DD 70kbps,Top Drive,Synchromesh,UltraSpeed,XF551 compat

While any standard "slave" drive will work with "master" drives listed above,
the following are slave drives marketed specifically to Atari users:
Access Unlimited ATAR88-A1 SS SD slave
Access Unlimited ATAR40-A1 SS SD/DD slave
Concorde C-221S SS SD/DD slave
Concorde C-222S DS SD/DD slave
Percom RFD40-A1 SS SD/DD slave
Percom AT88-A1 SS SD/DD slave
RCP 100 DS SD/DD, slave
RCP 200 DS SD/DD dual drives, slave

Subject: 3.5) What kinds of 5.25" floppy disks can I use with my Atari drives?

Russ Gilbert writes:
If you're talking standard computer store, you can't use those 5 1/4" disks. I
mean you can't use high density disks. They must be double density to use
with the 1050. Almost all double density 5 1/4" disks have a hub ring, high
density disks don't have the hub ring.

RHamiIton5 elaborates: (5/12/01)
The Atari 8 drives do not have write heads and circuity which can handle the
type of oxide coating used on the high density floppy media; they cannot write
reliably to them. The hub ring has just become a sort of marker to distinguish
the high density from the standard double density diskettes.

Way back in your apple days of '79-'82, most disks were hubless and only the
really premium brands offered hubs to prevent slippage and out of round
problems; you could even buy little kits for adding you own hub rings.

When the home computer swell really hit around '83 and price wars began, hub
rings became common on good disks and eventually became standard down to
include most generic bargain diskettes.

The introduction of high density 5.25's required a different coercivity (=
magnetizability) to get more bits in a smaller space and suitable electronics
to do it. These disks were produced hubless; was it a differentiating label or
just unnecessary because of stronger mylar construction? Anyone?

Subject: 3.6) What do I need to connect a hard drive to my 8-bit Atari?

==> Corvus hard drive (10 megabytes)
Fast but still relatively slow I/O, kludge through joystick ports for 800 only

==> K-Products/Supra Hard Disk Drive Interface
by K-Products (Bob Klaas)
Some limitations on drive type and size and total number of drives in sys.

==> Multi I/O (MIO) (formerly from ICD)
from Fine Tooned Engineering (FTe) (Mike Hohman)
256 byter per sector restriction. 256K and 1 meg ramdisk models.
Printer and modem, modem will handle 19.2Kbps

==> CSS Black Box
RS-232 Serial Modem Port (19.2Kbps) w/ hardware flow control,
Parallel Printer Port,SASI/SCSI Hard Disk Port, Operating System Enhancements,
optional 64K printer buffer. Supports drives with 512-byte sectors.
see http://www.nleaudio.com/css/products/black.htm

==> IDE Hard Drive Interface
from Konrad M. Kokoszkiewicz and Jacek Zuk
(see http://www.orient.uw.edu.pl/~conradus/docs/ide_eng.html)
o Maximum drive capacity: 16777215 physical blocks on each device.
o Maximum number of partitions: 16
o Maximum capacity of a partition: 16777215 logical sectors
o Logical sector length: 256 or 512 bytes
o Average speed (in kilobytes per second, WDC 130AB drive):
- Native mode, sequence of sectors (R): 75
- Emulation mode, sequence of sectors (R): 43
- Emulation mode, back sequence (R): 28
- Emulation mode, random sectors (R): 13
- Emulation mode, same sector (R): 29
- Emulation mode, DOS file (W): 7
- Emulation mode, DOS file (R): 36
o Booting from any partition (on the standard XL OS)
o Write protection capability
o 8 jumpers to set the device number for the operating system
o Sweet 16 compatibility

==> Fine Tooned Engineering Multi I/O II
An IDE interface. Released?

==> MSC IDE Harddisk-Controller
created by Steve Birmanns and Matthias Belitz
http://www.birmanns.de/
* real device for the parallel-port of the Atari XL-Series
* up to 240 partitions per harddisk supported
* emulates D1: until D9: of disk devices (access to 9 partitions at one time)
* full bootable from any partition (with standard XL-OS)
* write protectition capability
* supports master/slave configuration
* more than 30 KB/s file access with SPARTA-DOS 3.2 gx (reading)
* more than 10 KB/s file access with SPARTA-DOS 3.2 gx (writing)
* access of ATAPI-CDROM with additional software

==> BTL Hard Disk System
BTL 2001 Connector for 600XL/800XL PBI
BTL 2002 Connector for 130XE/800XE/European 65XE ECI
BTL 2004 SASI Hard Disk Adapter
More info at http://www.atarimagazines.com/v5n12/BTLHardDisk.html

==> Gary Morton's BadSector"A" Project
Wants to connect his IDE drive to the SIO bus.
http://www.alma.demon.co.uk/Atari/AtariProjects.html

==> MyIDE, by Mr Atari
http://www.atari.myweb.nl/hardware.htm

Subject: 4.1) What are the Atari 820, 822, and 825 Printers?

Atari 820 Printer:
- 40-column impact printer
- 5x7 dot matrix
- 40 characters per line, upper & lower case alpha
- horizontal and vertical alphanumeric characters
- 6507 microprocessor, 6532 RAM I/O chip, 2K ROM
- 40 characters per second
- uses Standard Roll Paper/adding machine paper

Atari 822 Thermal Printer:
- 37 characters per second
- 10 characters per inch
- 40 characters per line, upper/lower case and point graphics
- 5x7 dot matrix

Atari 825 80-Column Printer (= Centronics 737)
- 3 character sets:
monospaced 7x8 dot matrix at 10 characters per inch
monospaced condensed at 16.7 cpi
proportionately spaced Nx9 dot matrix at avg of 14 cpi (N=6..18)
- all characters can be elongated (printer double width)
- characters per line: 80 at 10 cpi; 132 at 16.7 cpi
- speed: 50 cps at 10 cpi; 83 cps at 16.7 cpi; 79 cps avg. proportional
- print buffer: 1200 dot columns
- paper: roll, fanfold, or cut sheets
- requires Atari 850 Interface Module or equivalent

Subject: 4.2) What are the Atari 1020, 1025, 1027, and 1029 Printers?

Atari 1020 Color Printer:
- 4-color graphics: (black, red, blue, green). optional 8-pen rainbow package
- alphanumberics and X,Y plotting capability
- 10 cps (40-column mode)
- 20, 40 and 80-column modes
- horizontal and vertical alphanumerics, English and International chr sets

- water soluble ink pen technology
- 4-pen barrel print head
- microprocessor
- paper: standard roll paper (40 column width)
- cassette software included

Frank McKenney writes: The printer/plotter mechanism for the Atari 1020 is (I believe) the same one used in the Tandy/Radio Shack CGP series and the Commodore 1520(?), and was made by a company named ALPS.

Atari 1025 80-Column Printer: (= Okidata ML80)
- 40 cps (80-column 10 cpi mode)
- 5 cpi expanded (40 col), 10 cpi (80 col), 16.7 cpi condensed (132-col)
- 5x7 character dot matrix
- buffer: 132 chrs at 16.7 cpi, 80 chrs at 10 cpi
- paper: roll,fanfold,single sheets. optional:roll paper holder, tractor feed

Atari 1027 Letter Quality Printer: (= Mann-Tally Riteman LQ.)
- fully formed characters, prestige elite 12)
- 12 characters per inch (80 columns)
- 20 characters per second
- single sheets or roll paper

1029 Programmable Printer (by Seikosha)
- 7-pin dot matrix, same as Commodore MPS-801
- Released for Europe only

Subject: 4.3) What are the Atari XMM801 and XDM121 Printers?

Atari XMM801 Printer:
- 80 columns, dot matrix
- friction feed or pin feed
- pica 10 cpi, double width pica 5 cpi, elite 12 cpi,double width elite 6 cpi, condensed 16.5 cpi, double width condensed 8.25 cpi
- Ribbon: Mannesman/Tally MS80

Atari XDM121 Printer:
- 80 column, daisy wheel--letter quality
- underlining, subscripts, superscripts
- friction feed paper
- Ribbon: Silver Reed CF130, Olivetti ET201,ET221,Nu-Kote NK136

Subject: 5.1) What are the Atari 830, 835, 1030, XM301, and SX212 Modems?

A MODulator/DEModulator translates digital information from your computer into acoustic tones that can be sent and received via standard telephone lines.

Atari 830 Acoustic Modem: (= Novation 'CAT')
- a stand-alone, acoustically coupled, frequency shift keying (FSK) modem
- up to 300 bits per second
- Bell 103/113 modem compatible

- requires Atari 850 Interface Module or equivalent

Atari 835 Direct Connect Modem:
- 300 bps
- Bell 103/113 modem compatible

Atari 1030 Direct Connect Modem:
- 300 bps
- Bell 103/113 modem compatible
- built-in ModemLink software.
- 2 SIO ports

Atari XM301 Modem:
- direct-connect
- 300 bps
- Bell 103/113 modem compatible
- with XE Term disk software
- permanent SIO cable
- draws its power from the computer via SIO

Atari SX212 Modem:
- SIO & DB25 RS232 serial ports.
- 1200 baud
- Bell 103/113/212A modem compatible
- rarely with SX-Express! disk software.

Subject: 5.2) What should I know about modems and the Atari?

Thanks to Bob Puff and Clay Halliwell for helping me with this section.
But I'm still not real confident about the accuracy here. I'd love for
anyone to help me fix up this section!

There are three types of modem protocols: modulation protocols, error
correction protocols, and compression protocols. The international
standards for these protocols are laid down by the branch of the United
Nations known as the ITU-TSS (formerly the CCITT). ITU standards are
known by their "V-Dot" names. They're only names, don't try to apply
any meaning to the names.

Modulation protocol standards, the major ones
(bits per second)
300 bps - V.21 (103J is used instead in the USA)
1200 bps - V.22 (212A is used instead in the USA)
2400 bps - V.22bis
9600 bps - V.32
14.4 Kbps - V.32bis
28.8 Kbps - V.34

Error Correction standard:
V.42 - requires either software or hardware flow control

Compression standard:
V.42bis - requires V.42, and hardware flow control.

If your modem is capable of V.42bis compression, set your communications software to enable hardware flow control. If your terminal interface allows you to set the terminal<->modem (DTE) and modem<->modem (DCE) baud rates separately, you should set the DTE rate to the maximum allowed. If the DTE and DCE cannot be set separately, set the terminal baud rate at four times the maximum actual data rate of your modem (V.42bis achieves a compression ratio of up to 4:1). Examples: If a V.22bis/V.42bis modem is used, set the terminal for 9600 baud. If a V.32/V.42bis modem is used, set the terminal for 38400 baud. If a V.32bis/V.42bis modem is used, set the terminal for 57600 baud.

Let's define a "high-speed" modem as a modem capable of V.42bis compression. (Some 2400 bps modems, and all modems faster than that)

Using high-speed modems on the Atari

Unless you're using a CSS Black Box or a patched MIO, the 8-bit Atari RS232 interfaces do not support hardware flow control. (I have heard that the P:R: Connection does too, but it can't be controlled in software.) So we must send the modem a command to tell the modem not to use it. Using a Hayes-compatible modem, the modem command AT &K4 will enable software flow control, and disable hardware flow control. AT &K0 will disable all flow control.

The MIO patch, HyperSpeed by Len Spencer, is available at:
http://members.aol.com/lenspencer/atari8.htm

Question. Why does my modem report V.42bis is used even when my terminal it set for the same speed as my modem?

Cause the modem will do what you tell it. You've configged it to talk at the highest speed, using LAP/M, and compression. Even if you connect modem to modem at 14.4k, you can be talking to the modem at 300 baud, and it will still use everything. You'll undoubtedly drop bytes, but hey...

Question. Why does V.42bis compression appear to function after I have sent the modem the AT &K4 or AT &K0 commands? And knowing the Atari doesn't support hardware flow control?

Compression doesn't have to have flow control to work. Same as above - its just an added step that the data goes through. Note that if the modem's input buffer is small, you can overrun it easily if you send it data faster than it can digest and send. That's why you -really should- be using flow control with compression... But it's not a necessity.

Question. Why does V.42 error correction appear to work even when I have disabled flow control with the AT &K0 command?

Question. Why don't I have problems performing binary downloads when I have software flow control enabled? (flow control characters could appear in data stream accidentally)

Depends on the protocol. Zmodem accounts for spurious XON/XOFFs. Xmodem and Ymodem don't. Also, you are able to digest the data as fast as the modem is giving it to you, hence no flow control is happening. I suspect it would be a different case if you were uploading using a streaming protocol like Ymodem G.

More tips, from Clay Halliwell:
On 11 Feb 1996, Marc G. Frank said:

> I'm having problems getting a modem attached to my Atari 850 to
> communicate at 9600 baud. When I set my communications program to 2400
> baud, everything works fine. However, when I set it to 9600 baud, the
> modem echoes my characters but doesn't act on them. That is, at 2400,

The problem with the 850 is that some of them (like mine) don't produce a PERFECT 9600 baud signal. As a result modems can't train on it, and while they will echo characters back, for some nitpicky reason they won't pick up on the "AT" attention code.

The solution is to do all your dialing at 2400 baud, but set the S37 register to force the modem to try to connect at 9600. Then switch your Atari to 9600 after connecting.

Jon Melbo responded to me in 1997:

>I have a Zoom 2400bps V.42bis modem, connected through a P:R:Connection. I
>need to do the
>at&k4 no matter what I'm dialing into, and no matter what comm program I'm
>running.
>
>Nobody's ever really been able to explain it to me, but I know it has helped a
>few other people. Try it!

What &K4 does is select XON/XOFF flow control. Apparently, all/most atari serial interfaces or at least R: handler software does not support hardware (CTS/RTS) handshaking (selected on the modem via &K3 which is also a default). Anyway, that's why the &K4 setting helps a lot.

Glenn Saunders responded to other writing of Jon's, 4/5/97:
: 28.8 CARRIER connects are possible BB or no, it's just that there is
: no point in having your modem do data faster than your puter can.

It simplifies modem configuration to let the modems connect at their native speeds.

: Right! But you should never have your DCE to DCE speed exceed your
: DTE to DCE speed. Never, unless you like errors and strange behavior.
: With a BB, one should use CTS/RTS flow control, and force the modem to
: operate at a maximum of 19.2 PERIOD (this means disable compression).

It doesn't really matter. CTS/RTS can throttle the I/O down as much as it needs to. The faster modem will wait for I/O without any complaints. Disabling compression isn't a good idea because it will disable it for ALL calls including 9600 or 14.4 users in which it could do some good even on an 8-bit BBS. Software flow control is pretty much dead in

telecommunication, and has been dead as long as data compression has been standard since the stop and start commands take way too long to register that way.

: If using some other serial interface, I would use software flow
: control, disable data compression on the modem, force the modem to a
: max speed of 9600bps, and experiment with error correction. Does

This combination is deadly for most modern users unless they degrade their modem via reconfiguration. And if users have to do this, odds are they will stay away rather than futz with AT settings to get a reliable connect. That's why I think the MIO essentially died as a viable BBS interface when 14.4s became standard. They won't work well unless the "mythical" hardware flow control of the thing is enabled in some way.

An explanation of XON/XOFF from Eric Sokolowsky, 4/11/97:

I looked in my modem manual, and the at&k4 command enables XON/XOFF flow control, which is a form of software flow control. As I understand it, when a XOFF is sent by the receiving end of a line, the sending end holds off sending for a little while to give the receiving end a chance to catch up. When the receiving end catches up, it can send a XON which tells the sending end to continue sending. Using this should reduce the liklihood of dropped characters. It's not as good as hardware (RTS/CTS -- check out the FC light on most high-speed external modems on fast transfers) flow control (enabled by default or the at&k3 command), but it's good enough for the Atari, which as I understand, doesn't normally allow hardware flow control, unless using such a device as the Black Box.

to which Robert Ely responded:

Just a quick addition. If you are using a modem at 9600bps or faster, don't use xon/xoff, use the RTS/CTS. Since you can do this with the MI/O and BlackBox, use it for all it's worth. If you are on an 850 or P:R:Connection, you won't be able to deal with it and probably won't be going at or above 9600bps anyway.

Subject: 6.1) What is the Atari 850 Interface Module?

Atari 850 Interface Module:
- early design all metal (black) case
- most in plastic beige case
- four 9-pin serial EIA RS232C ports
- One 15-pin 8-bit parallel Centronics-type port
- programmable baud rate on any port, including:
75, 110, 134.5, 150, 300, 600, 1200, 1800, 2400, 4800, and 9600 bps;
baudot speeds of 60, 66, 75, 100 words per minute
- uses standard ASCII. Baudot support for radio-teletype (RTTY).

850 R1: Serial port DB9P:
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

850 R2: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

850 R3: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

850 R4: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

850 P: Parallel port DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4
5. D3 + 5
6. D4 + 6
7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +

10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

Subject: 6.2) What is the Atari XEP80 Interface Module?

This text written by Thomas Raukamp.

Since the development of the Atari 8-bit line of computers in 1979, users wanted better text displays than the default 40x24. There has been some attempts to satisfy this need, like the Austin-Franklin board or the Ace 80/80xl cartridge. For more informations about these modifications read The Atari 8-bit Hardware Upgrade FAQ from David A. Paterson.

The Atari XEP80 Interface Module is Atari's entry to the 80 column field. It lets a XL, XE, 400 or 800 computer system display a full 80 columns across your monitor screen. The XEP80 provides a 256-character wide by 25-line display window. Up to 80 characters are displayed horizontally at once, and you can scroll horizontally all the way to the 256th character, depending on the application you're running. The XEP80 is connected to your system via a joystick port.

The XEP80 Module interprets commands from the computer for screen display or output to a printer. The module is supplied with an industry-standard 8-bit parallel port so you can connect a parallel printer to your Atari 8-bit (I even use a HP LaserJet IV on my 130XE ;)).

All programs that use the standard screen call (E:) should be compatible with the XEP80 Module. The software provided by Atari supports a 320x200 graphics mode - this mode only support direct bit images. Note that you can't use all of the standard graphic capabilities of the Atari anymore.

Although Atari recommends a monochrome monitor for usage with the XEP80, it runs fine with any type of composite monitor. The output looks great on my Commodore 1084 for example.

Along with the module comes a software-package containing an AUTORUN.SYS file, which is the XEP80 handler. If you want to use the module with an application that is compatible with the XEP80, which has it's own AUTORUN.SYS file, you can append the application's AUTORUN.SYS on the module's AUTORUN.SYS.
****
Editors for the XEP80:
AtariWriter 80 by Atari
TurboWord by MicroMiser
emacs subset by Stan Lackey
MAE and its previous standalone editor ED

XEP80 P: Parallel port:
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 6.3) What accessories did Atari produce for their 8-bit computers?

This should be a complete list of Atari "CX" accessories, two or three digit numbers, marketed for use with the 8-bit computers.

CX30-04 Paddle Controller Pair
CX40-04 Joystick Controller Pair
CX40 Single Joystick Controller
CX41 Joystick Repair Kit
CX22 Trak-Ball
CX23 Kid's Controller
CX24 Pro-Line Joystick
CX42 Remote Control Wireless Joysticks
CX50 Keyboard Controller Pair
CX70 Light Pen (beige; the original Atari light pen)
CX75 Light Pen (+ Atarigraphics cartridge)
CX77 Touch Tablet (+ AtariArtist cartridge)
CX78 Joypad (shipped with the 7800 in Europe)
CX80 Trak-Ball
CX81 I/O Data Cord (5 ft)
CX82 Monitor Cable (Black and White Monitor)
CX85 Numerical Keypad (+ software Handler on diskette)
CX86 Printer Cable (included with 825 Printer)
CX87 Interface/Modem Cable (included with 830 Acoustic Modem)
CX88 Interface/Terminal Cable (null modem)
CX89 Monitor Cable (Color Monitor)
CX418 The Home Manager Kit (Personal Financial Management, Home Filing Manager -or- Family Finances, The Home Filing Manager)
CX419 The Bookkeeper Kit/Atari Accountant (The Bookkeeper disk, CX85 keypad)
CX481 The Entertainer (Star Raiders, (Missile Command or Pac-Man), 2 joysticks)
CX482 The Educator (410, BASIC cart., States & Capitals cassette)
CX483 The Programmer (BASIC, BASIC Ref. Manual, BASIC Self-Teaching Guide)
CX484 The Communicator (850, 830, TeleLink I cart.)
CX488 The Communicator II (835, TeleLink II cart.)
????? The Arcade Champ (Pac-Man, Qix, 2 joysticks, cartridge storage case)
????? The BASIC Tutor I (Inside Atari BASIC book,Invitation to Programming 2&3)
CX852 8K RAM Memory Module (for 800 computer)
CX853 16K RAM Memory Module (for 800 computer)

Subject: 6.4) What "vaporware" computers/peripherals were never released?

For definitive information on unreleased Atari products, see:

Atari Historical Society, http://www.atari-history.com/ (Curt Vendel)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
800D (Developers Bus System)
1000 Sweet 16 Project, lower end model. Became the 1200XL
1000-X Sweet 16 Project, higher end model. Became the 1200XL
1200 1200XL internally, many slight cosmetic differences
1200XLS 1200XL Show prototype, top-mounted cartridge slot
600 early 600XL, all black case, joyports on the left, missing PBI
800XL brown prototype
800XLD low-cost 1450XLD,no modem&speech,include disk drive controller&FREDDIE
900XLF early name for 65XE
1250XLD Earlier name for the 1450XLD
1400XL brown prototype
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL 1400XL plus room for 2 internal 5.25" drives (controller not included)
1450XLD 1400XL plus 5.25" floppy drive (Epson SD521 360K disk drives)
1600XL Amiga/Amiga-like.Now appears that 1850XLD was the model name for this
1650XLD to use 1450XLD case and 1200XL keyboard
1850XLD "Mickey" Atari clone of the Amiga Lorraine
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMY sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D. some were produced!
1027 PLUS -daisy-wheel, 80 columns
1053 -looks like a 1050, but supports DS/DD 360K format
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1060 CP/M Add-On Module -"SweetPea" Z-80 CPU, 64K RAM, CP/M 2.2, 80 col display
1090 XL Expansion System-5 PBI slots, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor (Goldstar)
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XF351 -a 3.5" drive.
XC35 -an XF551 with a 3.5" mechanism
XTM201 -non-impact printer
XTC201 -XE Thermal Color Printer

Subject: 6.5) What are the power requirements for my Atari components?

Thanks to Matthias Belitz for the European
data in this section. I need more international help!

As with the rest of this FAQ list, please let me know if any of this
information conflicts with the units you have.

The most important information is the voltage (in volts) required, and
whether you need a transformer (AC output) or an adapter (DC output).

The power (in voltamps or watts) and current (in amperes) specifications
of the original equipment as presented here should be regarded as
minimum values. Higher-than-specified power and current capacities are
entirely usable, and often preferable because such supplies run cooler
and last longer.

Direct Current (DC):
Power (in watts) = current (in amps) * voltage (in volts)

Alternating Current (AC):
Apparent Power (in voltamps) = current (in amps) * voltage (in volts)
Effective/True Power (in watts) = current (in amps) * voltage (in volts)
* (cosine of the angle of lag)

N O R T H A M E R I C A: INPUT = 115-120 V AC, 50/60Hz
==========
9 V AC 5.4 VA (600 mA) Atari#CO62195/CO17539 transformer:
1030
9 V AC 4.5 VA (500 mA) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748/CA016804 transformer:
400,800,822,850,1010,1200XL,810
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,822,850,1010,1200XL,810,1020,1050,XF551
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,822,850,1010,1200XL,810,1020,1050,XF551
9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027,1090XL
20 V AC 6.6 VA (330 mA) Atari#CO60479/CA060535 transformer:
835
24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
600XL,65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982/CA024814 adapter:
600XL,800XL,65XE,130XE,800XE,XE Game System
6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P" (vaporware)
9 V DC 200 mA (1.8 W) adapter:
MPP1000C (the modem from MPP, interfaces via a joystick port)
9 V DC 500 mA (4.5 W) Atari#CO16353/CA014034/CO10472/CX261 adapter:
XEP80,SX212,2600 (center positive)
9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200
5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297/DV1450 adapter:
1400XL,1450XLD

E U R O P E (and elsewhere?) INPUT = 220/240 V AC, 50 Hz
==========
9 V AC 4.5 VA (0.5 A) Atari#CO61516/34 transformer (UK):
1010
9.3 V AC 15.44 VA (1,66 A) (Atari# not printed), FW 6799 transformer:
400,800,822,850,1010,1200XL
9 V AC 27 VA (3.0 A) Atari#CO60592-34 transformer (UK):
400,800,822,850,1010,1200XL,810,1020,1050,XF551

5 V DC 1.8 A (9.0 W) Atari#CO61763-107 adapter:
600XL,800XL,65XE,130XE,800XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61763-34 adapter (UK):
600XL,800XL,65XE,130XE,800XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61763-11 adapter:
600XL,800XL,65XE,130XE,800XE,XE Game System
two ones with the same part number, but different cases and different
input Values :#1, 65XE (Poland, made in Taiwan), Input 22 VA
#2, 800XL, Input 26 VA
8.5 V DC Atari#CO61605 adapter:
600XL,800XL,65XE,130XE,800XE,XE Game System

These draw their power from the SIO +5 V:
XM301 (60 mA),XC11,XC12,ICD/FTe P:R:Connection,Wizztronics MidiMax,RVerter

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

OTHER:
The ICD/FTe Multi I/O (MIO), all versions, can use both AC and DC supplies.
But stick to voltages of at least 6.2-7.2 V.

Subject: 7.1) What versions of the Atari Operating System (OS) are there?

Most of this section by permission from:
http://www.student.kun.nl/f.offenga/atari.htm

Atari 8-bit Operating Systems
~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Version 3.3, 6/27/1999.
By Freddy Offenga (mailto:F.Offenga@student.kun.nl)

400/800 10kB OS roms
~~~~~~~~~~~~~~~~~~~

Rev. TV Date CRC-32 Part Nr(s)
~~~~ ~~~~~ ~~~~~~~~~~~ ~~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~~
A NTSC (?) (?) (?)
A PAL (?) 0x72b3fed4 CO15199, CO15299, CO12399B
B NTSC (?) 0x0e86d61d CO12499B, CO14599B, 12399B
~~~~

B PAL (?) (?) (?)

XL/XE 16kB OS roms
~~~~~~~~~~~~~~~~~~

Rev.	System	Date	CRC-32	Part Nr(s)
10	1200XL	10/26/1982	0xc5c11546	CO60616A, CO60617A
11	1200XL	12/23/1982	(?)	CO60616B, CO60617B
1	600XL	03/11/1983	0x643bcc98	CO62024
2	XL/XE	05/10/1983	0x1f9cd270	CO61598B
3	800XE	03/01/1985	0x29f133f7	C300717
4	XEGS	05/07/1987	0x1eaf4002	C101687

(?) This information is missing. If someone can supply this info,
please write me an e-mail.

NOTES:
The 400/800 O.S's consist of three ROMs (two 4kB and one 2kB).
The 1200XL contains two ROMs for the OS (8k each), XL/XE's use a single
16k ROM and the 16k XEGS OS is stored in a 32k ROM (together with 8k
BASIC and 8k for Missile Command).

Origins of ROM information
~~~~~~~~~~~~~~~~~~~~~~~~~~
400/800 rev.A NTSC Could exist, since the PAL version exists and
rev.A is mentioned in the rev.B source code.
400/800 rev.A PAL All info found in two Atari 400's and Atari 800
ROM module CX801.P
400/800 rev.B NTSC Information from a ROM dump and the rev.B source
listing. The part numbers were listed in the
catalog from 'Best Electronics'. According to
'Mapping the Atari' rev.B ROMs have a 'B' at the
end of the part number, therefore I figure these
part numbers are from rev.B.
400/800 rev.B PAL Could exist, since the NTSC version exists and
there's some conditional PAL/NTSC assembly in
the rev.B source code
1200XL rev.10 PAL/NTSC All info found in an Atari 1200XL. The XL/XE
rev.2 source code refers to it as rev.10.
'Best Electronics' calls it rev.A.
1200XL rev.11 PAL/NTSC Refered to rev.11 by the XL/XE source code.
'Best Electronics' calls it rev.B.
XL/XE rev.1 All info found in an Atari 600XL
XL/XE rev.2 All info found in an Atari 800XL
XL/XE rev.3 All info found in an 800XE
XL/XE rev.4 All info found in an Atari XE Game System

O.S. Authors and dates
~~~~~~~~~~~~~~~~~~~~~~
The following info is from the Atari XL/XE rev.2 source code.
~~~~~~~~~~~~~~~~~~~~~~

Revision A (400/800)
D.Crane / A.Miller / L.Kaplan / R.Whitehead

Revision B (400/800)
Fix several problems.
M.Mahar / R.S.Scheiman

Revision 10 (1200XL)
Support 1200XL, add new features.
H.Stewart / L.Winner / R.S.Scheiman /
Y.M.Chen / M.W.Colburn 10/26/82

Revision 11 (1200XL)
Fix several problems.
R.S.Scheiman 12/23/82

Revision 1 (600XL/800XL)
Support PBI and on-board BASIC.
R.S.Scheiman / R.K.Nordin / Y.M.Chen 03/11/83

Revision 2 (600XL/800XL)
Fix several problems.
R.S.Scheiman 05/10/83
Bring closer to coding standard (object unchanged)
R.K.Nordin 11/01/83

Vapour-ware
~~~~~~~~~~~
The following OS roms originate from rare Atari 8-bit systems.
Since I don't own any of these (unfortunately), I don't have much
information about these roms. Who can help me?

I've got two 16K rom dumps from the 1450XLD. Both ID's are rev.3.
The first dated 3/23/1984 comes from the 'Pooldisk Too' CD-ROM
(filename: 1540os3.v0) and the second dated 6/21/1984 was send to
me by Nir Dary (filename: os1450.128). Main differences between
these two are in the first 3K ($C000 - $CBFF).

The XL/XE OS rev.3B is from an Atari from Arabia. It's probably based
on rev.3. There are changes in the fonts (Arab characters) and several
patches in the code. More info at:
http://www.savetz.com/vintagecomputers/arabic65xe/

Rev.	Found in	Size	CRC-32	Date
3	1450XLD	16kB	0x0d477aa1	3/23/1984
3	1450XLD	16kB	0xd425a9cf	6/21/1984
3B	65XE	16kB	0xf0a236d3	7/21/1984

References
~~~~~~~~~~
- The modified september Atari 400/800 computer operating system
listing, revision B, (c)1982 Atari.
- The Atari O.S. source code rev.2, (c)1984 Atari.

- Atari XL addendum Atari home computer system operating system manual: supplement to Atari 400/800 technical reference notes.
- Best Electronics, catalog of Atari 8-bit parts.
- Mapping the Atari, revised edition, Ian Chadwick, Compute! books publication, 1985.

Credits
~~~~~~~
Special thanks to Nir Dary for the rev.2 source code, rom dumps and the 1200XL. It's in good hands.

~~~~~~
More info on what is maybe either the 1985 or 1987 XL/XE OS versions listed above. From ST*ZMAGAZINE #36, Sept. 1, 1989 (as reprinted in PSAN Nov 89):
by Mark Elliot, Innovative Concepts
The following changes have been incorporated in the 130XE computer.

The O.S. has minor changes like:
A) The MEMORY TEST (from SELF TESTS) tests the extra 64K now! (in 4 squares)
B) Also, the MEMORY TEST checks the first 48K over TWICE as fast as before!
C) The KEYBOARD TEST has the F1-F4 keys missing on top. (function keys), although the code that interprets them is probably there (like XEGS).
D) Also, it types out "COPYRIGHT 1985 ATARI" at the keyboard test, when all tests are done. (compared to COPYRIGHT 1983 ATARI, before)
E) And, the O.S. chip itself, is on a 27256 EPROM, but only half of it is used! (comprared to the original, which was on a 16K x 8 ROM, 27128 comp.
~~~~~~
james adds (3/8/01):
Your faq, regarding OS Rev A, states:
Origins of ROM information
~~~~~~~~~~~~~~~~~~~~~~~~~
400/800 rev.A NTSC Could exist, since the PAL version exists and rev.A is mentioned in the rev.B source code.

Did exist! My parents bought me an Atari 400 w/ 410 back in 1981 for entertainment when I was badly injured in a motorcycle accident. A year or so later I paid good money ($40 USD or so?) to have the OS A upgraded to OS B.

Subject: 7.2) What versions of Atari BASIC are there?

There were three versions of Atari BASIC produced: A, B, and C.

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Freddy Offenga adds:
You can also take a look at the part numbers on the IC's
inside your Atari and compare them with the numbers from
the following table:

Part# Version
~~~~~~~~~~~~~~~~~~~~ ~~~~~~~~
CO12402 + CO14502 A
CO60302A B
CO24947A C

On versions A, B, and C, Greg Miller writes:

"Rev A had a number of bugs, not just the commonly
described crash bug. Rev B fixed most (maybe all, I don't remember) of
these, but in the process, they added a new bug. You see, the crashes
were caused by a bug in one of OSS's memory move routines. When the bug
was fixed, the fix mistakenly applied to a routine that actually worked
in Rev A, causing the new lockup problem.

Rev C differs in only a few bytes. AFAIK, the only change was to remove
the alteration made to the routine that was broken by Rev B.

You can get more details from the annotated source listing published by
Compute! books. Bill Wilkinson described many of the problems in detail.
He also talked about it in his column in Compute! magazine."

Wally Lang adds:

--- Warner's Atari issued Rev B in two formats:
(1) As a built-in Basic on 600XL and 800XL computers.
(2) As a special request order item for 400/800 and 1200XL computers.

--- Tramiel's Atari issued Rev C in both formats for XE series computers and
ALL previous Atari 8-Bit Computers.

Subject: 7.3) What are Atari DOS I, DOS II v2.0S, DOS III, DOS 2.5, and DOS XE?

Here are short descriptions of the various Disk Operating Systems (DOS)
versions produced by Atari for use with their 8-bit computers.

The original Atari DOS shipped with all 810 disk drives from 1979-1981. It
consists of a single file, DOS.SYS, which is loaded into memory from disk on
startup.
At the top of the menu screen it reads:
DISK OPERATING SYSTEM 9/24/79
COPYRIGHT 1979 ATARI
Unless you are a collector, you probably have no reason to work with DOS I.
The DOS I disk is labeled: Atari 810 Master Diskette (CX8101).

DOS II Version 2.0S was shipped with all 810 disk drives, and early 1050 disk
drives, from 1981-1983. It consists of two files:
DOS.SYS is loaded into memory from disk on startup
~~~~~~~~~~~~~~~~~~~~

DUP.SYS, which contains the DOS menu, is loaded only when needed.
MEM.SAV can be employed to preserve the contents of memory to disk when
DUP.SYS is loaded, so that the data can be restored to memory when exiting
from the DOS menu. DOS 2.0S supports Atari's proprietary single-sided, single
density 90K 5.25" floppy disk format only. DOS 2.0S represents the lowest
common denominator of Atari DOS versions--you can be assured than any Atari
disk drive for the 8-bit Atari can work with disks formatted with DOS 2.0S.
The DOS 2.0S disk is labeled: Atari 810 Master Diskette II (CX8104).

DOS II Version 2.0D was shipped with the rare Atari 815 Dual Disk Drive.
This is the double density version of DOS 2.0S.
The DOS 2.0D disk is labeled: Atari 815 Master Diskette (CX8201).

DOS III shipped with 1050 disk drives from 1983-1985. It was created in part
to take advantage of the 1050's Dual-Density capability, by employing a
single-sided, enhanced-density 128K 5.25" floppy disk drive format. Atari
called this format "dual-density," but the Atari community quickly came to
refer to this format as "enhanced-density" to better differentiate it from
widely available 3rd-party truly double density disk drives and supporting
versions of DOS. DOS III uses a disk format incompatible with DOS 2.0S. It
included a utility to convert files from DOS 2.0S to DOS III, but not back
again. It used disk space less efficiently than DOS 2.0S. For these reasons
and others, DOS III was not widely accepted by the Atari community, and like
DOS I is not generally used except for curiosity's sake.

DOS 2.5 shipped with 1050 disk drives and early XF551 disk drives from 1985-
1988. DOS 2.5 represented Atari's relenting to the masses, returning to DOS
2.0S compatability. DOS 2.5 very closely resembles DOS 2.0S, with just a
few features added. It supports both DOS 2.0S single-density 90K formats, as
well as an enhanced density 128K format for use with the 1050 disk drive.
DOS 2.5 also includes a RAMdisk utility for use with the 128K 130XE computer,
a utility to convert files from DOS III disks back to DOS 2.5, and other disk
utilities. DOS 2.5 is just about as universal among Atari users as DOS 2.0S.

DOS XE shipped with XF551 disk drives from 1988-1992. Like DOS III, DOS XE
introduced a whole new format for Atari floppy disks; but unlike DOS III, DOS
XE also preserved general compatability with DOS 2.0S/2.5. DOS XE supports
the full capabilities of the double-sided, double density 360K per 5.25"
floppy disk XF551 disk drive, including that drive's high-speed burst mode.
DOS XE also fully supports the 90K SS/SD capability of the 810 disk drive, the
128K SS/ED capability of the 1050 disk drive, the 180K SS/DD capability of
most 3rd-party disk drives for the Atari, and a RAMdisk for use with the
130XE. Date-stamping of files is supported. DOS XE requires an XL or XE
computer; it is not compatable with the 400/800 computer models. Even though
DOS XE was critically well-received, and represented a substantial jump in
capabilities over DOS 2.5, its arrival came so late in the crouded realm of
Atari and 3rd-party DOS versions that it never achieved much acceptance among
real users, and is now relegated to the same status as DOS I and DOS III before
it. Before its release, DOS XE was widely known as "ADOS."

Subject: 7.4) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system.

Either MYDOS or SpartaDOS will work with almost any disk drive, up to 8 drives or hard disk partitions, and ramdisk.

MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum. Complete documentation about the disk formats and commands, as well as the source code, is available. MyDOS 4.53/3 was released by David R. Eichel on 12/31/89.

SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g and 3.2gx are disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS 3.3a and 3.3b were rewritten by Stephen J. Carden for use with BBS Express PRO!. SpartaDOS 3.3c is produced on a 16K ROM cartridge from Video 61.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2g)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Another popular, powerful DOS is BW-DOS, freeware by Jiri Bernasek.
(it is pronounced "Bay Vay Dos")

Carolyn Hoglin adds:
I didn't see TOP-DOS mentioned anywhere. This superior DOS was written by R. K. Bennett of Eclipse Software in Sunnyvale, CA. It was based on Atari DOS, but with many, many more features. It fully supports my double-density, double-sided Astra drives, automatically sensing the proper density and sidedness of both drives 1 and 2. (MYDOS only seemed to do that on drive 1.) Also supported are large ramdisks for Axlon, Mosaic, etc. The latest version was TOP-DOS 1.5+, which came with an excellent manual explaining how to use its powerful capabilities.

Any other versions of DOS all 8-bit Atari users should be aware of??
- SuperDOS 5.1
- BiboDOS 5.x

Subject: 7.5) How do I modify Atari DOS to support more than two drives?

Russ Gilbert writes:

DOS 2 type DOSes default to two drives.
Boot DOS and BASIC.
? PEEK(1802)
if it is 3 then you only recognize two drives.
To get the 3rd drive, poke 1802,7. Then go to dup.sys (type DOS)
and write system files. Next time you boot that DOS, you'll recognize
3 drives.
If you want four drives, poke 1802,15.

Subject: 7.6) Are there Graphical User Interfaces (GUIs) for the Atari?

Contributors: Andreas Magenheimer (5/12/01), Mathy van Nisselroy (5/12/01)

- Diamond GOS version 1 (PD disk version), version 2 (cart), version 3 (cart); plus some applications (painter program, text program, etc.); Diamond GOS has been made freeware by the author Alan Reeve;

- G.O.S., the Graphic operating system by Total Control systems; two different versions are avaiable (I call them GOS 1 and GOS 2) and they are PD;

- G.O.E., the Graphic Operating Environment also by Total Control Systems (this one merely works under Sparta DOS, not with Bewe-DOS and not at all with DOS 2.x); so far I have found 3 different versions (GOE 1,2,3) with some applications (graphic/painting program, etc.); PD;

- S.A.M., the Screen Aided Management (unfortunately it has the same name as SAM, the software aided mouth) from PPP/Germany. It is avaiable in two different versions: a) the type-in listing from Atari magazin and/or the Lazy finger disks (which are PD!) or b) the commercial version 2.0 which has many add-ons and can still be bought from Dean Garaghty/UK or PD-World-Versand/Germany; This GUI merely works correct under DOS 2.5 and Medium/dual density, however...

- BOSS-XL, the XL-Desktop from Mirko Sobe; written in Turbo-Basic; freeware; http://www.atarixle.de/

- BOSS-XE, the XE-Desktop from Mirko Sobe; written in Turbo-Basic;freeware, http://www.atarixle.de/

- BOSS-X the newest desktop version from Mirko Sobe, needs an 128k+ Computer (128k or more memory), supports MyDOS up to 16MB and MyDOS subdirs...; still written in Turbo-Basic; many applications and drivers; freeware; http://www.atarixle.de/

- XL-TOS a small and "cheap" GUI version from Atari magazin (i.e. a type-in listing; the basic file, which consists of many data lines creates a short object code file); unfortunately this GUI only looks good, it loads almost nothing... PD;

- ST-TOS a small basic program, that looks like a GUI; it can merely load Basic files and do a few DOS commands, like lock, unlock, delete and such... (PD)

- Basic desktop, a GUI written in Basic just as a sample, what can be done with an 8-bit computer; this one loads basic and text files (maybe also ML files); PD;

- DCS, the desktop construction set from Tom Hunt; there are 3 different versions avaiable, a) for DOS 2.5, b) for MyDOS andc) for Sparta-DOS; I have tested the Sparta DOS version, which worked with batchfiles and could easily load some ML files, text files and basic files (which were already on the DCS disk); it also works with high densities and/or hard disk partitions up to 16MB and supports subdirs of course; hmm, freeware or shareware ?!?

- ATOS - GUI by Tom Hunt, it's being Beta tested

- there are a lot more GUI programs, however many of them are written in Basic or Turbo Basic and are very restricted; most of them merely look like a GUI but need to much memory for everyday use. Thats why most users still prefer those DOS or Gamedos (Gameloader, Multiloader, etc.) programs...

Subject: 8.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal programs available.

Ice-T XE v2.72 (128K XL/XE) or Ice-T 800 v1.1 (48K)
shareware by Itay Chamiel
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: X/Y/ZMODEM download
Autodial: Yes (2.72) or No (1.1)
Backscroll buffer: Yes--8 screens (2.72) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.72) or No (1.1)
Summary: Outstanding flicker-free high-speed VT100 emulation.Recommended!
http://www.cs.huji.ac.il/~itayc

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus

BobTerm 1.22, shareware by Bob Puff
(There's also a 1.23 that's specific to PC XFormer)
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; best for BBSing

filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Only option combining VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Only option for VT100 emulation on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

Subject: 8.2) What BBS software can be used on the Atari?

This section mostly by Winston Smith.
Credit for AMIS to MACE by Steven Sturza.

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
The AMIS BBS was written in BASIC by people from the
Michigan Atari Computer Enthusiasts. It included designs for a ring-detector.
You needed a sector editor and had to allocate message space by hand, hex byte
by hex byte.

Steven Sturza adds:
The AMIS BBS was written by people from the Michigan Atari Computer
Enthusiasts.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around

called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed in BASIC and was somewhat crashy. I think that this is the great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer writes:
FoReM BBS derived from an early AMIS. When multiple message areas were added the name was extended to FoReM 26M. Then, When OSS released BASIC XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported features such as intra-line editors. Unfortunately, the coding of the ABBCS was really poor. You could practically blow on your keyboard and crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston, Massachusetts, USA, area. I'm not sure whether his BBS for the Atari 8-bit has been placed into the public domain or not. This BBS was the first to support a RAMdisk, which Paul Swanson called a "V:" device for "virtual disk". This BBS was written in Atari BASIC and required a joystick hardware "dongle" device. This was notable as being one of the first Atari 8-BIT BBSes that could actually go for a week without having to be rebooted. Pointers to the message base were kept in an Atari "very long string" (for which Atari BASIC is famous). The BBS would only have problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of the commercial BASIC XE cartridge to run. This BBS program was very popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It expects to be running under a SpartaDOS environment. This was a problem until very recently, when the disk-based version of SpartaDOS was re-released as shareware. This BBS program uses a "modem clock string" rather than an R-Time 8 cartridge in order to retrieve the current time. It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE cartridge in order to run. It is in the public domain and can import and export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only, control ATASCII graphics are reserved for message data-structure bytes). FOREM-XE BBS is still currently in use as we speak, and may be reached via the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM
terminal program of days gone by. I am not familiar with this program. I
think that it is written in Action! and only supports XMODEM Checksum
transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and
comes with a "dial out" screen so that the Sysop can use the BBS as a
terminal program to call and fetch files without having to bring the BBS
down and reload a terminal program. OASIS supports "Door programs" which
it refers to as "OASIS PAL modules". This OASIS demo module comes with an
excellent message system. The OASIS file system is one of the most
complicated that I have ever seen. It consists of "file libraries" with
suites of "file types". There is quite a bit of overhead involved in
performing a download (which may be a good thing, as it discourages file
hogs). There is a commercial version of OASIS called "OASIS IV" that
performs networking. There was an OASIS network between Boston,
Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word
of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank
Walters wrote it.

o Carina BBS -- a shareware product of Shadow Software.

o BBS Express! Professional -- a product of Video 61, www.atarisales.com

o OASIS IV -- a product of ???

o Forem-XE Pro -- by Len Spencer. http://members.aol.com/lenspencer/

Subject: 8.3) What programming languages are available for the Atari?

This section also kept at http://www.student.kun.nl/f.offenga/atari.htm

Revision : 1.3
Date.... : 4/19/1999

==========
!!!! This section is under construction - HELP WANTED !!!!

The goal is to give information about all available languages
for the Atari 8-bit computer. This information will include:
title, last version, author, date and a short description.
It would also be nice to know how to get it and where to get
more information (like reference cards, reviews and such).

Freddy Offenga, mailto: F.Offenga@student.kun.nl
==========

There are quite a lot! To get some structure in this section it's
divided into the following categories;

a) ASSEMBLER
b) BASIC
c) C
d) PASCAL
e) LISP
f) FORTH
g) PILOT
h) LOGO
i) All the rest

The following format is used:

- Language titel (medium)
version, year : version, year
author/company : author/company
available..... : where/how to get it
package..... : programs, documentation
features..... : main features
Description.

The question marks (?) indicate that more information is
required about that topic.

Definitions:
umich University of Michigan Atari archive

Some resources:
- The Multi-lingual Atari, Analog magazine 45, August 1986
- A bunch of manuals
- Some copy-pasted lines from the Atari 8-bit newsgroup

a) ASSEMBLER

- 130XE+ Makro Assembler (disk)
version, year : 2.2, 1992
author/company : Torsten Karwoth
available..... : freeware, ?
package..... : assembler, editor, menu, monitor,
batch enhancement, linker/packer
features..... : macros
Two pass 6502 assembler with integrated menu, editor
and monitor shell. Needs extra RAM banks. Source
format is derived from Atmas Makroassembler.

- A65 (disk)
version, year : ?, 1989
author/company : Charles Marslett, WORDMARK Systems
available..... : freeware, ?
package..... : assembler, manual
features..... : source include
Two pass 6502 assembler. Source format is based on the

Atari Macro Assembler. Assembler source included.

- Alfasm, Turbo-Assembler/16 (disk)
version, year : 1.0, 1990
author/company : Jeff Williams, DataQue Software
available..... : ?
package....... : assembler, docs
features...... : source include
Two pass 6502/65816 assembler.

- Atari Assembler/Editor (cart)
version, year : ?, 1981
author/company : Atari
available..... : ?
package....... : assembler, editor, monitor, manual
features...... : -
Two pass 6502 assembler with integrated editor/monitor

- Atari Macro Assembler (disk)
version, year : 1.0C, 1981
author/company : Atari, APX
available..... : ?
package....... : assembler, editor, debugger, manual
features...... : macros, source include
Two pass 6502 assembler.

- Atmas Makroassembler (disk)
version, year : 2, 1985
author/company : Peter Finzel, Hofacker
available..... : ?
package....... : assembler, editor, monitor, manual
features...... : macros
Two pass 6502 assembler with integrated editor/monitor.

- Bibo Assembler (disk)
version, year : ?, 1986
author/company : Compy-shop
available..... : ?
package....... : assembler, editor, monitor
features...... : source include, data include
Two pass 6502/65c02 assembler with integrated editor/
monitor.

- Datasm/65 assembler (disk)
version, year : 2.0, 1981
author/company : DataSoft Inc.
available..... : ?
package....... : assembler, editor, menu, manual
features...... : -
Two pass 6502 assembler.

- EASMD (disk)
version, year : 1.0, 1981
author/company : OSS
available..... : ?
package..... : assembler, editor, monitor
features..... : ?
Two pass 6502 assembler with integrated editor/monitor.

- Fast Assembler (disk)
version, year : 1.5, 1995
author/company : MMMG Soft
available..... : ?
package..... : assembler, editor, disassembler
features..... : ?

- Kasm65 (disk)
version, year : 2.41, 1994
author/company : Ken Siders
available..... : shareware, umich
package..... : assembler, editor, linker, docs
features..... : macros, relocation, source include,
conditional assembly
Two pass 6502 assembler. Relocatable object files are
compatible with ra65. Source format is derived from
the Atari Macro Assembler.

- MAC/65 Macro Assembler (disk|cart)
version, year : 2.00, 1982
author/company : Stephen D. Lawrow, OSS
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : macros, source include
Two pass 6502 assembler with integrated editor/monitor.
Mac/65 is a direct descendant of the Atari Assembler/
Editor (via EASMD).

- MAE (disk)
version, year : .96, 1996
author/company : John Harris
available..... : umich
package..... : assembler, menu, editor, monitor, docs
features..... : macros, source include, data include,
conditional assembly
Two pass 6502/65816 assembler with integrated editor/
monitor. Extra RAM supported.

- NASM65 (disk)
version, year : ?, 1992
author/company : Nat!
available..... : ?
package..... : assembler, linker, librarian
features..... : macros, relocation, source include
One pass 6502 portable cross assembler (initially for

the ST). Highly compatible with MAC/65.

- PC-65 (disk)
version, year : 1.0 beta, 1996
author/company : Jan Feenstra & Freddy Offenga
available..... : mailto: F.Offenga@student.kun.nl
package....... : assembler
features...... : macros, source include, data include,
boundary directive
Two pass 6502 cross assembler for the PC. The source
format is highly compatible with the ST-65 assembler.

- Quick Assembler (disk)
version, year : 1.0, 1990?
author/company : JBW, Avalon?
available..... : ?
package....... : assembler, editor, menu, debugger
features...... : source include
Two pass 6502 cross assembler with integrated editor.
Very user friendly menu environment.

- Ra65 (disk)
version, year : 1.0, 1989
author/company : John R. Dunning
available..... : public domain, umich
package....... : assembler, linker, librarian
part of cc65 (c-compiler)
features...... : ?

- Synassembler (disk|cart)
version, year : ?, 1982
author/company : Steve Hales, Synapse Soft
available..... : ?
package....... : assembler, editor, monitor, manual
features...... : source include
Two pass 6502 assembler.

- ST-65 (disk)
version, year : ?, 1991
author/company : A. Stauffenberg, F. Offenga
available..... : mailto: F.Offenga@student.kun.nl
package....... : assembler, menu shell, manual
features...... : macros, conditional assembly,
source include, data include,
boundary directive
Two pass 6502/65c02 cross assembler for the Atari ST
written in 68000 assembly. As far as I know this is
the first assembler with the boundary directive.

b) BASIC

- A BASIC Compiler (?)
version, year : 1.03, ?
author/company : Monarch Data Systems
available..... : ?
package....... : BASIC compiler
features...... : ?

- Advan BASIC (disk)
version, year : ?, ?
author/company : Advan Language Designs
available..... : ?
package....... : BASIC compiler
features...... : ?

- Atari 800 Basic (disk)
version, year : 1.0, 1981
author/company : Microsoft
available..... : ?
package....... : ?
features...... : ?

- Atari BASIC (cart)
version, year : Rev.C, 1983
author/company : Atari
available..... : standard ROM in Atari XL/XE
package....... : BASIC interpreter, manual
features...... : pretty plain BASIC implementation

- Atari Microsoft BASIC II (cart)
version, year : ?, 1991
author/company : Atari
available..... : ?
package....... : BASIC interpreter
features...... : ?

- BASIC A+ (disk)
version, year : 3.05, 1981
author/company : OSS
available..... : ?
package....... : BASIC interpreter
features...... : ?

- BASIC XL (cart)
version, year : ?, ?
author/company : OSS
available..... : ?
package....... : BASIC interpreter
features...... : ?

- BASIC XE (cart)
version, year : ?, 1985
author/company : OSS
available..... : ?

package..... : BASIC interpreter
features..... : ?

- Turbo Basic XL (disk)
version, year : 1.5, 1985
author/company : Frank Ostrowski, Happy Computer
available..... : ?
package..... : BASIC interpreter, compiler (V1.1)
features..... : ?
Published in the German magazine "Happy Computer".

c) C

- ACE C (disk)
version, year : ?
author/company : John Palevich & Ralph Walden
available..... : ?
package..... : ?
features..... : ?
This is a newer version of 'Deep Blue C'.

- C/65 (?)
version, year : ?
author/company : OSS
available..... : ?
package..... : ?
features..... : ?
Probably derived from Dr.Dobbs "Small C". Compiles to 6502
code which emulates the 8080 instruction set.

- C65 (?)
version, year : ?
author/company : Keith Ledbetter
available..... : ?
package..... : ?
features..... : good macro assembler
This compiler does not support structs.

- CC65 (disk)
version, year : 1989
author/company : John R. Dunning
available..... : www.cc65.org
package..... : compiler, linker, assembler, librarian
features..... : ?
Public domain compiler. Also used as cross compiler.
Relocatable object linkage files, and the most thorough
K&R C for the 8-bit. Comes with an relocatable assembler.

- CC8 (disk)
version, year : 2.3
author/company : John Palevich & Steve Kennedy
available..... : ?

package..... : Compiler
features..... : ?
ACE C with more "real" C support (e.g. arrays of pointers
to structs). Requires ACE C runtime libs and linker.

- Deep Blue C (disk)
version, year : 1.2, 1982
author/company : John Palevich, APX
available..... : ?
package..... : Compiler, Linker
features..... : ?
Deep Blue C was originally an independent product, but it
then became available from APX. It converts C to pseudo-
code and then interprets the pseudo code (8080 instruction
set emulation).
Drawn from Ron Cain's public domain C-compiler (Small-C).

- DVC C (disk)
version, year : 1.05, 1985
author/company : Ralph E. Walden
available..... : ?
package..... : Editor, Compiler, Optimizer, Linker
features..... : Quite user friendly program
The compiler generates special object files (.CCC)
which can be optimized and linked. The package uses a
special DOS called DVC DOS which contains runtime stuff.

- LightSpeed C (disk)
version, year : 1.08, 1986
author/company : Clearstar Softechnology
available..... : ?
package..... : Compiler, Optimizer, Linker
features..... : ?
Runs under CLI DOS's and MENU DOS's.

- Tiny-C
version, year : ?
author/company : OSS
available..... : ?
package..... : ?
features..... : ?
First sold C compiler by OSS. This compiler was used to
compile itself! First true language "bootstrap" on any
8-bit machine (it was also available for Apple and CP/M
machines). Derived from Dr.Dobbs "Small C". Compiles to
6502 code which emulates the 8080 instruction set.

d) PASCAL

- Atari Pascal (disk)
version, year : 1.0, 1982
author/company : APX

available..... : APX-20102
package....... : ?
features...... : ?

- Draper Pascal (disk)
version, year : 2.1, 1989
author/company : Norm Draper
available..... : ?
package....... : ?
features...... : ?

- Kyan Pascal (disk)
version, year : 1986
author/company : Kyan Software, APX
available..... : ?
package....... : editor, compiler, linker, macro-assembler
and manual
features...... : ?
Kyan Pascal would run off a single floppy. The Atari (APX)
version needs two drives. A version which runs entirely in
128k should be available too.

e) LISP

- INTER-LISP/65 (disk)
version, year : 2.1, 1981
author/company : Special Software Systems, DataSoft
available..... : ?
package....... : ?
features...... : ?

f) FORTH

- ValForth (?)
version, year : ?
author/company : Valpar International
available..... : ?
package....... : ?
features...... : ?

- Extended fig-Forth (?)
version, year : ?
author/company : APX
available..... : APX-20029
package....... : ?
features...... : ?

- fig-Forth (disk)
version, year : 1.4s
author/company : ?
available..... : ?
package....... : ?
features...... : ?

- fun-Forth (?)
version, year : ?
author/company : APX
available..... : APX-20146
package....... : ?
features...... : ?

- Grafik-FORTH
version, year : ?
author/company : ?
available..... : ?
package....... : ?
features...... : ?

- QS Forth (?)
version, year : ?
author/company : Quality Software
available..... : ?
package....... : ?
features...... : ?

g) PILOT

- Atari PILOT (cart)
version, year : 1980
author/company : Atari
available..... : ?
package....... : ?
features...... : ?

h) LOGO

- Atari LOGO (cart)
version, year : 1983
author/company : LCSI, Atari
available..... : ?
package....... : ?
features...... : ?

i) All the rest

- Action! (cart)
version, year : 1983
author/company : OSS
available..... : ?
package....... : compiler, editor, monitor and library
features...... : fast compiler which generates good code
Needs cartridge for runtime procedures. A PD runtime
library is also available.
All variables are static, so recursive routine calls
are not possible. No floating point type (though a
PD library should make this possible). No arrays of
objects (arrays of POINTERS to objects are possible).

- Quick (disk)
version, year : 2.0, 1990
author/company : Raindorf Soft
available..... : ?
package..... : ?
features..... : ?
This is the "poor man's Action!". Same restrictions as
Action! apply also to Quick. Further restrictions are:
only simple assignment expressions, no records and no
pointers.

- Test Computer Language (disk)
version, year : 2.2, 1985-1990
author/company : D.Firth
available..... : public domain, ?
package..... : compiler and editor
features..... : ?

Subject: 8.4) What cartridges were released for the Right Slot of the 800?

Contributors: Gene, Larry White, others

Austin Franklin Austin 80 Console Software
Eastern House KISS
Eastern House Monkey Wrench
Eastern House Monkey Wrench II
Geminisoft/Sar-An Magic Dump
Geminisoft Magic Dump II
Radical Systems Cartridge Maker (eprom burner)
Block (first right cart/first "backup" program hardware device)
R-Time 8 ICD (battery-backed clock, for left or right cart slots)

Subject: 8.5) What games support 4 or more simultaneous players?

contributors to this section:
Jeff M Lodoen, Vidar \"Hawk\" Olavesen, Pat Mulvey,
Steven E. Posey (Party Quiz controllers description), Andreas Magenheimer

The following games support 4 player head-to-head play. Remember, only the
400 and 800 computer models sport 4 controller ports.

Asteroids, Basketball, Dandy, M.U.L.E., Maze War, Silicon Warrior, Survivor,
Thorn EMI Soccer, Major League Hockey

The following support 8 players on the 400/800 or 4 on the other computer
models, using the 2 controllers-per-port CX30 Paddle controllers:

Super Breakout, Worms?

The following supports 4 players on all machines, using special 4-button keypad
controllers linked together with RJ-11 jacks (standard phone jacks) to a box

with 2 joystick port connectors.

Party Quiz by Suncom

Andreas Magenheimer contributes the following:
- Networking 1-8 players/computers games:
Dataque once (1989-1992) developed a Network game+cable which lets you connect 1-8 A8 computers together. The cable (octagon or so) could be selfmade or bought. The game avaiable was Maze of Agdagon (shareware from the Agda Group/Dataque). Maze of Agdagon worked on all 8Bit Ataris with a minimum of 48k RAM. In 1999/2000 Bewesoft discovered this and developed the game Multidash which is network-compatible to the previous game, i.e. it can use the same network cable. But, because of its interlaced grapic mode Multidash will only run on XL/XE computers. Therfore Jiri included a good Gr. 8 picture how to built an easy network cable for 2 players/computers (using a SIO cable as a nullmodem cable!) and an -not so easy - network cable for 2-8 players/computers. The game and its text+picture was released as freeware; it can be found on the internet or the abbuc magazine...

in short: networking games with 1-8 players: a) Maze of Agdagon
b) Multidash

- more multi-joystick games:
MULTIJOY device by Radek Sterba (Raster), supports 8 joysticks attached to one controller port.
Two games by Raster supporting this device: Cervi, Multris.
http://www.infos.cz/raster/atari

Subject: 8.6) What programs run only on the 400 and 800 models, and why?

The following are reported as incompatable with models other than the original Atari 400/800. Most probably do work on XL/XE's if you use a translator to run the original 400/800 OS on your XL/XE.

Apple Panic Broderbund
Aquatron Sierra On-Line
Astro Chase First Star Software / Parker
Atlantis Imagic
Attack at EP-CYG-4 (by Bram) Romox
Bandits
BearJam Chalkboard Inc.
Boulders And Bombs CBS
Chicken Synapse
Demon Attack Imagic
Disk 50
Dreadnaught Factor, The Activision
Drelbs Synapse
Forbidden Forest Cosmi
Fort Apocalypse Synapse
Galahad And The Holy Grail APX

Go Hayden
Gorf Roklan
Jawbreaker II
Jet Boot Jack English
Juggler IDSI
K-Razy Antiks K-Byte
K-razy Kritters CBS Software
K-razy Kritters K-Byte
Kangaroo Atari prototype
KoalaPainter Koala
Leo's 'Lectric Paintbrush Chalkboard Inc.
Leo's Links Chalkboard Inc.
LogicMaster Chalkboard Inc.
Lunar Leeper
Mario Bros. ('83) Atari
Maze Epyx
MicroMaestro Chalkboard Inc.
Monkey Wrench
Monster Maze Epyx
Ms. Pac-Man Atari [some problems
M.U.L.E.(early release only)Electronic Arts
Nautilus Synapse
Pac-Man Jr. Atari prototype
Picnic Paranoia Synapse
Pool 1.5 IDSI
Pool 400 IDSI
Protector II Synapse
Rack 'Em Up Rocklan
Shamus Synapse
Slime Synapse
Snapper Silicon Valley Systems
Space Dungeon Atari
Squish 'Em Sirius
Super Pac-Man Atari prototype

Konrad M.Kokoszkiewicz writes:

XL/XE software won't work on 400/800 if:

1) it uses shadow RAM at $C000-$CFFF and $D800-$FFFF
2) it uses RAM expansions at $4000-$7FFF controlled by PORTB $D301
3) it uses specific XL OS functions (like JNEWDEVC)
4) it uses illegal XL OS addresses.
5) it uses European Charset :)

Subject: 8.7) What programs make use of the Light Gun or a light pen?

Bertrand M. (LEXX) writes:

Bug Hunt, Barnyard Blaster, Crossbow, Crimebuster, Operation Blood, Operation Blood II - Special Forces (not completely sure about that one), Light Gun Blaster (PD), Gangsterville (Italian game written in BASIC), maybe a couple more...

James Bradford mentions:
"On the 400, the light gun /pen will only work in joystick port 4." This renders much light gun and light pen software unusable on the 400.

Andreas Magenheimer adds:
all Lightgun games can be used with a lightpen (which is not as accurate as a Lightgun however). And: all lightpen games can be used with lightgun. thus add:
- Atari Graphics (Atari) Lightpen graphic software
- 5 Matrix or Matrix 5, a PD game...
- Alien Invaders (DGS) a Space Invaders clone from the brits...
- Bembelwo (Thorsten Butschke) a sort of golf/minesweeper game, written in Quick and PD!
- Sharp Shooter (Mat*Rat) a PD game from Analog, also avaiable on cart from Video 61/Lance Ringquist
- Lightgun Shooter (ABBUC mag.) a simple shooter game, at least PD!
- Flyshot (or Flyshoot) a Turbo Basic game (PD) from ZONG, the KE Soft mag.

More:
Geisterschloss by KE Soft, 1992

Subject: 8.8) What programs have a track ball mode or support a mouse?

Contributors: Andreas Magenheimer, Mirko Sobe

Title	Keystroke Required
Missile Command (Atari)	CTRL-T
Slime (Synapse)	[T]
Shanghai (Activision)	choose controller type: ST mouse ! (plug it into port 2; if you do not have one, you have to reboot!!)
Bombdown (Roemer of Uno)	choose between Joystick, Amiga mouse, ST mouse or CX85 numeric keypad (use port 2 for any mice)
Minesweeper (PPP/PD-World Versand)	use an ST mouse in port 2
The Brundles (KE-Soft/Kaisersoft)	use an ST mouse in port 2
The Brundles Editor (KE-Soft, PD)	use an ST mouse in port 2
Geisterschloss/Ghost Castle (KE-Soft, PD)	choose Lightgun (port 1) or ST mouse (port 2)
10-12 games from ZONG magazine	ST mouse games !! (they use port 2 (KE SOFT, now PD) and a driver called KEMAUS.COM)
Multi-Mouse manager (PD/shareware)	drivers for mice, TB, etc.
Unriagh I (german PD adventure)	has drivers for ST mouse+Joystick (stick=port 1, mouse=port2)

Unriagh II (german PD adventure) has drivers for ST mouse+joystick
(stick=port 1, mouse=port 2)
little Calculator (AMC-Verlag, PD) uses mouse only (port 2)
big UPN calculator (PD) uses ST mouse, TB, Touch tab. and
joystick; (there are different COM
files, rename the one you wish to
use to *.EXE; all drivers use port
1 - if I remember correctly)
Operation Blood (ANG/Mirage) press mouse fire or Select to start
in ST mouse mode (port 2)
Operation Blood 2 / Special Forces press mouse fire or Select to start
(ANG/Mirage) in ST mouse mode
Sprint XL (ABBUC Jahresgabe 1992) uses an ST mouse in port 2
M.O.S. (ABBUC magazine) uses an ST mouse in port 2
Multi-(Tasking-)Operating-System,
Diamond GOS (Reeve software) Version 1.0 (disk), 2.0 & 3.0
(cart.)
support an ST mouse in port 2
S.A.M. (Power per Post) german GUI, supports an ST mouse in
port 2
G.O.E. (TCS) supports an ST mouse in port 1
BOSS-X (MS-Software, Mirko Sobe) supports ST-Mouse in Port 2

RE: Missile Command, Andreas writes:
there are many different versions avaible... I know the old Atari 800
cart version, which works correct with Joystick and Trakball, but not at
all with a mouse. The newer XL version works with Mouse, trackball and
Joystick, also the newest (built-in) XEGS version of MC. But, there is
also a tape version (and maybe a disk version) of MC avaiable. I am not
sure if this tape version behaves like the old 800 version or like the
newer XL and XE/XEGS versions...

And about mice, Andreas adds:
Maybe you did not know, there is a little difference between Trackball
and ST-mouse. Although MC works with both input devices does not mean,
they are the same. they are not !! Connect the TB to an ST computer and
you see: it does not work at all !! You have to do a small conversion to
convert the TB to an ST mouse. (Plans are avaiable from ABBUC, germany).
maybe somebody already did this with Harvey`s TB (and to make things
worse: the old Atari 800 version does not support a mouse; so if the TB
has been converted to a mouse this MC version will not work with it!).

Subject: 8.9) What programs have a paddle(s) or Koala Pad mode?

Andreas Magenheimer contributes:

- Super Breakout (Atari) breakout clone
- Live Wire (Analog) tempest clone
- Live wire 2 (Analog) tempest clone
- Planetary Defense (Analog)

- Pong (Antic) Pong clone
- Pong (Analog) Pong clone
- Super Ball (Compy Shop Magazin) Breakout clone
- Arkanoid (Taito/Imagic) Breakout clone
- Koala/Micro-Illustrator (Island graphics/Koala Ware) graphics program
- Chiseler (Antic or Analog) a breakout clone
- Slime (Synapse) a slimy shooter...
- Chicken (Synapse) catch the chicken eggs...
- many more dozens of Pong and Breakout clones
(forgot their names, maybe someone can help here!)
- many more programs (which I do not remember right now!)

Subject: 8.10) What programs have a CX85 mode?

Andreas Magenheimer writes:

- Multi mouse Management (PD)
- UPN calculator (PD)
- the Bookkeeper (published by ???)
- Bombdown (Roemer of Uno)
- many games from KE-Soft and Powersoft
(forgot their names, help needed!)

Subject 8.11) What programs have a Touch tablet mode?

Andreas Magenheimer writes:

- Atari Artist (Atari) graphics program
- Pixel Artist Deluxe 1.3 (PD) graphics program
- The Brundles (KE-Soft) Lemmings clone
- many more (which I do not remember right now!)

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The archives contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc

Subject: 9.3) What are the .DCM, .ATR, .XFD, .SCP, and .DI disk image formats?

These are all filename extensions used to name files containing entire 8-bit
Atari floppy disk images.

DCM - Image format invented by Bob Puff, for his Disk Communicator 3.2 utility.
Used when working with native Atari hardware.
DCM specs at: http://home.planet.nl/~ernest/diskcomm.zip

ATR - Image format invented by Nick Kennedy, for his SIO2PC project.
Used with most 8-bit Atari emulators running on other computer platforms.

XFD - Image format invented by Emulators Inc, for their ST Xformer emulator.
Identical to ATR except without the 16 byte header.
Used with ST Xformer and PC Xformer emulators.

PRO - Image format invented by Steven Tucker, for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.

SCP - SpartaDOS SCOPY image file.

DI - Image format invented by Kolja Koischwitz & Christian Kruger for their
800XL DJ emulator for the Atari ST.

One tool for converting among all of these disk image formats is:
Acvt v1.06 by Jindrich Kubec
Latest version can be found at http://www.asw.cz/~kubecj

Subject: 9.4) What are the .XMO and .BIN file formats?

XMO stands for XMODEM. The idea was that the file was not plain text,
but was a binary file. As a binary file, it had to be downloaded using a
file transfer protocol such as XMODEM. The use of ".xmo" as a filename
extender was popular once, but has been discouraged for years.

BIN - another filename extension sometimes used to designate binary-load files. Like .xmo, use of .bin is discouraged.

Subject: 9.5) How can I make my commercial boot disk (tape, cart) into a load file or disk image?

Russ Gilbert writes:

The disk image part is a matter of taking a copyable boot disk and making an atr, xfd, dcm or other disk image type file out of it, usually for use with an emulator. Before emulators, the Bob Puff .dcm format was used to store/archive/retrieve boot disk images.

Almost all commercial software for the A8 is/was copy protected. For boot disks, this usually involved a large number of special formatting that couldn't be copied using ordinary sector copiers. Usually the boot process involved checking to see if a certain sector error occurred, then proceeding. If the error did not occur, the disk was a copy and would not work.

For carts, usually the method of protection was to write to the cart area of memory and see if the value changed. If the value changed, the cart program was in RAM, not ROM and would fail to operate.

For tapes, again a fair number of schemes were used. Some varied the speed at which the tape loaded. I'm not familiar with tape protection schemes.

With all software media (cart, tape, disk), there may be program encryption, which must be decrypted before the program can run. This to make more difficult disassembly of the program.

There were/are a number of products to defeat copy protection/allow copying of protected software for the A8. The most common way to defeat copy protection was to disassemble the software and revise sections of code so that the copy protection was defeated. A software with defeated copy protection is called a 'cracked' software. The basic procedure is to understand how cart/tape/disk software initializes, loads and runs. Usually make a file out of the software and 'follow the code', starting with loading of the program, to decryption to the actual running of the program. Today, it is unnecessary to copy original commercial A8 software because it has already been defeated and may be found at a few ftp sites. (Note umich archive has no commercial/non-shareware software.)

Besides 'cracking' software, there were/are hardware devices to copy commercial protected software. The Happy 1050 and the Archiver, and probably other modifications to the 810, or 1050 allowed 'bit image' copying and reproduction of the special formatting that copy protected disks had. Using these archiving disk drives, a copy of the original disk, including all special formatting and the original code is copied, thus making a copy protected copy, not cracked, just like the original.

For carts, copying could involve cracking or again there were/are products to reproduce the cart and simulate a ROM. Or the cart might be copied and burned on the correct type of eprom, to make a plug in cart. 'The Impersonator', the 'Pill' are two cart copy schemes copy the cart to a file, then don't change the code, but use a 'dummy cart' to fool the software into thinking there is a ROM present.

Basic tools for copying, then cracking, carts and disks are a sector editor and disassembler. Carts are usually most easily dumped using a special OS, like Omnimon, to interrupt the cart and dump memory to disk. There are a few pd cart copiers that have the user plug the cart in when the program is running, I don't believe these pd cart copiers are very good or very wise to use.

So, the basic answer to 'how do I make a copy of my copy protected commercial software' is don't bother. Find it on the net.

There is one exception, in that this 'solution' involves a minimum of effort and is relatively safe. I refer to 'Chipmunk' and 'Black Patch' software to make cracked boot disk copy of commercial disks. HOWEVER, even if you use these two commercial archival tools, be sure you write protect your originals, and be careful not to accidentally write to the original disk.

Finally, I'll mention a very modern (I mean 1997) product. The APE Pro system, by Steven Tucker, in the registered version of this shareware allows making disk images called 'Pro' images. APE (Atari Peripheral Emulator) requires a cable, called the SIO2PC cable, that connects the A8 13 pin serial port to a serial port on the IBM PC clone. To make 'Pro' images, a special adapter cable is needed, not just the 'standard' SIO2PC cable. The 'Pro' image can 'capture' the copy protection of an original commercial disk. The 'Pro' image can then be loaded into an A8 using the APE registered version software, thus backing up your original disk software. Note the 'Pro' image will only be of use to person(s) owning registered APE software and 'Pro' adapter cable.

Subject: 9.6) How can I convert my commercial boot tape into a cassette image file?

Ernest R. Schreurs writes:

For those of you that like ALL classic Atari software, there is now a way to store all software that has been recorded on cassette tapes on the hard disk of your PC. I have written a program that is similar to the SIO2PC utility written by Nick Kennedy. But this one is intended for use with cassette software. You will need the following items:

Any PC equipped with a sound card and about 50 to 100 Megs of free disk space to work with. The sound card should be able to sample sound at a sample rate of 44.100 Hz mono. The sample must be recorded into a .wav file.
You need the wav2cas program to convert the .wav file to a .cas file. The .cas file is a digital cassette image file that only contains the data that is on the cassette tape. Once you have that, you can throw away the .wav file. The .cas files are typically 16 to 64K, so they are relatively small.

To load cassette files into your Atari (i.e. boot a digital cassette image) you do not need a sound card. You do need a SIO2PC cable or similar device. You also need the cas2sio program.

The wav2cas and cas2sio programs should be available from the archives of Umich by now. They have been put together in one zip file wav2cas.zip, along with the documentation and the 'C' source code.
You can download it through the web interface at the URL
http://www.umich.edu/~archive/atari/8bit/Emulators/Peripherals/wav2cas.zip
Note the capital in Emulators and in Peripherals.
Thanks to William Kendrick for helping me get it uploaded there!
You can also try the gopher stuff:
gopher://gopher.archive.umich.edu:7055/11/atari/8bit/Emulators/Peripherals/

Steven Tucker, the author of APE, has added support for this file format as of version 1.15 of APE. It looks real neat, so try that out too! Thanks to Steven for adding a nice user interface for these cassette images. He did a nice job. I am hoping other using are willing to write some programs to get more enjoyment out of this underrated storage medium.

My stuff is available totally free for personal use, so I hope you enjoy it. Read the docs about the conditions.

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an Atari-format diskette. The following require a DOS and disk drive on the Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

Ataridsk V1.2 (c) 95-12-09 by HiassofT (Matthias Reichl)
http://www.horus.com/~hias/atari/

MyUTIL and the XF551 - tips from JTKIRK:

]MyUtil works fine with the XF551. The XF551's speed is 300 rpm (sometimes even
]up to 303 rpm). I've got two XF551s and can read/write disks written on a PC
]with MyUtil on both with no problems. MyUtil even can write to a DS/DD disk,
]for a total of 360 K, BUT: the ATARI disks not only have the bits inverted,
]the second side is also read BACKWARDS respect to PC disks. That is, when
]MyUtil on the PC writes to what it thinks is sector 721, it really is writing
]to sector 1440! Worse, if you take an ATARI disk with a file whose sectors
]get past sector 720, MyUtil will attempt to read the sector 2161-n instead of
]'n', and you'll get a 'truncated record' error. The solution is simply to
]rewrite the code to take into account this (if sec>720 then sec=2161-sec).
]Let me know if you modify this. You don't know how frustrating it is to have
]to use only 180 K of a 360 K disk! I'm going to analyze the source code, but
]I don't know if I will be able to modify it properly. If someone does it
]before, please email me and send me an uuencoded copy or tell me where to get
]it.

Here's some advice on using the above utilities from Hans Breitenlohner:

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad Kokoszkiewicz answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main

crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

Jon D. Melbo sums it up this way:
So a basic rule of themb when sharing 360KB floppies among 360KB &
1.2MB drives is: Never do any writes with a 1.2MB drive to a disk that
has been previously written to in a 360KB drive....UNLESS... you only
plan on ever using that disk in the 1.2Mb drive from then on out. Of
course a disk can be reformated in a particular drive any time for use
in that drive. As long as you follow that rule, you can utilize the
backwards compatible 360KB modes that most 1.2MB drives offer.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Apparently 2.07 is buggy.
Anadisk 2.06 is available at: http://ch.twi.tudelft.nl/~sidney/atari/

Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to Preston Crow:
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) How do I transfer files using a null modem cable?

This section by Russ Gilbert.

Q: How do I connect two cmputers using a null modem cable?

A: You need a term program and RS 232 ports on both computers. The RS 232 ports need to be connected together using a 'null modem cable'.

For up to 4800 baud, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25 pin port. 25 pin #2 goes to Atari #4 (XMT to RCV), 25 pin #3 goes to #3 on Atari (RCV to XMT) and #5 of 850 goes to #7 of 25 pin (GND to GND).

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go to the left 1 to 13 then #14 is under #1 and left again so that #25 is under #13.

Most term programs allow a null connection, without a carrier detect. Notably, 'Express 850' does not. I have only used 'Procomm 2.4.3' (the last shareware version of Procomm) on the PC and Bob Term on the Atari, but other term programs may work.

To check your null modem connection, start both PC and Atari term programs, set baud to 2400 or 4800 on both computers. No parity, 8 data bits, 1 stop bit on the PC. Be sure to use the correct COM port on the PC. Go to 'terminal' mode and you should now be able to type on either computer and see it on the other screen. To accomplish a file transfer, use Y-modem probably from Bob Term, rather than X-modem. X-modem will often append bytes to a file transfer, an undesirable event. There is also a very nice Z-modem recieve program for the Atari, called AtarZmodem by Larry Black for the Atari.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors (Radio Shack) some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modems and plugging in the null modem cable into the two modem cables. This also avoids the confusion of variations in the computer ports. Most computers connect into the modem end via a standard RS232 DB25 connection. With this both ends 25 pin cable, you would cross pins 2 and 3 and connect the #7s together to make a null modem cable.

The SIO port on the Atari cannot be used directly. An 850, P:R: connection, MIO, Black Box or similar device that provides an RS232 port must be used.

Following are pin assignments for a DB25 pin RS 232 C port.
1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

For higher speed connections, above 4800 or 9600, you need the flow control lines and Atari term software that has flow control built in. You also need an MIO or Black Box, which uses the PBI (parallel bus). A high speed cable would need not only XMT, RCV, and GND, but also flow control lines. I suggest a commercial null modem from computer store to ensure correct lines. A null modem is a small adapter with the correct lines already crossed. I don't know how to correctly connect the CTS, RTS, DTR, DSR, CRX lines for a high speed null modem. With a null modem, you just plug it into the 25 pin connectors of the two modem cables you might already have connected to your Atari and PC or Mac. You may need a straight thru 25 pin gender changer also.

Following is in this FAQ elsewhere, but I summarize here: (Figure out or look for pin numbers on the ports.) Note that these are pin assignments, and NOT null modem connections with the XMT, RCV crossed and GND straight thru.

Atari 8-bit PC AT 25 PC AT 9 pin
---
1. DTR 20 4*
2. CRX 8 1*
3. XMT 2 3
4. RCV 3 2*
5. GND 7 5
6. DSR 6 6
7. RTS 4 7
8. CTS 5 8
9. No connect? shield RI
22 RI

Note: * above indicates the difference between an AT 9 pin and a Atari 8-bit 9 pin cable connector. eg. If you check continuity from pin 3 of 25 pin end and it goes to pin 4 of nine pin end, you have an Atari serial cable. If pin

3 of 25 pin goes to pin 2 of 9 pin end, you have a PC
serial cable.
(updated 3/1/99)
(DTE = Data Terminal Equipment ie. your computer.
DCE = Data Communications Equipment ie. your modem.)

Subject: 11.4) What is SIO2PC?

From the SIO2PC home page, written by Nick Kennedy:

SIO2PC is a hardware & software package interfacing the 8-bit Atari to PC
compatible computers.

The original idea was to have the PC emulate Atari disk drives so Atari
programs could be stored on the PC's hard (or floppy) drives. It turned out to
be quite successful. About 95% of my work was in the software, but a hardware
device to convert logic levels was also necessary. This device is now commonly
referred to as an SIO2PC cable.

Features:

Emulates 1 to 4 Atari disk drives

Store your Atari files on PC hard or floppy drives

Boot from the PC, real drive not needed to start-up

No software or drivers required for the Atari;
no conflicts: use your favorite DOS

Twice as fast as an Atari 810 drive and more reliable

Co-exists with real drives in the Atari daisy chain

Compatible down to the hardware level: use sector copiers, etc.

Print-Thru captures Atari print-out and routes to PC's printer

Convert Atari files to PC files and vice versa

1050-2-PC version connects PC directly to Atari disk drive

Nick Kennedy
http://www.cswnet.com/~nkennedy/

Another source for building SIO2PC cables is Clarence Dyson's page at
http://www.redshift.com/~cdyson/atari.html

Subject: 11.5) What is the Atari Peripheral Emulator (APE)?

David A. Paterson writes:

"Steven J. Tucker took SIO2PC one better and wrote new software. The Atari Peripheral Emulator (APE for short) lets your PC act as high-speed drives. It lets you print to your PC printer. And it lets you use your PC modem on the 8-bit."

The APE ProSystem goes even further. The ProSystem has two components:

- The program PROSYS.EXE is used to create the protected and unprotected disk images which are then used by APE.

- The ProSystem hardware is a device designed to allow direct connection of a stock 1050 disk drive directly to a PC for use by the PROSYS.EXE software.

APE home page: http://www.nacs.net/~classics/

Subject: 13.19) What's the difference between ASCII and ATASCII?

David Moeser produced this nice translation table.

ASCII TRANSLATION TABLE -- IBM & ATARI 8-BIT (ATASCII)
==========

SECTION ONE: CONTROL CHARACTERS
==========

DECIMAL ATARI IBM <----> ATARI ASCII
-HEX NAME KEY GRAPHICS CHARACTER FUNCTION
======= ==== === ========== ========
0 00 NUL ^, none heart Null
1 01 SOH ^A smiley |- Start of header
2 02 STX ^B [smiley] right | Start of text
3 03 ETX ^C heart (9:00) End of last text
4 04 EOT ^D diamond -| End of transmission
5 05 ENQ ^E club (8:30) Enquiry
6 06 ACK ^F spade / Acknowledge (handshake)
7 07 BEL ^G rain dot \ Bell
8 08 BS ^H doorbell L triangle Backspace
9 09 HT ^I o low-R-sq. Horizontal tab
10 0A LF ^J [doorbell] R triangle Line feed
11 0B VT ^K Mars hi-R-sq. Vertical tab
12 0C FF ^L Venus hi-L-sq. Form feed
13 0D CR ^M note high bar Carriage return
14 0E SO ^N 2 notes low bar Shift out
15 0F SI ^O sun low-L-sq. Shift in
16 10 DLE ^P R pennant club Data link escape (break)
17 11 DC1 ^Q L pennant (3:30) Device #1 (P:)
18 12 DC2 ^R V arrows -- Device #2
19 13 DC3 ^S !! cross Device #3 (deselects P:)
20 14 DC4 ^T paragraph cloudy Device #4 (stop)
21 15 NAK ^U section low block Negative acknowl. (error)
22 16 SYN ^V short - left | Synchronous idle

23 17 ETB ^W base-V-arrs.low T End of block
24 18 CAN ^X up arrow hi perp. Cancel memory (in buffer)
25 19 EM ^Y DN arrow left half End medium (tape drive)
26 1A SUB ^Z R arrow (3:00) Substitute
27 1B ESC EE L arrow escape Escape
28 1C FS E^- (3:00) up arrow File separator
29 1D GS E^= ice needles DN arrow Group separator
30 1E RS E^+ up triangle L arrow Record separator
31 1F US E^* DN triangle R arrow Unit separator
32 20 SPC bar space space Space

SECTION TWO: SPECIAL CHARACTERS
==============================
127 7F DEL ETB home plate R pennant Deleted
155 9B EOL RETURN box, etc. Atascii end of line
(only at end of paragraphs or last column for data)
13,10 EOL ENTER ^M^J IBM end of line
(at end of every 80-column screen line)
13 EOL ENTER ^M (or ^M and null) Unix end of line

KEY TO ABBREVIATIONS:
====================
^ = control key L = left hi = upper
S = shift key R = right low = lower
E = escape key UP = points up [ ] = inverse
BS = backspace DN = points down V = vertical
TB = tab key sq = square perp = perpendicular
(time) = position of hands on a clockface

Where possible, descriptions of graphics characters are taken
from standard symbols used in mathematics, weather, astronomy, etc.
Note: Different computer platforms, operating systems, programs,
printers, etc. will produce different graphics characters.

SECTION THREE: KEYBOARD CHARACTERS
==================================

DECIMAL IBM ATARI DECIMAL IBM ATARI
-HEX KEY CHAR. KEY CHAR. -HEX KEY CHAR. KEY CHAR.
======= === ==== === ==== ======= === ==== === ====
32 20 bar space bar space 80 50 P P P P
33 21 S1 ! S1 ! 81 51 Q Q Q Q
34 22 S' " S2 " 82 52 R R R R
35 23 S3 # S3 # 83 53 S S S S
36 24 S4 $ S4 $ 84 54 T T T T
37 25 S5 % S5 % 85 55 U U U U
38 26 S7 & S6 & 86 56 V V V V
39 27 ' ' S7 ' 87 57 W W W W
40 28 S9 (S9 (88 58 X X X X
41 29 S0) S0) 89 59 Y Y Y Y
42 2A S8 * * * 90 5A Z Z Z Z
43 2B S= + + + 91 5B [[S, [

```
44 2C , , , , 92 5C \ \ S+ \
45 2D - - - - 93 5D ] ] S. ]
46 2E . . . . 94 5E S6 ^ S* ^
47 2F / / / / 95 5F S- _ S- _
48 30 0 0 0 0 96 60 ` ` ^. `
49 31 1 1 1 1 97 61 a a a a
50 32 2 2 2 2 98 62 b b b b
51 33 3 3 3 3 99 63 c c c c
52 34 4 4 4 4 100 64 d d d d
53 35 5 5 5 5 101 65 e e e e
54 36 6 6 6 6 102 66 f f f f
55 37 7 7 7 7 103 67 g g g g
56 38 8 8 8 8 104 68 h h h h
57 39 9 9 9 9 105 69 i i i i
58 3A S; : S; : 106 6A j j j j
59 3B ; ; ; ; 107 6B k k k k
60 3C S, < < < 108 6C l l l l
61 3D = = = = 109 6D m m m m
62 3E S. > > > 110 6E n n n n
63 3F S/ ? S/ ? 111 6F o o o o
64 40 S2 @ S8 @ 112 70 p p p p
65 41 A A A A 113 71 q q q q
66 42 B B B B 114 72 r r r r
67 43 C C C C 115 73 s s s s
68 44 D D D D 116 74 t t t t
69 45 E E E E 117 75 u u u u
70 46 F F F F 118 76 v v v v
71 47 G G G G 119 77 w w w w
72 48 H H H H 120 78 x x x x
73 49 I I I I 121 79 y y y y
74 4A J J J J 122 7A z z z z
75 4B K K K K 123 7B S[ { ^; spade
76 4C L L L L 124 7C S\ | S= |
77 4D M M M M 125 7D S] } E^< left-turn
78 4E N N N N 126 7E S` ~ EBS L pennant
79 4F O O O O 127 7F none house ETB R pennant
```

Subject: 15.1) How did Atari get it's name?

Graham Thornton types:

This article was published in "I/O - The Magazine of the Atari Home Computer Club" in issue 3 - Summer 1983. The magazine was the official mouthpiece of Atari UK. The article was not attributed to any one person. The words are theirs, not mine.

How Atari Got It's Name

The name Atari actually comes from Japan. And yet the company is most definitely American. Every wondered why? It's an interesting story and one well worth telling.

In 1972 three friends decided to invent and market the first commercially feasible video game. They were Nolan Bushnell, Ted Dabney and Larry Bryan.

To become a partner each man had to submit $100 to the project - a remarkably small sum when you consider the company's success! The next step was to find a name.

Drinking beer and thumbing through the dictionary one day, the three friends came across an interesting entry under "S". The word was Syzygy, or "the straight-line configuration between three celestial bodies". What a perfect name they thought, for three such astronomically talented people!

Now they could get on with the business of inventing games. Their first, Computer Space, was produced and all seemed to be going well.

But then things started to get a little shaky. Larry Bryan decided not to ante up his $100 and pulled out, leaving Bushnell and Dabney to go it alone.

The set up a shop in Santa Clara, California, and incorporated the business. A little later they invented Pong(r).

Busnell and Dabney applied for the name Syzygy to the Office of the California Secretary of State, which regulates Californian corporations, but were told that they were too late. The name was already taken.

Following unsuccessful attempts to buy the rights to the name from the first Syzygy corporation, which appeared to be inactive, the friends' solicitor pressed them to think up an alternative.

This proved difficult. BD Inc and DB Inc were tested and then rejected in turn: the first bore too close a resemblance to Black & Decker, the second to Dunn and Bradstreet.

Inspiration occurred at last, once again in an informal atmosphere. Bushnell and Dabney were both keen players of Go, a Japanese strategy game, and their best brainstorming always occurred over a good game and a bottle of beer.

This time, they decided to make a list of several Go words to see if one of them would fly as the new corporate name.

First choice was "Sente", which means "the upper hand" - something that greatly appealed. Second and third choices were "Atari", which has a similar meaning to the English word "check", and "Hanne", an acknowledgement of an over-taking move.

Busnell and Dabney submitted the list once again to the Office of the Californian Secretary of State, which approved "Atari". The rest is history.

When the company name changed, Bushnell and Dabney decided to update the logo too. They incorporated the "S" from Syzygy and the "A" from Atari into the new design.

It was not until later, as the company became increasingly successful, that an advertising agency designed the slicker and now famous Atari logo - the "fuji" or stylised "A" design.

Subject: 15.2) What is the History of Atari?

Here is a very condensed history of Atari, centered around their 8-bit computers.

1972
Atari Inc. is formed by Nolan Bushnell, incorporated on Tuesday, June 27. Atari created the first coin-operated arcade video game with the introduction of Pong. The video game industry was launched and has shaped pop culture ever since.

1976
Warner Communications acquires Atari Inc.

1977
Atari launches the Video Computer System (VCS), later known as the 2600, giving birth to home video game systems.

1978
In December, Atari announces the Atari 400 and 800 personal computers, using the 6502 microprocessor.

ATARI BASIC: (according to Atari BASIC Sourcebook)
Paul Laughton and Kathleen O'Brien - Most of Atari Basic
Paul Krasno - Helped with Trnscendental routines
Bill Wilkinson - Designed Floating Point Scheme
Bob Shepardson - Modified IMP-16 Assembler to accept special syntax tables
Paul invented
Mike Peters - Key punching and operating

1979
The Atari 400 and Atari 800 Home Computers debut at the Winter Consumer Electronics Show (CES) in early January.

Jerry Jessop writes:
"The first official small shipment of the 400/800 was on August 29th 1979. These were hand built pilot run units to Sears that needed to be in stock by Sept. 1 so they could be placed in the big fall catalog. The units were placed in the Sears warehouse and then immediatly returned to Atari after the "in stock" requirment had been meet.

The first "real" consumer units were shipped in Nov. of 79 and were 400's to Sears followed very shortly by 800's."

This extremely long URL leads to Atari's patent for the 8-bit Atari computer:
(thanks Rick Cortese)
http://164.195.100.11/netacgi/nph-Parser?Sect1=PTO2&Sect2=HITOFF&p=2&u=/netahtml/search-bool.html&r=94&f=G&l=50&co1=AND&d=pall&s1=atari.ASNM.&OS=AN/atari&RS=AN/atari

All Atari computers are tested at the factory by a master computer called the Atari Sentinel System.

1981
November: 400/800's begin shipping with the new GTIA chip in place of CTIA, increasing the palette of simultaneously displayable colors to 256 and adding 3 new graphics modes. CTIA is totally phased out by the end of the year.

Jerry Jessop adds:
"The very first proto systems did have the GTIA, but it had some problems and was not released in the consumer version until 1981. The GTIA was completed before the CTIA."

1982
The introduction of the 1200XL in late 1982 marks the single largest advance in the 8-bit Atari system.

1983
In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL.

1984
Warner Communications sells Consumer Electronics and Home Computer divisions of Atari Inc. to Tramiel Technologies on Monday, July 2.

Atari Corporation is formed by Tramiel Technologies and its products marketed under the Atari brand.

(
Atari Games Corporation is also formed from the former coin-op division and markets coin-op games under the Atari Games brand.

Atari Games was acquired by Midway on March 29, 1996.

January 2000: Atari Games Corp. is renamed Midway Games West.
The last coin-op game with the Atari Games logo: San Francisco Rush 2049, released in 1999.

TODAY
Midway Games West Inc., the former Atari Games Corp., remains a unit of Midway Games.
The following URL remains active: http://www.atarigames.com/
)

1985
The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985.

Eastern Europe sees the 800XE instead of the 130XE and 65XE, at least initially.

1987
In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system.

1992
Atari (US) officially dropped all remaining support of their 8-bit computer line on January 1, 1992. (Some 800XE's were still being manufactured in China in 1992.)

1996
On July 31, 1996, Atari Corp. became a JTS subsidiary. JTS Corp., with headquarters in San Jose, Calif., was founded in 1994 to design, manufacture and supply enhanced-capacity hard disk drives for the notebook and desktop personal computer markets.

1998
On February 23, 1998, JTS sold its Atari Division to HIACXI Corp., a wholly-owned subsidiary of Hasbro Interactive, Inc., which is a subsidiary of Hasbro, Inc., for $5 million in cash.

(JTS filed for Chapter 11 Bankruptcy Protection on December 11, 1998, and then converted it to Chapter 7 on February 28, 1999)

Hasbro Interactive produced games for several platforms, including PCs running MS-Windows. Some of Hasbro's games, including several re-makes of classic Atari titles, were marketed under the Atari label. The Atari Interactive brand was termed "a Hasbro Affiliate."

2001
On January 29, 2001 Infogrames Entertainment announced completion of its acquisition of Hasbro Interactive from Hasbro. The purchase included the Atari titles and intellectual properties.

TODAY
Atari is a label of Infogrames Entertainment.

Founded in 1983 and headquartered in France, Infogrames Entertainment SA is a global publisher and distributor of video games for consoles (Sony, Sega, Nintendo, and Microsoft), personal computers and Macintosh systems, as well as interactive digital television platforms, mobile smart devices (WAP, HDML) and in-flight entertainment systems. The company's award-winning franchises include Alone In The Dark, Driver, Deer Hunter, Roller Coaster Tycoon, Test Drive, and Unreal. Infogrames' Humongous Entertainment division is a leader in children's entertainment software and its Macintosh publishing label, Macsoft, is the number one publisher of Macintosh entertainment software. With Infogrames Entertainment SA's recent acquisition of Hasbro Interactive, Infogrames now boasts a line of software based on well-known licenses such as Monopoly, Jeopardy, Tonka, and Atari.
http://www.infogrames.com/ .

The Atari website: http://www.atari.com/

Atari currently (9/00) markets:
Atari Arcade Hits 1 & 2
Breakout
Centipede
Frogger
Glover
H.E.D.Z. - Head Extreme Destruction Zone
Missile Command
Nerf ArenaBlast
Pong
Q*Bert
The Next Tetris

==========
End of atari-8-bit/faq
==========

3925. Re: Advanced Programming Structures

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-04 12:22:43 UTC
From: Paul Guertin <pg@sff.net>
Message-ID: <fv06ktk8ejouggrh2l1tnrt51t783en4tp@news.newsguy.com>
Source record: 35799
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2

"Keith Olson" <s p a m t r a p 0 0 7 @ y a h o o . c o m> wrote:

> Hi gang! I just came across a few notes from a programming class that I
> taught a decade or so ago. Check this out:
>
> DO ... LOOP UNTIL X<>0
>
> is the same as
>
> FOR II = 0 TO 1
> ...
> II=1
> IF X=0 THEN II=0
> IF Y=0 THEN II=9
> IF Y=99 THEN II=10
> NEXT II
> IF II=10 THEN PRINT "AT BOTTOM"
> IF II=11 THEN PRINT "AT TOP"
>
> Neat, eh? A controlled loop w/o any GOTOs needed *AND* exit codes to boot!

Avoiding GOTOs is a means to clearer program structure, not an end in
itself. In a language that doesn't have REPEAT-UNTIL or DO-WHILE loops,
it is clearer to use a GOTO to emulate such constructs (possibly adding
a comment) than to pervert a FOR-NEXT loop. Look at your "improved" code
above: the central idea of repeating something until X<>0 is buried among
assignments to an artificial variable II. In programming as in writing,
one should say what one means.

Paul Guertin
pg@sff.net

3926. Re: Writing a new rpg for ATARI -

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-04 13:53:05 UTC
From: NoOne@FakeEmail.com
Message-ID: <90D463F15CTHEnterprises@205.212.123.11>
Source record: 35800

I'd love to try and convert Winderness Campaign to the A8 using MS Basic, modules, and the COM function. I think it could be done. Would you be willing to send me the source? My real email address can be found at the bottom of the web page at:

http://cth.dtdns.net

Thanks,
Tom

3927. Re: As the Walrus said...

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-04 15:43:59 UTC
From: jerry_glenwright@hotmail.com
Message-ID: <2be33b6b.0107040743.3c198bad@posting.google.com>
Source record: 35801
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Why not offer it all to anyone in this newsgroup who is happy to come
and collect it and who will make a donation to your local charity
while they're doing it? I live in the UK otherwise that's exactly what
I'd offer to doï¿½ I can understand your not wanting to get into
negotiating on prices for odd bits of hard and software but surely
some dedicated Atarian would like to take the lot off your hands? I
would!

3928. Re: CX-85 schematic

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-04 15:51:40 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010704115140.03606.00002856@ng-cf1.aol.com>
Source record: 35802

I don't believe I ever saw a schematic... I have two which came in little boxes with no docs or anything.

> "Douglas Berlier" douglas.berlier@verizon.net

>Is this available online or can someone send me a .jpg, .bmp or .gif of it.
>I know it came with the unit but ive lost all my documentation to thieves.

-Ron

Experience is something you don't get until just after you need it.

3929. Re: Atari 800xl Bounty Bob game for trade! Holy grail wantlist game!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-04 16:57:29 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3B434AF8.3228F9@t-online.de>
Source record: 35803
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

> Tapper
> Pharoas Curse
> Zeppelin
> Matterhorn

The carts above seem to be non-existent - at least nobody I know (including former vendors) has ever seen them.

3930. Re: Atari 800xl Bounty Bob game for trade! Holy grail wantlist game!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-04 17:18:26 UTC
From: Ianoid <ianoid@ianoidianoid.com>
Message-ID: <CdI07.1092$G_1.108171@newsread2.prod.itd.earthlink.net>
Source record: 35804
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

No need to blow smoke up someone's ass who already has a cloud to spare on
his nice 8 bit stuff.

Satc- where do you get all these sweet 8-bitties? You've had some other
titles for trade that are pretty neat. Too bad I never have anything on the
menu.

-ian

"Mo" <mygranny@'nospam'swbell.net> wrote in message
news:f7y07.89$9q.7704@nnrp1.sbc.net...
> WOW! I just saw one of these go for about $80.00 on Ebay. Be careful what
> you trade it for!
> Mo
>
> Satcom2 wrote in message <9htcdvlro1@nnrp2.phx.gblx.net>...
> >I will trade Bounty Bob, label normal used condition, no tears or
edgewear,
> >only very minimal glue spotting.
> >
> >I will trade for any of the following ORIGINAL game carts (no copies!):
> >
> >Tapper
> >Pharoas Curse
> >Zeppelin
> >Matterhorn
> >
> >Not interested in any other trades at this time so please e-mail me only
if
> >you want to trade one of these games on my list for Bounty Bob.
> >Thanks. -Satcom2
> >
> >
> >
>
>
>

3931. Re: [ANN] 8-bit Atari Elite Demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-04 18:04:09 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B435A99.8055FC73@mail.uni-mainz.de>
Source record: 35805
Cross-posted to: comp.sys.atari.8bit,alt.fan.elite

Yeeesss,
but I even cannot see these "other" screens !!! Only the title screen,
thats all! The demo then crashes (no other screens but the title screen
is visible). Ok ?!?
-Andreas

Paul Irvine schrieb:
Guess who didn't read the release notes ;-) I did !!!
>
> The demo is JUST that, if you hit START it cycles (no, it crashes on my atari!) thru a series of Elite screens (-> not on my PAL Atari!) from within the game. It's not meant to play and says so in the docs :-) (I knew that it was not meant to play...)
>
> --
>
> As long as you remember them they will always be with you..

3932. Re: Video from CD ROM

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-04 18:28:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B436030.3395F3A3@mail.uni-mainz.de>
Source record: 35806
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple,comp.sys.msx

Well,
Mirko Sobe (Boss-XL, XE, X) "converted" a windows video file for his own desktop. He also wrote a driver for those videos, that can display all *.VID files. Unfortunately, I do not know, how the converted video file must be looking like, nor which Graphics resolution it has to use... His video shows a surfer in Gr. 8 (it is a very very small Gr. 8 screen; 3cmx4cm on my 55cm tv, I did not count the pixels; first the single pics get loaded, then all the graphics get animated; but still the video is one file, not dozens of separate picture files!). maybe you can ask Mirko Sobe (www.atarixle.de or so)how he did it and how you can do it yourself (using his driver from Boss-XL or XE). Maybe we can then start converting plus watching windows videos on the little atari... -andreas.

P.S.: I would prefer Gr. 9 over Gr. 8 (and Hip over Gr. 9 and RIP over Hip; not to speak of 256 colors in a high resolution!)...
P.P.S.: Anyone got a DOS based AVI driver for my PC ??? A friend of mine is just doing an Atari AVI CD-ROM (a CD filled with AVI Atari videos;), but me, I do not have an AVI driver for my DOS/Win 3.11 based 486 PC... (nor for my Atari).

Mathy Van Nisselroy schrieb:
>
> Howdy folks
>
> Last Friday I ran into a CD ROM that has video on it. (BTW, nope, no nude
> ladies on this CD) It required Video for windows, Quikview or MPEG plus a
> minimum of a 2 or 4 speed (I'm not sure) CD ROM player and some PC. When I
> went back to get the CD a day later, the shop was closed untill further notice.
>
> Has anybody ever tried to use one of these Video CD ROM's on an 8 bit computer?
> Did you succeed? Were you able to have the video run at it's intended speed?
> How much did graphics suffer?
>
> CU Mathy van Nisselroy
>

3933. Re: Video from CD ROM

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-04 18:47:08 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B4364AC.E89C4AF4@mail.uni-mainz.de>
Source record: 35807
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple,comp.sys.msx

Well,
the standard Atari is a little faster than the C64 (1.8Mhz compared to 1Mhz) and it can also use the 65816 device (I thought this thing would run with 16Mhz, maybe it runs with 20Mhz too). Next, upgrading to 16MB with or without the 65816 would be no problem. Ask Mathy and he will tell you, that the little Atari - provided with a second PIA chip (and maybe other Hardware) can be upgraded to full 256 Megabytes of Ram !! (Megabytes, not megabits!). Never thought that so much RAM would be usefull for such a small machine, but talking of displaying realtime Videos, it might be handy... And who says, that a 65816 (i.e. somewhat 16-bit) upgrade is the maximum you can do for a 6502/atari. it is also possible to do/create a 65832 (or however you may call it; a somewhat 6502 compatible 32-bit) upgrade. A german ABBUC guy once created the 65816 for himself and he told the other ABBUC members, that it would not be a big hardware problem to do a faster and better 32-bit upgrade. But at that time (early 90`s) this was a little to expensive, maybe nowadays it is cheaper... -Andreas

P.S.: Still thinking that realtime videos on an A8 are a little too complicated (a very expensive and time-wasting effort)...

MagerValp schrieb:
>
> Pekka "Pihti" Takala wrote:
>
> PT> Let's face the reality:
>
> Yes, let's...
>
> PT> when a video cd is played it means somewhat 150-200 kilobytes per
> PT> second transfer speed.
>
> Which no other device than a RamLink can achieve on the C64 (with a
> SuperCPU).
>
> PT> Then it must decompress the mpeg stream and grunch it somewhat
> PT> that the huge amount of colors get to fewer colors.
>
> If you want process 30 frames per second of 352x240 pixels on a 20 MHz
> CPU you get: (20000000/30)/(352*240) =~ 8 cycles per pixel. That's not
> even enough time to LDA/STA the bytes from SuperRAM to graphics
> memory.
>
> PT> A general Philips Video CD needs a speedy 486-66 or faster to play

> PT> correctly. But x86 chips are somewhat crap.
>
> Not compared to a 6502 derivate, no.
>
> PT> So I think it _is_ possible to use the 20 mhz 65816 upgrade to
> PT> decode a vcd.
>
> Not in real time. Not even close.
>
> --
> ___ . . . . . + . . o
> _|___|_ + . + . + . . Per Olofsson, konstnär
> o-o . . . o + MagerValp@cling.gu.se
> - + + . http://www.cling.gu.se/~cl3polof/

3934. Re: Writing a new rpg for ATARI -

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-04 18:51:48 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B4365C4.184077B6@mail.uni-mainz.de>
Source record: 35808

Well,
I would prefer anything but Ultima style games. ultima is good (or
great, however you treat it), but we already have so many ultima-style
RPGs on the little atari.
How about a new 3D RPG game, as mentioned in 2) , 3) and 4) ?!? But it
should be finished - cause I already have quite a lot of unfinished 3D
RPG games...
-Andreas.

Zothen Runecaster schrieb:
>
> Hi ,
>
> I want to write a new role playing game for the ATARI 8 Bit and I want
> to
> know what you would prefer :
>
> 1) Ultima-style game
>
> Games like Ultima , Wizard´s Crown and others.Many of these games are
> available on the ATARI.
>
> 2) 3D Dungeon game (Bard´s Tale style)
>
> I´ve never seen a game like Bard´s Tale on the ATARI 8 Bit , so it
> would be the frist one.No problem for the ATARI.
>
> 3) 3D Dungeon game (Dungeon Master style)
>
> 3D real-time rpg.Dungeon Master was a ST/AMIGA/PC game (and there was
> a SNES version , too).The only 8 Bit real-time 3D dungeon game I know
> is "Bloodwych" , which was available for C64,Spectrum,Amstrad and
> AMIGA/ST/PC.
> Would be interesting on the ATARI.But needs much memory (Bitmap
> graphics).
>
> 4) Japanese /Anime - style (Final Fantasy 1-6)
>
> The rpgs are very common on the japanese consoles
> (NES,SNES,Genesis).I´ve never seen such a game for an 8-Bit computer.
> I think that the graphics of an ATARI 800 XL are better than the NES´
> graphics ,
> so games like the old Final Fantasy games should be possible.
> Or action-based rpgs like Zelda.

> Should be no problem for the ATARI - character graphics + sprites.
>
> What do you think ?
>
> ZR

3935. Re: I want dem Atari blues

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-04 20:15:55 UTC
From: Keith Olson <"s p a m t r a p 0 0 7"@y>
Message-ID: <tk704ftons51d0@corp.supernews.com>
Source record: 35809

While I *really* appreciate that, someone else already posted it here for me. BTW, I *do* include my email. I just put spaces between the characters so that spambots won't pick it up. If you check the header, you will see a line that reads:

From: "Keith Olson" <s p a m t r a p 0 0 7 @ y a h o o . c o m>

While a spambot won't catch it, it's simple for anyone else to take the spaces out again.

--

Keith Olson

| For the memory of the uncompromisingly righteous is a blessing, |
| Proverbs 10:7a |

"Itay Chamiel" <itaycspam@cs.huji.ac.il> wrote in message news:3b426a57@news.bezeqint.net...
> Keith,
>
> I have managed to scan this demo for you so you can type it out.. How about
> including an email address in your messages so I could email it to you?
>
> Anyway if you want it email me: itayc <at> cs dot huji.ac.il .
>
> -itay
>
> --
> Itay Chamiel
> http://www.cs.huji.ac.il/~itayc
>
>
> > On 20 Jun 2001 14:18:26 , "Keith Olson" wrote:
> > >I have been trying to find an online copy of the 400/600/800 BASIC
> > >programming manual. Specifically, I am trying to find the listing for
> the
> > >random blues generator. Can anyone help me?
>
>
>

3936. Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-04 21:06:12 UTC
From: p_hillier@ntlworld.com
Message-ID: <36d28659.0107041306.7847e935@posting.google.com>
Source record: 35810

I have a system and software that needs a home. Anyone in England?Wales interested/

3937. Re: Video from CD ROM

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-04 21:47:21 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <9i02rr$24v5$1@wrath.news.nacamar.de>
Source record: 35811
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple,comp.sys.msx

My Windsurfer had a resolution of 64 x 48 pixels using graphics 0 with a changed font. While playing the video from the ramdisk and main memory, I've putted the video-datas into the actually displayed font. But unfortunaly theese video-files are too big for the small ATARI-XLE.
Before I was converting the video, I've loaded the original (color) into COREL PHOTO PAINT, converted it to 64 x 48, 1 bit per pixel and saved it uncompressed. On the ATARI, I wrote a little program, that converts that file into an .ATV file. The ATV-File is compressed. The compression mode is not very complicated, so I was thinking, the ATARI would be fast enough to decompress the video in realtime, but it didn't. So it must be first loaded and decompressed into the memory (...like andreas said: first the single pics get loaded...). Then the video can be watched. The framerates could be up to 25fps. Possible formats are 32x12, 64x48, and 96x72.

Mirko

"Andreas Magenheimer" <magea000@mail.uni-mainz.de> schrieb im Newsbeitrag news:3B436030.3395F3A3@mail.uni-mainz.de...
> Well,
> Mirko Sobe (Boss-XL, XE, X) "converted" a windows video file for his own
> desktop. He also wrote a driver for those videos, that can display all
> *.VID files. Unfortunately, I do not know, how the converted video file
> must be looking like, nor which Graphics resolution it has to use... His
> video shows a surfer in Gr. 8 (it is a very very small Gr. 8 screen;
> 3cmx4cm on my 55cm tv, I did not count the pixels; first the single pics
> get loaded, then all the graphics get animated; but still the video is
> one file, not dozens of separate picture files!). maybe you can ask
> Mirko Sobe (www.atarixle.de or so)how he did it and how you can do it
> yourself (using his driver from Boss-XL or XE). Maybe we can then start
> converting plus watching windows videos on the little atari... -andreas.
>
> P.S.: I would prefer Gr. 9 over Gr. 8 (and Hip over Gr. 9 and RIP over
> Hip; not to speak of 256 colors in a high resolution!)...
> P.P.S.: Anyone got a DOS based AVI driver for my PC ??? A friend of mine
> is just doing an Atari AVI CD-ROM (a CD filled with AVI Atari videos;),
> but me, I do not have an AVI driver for my DOS/Win 3.11 based 486 PC...
> (nor for my Atari).
>
>
>
>
> Mathy Van Nisselroy schrieb:
> >
> > Howdy folks

> >
> > Last Friday I ran into a CD ROM that has video on it. (BTW, nope, no
nude
> > ladies on this CD) It required Video for windows, Quikview or MPEG plus
a
> > minimum of a 2 or 4 speed (I'm not sure) CD ROM player and some PC.
When I
> > went back to get the CD a day later, the shop was closed untill further
notice.
> >
> > Has anybody ever tried to use one of these Video CD ROM's on an 8 bit
computer?
> > Did you succeed? Were you able to have the video run at it's intended
speed?
> > How much did graphics suffer?
> >
> > CU Mathy van Nisselroy
> >

3938. Re: [ANN] 8-bit Atari Elite Demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-04 22:20:04 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <uh57kt0nffmc4kmv2ccabdjj486svsb55b@4ax.com>
Source record: 35812
Cross-posted to: comp.sys.atari.8bit,alt.fan.elite

The other Day Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:

>Yeeesss,
>but I even cannot see these "other" screens !!! Only the title screen,
>thats all! The demo then crashes (no other screens but the title screen
>is visible). Ok ?!?
>-Andreas
>
Then it's not a problem of the demo but what you are looking at it on as I
see the screens fine on Atari800winplus.

ok!?!

:-)
--

As long as you remember them they will always be with you..

3939. basic c upgrade to xl

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-05 00:38:40 UTC
From: Douglas Berlier <douglas.berlier@verizon.net>
Message-ID: <jGO07.2120$yr5.575353@paloalto-snr1.gtei.net>
Source record: 35813

Can you put a basic c rom chip into the 600 xl basic socket?

3940. Re: CX-85 schematic

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-05 00:53:13 UTC
From: Douglas Berlier <douglas.berlier@verizon.net>
Message-ID: <ZTO07.2154$yr5.583768@paloalto-snr1.gtei.net>
Source record: 35814

yes it came with a driver disk and a schematic. the schematic was the size
of a postcard.. big enough to fit inside the box it came in.

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
news:20010704115140.03606.00002856@ng-cf1.aol.com...
> I don't believe I ever saw a schematic... I have two which came in little
boxes
> with no docs or anything.
>
> > "Douglas Berlier" douglas.berlier@verizon.net
>
> >Is this available online or can someone send me a .jpg, .bmp or .gif of
it.
> >I know it came with the unit but ive lost all my documentation to
thieves.
>
> -Ron
>
> Experience is something you don't get until just after you need it.
>

3941. Re: basic c upgrade to xl

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-05 05:22:17 UTC
From: Brent Garvey <brentgarvey@skyenet.net>
Message-ID: <zOS07.1003$j27.81@newsfeed.slurp.net>
Source record: 35815

I would imagine so, I installed Basic C (I pulled from a bad 130XE mobo) into one of my 1200xl's (along with the XL OS rom from an 800xl) works like a charm. Used docs off the net to do the install, just can't remember off hand where. But it should be just a drop in for you in your 600xl.

Later,
Brent

"Douglas Berlier" <douglas.berlier@verizon.net> wrote in message news:jGO07.2120$yr5.575353@paloalto-snr1.gtei.net...
> Can you put a basic c rom chip into the 600 xl basic socket?
>
>

3942. Re: basic c upgrade to xl

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-05 06:19:17 UTC
From: Douglas Berlier <douglas.berlier@verizon.net>
Message-ID: <FFT07.1030$1R5.357640@dfiatx1-snr1.gtei.net>
Source record: 35816

Yes the os for the 1200 is different than that of the 600/800xl's which I think are the same os. but the basic c revision is longer by 12 bytes I think..
I dont have a bad mobo and the chip in the 130xe is not socketed so I feel I may damage it if I unsolder it.. I know that it is available mail order and I may need to go that way.. thanks for the input

"Brent Garvey" <brentgarvey@skyenet.net> wrote in message news:zOS07.1003$j27.81@newsfeed.slurp.net...
> I would imagine so, I installed Basic C (I pulled from a bad 130XE mobo)
> into one of my 1200xl's (along with the XL OS rom from an 800xl) works like
> a charm. Used docs off the net to do the install, just can't remember off
> hand where. But it should be just a drop in for you in your 600xl.
>
> Later,
> Brent
>
> "Douglas Berlier" <douglas.berlier@verizon.net> wrote in message
> news:jGO07.2120$yr5.575353@paloalto-snr1.gtei.net...
> > Can you put a basic c rom chip into the 600 xl basic socket?
> >
> >
>
>

3943. 4464 memory chip availability

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-05 06:24:10 UTC
From: Douglas Berlier <douglas.berlier@verizon.net>
Message-ID: <eKT07.1035$1R5.359066@dfiatx1-snr1.gtei.net>
Source record: 35817

Are these chips available in any 8 bit systems? They are for use on a 64k upgrade to the 600xl.

3944. Re: Wherefore art thou ATARI 8-BIT PORNOGRAPHY?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-05 07:47:21 UTC
From: Mighty Echidna <cowman777@hotmail.com>
Message-ID: <3B441B8D.65E8CCEB@hotmail.com>
Source record: 35818

Gigantic Gerry? That sounds vaguely familiar... Could you enlighten me as to the premise of this game? I DO, however, remember the BJ animation. That made me laugh every time I saw it...

Say, have you ever played a cute little 8-bit diversion called "Pleasure" ?

Paul Irvine wrote:

> The other Day Mighty Echidna <cowman777@hotmail.com> wrote:
>
> >I remember back when I had my good ol' Atari 800 set up, I had an
> >alarmingly large amount of adult games, pics, etc. for it. This would
> >always fascinate me, because the notion of someone being turned on by
> >such primitive images seemed ridiculous. Nonetheless, the games were
> >still fun to play and the pics still fun to look at.
> >
> >Anyway, I just downloaded an emulator and was downloading some of my
> >fave games (JUMPMAN, THE INSTITUTE, MULE, etc...) and I noticed a severe
> >lack of Atari 8-bit porn! Does anybody know where I could get ahold of
> >some good old adult Atari entertainment? It was so easy to get back in
> >the day....
>
> What you need is Gigantic Gerry (by the Canadian Broadcorping Castration)
> and the digitised BJ which got faster and faster :-)
> --
>
> As long as you remember them they will always be with you..

3945. Game boy advance. Nice video chip.

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-05 08:32:52 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9i18nk$cl8$1@nets3.rz.RWTH-Aachen.DE>
Source record: 35819

Howdy folks

How about this sily idea:

The Game Boy Advance seems to have a nice video chip. 320x200 (not sure about the 200) and 32000 colors. Maybe this is something for the Atari 8 bit????

CU Mathy van Nisselroy

3946. Re: Game idea's for use with Multidash/Maze of Agdagon interface

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-05 08:39:30 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9i1942$cl8$2@nets3.rz.RWTH-Aachen.DE>
Source record: 35820

Howdy Rick

> What I do know, if you
>can get 8 people together to play at one time, you win 1st prize!

Come to the Yearly members meeting (JHV) of the ABBUC in October (I believe it's the 28th) at the Buergerhaus Sued, Herten, Germany and you will probably witness 8 people playing using the GameLink II/Multidash interface.

CU Mathy van Nisselroy

PS Multidash was the big hit at last years JHV.

3947. Re: Video from CD ROM

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-05 08:57:37 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9i1a61$cl8$3@nets3.rz.RWTH-Aachen.DE>
Source record: 35821
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple,comp.sys.msx

Howdy Mirko, Andreas, folks

>My Windsurfer had a resolution of 64 x 48 pixels using graphics 0 with a
>changed font.

> The framerates could be
>up to 25fps. Possible formats are 32x12, 64x48, and 96x72.

I've been on the site and have BOSS-X at home. But I really tried it out. SO
I haven't seen a windsurfer yet.

Maybe Roland Scholz' PC-Bridge can help (plus a PC video card). And we'll have
to get the BlackBox to share the parallel bus.

CU Mathy van Nisselroy

3948. Re: Wherefore art thou ATARI 8-BIT PORNOGRAPHY?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-05 09:03:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9i1ag4$cl8$4@nets3.rz.RWTH-Aachen.DE>
Source record: 35822

Howdy folks

>Gigantic Gerry? That sounds vaguely familiar... Could you enlighten me as
>to the premise of this game? I DO, however, remember the BJ animation. That
>made me laugh every time I saw it...

Use XLsearch to find Sexual Experience. It's a polish, two sided X-rated demo.
And you can ofcourse use Raphael J.Espino's JPEG Viewer to watch all them nice
JPEG's of whatever you like. Try the HIP format.

CU Mathy van Nisselroy

3949. MIDI for the 8 bit Atari (Polish software, looking very good)

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-05 09:16:46 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9i1b9u$f7q$1@nets3.rz.RWTH-Aachen.DE>
Source record: 35823

Howdy folks

The latest issue of the ABBUC (http://www.abbuc.de, mainly in german) Magazin has an article on MIDI programms for the Atari 8 bit computer that looks very good (but I never have used MIDI software and I know barely enough to recognise all the instrument). How about 48 tracks. Textmessages on screen. Up to 300kB of memory use as a buffer (although it probably doesn't support all memory upgrades).

Check out: http://republika.pl/ixkuczek/ixkuczek.html
(which unfortunately is in Polish) But you can find a lot of MIDI files there.

BTW some audio CD's nowadays also seem to have MIDI information on it.

The hardware described (MIDI interface) doesn't seem to be to expensive or hard to build. It uses the SIO port. Lemme do a quick count: 6 resistors, a 74LS00, an Opto Isolator, a diode, 2 transistors, 1 capacitor, 2 5pin DIN plugs (MIDI) and 1 SIO plug. (if you make this one a male plug, you don't have to cut up a cable and you won't have a cable dangling from the interface. Plugs can be had at www.best-electronics-ca.com)

There's also a 'MIDI Out only' version, which needs 1 5 pin DIN plug, 1 SIO plug, one diode and 2 resistors.

CU Mathy van Nisselroy

3950. Re: Wherefore art thou ATARI 8-BIT PORNOGRAPHY?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-05 09:31:18 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <nrc8kto6vjqqhji7aq5i5fbldvndlh5lig@4ax.com>
Source record: 35824

The other Day Mighty Echidna <cowman777@hotmail.com> wrote:

>Gigantic Gerry? That sounds vaguely familiar... Could you enlighten me as
>to the premise of this game? I DO, however, remember the BJ animation. That
>made me laugh every time I saw it...

GG was a demo made with Movie Maker, I won't describe it to you as it would
spoil it but it's a great animated laugh.
>
>Say, have you ever played a cute little 8-bit diversion called "Pleasure" ?

Don't think so, I was probably stuck into my Omnimon or trying to code
something :-)
--

As long as you remember them they will always be with you..

3951. Re: Video from CD ROM

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-05 10:10:38 UTC
From: Keith Olson <"s p a m t r a p 0 0 7"@y>
Message-ID: <tk8g1do8sl6862@corp.supernews.com>
Source record: 35825

Hey, that's cool! Autumn Dreams(http://www.autumndreams.com), who have
created some really kickin' games and demos for Megazeux
(http://mworld.rydia.net/mzx.shtml), created a FMV of their logo by loading
a new VGA character set for each frame.

--

Keith Olson

| For the memory of the uncompromisingly righteous is a blessing, |
| Proverbs 10:7a |

"Mirko Sobe" <atarixle@12move.de> wrote in message
news:9i02rr$24v5$1@wrath.news.nacamar.de...
> My Windsurfer had a resolution of 64 x 48 pixels using graphics 0 with a
> changed font. While playing the video from the ramdisk and main memory,
I've
> putted the video-datas into the actually displayed font. But unfortunaly
> theese video-files are too big for the small ATARI-XLE.
> Before I was converting the video, I've loaded the original (color) into
> COREL PHOTO PAINT, converted it to 64 x 48, 1 bit per pixel and saved it
> uncompressed. On the ATARI, I wrote a little program, that converts that
> file into an .ATV file. The ATV-File is compressed. The compression mode
is
> not very complicated, so I was thinking, the ATARI would be fast enough to
> decompress the video in realtime, but it didn't. So it must be first
loaded
> and decompressed into the memory (...like andreas said: first the single
> pics get loaded...). Then the video can be watched. The framerates could
be
> up to 25fps. Possible formats are 32x12, 64x48, and 96x72.
>
> Mirko
>
>
> "Andreas Magenheimer" <magea000@mail.uni-mainz.de> schrieb im Newsbeitrag
> news:3B436030.3395F3A3@mail.uni-mainz.de...
> > Well,
> > Mirko Sobe (Boss-XL, XE, X) "converted" a windows video file for his own
> > desktop. He also wrote a driver for those videos, that can display all
> > *.VID files. Unfortunately, I do not know, how the converted video file
> > must be looking like, nor which Graphics resolution it has to use... His
> > video shows a surfer in Gr. 8 (it is a very very small Gr. 8 screen;

> > 3cmx4cm on my 55cm tv, I did not count the pixels; first the single pics
> > get loaded, then all the graphics get animated; but still the video is
> > one file, not dozens of separate picture files!). maybe you can ask
> > Mirko Sobe (www.atarixle.de or so)how he did it and how you can do it
> > yourself (using his driver from Boss-XL or XE). Maybe we can then start
> > converting plus watching windows videos on the little atari... -andreas.
> >
> > P.S.: I would prefer Gr. 9 over Gr. 8 (and Hip over Gr. 9 and RIP over
> > Hip; not to speak of 256 colors in a high resolution!)...
> > P.P.S.: Anyone got a DOS based AVI driver for my PC ??? A friend of mine
> > is just doing an Atari AVI CD-ROM (a CD filled with AVI Atari videos;),
> > but me, I do not have an AVI driver for my DOS/Win 3.11 based 486 PC...
> > (nor for my Atari).
> >
> >
> >
> >
> > Mathy Van Nisselroy schrieb:
> > >
> > > Howdy folks
> > >
> > > Last Friday I ran into a CD ROM that has video on it. (BTW, nope, no
> nude
> > > ladies on this CD) It required Video for windows, Quikview or MPEG
plus
> a
> > > minimum of a 2 or 4 speed (I'm not sure) CD ROM player and some PC.
> When I
> > > went back to get the CD a day later, the shop was closed untill
further
> notice.
> > >
> > > Has anybody ever tried to use one of these Video CD ROM's on an 8 bit
> computer?
> > > Did you succeed? Were you able to have the video run at it's intended
> speed?
> > > How much did graphics suffer?
> > >
> > > CU Mathy van Nisselroy
> > >
>
>

3952. Re: Video from CD ROM

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-05 10:15:59 UTC
From: Keith Olson <"s p a m t r a p 0 0 7"@y>
Message-ID: <tk8g1eqq02f963@corp.supernews.com>
Source record: 35826

Check out 'qv.apm" at http://browser.arachne.cz/dos/ BTW, .APM files are
just ARJ files with what are basically .INF files in them, to act as
plug-ins for Arachne.

--

Keith Olson

| For the memory of the uncompromisingly righteous is a blessing, |
| Proverbs 10:7a |

"Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message
news:3B436030.3395F3A3@mail.uni-mainz.de...

-----8<-----

> P.P.S.: Anyone got a DOS based AVI driver for my PC ??? A friend of mine
> is just doing an Atari AVI CD-ROM (a CD filled with AVI Atari videos;),
> but me, I do not have an AVI driver for my DOS/Win 3.11 based 486 PC...
> (nor for my Atari).

-----8<-----

3953. Re: Game boy advance. Nice video chip.

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-05 15:26:25 UTC
From: Liam Busey <buseyl@yahoo.com>
Message-ID: <9i2185$oi4$1@bob.news.rcn.net>
Source record: 35827

Mathy Van Nisselroy wrote:
>
> Howdy folks
>
> How about this sily idea:
>
> The Game Boy Advance seems to have a nice video chip. 320x200 (not sure about
> the 200) and 32000 colors. Maybe this is something for the Atari 8 bit????

It's quite nice but wouldn't you have to use an oddball LCD display? The
console ghoul in me thinks that the PC Engine or SNES might be better
victims.

Liam Busey

3954. Re: 4464 memory chip availability

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-05 16:11:22 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-7L3CMubfyee9@draco.ames.pacbell.net>
Source record: 35828

the only place I could find them were on old pc video cards.

Ken

On Thu, 5 Jul 2001 06:24:10, "Douglas Berlier"
<douglas.berlier@verizon.net> wrote:

> Are these chips available in any 8 bit systems? They are for use on a 64k
> upgrade to the 600xl.
>
>

3955. Re: Atari 800xl Bounty Bob game for trade! Holy grail wantlist game!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-05 17:42:17 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0107050942.36cffae1@posting.google.com>
Source record: 35829
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

> The carts above seem to be non-existent - at least nobody I know (including
> former vendors) has ever seen them.

I agree. Don't waste your time. (And no, Andre, I've never catalogued
my disk software:-)

> > Pharoas Curse
> > Zeppelin

These and other Synapse titles are on the cart lists. Apparently they
were included on the basis of Synapse announcements and the fact that
there are cart size (16K) versions of the games. I once spoke to a
programmer of some of those games and he did not think carts were ever
issued.

> > Matterhorn
Digital Press lists as NR

> > Tapper
Thousands have looked and none have found? Sega listed it in the
instuctions for other games. Also, its catalogue number is lower than
Super Zaxxon, so it logically should have come out. I think its
probably only disk or cassette.

Gene

3956. Re: Video from CD ROM

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-05 19:59:58 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <9i2gue$30q4$1@wrath.news.nacamar.de>
Source record: 35830
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple,comp.sys.msx

This video was shown at the spring-fair in Schreiersgr&#65533;n 1999. It never was sold with BOSS-XE, but I have written a viewer (like all the other viewers in BOSS-X/XE *.DRV). Andreas has this demo. If you want, I will upload this video-trail onto my homepage

Mirko

"Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> schrieb im
Newsbeitrag news:9i1a61$cl8$3@nets3.rz.RWTH-Aachen.DE...
> Howdy Mirko, Andreas, folks
>
> >My Windsurfer had a resolution of 64 x 48 pixels using graphics 0 with a
> >changed font.
>
> > The framerates could be
> >up to 25fps. Possible formats are 32x12, 64x48, and 96x72.
>
> I've been on the site and have BOSS-X at home. But I really tried it out.
SO
> I haven't seen a windsurfer yet.
>
> Maybe Roland Scholz' PC-Bridge can help (plus a PC video card). And we'll
have
> to get the BlackBox to share the parallel bus.
>
> CU Mathy van Nisselroy
>

3957. FA: SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-05 21:39:16 UTC
From: kowalski@free.net.pl
Message-ID: <9i2mavrgc1@news.internetia.pl>
Source record: 35831

Check it out at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1252935667

j131

3958. Re: CX-85 schematic

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-05 21:42:32 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010705174232.03559.00002714@ng-cf1.aol.com>
Source record: 35832

not these 2, nothing but a white box with blue lettering; I always used
Brenners driver from Computer shopper...

>"Douglas Berlier" douglas.berlier@verizon.net replied:

>yes it came with a driver disk and a schematic. the schematic was the size
>of a postcard.. big enough to fit inside the box it came in.

-Ron

Experience is something you don't get until just after you need it.

3959. Re: Omnitrend's Universe

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-05 22:40:19 UTC
From: ebaiz@skyenet.net
Message-ID: <n1617.16264$i9.4271@newsfeed.slurp.net>
Source record: 35833

On 4 Jul 2001 08:42:53 G, DunxUK wrote:
>I've been digging around and I've lost my instructions for Omnitrend's Universe
>(all 200 or so pages of it!).
>
>Is it available in .pdf format on the net anywhere..?
>
>TIA, Dunx

I am not sure, but try the site below:

http://www.atariworld.com/tech_info/manuals.html

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3960. Re: Wherefore art thou ATARI 8-BIT PORNOGRAPHY?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-06 00:19:55 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <9i307u$3h4$1@nnrp2.phx.gblx.net>
Source record: 35834

Yeah I remember that, for all you knew you could have been watching a mannequin shoving a broomstick into a giant stuffed Barney doll and you could hardly have told the difference. I think they should abolish all proper porn and start marketing only Atari 8-bit rendered porn at all the adult bookstores. Do you think that would be good for sales? -Satcom2

PS I have to admit, though, there was something exciting about that Smurfsex animation! The only thing I didn't like was when the artifacting came up wrong and the Smurfs were brown.

Cheap Advertisement: I have tons of stuff on the Bay this week, including Ms Pac Man cart for 800 xl and tons of other Atari related games. Don't miss the boxed PAL Adventure 2600 game!

Mighty Echidna wrote in message <3B418CB8.7434AB28@hotmail.com>...
>I remember back when I had my good ol' Atari 800 set up, I had an
>alarmingly large amount of adult games, pics, etc. for it. This would
>always fascinate me, because the notion of someone being turned on by
>such primitive images seemed ridiculous. Nonetheless, the games were
>still fun to play and the pics still fun to look at.
>
>Anyway, I just downloaded an emulator and was downloading some of my
>fave games (JUMPMAN, THE INSTITUTE, MULE, etc...) and I noticed a severe
>lack of Atari 8-bit porn! Does anybody know where I could get ahold of
>some good old adult Atari entertainment? It was so easy to get back in
>the day....
>

3961. MORE Atari Games NIB! Jaguar! Discounts! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-06 01:44:57 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0107051838440.28630-100000@shell.pacifier.com>
Source record: 35835
Cross-posted to:
alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Check HotLinks below for specials on my WebSite! Two 20% Atari Discounts! General 20% SoftWare Discount & Preferred Customer Discount! 20% off all SoftWare for Atari 8 Bit & ST! And if your a regular customer, 20% off ST & 8 Bit Hardware/Accessories, Software/Games, Books & References. I added 16 more Jaguar Titles, including Bubsy, Checkered Flag, Evolution: Dino Dudes, DooM, Fight for Life & Flip Out! All +NEW in BOX. Plus overstock from Dealers including 9 NEW, +NEW in BOX Classic Atari 8 Bit Game Titles such as Beyond Castle Wolfenstein, Dig Dug, Gateway to Apshai, Jumpman Junior, One-on-One, and Pole Position Plus additional Inventory such as LucasFilm Games! I've also got rare Atari Happy Drives and Atari XF551 Drives. You might find Treasures you didn't know you wanted! To Redeem Discounts, sales &/or special offers, use my HotLinks below, reply in E-Mail or call Ben anytime at (503)256-9974!

http://www.pacifier.com/~atari/specials.htm Current Atari Specials.
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http://www.pacifier.com/~atari/testing.htm My Test Standards.
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I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3962. Re: Game boy advance. Nice video chip.

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-06 02:03:33 UTC
From: "William K." <wlkim@cinci.rr.com>
Message-ID: <V%817.2111$dd1.1505433@typhoon.neo.rr.com>
Source record: 35836

"Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:9i18nk$cl8$1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> How about this sily idea:
>
> The Game Boy Advance seems to have a nice video chip. 320x200 (not sure
about
> the 200) and 32000 colors. Maybe this is something for the Atari 8
bit????
>
> CU Mathy van Nisselroy
>

I had always wished for an Atari 8-bit computer using the Maria chip from
the 7800.

The one thing I've always been envious of with respect to the C64 is the
ability to get eight multicolor sprites moving with minimal effort, and the
ability to double that number on an interrupt with moderate effort.

Bill

3963. Re: Flamewar rulez?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-06 03:12:55 UTC
From: nospam9212@aol.commune
Message-ID: <20010705231255.03792.00000979@ng-fh1.aol.com>
Source record: 35837

On 7/3/01 8:38 AM Eastern Daylight Time, twh1@gmx.de (Thomas Havemeister) wrote...

>Howdy Atarians!
>
>Next to the big discussion thread "c64 is crap" in the comp.sys.cbm
>group, I'm asking myself, which computer might be the best one :-)
>
>Yes of course, the atari was (coz we are here in *THE* atari internet
>discussion group), but anyhow always fun such questions :-)

Hi Thomas,

Well... seeing as I "play on both sides of the fence"... I was thinking of adding a little "fun" to the discussion over there and telling them I can end the debate... my ATARI65XE beats them all.. no question about it !!! (and it does !! but maybe I am "preaching to the choir" here)

Thought it'd be a little like playing HEXEN... open door, whack 'em with a disc of repulsion, close door... run like hell and let the denizens beat the crap outta each other !!! :)

... but I just ain't that rotten !!!!!

hehehe..

-= Francis Yarra =-
fyarraATjunoDOTcom
http://members.aol.com/fyarra - My C64 website
http://members.aol.com/prsnl99 - My personal website

3964. How to tell which Atari Basic Revision that you have

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-06 04:14:44 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <tkaep4q7rcl18d@corp.supernews.com>
Source record: 35838

Hello Everybody,

How to tell which Atari Basic Revision that you have--

The memory address that identifies which Basic that you have is 43234.

So when you start your Atari up, at the READY prompt, type in this command:
PRINT PEEK (43234)

You will get a value of 162 if it is Rev A Basic.

You will get a value of 96 if it is Rev B Basic.

You will get a value of 234 if it is Rev C Basic.

Amateur Atari historian and Devout Atari game player,
Wally

3965. Wanted: Philadelphia-area Atari user to xfer files to PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-06 04:50:26 UTC
From: Brian Siano <bsiano@bellatlantic.net>
Message-ID: <3B4542D8.B9C6AB32@bellatlantic.net>
Source record: 35839

I've got an old Atari 800 system, complete with both kinds of Atari brand disk drives, interface, 300-baud modem, and the rest-- and a lot of floppies that contain some text (Atariwriter) files that I'd really like to bring over to my PC. Is here anyone within travelling distance of Philadelphia who could do the transfer for me? Send email.

--

Brian Siano
email: bsiano@bellatlantic.net
Domain: http://www.briansiano.com

3966. Re: Atari 800xl Bounty Bob game for trade! Holy grail wantlist game!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-06 09:13:42 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B458146.B7C7F6BA@asw.cz>
Source record: 35846
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

Andre wrote:
>
> > Tapper
> > Pharoas Curse
> > Zeppelin
> > Matterhorn
>
> The carts above seem to be non-existent - at least nobody I know (including
> former vendors) has ever seen them.

What about these, do they exist?:

Alien Ambush (Dana)
Bristles (FSS)
Capture the Flag (Sirius)
Conquest of the Crown (LindaSoft)
Drelbs (Synapse)
Exidy's Demo Cartridge (Exidy)
File Manager (Synapse)
Flip and Flop (FSS)
Fort Apocalypse (Synapse)
Frantic Freddie (SpectraVideo)
Jawbreaker II (Sierra)
Jukebox (Spinnaker)
Letter Wizard (Datasoft)
Sammy Lightfoot (Sierra)
Shadow World (Synapse)
Star Maze (Roklan)
Synassembler (Synapse)
Trust (Rantom)
--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

3967. Artifacting

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-06 12:42:19 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B45B22B.8F57E4FD@asw.cz>
Source record: 35845

Hi!

I seem to miss the 'artifacting' stuff. Why would anybody want to use it, if it has the same resolution as GR.15 (you need 2 pixels of GR.8 to form one artifacted color pixel) and you can't choose colors freely?

And, please, don't explain me what artifacting is. I know it. I just want to know why to use it while there's GR.15 which has same resolution and better colors.

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

3968. Atari800Win PLus 2.8 is out !

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-06 15:01:13 UTC
From: Daniel Ko&#65533;mi&#65533;ski <dely@atari-area.net>
Message-ID: <9i4ju7dmr1@news.tpi.pl>
Source record: 35840

```
check official site: http://www.a800win.atari-area.prv.pl/

--
--
http://www.atari-area.net/
Atarian sum, et Atarian nihil a me alienum puto
```

3969. I want to buy an Atari Facon

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-06 15:43:55 UTC
From: CO <et@seti3.com>
Message-ID: <%0l17.448667$oc7.68896761@news2.rdc2.tx.home.com>
Source record: 35841
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.misc

Looking for a good Falcon for a good deal.
Possibly 2..

email me

I am in Texas.

Thanks

3970. Re: Atari800Win PLus 2.8 is out !

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-06 16:52:45 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <t5rbkts9rtti3d2ha64mj9c5nu7p9515l0@4ax.com>
Source record: 35843

The other Day "Daniel Koï¿½miï¿½ski" <dely@atari-area.net> wrote:

>check official site: http://www.a800win.atari-area.prv.pl/
>
>--
Lot's of nice features..
--

As long as you remember them they will always be with you..

3971. Re: More Than New 1357

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-06 16:53:41 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <77rbkt8n9pbffopq4gc08pqi1p05j9ndfb@4ax.com>
Source record: 35844

The other Day "Itay Chamiel" <itaycspam@cs.huji.ac.il> wrote:

>
><bxsfqj@finaledgedev.com> wrote in message
>news:UOh17.107620$_T2.25522948@typhoon.tampabay.rr.com...
>> How would you like your own [..]
>
>[Spam drivel deleted]
>
>> xdgftmxtgpdstxsosuxocxcweykwoqdvnscmkubjmpwc
>
>Will someone please explain why spammers add a line of complete garbage at
>the end of their messages? Just curious and sorry this is off topic.
>
>-itay

It can defeat the anti spam bots...Sometimes
--

As long as you remember them they will always be with you..

3972. Re: More Than New 1357

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-06 17:01:48 UTC
From: Itay Chamiel <itaycspam@cs.huji.ac.il>
Message-ID: <3b45e0d2@news.bezeqint.net>
Source record: 35842

<bxsfqj@finaledgedev.com> wrote in message
news:UOh17.107620$_T2.25522948@typhoon.tampabay.rr.com...
> How would you like your own [..]

[Spam drivel deleted]

> xdgftmxtgpdstxsosuxocxcweykwoqdvnscmkubjmpwc

Will someone please explain why spammers add a line of complete garbage at
the end of their messages? Just curious and sorry this is off topic.

-itay
--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc
kjhcklhjlukgernvgkdjvkldjfgjkhdnmfbgkdmfgk <-- Am I considered a spammer too
now?

3973. Re: CX-85 schematic

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-06 17:35:31 UTC
From: Douglas Berlier <douglas.berlier@verizon.net>
Message-ID: <DFm17.1991$7J5.138850@dfiatx1-snr1.gtei.net>
Source record: 35847

I found it.. do a search for "schematy" and you will find a polish site
which has English drawn schematics for a LOT of 8-bit stuff. I originally
needed it cause I wanted to wire the schematic like a number keypad and not
a telephone layout like my box was.. it seems someone switched the buttons
around on me..
kids..

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
news:20010705174232.03559.00002714@ng-cf1.aol.com...
> not these 2, nothing but a white box with blue lettering; I always used
> Brenners driver from Computer shopper...
>
> >"Douglas Berlier" douglas.berlier@verizon.net replied:
>
> >yes it came with a driver disk and a schematic. the schematic was the
size
> >of a postcard.. big enough to fit inside the box it came in.
>
> -Ron
>
> Experience is something you don't get until just after you need it.
>

3974. Re: Artifacting

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-06 18:46:37 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tkc1ins77mh2f8@corp.supernews.com>
Source record: 35848

"Jindrich Kubec" <kubecj@asw.cz> wrote in message
news:3B45B22B.8F57E4FD@asw.cz...
> Hi!
>
> I seem to miss the 'artifacting' stuff. Why would anybody want to use
> it, if it has the same resolution as GR.15 (you need 2 pixels of GR.8 to
> form one artifacted color pixel) and you can't choose colors freely?
>
> And, please, don't explain me what artifacting is. I know it. I just
> want to know why to use it while there's GR.15 which has same resolution
> and better colors.

Makes it easier to mix text and graphics on the same screen. Ultima III and Caverns of Calisto are to good examples.

I've also done some Koala conversions to GR.8 artifacting and to GR.0 character sets with good results. Just a little fiddling with the color registers and the pictures are virtually equivalent to the originals. I did one Dancing Mickey Mouse demo in BASIC that just used 3 artifacted GR.0 character sets and screen flipping with a changing offset to make it look like Mickey was dancing off one side of the screen and back onto the other. I could have done the same thing with the 5 color character mode too of course.

3975. Converted Tape to .cas File

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-06 20:41:59 UTC
From: Qrawl <qrawl@bigfoot.com>
Message-ID: <lk8cktov96aund4imclk2f56g7srihim57@4ax.com>
Source record: 35850

I used cas2wav program from
http://home01.wxs.nl/~ernest/atarixle.html

Now I have a .cas file. Is there an emulator that can use these
files? It also gives me a .hex file.
Thanks

- Qrawl

3976. Re: Artifacting

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-06 22:07:52 UTC
From: thor@math.tu-berlin.de
Message-ID: <3b461a98@news.ivm.net>
Source record: 35849

Jindrich Kubec <kubecj@asw.cz> wrote:

> I seem to miss the 'artifacting' stuff. Why would anybody want to use
> it, if it has the same resolution as GR.15 (you need 2 pixels of GR.8 to
> form one artifacted color pixel) and you can't choose colors freely?

Well, because it doesn't have the same resolution as GR.15. Consider
the following pixels on the screen:

```
.**. ( . = off, * = on )
^
|
even pixel coordinate
```

On a Gr.8 screen, you see a white dot without major artifacts. If you
plot the same bit-pattern on a Gr.15 screen, you see two dots, one of
color 1 (= 01 for the first two bits) and one of color 2 (= 10 for
the second two bits), hence a pixel twice as large with color shading.

In other words, with color artefacting, you have twice the resolution
for "white" color because even/odd and odd/even pixel pairs result in
the same on-screen color. In Gr.15, you don't.

Another point is that the old Os versions did not support Gr.15.

Anyhow, I never used artifacting, as I live in a "PAL" country, and you
don't see any effictive color artifacts here. Some games loose a lot.

So long,
Thomas

3977. Wanted: Philadelphia-area Atari user to xfer files to PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-06 22:34:58 UTC
From: Winston Smith <Winston.Smithp0.f978.n8.z8@fmlynet.org>
Message-ID: <00224838@fmlynet.org>
Source record: 35862

FamilyNet Newsgate

RE: Wanted: Philadelphia-area Atari user to xfer files to PC
BY: Brian Siano to All on Thu Jul 05 2001 22:50:26

> ...complete with both kinds of Atari brand disk drives...

BOTH ? Um... ATARI officially made *THREE* brands of disk drive -- a single density ATARI 810, a "density and a half" crippled ATARI 1050 (that could be made whole with a US Doubler Chip), and a true double-side, double density Mitsumi drive (with shorted cable) called the ATARI XF-551 (the early runs were single sided until they ran out of recycled spares). Then there are third party drives like the California-2000, Indus-GT, and Percoms.

Doing the transfer is no problem. There are several PC programs for transferring ATARI files. There is the oldest program -- ATARIO. Then there is the ATARI 1050 program that can only do one file at a time, called MULE (train), stubborn and slow, but it works. Finally, there is MYUTIL, Charles Marsletts utility for porting over MyDOS files. Your biggest problem is going to be in finding an ancient IBM PC with an old-style 360K, 5-and-1/4, floppy drive in it to accept the 5-and-1/4 ATARI floppies. (NOTE: All the porting programs work only in "single sided" mode, so double-sided, double-density, XF-551 files written in "cylinders" on a 1420 sectored disk will have to be rewritten as single-sided, contiguous, double-density, one-sided files (i.e. no cylinders, one-headed writes, rather than the common two-headed, cylinder writes are preferred.))

* Pony's Corral * ponyscorral.darktech.org * (1:101/805)

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3978. Re: Van Halen demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-07 02:41:40 UTC
From: "JTKirk (a.k.a. machf)" <no_me_j.j_t_kirk@geocities.com>
Message-ID: <7uqcktseb5o739vbkmqqnnq8hnl9hvsceg@4ax.com>
Source record: 35851

On 2 Jul 2001 09:20:15 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:

>
>trying to help me, but have you ever tried to write a utility on the Atari that
>will multiply a matrix with the transposition of the same matrix (still easy)
>and then tried to find the inverse of that????? If only TurboBASIC could could
>bits.....

I think I may have done something like that once... (or maybe not), and certainly in TurboBASIC. Well, I managed to do a program to find the Eigenvalues of a matrix, that's for certain... Believe me, it's not so hard as you may think it is - just a matter of knowing the proper algorithm implementation.

Send me the details of what you're trying to do and maybe I can help...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Perï¿½
_H__/_/ http://members.nbci.com/machf
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

This article was posted through NewzPig.com
http://www.newzpig.com

3979. Re: Video from CD ROM

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-07 02:42:12 UTC
From: "JTKirk (a.k.a. machf)" <no_me_j.j_t_kirk@geocities.com>
Message-ID: <jntcktkaatdedto425ijs3r48gr548l3ar@4ax.com>
Source record: 35852

On Wed, 04 Jul 2001 20:28:00 +0200, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>P.P.S.: Anyone got a DOS based AVI driver for my PC ??? A friend of mine
>is just doing an Atari AVI CD-ROM (a CD filled with AVI Atari videos;),
>but me, I do not have an AVI driver for my DOS/Win 3.11 based 486 PC...
>(nor for my Atari).
>
Well, I know there is one... Maybe I have one buried there in the PC diskettes
I no longer use.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Perï¿½
_H__/_/ http://members.nbci.com/machf
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

This article was posted through NewzPig.com
http://www.newzpig.com

3980. Re: Holy grail!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-07 07:46:26 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3B46BE51.639E3D76@t-online.de>
Source record: 35854
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

> What about these, do they exist?:
>
> Alien Ambush (Dana)
> Bristles (FSS)
> Flip and Flop (FSS)
> Fort Apocalypse (Synapse)
> Jawbreaker II (Sierra)
> Star Maze (Roklan)

These six carts above definitively exist, but are very rare and usually you have to pay a lot of money to get them (I'm sure Gene can confirm that ;). Maybe 'Capture the Flag' exists also, but it's rather unlikely. You can add Roklan's 'Rack 'em up' as existant also (seen on epay).

Btw.: Does somebody know why the First Star titles are that rare? I have no explanation for that, because the game are excellent. Limited release? High retail price? Error-prone hardware? Released during the big videogame-crash?

Andre

3981. FT: Dreamcast w/5 games for Atari Jaguar w/games!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-07 07:47:39 UTC
From: "L. Rodriguez" <pilot77@spininternet.com>
Message-ID: <B76C28CB.3CCC2%pilot77@spininternet.com>
Source record: 35853

I'll trade my mint dreamcast (controller, box & docs. included), 200 block memory card, sega rally racing, flag to flag racing, blue stinger, NFL2K and crazy taxi for the following:

Jaguar unit w/controller & all hookups
Atari Karts
Breakout 2000
Defender 2000
Kasumi Ninja
NBA JAM
flight for life
I-war
missile command 3D
powerdrive rally
raiden
super burnout
troy aikman
ultra vortek
val d'isere skiing
supercross 3D
and possibly any other interesting games.

Please e-mail me at: pilot77@spininternet.com

3982. multicarts- Was preppie &preppie2 on cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-07 08:02:46 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0107070002.465fc0c1@posting.google.com>
Source record: 35855

Hello mathy/andreas, how are things in mainland europe, no more bse or foot in mouth please.. Wer'e british, anyhow how is the atari thang going, keep the faith, and keep atari hummy

Anyhow's Re: Multicart devices for the best 8bit machine

I cant remember were i saw it, but I remeber an article either in dgs's newsdisk, twaugs newsletter or good ol' p6 (page 6- not the hottest part of the sun) But I definately remember an article about multicart devices for the a8, which was based on the 2600's Romscanner devices sold many moons ago (roms scanner , if memory serves me is the technical name for multicart devices

The A8* version could be daisy chained (similar to sio protocol) so that you could have multiple romscanner devices linked together, I think there were 2 versions eith 8 or 10 slot or 20 slot versions, don't quote me on it though

Re: multigames on one cartridge

Easily possible, Atari I believe already did it on one of their xe game's promotion carts, I thinks it had 3 or 4 games one of which was definately star raiders 2 or one on one (ea title), anyhow this system already exists on snes, md, sega ms gg and 8bit nes, though ellicit copying like the fabled 32, 16, or 120 in one games, I actually bought one of these cart's for my brothers gb colour, so I believe the technology is easly transferable on to the a8 system, regardless of bank switching or no bank switching (a technology lest we forget that ATARI invented, if you've ever read the story of the 2600 version of Asteroids)

When someone perfects the atari version of the multigame cart, let me know as I have over 450 (some packed) games on binary (dos format) files that I would like to see on cart, as I have loads incl.. zybex, rockford, kdsm, red max on binary (and they work flawlessy.. that I CREATED MYSELF

Yours Atarily...

carmel A>>>>>

3983. Re: Artifacting

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-07 08:39:24 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B46CABC.E4D0C18B@asw.cz>
Source record: 35880

thor@math.tu-berlin.de wrote:
> In other words, with color artefacting, you have twice the resolution
> for "white" color because even/odd and odd/even pixel pairs result in
> the same on-screen color. In Gr.15, you don't.

Yes, that's the point, I think. My thoughts went in wrong direction
because I just assumed it will lower the resolution by two.

> Another point is that the old Os versions did not support Gr.15.

Which versions support which Graphics? Seems that OS/A / OS/B don't have
graphics 12 and higher? (Error 145 from basic). But Antic supports that
and dlists could be written to use that graphics, right?

> Anyhow, I never used artifacting, as I live in a "PAL" country, and you
> don't see any effictive color artifacts here. Some games loose a lot.

Me too, but was lucky and now I have two NTSC ones which work with my
multi-regional TV. Tried Drol, looks very nice ;)

What is strange is that I must move 'tilt' setting to the maximum left
(red) to see colors as described in Atari manuals, but I must set tilt
to center to see artifacted colors. :-/ Tilt is some setting on NTSC tvs
only, I think it's something which sets the correct colours.

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

3984. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-07 09:23:56 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_994497812@rtfm.mit.edu>
Source record: 35856
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 28, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/

3985. Re: Atari 800xl Bounty Bob game for trade! Holy grail wantlist game!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-07 09:53:15 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3B46DC0A.51C6E717@t-online.de>
Source record: 35857

> > > Pharoas Curse
> > > Zeppelin
>
> These and other Synapse titles are on the cart lists. Apparently they
> were included on the basis of Synapse announcements and the fact that
> there are cart size (16K) versions of the games.

Afaik 16K stripped-down versions often are issued on tape in order to work on 16K computers (most of the Atari 400 owners didn't get disc drives). That would explain why there are two versions of some games without need to speculate on cartridge versions.

> > > Tapper
> Thousands have looked and none have found? Sega listed it in the
> instuctions for other games. Also, its catalogue number is lower than
> Super Zaxxon, so it logically should have come out.

Wasn't there some kind of copyright problem with that game? I heard something but unfortunately forgot where I heard it.

Andre

3986. Re: SIO2PC Ape with Windows 2000?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-07 11:30:20 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3B46F378.BE80E316@optonline.net>
Source record: 35858

Alan Sharkis wrote:
>
> IS there a DOS window in Windows 2000?
>
> I thought it was based on NT4 and didn't have one. I know that XP will not
> have a DOS window. Before XP comes out, I'm planning to redo my hard drive
> with a small DOS partition in addition to the two Windows partitions and
> Linux partition I already have.
>
> Take care.
>
> Alan
>
> "RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
> news:20010701162052.08460.00001933@ng-cj1.aol.com...
> > Have you tried SIO2PC in a DOS window?
> >
> > Do you have access to a DOS version which can read whatever FAT that C: is
> > using? If so, make a boot floppy and use SIO2PC from the DOS prompt.
> >
> > > "Omar" omar27@bemail.org asked:
> > >
> > > >In the past I had used Ape98 with windows 98 with a SIO2PC setup. I have
> > > >several hundred ATR images that I would like to load onto my Atari 800XL
> > > >from the PC.
> > > >
> > > >Now I have a different machine with Windows 2000.
> > > >
> > > >Does anyone know of a software application that will perform a similar
> task
> > > >but that will work on Windows 2000?
> > >
> > > -Ron
> > >
> > > Experience is something you don't get until just after you need it.
> > >

Al,
Yes there is a DOS prompt window. Click on Start>Run then type cmd and hit enter. A DOS
window will be displayed. I haven't
tried A.P.E. yet, but PC Xformer works OK.
--
Robert S Ely - aka - Eli-the-Iceman
rsely74@optonline.net

rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954
Work Phone:1-609-894-4057
Work FAX:1-609-894-4048

3987. Re: MIO clone

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-07 11:37:50 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3B46F53C.2A1F9EF1@optonline.net>
Source record: 35859

Atari 8 Man wrote:
>
> Hi Mathy,
>
> Yeah the MIO is a mid 1980's scsi device that handles 256k byte sectors only
> (yuk) , while it maybe hard to find these drives today it's not imposible.
> It would be nice to re-do the rom to handle 512k byte sectors for newer hard
> drives. There are other problems with the MIO formater util's I tried to
> format a 250 meg MFM drive but the drive info would not fit into the MIO
> menu!! The good thing is every one wants a MIO! and cant find them.
> The MIO clone will make these atari user happy.
>
> Atari Bob is right on target!
>
> Down the road there maybe a MIO clone for IDE drives as well.
>
> Thanks!,
>
> Atari8man

Mathy,
I have an original 256K MI/O that works great. An IDE version with 1MB RAM would be wonderful!!!
Oh and REAL serial (PC 9-pin pinout) and centronics parallel ports too.

OT, but related: How hard would it be to build a USB interface and drivers for NON-DOS inkjet printers?
--
Robert S Ely - aka - Eli-the-Iceman
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954
Work Phone:1-609-894-4057
Work FAX:1-609-894-4048

3988. Re: Advanced Programming Structures

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-07 11:54:57 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3B46F93E.F922450F@optonline.net>
Source record: 35860
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2

Keith Olson wrote:
>
> I must disagree with you on two points:
>
> 1. Using GOTOs is *not* bad programming practice; using *excessive* GOTOs
> is. The worst I've ever come across is 5 chained GOTOs - in a *commercial*
> program (!)that I was hired to *try* to modify. I try to avoid using GOTOs
> in Applesoft and Atari BASIC because they both use line numbers, and
> remembering where branches go can make renumbering tricky.
>
> 2. Changing programming practice for a specific purpose (i.e. to emulate the
> DO/LOOP structure) and to add to your general programming strategy, instead
> of doing it 'just because', *IS* good programming practice, as long as it is
> clear and consistent. (IMHO)
>
> --
>
> Keith Olson
>
> --
> | For the memory of the uncompromisingly righteous is a blessing, |
> | Proverbs 10:7a |
> --
Keith,
I've written some fairly large BASIC XE programs and CAN'T avoid the use of the GOTO command. However, at least BXE has named
subroutines and procedures. You can also GOTO linename or at least add a REM line in the code to state what the point of access
is to do. I use to do that, but it takes up valuable memory.

```
570 REM [some small code to do something]

.
.
.
1530 if x=y goto 572
```

Now this may look like a procedure call or a sub routine, but it may do some specific task that can't be done as a specific
routine call. I don't happen to have any examples on-hand at the moment. I call this glue code to stick program parts together.
It's rare, but necessary at times.

--
Robert S Ely - aka - Eli-the-Iceman
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954
Work Phone:1-609-894-4057
Work FAX:1-609-894-4048

3989. Re: Advanced Programming Structures

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-07 11:59:19 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3B46FA45.55D70966@optonline.net>
Source record: 35861
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.apple2.programmer

Rubywand wrote:
>
> ....
>
> Besides, Applesoft BASIC does not have all that many control structures;
> so, some fudging on 'good practice' rules is unavoidable.

Even OSS BASIC XE was missing some very useful commands.

Changing the loop index within the loop in order to force (or avoid) an
> exit at the NEXT test is a fairly common practice. On the other hand, exiting a
> FOR-NEXT via an IF-THEN GOTO is common, too. In either case, you have something
> of a loop violation.

It's only a violation IF you don't use a POP command to clear the stack.

> This way of extending the use of FOR-NEXT is kind of neat, at least as an
> option to consider. You will lose a bit of speed and compactness; but, you may
> gain improved modularity and easier to follow code.
>
> Rubywand

--
Robert S Ely - aka - Eli-the-Iceman
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954
Work Phone:1-609-894-4057
Work FAX:1-609-894-4048

3990. Re: SIO2PC Ape with Windows 2000?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-07 13:29:45 UTC
From: Qrawl <qrawl@bigfoot.com>
Message-ID: <ei3ekts96si0ua77n2bgh3f5evqfhkd3d3@4ax.com>
Source record: 35863

What is SIO2PC. I can convert a .cas file to .sio. CAn I use an
.sio file with an emulator.

- Qrawl

3991. Re: Advanced Programming Structures

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-07 15:47:09 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tkebe38b1tic07@corp.supernews.com>
Source record: 35864
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2

"Robert S Ely" <rsely74@optonline.net> wrote in message
news:3B46F93E.F922450F@optonline.net...
>
> 570 REM [some small code to do something]
>

600 RETURN
> .
> .
> .
>>> 1530 if x=y GOSUB 572
>
> Now this may look like a procedure call or a sub routine, but it may do
some specific task that can't be done as a specific
> routine call. I don't happen to have any examples on-hand at the moment. I
call this glue code to stick program parts together.
> It's rare, but necessary at times.

Subroutines, even in Atari BASIC vs XE BASIC, should work and be a bit
easier to translate into other languages.

I've always found starting to write a program as almost an outline of what
you wanted to accomplish then filling in the routines later works well to
structure a program. I will start off with things like the first 5 lines
something like.

```
10 GOSUB INITSCR
20 GOSUB INITHARD
30 GOSUB FLOPPYIO
40 GOSUB ALTCHRSET
50 GOSUB MAIN:END
```

3992. Re: SIO2PC Ape with Windows 2000?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-07 15:54:59 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tkebssqqbe9762@corp.supernews.com>
Source record: 35865

"Qrawl" <qrawl@bigfoot.com> wrote in message
news:ei3ekts96si0ua77n2bgh3f5evqfhkd3d3@4ax.com...
> What is SIO2PC. I can convert a .cas file to .sio. CAn I use an
> .sio file with an emulator.

A hardware hack and software that allows an IBM computer to emulate an Atari disk drive for use with a real Atari 8 bit computer.

The conversion you would want is .cas to .ATR or .XFD, the two formats used in the by emulators and SIO2PC as virtual disk drives.

I think the older versions of Xformer don't support .ATR format, not sure about the latest version.

3993. Re: SIO2PC Ape with Windows 2000?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-07 16:48:44 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010707124844.19576.00001919@ng-fv1.aol.com>
Source record: 35866

The latest version XF 3.8 for DOS handles the .ATRs nicely as will the Win
version XF2000...

>"Rick Cortese" ricortes@netmagic.net replied:

>"Qrawl" <qrawl@bigfoot.com> wrote in message
>news:ei3ekts96si0ua77n2bgh3f5evqfhkd3d3@4ax.com...
>> What is SIO2PC. I can convert a .cas file to .sio. CAn I use an
>> .sio file with an emulator.
>
>A hardware hack and software that allows an IBM computer to emulate an Atari
>disk drive for use with a real Atari 8 bit computer.
>
>The conversion you would want is .cas to .ATR or .XFD, the two formats used
>in the by emulators and SIO2PC as virtual disk drives.
>
>I think the older versions of Xformer don't support .ATR format, not sure
>about the latest version.

-Ron

Experience is something you don't get until just after you need it.

3994. Re: Wanted: Philadelphia-area Atari user to xfer files to PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-07 17:01:03 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010707130103.19576.00001920@ng-fv1.aol.com>
Source record: 35867

There is also AtariLink sometimes called AtrUtil for the PC with a 5.25 drive
with the same A8 SSDD restrictions; I have used it successfully on both 360K
and 1.2M floppy drives. It can be found here...
http://www.horus.com/~hias/atari/

>"Winston Smith" Winston.Smithp0.f978.n8.z8@fmlynet.org replied:

>Doing the transfer is no problem. There are several PC programs for
>transferring ATARI files. There is the oldest program -- ATARIO. Then there
>is the ATARI 1050 program that can only do one file at a time, called MULE
>(train), stubborn and slow, but it works. Finally, there is MYUTIL, Charles
>Marsletts utility for porting over MyDOS files. Your biggest problem is
>going
>to be in finding an ancient IBM PC with an old-style 360K, 5-and-1/4, floppy
>drive in it to accept the 5-and-1/4 ATARI floppies. (NOTE: All the porting
>programs work only in "single sided" mode, so double-sided, double-density,
>XF-551 files written in "cylinders" on a 1420 sectored disk will have to be
>rewritten as single-sided, contiguous, double-density, one-sided files (i.e.
>no
>cylinders, one-headed writes, rather than the common two-headed, cylinder
>writes are preferred.))

-Ron

Experience is something you don't get until just after you need it.

3995. Re: Advanced Programming Structures

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-07 17:48:05 UTC
From: william strutts <wrstrutts1@home.com>
Message-ID: <pXH17.174788$DG1.29101755@news1.rdc1.mi.home.com>
Source record: 35868
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2

That sounds like what my college CS professors alway
talked about. The first part of the program looking like
a table of contents of a book.

--
--
William R. Strutts - wrstrutts1@home.com - Whatever!

C'est moi! http://www.facelink.com/wrstrutts

Just hacking away...
"Rick Cortese" <ricortes@netmagic.net> wrote in message
news:tkebe38b1tic07@corp.supernews.com...
> "Robert S Ely" <rsely74@optonline.net> wrote in message
> news:3B46F93E.F922450F@optonline.net...
> >
> > 570 REM [some small code to do something]
> >
>
> 600 RETURN
> > .
> > .
> > .
> >>> 1530 if x=y GOSUB 572
> >
> > Now this may look like a procedure call or a sub routine, but it may do
> some specific task that can't be done as a specific
> > routine call. I don't happen to have any examples on-hand at the moment.
I
> call this glue code to stick program parts together.
> > It's rare, but necessary at times.
>
> Subroutines, even in Atari BASIC vs XE BASIC, should work and be a bit
> easier to translate into other languages.
>
> I've always found starting to write a program as almost an outline of what
> you wanted to accomplish then filling in the routines later works well to
> structure a program. I will start off with things like the first 5 lines
> something like.
>
> 10 GOSUB INITSCR
> 20 GOSUB INITHARD
> 30 GOSUB FLOPPYIO
> 40 GOSUB ALTCHRSET

```
> 50 GOSUB MAIN:END
>
>
```

3996. Re: I Truly Appolige To ALL For The: Check This Out: 8382

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-07 20:19:36 UTC
From: Itay Chamiel <itaycspam@cs.huji.ac.il>
Message-ID: <3b4760b1@news.bezeqint.net>
Source record: 35869

<desqxy@my.com> wrote in message
news:Zcv17.171385$By.1868949@typhoon.midsouth.rr.com...
> I truly apoloize to everyone for what happened. I was tring to send it to
a test group and not the world.
> This was the first time I used Agent Poster and did relize what had happen
until I got all you e-mails.
> I am truly sorry and you can be assured, it wont happen again.
> Tom Partridge
> eqidszihjbjpbid

^^^^^^^^^^^^^

There it goes again. What *is* that line of gibberish there for?

-itay
--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc

3997. Re: SIO2PC Ape with Windows 2000?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-07 20:27:21 UTC
From: Itay Chamiel <itaycspam@cs.huji.ac.il>
Message-ID: <3b476281@news.bezeqint.net>
Source record: 35870

Windows 2000 has a command prompt, but it definitely is not a "DOS Window". It doesn't run DOS, and any DOS software that you run that tries to access hardware directly - and many DOS titles do - simply can't. That means games run without sound because they have no access to your sound card (unless you use SoundFX or VDMSound, which are SoundBlaster emulators for win2k - but I digress), and it also means that Sio2PC and APE, which use low level hardware calls to do their I/O, don't work. Ape 98, despite being a Windows application, was written specifically for the 95/98 operating systems and won't work either.

An author named Dan Vernon has written an APE-like program for Windows 2000, but it's a very plain beta software (runs from command prompt, no GUI, few features). I don't know the website, but he can be reached at: dan (at) bitsofthepast dot com. You can also email me and I'll send you the version I have, which is probably out of date.

(remove "spam" from my address first.)

Good luck,

-itay
--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc

"Robert S Ely" <rsely74@optonline.net> wrote in message
news:3B46F378.BE80E316@optonline.net...
> Alan Sharkis wrote:
> >
> > IS there a DOS window in Windows 2000?
> >
> > I thought it was based on NT4 and didn't have one. I know that XP will
not
> > have a DOS window. Before XP comes out, I'm planning to redo my hard
drive
> > with a small DOS partition in addition to the two Windows partitions and
> > Linux partition I already have.
> >
> > Take care.
> >
> > Alan
> >
> > "RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
> > news:20010701162052.08460.00001933@ng-cj1.aol.com...
> > > Have you tried SIO2PC in a DOS window?
> > >

> > > Do you have access to a DOS version which can read whatever FAT that
C: is
> > > using? If so, make a boot floppy and use SIO2PC from the DOS prompt.
> > >
> > > > "Omar" omar27@bemail.org asked:
> > >
> > > >In the past I had used Ape98 with windows 98 with a SIO2PC setup. I
have
> > > >several hundred ATR images that I would like to load onto my Atari
800XL
> > > >from the PC.
> > > >
> > > >Now I have a different machine with Windows 2000.
> > > >
> > > >Does anyone know of a software application that will perform a
similar
> > task
> > > >but that will work on Windows 2000?
> > >
> > > -Ron
> > >
> > > Experience is something you don't get until just after you need it.
> > >
>
> Al,
> Yes there is a DOS prompt window. Click on Start>Run then type cmd and hit
enter. A DOS window will be displayed. I haven't
> tried A.P.E. yet, but PC Xformer works OK.
> --
> Robert S Ely - aka - Eli-the-Iceman
> rsely74@optonline.net
> rsely@dhs.state.nj.us
> rsely74@hotmail.com
> hsrelyy@vm.state.nj.us
> ICQ#: 33390750
> AOL-IM: Eliice1954
> Work Phone:1-609-894-4057
> Work FAX:1-609-894-4048

3998. I Truly Appolige To ALL For The: Check This Out: 8382

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-07 21:20:55 UTC
From: Barry Ruck <bruck@peterswoodharlow.freeserve.co.uk>
Message-ID: <$pk6JJA303R7Ewot@peterswoodharlow.freeserve.co.uk>
Source record: 35872

In comp.sys.atari.8bit on Sat, 7 Jul 2001, Itay Chamiel Itay Chamiel
<itaycspam@cs.huji.ac.il> wrote ....

>
><desqxy@my.com> wrote in message
>news:Zcv17.171385$By.1868949@typhoon.midsouth.rr.com...
>> I truly apoloize to everyone for what happened. I was tring to send it to
>a test group and not the world.
>> This was the first time I used Agent Poster and did relize what had happen
>until I got all you e-mails.
>> I am truly sorry and you can be assured, it wont happen again.
>> Tom Partridge
>> eqidszihjbjpbid
>
>^^^^^^^^^^^^^
>There it goes again. What *is* that line of gibberish there for?
>
Normally something put in by the software that generates the spam. It
makes each post different. That and the changing number in the Subject
line are there to fool any anti-spamming measures your ISP may use.

>-itay
>--
>Itay Chamiel
>http://www.cs.huji.ac.il/~itayc
>
>
>

Regards,

Barry Ruck. Harlow, Essex.

3999. HELP with 1050 and XF551

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-07 21:41:32 UTC
From: Mat_1999 <Mat@Mat.com>
Message-ID: <oc0fkt08h3ug8ao5ldda1nimfdr8kp7eik@4ax.com>
Source record: 35874

Hi,
Maybe 10-12 years ago I bought the XF551 disk drive. I used it
for sometime then it died on me. When I place a CD it gives very
strange sound (like a siren) then it gives an error. I don't recall
the error number. Any clue?

I juts a 1050 from ebay, What is the perfect upgrade for this one?

4000. Re: I Truly Appolige To ALL For The: Check This Out: 8382

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-07 21:44:10 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <uj0fkt8inkjafpfg77jdprrod82cgp2vrt@4ax.com>
Source record: 35873

The other Day "Itay Chamiel" <itaycspam@cs.huji.ac.il> wrote:

>
><desqxy@my.com> wrote in message
>news:Zcv17.171385$By.1868949@typhoon.midsouth.rr.com...
>> I truly apoloize to everyone for what happened. I was tring to send it to
>a test group and not the world.
>> This was the first time I used Agent Poster and did relize what had happen
>until I got all you e-mails.
>> I am truly sorry and you can be assured, it wont happen again.
>> Tom Partridge
>> eqidszihjbjpbid
>
>^^^^^^^^^^^^^
>There it goes again. What *is* that line of gibberish there for?
>
>-itay

To beat the anti spam bots..It's also why all the messages have a number at
the end..
--

As long as you remember them they will always be with you..

4001. Re: SIO2PC Ape with Windows 2000?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-07 22:32:12 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <WeK17.38$Ln2.56731@nnrp3.sbc.net>
Source record: 35871

Another alternative would be to get Partition magic or just use FDISK and create a small seperate partition on your hard drive for DOS use. I may be wrong, but I think 2000 uses a different format than dos. You could use a boot disk or boot menu to access the DOS partition. Just a thought.
Mo

Itay Chamiel wrote in message <3b476281@news.bezeqint.net>...
>Windows 2000 has a command prompt, but it definitely is not a "DOS Window".
>It doesn't run DOS, and any DOS software that you run that tries to access
>hardware directly - and many DOS titles do - simply can't. That means games
>run without sound because they have no access to your sound card (unless
you
>use SoundFX or VDMSound, which are SoundBlaster emulators for win2k - but I
>digress), and it also means that Sio2PC and APE, which use low level
>hardware calls to do their I/O, don't work. Ape 98, despite being a Windows
>application, was written specifically for the 95/98 operating systems and
>won't work either.
>
>An author named Dan Vernon has written an APE-like program for Windows
2000,
>but it's a very plain beta software (runs from command prompt, no GUI, few
>features). I don't know the website, but he can be reached at: dan (at)
>bitsofthepast dot com. You can also email me and I'll send you the version
I
>have, which is probably out of date.
>
>(remove "spam" from my address first.)
>
>Good luck,
>
>-itay
>--
>Itay Chamiel
>http://www.cs.huji.ac.il/~itayc
>
>"Robert S Ely" <rsely74@optonline.net> wrote in message
>news:3B46F378.BE80E316@optonline.net...
>> Alan Sharkis wrote:
>> >
>> > IS there a DOS window in Windows 2000?
>> >
>> > I thought it was based on NT4 and didn't have one. I know that XP will
>not
>> > have a DOS window. Before XP comes out, I'm planning to redo my hard

>drive
>> > with a small DOS partition in addition to the two Windows partitions
and
>> > Linux partition I already have.
>> >
>> > Take care.
>> >
>> > Alan
>> >
>> > "RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
>> > news:20010701162052.08460.00001933@ng-cj1.aol.com...
>> > > Have you tried SIO2PC in a DOS window?
>> > >
>> > > Do you have access to a DOS version which can read whatever FAT that
>C: is
>> > > using? If so, make a boot floppy and use SIO2PC from the DOS prompt.
>> > >
>> > > > "Omar" omar27@bemail.org asked:
>> > >
>> > > >In the past I had used Ape98 with windows 98 with a SIO2PC setup. I
>have
>> > > >several hundred ATR images that I would like to load onto my Atari
>800XL
>> > > >from the PC.
>> > > >
>> > > >Now I have a different machine with Windows 2000.
>> > > >
>> > > >Does anyone know of a software application that will perform a
>similar
>> > task
>> > > >but that will work on Windows 2000?
>> > >
>> > > -Ron
>> > >
>> > > Experience is something you don't get until just after you need it.
>> > >
>>
>> Al,
>> Yes there is a DOS prompt window. Click on Start>Run then type cmd and
hit
>enter. A DOS window will be displayed. I haven't
>> tried A.P.E. yet, but PC Xformer works OK.
>> --
>> Robert S Ely - aka - Eli-the-Iceman
>> rsely74@optonline.net
>> rsely@dhs.state.nj.us
>> rsely74@hotmail.com
>> hsrelyy@vm.state.nj.us
>> ICQ#: 33390750
>> AOL-IM: Eliice1954

>> Work Phone:1-609-894-4057
>> Work FAX:1-609-894-4048
>
>
>

4002. How Can I Write an ATR to a DISK using my PC 5.25 Disk Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-07 23:03:01 UTC
From: Mat_1999 <Mat@Mat.com>
Message-ID: <b75fktgg1uj22an122kp496mr9qgjsfhrj@4ax.com>
Source record: 35875

How Can I Write an ATR to a DISK using my PC 5.25 Disk Drive ?

Thanx

4003. How Can I Write an ATR to a DISK using my PC 5.25 Disk Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-07 23:07:59 UTC
From: Mat_1999 <Mat@Mat.com>
Message-ID: <di5fktoo1t4p8nj5ika0ubrksnle7829fs@4ax.com>
Source record: 35876

How Can I Write an ATR to a DISK using my PC 5.25 Disk Drive ?

Thanx

4004. Re: How Can I Write an ATR to a DISK using my PC 5.25 Disk Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 02:16:21 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010707221621.04015.00001386@ng-fh1.aol.com>
Source record: 35877

I have never seen an app to do this; it would be a simple matter for the whiz kid bit bangers as long as the .ATR was a single sided double density 180K image. Most of the recent PC floppy controllers can not read/write/format the FM scheme used on the A8 single density disks; the best they can manage is the MFM double density data storage type.

>Mat_1999 Mat@Mat.com asked:

>How Can I Write an ATR to a DISK using my PC 5.25 Disk Drive ?

-Ron

Experience is something you don't get until just after you need it.

4005. Re: Writing a new rpg for ATARI -

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 03:18:01 UTC
From: gozarcollins.hotmail@NoSpam.com
Message-ID: <pD9R7A+8AAJN092yn@NoSpam.com>
Source record: 35710

In article <fcd76a9e.0107021947.3f785f63@posting.google.com>,
zothen@my-deja.com (Zothen Runecaster) wrote:
>Hi ,
>
>I want to write a new role playing game for the ATARI 8 Bit and I want
>to
>know what you would prefer :
>
>Or action-based rpgs like Zelda.
>Should be no problem for the ATARI - character graphics + sprites.

I always thought it would be neat to have a Zelda type game for the Atari,
and it would not have any problems doing the graphics or sounds like the
NES.

--
Ryan 'Gozar' Collins

4006. Re: Atari 800xl Bounty Bob game for trade! Holy grail wantlist game!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 04:19:49 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0107072019.6dadaf07@posting.google.com>
Source record: 35878

Definitely exist:
Alien Ambush (Dana)
Bristles (FSS)
Exidy's Demo Cartridge (Exidy) (not actually a released cart)
Flip and Flop (FSS)
Fort Apocalypse (Synapse)
Jawbreaker II (Sierra) (its actually labeled Jawbreaker)
Star Maze (Roklan)
Synassembler (Synapse)

Probably exist:
Conquest of the Crown (LindaSoft)
Trust (Rantom)
File Manager (Synapse)
Jukebox (Spinnaker) (not sure about this one)

Unlikely to exist:
Letter Wizard (Datasoft)
Sammy Lightfoot (Sierra)
Shadow World (Synapse) ---See my other post on Synapse.
Drelbs (Synapse)
Capture the Flag (Sirius)
Frantic Freddie (SpectraVideo)

Its just my opinion, but have removed a few other titles from Andrew Krieg's list:
Rock & Rhythm (Spinnaker) (just a mistake on the list)
Rosen's Brigade (Gentry) (Gentry didn't make carts)
Dr Goodcode's (Gebelli) (its written in basic)

> Tapper -- confirmed!
A newsgroup member has written me to say that he has one.

What about Roklan's Da'Fuzz. Real or vaporware ?

Gene Gnandt

4007. rare Atari 800 xl carts wanted, generous trade/buy prices included

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 04:24:06 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <9iaosl$7ds$1@nnrp1.phx.gblx.net>
Source record: 35761
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.classic

Loose carts are fine, but for the disk games I only want complete/boxed in descent condition with no smooshed boxes.

My price offers (possibly flexible)

Matterhorn cart Atari 800 xl $50.00
Tapper cart Atari 800 xl $35.00
Capture the Flag cart Atari 800 xl $50.00
Espial Cart Atari 800 xl $35.00
The Pharoah's Curse cart Atari 800 xl $50.00
Zeppelin cart Atari 800 xl $60.00
Alley Cat disk Atari 800 xl $30.00
Neptune's Daughter disk Atari 800 xl $25.00
Moebius disk Atari ST $25.00
Ultima 1 (I only need empty box) for Atari 800 xl $35.00

I will trade a Bounty Bob strikes back 800 xl cartridge in nice condition for any of the above games you have totalling $50 or more according to the buy prices.

If you have any of these and want to sell them let me know. I might would consider trading my incredibly rare Battlesphere for Jaguar near mint complete straight across for any $200 worth of these (that is if you have enough of these to add up to $200 according to my pricelist). If you have any of these that you might let go of for something else you want, let me know, I have thousands of games, I might have what you want! PLEASE do not e-mail me at all unless you have a sell or trade offer from this list. Thanks. -Satcom2

4008. Re: Atari 800xl Bounty Bob game for trade! Holy grail wantlist game!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 07:19:51 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3B480997.228E6A47@t-online.de>
Source record: 35879

> Exidy's Demo Cartridge (Exidy) (not actually a released cart)

Prototype cart?

> Synassembler (Synapse)

Never seen on cart.

> > Tapper -- confirmed!
> A newsgroup member has written me to say that he has one.

Then it should be no problem to prove that by making a scan or dump.

> What about Roklan's Da'Fuzz. Real or vaporware ?

Good question. I think it exist for Commodore 64.

Andre

4009. Re: Atari 800xl Bounty Bob game for trade! Holy grail wantlist game!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 07:32:27 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B480C8B.6074F598@asw.cz>
Source record: 35882

Haywood Ubeegoode wrote:
> What about Roklan's Da'Fuzz. Real or vaporware ?

I've got 16KB rom dumps extracted from EXE files of these games:
Da'Fuzz, Matterhorn and (surprise, surprise) Hard Hat Mack. Could be
that they planned them on the carts, but then just added short loaders
and made them tape/disk versions.

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

4010. Re: Atari 800xl Bounty Bob game for trade! Holy grail wantlist game!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 07:35:11 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B480D2F.DACE5A76@asw.cz>
Source record: 35883

Andre wrote:
> > > Tapper -- confirmed!
> > A newsgroup member has written me to say that he has one.
> Then it should be no problem to prove that by making a scan or dump.

Or both ;)

BTW: While you cartridge gurus are here ;) what about different versions
of these games: Centipede, Dig Dug, Final Legacy, Jungle Hunt,
Millipede? I've got more than one dump for each game and don't know
which of them are 'original' and which are hacks. Screenshots are here:
http://www.asw.cz/~kubecj/acartdp.htm

Could you check against your collections, please?
--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

4011. FA: 80's computer magazines - various titles on ebay.au

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 08:28:55 UTC
From: Craig Arnoldt <carnoldt@hitech.net.au>
Message-ID: <9i95j8$5md$1@corolla.OntheNet.com.au>
Source record: 35881
Cross-posted to: aus.ads.forsale.computers.old,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Four different auctions -

"Commodore User" mags -
http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=1253585617

Various 80's non-computer specific mags -
http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=1253585267

Various Commodore specific mags -
http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=1253584639

"Home Computing Weekly" mags, non-computer specific -
http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=1253586084

Happy Bidding!

Arn.

4012. Re: SIO2PC Ape with Windows 2000?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 13:14:19 UTC
From: Qrawl <qrawl@bigfoot.com>
Message-ID: <c4ngktc4m12ij9tt0jf7glibpaobqq6kej@4ax.com>
Source record: 35885

On Sat, 7 Jul 2001 08:54:59 -0700, "Rick Cortese"
<ricortes@netmagic.net> wrote:

>"Qrawl" <qrawl@bigfoot.com> wrote in message
>news:ei3ekts96si0ua77n2bgh3f5evqfhkd3d3@4ax.com...
>> What is SIO2PC. I can convert a .cas file to .sio. CAn I use an
>> .sio file with an emulator.
>
>A hardware hack and software that allows an IBM computer to emulate an Atari
>disk drive for use with a real Atari 8 bit computer.
>
>The conversion you would want is .cas to .ATR or .XFD, the two formats used
>in the by emulators and SIO2PC as virtual disk drives.
>
>I think the older versions of Xformer don't support .ATR format, not sure
>about the latest version.
>

Is there such a program? A .cas to .atr?

- Qrawl

4013. Re: Artifacting

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 13:33:06 UTC
From: thor@math.tu-berlin.de
Message-ID: <3b4844f2@news.ivm.net>
Source record: 35884

Jindrich Kubec <kubecj@asw.cz> wrote:

>> Another point is that the old Os versions did not support Gr.15.

> Which versions support which Graphics? Seems that OS/A / OS/B don't have
> graphics 12 and higher? (Error 145 from basic). But Antic supports that
> and dlists could be written to use that graphics, right?

Sure. But you couldn't use Os routines for "PLOT" and "DRAWTO" to draw
fancy graphics. Sure enough, most games don't use these anyhow.

So long,
Thomas

4014. Re: How Can I Write an ATR to a DISK using my PC 5.25 Disk Drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 13:34:27 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <9i9nhqpmn1@plutonium.compulink.co.uk>
Source record: 35886

Wasn't their a program called mule that ran on dos?

There are also a couple of hard ware ways round the system incompatability,
One is a US doubler, or Happy chip in the 1050 giving 'true double density'
(what ever that means! After all Near Letter Quality Priting certainly never
was), the other (more commonly avalible) is the Catweasle PCI device which
plugs into the PC mother board and permits several disk formats to be
readable, and almost as many to be writeable in PC drives. It seems a common
device on the pcs of Amiga owners and where ever there is a shop selling
Amiga hardware, you will normaly find they stock the PC version as well. If
your going to be playing with a lot of file transfers, it may be about £60
well spent. Especialy if like me you have more than one type of 'retro
machine' at home looking for disks.

List of formats supported so far are:-

- all PC-formats (180k up to 1440K)
- Amiga DD and HD (also 5.25 inch formats)
- Atari 9, 10 and 11 sector disks
- Macintosh 720K, 800K, 1440K (DD, GCR, HD)
- Commodore 1541, 1571, 1581 (C64, C128 and 3.5 inch C-54 disks)
- XTRA High Density with 2380Byte per disk
- Nintendo backup station with 1600KB format
- Atari 800XL (all MFM formats, FM under development)
- Apple IIe disks (Apple DOS 3.3 and up)
- further 8-bit formats planned

I understand it has a software controller or flash roms, certainly updated
to add further formats are downloadable (basicly, you don't have to buy a
new one to get the latest supported updates).

Yes i'm considering getting one myself at some point.

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
news:20010707221621.04015.00001386@ng-fh1.aol.com...
> I have never seen an app to do this; it would be a simple matter for the
whiz
> kid bit bangers as long as the .ATR was a single sided double density 180K
> image. Most of the recent PC floppy controllers can not read/write/format
the
> FM scheme used on the A8 single density disks; the best they can manage is
the
> MFM double density data storage type.
>
> >Mat_1999 Mat@Mat.com asked:
>

> >How Can I Write an ATR to a DISK using my PC 5.25 Disk Drive ?
>
> -Ron
>
> Experience is something you don't get until just after you need it.
>

4015. Re: HELP with 1050 and XF551

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 13:50:05 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <9i9of4$q4o$1@plutonium.compulink.co.uk>
Source record: 35887

take a look here:-
http://members.nbci.com/Pairman/Ref.html

The 1050 is the predessesor of the XF551 and lacks 'true double density'.
Most comercial disks were single anyway, those that wern't used the
'Enhanced density' of the 1050 so as to work on the largest number of atari
drives. As for upgrades, Happy is best, US doubler is more common and will
suit retro gamers like me for extra disk space etc.

Are you sure you mean a CD? and not a floppy disk? Sure a cd will fit, but
certainly not recomended.

"Mat_1999" <Mat@Mat.com> wrote in message
news:oc0fkt08h3ug8ao5ldda1nimfdr8kp7eik@4ax.com...
> Hi,
> Maybe 10-12 years ago I bought the XF551 disk drive. I used it
> for sometime then it died on me. When I place a CD it gives very
> strange sound (like a siren) then it gives an error. I don't recall
> the error number. Any clue?
>
> I juts a 1050 from ebay, What is the perfect upgrade for this one?
>
>

4016. Re: How Can I Write an ATR to a DISK using my PC 5.25 Disk Drive ? <== Where can I get this PCI Card?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 14:00:06 UTC
From: Mat_1999 <Mat@Mat.com>
Message-ID: <7qpgktsi05ehlt0srouekkc2n9misp3hhe@4ax.com>
Source record: 35888

Where can I get thiscard?

On Sun, 8 Jul 2001 14:34:27 +0100, "Pockets" <pockets@cix.co.uk>
wrote:

>Wasn't their a program called mule that ran on dos?
>
>There are also a couple of hard ware ways round the system incompatability,
>One is a US doubler, or Happy chip in the 1050 giving 'true double density'
>(what ever that means! After all Near Letter Quality Priting certainly never
>was), the other (more commonly avalible) is the Catweasle PCI device which
>plugs into the PC mother board and permits several disk formats to be
>readable, and almost as many to be writeable in PC drives. It seems a common
>device on the pcs of Amiga owners and where ever there is a shop selling
>Amiga hardware, you will normaly find they stock the PC version as well. If
>your going to be playing with a lot of file transfers, it may be about ï¿½60
>well spent. Especialy if like me you have more than one type of 'retro
>machine' at home looking for disks.
>
>List of formats supported so far are:-
>
>- all PC-formats (180k up to 1440K)
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>- Nintendo backup station with 1600KB format
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>I understand it has a software controller or flash roms, certainly updated
>to add further formats are downloadable (basicly, you don't have to buy a
>new one to get the latest supported updates).
>
>Yes i'm considering getting one myself at some point.
>
>
>"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
>news:20010707221621.04015.00001386@ng-fh1.aol.com...
>> I have never seen an app to do this; it would be a simple matter for the
>whiz

>> kid bit bangers as long as the .ATR was a single sided double density 180K
>> image. Most of the recent PC floppy controllers can not read/write/format
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>> FM scheme used on the A8 single density disks; the best they can manage is
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>> MFM double density data storage type.
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>> >Mat_1999 Mat@Mat.com asked:
>>
>> >How Can I Write an ATR to a DISK using my PC 5.25 Disk Drive ?
>>
>> -Ron
>>
>> Experience is something you don't get until just after you need it.
>>
>

4017. Re: HELP with 1050 and XF551

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 14:02:36 UTC
From: Mat_1999 <Mat@Mat.com>
Message-ID: <hvpgktod2rg755ab8n0rg008auv9j8520u@4ax.com>
Source record: 35889

heh, sorry I mean DISK!

On Sun, 8 Jul 2001 14:50:05 +0100, "Pockets" <pockets@cix.co.uk>
wrote:

>take a look here:-
>http://members.nbci.com/Pairman/Ref.html
>
>The 1050 is the predessesor of the XF551 and lacks 'true double density'.
>Most comercial disks were single anyway, those that wern't used the
>'Enhanced density' of the 1050 so as to work on the largest number of atari
>drives. As for upgrades, Happy is best, US doubler is more common and will
>suit retro gamers like me for extra disk space etc.
>
>Are you sure you mean a CD? and not a floppy disk? Sure a cd will fit, but
>certainly not recomended.
>
>
>"Mat_1999" <Mat@Mat.com> wrote in message
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>> for sometime then it died on me. When I place a CD it gives very
>> strange sound (like a siren) then it gives an error. I don't recall
>> the error number. Any clue?
>>
>> I juts a 1050 from ebay, What is the perfect upgrade for this one?
>>
>>
>

4018. Do you own any of these Atari 8-bit carts? Do they exist?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 14:02:52 UTC
From: krieg@earth.execpc.com
Message-ID: <3b486911$0$42870$272ea4a1@news.execpc.com>
Source record: 35892
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

I know these titles were released on disk and/or cassette, but I've yet to hear
of anyone who owns these on cart. I've never seen them on Ebay either. If you
own any of these on an original cart, please let me know so I can validate it
on my 8-bit list (http://www.execpc.com/~krieg/links/8bit.carts).

Manufacturer Title
--- ---
Gebelli Doc Goodlode's Cavern
Gentry Rosen's Brigade
K-Byte K-razy Antiks (NOTE: This is not the CBS version, K-Byte
alledgedly released this title themselves
before CBS bought it from them. It is true for
K-razy Shoot-out, but I've yet to see this or
K-razy Kritters with a K-Byte label.)
K-Byte K-razy Kritters (see previous)
Roklan Lifespan
Romox Flapper
Sega Tapper
Sierra On-line Jawbreaker II (I've heard that Jawbreaker and Jawbreaker II
may have been the same cart, only the
instructions referred to it as Jawbreaker II.
Anyone have both? Are there 2 different games?)
Sierra On-line Sammy Lightfoot
Sirius Capture the Flag
SpectraVideo Frantic Freddie
Spinnaker Jukebox
Spinnaker Rock & Rhythm
Synapse Drelbs
Synapse File Manager
Synapse Pharoah's Curse
Synapse Shadow World
Synapse Survivor
Synapse Synassembler
Synapse Zeppelin
TigerVision MatterHorn
??? Boot Ease
??? Bumper Bash
??? VisiCalc

--
=__ __ __ _ __ _= Andrew Krieg - Lead Software Engineer =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

4019. Re: HELP with 1050 and XF551 <== Who sells upgrades for 1050?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 14:04:09 UTC
From: Mat_1999 <Mat@Mat.com>
Message-ID: <n1qgktsfbhjmqc5bg6205u8enpk9gkcne3@4ax.com>
Source record: 35890

From where can I get the upgrades?

ThanX!

On Sun, 8 Jul 2001 14:50:05 +0100, "Pockets" <pockets@cix.co.uk>
wrote:

>take a look here:-
>http://members.nbci.com/Pairman/Ref.html
>
>The 1050 is the predessesor of the XF551 and lacks 'true double density'.
>Most comercial disks were single anyway, those that wern't used the
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>> the error number. Any clue?
>>
>> I juts a 1050 from ebay, What is the perfect upgrade for this one?
>>
>>
>

4020. "The ORBIS Home computer course & Advanced course" Anyone Knows Where I can Get This One?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 14:05:30 UTC
From: Mat_1999 <Mat@Mat.com>
Message-ID: <44qgkt8dfto4br13i9db95e56bn9qlameq@4ax.com>
Source record: 35891

"The ORBIS Home computer course & Advanced course" Anyone Knows
Where I can Get This One?

Regards,

4021. Re: How Can I Write an ATR to a DISK using my PC 5.25 Disk Drive ? <== Where can I get this PCI Card?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 14:29:38 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010708102938.25208.00000498@ng-mp1.aol.com>
Source record: 35893

>Mat_1999 Mat@Mat.com asked:

>Where can I get thiscard?

Be sure to read "Pockets" <pockets@cix.co.uk> post carefully:

(snip)
>>List of formats supported so far are:-
...
>>- Atari 800XL (all MFM formats, FM under development)

It only supports the MFM double density A8 disks; still working on the FM single density type...

If you have access to A8 double density, you can use software only like HiasSoft's AtariLink for the transfers and you DO NOT NEED the expense of that card.

AtariLink is what I use; a single density 92K .ATR file easily fits on the 180K DD disk and I have my own utility in A8 Basic to write it from the RAMdisk or the DD disk to a real floppy. It currently requires two drives or a RAMdisk and would need minor modifications for swapping on a single drive.

-Ron

Experience is something you don't get until just after you need it.

4022. Re: Atari 800xl Bounty Bob game for trade! Holy grail wantlist game!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 15:32:42 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0107080732.528b4220@posting.google.com>
Source record: 35894

Andre <Chrodegang@t-online.de> wrote in message news:<3B480997.228E6A47@t-online.de>...
> > Exidy's Demo Cartridge (Exidy) (not actually a released cart)
>
> Prototype cart?
No. Exidy planned on using an Atari for arcade machines. The cart
demonstrated how the system worked.

> > Synassembler (Synapse)
> > Never seen on cart.
>
I believe these were by special order. Programmers liked the assembler
and asked Synapse to put it on cart. Maybe they did a short run of
them.

Gene

4023. Re: Atari 800xl Bounty Bob game for trade! Holy grail wantlist game!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 15:44:56 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0107080744.799184e4@posting.google.com>
Source record: 35895

Jindrich Kubec <kubecj@asw.cz> wrote in message news:<3B480C8B.6074F598@asw.cz>...

> I've got 16KB rom dumps extracted from EXE files of these games:
> Da'Fuzz, Matterhorn and (surprise, surprise) Hard Hat Mack. Could be
> that they planned them on the carts, but then just added short loaders
> and made them tape/disk versions.

The often told "crash" story is that many titles were announced at
computer shows in 1983 and never released. The programs exist in
various states. Never heard of a Hard Hat Mack cart! Maybe Atari
planned as an XE cart?

Gene

4024. Re: HELP with 1050 and XF551 <== Who sells upgrades for 1050?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 16:24:41 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <9ia1h9$3ij$1@plutonium.compulink.co.uk>
Source record: 35896

"Mat_1999" <Mat@Mat.com> wrote in message
news:n1qgktsfbhjmqc5bg6205u8enpk9gkcne3@4ax.com...
> From where can I get the upgrades?
>
>
> ThanX!
>

The Atari 8 bit FAQ was sent out last night, its says there is a list of
vendors here:-

http://www.faqs.org/faqs/atari-8-bit/vendev/

Most common sources now are getting machines that have already been upgraded
by bidding on ebay/yahoo auctions, Refurbs from some of those vendors,
getting lucky at a car boot/thrift sale or items for sale on this group
(which do appear).

4025. Re: How Can I Write an ATR to a DISK using my PC 5.25 Disk Drive ? <== Where can I get this PCI Card?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 16:35:41 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <9ia25t$41f$1@plutonium.compulink.co.uk>
Source record: 35747

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
news:20010708102938.25208.00000498@ng-mp1.aol.com...
> >Mat_1999 Mat@Mat.com asked:
>
> >Where can I get thiscard?
>
> Be sure to read "Pockets" <pockets@cix.co.uk> post carefully:

>
> If you have access to A8 double density, you can use software only like
> HiasSoft's AtariLink for the transfers and you DO NOT NEED the expense of
that
> card.
>

As I said, i'm considering it myself because i have more than one retro
computer system with their own disk systems.

How 'true double density' is the US doubler? I would suspect formating on
the atari then shuffling the diak over to the PC for use would be the way?

> AtariLink is what I use; a single density 92K .ATR file easily fits on the
180K
> DD disk and I have my own utility in A8 Basic to write it from the RAMdisk
or
> the DD disk to a real floppy. It currently requires two drives or a
RAMdisk and
> would need minor modifications for swapping on a single drive.
>
> -Ron
>
> Experience is something you don't get until just after you need it.
>

4026. Re: Do you own any of these Atari 8-bit carts? Do they exist?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 18:27:52 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c107dc$dd46f8a0$031ea8c0@p400>
Source record: 35749
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

```
: Sierra On-line Jawbreaker II (I've heard that Jawbreaker and Jawbreaker
II
: may have been the same cart, only the
: instructions referred to it as Jawbreaker II.
: Anyone have both? Are there 2 different games?)

Don't know about a cart-version, but I've both on (non-original) disk.
Jawbreaker (I) is a PacMan clone, Jawbreaker II is a Leaper clone.

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"
```

4027. Atari 800xl Synassembler Cart (was Bounty Bob)

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 18:33:14 UTC
From: llpwhite@cs.com
Message-ID: <20010708143314.24515.00003427@ng-ct1.news.cs.com>
Source record: 35748

>I believe these were by special order. Programmers liked the assembler and
asked Synapse to put it on cart. Maybe they did a short run of them.<

Definitely low volume. I found one with a manual about 10 years ago. It has
one of the red translucent cart cases, along with a very non-descript label.
The (disk) Synassembler manual mentions the availability on cart
Larry

4028. Re: SIO2PC Ape with Windows 2000?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 18:37:51 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c107de$42c7a980$031ea8c0@p400>
Source record: 35751

: Is there such a program? A .cas to .atr?

Don't think so. It wouldn't make much sence to me as .CAS is a
cassette-emulation datafile, while .ATR (or .XFD) is a disk-emulation
datafile. Many commercial tapes can not be converted to disk (in a
standard way), so will not run if converted with a .CAS->.ATR conversion
utility.

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

4029. Re: Advanced Programming Structures

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 18:50:40 UTC
From: russotto@wanda.pond.com
Message-ID: <4Y127.74697$2u2.1649353@e420r-sjo2.usenetserver.com>
Source record: 35750
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2

In article <pXH17.174788$DG1.29101755@news1.rdc1.mi.home.com>,
william strutts <wrstrutts1@home.com> wrote:
>That sounds like what my college CS professors alway
>talked about. The first part of the program looking like
>a table of contents of a book.

That's top-down programming. There's others like bottom-up, where
you write the low-level functional parts first, then organize them into the
whole. And middle-out, a mixed strategy.
--
Matthew T. Russotto russotto@pond.com
"Extremism in defense of liberty is no vice, and moderation in pursuit
of justice is no virtue."

4030. Re: How to load .BAS files in Atari800Win?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 19:39:29 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <tkhdn8lauke7b5@corp.supernews.com>
Source record: 35752

Hello Keith Olson,

You wrote in your message:
>
> I have two tiny MS-DOS programs that convert between
> ASCII and ATASCII that I can email to you if you want.
> Once you have the program in ASCII form, check out the
> thread "I want dem Atari blues". I give instructions on how
> to have Windoze type in a program for you. The process
> requires a bit of care, but it works well.
>
Well Keith Olson I would like to have those MS-DOS
programs too, for running those Antic and Analog files
on my Atari800Win emulator.

Wally

4031. Re: Do you own any of these Atari 8-bit carts? Do they exist?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 20:02:06 UTC
From: tripleJJJ <JJJ@aol.com>
Message-ID: <3B48BCAD.75F90B7D@aol.com>
Source record: 35753
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

I have these but am unsure if one of them is a cbs version:
k-razy shootout - brown label
k-razy shootout - color label

http://www.geocities.com/pauldbz/fortrade.txt

> K-Byte K-razy Antiks (NOTE: This is not the CBS version, K-Byte
> alledgedly released this title themselves
> before CBS bought it from them. It is true for
> K-razy Shoot-out, but I've yet to see this or
> K-razy Kritters with a K-Byte label.)
> K-Byte K-razy Kritters (see previous)
> Roklan Lifespan
> Romox Flapper
> Sega Tapper
> Sierra On-line Jawbreaker II (I've heard that Jawbreaker and Jawbreaker II
> may have been the same cart, only the
> instructions referred to it as Jawbreaker II.
> Anyone have both? Are there 2 different games?)
> Sierra On-line Sammy Lightfoot
> Sirius Capture the Flag
> SpectraVideo Frantic Freddie
> Spinnaker Jukebox
> Spinnaker Rock & Rhythm
> Synapse Drelbs
> Synapse File Manager
> Synapse Pharoah's Curse
> Synapse Shadow World
> Synapse Survivor
> Synapse Synassembler
> Synapse Zeppelin
> TigerVision MatterHorn
> ??? Boot Ease
> ??? Bumper Bash
> ??? VisiCalc
>
> --
> =__ __ __ _ __ _= Andrew Krieg - Lead Software Engineer =
> =_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
> =_ _ _ ___= WWW: http://www.execpc.com/~krieg =
> =_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

4032. Re: Advanced Programming Structures

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 20:54:28 UTC
From: Keith Olson <"s p a m t r a p 0 0 7"@y>
Message-ID: <tkhicuoqj6bb8e@corp.supernews.com>
Source record: 35754
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2

I usually practice alpha-omega programming. "Let's see.....What do I need
it to do first....." <G>

--

Keith Olson

| For the memory of the uncompromisingly righteous is a blessing, |
| Proverbs 10:7a |

"Matthew Russotto" <russotto@wanda.pond.com> wrote in message
news:4Y127.74697$2u2.1649353@e420r-sjo2.usenetserver.com...
> In article <pXH17.174788$DG1.29101755@news1.rdc1.mi.home.com>,
> william strutts <wrstrutts1@home.com> wrote:
> >That sounds like what my college CS professors alway
> >talked about. The first part of the program looking like
> >a table of contents of a book.
>
> That's top-down programming. There's others like bottom-up, where
> you write the low-level functional parts first, then organize them into
the
> whole. And middle-out, a mixed strategy.
> --
> Matthew T. Russotto russotto@pond.com
> "Extremism in defense of liberty is no vice, and moderation in pursuit
> of justice is no virtue."
>

4033. Atari items for sell

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 21:12:25 UTC
From: sawadee93015@yahoo.com
Message-ID: <327f0e21.0107081312.ff2cf6@posting.google.com>
Source record: 35755

Cleaning out the house and have following items for sell, will
consider any reasonable offers.

Atari 800
Atari 800 XL

Also have following cartridges:

Basic Computer Language (Atari CXL4002)
Basic XL with manual (by company called Optimized Systems Software)
Ms. Pac-Man (Atari RX8043)
Pac-Man (Atari CXL4022)
Missle Command (Atari CXL4012)
Donkey Kong (Atari RX8031)
Galaxian (Atari CXL4024)
Wizard of Wor (Midway)

Have following game controllers:

Wico Black Max (2 each)
Wico Command Control (2 each)

Also have assorted Atari manuals.

e-mail
sawadee93015@yahoo.com

4034. Re: Advanced Programming Structures

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 21:29:32 UTC
From: william strutts <wrstrutts1@home.com>
Message-ID: <0h427.179099$DG1.29888557@news1.rdc1.mi.home.com>
Source record: 35756
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2

Well actually he called it Top Down Bottom Up.

--
--
William R. Strutts - wrstrutts1@home.com - Whatever!

C'est moi! http://www.facelink.com/wrstrutts

Just hacking away...
"Matthew Russotto" <russotto@wanda.pond.com> wrote in message
news:4Y127.74697$2u2.1649353@e420r-sjo2.usenetserver.com...
> In article <pXH17.174788$DG1.29101755@news1.rdc1.mi.home.com>,
> william strutts <wrstrutts1@home.com> wrote:
> >That sounds like what my college CS professors alway
> >talked about. The first part of the program looking like
> >a table of contents of a book.
>
> That's top-down programming. There's others like bottom-up, where
> you write the low-level functional parts first, then organize them into
the
> whole. And middle-out, a mixed strategy.
> --
> Matthew T. Russotto russotto@pond.com
> "Extremism in defense of liberty is no vice, and moderation in pursuit
> of justice is no virtue."
>

4035. Re: Game boy advance. Nice video chip.

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 22:08:47 UTC
From: alanmcminswa@home.com
Message-ID: <3b48d9ef$1_2@corp-news.newsgroups.com>
Source record: 35757

In article <V%817.2111$dd1.1505433@typhoon.neo.rr.com>, wlkim@cinci.rr.com says...
>snip<

>I had always wished for an Atari 8-bit computer using the Maria chip from
>the 7800.
>
>The one thing I've always been envious of with respect to the C64 is the
>ability to get eight multicolor sprites moving with minimal effort, and the
>ability to double that number on an interrupt with moderate effort.
>
Too bad the game divison and the computer division didn't get along too well in the old days. The only thing the commie had that I envied was the ability to have different colored text (gr 0).

4036. Re: The worst games on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 22:35:41 UTC
From: alanmcminswa@home.com
Message-ID: <3b48e03d_2@corp-news.newsgroups.com>
Source record: 35758

I'm surprised nobody has mentioned ET Phone Home. 8-) Atari paid big bucks and the game bombed out. Supposedly they dumped the remaining stock in a landfill and cemented it over.

I thought it was alright for a game and it was one of the first to use speech synthesis.

4037. Re: Where are the Atari Poachers today?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 22:51:39 UTC
From: alanmcminswa@home.com
Message-ID: <3b48e3fb_2@corp-news.newsgroups.com>
Source record: 35760

In article <9dp8f1itd1@plutonium.compulink.co.uk>, pockets@DUMMYcix.co.uk says...
>snip<

>muscle to push them all. Apparently the Amiga was always profitable, but CBM

Being an Amy user since '89, I can tell you the Amiga was never profitable.

>at any one time. Sega and then Sony were able to market their products with
>enormous punch, and the floating buyer who wants 'cool' and buys because
>'his mates wamted/had one' decided that no matter how technicaly superior
>the Jaguar or CD32 were, he HAD to have a sega/sony.

The lack of games killed a lot of the systems. IMHO, that's why the VCS lasted so long. It had more games than you could shake a stick at.

>Without the marketing muscle of someone like Warner Bros, Atari had little
>chance to compete on an even footing.

"Atari" has/had the name recognition to do all the marketing it wanted. Its one of the most recognized names in existence.
>
>> So really, lack of penatration in the business market meant restricted
>> penatration in the home market. Soon as IBM came out with the PC, every
>> other manufacturer was doomed to be a bit<sic> player.
>> >
>> > oh well... i am off my rant.

I hear ya. And the Dark Ages began.

4038. Re: SIO2PC Ape with Windows 2000?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 22:52:12 UTC
From: Qrawl <qrawl@bigfoot.com>
Message-ID: <krohktknfml4gpob9toklq67hk7ufej4ni@4ax.com>
Source record: 35759

On Sun, 08 Jul 2001 18:37:51 GMT, "Sysop Fox-1" <fox-1@home.nl> wrote:

>
>: Is there such a program? A .cas to .atr?
>
>Don't think so. It wouldn't make much sence to me as .CAS is a
>cassette-emulation datafile, while .ATR (or .XFD) is a disk-emulation
>datafile. Many commercial tapes can not be converted to disk (in a
>standard way), so will not run if converted with a .CAS->.ATR conversion
>utility.

It was amazing to see my old program simply by recording the tape
to .wav file, then using WAV2CAS program, then looking at .cas file
with a text reader. It was mainly unreadable, but I could read
sentences here and there! Is that all I can do now? I would really
like to play this game on an emulator. What do people do with .cas
files? I dont want to hit a dead end now

- Qrawl

4039. Re: Wherefore art thou ATARI 8-BIT PORNOGRAPHY?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 22:58:40 UTC
From: alanmcminswa@home.com
Message-ID: <3b48e5a0$1_2@corp-news.newsgroups.com>
Source record: 35763

In article <3B418CB8.7434AB28@hotmail.com>, cowman777@hotmail.com says...
>
>snip<

>Anyway, I just downloaded an emulator and was downloading some of my
>fave games (JUMPMAN, THE INSTITUTE, MULE, etc...) and I noticed a severe
>lack of Atari 8-bit porn! Does anybody know where I could get ahold of
>some good old adult Atari entertainment? It was so easy to get back in
>the day....
>
I had a few demos but only one game (and I don't even remember the name of
it). It was basically a Space Invaders clone. I haven't booted up my Atari in
close to 10 years so I doubt if I still have much left that's usable.

4040. Re: Atari 800xl Synassembler Cart (was Bounty Bob)

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 23:09:25 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0107081509.2f57ea09@posting.google.com>
Source record: 35762

Larry,
Thanks for the confirmation on that one. Your description of the cart
fits the story. I wonder if they just burned them on request. Is it on
an erasable eeprom chip?

Gene

> Definitely low volume. I found one with a manual about 10 years ago. It has
> one of the red translucent cart cases, along with a very non-descript label.
> The (disk) Synassembler manual mentions the availability on cart
> Larry

4041. Re: How Can I Write an ATR to a DISK using my PC 5.25 Disk Drive ? <== Where can I get this PCI Card?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 23:12:51 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010708191251.24635.00003248@ng-ct1.aol.com>
Source record: 35764

The US Doubler 1050 is *true double* density just like an Indus or DD Percom,
but I found the disk swapping was better when the format was done on the PC
floppy with HiasSoft AtariLink.

>"Pockets" pockets@cix.co.uk replied:

>> If you have access to A8 double density, you can use software only like
>> HiasSoft's AtariLink for the transfers and you DO NOT NEED the expense of
>>that card.
>
>As I said, i'm considering it myself because i have more than one retro
>computer system with their own disk systems.
>
>How 'true double density' is the US doubler? I would suspect formating on
>the atari then shuffling the disk over to the PC for use would be the way?

-Ron

Experience is something you don't get until just after you need it.

4042. Re: SIO2PC Ape with Windows 2000?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-08 23:28:14 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010708192814.24635.00003253@ng-ct1.aol.com>
Source record: 35765

Lot of questions here...
1)Was your program Basic or Machine language?
2)If Basic, was it CSAVEd or SAVE"C: or LIST"C:?
3)Which, if any, emulators accept .CAS files and how do they do it?
4)Could you email me that .CAS file after answering #1 & 2?
Would like to attempt importing to a disk image and examine its structure
.
>Qrawl qrawl@bigfoot.com asked:

>>: Is there such a program? A .cas to .atr?
>>
>>Don't think so. It wouldn't make much sence to me as .CAS is a
>>cassette-emulation datafile, while .ATR (or .XFD) is a disk-emulation
>>datafile. Many commercial tapes can not be converted to disk (in a
>>standard way), so will not run if converted with a .CAS->.ATR conversion
>>utility.
>
> It was amazing to see my old program simply by recording the tape
>to .wav file, then using WAV2CAS program, then looking at .cas file
>with a text reader. It was mainly unreadable, but I could read
>sentences here and there! Is that all I can do now? I would really
>like to play this game on an emulator. What do people do with .cas
>files? I dont want to hit a dead end now

-Ron

Experience is something you don't get until just after you need it.

4043. Re: How Can I Write an ATR to a DISK using my PC 5.25 Disk Drive ? <== Where can I get this PCI Card?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 02:02:05 UTC
From: Mat_1999 <Mat@Mat.com>
Message-ID: <334iktslpbvclfm2c90uin919ar1l46tje@4ax.com>
Source record: 35766

So if I used US Doubler, that means I can write and format the disks
in my PC. Sorry, but i'm new to this thing

On 08 Jul 2001 23:12:51 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

>The US Doubler 1050 is *true double* density just like an Indus or DD Percom,
>but I found the disk swapping was better when the format was done on the PC
>floppy with HiasSoft AtariLink.
>
>>"Pockets" pockets@cix.co.uk replied:
>
>>> If you have access to A8 double density, you can use software only like
>>> HiasSoft's AtariLink for the transfers and you DO NOT NEED the expense of
>>>that card.
>>
>>As I said, i'm considering it myself because i have more than one retro
>>computer system with their own disk systems.
>>
>>How 'true double density' is the US doubler? I would suspect formating on
>>the atari then shuffling the disk over to the PC for use would be the way?
>
>-Ron
>
>Experience is something you don't get until just after you need it.

4044. Re: Do you own any of these Atari 8-bit carts? Do they exist?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 02:13:49 UTC
From: Ianoid <ianoid@ianoidianoid.com>
Message-ID: <xr827.1945$tJ3.232268@newsread2.prod.itd.earthlink.net>
Source record: 35767
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

> Sega Tapper

This one I do own, apparently a nice find, and one I'm happy to have because of how cool of a game it is.

Gawd, I'd really like to trade for some more titles I don't own. I have tons to trade, so if you have 8-bit for trade, please drop me a note. My tradelist is at www.ianoid.com

I've got a nice Excel version of Andrew's list if anyone needs it. After inventorying recently, I made some excel worksheets for most of the major cart computers, and there's no point in everyone not enjoying them.

-ian

4045. Re: Do you own any of these Atari 8-bit carts? Do they exist?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 02:13:51 UTC
From: Corbulo <corbulo@mind_ATARI_spring.com>
Message-ID: <B76E8B9E.4D88%corbulo@mind_ATARI_spring.com>
Source record: 35769
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

in article 3b486911$0$42870$272ea4a1@news.execpc.com, Andrew Krieg at krieg@earth.execpc.com wrote on 7/8/01 10:02 AM:

<snip>
I'll have to check my K-Byte carts.
> K-Byte K-razy Antiks (NOTE: This is not the CBS version, K-Byte
> alledgedly released this title themselves
> before CBS bought it from them. It is true for
> K-razy Shoot-out, but I've yet to see this or
> K-razy Kritters with a K-Byte label.)
<snip>
> Sierra On-line Jawbreaker II (I've heard that Jawbreaker and Jawbreaker II
I purchased Jawbreaker 1 on diskette. (First game I got when I bought my 810)
> Synapse File Manager
Bought this one too. Nice database. Nice padded black binder. Diskette.

> ??? VisiCalc
Got this one recently, several diskettes, silver hard box, the works. By VisiCorp.

Corbulo
--
Check out my For Sale & Trade lists at:
http://www.mindspring.com/~sinbrad

4046. Re: Do you own any of these Atari 8-bit carts? Do they exist?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 02:16:07 UTC
From: Ianoid <ianoid@ianoidianoid.com>
Message-ID: <Ht827.1949$tJ3.232759@newsread2.prod.itd.earthlink.net>
Source record: 35768
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

<< Red faced>>
> Sega Tapper

Ooops, I was sure I had this one, but it's not on my list, so I better check and have it in my hands before I am sure. I could be confusing this with the C64 cart, so put that one on hold. SORRY! It may not exist after all.

Does Mr.Do's Castle for 8-bit exist for sure?

-ian

"Andrew Krieg" <krieg@earth.execpc.com> wrote in message news:3b486911$0$42870$272ea4a1@news.execpc.com...
> I know these titles were released on disk and/or cassette, but I've yet to hear
> of anyone who owns these on cart. I've never seen them on Ebay either. If you
> own any of these on an original cart, please let me know so I can validate it
> on my 8-bit list (http://www.execpc.com/~krieg/links/8bit.carts).
>
> Manufacturer Title
> --------------- -------------------------
> Gebelli Doc Goodlode's Cavern
> Gentry Rosen's Brigade
> K-Byte K-razy Antiks (NOTE: This is not the CBS version, K-Byte
> alledgedly released this title themselves
> before CBS bought it from them. It is true for
> K-razy Shoot-out, but I've yet to see this or
> K-razy Kritters with a K-Byte label.)
> K-Byte K-razy Kritters (see previous)
> Roklan Lifespan
> Romox Flapper

> Sierra On-line Jawbreaker II (I've heard that Jawbreaker and Jawbreaker II
> may have been the same cart, only the
> instructions referred to it as Jawbreaker II.
> Anyone have both? Are there 2 different games?)
> Sierra On-line Sammy Lightfoot
> Sirius Capture the Flag
> SpectraVideo Frantic Freddie
> Spinnaker Jukebox
> Spinnaker Rock & Rhythm
> Synapse Drelbs
> Synapse File Manager

> Synapse Pharoah's Curse
> Synapse Shadow World
> Synapse Survivor
> Synapse Synassembler
> Synapse Zeppelin
> TigerVision MatterHorn
> ??? Boot Ease
> ??? Bumper Bash
> ??? VisiCalc
>
> --
> =__ __ __ _ __ _= Andrew Krieg - Lead Software Engineer
=
> =_ __ _ __ _ _ __= E-mail: krieg@execpc.com
=
> =_ _ _ ___= WWW: http://www.execpc.com/~krieg =
> =_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth
=
>

4047. Re: Artifacting

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 04:10:27 UTC
From: Atari 8 Man <KMFerrante@cfl.rr.com>
Message-ID: <T8a27.207463$WB1.29622257@typhoon.tampabay.rr.com>
Source record: 35770

The old OS (CTIA) did support graphics mode 7 -1/2 the same double
resolution mode as Gr15

Programmers in the old days used artifacting for extra collor's in there
games. I like amaroute in artifacting mode plus a few others. Util's
suffer from this mode.

Atari8man

<thor@math.tu-berlin.de> wrote in message news:3b4844f2@news.ivm.net...
> Jindrich Kubec <kubecj@asw.cz> wrote:
>
> >> Another point is that the old Os versions did not support Gr.15.
>
> > Which versions support which Graphics? Seems that OS/A / OS/B don't have
> > graphics 12 and higher? (Error 145 from basic). But Antic supports that
> > and dlists could be written to use that graphics, right?
>
> Sure. But you couldn't use Os routines for "PLOT" and "DRAWTO" to draw
> fancy graphics. Sure enough, most games don't use these anyhow.
>
> So long,
> Thomas
>

4048. Atari 1020 NEW IN BOX ** SHRINKWRAPPED**

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 06:13:12 UTC
From: Douglas Berlier <douglas.berlier@verizon.net>
Message-ID: <XXb27.7854$Gd5.853014@paloalto-snr1.gtei.net>
Source record: 35771

Cant sell on ebay as I have no credit card. Brand new still shrink-wrapped. Comes with power supply, two sets of color pens, cassette program, sio cable and manual.

I am looking to sell to the first person who hits my reserve price of $50.00 you pay shipping. US ONLY

4049. My basic decompiler

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 06:39:50 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B4951B6.7A3C1907@asw.cz>
Source record: 35772

Hi!

I can't remember who, but somebody asked me for Basic XL/XE decompiling capability in my CHKBAS program. I've added it this weekend, so that I ask that person to check if it really works, because I don't have that many BXL/BXE programs to test.

CHKBAS now can decompile tokenized Basic/Turbo Basic/Basic XL/Basic XE files. Output could be to PeeCee text files or to Atari's LST files. Could be useful to view sources without loading them into emulator and outputting them via LIST command. Also could decompile 'unlistable' files.

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

4050. 800XL Dj

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 07:04:02 UTC
From: Daniel Pralle <pralle@informatik.uni-hannover.de>
Message-ID: <Pine.GSO.4.33.0107090901210.24835-100000@selene>
Source record: 35773

As far as I remember, I was able some month ago to read via the 800XLDj directly from a directory of my Falcon's HD. But now it just gives me a loud buzz and the error 163 (in MyDOS). Reading from a DI-Iamges works fine.

BTW, anybody managed to use the DJ succesfully in MiNT? Here it just works with PlainTOS.

salut,
daniel

4051. Re: Last Ninja on Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 07:51:18 UTC
From: Daniel Pralle <pralle@informatik.uni-hannover.de>
Message-ID: <Pine.GSO.4.33.0107090950150.24835-100000@selene>
Source record: 35774

On Sun, 1 Jul 2001, Andre wrote:

> Date: Sun, 01 Jul 2001 17:32:55 +0200
> From: Andre <Chrodegang@t-online.de>
> Newsgroups: comp.sys.atari.8bit
> Subject: Last Ninja on Atari 8-Bit?
>
> Hi Folks!
>
> Barbarian sprites :o), all data (graphics, music) could be converted
> from C64 or CPC - but are there still some coders alive who would do
> this (for money maybe)? Should one be afraid of Copyright-problems?
>

I would be iterested in coding it, BUT I have no time to do it alon. Maybe
somebody want to help...

daniel

4052. Re: HELP with 1050 and XF551

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 08:27:04 UTC
From: "Mr. Pairman" <pairman@nospam.alberta.com>
Message-ID: <MPG.15b319231a526637989680@news.edmonton.telusplanet.net>
Source record: 35775

In article <9i9of4$q4o$1@plutonium.compulink.co.uk>, pockets@cix.co.uk
says...

Better yet. since nbci might be dropping all web hosting, I've put the
web page in a more reliable place.

http://www.telusplanet.net/public/pairman

hope that helps.

> take a look here:-
> http://members.nbci.com/Pairman/Ref.html
>
> The 1050 is the predessesor of the XF551 and lacks 'true double density'.
> Most comercial disks were single anyway, those that wern't used the
> 'Enhanced density' of the 1050 so as to work on the largest number of atari
> drives. As for upgrades, Happy is best, US doubler is more common and will
> suit retro gamers like me for extra disk space etc.
>
> Are you sure you mean a CD? and not a floppy disk? Sure a cd will fit, but
> certainly not recomended.
>
>
> "Mat_1999" <Mat@Mat.com> wrote in message
> news:oc0fkt08h3ug8ao5ldda1nimfdr8kp7eik@4ax.com...
> > Hi,
> > Maybe 10-12 years ago I bought the XF551 disk drive. I used it
> > for sometime then it died on me. When I place a CD it gives very
> > strange sound (like a siren) then it gives an error. I don't recall
> > the error number. Any clue?
> >
> > I juts a 1050 from ebay, What is the perfect upgrade for this one?
> >
> >
>
>
>

4053. Re: MIO clone

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 09:22:47 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9ibt57dfb1@nets3.rz.RWTH-Aachen.DE>
Source record: 35776

Howdy Robert, folks

> OT, but related: How hard would it be to build a USB interface and drivers for NON-DOS inkjet printers?

There are special chips available from ScanLogic and maybe also Philips that turn 8 bits into USB and vice versa. The problem is that those people who have the knowledge don't have time.

USB has two problems (of which one might not concern us 8 bitters):

- If you use more then one USB device, all USB devices between the one you want to use and the computer (or hub or switch) have to be turned ON. Otherwise not data will be transferred.
- (this one is probably not critical in the 8 bit scene) USB devices have to be connected in descending order when it comes to their speed. Otherwise the slowest USB device will be the bottleneck and slow everything down the line down.

I have a file concerning Canon BubbleJet printers. It's over 600kB ZIPped. I tried sending it to Ron Hamilton a couple of times, but he never got it (IIRC because it was too big).

CU Mathy van Nisselroy

4054. Re: Van Halen demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 09:38:15 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9ibu27eie1@nets3.rz.RWTH-Aachen.DE>
Source record: 35777

Howdy Marco

>I think I may have done something like that once... (or maybe not), and
>certainly in TurboBASIC. Well, I managed to do a program to find the
>Eigenvalues of a matrix, that's for certain... Believe me, it's not so hard as
>you may think it is - just a matter of knowing the proper algorithm
>implementation.
>
>Send me the details of what you're trying to do and maybe I can help...

Somebody (Peter Spelluci (hope I remember that last name right)) from
sci.math.num-analysis told me to try the following:

Use a matrix. Each column is one signal.
Multiply the transposioned matrix to the matrix.
Invert it.
Multiply again with [transposition of] matrix (not sure about the stuff in [],
but I have the formula printed out at home).
If I multiply result of the above with my incomming signal, I should get a
vector pointing me to where I need to go.

My routine works. Atleast if I file a matrix with 1, 2, 3, etc. I get the
right results. I didn't get any further (untill now) then inverting the matrix
as I thought I had an error. Some entries started to be zero's. When I asked
Peter it turned out that the matrix I used for test purposes (2x4 or 4x2 I'm
not sure) was singular and should return zero's.

On a small matrix, the Atari is fast enough, but I guess what I'm gonna need is
25 x 25 or even bigger matrixes. Calculation time is gonna be long. That's why
I think I'm gonna use this in a seperate file that will calculate the vector
for each remote just once.

CU Mathy van Nisselroy

PS exams are comming up again. So I won't have much time to tinker.

4055. Re: [ANN] 8-bit Atari Elite Demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 15:09:28 UTC
From: Mark Keates <mark@mkeates.f9.co.uk>
Message-ID: <ESj27.51$XX1.8562@wards>
Source record: 35778
Cross-posted to: comp.sys.atari.8bit,alt.fan.elite

Hi all,

OK, I'm back off holiday now and so will try hooking
up my old 8-bit at some time. I'm looking to get a
friend to knock me up an EPROM emulator so that
I can develop the thing direct to cartridge from the PC,
but don't hold your breaths ;-)

Sorry Andreas that you've had trouble running this on a
real 8-bit, I've done the development so far through the
emulator as I wasn't anticipating many differences between
the two due to the quality of A800Win. Plus it makes
debugging a lot easier! Anyone else tried a real 8-bit yet?

Finally, ALL of the code is in assembler EXCEPT for
the ship structures which are in C (which don't count
because they aren't code ;-) The line drawing routines
are a variation on those in the original C64 version
which are actually pretty efficient and after the mods
are a few cycles shorter than the C64 code.

Let me see how I get on over the next week or two
(normal work + family issues coming first naturally).

Regards,

Mark

4056. Re: Do you own any of these Atari 8-bit carts? Do they exist?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 15:17:17 UTC
From: krieg@earth.execpc.com
Message-ID: <3b49cc05$0$42878$272ea4a1@news.execpc.com>
Source record: 35779
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

In article <Ht827.1949$tJ3.232759@newsread2.prod.itd.earthlink.net>,
Ianoid <ianoid@ianoidianoid.com> wrote:
><< Red faced>>
>> Sega Tapper
>
>Ooops, I was sure I had this one, but it's not on my list, so I better check
>and have it in my hands before I am sure. I could be confusing this with the
>C64 cart, so put that one on hold. SORRY! It may not exist after all.
>
>Does Mr.Do's Castle for 8-bit exist for sure?

Mr. Do's Castle was never released as a cart for the 8-bits. It may have been
released on disk, but I'm not certain. There is a binary image of it that is
quite playable. I haven't played it in a while or compared it to the 5200
version. It might be one of 'Glenn the 5200 Man''s 5200 ports.
--
=__ __ __ _ __ _= Andrew Krieg - Lead Software Engineer =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

4057. Re: Do you own any of these Atari 8-bit carts? Do they exist?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 15:32:39 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B49CE97.D6D66A98@asw.cz>
Source record: 35782
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Andrew Krieg wrote:
> Mr. Do's Castle was never released as a cart for the 8-bits. It may have been
> released on disk, but I'm not certain. There is a binary image of it that is
> quite playable. I haven't played it in a while or compared it to the 5200
> version. It might be one of 'Glenn the 5200 Man''s 5200 ports.

That binary version is 8KB ROM dump of Atari 8bit cartridge + some
loader, not 5200 port (99,9%).

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

4058. Re: Atari 800xl Bounty Bob game for trade! Holy grail wantlist game!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 15:34:41 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B49CF11.538AACEB@asw.cz>
Source record: 35783

Haywood Ubeegoode wrote:
> The often told "crash" story is that many titles were announced at
> computer shows in 1983 and never released. The programs exist in
> various states. Never heard of a Hard Hat Mack cart! Maybe Atari
> planned as an XE cart?

Stupid me. It was Hard Hat Willy ;) But there's nonzero probability that
it was just some amateur attempt.

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

4059. Re: rare Atari 800 xl carts wanted, generous trade/buy prices included

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 15:43:08 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3B49D10C.7D260B52@t-online.de>
Source record: 35780

> Matterhorn cart Atari 800 xl $50.00
> Tapper cart Atari 800 xl $35.00
> Capture the Flag cart Atari 800 xl $50.00

Maybe you've overseen the answers to your last wantlist, but these carts above
do not exist.

> Espial Cart Atari 800 xl $35.00 Ultima 1 (I only need empty box) for Atari
> 800 xl $35.00

Maybe it's a bit low what you offer...

4060. Atari 1020 and 1027 supplies in the UK?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 15:50:15 UTC
From: Chris Cox <cbcox@no.spam.com>
Message-ID: <9icjrr$h47$1@plutonium.btinternet.com>
Source record: 35781

Has anybody got any idea where I can get pens and rolls of paper for an Atari 1020 plotter in the UK?

Also, what sort of ink does a 1027 use - mine works but is very feint, and doesn't appear to have a ribbon etc!

Chris

4061. Re: Atari 800xl Bounty Bob game for trade! Holy grail wantlist game!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 16:44:33 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3B49DF71.5CBFFEE3@t-online.de>
Source record: 35784

> Stupid me. It was Hard Hat Willy ;) But there's nonzero probability that
> it was just some amateur attempt.

Maybe from Lance Ringquist?

4062. Re: Wherefore art thou ATARI 8-BIT PORNOGRAPHY?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 17:35:44 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010709133544.07308.00001946@ng-ft1.aol.com>
Source record: 35785

The only one I ever saw was a pinball game with "interesting" mechanicals; IIRC
may have been titled "Screwball" or similar...

>alanmcminswa@home.com (Nearl J. Toothenbecker) replied:

>I had a few demos but only one game (and I don't even remember the name of
>it). It was basically a Space Invaders clone. I haven't booted up my Atari in
>close to 10 years so I doubt if I still have much left that's usable.

-Ron

Experience is something you don't get until just after you need it.

4063. Re: How Can I Write an ATR to a DISK using my PC 5.25 Disk Drive ? <== Where can I get this PCI Card?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 17:40:40 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010709134040.07308.00001947@ng-ft1.aol.com>
Source record: 35786

Posilutely; I move .BAS, .EXE, .DCM, .ATR and .XFD files back and forth all the time with the PC 5.25 and an A8 DD drive.

Mail me if you need more info.

>Mat_1999 Mat@Mat.com replied:

>So if I used US Doubler, that means I can write and format the disks
>in my PC. Sorry, but i'm new to this thing

-Ron

Experience is something you don't get until just after you need it.

4064. Re: Atari 1020 and 1027 supplies in the UK?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 17:59:27 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010709135927.07308.00001948@ng-ft1.aol.com>
Source record: 35787

Sorry, I am UK challenged...

The 1027 does not use a ribbon, but rather a little sponge roller to ink the print cylinder. It is some kind of oil based ink similar to a thin stamp pad type.

>"Chris Cox" cbcox@no.spam.com responded:

>Has anybody got any idea where I can get pens and rolls of paper for an
>Atari 1020 plotter in the UK?
>
>Also, what sort of ink does a 1027 use - mine works but is very feint, and
>doesn't appear to have a ribbon etc!

-Ron

Experience is something you don't get until just after you need it.

4065. Re: Do you own any of these Atari 8-bit carts? Do they exist?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 18:32:13 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0107091032.4dcc5852@posting.google.com>
Source record: 35788
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Andrew,
Greetings. A lot of energy around this topic lately!

> Manufacturer Title
> -------------- -------------------------
> Gebelli Doc Goodlode's Cavern
Title should be "Goodcode's", but its a BASIC prog, so I'd say NR.

> Gentry Rosen's Brigade
Gentry was a discount subsidiary of Datasoft. No way. NR.

> K-Byte K-razy Antiks
> K-Byte K-razy Kritters (see previous)
Have a brown K-Byte Kritters. Think I supplied the cat# for your list
a couple of years ago. After Shootout, Kbyte announced Kritters,
Antiks and Star Patrol Then they signed the agreement with CBS.
Apparently a few Kritters were made, but not Antiks or Patrol.

> Roklan Lifespan
Exists. A couple were offered to newsgroups over the years. Both
sellers were programmers, so i guess there is some question of them
being prototypes and whether the game was released. Its strange that
Antic mag released the thing on disk.

> Romox Flapper
Have it on a Romox cart without a label. Mine may be an ECPC.

> Sega Tapper
Since Ianoid has retracted his claim, I lean to NR on this one.

> Sierra On-line Jawbreaker II (Are there 2 different games?)
Actually there are three different games! Oh boy! JBI the original
John Harris classic was pulled back when Atari sued for it being too
much like Pac-man. A game with the characters changed was issued. JB
for the 2600 says "by John Harris" but its really not. This is game
that was ported to the 800 as JBII. The cart says JB while the box
says JBII. Clear as mud? The JBII cart exists but does JBI exist on
cart? Don't know.

> Sierra On-line Sammy Lightfoot
> Sirius Capture the Flag
> SpectraVideo Frantic Freddie
Don't think so. Vaporous

> Spinnaker Jukebox
Our friend Bertrand M swears it exists.

> Spinnaker Rock & Rhythm
No. Came out too late (1985) to be a cart.

> Synapse Pharoah's Curse
> Synapse Drelbs
> Synapse Shadow World
> Synapse Survivor
> Synapse Zeppelin
No. See my other post on Synapse

> Synapse Synassembler
Yes. See L White's post on this one.

> Synapse File Manager
Don't know, could be the same deal as the assembler.

> TigerVision MatterHorn
Probably NR - digital press lists it that way.

> ??? Boot Ease
don't know

> ??? Bumper Bash
NR. One of several titles that Sirius announced in one of the
instruction manuals. None have been sighted.

> ??? VisiCalc
Yes. Well, sort of. Its actually an "Atari de Mexico" cart in Spanish.
The actual title is "MicroCalc XE version 2.2". Not sure if it is
really Visicalc or just keystroke compatible.

Later,
Gene

4066. Re: Do you own any of these Atari 8-bit carts? Do they exist?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 19:17:25 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3B4A0345.9323EC00@t-online.de>
Source record: 35790
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

> > Spinnaker Jukebox
> Our friend Bertrand M swears it exists.

Maybe it was released in Europe like many (at least five) other Spinnaker carts.

Andre

4067. Re: How Can I Write an ATR to a DISK using my PC 5.25 Disk Drive ? <== Where can I get this PCI Card?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 20:04:15 UTC
From: Mat_1999 <Mat@Mat.com>
Message-ID: <mj2kktkdnsaa7n4lujki324bgm9ncpbue8@4ax.com>
Source record: 35791

This is what I learened so far,

1050+US Doubler = You can Format and Write an ATR to a DISK using the
PC 5.25" and the 1050 is able to read your DISK <<< RIGHT!

my email is : mrmat2000us@ureach.com

On 09 Jul 2001 17:40:40 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

>Posilutely; I move .BAS, .EXE, .DCM, .ATR and .XFD files back and forth all the
>time with the PC 5.25 and an A8 DD drive.
>
>Mail me if you need more info.
>
>>Mat_1999 Mat@Mat.com replied:
>
>>So if I used US Doubler, that means I can write and format the disks
>>in my PC. Sorry, but i'm new to this thing
>
>-Ron
>
>Experience is something you don't get until just after you need it.

4068. Is it possible to connect and Atari 800 to an SVGA monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 20:07:41 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0107091207.5d2f163c@posting.google.com>
Source record: 35792

Hi, does anyone know if it is possible to connect and Atari 800 to an
SVGA monitor? If so, how?

Thanks,
John

4069. Re: Atari 1020 and 1027 supplies in the UK?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 21:00:30 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <45n27.306$3p.38845@nnrp2.sbc.net>
Source record: 35789

Don't feel bad, I've got a beautiful 1027 that I can't use 'cause I can't find any rollers. If anyone went into the business of making these, they'd make a fortune off of this newsgroup alone!
Mo

RHamiIton5 wrote in message
<20010709135927.07308.00001948@ng-ft1.aol.com>...
>Sorry, I am UK challenged...
>
>The 1027 does not use a ribbon, but rather a little sponge roller to ink the
>print cylinder. It is some kind of oil based ink similar to a thin stamp pad
>type.
>
>>"Chris Cox" cbcox@no.spam.com responded:
>
>>Has anybody got any idea where I can get pens and rolls of paper for an
>>Atari 1020 plotter in the UK?
>>
>>Also, what sort of ink does a 1027 use - mine works but is very feint, and
>>doesn't appear to have a ribbon etc!
>
>-Ron
>
>Experience is something you don't get until just after you need it.
>
>

4070. Re: MIDI for the 8 bit Atari (Polish software, looking very good)

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 21:25:57 UTC
From: Vasco <vasco@owl.au.poznan.pl>
Message-ID: <9id7cs$9rk$1@news.tpi.pl>
Source record: 35793

> Check out: http://republika.pl/ixkuczek/ixkuczek.html
> (which unfortunately is in Polish) But you can find a lot of MIDI files
there.

It's here (down of page):

MIDI Files SMF 0 nagrane przez autora strony:
1) ANNAMARI.MID - Czerwone Gitary : Anna Maria
2) CZERWONA.MID - Czerwona jarzebina
3) EARTH.MID - M. Jackson: Earth Song !!!
4) EARTH2.MID - M. Jackson: Earth Song - reggae version
5) HEYJUDE.MID - The Beatles : Hey Jude
6) KALENDAR.MID - Piotr Szczepanik : Zolte kalendarze
7) KILLING.MID - Fox & Gimbel : Killing Me Softly
8) MOONRIV.MID - H.Mancini J.Mercer : Moon River
9) NEVEREND.MID - Limahl : The Never Ending Story
10) MAGFIELD.MID - J.M.Jarre : Magnetic Fields part II
11) WINDADON.MID - Dwa plus jeden: Winda do nieba
12) KOCHAC.MID - Piotr Szczepanik : Kochac
13) PRYWATKI.MID - Wojciech Gasowski : Gdzie sie podzialy tamte
prywatki
14) YESTER.MID - The Beatles: Yesterday
15) ZNAMYSIE.MID - Trubadurzy : Znamy sie tylko z widzenia
16) BIALYKRZ.MID - Czerwone gitary : Bialy krzyz
17) KONCERT.MID - Magda Umer : Koncert jesienny ...
18) WSPOM.MID -Czeslaw Niemien:Wspomnienie
19) CUANDO.MID -C.Rigual:Cuando Calienta El Sol
20) EWKA.MID -Perfect: Nie placz Ewka
21) DLONIE.MID -J.Cygan,R.Paczkowski: Dlonie

4071. Re: Atari 1020 NEW IN BOX ** SHRINKWRAPPED**

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 21:30:11 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c108bf$850ecd00$031ea8c0@p400>
Source record: 35794

Douglas Berlier <douglas.berlier@verizon.net> wrote in article
<XXb27.7854$Gd5.853014@paloalto-snr1.gtei.net>...

: I am looking to sell to the first person who hits my reserve price of
$50.00
: you pay shipping. US ONLY

Is this a serious ad or are you just kidding? ABBUC is selling those for
6,- DM (aprox. $12,-), also brandnew in box.

Take a look at http://www.abbuc.de/shop/index.html and you know what I
mean....

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

4072. Re: Do you own any of these Atari 8-bit carts? Do they exist?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 21:38:29 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c108c0$adf5e180$031ea8c0@p400>
Source record: 35795
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

```
: Mr. Do's Castle was never released as a cart for the 8-bits. It may have
been
: released on disk, but I'm not certain.

I have it as a DOS-file so it was released on disk (or maybe only on tape?)

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"
```

4073. Re: My basic decompiler

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 21:48:25 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c108c2$10d72f60$031ea8c0@p400>
Source record: 35796

Jindrich Kubec <kubecj@asw.cz> wrote in article
<3B4951B6.7A3C1907@asw.cz>...
: Hi!

: I can't remember who, but somebody asked me for Basic XL/XE decompiling
: capability in my CHKBAS program. I've added it this weekend,

Where do you get your time from to do all Atari 8-bit related things? Or
don't you wanna share it with us? :-))

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

4074. Re: SIO2PC Ape with Windows 2000?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 22:10:12 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c108c5$16f02160$031ea8c0@p400>
Source record: 35698

Qrawl <qrawl@bigfoot.com> wrote in article
<krohktknfml4gpob9toklq67hk7ufej4ni@4ax.com>...

: >: Is there such a program? A .cas to .atr?

: >Don't think so. It wouldn't make much sence to me as .CAS is a
: >cassette-emulation datafile,

: like to play this game on an emulator. What do people do with .cas
: files? I dont want to hit a dead end now

A .CAS files is just a way of storing data from cassette. When using the
APE software you can load the .CAS file and load it directly into a real
Atari with a SIO2PC interface. APE just emulates a cassetterecorder and
the Atari wouldn't notice it is just an emulated one.

The author of WAV2CAS (Ernest Schreurs) is a friend of my. He explained me
in detail why he wanted to write such a util when he was busy with it, and
how it works. He's a great Atari collector, thus also collects software on
tapes. After some years the tapes will not be in mint-condition anymore
and will simply not boot on an Atari since the audio on it is too weak or
disorted (the FSK in the cassetterecorder is not able to translate the
audio to binary data anymore).

When making a WAV of the audiotape, a complex PC program can detect the
sinus' in the WAV and translate those to binary data (something like a
software FSK). This binary data is the actual CAS file and is much shorter
then the WAV (it only has to store the 1's and 0's in stead of the whole
sinus').

To be short, if you convert the CAS to ordinary tape, you have a brandnew
(or even better then the original) tape again.

Another thing is, not all software is available on disk, and some can not
be copied to disk either. The only way to use it is using the tape, or a
CAS file.

Technically, an emulator can use CAS-files too, be it that the C: handler
in HATABS is replaced by a H: handler, to have direclty acces to PC files
(I *think* all emulators work this way)
But I don't think anyone is really waiting to load CAS data in an
emulator...

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

4075. Re: 600XL Questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 22:14:43 UTC
From: Douglas Berlier <douglas.berlier@verizon.net>
Message-ID: <n1q27.885$hv1.440800@paloalto-snr1.gtei.net>
Source record: 35697

I have recently placed a rev c cartridge basic chip directly into my basic socket. I tested it only by checking the revision however ... and it seems to have been successful. I have found cartridges to be funky at times. Clean the contacts with a pencil eraser. The cartridge socket (on the motherboard) is impossible to clean.

Douglas

"Rick D." <"74766,1561"@compuserve.com> wrote in message news:3B42A7ED.A53F6B39@compuserve.com...
>
>
> Casey V wrote:
>
> > 2) After having been frustrated by the scrambling of listings with the built
> > in BASIC, I bought a Rev. C BASIC cartridge. Does Rev. C BASIC still suffer
> > from some weirdness? I've noticed that LISTing a program to the screen that
> > fills the screen and then starts scrolling can in many cases cause the
> > computer to crash.
> > The Rev. B BASIC would scramble listings when doing almost any editing at
> > all and it was all I could do to load a program without it crashing.
> > 3) It seems that using the cursor keys to edit lines on the screen (in both
> > Rev B and C) can cause characters to appear or change that weren't there
> > before... Does this happen to others?
> >
> > Do I just have a funky 600XL or is this just the way things are?
>
> Since it happens with/without the upgrade, I'd suspect the ram chips. You may
> need to open the computer and reseat all of the socketed chips.
>
> Rick D.
>
>

4076. Re: Wherefore art thou ATARI 8-BIT PORNOGRAPHY?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 22:15:52 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c108c5$e6db5d40$031ea8c0@p400>
Source record: 35699

: >lack of Atari 8-bit porn! Does anybody know where I could get ahold of
: >some good old adult Atari entertainment?

: it). It was basically a Space Invaders clone. I haven't booted up my
Atari in
: close to 10 years so I doubt if I still have much left that's usable.

That could be "Space Pussies" or something like that. Very funny game :-))
There are some pinball-machines floating around with the same subject, but
they're all made with a Pinball Construction Set, so if you have one, you
have them all :-)

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

4077. Re: Wherefore art thou ATARI 8-BIT PORNOGRAPHY?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 22:19:06 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3B4A2DDA.885A05F1@one.net>
Source record: 35700

Way back when, I had my hands on a text adventure game like Leisure Suit Larry where the objective is to have sex with the various women you met.

No pictures but interesting sound effects and commentary.

I don't remember the name of it, but it was disk based. I remember hacking it to pieces so that it wasn't that difficult to achieve the objective.

May it had something like "Erotica" in the title.

-Bob

RHamiIton5 wrote:
>
> The only one I ever saw was a pinball game with "interesting" mechanicals; IIRC
> may have been titled "Screwball" or similar...
>
> >alanmcminswa@home.com (Nearl J. Toothenbecker) replied:
>
> >I had a few demos but only one game (and I don't even remember the name of
> >it). It was basically a Space Invaders clone. I haven't booted up my Atari in
> >close to 10 years so I doubt if I still have much left that's usable.
>
> -Ron
>
> Experience is something you don't get until just after you need it.

4078. Re: Atari 800xl Bounty Bob game for trade! Holy grail wantlist game!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 22:50:19 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0107091450.fe7269a@posting.google.com>
Source record: 35701

I guess we got two threads going here. The more the merrier?

> > Stupid me. It was Hard Hat Willy
Don't know that one.

> Maybe from Lance Ringquist?
Doesn't show up in his list.

>>While you cartridge gurus are here ;) what about different versions
>>of these games: Centipede, Dig Dug, Final Legacy, Jungle Hunt,
>>Millipede? I've got more than one dump for each game and don't know
>>which of them are 'original' and which are hacks.

Dig Dug and Final Legacy definitely had different versions released.
Centipede might the superior 5200 version ported over. Don't know
anything about the others.

Sega Tapper - person who claimed possesion has admitted he was
mistaken. (See other thread). Okay, so I'm back to NR on it.

Gene

4079. Re: The Apple][was crap

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 23:26:53 UTC
From: "*.*" <chris34252@hotmail.com>
Message-ID: <j0r27.12965$WS4.1938672@news6-win.server.ntlworld.com>
Source record: 35702
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy

Atari 800 had better colour and grapix in '78

"John Oyler" <jojo4@mediaone.net> wrote in message
news:F7427.13362$Lc3.3493179@typhoon.jacksonville.mediaone.net...
> "Roy Miller" <millers@iliveinnetnebr.com> wrote in message
> news:3B48CBE3.B8A28D95@iliveinnetnebr.com...
>
> > I know this is nothing but Troll Bait, but I'll bite anyway. First, your
> history
> > is all wet. The Apple II came out in 1977, what color computer did
> Commodore or
> > Radio Shack sell then? You guessed it... NONE. The Apple II's colors
were
> a
> > quantum leap forward over those two. Did the C-64 have better colors?
> Slightly,
> > however, it didn't appear until what? 1983? Surely they could have done
> much
> > better in the intervening 6 years.
>
> Roy,
> You forgot the fact that the Apple II series, for the most part, was
> completely expandable. 7 slots is alot, even by today's standards.
Commodore
> wouldn't have a comparable computer, until the Amiga 2000 was released,
and
> even afterward, they continued to make unexpandable systems such as the
500,
> 600 and 1200. And as far as that goes, they can hardly claim credit for
much
> of this, it was a bought company. Throughout the history of all this, we
> mostly have companies that are trying to close the box, make it so that
you
> can't add anything to the system, for whatever reason. The Apple II seems
to
> have taken the exact opposite approach, perhaps something that is only
> possible when you have a person like Steve Wozniak designing it. Didn't
they
> even offer schematics at one point, so that the ambitious hobbyist could
> build his own?
>
>
> Thanks,

> John
>
> PS I think he might be referring to the Vic-20, which also had color
earlier
> than 1983. Even so, this is hardly a comparable machine to the Apple, and
> still several years too late (1981 I think).
>
>

4080. Re: 800XL Dj

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-09 23:47:15 UTC
From: ebaiz@skyenet.net
Message-ID: <7or27.26450$H%3.6169@newsfeed.slurp.net>
Source record: 35703

On 9 Jul 2001 09:04:02 +, Daniel Pralle wrote:
>As far as I remember, I was able some month ago to read via the 800XLDj
>directly from a directory of my Falcon's HD. But now it just gives me a
>loud buzz and the error 163 (in MyDOS). Reading from a DI-Iamges works
>fine.

If the DI image disk is formatted in a normal way, you should be able
to read the directory on the Falcon desktop. Works for me just fine.
99% of time if you cannot read the directory on the GEM desktop you
should be able to read it using the XE or XL.

>BTW, anybody managed to use the DJ succesfully in MiNT? Here it just works
>with PlainTOS.

I have not tried yet, but it does also work under Magic. Under Geneva
the program locks up the computer.

I havwe uploaded 21 Mega DI images to the site below. You may want to
d/l these and try them out. Most of the games load and work just fine:

http://homepages.paradise.net.nz/atari/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4081. Re: Is it possible to connect and Atari 800 to an SVGA monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 00:27:05 UTC
From: John Dickson <jm.xremovex.dickson@home.com>
Message-ID: <3B4A4A8C.B970004E@home.com>
Source record: 35704

Reposted message....

http://tvone.com/cheese.htm

I found the 'cheese box' that does this. I have not tried it though, and
don't know about it's quality. It has a line doubler to match the 15.75khz
horizontal refresh to the 31.5 that VGA monitors expect, and takes composite
and S-video.

Jheitmuller wrote:
>
> Hi, does anyone know if it is possible to connect and Atari 800 to an
> SVGA monitor? If so, how?
>
> Thanks,
> John

4082. Re: Wherefore art thou ATARI 8-BIT PORNOGRAPHY?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 00:44:14 UTC
From: Russ Perry Jr <slapdash@enteract.com>
Message-ID: <slapdash-ACAA06.19441409072001@news.enteract.com>
Source record: 35705

```
In article <3B4A2DDA.885A05F1@one.net>, Bob Ryan <ryanr@one.net> wrote:
> Way back when, I had my hands on a text adventure game like Leisure Suit
> Larry where the objective is to have sex with the various women you met.
>
> No pictures but interesting sound effects and commentary.
>
> I don't remember the name of it, but it was disk based. I remember
> hacking it to pieces so that it wasn't that difficult to achieve the
> objective.
>
> May it had something like "Erotica" in the title.

I believe this was "Softporn Adventure". It was actually the
predecessor to Leisure Suit Larry (LSL1 has the same plot, only
more encounters), though Sierra (or whatever the company was)
didn't acknowledge it for the longest time.
--
//*============================================================++
|| Russ Perry Jr 2175 S Tonne Dr #114 Arlington Hts IL 60005 ||
|| 847-952-9729 slapdash@enteract.com VIDEOGAME COLLECTOR! ||
++============================================================*//
```

4083. Re: MIO clone

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 01:33:33 UTC
From: tony rudzki <arudzki@bellatlantic.net>
Message-ID: <NXs27.11311$4M3.2431851@typhoon1.gnilink.net>
Source record: 35706

> There are special chips available from ScanLogic and maybe also Philips
that
> turn 8 bits into USB and vice versa. The problem is that those people who
have
> the knowledge don't have time.

one problem would be the lack of Host USB controllers that we can use. Is there a stand alone host chip that we can use available? or is that all being handled by PC chip sets?

tony

4084. Re: SIO2PC Ape with Windows 2000?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 02:56:16 UTC
From: Corbulo <corbulo@mind_ATARI_spring.com>
Message-ID: <B76FE70F.4DC2%corbulo@mind_ATARI_spring.com>
Source record: 35707

in article 01c108c5$16f02160$031ea8c0@p400, Sysop Fox-1 at fox-1@home.nl
wrote on 7/9/01 6:10 PM:

> But I don't think anyone is really waiting to load CAS data in an
> emulator...
>

Ya know, I'd love to work on my German while sitting in a hotel on trips and
such. I've actually considered toting a 600xl system (it's small and has
enough memory for most cassette programs) on trips, but most hotels make it
almost impossible to use the TV.
Ah, well.

Corbulo

--
Check out my For Sale & Trade lists at:
http://www.mindspring.com/~sinbrad

4085. Re: The Apple][was crap

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 03:12:10 UTC
From: william strutts <wrstrutts1@home.com>
Message-ID: <eou27.183981$DG1.30772511@news1.rdc1.mi.home.com>
Source record: 35708
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy

"*.*" <chris34252@hotmail.com> wrote in message
news:j0r27.12965$WS4.1938672@news6-win.server.ntlworld.com...
> Atari 800 had better colour and grapix in '78
>

According to the Atari History Page

http://www.atari-history.com/computers/8bits/A800.html

The Atari 800 was sold from 1979 to 1982.

--
--
William R. Strutts - wrstrutts1@home.com - Whatever!

C'est moi! http://www.facelink.com/wrstrutts

Just hacking away...

4086. Re: How Can I Write an ATR to a DISK using my PC 5.25 Disk Drive ? <== Where can I get this PCI Card?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 03:18:14 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010709231814.29895.00003503@ng-fx1.aol.com>
Source record: 35709

Maybe, depends on semantics...

All of the PC floppy software I have is file oriented rather than disk, so you take individual files from the PC hard drive and write them to a diskette where they are readable by a doubled 1050.

To convert an .ATR file into a complete diskette requires multiple steps for me:
1) write .ATR file to disk on PC 5.25
2) copy 92K .ATR file to RAMdisk of XL256 with DD A8 drive
3) read .ATR file with CIO and write real diskette with SIO resident disk handler.

You could skip #2 by using 2 drives but it seems to take longer; or we could rewrite the ATR2ENHC utility to allow disk swapping...

>Mat_1999 Mat@Mat.com replied:

>This is what I learened so far,
>
>1050+US Doubler = You can Format and Write an ATR to a DISK using the
>PC 5.25" and the 1050 is able to read your DISK <<< RIGHT!

-Ron

Experience is something you don't get until just after you need it.

4087. Re: Do you own any of these Atari 8-bit carts? Do they exist?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 03:22:08 UTC
From: llpwhite@cs.com
Message-ID: <20010709232208.05068.00003162@ng-ci1.news.cs.com>
Source record: 35711

>Mr. Do's Castle was never released as a cart for the 8-bits. It may have been released on disk, but I'm not certain.<

Both Mr. Do and Mr Do's Castle were released on disk by DataSoft. I bought both. At least one of them had a C64 version on the flip side.

Larry

4088. writing to eproms.. burner for 8 bit carts

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 03:24:40 UTC
From: Douglas Berlier <douglas.berlier@verizon.net>
Message-ID: <Yzu27.1988$hv1.788920@paloalto-snr1.gtei.net>
Source record: 35712

Can anyone direct me to an EPROM burner for Atari 8 bit cartridge apps? Is there a specific chip that needs to be used? Are there maximum memory limitations?.. I have seen a number of 512k EPROM's out there that is why I am asking. Do I need to use 8k or 16k EPROM's?

4089. Re: writing to eproms.. burner for 8 bit carts

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 04:08:59 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tkkvl0iqmasufb@corp.supernews.com>
Source record: 35713

"Douglas Berlier" <douglas.berlier@verizon.net> wrote in message
news:Yzu27.1988$hv1.788920@paloalto-snr1.gtei.net...
> Can anyone direct me to an EPROM burner for Atari 8 bit cartridge apps? Is
> there a specific chip that needs to be used? Are there maximum memory
> limitations?.. I have seen a number of 512k EPROM's out there that is why
I
> am asking. Do I need to use 8k or 16k EPROM's?

The actual cartridge address space you can conviently use is 16k. Most of
the cartridge PC boards you will find available will be 8k-16k so it is
easier to use them.

Prices for things like a bank switched cartridge were quite a bit higher
last time I saw them for sale, something like ~$16 for a bare PC board from
Best or B&C. Even doing your own boards if you want to go to that extreme is
a bit pricey. I think the minumum run you can get is ~2-3 boards for a price
of ~$70 total.

4090. Re: SIO2PC Ape with Windows 2000?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 04:09:34 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010710000934.29895.00003506@ng-fx1.aol.com>
Source record: 35714

Qrawl sent me his .CAS file from his tape thru wav2cas and it is an unusual data format...

It sounds from your reply that APE takes the .CAS file and creates tones for the Atari to emulate a cassette load.

Qrawl *IS* wanting to load .CAS data into an emulator or convert it to machine readable format. How would you do a CLOAD or LOAD"C: in the emulator with the H: handler and a .CAS file?

>"Sysop Fox-1" fox-1@home.nl replied

>Qrawl <qrawl@bigfoot.com> wrote in article
>: >: Is there such a program? A .cas to .atr?
>
>: >Don't think so. It wouldn't make much sence to me as .CAS is a
>: >cassette-emulation datafile,
>
>: like to play this game on an emulator. What do people do with .cas
>: files? I dont want to hit a dead end now

>A .CAS files is just a way of storing data from cassette. When using the
>APE software you can load the .CAS file and load it directly into a real
>Atari with a SIO2PC interface. APE just emulates a cassetterecorder and
>the Atari wouldn't notice it is just an emulated one.
>(snip)
>Technically, an emulator can use CAS-files too, be it that the C: handler
>in HATABS is replaced by a H: handler, to have direct acces to PC files
>(I *think* all emulators work this way)
>But I don't think anyone is really waiting to load CAS data in an
>emulator...

-Ron

Experience is something you don't get until just after you need it.

4091. Re: 600XL Questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 06:43:22 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <jDv27.863$3p.140365@nnrp2.sbc.net>
Source record: 35715

Not so! Radio Shack sells a television tuner control spray that both cleans
and lubricates. Just spray it in the slot and watch it fizzle! Good for the
paddle controllers as well, gets rid of the jitters.
Mo

Douglas Berlier wrote in message ...
The cartridge socket (on the motherboard)
>is impossible to clean.
>
>Douglas
>
>"Rick D." <"74766,1561"@compuserve.com> wrote in message
>news:3B42A7ED.A53F6B39@compuserve.com...
>>
>>
>> Casey V wrote:
>>
>> > 2) After having been frustrated by the scrambling of listings with the
>built
>> > in BASIC, I bought a Rev. C BASIC cartridge. Does Rev. C BASIC still
>suffer
>> > from some weirdness? I've noticed that LISTing a program to the screen
>that
>> > fills the screen and then starts scrolling can in many cases cause the
>> > computer to crash.
>> > The Rev. B BASIC would scramble listings when doing almost any editing
>at
>> > all and it was all I could do to load a program without it crashing.
>> > 3) It seems that using the cursor keys to edit lines on the screen (in
>both
>> > Rev B and C) can cause characters to appear or change that weren't
there
>> > before... Does this happen to others?
>> >
>> > Do I just have a funky 600XL or is this just the way things are?
>>
>> Since it happens with/without the upgrade, I'd suspect the ram chips.
You
>may
>> need to open the computer and reseat all of the socketed chips.
>>
>> Rick D.
>>
>>

>
>
>

4092. Re: My basic decompiler

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 06:49:36 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B4AA580.B4DC2CDD@asw.cz>
Source record: 35717

Sysop Fox-1 wrote:
> Where do you get your time from to do all Atari 8-bit related things?

It was very long weekend (4 days), so I coded instead of looking at tv.
And it was relatively easy and my 'real' work is also based on reverse
engineering of others' file formats.

> Or don't you wanna share it with us? :-))

I'm afraid I completely missed what you ask about? :-/

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

4093. Re: SIO2PC Ape with Windows 2000?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 06:55:08 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B4AA6CC.9E384C8A@asw.cz>
Source record: 35718

RHamiIton5 wrote:
> It sounds from your reply that APE takes the .CAS file and creates tones for
> the Atari to emulate a cassette load.
>
> Qrawl *IS* wanting to load .CAS data into an emulator or convert it to machine
> readable format. How would you do a CLOAD or LOAD"C: in the emulator with the
> H: handler and a .CAS file?

The easiest way is (if the tape file consist of one part only) is to
convert to ATR (easy) and hack few bytes here or there. Or if it's
basic, it's possible to take the contens of data from blocks, store it
sequentially and voila - you've got normal basic file, which could be
LOAD "H:FILE.BAS". Cca 90 lines in Perl even with command line handling
;)

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

4094. Re: Is it possible to connect and Atari 800 to an SVGA monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 06:59:23 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <9ie933$t6v$1@bob.news.rcn.net>
Source record: 35716

I just bought one of the cheesboxes for this exact purpose. It's actually shaped
like a block of swiss cheese, holes and all. I'm quite happy with the output and the
box wasn't that expensive.

"John Dickson" <jm.xremovex.dickson@home.com> wrote in message
news:3B4A4A8C.B970004E@home.com...
> Reposted message....
>
> http://tvone.com/cheese.htm
>
> I found the 'cheese box' that does this. I have not tried it though, and
> don't know about it's quality. It has a line doubler to match the 15.75khz
> horizontal refresh to the 31.5 that VGA monitors expect, and takes composite
> and S-video.
>
>
> Jheitmuller wrote:
> >
> > Hi, does anyone know if it is possible to connect and Atari 800 to an
> > SVGA monitor? If so, how?
> >
> > Thanks,
> > John

4095. Re: MIO clone

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 08:22:04 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9iedvc$692$1@nets3.rz.RWTH-Aachen.DE>
Source record: 35719

Howdy Tony, folks

>one problem would be the lack of Host USB controllers that we can use. Is
>there a stand alone host chip that we can use available? or is that all
>being handled by PC chip sets?

Scanlogic's SL11H will do all that. Try http://www.scanlogic.com or (scanlogic doesn't sell directly to private people, so if you want to buy, even in small quantities) try http://www.alphamicro.net

CU Mathy van Nisselroy

4096. Re: Atari 1020 NEW IN BOX ** SHRINKWRAPPED**

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 08:41:39 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9ief43$692$2@nets3.rz.RWTH-Aachen.DE>
Source record: 35720

Howdy Fox, folks

>: I am looking to sell to the first person who hits my reserve price of
>$50.00
>: you pay shipping. US ONLY
>
>Is this a serious ad or are you just kidding? ABBUC is selling those for
>6,- DM (aprox. $12,-), also brandnew in box.
>
>Take a look at http://www.abbuc.de/shop/index.html and you know what I
>mean....

ABBUC only sells the blakc&white and color pens for the 1020.
BTW you made the same error I did a few weeks ago. DM6 is not even $3.00
(divide by 2.5, you multiplied)

CU Mathy van Nisselroy

4097. FS/T: Atari 8-bit computer items and more... [07/10/2001]

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 10:02:50 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <1iklkto7fr99dbj0fto4fu1e4f66q083s7@4ax.com>
Source record: 35721
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 07/04/2001

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site, including 52 for the Atari 8-bit computers!

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari 8-bit computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection list for this system is currently on-line!

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 2.00 Missile Command
$ 1.50 Space Invaders
$ 3.00 2-pack: Missile Command and Space Invaders

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 4.00 Atari 1010 Program Recorder Owner's Guide (16 pages)
$ 4.00 Atari 1200XL Home Computer Owner's Guide (20 pages)
$ 8.00 Atari 65XE Personal Computer Owner's Manual (138 pages)
$ 4.00 Atari 800XL Home Computer Owner's Guide (24 pages)
$ 4.00 Atari BASIC Reference Guide: For Experienced Programmers
(16 pages)
$ 2.50 Atari Home Computers: The Next Generation catalog
(32 pages)
$ 8.00 2-pack: Atari Disk Operating System Reference Manual:
DOS 3 (112 pages). Lot also includes An Introduction
to the Atari Disk Operating System: DOS 3 (32 pages)
$ 8.00 Inside Atari BASIC [Atari / Reston] (196 pages)

[Pictures of the items listed below will be available soon]

HARDWARE:

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1050 (127K) DISK DRIVE.

This disk drive does not include the power supply, or Molex
connector cable.

NOTE: Light comes on, and drive tries to read disk, but drive will
not boot up. Sold as non-working item, possibly repairable, for
parts only!

$ 2.00

*****

LOT #2

ATARI 1025 PRINTER, with built-in power cord, and manual.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$ 7.00

*****

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for
something that isn't listed, please don't ask (because if I
had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed. There is no minimum order.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order -drawn from a U.S. bank branch-, or cash. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in (please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@io.com

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

4098. Re: How Can I Write an ATR to a DISK using my PC 5.25 Disk Drive ? <== Where can I get this PCI Card?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 10:44:46 UTC
From: llpwhite@cs.com
Message-ID: <20010710064446.03559.00003548@ng-cf1.news.cs.com>
Source record: 35722

>How Can I Write an ATR to a DISK using my PC 5.25 Disk Drive ? <== Where can I get this PCI Card?<

While getting things back and forth to a PC is a common issue, this is likely the worst solution.

Here are the solutions that I have used:
Happy 1050
XF-551 with CSS upgrade
Software program (UTIL, ATARIDSK, etc.)
Black Bod/Floppy Board

4099. Re: How Can I Write an ATR to a DISK using my PC 5.25 Disk Drive ? <== Where can I get this PCI Card?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 11:07:28 UTC
From: llpwhite@cs.com
Message-ID: <20010710070728.03559.00003550@ng-cf1.news.cs.com>
Source record: 35723

>How Can I Write an ATR to a DISK using my PC 5.25 Disk Drive ? <== Where can I get this PCI Card?<

(Sorry- somehow hit a "magic key" and the unfinished message got sent.)

While getting things back and forth to a PC is a common issue, (IMO) this is likely
the worst solution.

Here are the methods that I have used:
Happy 1050
XF-551 with CSS upgrade (360/720)
Software program (UTIL, ATARIDSK, etc.)
Black Box/Floppy Board
SIO2PC, APE (MS-DOS)
APE for Windows 95/98

True enough, if you have only a few files to transfer, then the software-only method can work. But if you have a number of disks, then SIO2PC or APE is the way to go. Perhaps others have had better experiences with 1050's, but the number of errors that I have encountered in using a DD 1050 to make transfers has made this a very poor choice, at least for me. An XF551 does a better job but still is only well-suited to small scale transfers.
Larry

4100. Re: Writing a new rpg for ATARI -

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 12:07:51 UTC
From: postmaster@mkeates.f9.co.uk
Message-ID: <reC27.45$3_1.7073@wards>
Source record: 35724

Atari 8 Man wrote:

> Hi,

> I would like to see a 3-D Dungeon game, there where many for other platforms
> ST/AMIGA/C64 but none for the 8bit Atari

Me too, many years ago I had it down to do a
Bard's Tale type game but using the dungeon
generator from the wonderful Telengard. I think
I got as far as implementing the screen layouts
but not being a graphic artist gave up on trying
to rip graphics from the Atari ST's Bard's Tale
and Dungeon Master.

> also we do not have any Japanese
> /Anime - style (Final Fantasy 1-6) game in our library.

Hmm, I think DRUID could be counted as one.

> Good Luck!

Ditto,

Mark

4101. Re: Is it possible to connect and Atari 800 to an SVGA monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 13:40:48 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <9if0aspuo1@brokaw.wa.com>
Source record: 35725

I've read that it can convert both NTSC and PAL comp. vid. to VGA 640x480.
For US Atari users, with a PAL upgrade to your Atari, you could run a ton of
neat European software.

4102. Looking to buy complete Atari 800 System

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 14:04:38 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0107100604.5eb79d3c@posting.google.com>
Source record: 35726

Hi, I am interested buying a complete Atari 800 systems. The items
that I am specifically looking for are:

- Atari 800 computer w/ 48K RAM and (10k?) ROM
- Atari Basic Cartridge
- Monitor (an Atari monitor would be a big plus)
- Atari Disk Drive (2 would be great)
- All of the power supplies and cords to connect everything

The following items would be a big plus:
- An Atari printer
- Pac Man Cartridge (My wife loves Pac Man)
- Joy sticks
- modem

If you are interested in selling a system like this please e-mail me a
list of the system components and you asking price at john@jrcc.net

Thanks,
John

4103. Re: SIO2PC Ape with Windows 2000?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 14:25:30 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010710102530.03848.00001806@ng-fh1.aol.com>
Source record: 35727

Not nearly that easy, even though it *is* a single part SAVEd Basic tape. Your logic is what I was thinking until I looked at the .CAS file. He played the tape to a .WAV sound file and then used Bo's wav2cas utility. The resultant file is some hybrid which I will send for your perusal. I can't find any recognizable tokens or FP numbers or a VNT, but some ascii strings are present along with some apparent variable names and possible line numbers. There are no Basic keywords, so is definitely not LISTed...

> Jindrich Kubec kubecj@asw.cz replied:

>The easiest way is (if the tape file consist of one part only) is to
>convert to ATR (easy) and hack few bytes here or there. Or if it's
>basic, it's possible to take the contens of data from blocks, store it
>sequentially and voila - you've got normal basic file, which could be
>LOAD "H:FILE.BAS". Cca 90 lines in Perl even with command line handling

-Ron

Experience is something you don't get until just after you need it.

4104. Re: How Can I Write an ATR to a DISK using my PC 5.25 Disk Drive ? <== Where can I get this PCI Card?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 14:52:40 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010710105240.03848.00001811@ng-fh1.aol.com>
Source record: 35728

Well, least elegant, maybe.. But it requires no buying or making new hardware if you already have a PC 5.25 and an Atari DD drive such as Happy, Doubler, Percom, XF551, Rana, Indus, or equal. It is a matter of writing a file on one system and reading it on the other just like a user group meeting. The only wrinkle is duping a complete disk, which I solved with a quick Basic ATR2DSK utility.

> llpwhite@cs.com (LLpwhite) opined:

>While getting things back and forth to a PC is a common issue, (IMO) this is
>likely the worst solution.
>
>Here are the methods that I have used:
>Happy 1050
>XF-551 with CSS upgrade (360/720)
>Software program (UTIL, ATARIDSK, etc.)
>Black Box/Floppy Board
>SIO2PC, APE (MS-DOS)
>APE for Windows 95/98
>
>True enough, if you have only a few files to transfer, then the software-only
>method can work. But if you have a number of disks, then SIO2PC or APE is
>the
>way to go. Perhaps others have had better experiences with 1050's, but the
>number of errors that I have encountered in using a DD 1050 to make transfers
>has made this a very poor choice, at least for me. An XF551 does a better
>job
>but still is only well-suited to small scale transfers.
>Larry

-Ron

Experience is something you don't get until just after you need it.

4105. Re: Do you own any of these Atari 8-bit carts? Do they exist?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 14:59:19 UTC
From: krieg@earth.execpc.com
Message-ID: <3b4b18e4$0$12828$272ea4a1@news.execpc.com>
Source record: 35729
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Thanks to everyone for their great feedback. Based on what was reported, here are the changes I've made to the 8-bit cart list. Of course, anything can be changed back if someone reports differently. The full list is at: http://www.execpc.com/~krieg/links/8bit.carts

Questionable titles that do exist:
Atari Mexico MicroCalc XE version 2.2 ER [ ][ ][ ]
Sierra On-Line JBL-202 80 Jawbreaker II[label reads Jawbreaker] R [ ][ ][ ]
Spinnaker JUK-AT Jukebox ER [ ][ ][ ]
Synapse <none> Synassembler ER [ ][ ][ ]

Prototype only carts:
Roklan 83 Lifespan PR [ ][-][-]

ECPC only carts:
Romox <none> Flapper

Never released carts:
Gebelli Doc Goodcode's Cavern NR
Gentry 83 Rosen's Brigade NR
K-Byte K-razy Antiks NR
Sega Tapper NR
Sierra On-Line Jawbreaker NR
Sierra On-Line Sammy Lightfoot NR
Sirius Bumper Bash NR
Sirius 83 Capture the Flag NR
SoftCountry Chessmaster 2000 NR
SpectraVideo Frantic Freddie NR
Spinnaker Rock & Rhythm NR
Synapse Drelbs NR
Synapse File Manager NR
Synapse Pharoah's Curse, The NR
Synapse Shadow World NR
Synapse Survivor NR
Synapse Zeppelin NR
TigerVision 84 MatterHorn NR
VisiCorp VisiCalc NR

Regarding a discussion on Da'Fuzz, I was sent scans of this cart a while back. I will see if I can dig them up. It may be a prototype only game though, like Lifespan and Pursuit of the Pink Panther. All of these turned up around the same time when the son of a former Roklan employee sold off his dad's stuff.

Regarding whether or not Tapper exists in any format, I have a binary. Don't know the source, but I would guess it was released on disk or cassette by Sega.

Here's a couple more questions I'll throw out. Anyone have "Leo's Links" for the Chalkboard peripheral? That's the only title for that device that continues to elude me. Also, what is "Trust" by Rantom supposed to be? Is it a game?

--

=__ __ __ _ __ _= Andrew Krieg - Lead Software Engineer =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

4106. Re: Do you own any of these Atari 8-bit carts? Do they exist?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 15:11:29 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B4B1B21.896757DF@asw.cz>
Source record: 35731
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Andrew Krieg wrote:
> Sierra On-Line JBL-202 80 Jawbreaker II[label reads Jawbreaker] R [ ][ ][ ]

Could somebody post scans/dump/screenshots? Too many binaries are named
Jawbreaker/Jawbreaker II.

> Regarding whether or not Tapper exists in any format, I have a binary. Don't
> know the source, but I would guess it was released on disk or cassette by Sega.

Is it '(p) Phleghm Hacker'?

> Also, what is "Trust" by Rantom supposed to be? Is it a game?

I've got the binary. 'Rantom Presents Trust (c) 1983 Ted Neville'. Not a
cart dump.

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

4107. Re: Looking to buy complete Atari 800 System

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 15:14:23 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <9if656$s18$1@plutonium.compulink.co.uk>
Source record: 35730

Good luck

Well specced up 800s are hard to come by and pricey if you can find them.
I'm not sure if Atari did a monitor untill the XE days, so alas it proberbly
won't match in colour.

Take a look at the list of vendores in the FAQ for getting refurbished
machines (pricey) or start raiding thrift faires etc.

Jon-Paul

"Jheitmuller" <john@jrcc.net> wrote in message
news:de16c5ec.0107100604.5eb79d3c@posting.google.com...
> Hi, I am interested buying a complete Atari 800 systems. The items
> that I am specifically looking for are:
>
> - Atari 800 computer w/ 48K RAM and (10k?) ROM
> - Atari Basic Cartridge
> - Monitor (an Atari monitor would be a big plus)
> - Atari Disk Drive (2 would be great)
> - All of the power supplies and cords to connect everything
>
> The following items would be a big plus:
> - An Atari printer
> - Pac Man Cartridge (My wife loves Pac Man)
> - Joy sticks
> - modem
>
> If you are interested in selling a system like this please e-mail me a
> list of the system components and you asking price at john@jrcc.net
>
> Thanks,
> John

4108. Wanted: Complete Atari 800 System

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 15:47:07 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0107100747.5bbd65f0@posting.google.com>
Source record: 35732

Hi, I am looking to buy a complete Atari 800 System. What I am
interested in is:

- An Atari 800 w/ full 48k RAM, (10k?) ROM
- Atari Basic Cartridge
- A Atari floppy disk drive (preferably 2)
- A color monitor (preferably Atari)
- All of the power supplies and cables to connect everything.

Other items of interest in the system are:
- Joy sticks
- A printer (preferably Atari)
- A modem
- The Pac Man cartridge game (My wife loves Pac Man)
- Any other games/software that might be included.

If you are interested in selling a system like this please contact me
with a list of the system components and your asking price at
john@jrcc.net.

Or, if you know where I can buy a complete 800 system I'd also
appreciate the info. (I'm already aware of the Vintage Computer
section on eBay)

Thanks,
John

4109. Re: Do you own any of these Atari 8-bit carts? Do they exist?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 16:05:37 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3B4B27D1.C37159EB@t-online.de>
Source record: 35733
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Andrew Krieg schrieb:

> Thanks to everyone for their great feedback. Based on what was reported, here
> are the changes I've made to the 8-bit cart list.

Sorry, but the list at your link doesn't contain any changes.

4110. Re: Wherefore art thou ATARI 8-BIT PORNOGRAPHY?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 16:51:02 UTC
From: mark__e <mark@umii.co.uk>
Message-ID: <3b4b3246$0$8508$cc9e4d1f@news.dial.pipex.com>
Source record: 35734

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
news:20010709133544.07308.00001946@ng-ft1.aol.com...
> The only one I ever saw was a pinball game with "interesting" mechanicals;
IIRC
> may have been titled "Screwball" or similar...
>

I think it was, I've got the following *dodgy* :-) pinball games on a
compilation disk someware. Most created with the pinball construction kit
IIRC.

Screwball
Carnival Pinball x
Pussy Galore
Balls and Boobies
Knobs and Knockers
Moon Lover
Brians Pinball
Centre Shot Split
Black Hole

Mark

4111. Re: Van Halen demo

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 17:02:12 UTC
From: mark__e <mark@umii.co.uk>
Message-ID: <3b4b34e4$0$8507$cc9e4d1f@news.dial.pipex.com>
Source record: 35735

"David Deaven" <deaven@execpc.com> wrote in message
news:3b3bf977$0$42870$272ea4a1@news.execpc.com...
> Bob Ryan wrote:

> I actually made a 15-20 second clip of that song in 1983, using an 8 bit
> analog to digital converter circuit I built, and hooked up to the
> joystick ports. I think Jeff, a friend of mine, had sent me a sample of
> something else and asked how it could be possibly have been done, and I
> happened to have the converter chip on hand and threw it together in
> about 2 hours. It finally used 4 bit res and some RLE for compression,
> all done with the assembler/editor cart. I finished the recording with
> my voice saying "I don't know how they did it, Jeff".
>
> Those were the days!

Wonder if thats the one I've ended up with, the sampled section is something
like

"yeh you really got me, you really got me now, you know I don't know how you
do it"

Mark

4112. Re: Do you own any of these Atari 8-bit carts? Do they exist?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 17:15:38 UTC
From: krieg@earth.execpc.com
Message-ID: <3b4b3936$0$18889$272ea4a1@news.execpc.com>
Source record: 35736
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

In article <3B4B27D1.C37159EB@t-online.de>,
Andre <Chrodegang@t-online.de> wrote:
>
>
>Andrew Krieg schrieb:
>
>> Thanks to everyone for their great feedback. Based on what was reported, here
>> are the changes I've made to the 8-bit cart list.
>
>Sorry, but the list at your link doesn't contain any changes.
>
>

Hit the refresh button on your browser a couple of times. The list is
probably cached on your machine.
--
=__ __ __ _ __ _= Andrew Krieg - Lead Software Engineer =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

4113. Re: Artifacting

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 18:06:29 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B4B4425.6D825A2B@mail.uni-mainz.de>
Source record: 35737

Yep,
take a look at those many NTSC pinball versions of PCS; next use the PCS color converter (Gr.15) from Mathew Trimby (PD file, written in Atari Basic) and see what happens! You will gain colors, but therefore you lose resolution !! Part of the pinball display screen (i.e. the score/highscore) gets unreadable then...
-Andreas

thor@math.tu-berlin.de schrieb:
>
> Jindrich Kubec <kubecj@asw.cz> wrote:
>
> > I seem to miss the 'artifacting' stuff. Why would anybody want to use
> > it, if it has the same resolution as GR.15 (you need 2 pixels of GR.8 to
> > form one artifacted color pixel) and you can't choose colors freely?
>
> Well, because it doesn't have the same resolution as GR.15. Consider
> the following pixels on the screen:
>
> .**. (. = off, * = on)
> ^
> |
> even pixel coordinate
>
> On a Gr.8 screen, you see a white dot without major artifacts. If you
> plot the same bit-pattern on a Gr.15 screen, you see two dots, one of
> color 1 (= 01 for the first two bits) and one of color 2 (= 10 for
> the second two bits), hence a pixel twice as large with color shading.
>
> In other words, with color artefacting, you have twice the resolution
> for "white" color because even/odd and odd/even pixel pairs result in
> the same on-screen color. In Gr.15, you don't.
>
> Another point is that the old Os versions did not support Gr.15.
>
> Anyhow, I never used artifacting, as I live in a "PAL" country, and you
> don't see any effictive color artifacts here. Some games loose a lot.
>
> So long,
> Thomas

4114. Re:Holy grail wantlist game!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 18:21:45 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B4B47B9.F0DBB8FF@mail.uni-mainz.de>
Source record: 35738

Well,
could also be, they released them for Atari 400 or Atari 600XL, which had both 16k RAM. Here in europe, the 600XL had been selling for more than 6 months, before the 800XL arrived. Maybe some companies created smaller games for this (these) machine(s) then... -Andreas

P.S.: Maybe some americans do not know, the atari 800 was officially shipped to europe (or at least Germany) in 1982! Only one year later the XL models arrived, thats why most western-europeans have XL computers...; the XL machines however were not officially sold in eastern-europe (nor the 400/800 line), so most Atarians there have XE models with 130XE motherboards (no matter if they have a 65XE, 800XE or 130XE; all eastern-europe models have 130XE motherboards, just the RAM chips and the Gate-Array were missing on the 65/800XE)...

Jindrich Kubec schrieb:
>
> Haywood Ubeegoode wrote:
> > What about Roklan's Da'Fuzz. Real or vaporware ?
>
> I've got 16KB rom dumps extracted from EXE files of these games:
> Da'Fuzz, Matterhorn and (surprise, surprise) Hard Hat Mack. Could be
> that they planned them on the carts, but then just added short loaders
> and made them tape/disk versions.
>
> --
> Jindroush (kubecj@asw.cz)
> See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

4115. Re: Atari 800xl Bounty Bob game for trade! Holy grail wantlist game!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 18:25:46 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B4B48AA.49AA0D5@mail.uni-mainz.de>
Source record: 35739

Well,
some are of course VCS 5200 conversions from Glen the 5200man, some are hacks and finally, some are the official versions produced by Atari in different years (produced for 400/800 line with brown/orange labels, produced for the XL line with silver labels and produced for the XE/XEGS line with grey cases). Even Atari did produce some different game versions, no-one really knows why... -Andreas

Jindrich Kubec schrieb:
>
> Andre wrote:
> > > > Tapper -- confirmed!
> > > A newsgroup member has written me to say that he has one.
> > Then it should be no problem to prove that by making a scan or dump.
>
> Or both ;)
>
> BTW: While you cartridge gurus are here ;) what about different versions
> of these games: Centipede, Dig Dug, Final Legacy, Jungle Hunt,
> Millipede? I've got more than one dump for each game and don't know
> which of them are 'original' and which are hacks. Screenshots are here:
> http://www.asw.cz/~kubecj/acartdp.htm
>
> Could you check against your collections, please?
> --
> Jindroush (kubecj@asw.cz)
> See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

4116. Re: How Can I Write an ATR to a DISK using my PC 5.25 Disk Drive ? <== Where can I get this PCI Card?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 18:38:12 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B4B4B94.748BFDAE@mail.uni-mainz.de>
Source record: 35740

Well,
Atarilink (originally ataridsk) from HiasSoft also uses sector skewing,
thats why... -Andreas

P.S.: True DD thats 180kbytes, so any Atari floppy or enhancement doing
180k is true DD (a normal 1050 doesn`t do 180k, so it is not true DD).

RHamiIton5 schrieb:
>
> The US Doubler 1050 is *true double* density just like an Indus or DD Percom,
> but I found the disk swapping was better when the format was done on the PC
> floppy with HiasSoft AtariLink.
>
> >"Pockets" pockets@cix.co.uk replied:
>
> >> If you have access to A8 double density, you can use software only like
> >> HiasSoft's AtariLink for the transfers and you DO NOT NEED the expense of
> >>that card.
> >
> >As I said, i'm considering it myself because i have more than one retro
> >computer system with their own disk systems.
> >
> >How 'true double density' is the US doubler? I would suspect formating on
> >the atari then shuffling the disk over to the PC for use would be the way?
>
> -Ron
>
> Experience is something you don't get until just after you need it.

4117. Re: My basic decompiler

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 18:43:28 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c10971$62cf6d00$031ea8c0@p400>
Source record: 35742

Jindrich Kubec <kubecj@asw.cz> wrote in article
<3B4AA580.B4DC2CDD@asw.cz>...
: Sysop Fox-1 wrote:
: > Where do you get your time from to do all Atari 8-bit related things?

: It was very long weekend (4 days), so I coded instead of looking at tv.

I don't even have a TV and still haven't got time :-)

: > Or don't you wanna share it with us? :-))

: I'm afraid I completely missed what you ask about? :-/

I ment to say: if you have found a place where to get time, please share it
with me. I'm in need of time too :-)

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

4118. Re: Atari 800xl Bounty Bob game for trade! Holy grail wantlist game!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 18:47:17 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B4B4DB5.B10C4DCC@mail.uni-mainz.de>
Source record: 35741

Ah,
that sounds right. HHW has/uses only 16k, whereas HHM has/uses approx.
32k (3 pics+code). -Andreas

Jindrich Kubec schrieb:
>
> Haywood Ubeegoode wrote:
> > The often told "crash" story is that many titles were announced at
> > computer shows in 1983 and never released. The programs exist in
> > various states. Never heard of a Hard Hat Mack cart! Maybe Atari
> > planned as an XE cart?
>
> Stupid me. It was Hard Hat Willy ;) But there's nonzero probability that
> it was just some amateur attempt.
>
> --
> Jindroush (kubecj@asw.cz)
> See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

4119. Re: MIDI for the 8 bit Atari (Polish software, looking very good)

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 18:54:48 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B4B4F78.77536141@mail.uni-mainz.de>
Source record: 35743

Well,
the midiplayer, recorder and sequencer look fine, but I do not have a
Yamaha keyboard or something like that. Maybe one can code a player,
that plays these midi sounds via Pokey/Covox ??? Should not be so hard,
since MOD, WAV and other PC/ST/Amiga sounds are also playable on XL/XE
pokey chip. -Andreas

Vasco schrieb:
>
> > Check out: http://republika.pl/ixkuczek/ixkuczek.html
> > (which unfortunately is in Polish) But you can find a lot of MIDI files
> there.
>
> It's here (down of page):
>
> MIDI Files SMF 0 nagrane przez autora strony:
> 1) ANNAMARI.MID - Czerwone Gitary : Anna Maria
> 2) CZERWONA.MID - Czerwona jarzebina
> 3) EARTH.MID - M. Jackson: Earth Song !!!
> 4) EARTH2.MID - M. Jackson: Earth Song - reggae version
> 5) HEYJUDE.MID - The Beatles : Hey Jude
> 6) KALENDAR.MID - Piotr Szczepanik : Zolte kalendarze
> 7) KILLING.MID - Fox & Gimbel : Killing Me Softly
> 8) MOONRIV.MID - H.Mancini J.Mercer : Moon River
> 9) NEVEREND.MID - Limahl : The Never Ending Story
> 10) MAGFIELD.MID - J.M.Jarre : Magnetic Fields part II
> 11) WINDADON.MID - Dwa plus jeden: Winda do nieba
> 12) KOCHAC.MID - Piotr Szczepanik : Kochac
> 13) PRYWATKI.MID - Wojciech Gasowski : Gdzie sie podzialy tamte
> prywatki
> 14) YESTER.MID - The Beatles: Yesterday
> 15) ZNAMYSIE.MID - Trubadurzy : Znamy sie tylko z widzenia
> 16) BIALYKRZ.MID - Czerwone gitary : Bialy krzyz
> 17) KONCERT.MID - Magda Umer : Koncert jesienny ...
> 18) WSPOM.MID -Czeslaw Niemien:Wspomnienie
> 19) CUANDO.MID -C.Rigual:Cuando Calienta El Sol
> 20) EWKA.MID -Perfect: Nie placz Ewka
> 21) DLONIE.MID -J.Cygan,R.Paczkowski: Dlonie

4120. Re: SIO2PC Ape with Windows 2000?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 18:55:20 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c10973$0a9af120$031ea8c0@p400>
Source record: 35744

RHamiIton5 <rhamiiton5@aol.comedy.com> wrote
: Qrawl sent me his .CAS file from his tape thru wav2cas and it is an
unusual
: data format...

: It sounds from your reply that APE takes the .CAS file and creates tones
for
: the Atari to emulate a cassette load.

No, APE doesn't create tones. It only reads the .CAS file and output it as 600 baud serial data (this is the data coming out of the FSK decoder from the Atari tape-recorder. Audio on tape goes into the FSK, binary data will come out).

: Qrawl *IS* wanting to load .CAS data into an emulator or convert it to
machine
: readable format. How would you do a CLOAD or LOAD"C: in the emulator with
the
: H: handler and a .CAS file?

That's what I explained (or tried to :-)). Afaik you just can't use the CLOAD, LOAD "C:" or any "C" related command in an emulator since it usually hasn't got a "C:" in HATABS, but an "H:" device in stead (Please let someone correct me if I'm terribly wrong, I'm not that a great emulator user. I prefer the real thing).

It MAY BE that enabling the BASIC Rom-file in the emulator places the "C:" back into HATABS, but I'm not sure about that. I never use BASIC.

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

4121. Free joysticks, tracker balls, etc

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 19:34:48 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <994793856.17546.0.nnrp-02.9e98ea3a@news.demon.co.uk>
Source record: 35745
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

I've got four big boxes of 8-bit compatible joysticks , tracker balls,
joypads and similar control devices to get rid of.

Most are either boxed or in "nearly as new" condition as I inherited them
from someone who used to supply retailers with them

There are about 50 of 'em in all so, if there's a particular type you've
always wanted (and I've found some pretty weird-shaped ones), chances are
I've got one (or more) of them.

I'm giving them away for just the price of the postage to wherever you are.
If you are outside the UK you can pay in your local currency.

One day I'll take a long holiday.....

:-)

E-mail me at joystick@spheroid.demon.co.uk with what you're looking for and
for which computer and I'll open all the boxes on Saturday and honour as
many requests as I can.
--
Brian

4122. Re: very tiny flaws in an almost perfect emulator

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 19:46:21 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <injmkt0qmakao1eg1ab0u4notc2i1567p9@4ax.com>
Source record: 35746

The other Day "Scott" <zepplin@stayfree.co.uk> wrote:

>Now with the atari 800 emu getting so advanced,it's almost complete as far
>as games are concerned. The only game I 've tried that doesn't work is
>'capture the flag by sirius'(none of the copies I've tried any way).

What's wrong with Capture the flag?

I'm just playing it now on Atari800win Plus 2.8 and it's aok here :-)

>The only thing remaining to be done is some bits with pokey I wonder if the
>sap coders are any further on this?
>If we can get a list together I'll mail it to the atari800+author as the emu
>is almost perfect.
>Thanks
>
The primary objective of the various people working on the ports is the core
and getting that as good as possible.

Sound will follow with compatability...It's on the list along with a lot of
other things :-)
--

As long as you remember them they will always be with you..

4123. Re: SIO2PC Ape with Windows 2000?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 21:14:24 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010710171424.16427.00002181@ng-fn1.aol.com>
Source record: 35647

Jindrich Kubec discovered it is not Atari Basic, but MicroSoft Basic and thinks some may be missing. The odd tokenizing is explained and we probably both sent Qrawl a copy of the listing.

>"Sysop Fox-1" fox-1@home.nl responded:

>RHamiIton5 <rhamiiton5@aol.comedy.com> wrote
>: Qrawl sent me his .CAS file from his tape thru wav2cas and it is an
>: unusual data format...

> I'm not a great emulator user. I prefer the real thing).

I am in you corner here!

> I never use BASIC.

Have to disagree here; a great little language and very powerful when sprinkled liberally with USR() commands.

-Ron

Experience is something you don't get until just after you need it.

4124. Re: My basic decompiler

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 21:23:56 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B4B726C.97D49B21@asw.cz>
Source record: 35658

Sysop Fox-1 wrote:
> I ment to say: if you have found a place where to get time, please share it
> with me. I'm in need of time too :-)

Aha. Day has 24 hours. 6-7 hours of sleep. Cca 10 hours in work. Still
have cca 8 hours for different things. Some shopping, some housekeeping,
reading newspapers. Max 2 hours. 6 hours per day left + cca 30 hours at
weekend.

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

4125. Re: Wherefore art thou ATARI 8-BIT PORNOGRAPHY?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 21:43:48 UTC
From: bostone1@aol.com
Message-ID: <20010710174348.02349.00000668@nso-ca.aol.com>
Source record: 35648

In article <3B4A2DDA.885A05F1@one.net>, Bob Ryan <ryanr@one.net> writes:

>Way back when, I had my hands on a text adventure game like Leisure Suit
>Larry where the objective is to have sex with the various women you met.
>
>No pictures but interesting sound effects and commentary.
>
>I don't remember the name of it, but it was disk based. I remember
>hacking it to pieces so that it wasn't that difficult to achieve the
>objective.
>
>May it had something like "Erotica" in the title.
>

EroticaX is an Atari Basic text adventure that I still have on an ATR file.
And it's funny.

Bob Stone
Gilroy, CA
Home of the World Famous Gilroy Garlic Festival
July 27, 28, 29

4126. Basic Dialects

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 22:07:25 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B4B7C9D.90431F53@asw.cz>
Source record: 35656

Hi!

I wonder how many basics do we have for our 8bits? I gathered these:

I) Atari Basic.
a) rev A
b) rev B
c) rev C

II) Microsoft Basic
a) 'Atari 800 Basic V1.0 (c) 1981 Microsoft'. (Contains string
'WRITTEN BY WEILAND & GATES' and MICROSORT)
b) 'Atari 800 Basic V2.7 (c) 1981 Microsoft'. (Contains string
'WRITTEN BY WEILAND & GATES')
c) 'Atari Microsoft Basic II v2.0 (c) 1982 Microsoft' - 16 kb
cartridge

III) Turbo Basic
a) v. 1.5 XL/XE

IV) Basic A
a) 'OSS Basic A+ v3.00' (hacked version)
b) 'Basic A' (seems hacked too)

V) Basic XL
a) 'Basic XL 1.02 (c) 1983 OSS inc'
b) 'Basic XL 1.03 (c) 1983'

Both on OSS carts.
But I've found 13kb binary 'OSS Basic XL Version 1.00 Copyright
1983, 1984 OSS, Inc.'. Is it a runtime or what?
Another binary is 4kb EXTEND.COM which is needed for 'PROCEDURE' and
similar keywords (?)
Is there some dev. kit or additional diskette which was shipped with
Basic XL?

VI) Basic XE
a) 'Basic XE version 4.1 (c) 1985 OSS, Inc

There's 11kb long binary called BASICXE.OSS containing some
extensions. Also - is there developer's kit for Basic XE?

So, could some kind soul send me these files/images of disks:
1) Any 'original' of Atari 800 Basic by Microsoft.
2) Any 'original' version of OSS Basic A+ (and some distribution disk
image).
3) Any diskette shipped with Basic XL containing BASICXL.COM and

EXTEND.COM.
4) Any diskette shipped with Basic XE containing BASICXE.OSS.

I need such files for improving my CHKBAS program.
--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

4127. Re: SIO2PC Ape with Windows 2000?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 22:15:43 UTC
From: Qrawl <qrawl@bigfoot.com>
Message-ID: <ujvmkt40l0lllp145grt71jrvh00s87a8j@4ax.com>
Source record: 35649

Thanks a lot!! Incredible job.
I think you're right about Microsoft Basic, now that I think about
it.. I remember loading a floppy disk instead of the cartridge.
Reading that txt file was amazing. Please tell me how you converted
it to that nice clean listing. I have some more tapes Im going to
convert to .cas. Is there a program that converts it to that txt
file you sent me? Damn, I really need to hook up my 1200XL and start
archiving some disks. Too bad I dont have the tape unit anymore.

- Qrawl

>Jindrich Kubec discovered it is not Atari Basic, but MicroSoft Basic and thinks
>some may be missing. The odd tokenizing is explained and we probably both sent
>Qrawl a copy of the listing.
>
>>"Sysop Fox-1" fox-1@home.nl responded:
>
>>RHamiIton5 <rhamiiton5@aol.comedy.com> wrote
>>: Qrawl sent me his .CAS file from his tape thru wav2cas and it is an
>>: unusual data format...
>
>> I'm not a great emulator user. I prefer the real thing).
>
>I am in you corner here!
>
>> I never use BASIC.
>
>Have to disagree here; a great little language and very powerful when sprinkled
>liberally with USR() commands.
>
>-Ron
>
>Experience is something you don't get until just after you need it.

4128. Re: Free joysticks, tracker balls, etc

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-10 22:54:32 UTC
From: Paul Ryan <pryan@ntlworld.com>
Message-ID: <NIL27.15620$WS4.2478092@news6-win.server.ntlworld.com>
Source record: 35650
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

I'm after:

The Quick Shot one that looks like a trackball
Hand grenade shapped one
Voltmace wedge thing

Paul

4129. Re: MIO clone

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-11 01:58:54 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010710215854.16404.00002321@ng-fn1.aol.com>
Source record: 35651

I never actually discovered the reason; size should not be the factor as 2MB is
the net gateway restriction for AOL mail.

>nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) remarked:

>I have a file concerning Canon BubbleJet printers. It's over 600kB ZIPped.
>I tried sending it to Ron Hamilton a couple of times, but he never
> got it (IIRC because it was too big).

-Ron

Experience is something you don't get until just after you need it.

4130. Re: Looking to buy complete Atari 800 System

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-11 02:13:22 UTC
From: llpwhite@cs.com
Message-ID: <20010710221322.19530.00002129@ng-fv1.news.cs.com>
Source record: 35652

>I'm not sure if Atari did a monitor untill the XE days, so alas it proberbly won't match in colour.<

Did Atari ever release any 8-bit type monitor? I know there are a few prototype (XE-style) composite monitors, but I know of none actually manufactured on a production basis except for the ST (RGB-analog) and maybe a VGA for the Falcon?
Larry

4131. Re: SIO2PC Ape with Windows 2000?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-11 02:14:38 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010710221438.16404.00002327@ng-fn1.aol.com>
Source record: 35653

>Qrawl qrawl@bigfoot.com replied:

>Thanks a lot!! Incredible job.
> I think you're right about Microsoft Basic, now that I think about
>it.. I remember loading a floppy disk instead of the cartridge.

MS-Basic was originally on a disk in '83, but I have the cart Atari released a few years later.

>Reading that txt file was amazing. Please tell me how you converted
>it to that nice clean listing. I have some more tapes Im going to
>convert to .cas. Is there a program that converts it to that txt
>file you sent me?

Atascii <--> Ascii is a snap these days with all of the utilities; used to do a global replace in SpeedScript or TextPro. Jindrich Kubec did the difficult part of discovering which app to read it and list it out. If it had been Atari Basic, you would just remove the Wav2Cas heading and LOAD it in then LIST it out.

> Damn, I really need to hook up my 1200XL and start
>archiving some disks. Too bad I dont have the tape unit anymore.

Wav2Cas seemed to do fine; though might be tedious to convert very many.

-Ron

Experience is something you don't get until just after you need it.

4132. Re: MIDI for the 8 bit Atari (Polish software, looking very good)

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-11 03:04:45 UTC
From: "JTKirk (a.k.a. machf)" <no_me_j.j_t_kirk@geocities.com>
Message-ID: <jcgnktor2ei2pul4kcg83vbd3b55c46hu3@4ax.com>
Source record: 35654

On Tue, 10 Jul 2001 20:54:48 +0200, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>Well,
>the midiplayer, recorder and sequencer look fine, but I do not have a
>Yamaha keyboard or something like that. Maybe one can code a player,
>that plays these midi sounds via Pokey/Covox ??? Should not be so hard,
>since MOD, WAV and other PC/ST/Amiga sounds are also playable on XL/XE
>pokey chip. -Andreas
>
>
Well, I never finished... I still have all the documentation I got, even source
code from a player for the PC speaker. I got so far as to writing a program that
would read the MIDI events from a file and display them (as text) on the screen.
I would need to contact somebody who knows how to work with POKEY...
Analyzing it, a .MID file wouldn't be so difficult to convert into a .AMS file,
note values are offset by an "almost nice" value (something like $21 or so).

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Perï¿½
_H__/_/ http://members.nbci.com/machf
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

---< This article was posted through www.newzpig.com >---

4133. Re: SIO2PC Ape with Windows 2000?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-11 05:55:22 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B4BEA4A.461D0AFA@asw.cz>
Source record: 35657

RHamiIton5 wrote:
> If it had been Atari
> Basic, you would just remove the Wav2Cas heading and LOAD it in then LIST it
> out.

Not THAT easy. Every tape block in CAS file (beeeeeeep) has its own
header. File has header. Each tape block (on real Atari tape) has
header. All of these must be checked and stripped out.

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

4134. I need Atari Jaguar games, Help!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-11 06:25:43 UTC
From: "L. Rodriguez" <pilot77@bsn1.net>
Message-ID: <B7715B97.3CFB2%pilot77@bsn1.net>
Source record: 35655

Hello, Im looking for jag games, if anybody knows where to get good deals or anybody wants to get rid of some of theirs, please let me know via e-mail: pilot77@bsn1.net

Thanks!

4135. Re: Free joysticks, tracker balls, etc

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-11 06:29:20 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <994833566.25183.0.nnrp-13.9e98ea3a@news.demon.co.uk>
Source record: 35659
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"Paul Ryan" <pryan@ntlworld.com> wrote in message
news:NIL27.15620$WS4.2478092@news6-win.server.ntlworld.com...
> I'm after:
>
> The Quick Shot one that looks like a trackball

I think so.

> Hand grenade shapped one

Definitely.

> Voltmace wedge thing

Not sure.

I'll get back to you on Saturday when I've got them all out on the floor!

(Subsequent follow-ups taken to e-mail)

--
Brian

4136. Re: MIDI for the 8 bit Atari (Polish software, looking very good)

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-11 08:29:01 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9ih2od$a7q$1@nets3.rz.RWTH-Aachen.DE>
Source record: 35660

Howdy folks

>Analyzing it, a .MID file wouldn't be so difficult to convert into a .AMS
file,
>note values are offset by an "almost nice" value (something like $21 or so).

Hasn't this been done years ago. The name Lee Actor and MMS comes up.

CU Mathy van Nisselroy

4137. Re: Free joysticks, tracker balls, etc

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-11 08:37:59 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9ih397$a7q$2@nets3.rz.RWTH-Aachen.DE>
Source record: 35661
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Howdy Brian

>If you are outside the UK you can pay in your local currency.
>
>One day I'll take a long holiday.....

Be carefull what you say. On January 1st of 2002, 12 countries in Europe will switch from their current currency to the Euro. Meaning that you can only exchange their current currency in banks shortly after that.

Germany, Italy, Netherland, Greece, Finland, Luxemberg, Austria, France, Belgium, Ireland, Portugal and Spain are the countries that will have the Euro from January 1st 2002 IIRC

CU Mathy van Nisselroy

4138. Re: Game boy advance. Nice video chip.

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-11 09:43:11 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9ih73f$a7q$7@nets3.rz.RWTH-Aachen.DE>
Source record: 35662

Howdy Liam, folks

>It's quite nice but wouldn't you have to use an oddball LCD display? The
>console ghoul in me thinks that the PC Engine or SNES might be better
>victims.

Do you mean to say that the electronics that control the LCD (flip the
crystals) are inside tghe Game Boy Advance's video chip?

The problems with most of these video chips is that they are no longer made.
Meaning you have to either scavange older computers/games or find a supplier
that stil has them. How would you like it if some bozo that uses a different
computer buys all of Best Electronics' and B&C Computervision's ANTIC's?

Hmm, if we have 9 of the Nintendo video chips, each controlling 240x160 pixels,
we could get 720 by 480. (would be great if it would be possible, but I guess
it isn't)

4139. Re: Free joysticks, tracker balls, etc

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-11 09:46:38 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <994846301.1049.1.nnrp-07.9e98ea3a@news.demon.co.uk>
Source record: 35663
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:9ih397$a7q$2@nets3.rz.RWTH-Aachen.DE...
> Howdy Brian
>
> >If you are outside the UK you can pay in your local currency.
> >
> >One day I'll take a long holiday.....
>
> Be carefull what you say. On January 1st of 2002, 12 countries in Europe
will
> switch from their current currency to the Euro. Meaning that you can only
> exchange their current currency in banks shortly after that.

Oh good - I have to take that holiday this year!

:-)

--
Brian

4140. Re: Looking to buy complete Atari 800 System

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-11 12:56:38 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <9ihif3cqp1@plutonium.compulink.co.uk>
Source record: 35664

"LLpwhite" <llpwhite@cs.com> wrote in message
news:20010710221322.19530.00002129@ng-fv1.news.cs.com...
> >I'm not sure if Atari did a monitor untill the XE days, so alas it
proberbly
> won't match in colour.<
>
> Did Atari ever release any 8-bit type monitor? I know there are a few
> prototype (XE-style) composite monitors, but I know of none actually
> manufactured on a production basis except for the ST (RGB-analog) and
maybe a
> VGA for the Falcon?
> Larry
>

I can't say for sure, never seen reference to any

I myself am using a commodore 1084 stero monitor (A re-badged phillips model i belive) attached to my towered Amiga 1200 or my 130XE (i can only play games on one machine at a time anyway:0)). I first Atari 8bit Monitori ever saw was also based on the same phillips machine, This was after the first ST monitors when 8 bitters started asking for monitors. I also have an old 14 inch TV as well which i used before i got the monitor. Both gives sterling service and great picture quality despite both being around 20 years old. The TV is now serving as my bedroom TV with a muti-format VCR plugged into it, I am considering trying the commodore monitor on it some day, but hav't been bothered yet.

If you see an old phillips or daewo or commodore compisite video monitor, grab it! I found that an audio Din to 4 RCA plugs adapter (£5 from maplins) works very very well as a monitor cable (Din being the Atari end, RCA the other) though getting hold of a ferrous ring could improve things slightly if you notice interfeareance.

JP

4141. Re: Advanced Programming Structures

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-11 13:40:57 UTC
From: dalloff@gcfn.org
Message-ID: <9ihl19$9j9$1@acme.gcfn.org>
Source record: 35665
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2

A couple of notes...

First of all, why do in a dozen lines of code what you could do more easily in two or three? The example was "DO...UNTIL X<>0" and included a FOR...NEXT loop to emulate it. In Applesoft, you're a whole lot better off simulating that structure with...

```
60000 X = 0
60005 (doing stuff that may or may not change the value of X)
.
.
.
60050 IF X <> 0 THEN RETURN : REM Or IF X<>0 THEN 60060 if not a sub
60055 GOTO 60005
```

Yes, it includes the dreaded GOTO (twice if not called with a GOSUB, in fact!) but while that will make PASCAL programmers sneer at you, it will run more efficiently in Applesoft because the program structure involves fewer instructions, fewer compares, and no danger of leaving crud on the system stack.

On a related note, it is VERY BAD FORM to jump out of a FOR...NEXT loop anywhere other than at NEXT. Not only that, it's a good habit to get into to make sure that there is one and only one NEXT instruction. Using multiple NEXTs will work, but because the exact performance of the routine may be unpredictable, you increase your chances of triggering a ?NEXT WITHOUT FOR error. Jumping out of a FOR...NEXT loop without allowing it (or forcing it) to complete will, at the very least, create memory leaks, which is the last thing you want when there is a very good chance that your program only has $17FF bytes available for code and $5CFF bytes available for variable storage (assuming DOS 3.3 and a desire to not clobber the hi-res screen).

I should also note that in ObjectPAL, some jerk left out the GOTO instruction. So I have Paradox scripts which have "IF..ENDIF" constructs from hell because there is no way to simply jump out of the program structure. Actually makes the program structure HARDER to read.

```
--Dave Althoff, ][.
--
/X\ _ _ _ *** Now open every day! ***
/XXX\ /X\ /X\_ _ /X\__ _ _ _____
/XXXXX\ /XXX\ _/XXXX\_ /X\ /XXXXX\ /X\ /X\ /XXXXX
_/XXXXXXX\__/XXXXX\/XXXXXXXX\_/XXX\_/XXXXXXX\__/XXX\_/XXX\_/\_/XXXXXX
```

4142. Re: Advanced Programming Structures

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-11 14:06:29 UTC
From: dalloff@gcfn.org
Message-ID: <9ihmh5$b1k$1@acme.gcfn.org>
Source record: 35666
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2

Robert S Ely (rsely74@optonline.net) wrote:

: I've written some fairly large BASIC XE programs and CAN'T avoid the use
: of the GOTO command. However, at least BXE has named subroutines and
: procedures. You can also GOTO linename or at least add a REM line in the
: code to state what the point of access is to do. I use to do that, but
: it takes up valuable memory.

GOTO can be very useful. In particular for simulating an IF...THEN...ELSE:

```
100 IF K% <> 255 THEN 150
110 IF LEN (Q1$)<2 THEN Q1$="":GOTO 200
120 Q1$=RIGHT$(Q1$,2)
130 GOTO 200

150 Q1$=Q1$+CHR$(K%-128)

200 VTAB V:POKE 36,H:PRINT Q1$;" ";Q2$;" ";
```

Which is the equivalent of:

```
IF K%=255 THEN
IF LEN (Q1$)<2 THEN Q1$=""
ELSE
Q1$=RIGHT$(Q1$,2)
ENDIF
ELSE
Q1$=Q1$+CHR$(K%-128)
ENDIF
VTAB V:POKE 36,H
PRINT Q1$;" ";Q2$;" "
```

I suppose if you really don't want to use GOTO you could simulate it using
a tactic we use in 6502 Assembler to avoid using JMP:

```
SEC
BCS JumpTo ;Simulating a JMP JumpTo
(code to be skipped)
JUMPTO (code continues here)
```

In BASIC you could do the same thing:

```
2300 Q=5 : IF Q=5 THEN 2400
2305 REM Skipped code (probably an ELSE emulation) continues here
2400 REM Continue here
```

...But why would you want to other than to avoid using GOTO? In Assembler there is a definite reason...BCS is relocatable because it is a relative jump while JMP is absolute. But in BASIC it's just the waste of eight tokens and a perfectly good variable.

```
: 570 REM [some small code to do something]

: .
: .
: .
: 1530 if x=y goto 572
```

```
: Now this may look like a procedure call or a sub routine, but it may do
: some specific task that can't be done as a specific routine call. I
: don't happen to have any examples on-hand at the moment. I call this glue
: code to stick program parts together. It's rare, but necessary at times.
```

You mean something like some of my input routines:

```
60000 Q1$=""
60001 (actual string input routine sits here, outputs to Q1$)
6000n RETURN
```

In some cases I enter the routine at 60000, to provide the user a blank input field. Or, if there is a default value, I put the default value in Q1$ and enter the routine at 60001. By the way, the input routine loop is built with a GOTO, with an IF K%=141 THEN 6000n to exit. Anybody who programs in Applesoft probably recognizes K% as containing the value from the soft switch at $C000... 8-)

--Dave Althoff,][.
--
/X\ _ _ _ *** Now open every day! ***
/XXX\ /X\ /X_ _ /X__ _ _ _____
/XXXXX\ /XXX\ _/XXXX_ /X\ /XXXXX\ /X\ /X\ /XXXXX
_/XXXXXXX__/XXXXX\/XXXXXXXX_/XXX_/XXXXXXX__/XXX_/XXX_/_/XXXXXX

4143. Can an Atari 1200XL run everything an Atari 800 can?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-11 14:13:47 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0107110613.1149ffd5@posting.google.com>
Source record: 35667

Hey everybody, if I get an Atari 1200XL can I assume that it is 100% backward compatible with Atari 800 software and cartridges? What I am most concerned about are the cartridges, you know Star Raisers, Centipede, Pac Man, and such.

4144. Atari 8-bit "Carnival Massacre" available for trade

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-11 15:17:47 UTC
From: krieg@earth.execpc.com
Message-ID: <3b4c6f28$0$42882$272ea4a1@news.execpc.com>
Source record: 35668
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

I've got a loose "Carnival Massacre" cart with mint label available for trade.
I will trade it 1-for-1 with any of the following Atari 8-bit carts (label
must be near mint to mint):

Bristles First Star
Da'Fuzz Roklan
Flip and Flop First Star
--
=__ __ __ _ __ _= Andrew Krieg - Lead Software Engineer =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

4145. Re: Wherefore art thou ATARI 8-BIT PORNOGRAPHY?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-11 15:32:21 UTC
From: krieg@earth.execpc.com
Message-ID: <3b4c7223$0$12822$272ea4a1@news.execpc.com>
Source record: 35670

I wrote an X-Men adventure game for the Atari 8-bit, way back when, using the adventure game generator from Analog magazine. It allowed you to do some nasty things with the female team members if you tried (some secret back door porn). I posted it on Compuserve way back when but I don't know if anyone ever downloaded it. I'm sure I must still have a copy somewhere I could post to one of the ftp sites if anyone would like to try it. The puzzles are kind of challenging too.

The only bad thing about the generator is that you had to find the 'exact' verb for actions, but otherwise it created nice games. Many of the adventure games in Analog were generated from this tool.

--
=__ __ __ _ __ _= Andrew Krieg - Lead Software Engineer =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

4146. Re: Can an Atari 1200XL run everything an Atari 800 can?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-11 15:32:42 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <9ihrjnodu1@plutonium.compulink.co.uk>
Source record: 35669

"Jheitmuller" <john@jrcc.net> wrote in message
news:de16c5ec.0107110613.1149ffd5@posting.google.com...
> Hey everybody, if I get an Atari 1200XL can I assume that it is 100%
> backward compatible with Atari 800 software and cartridges? What I am
> most concerned about are the cartridges, you know Star Raisers,
> Centipede, Pac Man, and such.

I'm not aware of any problems with those carts.

There is a list of the 400/800 only carts in the FAQ if i recall. I think its only a few 'non-atari' carts that are affected as well. Check the FAQ for full details.

JP

4147. Atari 1050 Powerpack

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-11 16:46:05 UTC
From: FerFemNemBem <Jannn@T-Online.de>
Message-ID: <9ii052$5oh$00$2@news.t-online.com>
Source record: 35671

Hi,

I've bought a Floppy 1050 without an Power supply. What kind of powerpack
do i need for an Floppy 1050 ?

Thank You.

Jan

4148. Re: Free joysticks, tracker balls, etc

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-11 17:25:28 UTC
From: Daniel Pedersen <dunlop@os.dk>
Message-ID: <3b4c8b44$0$2573$edfadb0f@dspool01.news.tele.dk>
Source record: 35672
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Do you have the infrared controller, shaped like a gun.
The fire button is placed where the trigger is.
The control device is on the top.
I believe its black and red (cant remember).
Oh yeah, as far as I remember, it also has autofire, the switch should be
placed on the back near the bottom. (Im not sure tho)

I live in Denmark.

Cheers,
Daniel Pedersen

4149. Re: MIDI for the 8 bit Atari (Polish software, looking very good)

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-11 18:36:43 UTC
From: "JTKirk (a.k.a. machf)" <no_me_j.j_t_kirk@geocities.com>
Message-ID: <e47pkts14bm20e605erp4iqu3pot8frfo5@4ax.com>
Source record: 35673

On 11 Jul 2001 08:29:01 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:

>Howdy folks
>
>>Analyzing it, a .MID file wouldn't be so difficult to convert into a .AMS
>file,
>>note values are offset by an "almost nice" value (something like $21 or so).
>
>Hasn't this been done years ago. The name Lee Actor and MMS comes up.
>
>CU Mathy van Nisselroy

I'm not sure, I haven't yet understood th MMS format completely... but I don't think it's the same as .MID, or is it?

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Perï¿½
_H__/_/ http://members.nbci.com/machf
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

---< This article was posted through www.newzpig.com >---

4150. Re: Game boy advance. Nice video chip.

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-11 19:30:11 UTC
From: Liam Busey <buseyl@yahoo.com>
Message-ID: <9ii9p6jcb1@bob.news.rcn.net>
Source record: 35674

Mathy Van Nisselroy wrote:
>
> Howdy Liam, folks
>
> >It's quite nice but wouldn't you have to use an oddball LCD display? The
> >console ghoul in me thinks that the PC Engine or SNES might be better
> >victims.
>
> Do you mean to say that the electronics that control the LCD (flip the
> crystals) are inside tghe Game Boy Advance's video chip?

Yes. I've yet to see the guts of a GBA but I suspect it's video subsystem and just about eveything else are consolidated into a huge ASIC or two. The battery life they get out of those things is remarkable.

> The problems with most of these video chips is that they are no longer made.
> Meaning you have to either scavange older computers/games or find a supplier
> that stil has them. How would you like it if some bozo that uses a different
> computer buys all of Best Electronics' and B&C Computervision's ANTIC's?

Grins fiendishly.

Fear not. Your ANTICs are safe from me. They shine best in an Atari. At least for now ...

Using virgin chips had never crossed my mind. What had been proposed is more a kin to grave robbing. There are plenty of discarded consoles and the like to easily satisfy the demand for video chips. Just a matter of selecting suitable donors (of which the GBA is likely not).

Don't worry about the victims. They won't be missed. It's not like there are a lot of hobby computer people around.

Of course this is all talk. Not a project of mine. Adapting something as complex as a video chip to foreign system without docs is an enormous undertaking. Not for the faint of heart.

Liam Busey

4151. Re: Free joysticks, tracker balls, etc

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-11 19:41:29 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <994880501.5259.0.nnrp-10.9e98ea3a@news.demon.co.uk>
Source record: 35675
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"Daniel Pedersen" <dunlop@os.dk> wrote in message
news:3b4c8b44$0$2573$edfadb0f@dspool01.news.tele.dk...
> Do you have the infrared controller, shaped like a gun.

Sorry, this (a lightgun) must be the only type I don't have!

--
Brian

4152. Re: writing to eproms.. burner for 8 bit carts

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-11 21:00:38 UTC
From: david_p@istop.com
Message-ID: <90DBA64D1davidpistopcom@64.26.132.195>
Source record: 35676

ricortes@netmagic.net (Rick Cortese) wrote in
<tkkvl0iqmasufb@corp.supernews.com>:

>"Douglas Berlier" <douglas.berlier@verizon.net> wrote in message
>news:Yzu27.1988$hv1.788920@paloalto-snr1.gtei.net...
>> Can anyone direct me to an EPROM burner for Atari 8 bit cartridge
>> apps? Is there a specific chip that needs to be used? Are there
>> maximum memory limitations?.. I have seen a number of 512k EPROM's out
>> there that is why
>I
>> am asking. Do I need to use 8k or 16k EPROM's?
>
>The actual cartridge address space you can conviently use is 16k. Most
>of the cartridge PC boards you will find available will be 8k-16k so it
>is easier to use them.
>
>Prices for things like a bank switched cartridge were quite a bit higher
>last time I saw them for sale, something like ~$16 for a bare PC board
>from Best or B&C. Even doing your own boards if you want to go to that
>extreme is a bit pricey. I think the minumum run you can get is ~2-3
>boards for a price of ~$70 total.

If you're interested in redoing the Operating system, the XL and XE models
use a ROM chip that is pin-compatible with the 27128 EPROM, which is rather
convenient. A 27256 fits as well, and only requires a simple switch to
hold 2 OSes at the same time (XL and 400/800 anyone?)

Hope this is of some help,

David P.

4153. Re: MIDI for the 8 bit Atari (Polish software, looking very good)

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-11 21:06:17 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c10a4e$65c32820$031ea8c0@p400>
Source record: 35678

JTKirk (a.k.a. machf) <no_me_j.j_t_kirk@geocities.com> wrote

: I would need to contact somebody who knows how to work with POKEY...
: Analyzing it, a .MID file wouldn't be so difficult to convert into a .AMS
file,

I guess it's not that difficult since this is already been done years ago
(converting MID to AMS). Never really played with it. All I know is it
works...

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

4154. Re: Atari 1050 Powerpack

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-11 21:09:03 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010711170903.19643.00002667@ng-fv1.aol.com>
Source record: 35677

The 1050 power brick needs to deliver 9 V AC about 2 amps; should be in the FAQ...

>"FerFemNemBem" Jannn@T-Online.de asked:

>I've bought a Floppy 1050 without an Power supply. What
> kind of powerpack do i need for an Floppy 1050 ?

-Ron

Experience is something you don't get until just after you need it.

4155. Re: Atari 1050 Powerpack

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-11 21:14:22 UTC
From: FerFemNemBem <Jannn@T-Online.de>
Message-ID: <9iifs4$fh2$01$1@news.t-online.com>
Source record: 35679

Ok. Thank you very much !

Regards, FFNB.

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
news:20010711170903.19643.00002667@ng-fv1.aol.com...
> The 1050 power brick needs to deliver 9 V AC about 2 amps; should be in
the
> FAQ...
>
> >"FerFemNemBem" Jannn@T-Online.de asked:
>
> >I've bought a Floppy 1050 without an Power supply. What
> > kind of powerpack do i need for an Floppy 1050 ?
>
> -Ron
>
> Experience is something you don't get until just after you need it.
>

4156. Re: SIO2PC Ape with Windows 2000?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-11 21:23:26 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c10a50$cb45df60$031ea8c0@p400>
Source record: 35680

RHamiIton5 <rhamiiton5@aol.comedy.com> wrote

: > I'm not a great emulator user. I prefer the real thing).

: I am in you corner here!

Glad to hear that! I'm a bit sick of all those emulator related topics
:-))

: > I never use BASIC.

: Have to disagree here; a great little language and very powerful when
sprinkled
: liberally with USR() commands.

Years ago I used TurboBASIC for a while, but since I'm using Sparta-Dos I
never use it anymore. Learned myself a bit of assembler, and now I'm used
to the speed of it, so no more BASIC for me :-)

Well, I use one little BASIC-util every now and then I wrote myself. It
converts a "62-sector" MicroPainter picture to a format I can display on
small screenwidth. It does nothing then stripping bytes at the end of each
"line" and will write the smaller pic back to disk. It works. I have to
write an assembler-version of it, but the times I think about it is when in
the middle of another project (when converting a picture :-)

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

4157. Atari 8-bit file extension directory

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-11 21:38:30 UTC
From: krieg@earth.execpc.com
Message-ID: <3b4cc7f5$0$12819$272ea4a1@news.execpc.com>
Source record: 35681

OK, I know the FAQ covers some of this, but can you help me fill in the rest?
Any widely used extensions I'm missing?

```
-------------------------
For use on Atari Computers
-------------------------
Ext Description
---- -----------------------------------------------------------
.4th Forth source code listing
.act Action! source code listing
.alf Alf format compressed file
.amp Antic Music Processor music file
.ams Advanced Music System music file
.arc Arc format compressed file
.asm Assembler source code listing
.bas BASIC save file
.bin Binary load file
.bxe BASIC XE save file
.bxl BASIC XL save file
.c65 C65 source code listing
.chr ??
.cnf ??
.com Binary load file
.dcm Disk Communicator format disk image
.dm ??
.doc ASCII (or AtASCII) text
.exe Binary load file
.hlp ASCII (or AtASCII) text
.jl ??
.jm ??
.lst BASIC/BASIC XL/BASIC XE/MS BASIC II/Turbo BASIC XL source code listing
.m65 MAC65 assembler source code listing
.msb Microsoft BASIC II save file
.mvm ??
.nlq Font?
.obj Binary load file
.pas Pascal source code listing
.pi9 ??
.pic ??
.psf ??
.rle Run Length Encoded graphic file
.scp SpartaDOS SCOPY format disk image
.shr Shrink format compressed file
.src Assembler source code listing
```

```
.sys What's the best way to describe these?
.tb Turbo BASIC XL save file?
.txt ASCII (or AtASCII) text
.xmo Binary load file (generally)

--------------------------
For use on Atari Emulators
--------------------------
Ext Description
---- ------------------------------------------------------------
.atr SIO2PC format disk image
.di 800XL DJ format disk image
.pro APE format disk image
.xfd XFormer format disk image
--
=__ __ __ _ __ _= Andrew Krieg - Lead Software Engineer =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =
```

4158. Re: Can an Atari 1200XL run everything an A

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-11 22:07:28 UTC
From: ebaiz@skyenet.net
Message-ID: <A6437.6468$0u6.2817@newsfeed.slurp.net>
Source record: 35682

On 11 Jul 2001 07:13:47 , Jheitmuller wrote:
>Hey everybody, if I get an Atari 1200XL can I assume that it is 100%
>backward compatible with Atari 800 software and cartridges? What I am
>most concerned about are the cartridges, you know Star Raisers,
>Centipede, Pac Man, and such.

Hello,

The carts should run with no problems. I have really only seen one game that does not run on the XL/XE and that is "Ali Baba and the Forty Thieves". There is a XL version and I looking for that. There is a program called "The Translator" and that is suppose to turn a XL in a 400/800 computer. For the most part, I think you are safe. I own a XL, XE & a 400 and I am satisfied.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4159. Re: Wherefore art thou ATARI 8-BIT PORNOGRAPHY?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-11 22:15:57 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3B4CD01D.59611BE1@one.net>
Source record: 35683

That's it!

Had a blast with it. Thanks for the title.

-Bob

Bob Stone wrote:
>
> In article <3B4A2DDA.885A05F1@one.net>, Bob Ryan <ryanr@one.net> writes:
>
> >Way back when, I had my hands on a text adventure game like Leisure Suit
> >Larry where the objective is to have sex with the various women you met.
> >
> >No pictures but interesting sound effects and commentary.
> >
> >I don't remember the name of it, but it was disk based. I remember
> >hacking it to pieces so that it wasn't that difficult to achieve the
> >objective.
> >
> >May it had something like "Erotica" in the title.
> >
>
> EroticaX is an Atari Basic text adventure that I still have on an ATR file.
> And it's funny.
>
> Bob Stone
> Gilroy, CA
> Home of the World Famous Gilroy Garlic Festival
> July 27, 28, 29

4160. Looking for manuals and tutorial

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-11 22:42:35 UTC
From: Daniel Goldenstein <danien@yaonline.es>
Message-ID: <Bh437.1657$F9.78577879@news.jazztel.es>
Source record: 35684

Hello can someone tell me where can I find some manuals about the 800xl,
130xe and the 1050...and also some tutorials for atari programming

Thanks
Daniel

4161. Re: Atari 8-bit file extension directory

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-11 22:47:07 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010711184707.19547.00002763@ng-fv1.aol.com>
Source record: 35685

> krieg@earth.execpc.com (Andrew Krieg) stated:

>Any widely used extensions I'm missing?

.fnt was the 9 sector std Atascii font map

>.cnf ??
aren't these configuration data?

>.nlq Font?
yes, near letter quality for Daisy Dot, etc.

>.sys What's the best way to describe these?
how about system files?

-Ron

Experience is something you don't get until just after you need it.

4162. Re: Can an Atari 1200XL run everything an A

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-11 23:04:48 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <9iilst$o8e$1@merki.connect.com.au>
Source record: 35686

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:A6437.6468$0u6.2817@newsfeed.slurp.net...
> On 11 Jul 2001 07:13:47 , Jheitmuller wrote:
> >Hey everybody, if I get an Atari 1200XL can I assume that it is 100%
> >backward compatible with Atari 800 software and cartridges? What I am
> >most concerned about are the cartridges, you know Star Raisers,
> >Centipede, Pac Man, and such.
>
> Hello,
>
> The carts should run with no problems. I have really only seen one game
> that does not run on the XL/XE and that is "Ali Baba and the Forty
> Thieves". There is a XL version and I looking for that. There is a
> program called "The Translator" and that is suppose to turn a XL in a
> 400/800 computer. For the most part, I think you are safe. I own a XL,
> XE & a 400 and I am satisfied.

Hi Ed, you can actually use an original atari basic cart to get old disk and tape games going in an XL, If only there was a biggyback cart. My old version of Chop Suey on disk needed translator/old basic to run. I think all the translator does is load an old rev basic 1.0 or something.

Mark

4163. english software smash hits game list

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 00:16:55 UTC
From: ejber Ozkan <NOSPAMezz@ozkan.co.uk>
Message-ID: <9iiq8k$m1u$1@newsg4.svr.pol.co.uk>
Source record: 35687

I've been trying to get some more information on this uk company ,they had compilation tape that when upto about 7 or 8.
anyone have a list of actually what was on those volumes? , I ve seen the games scattered around individually but nothing else.
While I'm asking I don't have my Atari 800xl anymore ,does anyone know if Neptune's daughters (from the volumes above) actually works on emulators or not.
thanks
Ezz

4164. Re: Wherefore art thou ATARI 8-BIT PORNOGRAPHY?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 00:59:47 UTC
From: DCM01@USA.NET
Message-ID: <3b4cf60f.13972977@news.CIS.DFN.DE>
Source record: 35688

On 11 Jul 2001 10:32:21 -0500, krieg@earth.execpc.com (Andrew Krieg)
wrote:

>I wrote an X-Men adventure game for the Atari 8-bit, way back when, using the
>adventure game generator from Analog magazine. It allowed you to do some nasty
>things with the female team members if you tried (some secret back door porn).
>I posted it on Compuserve way back when but I don't know if anyone ever
>downloaded it. I'm sure I must still have a copy somewhere I could post to
>one of the ftp sites if anyone would like to try it. The puzzles are kind of
>challenging too.
>
>The only bad thing about the generator is that you had to find the 'exact'
>verb for actions, but otherwise it created nice games. Many of the adventure
>games in Analog were generated from this tool.

Please post it and your other original stuff. Not so much for the
erotic bits, but I am an old X-Men fan and I am sure many others are
too.

4165. Re: Atari 8-bit file extension directory

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 01:34:29 UTC
From: Gary <bitbucket@home.com>
Message-ID: <3B4CFEA5.94E71A23@home.com>
Source record: 35689

```
Andrew Krieg wrote:
>
> OK, I know the FAQ covers some of this, but can you help me fill in the rest?
> Any widely used extensions I'm missing?
>
> -------------------------
> For use on Atari Computers
> -------------------------
> Ext Description
> ---- ------------------------------------------------------------
> .4th Forth source code listing
> .act Action! source code listing
> .alf Alf format compressed file
> .amp Antic Music Processor music file
> .ams Advanced Music System music file
> .arc Arc format compressed file
> .asm Assembler source code listing
> .bas BASIC save file
> .bin Binary load file
> .bxe BASIC XE save file
> .bxl BASIC XL save file
> .c65 C65 source code listing
> .chr ??
> .cnf ??
> .com Binary load file
> .dcm Disk Communicator format disk image
> .dm ??
> .doc ASCII (or AtASCII) text
> .exe Binary load file
> .hlp ASCII (or AtASCII) text
> .jl ??
> .jm ??
> .lst BASIC/BASIC XL/BASIC XE/MS BASIC II/Turbo BASIC XL source code listing
> .m65 MAC65 assembler source code listing
> .msb Microsoft BASIC II save file
> .mvm ??
> .nlq Font?
> .obj Binary load file
> .pas Pascal source code listing
> .pi9 ??
> .pic ??
> .psf ??
> .rle Run Length Encoded graphic file
> .scp SpartaDOS SCOPY format disk image
```

> .shr Shrink format compressed file
> .src Assembler source code listing
> .sys What's the best way to describe these?
> .tb Turbo BASIC XL save file?
> .txt ASCII (or AtASCII) text
> .xmo Binary load file (generally)
>
> --------------------------
> For use on Atari Emulators
> --------------------------
> Ext Description
> ---- --
> .atr SIO2PC format disk image
> .di 800XL DJ format disk image
> .pro APE format disk image
> .xfd XFormer format disk image
> --
> =__ __ __ _ __ _= Andrew Krieg - Lead Software Engineer =
> =_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
> =_ _ _ ___= WWW: http://www.execpc.com/~krieg =
> =_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

.chr File containing a character set
.cnf Configuration file
.pi9 GR.9 picture file
.pic Usually a GR.8 picture file

4166. Re: Can an Atari 1200XL run everything an A

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 02:02:40 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010711220240.09020.00000030@ng-ml1.aol.com>
Source record: 35690

Wrong, Mark;

All of the Translators (Atari A & B disk, XL Fix, Boss-XL, Omniview, etc.) altered the XL OS so that common entry points for routines like EGETCH & EOUTCH would be the same as the old 400/800 operating system. Many software developers (including some Atari employees) had made direct calls to the actual routines instead of using the vector tables at $E400-E44F which would not move with OS revision. A lot of them just disabled the XL OS ROM and loaded a 400/800 OS into the XL RAM at the same address space.

Basic was not affected by these translators. The one exception was a B to C conversion printed in Analog which copied the B Basic from XL ROM to XL RAM and then changed enough bytes to eliminate the Rev B bugs.

>"Mark Bedingfield" atari@tpg.com.au replied:

>Hi Ed, you can actually use an original atari basic cart to get old disk and
>tape games going in an XL, If only there was a biggyback cart. My old
>version of Chop Suey on disk needed translator/old basic to run. I think all
>the translator does is load an old rev basic 1.0 or something.

-Ron

Experience is something you don't get until just after you need it.

4167. Re: MIDI for the 8 bit Atari (Polish software, looking very good)

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 02:09:54 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <SF737.119244$2W4.21156086@news02.optonline.net>
Source record: 35691

No, it's not the same format. I've worked with it and I know that you can convert AMS to MMS. But MMS is a proprietary format and not at all like standard midi.

"JTKirk (a.k.a. machf)" <no_me_j.j_t_kirk@geocities.com> wrote in message news:e47pkts14bm20e605erp4iqu3pot8frfo5@4ax.com...
> On 11 Jul 2001 08:29:01 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van
> Nisselroy) wrote:
>
> >Howdy folks
> >
> >>Analyzing it, a .MID file wouldn't be so difficult to convert into a
.AMS
> >file,
> >>note values are offset by an "almost nice" value (something like $21 or
so).
> >
> >Hasn't this been done years ago. The name Lee Actor and MMS comes up.
> >
> >CU Mathy van Nisselroy
>
> I'm not sure, I haven't yet understood th MMS format completely... but I
don't
> think it's the same as .MID, or is it?
>
> --
> _____ ____---____ Marco Antonio Checa Funcke
> _____D /-/---_----' Santiago de Surco, Lima, Per
> _H__/_/ http://members.nbci.com/machf
> '-_____|(http://www.GeoCities.com/Hollywood/2645
>
> remove the "no_me_j." in front of the address when replying
>
> ---< This article was posted through www.newzpig.com >---

4168. Classic Computer and Gaming Show (?)

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 03:23:01 UTC
From: llpwhite@cs.com
Message-ID: <20010711232301.01935.00002702@ng-ca1.news.cs.com>
Source record: 35692

IIRC, there was to be a gaming fest last month at/near Cleveland, OH. Did anyone go, and was there anything of Atari 8-bit note at the fest?
Larry

4169. memory chip stacking

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 04:48:33 UTC
From: Douglas Berlier <douglas.berlier@verizon.net>
Message-ID: <B_937.2112$FS1.632487@paloalto-snr1.gtei.net>
Source record: 35693

Is it possible to stack 4 4164 chips to make one 4464? I have seen this practice done with chips before and i was wondering if it can be done with memory.

4170. Re: Atari 8-bit file extension directory

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 06:42:33 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B4D46D9.6E2D79F8@asw.cz>
Source record: 35696

Andrew Krieg wrote:
> OK, I know the FAQ covers some of this, but can you help me fill in the rest?
> Any widely used extensions I'm missing?

Have you seen my page? There's Atari -> File Formats
(http://www.asw.cz/~kubecj/afmt.htm)

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

4171. Re: english software smash hits game list

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 06:55:52 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B4D49F8.E8CA7F28@asw.cz>
Source record: 35695

ejber Ozkan wrote:
> While I'm asking I don't have my Atari 800xl anymore ,does anyone know if
> Neptune's daughters (from the volumes above) actually works on emulators or
> not.

I think it's possible to say that all games works in Atari800 with
correct switches. Broken images doesn't.

Always try to run under OS/A, turning off SIO patch, turning off rom
patches. If exe, loading from other DOS/menu.

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

4172. Re: MIDI for the 8 bit Atari (Polish software, looking very good)

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 08:44:00 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <pAb37.178$qU5.11857@nnrp1.sbc.net>
Source record: 35694

I believe there is already a MID to AMS converter program out there. You could probably find it using Mr. Kendricks' XL search, the link is in the FAQ.
Mo

JTKirk (a.k.a. machf) wrote in message ...
>On Tue, 10 Jul 2001 20:54:48 +0200, Andreas Magenheimer
><magea000@mail.uni-mainz.de> wrote:
>
>>Well,
>>the midiplayer, recorder and sequencer look fine, but I do not have a
>>Yamaha keyboard or something like that. Maybe one can code a player,
>>that plays these midi sounds via Pokey/Covox ??? Should not be so hard,
>>since MOD, WAV and other PC/ST/Amiga sounds are also playable on XL/XE
>>pokey chip. -Andreas
>>
>>
>Well, I never finished... I still have all the documentation I got, even
source
>code from a player for the PC speaker. I got so far as to writing a program
that
>would read the MIDI events from a file and display them (as text) on the
screen.
>I would need to contact somebody who knows how to work with POKEY...
>Analyzing it, a .MID file wouldn't be so difficult to convert into a .AMS
file,
>note values are offset by an "almost nice" value (something like $21 or
so).
>
>--
>_____ ____---____ Marco Antonio Checa Funcke
>_____D /-/---_----' Santiago de Surco, Lima, Per&#65533;
> _H__/_/ http://members.nbci.com/machf
> '-_____|(http://www.GeoCities.com/Hollywood/2645
>
>remove the "no_me_j." in front of the address when replying
>
>---< This article was posted through www.newzpig.com >---
>

4173. Re: MIDI for the 8 bit Atari...

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 11:05:48 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B4D848C.5EC59310@mail.uni-mainz.de>
Source record: 35597

Nope,
thats the other way around. You can convert an atari-8 AMS sound file
into an Atari ST MMS sound file with the AMS2MMS Converter... -Andreas

P.S.: Mail me, if you need some A8 sound converters or players; as
always I have collected them on a medium/dual density disk (2 sides).
here you will find: MOD players, MD8 players, MOD2MD8 converters,
MD8toCMC converter, AMS player, AMS stereo player, AMP player, various
sample players, WAV players, WAV2DIG converters, DIG players, CMc
players, Multiplayers (CMC, TMC, MPT, etc.), SVX player+converter,
AMS2AMP converters, AMS2MMS converter, etc., etc. ...

Mathy Van Nisselroy schrieb:

>
> Howdy folks
>
> >Analyzing it, a .MID file wouldn't be so difficult to convert into a .AMS
> file,
> >note values are offset by an "almost nice" value (something like $21 or so).
>

Hasn't this been done years ago. The name Lee Actor and MMS comes up.
CU Mathy van Nisselroy

4174. Re: Do you own any of these Atari 8-bit carts? Do they exist?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 11:19:05 UTC
From: sahmeh41@aol.com
Message-ID: <20010712071905.26665.00003204@ng-mo1.aol.com>
Source record: 35598

I have Mr Do's Castle on disk one side for Commodore 64 and the other for Atari.

4175. Re: Atari 8-bit file extension directory

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 11:53:10 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B4D8FA6.9955A8AF@mail.uni-mainz.de>
Source record: 35599

Ok,
here are some enhancements (sorry, I have the full list at home):
-language:-
C language: *.C, *.CC and *.CCC
pilot language: *.PIL, *.PLO
logo language: *.LOG, *.LGO
syn-assembler: *.SYN
source code: *.SRC
Assembler source: *.ASM
Atari macro Assembler: *.AMA
Quick: *.QIK, *.QCK
*.TUR, *.TBA, *.TBS, *.TB Turbo Basic File
*.SPD, *.SBA Speed Basic File (Tom Hunts Speed Basic)
*.ADV, *.ADB, *.ABL Advan Basic Language

-pictures:-
Gr. 8 picture: *.GR8, *.PI8, *.PIC, *.TZM, etc.
Gr.9 picture: *.Gr9, *.PI9, *.PIC, etc.
gr. 15 pic: *.G15, *.P15, *.PIC, *.MIC, etc.
gr. 9+11 pic: *.APC (APAC), *.AP2 (Apac-2), *.256 (Paint 256), etc.
HIP pics: *.HIP (uncompressed), *.HPS (compressed)
RIP pics: *.RIP (uncompressed + compressed)
INTerlace pics: *.INT, *.INP, etc.
IFF pics: *.IFF (Amiga, A8 has viewer/converter)
GIF pics: *.GIF (PC, A8 has viewer/converter)
JPG pics: *.JPG (PC, A8 has viewer/converter)
BMP pics: *.BMP (PC, A8 has converters/viewers)
Tiff pics: *.TIF (PC, A8 has converter/viewer I heard)
ART pics: *.ART (derived from a PC program!)
Technicolor: *. COL, *.LUM (256 colors)
Fun with Art: *.PIC, *.128, *.FWA (128 colors with DLI`s)
GEd pics: *.GED

packers:
ARC: *.ARC
diskcom: *.DCM, *.DC3, *.DSK
LZW pack: *.LZW
LHA/LZH pack: *.LZH
ZIPped: *.ZIP
ALF: *.ALF
Shrink: *.SHR
Masher/Bootlegger: *.MAS, *.MSH
Squished: *.SQI, *.SQU

music:
Atari Music Composer: *.AMC, *.SND, *.AMS
*.AMS (you know these!), also: *.AM1, *.AM2;
*.AMP (Antic music Processor)
wave-sounds: *.WAV
Parrot 2 bit samples: *.DIG
2 Bit replay samples: *.SMP
2 bit Sound N`Sampler: *.SND
Midi sounds: *.MID
Amiga sounds: *.SVX, *.IFF, etc.
MODule sounds: *.MOD (converted = *.MD8)
Chaos music Composer: *.CMC
theta music composer: *.TMC
Multi Pro tracker: *.MPT (also: *.D8, *.D15, *.MD1, *.MD2)
delta synthesizer: *.DEL, *.DLT
Future Composer: *.FC
Soundtracker (music editor!) *.ST
Benjy Sound Monitor: *.BSM, *.SND, *.SNG
Pegasus Sound editor: *.PEG, *.PSE, *.SND, *.SNG
Soundmon Prof.: *.SND, *.SNG, *.SMP, *.SMO
Masic: *.MAS
Softsynth: *.SYN

others:
*.fnt any font (mostly 9 sector fonts, but also others)
*.nlq near (what you think) letter quality
*.E24 ST fonts usable with Sprint XL and other A8 programs
*.DD, *.DD2, *.DD3 Daisy Dot/Daisy Dot 2/daisy DOT 3 fonts
*.BAT a batchfile (also: *.EXE, *.EXC)
*.AR? a MyDOS 4.53 Autorun file (numbered from 0 to 9)
*.ADN a textpro Addin
*.MAC a macro file
*.ASC ASCII text
*.ATA ATASCII text
*.EXE executable ML file
*.BIN binary ML file
*.COM compound ML file
*.OBJ object code ML file
*.LVL a level file (from a game)
*.ADV Antic/analog adventure creater level file
??? Boulderdash Construction Kit levels
??? Loderunner levels

Well, and many many more I forgot now. greetings, Andreas.

4176. Re: Atari 8-bit file extension directory

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 13:48:32 UTC
From: krieg@earth.execpc.com
Message-ID: <3b4dab63$0$14442$272ea4a1@news.execpc.com>
Source record: 35601

>Andrew Krieg wrote:
>> .mvm ??

Is this a common extension for Movie Maker files?
--
=__ __ __ _ __ _= Andrew Krieg - Lead Software Engineer =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

4177. Re: english software smash hits game list

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 13:49:46 UTC
From: ejber Ozkan <ezz@NOSPAMozkan.co.uk>
Message-ID: <9ik9sngrs1@newsg1.svr.pol.co.uk>
Source record: 35600

I think I have a bad image then I cannot get the thing to work. The image I
have seems to be the most widespread anyone want to try & redump it?.
Any english software info?
Ezz
"Jindrich Kubec" <kubecj@asw.cz> wrote in message
news:3B4D49F8.E8CA7F28@asw.cz...
> ejber Ozkan wrote:
> > While I'm asking I don't have my Atari 800xl anymore ,does anyone know
if
> > Neptune's daughters (from the volumes above) actually works on emulators
or
> > not.
>
> I think it's possible to say that all games works in Atari800 with
> correct switches. Broken images doesn't.
>
> Always try to run under OS/A, turning off SIO patch, turning off rom
> patches. If exe, loading from other DOS/menu.
>
> --
> Jindroush (kubecj@asw.cz)
> See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...
>

4178. Zachary Duane Vernon is born!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 15:25:08 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <9ikf6fnfu1@brokaw.wa.com>
Source record: 35603

Zachary Duane Vernon was born early this morning at 2:20 am!
Mom and Zachary are doing great and are recovering at Overlake hospital.
Dad is also hanging around the hospital getting in the way and doing some
silly computer stuff.

Check out some pictures! http://www.bitsofthepast.com/zachary

-Dan Vernon
my atari page:
http://www.bitsofthepast.com/atari

4179. Re: Zachary Duane Vernon is born!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 16:04:32 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <kUj37.8711$qR5.975922@news01.chello.no>
Source record: 35604

Comgrats! Your first ? It's even nicer than Atari computers. Or ... well
.... yeah, it's better. But, don't let the Atari down, teach your son to
love it too.

Best regards from Norway

"Dan Vernon" <dan@bitsofthepast.com> wrote in message
news:9ikf6fnfu1@brokaw.wa.com...
> Zachary Duane Vernon was born early this morning at 2:20 am!
> Mom and Zachary are doing great and are recovering at Overlake hospital.
> Dad is also hanging around the hospital getting in the way and doing some
> silly computer stuff.
>
> Check out some pictures! http://www.bitsofthepast.com/zachary
>
> -Dan Vernon
> my atari page:
> http://www.bitsofthepast.com/atari
>
>
>

4180. Re: english software smash hits game list

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 16:12:09 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <t%j37.8713$qR5.976029@news01.chello.no>
Source record: 35605

```
Here's the games on my disks :
Volume 1
Jet Boot Jack
FireFleet
Dan Strikes Back
Captain Sticky's Gold
Hyperblast

Volume 2
Jet Boot Jack
Stranded
Diamonds
Robin Hood
Citadel Warrior

Volume 3
Jet Boot Jack
Airstrike 2
Batty Builders
Breath of the Dragon
Neptune's Daughter

Volume 4
Chop Suey
Fire Chief
Kissin' Kousins
HiJack!

Volume 5
Chop Suey
Quasimodo
Mediator
Elektra Glide

Volume 6
Elektra Glide
Fort Apocalypse
Time Slip
Drelbs

Volume 7
Elektra Glide
Colossus Chess 3.0
Blue Max
Alley Cat
```

That's the ones I know, I don't know if a volume 8 ever came.

Want to buy Volume 3 if anyone got it

Take Atarian care

"ejber Ozkan" <ezz@NOSPAMozkan.co.uk> wrote in message
news:9ik9sngrs1@newsg1.svr.pol.co.uk...
> I think I have a bad image then I cannot get the thing to work. The image
I
> have seems to be the most widespread anyone want to try & redump it?.
> Any english software info?
> Ezz
> "Jindrich Kubec" <kubecj@asw.cz> wrote in message
> news:3B4D49F8.E8CA7F28@asw.cz...
> > ejber Ozkan wrote:
> > > While I'm asking I don't have my Atari 800xl anymore ,does anyone know
> if
> > > Neptune's daughters (from the volumes above) actually works on
emulators
> or
> > > not.
> >
> > I think it's possible to say that all games works in Atari800 with
> > correct switches. Broken images doesn't.
> >
> > Always try to run under OS/A, turning off SIO patch, turning off rom
> > patches. If exe, loading from other DOS/menu.
> >
> > --
> > Jindroush (kubecj@asw.cz)
> > See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...
> >
>
>

4181. Re: MIDI for the 8 bit Atari...

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 16:14:06 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <hai37.2114$3H2.286722@nnrp3.sbc.net>
Source record: 35602

Hey that would be great! Could you send me this disk image if it's for an
8bit? I dont have an ST. Thanks, Mo.

Andreas Magenheimer wrote in message
<3B4D848C.5EC59310@mail.uni-mainz.de>...
>Nope,
>thats the other way around. You can convert an atari-8 AMS sound file
>into an Atari ST MMS sound file with the AMS2MMS Converter... -Andreas
>
>P.S.: Mail me, if you need some A8 sound converters or players; as
>always I have collected them on a medium/dual density disk (2 sides).
>here you will find: MOD players, MD8 players, MOD2MD8 converters,
>MD8toCMC converter, AMS player, AMS stereo player, AMP player, various
>sample players, WAV players, WAV2DIG converters, DIG players, CMc
>players, Multiplayers (CMC, TMC, MPT, etc.), SVX player+converter,
>AMS2AMP converters, AMS2MMS converter, etc., etc. ...
>
>
>
>
>Mathy Van Nisselroy schrieb:
>
>-----
>>
>> Howdy folks
>>
>> >Analyzing it, a .MID file wouldn't be so difficult to convert into a
.AMS
>> file,
>> >note values are offset by an "almost nice" value (something like $21 or
so).
>>
>------
>
>Hasn't this been done years ago. The name Lee Actor and MMS comes up.
> CU Mathy van Nisselroy
>

4182. Re: Zachary Duane Vernon is born!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 16:45:55 UTC
From: DCM01@USA.NET
Message-ID: <3b4dd424.2481610@news.CIS.DFN.DE>
Source record: 35606

Congratulation on the future Atari 8bitter!

On Thu, 12 Jul 2001 08:25:08 -0700, "Dan Vernon"
<dan@bitsofthepast.com> wrote:

>Zachary Duane Vernon was born early this morning at 2:20 am!
>Mom and Zachary are doing great and are recovering at Overlake hospital.
>Dad is also hanging around the hospital getting in the way and doing some
>silly computer stuff.
>
>Check out some pictures! http://www.bitsofthepast.com/zachary
>
>-Dan Vernon
>my atari page:
>http://www.bitsofthepast.com/atari
>
>
>

4183. Re: Zachary Duane Vernon is born!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 17:54:09 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <70prktst8gvqog178c0rtjl5fgptd0vgd1@4ax.com>
Source record: 35607

The other Day "Dan Vernon" <dan@bitsofthepast.com> wrote:

>Zachary Duane Vernon was born early this morning at 2:20 am!
>Mom and Zachary are doing great and are recovering at Overlake hospital.
>Dad is also hanging around the hospital getting in the way and doing some
>silly computer stuff.

Congrats!

If this is your 1st then prepare to forget what sleep is :-)
--

As long as you remember them they will always be with you..

4184. Rom > Lynx

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 18:02:07 UTC
From: JJ <jamo300@hotmail.com>
Message-ID: <9ikom2lnk1@vg170.it.volvo.se>
Source record: 35608

Hello. I wonder if it's possible to make my Lynx cartridges from rom files
?
And if so what do i need and where can i get it ?
reg. /JJ.

4185. Re: english software smash hits game list

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 18:34:06 UTC
From: ejber Ozkan <ezz@NOSPAMozkan.co.uk>
Message-ID: <9ikqhs$98m$1@newsg4.svr.pol.co.uk>
Source record: 35609

thanks ,
youre a star. Did you ever try to dump them to PC?
Ezz
BTW is Jetboot jack on the earlier version the same as the knuckerhole?
"Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message
news:t%j37.8713$qR5.976029@news01.chello.no...
> Here's the games on my disks :
> Volume 1
> Jet Boot Jack
> FireFleet
> Dan Strikes Back
> Captain Sticky's Gold
> Hyperblast
>
> Volume 2
> Jet Boot Jack
> Stranded
> Diamonds
> Robin Hood
> Citadel Warrior
>
> Volume 3
> Jet Boot Jack
> Airstrike 2
> Batty Builders
> Breath of the Dragon
> Neptune's Daughter
>
> Volume 4
> Chop Suey
> Fire Chief
> Kissin' Kousins
> HiJack!
>
> Volume 5
> Chop Suey
> Quasimodo
> Mediator
> Elektra Glide
>
> Volume 6
> Elektra Glide
> Fort Apocalypse
> Time Slip

> Drelbs
>
> Volume 7
> Elektra Glide
> Colossus Chess 3.0
> Blue Max
> Alley Cat
>
> That's the ones I know, I don't know if a volume 8 ever came.
>
> Want to buy Volume 3 if anyone got it
>
> Take Atarian care
>
>
> "ejber Ozkan" <ezz@NOSPAMozkan.co.uk> wrote in message
> news:9ik9sngrs1@newsg1.svr.pol.co.uk...
> > I think I have a bad image then I cannot get the thing to work. The
image
> I
> > have seems to be the most widespread anyone want to try & redump it?.
> > Any english software info?
> > Ezz
> > "Jindrich Kubec" <kubecj@asw.cz> wrote in message
> > news:3B4D49F8.E8CA7F28@asw.cz...
> > > ejber Ozkan wrote:
> > > > While I'm asking I don't have my Atari 800xl anymore ,does anyone
know
> > if
> > > > Neptune's daughters (from the volumes above) actually works on
> emulators
> > or
> > > > not.
> > >
> > > I think it's possible to say that all games works in Atari800 with
> > > correct switches. Broken images doesn't.
> > >
> > > Always try to run under OS/A, turning off SIO patch, turning off rom
> > > patches. If exe, loading from other DOS/menu.
> > >
> > > --
> > > Jindroush (kubecj@asw.cz)
> > > See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...
> > >
> >
> >
>
>

4186. Re: english software smash hits game list

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 19:16:08 UTC
From: ejber Ozkan <ezz@NOSPAMozkan.co.uk>
Message-ID: <9ikt1c$98m$2@newsg4.svr.pol.co.uk>
Source record: 35610

Just a quick update found a working image of Neptunes daughter finally. The
only one Im missing from the list is batty builder any ideas?
Ezz
"Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message
news:t%j37.8713$qR5.976029@news01.chello.no...
> Here's the games on my disks :
> Volume 1
> Jet Boot Jack
> FireFleet
> Dan Strikes Back
> Captain Sticky's Gold
> Hyperblast
>
> Volume 2
> Jet Boot Jack
> Stranded
> Diamonds
> Robin Hood
> Citadel Warrior
>
> Volume 3
> Jet Boot Jack
> Airstrike 2
> Batty Builders
> Breath of the Dragon
> Neptune's Daughter
>
> Volume 4
> Chop Suey
> Fire Chief
> Kissin' Kousins
> HiJack!
>
> Volume 5
> Chop Suey
> Quasimodo
> Mediator
> Elektra Glide
>
> Volume 6
> Elektra Glide
> Fort Apocalypse
> Time Slip
> Drelbs

>
> Volume 7
> Elektra Glide
> Colossus Chess 3.0
> Blue Max
> Alley Cat
>
> That's the ones I know, I don't know if a volume 8 ever came.
>
> Want to buy Volume 3 if anyone got it
>
> Take Atarian care
>
>
> "ejber Ozkan" <ezz@NOSPAMozkan.co.uk> wrote in message
> news:9ik9sngrs1@newsg1.svr.pol.co.uk...
> > I think I have a bad image then I cannot get the thing to work. The
image
> I
> > have seems to be the most widespread anyone want to try & redump it?.
> > Any english software info?
> > Ezz
> > "Jindrich Kubec" <kubecj@asw.cz> wrote in message
> > news:3B4D49F8.E8CA7F28@asw.cz...
> > > ejber Ozkan wrote:
> > > > While I'm asking I don't have my Atari 800xl anymore ,does anyone
know
> > if
> > > > Neptune's daughters (from the volumes above) actually works on
> emulators
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> > >
> > > I think it's possible to say that all games works in Atari800 with
> > > correct switches. Broken images doesn't.
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> > > Always try to run under OS/A, turning off SIO patch, turning off rom
> > > patches. If exe, loading from other DOS/menu.
> > >
> > > --
> > > Jindroush (kubecj@asw.cz)
> > > See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...
> > >
> >
> >
>
>

4187. Re: english software smash hits game list

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 19:29:04 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b4e3173$0$42879$4c5ecdc7@news.erinet.com>
Source record: 35622

Now, Vidar knows what he's talking about.
But...? Just about everything has been cracked and is around, I think.
A quick check of spudster's archive (CTH archive), shows two
files. 'neptunes.com' and 'neptunesdaughter.exe'.
I guess Vidar has some uk disks that are copy protected, with
neptune's daughter as one of the games.
I don't think Chipmunk or Black Patch have those titles, or rather
the titles of the compilation disks he speaks of.
But, YES, there is a way to dump copy protected disks to copy protected
images. Namely with APE ProSystem cable. I've never used the
prosystem cable, but it is by Steve Tucker and I'm sure it works.
I sorta thought prosystem was for purists who only want the exact original
disk game, as some cracks omit opening screens and so forth.
Russg

4188. If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 20:09:21 UTC
From: "T.J.T van Kooten" <thomas@-nospam-worldonline.nl>
Message-ID: <9ikva3ple1@nereid.worldonline.nl>
Source record: 35611
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

For the sake of argument let's suppose you could design a next generation $300 homecomputer. The goal is to make a userfriendly machine for general use and for hobbyists. How would such a system look?

CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for this type of thing, you should be looking at the $20-35 level)
As OS? (Linux is a dead giveaway, but there also other OS's out there)
Build in programming language? (please choose anything but Basic!)
Amount of memory? (RAM and ROM)
Graphic and Sound?
Network capabilities? (internet capable)
Plug in capabilities (remember you're making it as cheap as possible so modems, CD-Roms, HD's are all extras)
Video (TV? or Monitor?)

Remember that the RETAIL price should be $300, so think in wholesale prices. The real costs should below $200 or even below the $150 level. You may presume that a million units would be manufactured so take volume discounts for components into account

Let's see what sort of systems people come up with.

4189. Re: english software smash hits game list

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 20:13:42 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <Wxn37.8739$qR5.978566@news01.chello.no>
Source record: 35612

I think it's on one of the Megaimages and I can't dump them to PC, they're heavily protected. Anyone want to sell a cable that allows to copy protected disks ? Does it work ?

"ejber Ozkan" <ezz@NOSPAMozkan.co.uk> wrote in message news:9ikt1c$98m$2@newsg4.svr.pol.co.uk...
> Just a quick update found a working image of Neptunes daughter finally. The
> only one Im missing from the list is batty builder any ideas?
> Ezz
> "Vidar "Hawk" Olavesen" <olavese@online.no> wrote in message
> news:t%j37.8713$qR5.976029@news01.chello.no...
> > Here's the games on my disks :
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> > Captain Sticky's Gold
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> >
> > Volume 2
> > Jet Boot Jack
> > Stranded
> > Diamonds
> > Robin Hood
> > Citadel Warrior
> >
> > Volume 3
> > Jet Boot Jack
> > Airstrike 2
> > Batty Builders
> > Breath of the Dragon
> > Neptune's Daughter
> >
> > Volume 4
> > Chop Suey
> > Fire Chief
> > Kissin' Kousins
> > HiJack!
> >
> > Volume 5
> > Chop Suey
> > Quasimodo
> > Mediator

> > Elektra Glide
> >
> > Volume 6
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> > Volume 7
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> > Blue Max
> > Alley Cat
> >
> > That's the ones I know, I don't know if a volume 8 ever came.
> >
> > Want to buy Volume 3 if anyone got it
> >
> > Take Atarian care
> >
> >
> > "ejber Ozkan" <ezz@NOSPAMozkan.co.uk> wrote in message
> > news:9ik9sngrs1@newsg1.svr.pol.co.uk...
> > > I think I have a bad image then I cannot get the thing to work. The
> image
> > I
> > > have seems to be the most widespread anyone want to try & redump it?.
> > > Any english software info?
> > > Ezz
> > > "Jindrich Kubec" <kubecj@asw.cz> wrote in message
> > > news:3B4D49F8.E8CA7F28@asw.cz...
> > > > ejber Ozkan wrote:
> > > > > While I'm asking I don't have my Atari 800xl anymore ,does anyone
> know
> > > if
> > > > > Neptune's daughters (from the volumes above) actually works on
> > emulators
> > > or
> > > > > not.
> > > >
> > > > I think it's possible to say that all games works in Atari800 with
> > > > correct switches. Broken images doesn't.
> > > >
> > > > Always try to run under OS/A, turning off SIO patch, turning off rom
> > > > patches. If exe, loading from other DOS/menu.
> > > >
> > > > --
> > > > Jindroush (kubecj@asw.cz)
> > > > See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...
> > > >

> > >
> > >
> >
> >
>
>

4190. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 20:43:34 UTC
From: bostone1@aol.com
Message-ID: <20010712164334.00729.00000871@nso-fx.aol.com>
Source record: 35613

OK, I'll bite. How about something based on a PIC microcontroller? Something modular where when you're done programming the thing, you disconnect the keyboard, drives, and monitor and then let it do its thing controlling your lawnmower, artificial dog, home alarm system, or whatever.

Bob Stone
Gilroy, CA
Home of the World Famous Gilroy Garlic Festival
July 27, 28, 29

4191. Re: Atari 8-bit file extension directory

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 20:59:53 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c10b16$aa50e9a0$031ea8c0@p400>
Source record: 35614

Andrew Krieg <krieg@earth.execpc.com> wrote

: OK, I know the FAQ covers some of this, but can you help me fill in the
rest?

: .chr ??
Character-set?

: .cnf ??
General config file. (also .cfg)

: .mvm ??
MovieMaker

: .pi9 ??
BASIC graphics #9 screen/picture

: .pic ??

Picture (as used by MicroPainter)

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

4192. Re: Can an Atari 1200XL run everything an A

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 21:09:09 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c10b17$f5b94e40$031ea8c0@p400>
Source record: 35616

Mark Bedingfield <atari@tpg.com.au> wrote

: tape games going in an XL, If only there was a biggyback cart. My old
: version of Chop Suey on disk needed translator/old basic to run. I think
all
: the translator does is load an old rev basic 1.0 or something.

No, not BASIC.
The Translator (or XL-fix, or OldRunner) loads the old Atari o.s. (Atari 400 and 800) into the newer Atari computers (Atari XL/XE). Some programmers did use direct jumps (illegal jumps) to o.s. routines in stead of using those routines the legal way (using the entry-vector of such a routine). Some routines of the 400/800 were moved in the newer XL/XE o.s. No problem when using the vectors, but some programmers thought they knew better and used the direct calls...

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

4193. Re: Do you own any of these Atari 8-bit carts? Do they exist?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 21:13:36 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0107121313.4ad5aec9@posting.google.com>
Source record: 35615
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Jindrich Kubec <kubecj@asw.cz> wrote in message news:<3B4B1B21.896757DF@asw.cz>...
> Could somebody post scans/dump/screenshots? Too many binaries are named
> Jawbreaker/Jawbreaker II.

Yes, JB binaries are a mess. Put some screen shots here:

http://www.geocities.com/ejgnandt/Jawbreaker.html

Hope it helps. And maybe someone will confirm existence of JBI on
cart.

> > Also, what is "Trust" by Rantom supposed to be? Is it a game?
>
> I've got the binary. 'Rantom Presents Trust (c) 1983 Ted Neville'. Not a
> cart dump.

Yes its a game. Was advertised in the magazines. A friend claims he
has a box that says 16k Atari cartridge on it. Still no cart though.

4194. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 21:31:59 UTC
From: Mark Keates <mark@mkeates.f9.co.uk>
Message-ID: <gLo37.155$V42.22624@wards>
Source record: 35618

Hi,

Nice choice the PIC but as they have little RAM of their own,
why not have a ROM containing an implementation of a
JVM which the PIC interprets, in turn taking the application
classes from another ROM (or EEPROM for ease of updating)
topped of with a SIMM or DIMM for working RAM?

Actually you may be better off with a 68000 (or derivitive)
and go along the lines of the Jump/WabaJump stuff that's
going on, however after already seeing:
http://www.uclinux.com/hand-powered_web_server/index.html
What is the world coming too!

Regards,

Mark

"Bob Stone" <bostone1@aol.com> wrote in message
news:20010712164334.00729.00000871@nso-fx.aol.com...
> OK, I'll bite. How about something based on a PIC microcontroller?
Something
> modular where when you're done programming the thing, you disconnect the
> keyboard, drives, and monitor and then let it do its thing controlling
your
> lawnmower, artificial dog, home alarm system, or whatever.
>
> Bob Stone
> Gilroy, CA
> Home of the World Famous Gilroy Garlic Festival
> July 27, 28, 29
>

4195. FS: sio2pc devices on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 21:33:49 UTC
From: kowalski@free.net.pl
Message-ID: <9il4kc$7hm$1@news.internetia.pl>
Source record: 35617

For those of you willing to experiment with Atari-PC data transfers - good news. I got some more plugs so here it goes again:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1254329747

j131

4196. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 21:57:14 UTC
From: Ralf Quint <Ralf_Quint@hot_mail.com>
Message-ID: <jg5sktgdj963nhe66qk951fo32lp3gniv5@4ax.com>
Source record: 35619
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Thu, 12 Jul 2001 22:09:21 +0200, "T.J.T van Kooten"
<thomas@-nospam-worldonline.nl> wrote:

>For the sake of argument let's suppose you could design a next generation
>$300 homecomputer. The goal is to make a userfriendly machine for general
>use and for hobbyists. How would such a system look?
>
>CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for this
>type of thing, you should be looking at the $20-35 level)
Well, in quantities, you might get pretty close for low end
Celerons....
>As OS? (Linux is a dead giveaway, but there also other OS's out there)
FreeDOS?? It's getting closer to be usable everyday....
Linux for a home user, no way, not in this decade AFAIAC... ;-)))
>Build in programming language? (please choose anything but Basic!)
What's wrong with BASIC? It's easy to be "build in", as it is an
interpreter and there are a lot of BASIC variations out there that
would stand any comparison for ease of use and performance....
Or you you suggest something more academic like Smalltalk, Lisp or
Java???
>Amount of memory? (RAM and ROM)
Not as much a question of cost (128MB SDRAM is less than $10 these
days), as of a combination of the above specs...
>Graphic and Sound?
VGA style graphics with 4MB RAM and at least 800x600, 16bit colors is
not a problem these days either..
And SB compatible sound probably not...
>Network capabilities? (internet capable)
an onboard solution with a Realtek chip and TP 10/100 RJ-45
connector...
>Plug in capabilities (remember you're making it as cheap as possible so
>modems, CD-Roms, HD's are all extras)
>Video (TV? or Monitor?)
Well, a monitor is probably the most expensive part. As for the
possible graphics capabilities, a TV (if it's not a fancy digital HDTV
one) is far below the capablities of the graphics chips...
>The real costs should below $200 or even below the $150 level. You may
>presume that a million units would be manufactured so take volume discounts
>for components into account
If you buy a million pieces of ANY component, you get FAR below the
usual retail prices. a quick look on pricewatch reveals

CPU: AMD Duron 700Mhz $24 (Celeron 700MHz $42, VIA Cyrix 700 $37)
Memory: 128MB PC133 $9
Mobo: Intel 810 $38 (build-in video!, USB, keyboard,...)
case w/ p/s $25 (ATX desktop)

Ok, that is a pretty mix, bu assuming large quantities as you
mentioned, this is less than $100 for the major parts. Add a few $10
for network and sound and smaller stuff, no problem...

>
>Let's see what sort of systems people come up with.
>
Ok, just a rough sketch, but it should give you an idea.
The problem is to finance this and to get the software for it (BeOS
might be nice, but....)
And these days, you will have a hard time selling something that is
not Playstation or PC compatible...
And than you are up against M$ with their XBox or whatever it is
called these days......

just my 2c,

Ralf

4197. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 22:13:54 UTC
From: Bill Hoggett <bill_hoggett@lineone.net>
Message-ID: <ra7sktkiuhanst9qrmth22ld7tg0dk2ldi@4ax.com>
Source record: 35620
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Thu, 12 Jul 2001 22:09:21 +0200, "T.J.T van Kooten"
<thomas@-nospam-worldonline.nl> wrote:

>For the sake of argument let's suppose you could design a next generation
>$300 homecomputer. The goal is to make a userfriendly machine for general
>use and for hobbyists. How would such a system look?

You need to make your mind up. Either it's a toy - and at $300 retail
that's all you can aim for - or it's a computer for "general use and
for hobbyists".

>CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for this
>type of thing, you should be looking at the $20-35 level)

Very cheap and weak Intel or AMD CPU's then. The alternative is to go
with the stuff used in PDA's, but do you want to have a desktop or a
PDA.

>As OS? (Linux is a dead giveaway, but there also other OS's out there)

Like QNX maybe, or a ported version of AmigaOS. Other alternatives
rake you back to the PDAs.

>Build in programming language? (please choose anything but Basic!)

gcc for real programming, Perl for scripting.

>Amount of memory? (RAM and ROM)

Depends on the OS. No ROMs, they stink.

>Graphic and Sound?

There are plenty of cheap chipsets.

>Network capabilities? (internet capable)

Built-in 10/100 BaseT. Essential.

>Plug in capabilities (remember you're making it as cheap as possible so
>modems, CD-Roms, HD's are all extras)

Don't be daft. There's no point making CDROMs and HD's "extras".
What, you think people are willing to go back to swapping floppies?

>Video (TV? or Monitor?)

Again, are you after a computer or a toy?

>Remember that the RETAIL price should be $300, so think in wholesale prices.
>The real costs should below $200 or even below the $150 level. You may
>presume that a million units would be manufactured so take volume discounts
>for components into account
>
>Let's see what sort of systems people come up with.

What's the point? This is market research for the '80s. Nowadays
people aren't satisfied with a cheap jack of all trades that doesn't
do anything very well. They want a cheap games machine, they buy a
console. They want a cheap general purpose computer, they get one.
They want something cheap that does everything well, they get into a
time capsule and go back to 1985.

Anyone aiming to produce computers that retail at $300 is going to be
peddling a pile of camel dung.

--
Bill Hoggett

4198. Re: Do you own any of these Atari 8-bit carts? Do they exist?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 22:35:02 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0107121435.5bc31ca4@posting.google.com>
Source record: 35621
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

krieg@earth.execpc.com (Andrew Krieg) wrote in message
news:<3b4b18e4$0$12828$272ea4a1@news.execpc.com>...
> Prototype only carts:
> Roklan 83 Lifespan
>
> ECPC only carts:
> Romox <none> Flapper
>
A good idea. If someone has them they will more likely email to brag
about it if they are "downgraded" in the listing.

> Never released carts:
> Sierra On-Line Jawbreaker NR
Tend to think a few exist. See my other post.

> VisiCorp VisiCalc NR
Probably can remove entirely. Was just confused with the Mexican
title.

> Regarding a discussion on Da'Fuzz, I was sent scans of this cart a while back.
> I will see if I can dig them up.
Please do, Would like to see them.

I couple of questions about others:

Atari Inc ?79 BASIC Computing Language
At most, this is a label variation. There are only 3 Basic revs and
they are elsewhere in the list. Suspect that it is a white paper
label you sometimes find on Atari carts. Probably used by service
centers and vendors.

Reston Movie Maker
Advertised in 1984 (during the crash) as "coming soon". Undoubtedly
some beta exists. Has anyone sent in a cart scan ?

Concepts for Darren 86 Math Works: Addition
Concepts for Darren 86 Math Works: Basic Subtraction
From where? US? UK? Somebody's basement eprom burner? :>

regards,
Gene

4199. Re: Can an Atari 1200XL run everything

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 23:34:19 UTC
From: ebaiz@skyenet.net
Message-ID: <%tq37.16066$hm.3006@newsfeed.slurp.net>
Source record: 35623

On 12 Jul 2001 09:04:48 , "Mark Bedingfield" wrote:

>Hi Ed, you can actually use an original atari basic cart to get old disk and
>tape games going in an XL, If only there was a biggyback cart. My old
>version of Chop Suey on disk needed translator/old basic to run. I think all
>the translator does is load an old rev basic 1.0 or something.
>
>Mark

Well the Translator got the 800 version of Ali Baba to run on my XE
using 800XLDJ, but still cannot read the scrolls. Other than that the
game plays fine.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4200. Re: Looking for manuals and tutorial

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 23:34:24 UTC
From: ebaiz@skyenet.net
Message-ID: <4uq37.16067$hm.3006@newsfeed.slurp.net>
Source record: 35624

On 12 Jul 2001 00:42:35 , "Daniel Goldenstein" wrote:
>Hello can someone tell me where can I find some manuals about the 800xl,
>130xe and the 1050...and also some tutorials for atari programming
>
>Thanks
>Daniel

Try this site:

http://www.atariworld.com/tech_info/manuals.html

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4201. Re: english software smash hits game list

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 23:38:46 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <ayq37.8759$qR5.981489@news01.chello.no>
Source record: 35626

"Russ Gilbert" <russg@en.com> wrote in message
news:3b4e3173$0$42879$4c5ecdc7@news.erinet.com...
> Now, Vidar knows what he's talking about.
> But...? Just about everything has been cracked and is around, I think.
> A quick check of spudster's archive (CTH archive), shows two
> files. 'neptunes.com' and 'neptunesdaughter.exe'.
> I guess Vidar has some uk disks that are copy protected, with
> neptune's daughter as one of the games.
> I don't think Chipmunk or Black Patch have those titles, or rather
> the titles of the compilation disks he speaks of.
> But, YES, there is a way to dump copy protected disks to copy protected
> images. Namely with APE ProSystem cable. I've never used the
> prosystem cable, but it is by Steve Tucker and I'm sure it works.
> I sorta thought prosystem was for purists who only want the exact original
> disk game, as some cracks omit opening screens and so forth.
> Russg

I do have cracked files of most of the games, but the collection as a whole disk, I don't have. I cracked some games way back too, but never managed those and Alternate Reality. Those were pretty hard. I didn't try to long on the English Software collections, as I had them on files too. But, I didn't want to destroy my AR disks and wanted a copy. Damn, it was programming itself while loading and stuff. I think it unpacks parts of the game and adds or subtracts values to it, so that what you saw in a disk editor was utter garbage. Really good coders Price and Gilbertson.

And the Volume 3 disk, someone must have forgotten to deliver them back waaay back and I can't figure out who. Really would want it to complete (I think) the collection of the Smash Hits.

Take Atarian care

4202. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-12 23:42:26 UTC
From: davidbutteryANTISPAM@yahoo.co.uk
Message-ID: <Xns90DD77E5F336davidbutteryyahoouk@130.133.1.4>
Source record: 35625
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

T.J.T van Kooten <thomas@-nospam-worldonline.nl> wrote on 12 Jul 2001:

<snip>
>Build in programming language? (please choose anything but
> Basic!)
<snip>

Two points.

Firstly, what's so bad about Basic? It's entirely possible to write structured programs in any decent dialect (BBC Basic being a case in point), and the mere posession of a GOTO statement is not in itself the mark of the devil.

Secondly, why does there have to be only one built in language? Look at the BBC Micro - 4 ROM sockets (expandable to 16), allowing you to have several languages resident at once, switchable by software commands (eg *BASIC or *PASCAL).

[1] Yes, I do own one, and it's great.

--
David. (GPLRank handicap -6.57; Monsters of GPL +271.79)
The GPL Scrapyard: http://scrapyard.9ug.com
"After all, a mere thousand yards - such a harmless little knoll, really" - Raymond Mays on Shelsley Walsh.

4203. Re: As the Walrus said...

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 00:02:31 UTC
From: Kevin Besig <kbesig@borg.com>
Message-ID: <3B4E3A7A.20C4CF49@borg.com>
Source record: 35627

Robert - I've tried to email you but the message comes back undelivered.
I'm sending this to the list so you might see it. Email me if you want
to sell your RTime-8 cart.

Kevin Besig

4204. .epr extensions.. how do I run them

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 01:54:24 UTC
From: Douglas Berlier <douglas.berlier@verizon.net>
Message-ID: <kxs37.1165$Um5.260715@dfiatx1-snr1.gtei.net>
Source record: 35628

I have acquired a few "EPROM" copies of some files and I was wondering how I can run them on my Atari 8-bit. I will need soi2pc or ape just to download them anyway right?

4205. Re: Atari 1020 NEW IN BOX ** SHRINKWRAPPED**

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 01:57:59 UTC
From: Douglas Berlier <douglas.berlier@verizon.net>
Message-ID: <HAs37.1170$Um5.261682@dfiatx1-snr1.gtei.net>
Source record: 35629

OK I dont speak Dutch or German.. what is it they, sell just the pens? I have the whole unit and I have seen them go for around the same price on ebay before. Granted ebay can hike the prices due to the auction status. Any idea on what I can get for the unit?

Douglas

"Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message news:9ief43$692$2@nets3.rz.RWTH-Aachen.DE...
> Howdy Fox, folks
>
> >: I am looking to sell to the first person who hits my reserve price of
> >$50.00
> >: you pay shipping. US ONLY
> >
> >Is this a serious ad or are you just kidding? ABBUC is selling those for
> >6,- DM (aprox. $12,-), also brandnew in box.
> >
> >Take a look at http://www.abbuc.de/shop/index.html and you know what I
> >mean....
>
> ABBUC only sells the blakc&white and color pens for the 1020.
> BTW you made the same error I did a few weeks ago. DM6 is not even $3.00
> (divide by 2.5, you multiplied)
>
> CU Mathy van Nisselroy
>
>

4206. Looking for R-Time 8 and Spartados X carts

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 01:58:50 UTC
From: DM Hebert <hebertdm@home.com>
Message-ID: <uBs37.496064$oc7.83451101@news2.rdc2.tx.home.com>
Source record: 35630

Hi,

I am seeking both R-time 8 and Spartados X carts.
Please email hebertdm@home.com if you can oblige me.

Thanks,

David

4207. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 02:13:46 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4A9934517D%news@youmustbejoking.demon.cu.invalid>
Source record: 35631
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I demand that Bill Hoggett may or may not have written...

> On Thu, 12 Jul 2001 22:09:21 +0200, "T.J.T van Kooten"
> <thomas@-nospam-worldonline.nl> wrote:
[snip]
>> CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for
>> this type of thing, you should be looking at the $20-35 level)

> Very cheap and weak Intel or AMD CPU's then. The alternative is to go with
> the stuff used in PDA's, but do you want to have a desktop or a PDA.

Oh, I don't know... I'm using a nice ARM-based desktop box here...

--
| Darren Salt anti-UCE | d youmustbejoking,demon,co,uk | nr. Ashington,
| Risc PC, Spec+3, A3010 | s zap,uk,eu,org | Northumberland
| BBC M128, Linux PC | @ | Toon Army
| Is your newsreader well behaved? <URL:http://www.newsreaders.com/gnksa/>

"ABSOLUTELY BRILLIANT!"

4208. Re: Game boy advance. Nice video chip.

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 02:25:33 UTC
From: tony rudzki <arudzki@bellatlantic.net>
Message-ID: <x_s37.2468$l%.1664164@typhoon2.gnilink.net>
Source record: 35632

> Of course this is all talk. Not a project of mine. Adapting something as
> complex as a video chip to foreign system without docs is an enormous
> undertaking. Not for the faint of heart.

Kind of off topic here, but didn't one of the historical sites have the
schematics for the various LSI chips in the Atari?? I seem to remember a
thread a while back about them being on someones site...

they were the internal circuitry for the LSIs

tony

4209. Can an Atari 1200XL run ATARI 800 carts?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 03:13:04 UTC
From: Winston Smith <Winston.Smithp0.f978.n8.z8@fmlynet.org>
Message-ID: <0023d8cb@fmlynet.org>
Source record: 35549

FamilyNet Newsgate

RE: Re: Can an Atari 1200XL run everything an A
BY: Edward S. Baiz Jr. to All on Wed Jul 11 2001 16:07:28

> Thieves". There is a XL version and I looking for that. There is a
> program called "The Translator" and that is suppose to turn a XL in a
> 400/800 computer. For the most part, I think you are safe. I own a XL...

All that, "The FIXXL", "The Translator", and "Ultimate OS", do are to flip on the "RAM under ROM" memory latch of the XL/XE, and then load the old OS/A or OS/B operating system ROM images into the now available RAM space. I do not think that these programs can be used with SpartaDOS, as SpartaDOS uses RAM under ROM scratch space. Neither can they be used with Turbo BASIC, which also uses this space. However, they can be used with FrOst BASIC, the ATARI 800 precursor to Turbo BASIC. For playing a game they should be fine, though.

.. WWW.WERS.ORG, WERS Streaming Audio, 22:00 UTC/GMT, "The Playground"
.. WWW.WERS.ORG, Saturdays, Sundays, 22:00-00:99 UTC/GMT, Playground
%%%
* Synchronet * Pony's Corral BBS - telnet://thecorral.darktech.org(1:101/805)

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4210. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 03:23:59 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <dcpskt8o93grt93kd0qpr9q3mt95oacsqk@4ax.com>
Source record: 35633
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Thu, 12 Jul 2001 22:09:21 +0200, "T.J.T van Kooten"
<thomas@-nospam-worldonline.nl> wrote:

>For the sake of argument let's suppose you could design a next generation
>$300 homecomputer. The goal is to make a userfriendly machine for general
>use and for hobbyists. How would such a system look?
>

It would probably look very much like the e--Machines system I just
bought my daughter to take to college with her.

600Mhz Celeron
32 MB RAM
8Mb SVGA Video integrated on motherboard
Soundblaster compatible integrated on motherboard
10 GB Hard Drive
16x DVD
Keyboard
Mouse

Cost? $269

(OK, I got a deal because these were "returned" systems from a company
that canceled a contract. They had to be sold as :"ref urbs" because
they weren't "new". Big deal.)

Oh, and I added a 10/100 card for $14 and 256MB RAM for $55

She probably could have gotten by without the RAM, but why?

The price is in the $300 ball park and it's a system she'll be
familiar with and can make instant use of. The software it runs will
be compatible with most people she runs into in college. It has a
software base that no new computer could challenge for decades.

>CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for this
>type of thing, you should be looking at the $20-35 level)

And looking at incompatibilities? Let's choose something no one else
runs at present just to be different? Something with no software
base? Something that will have to run an emulator (and slow it down)
in order to have any programs to run?

>As OS? (Linux is a dead giveaway, but there also other OS's out there)

Gak. You said "userfriendly" up there. Linux is out. Waayyyy out.

>Build in programming language? (please choose anything but Basic!)

Why not? BASIC is userfriendly. It uses natural language. It was
designed to be easily usable.by anyone.

Why choose something that will only discourage users from learning it?

>Amount of memory? (RAM and ROM)

RAM is cheap. More is better. Decide on the actual amount at the
last minute depending on the final cost of the unit. Put in as much as
you can to bring the cost up to your final limit.

ROM is nice, but restrictive. Atari was hobbled by the difficulty of
releasing bug fixes to its TOS operating system because the OS was in
ROM. (Well, that was one of the reasons.) But it was VERY nice to
have the system boot in seconds.

>Graphic and Sound?

Yes, definitely.

>Network capabilities? (internet capable)

Of course.

>Plug in capabilities (remember you're making it as cheap as possible so
>modems, CD-Roms, HD's are all extras)

Why? When you can buy a system like I described above. Who is going
to buy a stripped down box? Will it have a cassette interface?

>Video (TV? or Monitor?)

Using a TV will restrict the output to 40 columns. Nice if you're
currently using a VIC-20, but who is going to do anything but play
8-bit games on a TV?

>
>
>Remember that the RETAIL price should be $300, so think in wholesale prices.
>The real costs should below $200 or even below the $150 level. You may
>presume that a million units would be manufactured so take volume discounts
>for components into account
>
>Let's see what sort of systems people come up with.
>

Well, I've already got mine. (I'm designing roller coaster tracks
on it right now. I'll probably take that off before it goes off to
college with my daughter though.)

BobR

4211. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 03:24:22 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.13d5c3b3f340461c989681@news-server.nc.rr.com>
Source record: 35635
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <9ikva3ple1@nereid.worldonline.nl>, thomas@-nospam-worldonline.nl says...

> For the sake of argument let's suppose you could design a next generation
> $300 homecomputer. The goal is to make a userfriendly machine for general
> use and for hobbyists. How would such a system look?

hmmm... I think "Next Generation" and "$300 Home computer" are diabolically opposed.

> CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for this
> type of thing, you should be looking at the $20-35 level)

AMD Duron 700MHz, 24 bucks. Powerhungry? who cares, I have a wall socket.

> As OS? (Linux is a dead giveaway, but there also other OS's out there)

Optional, included OS's are evil.

> Build in programming language? (please choose anything but Basic!)

"Next Generation" and "built - in" are diabolically opposed, why plan for obsolescence? (and what's wrong with Basic?)

> Amount of memory? (RAM and ROM)

256MB PC133CAS2, a whopping $50. To hell with ROM, ROM only seals the fate of the shortsighted. Anything "Next Generation" should have no ROM, hell, even the BIOS is going the way of the dodo.

> Graphic and Sound?

um, yes. ;)

> Network capabilities? (internet capable)

yes.

> Plug in capabilities (remember you're making it as cheap as possible so
> modems, CD-Roms, HD's are all extras)

It's cheaper if they're NOT extra's.

> Video (TV? or Monitor?)

Grown men don't find sitting indian style on the floor in front of the family TV acceptable. Monitor, please.

> Remember that the RETAIL price should be $300, so think in wholesale prices.
> The real costs should below $200 or even below the $150 level. You may
> presume that a million units would be manufactured so take volume discounts
> for components into account

Why $300? If I want "Next Generation", I'm ready to pay for it. I'd rather pay $3G for a useable PC than waste $300 on something crippled to "cut corners" that doesn't do what I want. Money is /hardly/ an entry barrier these days.

> Let's see what sort of systems people come up with.

While interesting, the "Next Generation" PC will hardly be revolutionary because of its hardware or its cost. Both those barriers are /hardly/ barriers any more. The area society would most benefit is computer science research, Operating Systems and User Interface design are what will make something "Next Generation", not cheap hardware or retail price.

4212. Re: .epr extensions.. how do I run them

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 03:33:42 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010712233342.26052.00003781@ng-fb1.aol.com>
Source record: 35634

or possibly a null modem cable or friends with cables or PC 5.25 drives...

>"Douglas Berlier" douglas.berlier@verizon.net asked:

>I have acquired a few "EPROM" copies of some files and I was wondering how I
>can run them on my Atari 8-bit. I will need soi2pc or ape just to download
>them anyway right?

-Ron

Experience is something you don't get until just after you need it.

4213. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 04:15:02 UTC
From: "Pekka \\Pihti\" Takala <pekka.takala@pp.inet.fi>"
Message-ID: <3B4E75C6.9524E9E6@pp.inet.fi>
Source record: 35636
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"T.J.T van Kooten" wrote:
>
> For the sake of argument let's suppose you could design a next generation
> $300 homecomputer. The goal is to make a userfriendly machine for general
> use and for hobbyists. How would such a system look?

It should be small and cost-effecient. $300 is WAY too much. let's say
$150 is quite affordable. Also it should be able to emulate numerous of
those old home machines and the emulation be changed in software.
Nowadays it is possible to make chips by programming them.

> CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for this
> type of thing, you should be looking at the $20-35 level)
> As OS? (Linux is a dead giveaway, but there also other OS's out there)
> Build in programming language? (please choose anything but Basic!)
> Amount of memory? (RAM and ROM)
> Graphic and Sound?
> Network capabilities? (internet capable)
> Plug in capabilities (remember you're making it as cheap as possible so
> modems, CD-Roms, HD's are all extras)
> Video (TV? or Monitor?)

Cpu would be Western Desing Center 65816 and a z280 or a z380. Both
would share the same memory, and there would be 16 megabytes of ram
memory and bankable one megabyte of video memory (so that it can be
mapped to either cpu's memory area). Also they could run their code
simultaneously so that when the machine is emulating a 65xx machine, the
z380 emulates the old chips in those systems while the 65816 runs the
code. Also, when a z80 machine is emulated, the 65816 takes care of
chipemulation. Also some of the memory would be relocatable in software
so that the old chips, roms and so on can be easily emulated. The clock
speed of both cpus should also be changable in software.

The programming language would be c++ or c or assembler. Also basic
would be considerable. Only needed rom would be the code starter roms
for both cpu's and a boot rom. The rest could be loaded from an ordinary
ide hard disk drive. A dvd-rom would also be a good there; it can store
much information and can possibly be used to watch dvd. Also if it is
made bootable it would be fine.

As a graphic solution a svga driver chip would be superior. As a sound
chip a creative sb16 chip would be fine. It has fm and 16 bit stereo
dsp. A ne2k compatible rtl8019 would be fine for networks.

>
> Remember that the RETAIL price should be $300, so think in wholesale prices.
> The real costs should below $200 or even below the $150 level. You may
> presume that a million units would be manufactured so take volume discounts
> for components into account
>
> Let's see what sort of systems people come up with.

--
*Pekka "Pihti" Takala *pekka.takala@pp.inet.fi
*asm sw developer *home: +358-6-8311341
*cellular: +358-40-5670465

4214. Re: Zachary Duane Vernon is born!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 05:26:59 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0107122225280.13583-100000@shell.pacifier.com>
Source record: 35637

Congratulations Dan,

you've almost got your own Baseball Team.

===Ben===

On Thu, 12 Jul 2001, Dan Vernon wrote:

> Zachary Duane Vernon was born early this morning at 2:20 am!
> Mom and Zachary are doing great and are recovering at Overlake hospital.
> Dad is also hanging around the hospital getting in the way and doing some
> silly computer stuff.
>
> Check out some pictures! http://www.bitsofthepast.com/zachary
>
> -Dan Vernon
> my atari page:
> http://www.bitsofthepast.com/atari
>
>
>
>

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
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Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4215. MORE Atari Games NIB! Jaguar! Discounts! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 05:35:45 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0107122231540.13583-100000@shell.pacifier.com>
Source record: 35638
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Check HotLinks below for specials on my WebSite! Two 20% Atari Discounts! General 20% SoftWare Discount & Preferred Customer Discount! 20% off all SoftWare for Atari 8 Bit & ST! And if your a regular customer, 20% off ST & 8 Bit Hardware/Accessories, Software/Games, Books & References. I added 16 more Jaguar Titles, including Bubsy, Checkered Flag, Evolution: Dino Dudes, DooM, Fight for Life & Flip Out! All +NEW in BOX. Plus overstock from Dealers including 9 NEW, +NEW in BOX Classic Atari 8 Bit Game Titles such as Beyond Castle Wolfenstein, Dig Dug, Gateway to Apshai, Jumpman Junior, One-on-One, and Pole Position Plus additional Inventory such as LucasFilm Games! I've also got rare Atari Happy Drives and Atari XF551 Drives. You might find Treasures you didn't know you wanted! To Redeem Discounts, sales &/or special offers, use my HotLinks below, reply in E-Mail or call Ben anytime at (503)256-9974!

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I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

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4216. Re: Wherefore art thou ATARI 8-BIT PORNOGRAPHY?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 06:20:29 UTC
From: Mighty Echidna <cowman777@hotmail.com>
Message-ID: <3B4E1481.63AB6692@hotmail.com>
Source record: 35639

OH YEAH! I totally forgot about "Erotica-X!" That bizarre little diversion is hilarious! I totally dig its shock ending...

Bob Stone wrote:

> In article <3B4A2DDA.885A05F1@one.net>, Bob Ryan <ryanr@one.net> writes:
>
> >Way back when, I had my hands on a text adventure game like Leisure Suit
> >Larry where the objective is to have sex with the various women you met.
> >
> >No pictures but interesting sound effects and commentary.
> >
> >I don't remember the name of it, but it was disk based. I remember
> >hacking it to pieces so that it wasn't that difficult to achieve the
> >objective.
> >
> >May it had something like "Erotica" in the title.
> >
>
> EroticaX is an Atari Basic text adventure that I still have on an ATR file.
> And it's funny.
>
> Bob Stone
> Gilroy, CA
> Home of the World Famous Gilroy Garlic Festival
> July 27, 28, 29

4217. Re: Wherefore art thou ATARI 8-BIT PORNOGRAPHY?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 06:26:34 UTC
From: Mighty Echidna <cowman777@hotmail.com>
Message-ID: <3B4E15EF.2BA2A101@hotmail.com>
Source record: 35640

I remember I had a game that I downloaded from a BBS called "Pleasure" that sounds a lot like what you mentioned... It's a totally sick, tasteless, and offensive text-based game whose goals include rape, abuse, drug use, and sexual intercourse with babies (no kidding)... It had no pictures (except for an occasion ASCII drawing) but it was still very graphic in its descriptions, and I remember being shocked by it as I was only 12 or so when I played it... I downloaded a huge ZIP of ATR files, and this was on there, only it was edited so it didn't include those more offensive details (or maybe the version I had was added on to?)

I think this game was written in some Adventure-Maker type program, because of its interface, and it has no author/company/date information anywhere....

Bob Ryan wrote:

> Way back when, I had my hands on a text adventure game like Leisure Suit
> Larry where the objective is to have sex with the various women you met.
>
> No pictures but interesting sound effects and commentary.
>
> I don't remember the name of it, but it was disk based. I remember
> hacking it to pieces so that it wasn't that difficult to achieve the
> objective.
>
> May it had something like "Erotica" in the title.
>
> -Bob
>
> RHamiIton5 wrote:
> >
> > The only one I ever saw was a pinball game with "interesting" mechanicals; IIRC
> > may have been titled "Screwball" or similar...
> >
> > >alanmcminswa@home.com (Nearl J. Toothenbecker) replied:
> >
> > >I had a few demos but only one game (and I don't even remember the name of
> > >it). It was basically a Space Invaders clone. I haven't booted up my Atari in
> > >close to 10 years so I doubt if I still have much left that's usable.
> >
> > -Ron
> >
> > Experience is something you don't get until just after you need it.

4218. "The Institute"

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 06:32:28 UTC
From: Mighty Echidna <cowman777@hotmail.com>
Message-ID: <3B4E1750.3C87A92F@hotmail.com>
Source record: 35641

Wow, what a great game! Great graphics, unforgettable soundtrack, and a genuinely eerie atmosphere. Are there any fans of this game out there?

However, whenever I got to Side 2 of the disk the graphics would stop showing up and I'd have to rely entirely on the extremely limited text descriptions (sometimes the pictures were required to see what was going on). I got several copies from different sources, and they all did the same thing... Is this a problem with the software/programming or was it likely that my 130xe couldn't handle it for some reason? I know pictures from the latter half existed, because they showed screenshots of them in the game's manual... Anybody else have this problem with that game?

4219. Re: Do you own any of these Atari 8-bit carts? Do they exist?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 06:45:00 UTC
From: Mighty Echidna <cowman777@hotmail.com>
Message-ID: <3B4E1A40.7B5F994D@hotmail.com>
Source record: 35642
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

I have Drelbs on cart..... It's just your average side-scroller space
shoot-em-up.

On disk I have Jawbreaker II (or maybe III... but I know it's not I) and VisiCalc.

Andrew Krieg wrote:

> I know these titles were released on disk and/or cassette, but I've yet to hear
> of anyone who owns these on cart. I've never seen them on Ebay either. If you
> own any of these on an original cart, please let me know so I can validate it
> on my 8-bit list (http://www.execpc.com/~krieg/links/8bit.carts).
>
> Manufacturer Title
> --------------- -------------------------
> Gebelli Doc Goodlode's Cavern
> Gentry Rosen's Brigade
> K-Byte K-razy Antiks (NOTE: This is not the CBS version, K-Byte
> alledgedly released this title themselves
> before CBS bought it from them. It is true for
> K-razy Shoot-out, but I've yet to see this or
> K-razy Kritters with a K-Byte label.)
> K-Byte K-razy Kritters (see previous)
> Roklan Lifespan
> Romox Flapper
> Sega Tapper
> Sierra On-line Jawbreaker II (I've heard that Jawbreaker and Jawbreaker II
> may have been the same cart, only the
> instructions referred to it as Jawbreaker II.
> Anyone have both? Are there 2 different games?)
> Sierra On-line Sammy Lightfoot
> Sirius Capture the Flag
> SpectraVideo Frantic Freddie
> Spinnaker Jukebox
> Spinnaker Rock & Rhythm
> Synapse Drelbs
> Synapse File Manager
> Synapse Pharoah's Curse
> Synapse Shadow World
> Synapse Survivor
> Synapse Synassembler
> Synapse Zeppelin
> TigerVision MatterHorn
> ??? Boot Ease
> ??? Bumper Bash

> ??? VisiCalc
>
> --
> =__ __ __ _ __ _= Andrew Krieg - Lead Software Engineer =
> =_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
> =_ _ _ ___= WWW: http://www.execpc.com/~krieg =
> =_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

4220. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 06:50:18 UTC
From: LordDaha <look@signature.com>
Message-ID: <9im5nt$1dk4$1@rivage.news.be.easynet.net>
Source record: 35643
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Bob Retelle" <bobr1@provide.net> wrote in message
news:dcpskt8o93grt93kd0qpr9q3mt95oacsqk@4ax.com...
>
> >As OS? (Linux is a dead giveaway, but there also other OS's out there)
>
> Gak. You said "userfriendly" up there. Linux is out. Waayyyy out.
>

???

Weird. I think you should check out a recent Linux distribution.

--

LordDaha
(email : (*) at easynet dot be, where (*) is lorddaha)

4221. Re: Self Destruct Vector on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 06:57:30 UTC
From: Mighty Echidna <cowman777@hotmail.com>
Message-ID: <3B4E1D2F.501879AF@hotmail.com>
Source record: 35644

Paperweight scared the living shit out of me as a teenager. As it went through it's routine I could feel my face flush and my heart race and I remember vividly thinking "dad's gonna f**king KILL me for wrecking his computer!". When I realized it was a joke I was steaming mad and wanted to kill its author...

Looking back, it was a really nicely-done, innovative program... You didn't see too many "prank" programs like that back then...

RHamiIton5 wrote:

> It was called "Paperweight" and published in Analog; I will need to look to
> find the issue...
>
> >"Chad Hendrickson" chadh@REMOVETHISmediaone.net asked:
>
> >Years ago either Antic or Analog magazine had an April Fools joke that there
> >was a Self Destruct Vector inside the computer and that if you accessed it,
> >the computer would melt down. They even had a program that simulated the
> >computer frying itself.
> >
> >Am I remembering this correctly?
> >
> >Was it Antic or Analog? Does anyone have more details about this?
> >
> >I remember falling for it and was scared that someone would hack that into a
> >normal program and destroy my computer. I was quite relieved to find out it
> >was just a joke.
>
> -Ron
>
> Experience is something you don't get until just after you need it.

4222. Re: Do you own any of these Atari 8-bit carts? Do they exist?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 07:00:48 UTC
From: Mighty Echidna <cowman777@hotmail.com>
Message-ID: <3B4E1DF4.4767A9F5@hotmail.com>
Source record: 35645
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Sorry, my mistake... I have Drelbs on disk, not cart like I thought..... Does anyone know if Synapse even made that many cartridges?

Mighty Echidna wrote:

> I have Drelbs on cart..... It's just your average side-scroller space
> shoot-em-up.
>
> On disk I have Jawbreaker II (or maybe III... but I know it's not I) and VisiCalc.
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> Andrew Krieg wrote:
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> > of anyone who owns these on cart. I've never seen them on Ebay either. If you
> > own any of these on an original cart, please let me know so I can validate it
> > on my 8-bit list (http://www.execpc.com/~krieg/links/8bit.carts).
> >
> > Manufacturer Title
> > -------------- -------------------------
> > Gebelli Doc Goodlode's Cavern
> > Gentry Rosen's Brigade
> > K-Byte K-razy Antiks (NOTE: This is not the CBS version, K-Byte
> > alledgedly released this title themselves
> > before CBS bought it from them. It is true for
> > K-razy Shoot-out, but I've yet to see this or
> > K-razy Kritters with a K-Byte label.)
> > K-Byte K-razy Kritters (see previous)
> > Roklan Lifespan
> > Romox Flapper
> > Sega Tapper
> > Sierra On-line Jawbreaker II (I've heard that Jawbreaker and Jawbreaker II
> > may have been the same cart, only the
> > instructions referred to it as Jawbreaker II.
> > Anyone have both? Are there 2 different games?)
> > Sierra On-line Sammy Lightfoot
> > Sirius Capture the Flag
> > SpectraVideo Frantic Freddie
> > Spinnaker Jukebox
> > Spinnaker Rock & Rhythm
> > Synapse Drelbs
> > Synapse File Manager
> > Synapse Pharoah's Curse
> > Synapse Shadow World
> > Synapse Survivor

> > Synapse Synassembler
> > Synapse Zeppelin
> > TigerVision MatterHorn
> > ??? Boot Ease
> > ??? Bumper Bash
> > ??? VisiCalc
> >
> > --
> > =__ __ __ _ __ _= Andrew Krieg - Lead Software Engineer =
> > =_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
> > =_ _ _ ___= WWW: http://www.execpc.com/~krieg =
> > =_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

4223. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 07:07:41 UTC
From: pausch@saaf.se
Message-ID: <9im6nt$nm5$1@merope.saaf.se>
Source record: 35547
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <9ikva3ple1@nereid.worldonline.nl>,
T.J.T van Kooten <thomas@-nospam-worldonline.nl> wrote:

> For the sake of argument let's suppose you could design a next generation
> $300 homecomputer. The goal is to make a userfriendly machine for general
> use and for hobbyists. How would such a system look?

First of all, it would be two different systems:

A "userfriendly machine for general use" could very well be a closed
machine, like e.g. the early Macintosh models. The user just wants to
use such a machine, without caring about the inner workings of it,
much like you e.g. watch TV without bothering to understand how the
TV set actually works.

A machine "for hobbyists" would be different: it would be open, well
documented, expandable, etc -- more along the line of the Apple II or
the PC's. This machine is for people who want to poke around in it.

--

Paul Schlyter, Swedish Amateur Astronomer's Society (SAAF)
Grev Turegatan 40, S-114 38 Stockholm, SWEDEN
e-mail: pausch at saaf dot se or paul.schlyter at ausys dot se
WWW: http://hotel04.ausys.se/pausch http://welcome.to/pausch

4224. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 07:17:23 UTC
From: Marc Walters <marc@classworks.com.au>
Message-ID: <3b4e9f7b@news.hunterlink.net.au>
Source record: 35646
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"T.J.T van Kooten" <thomas@-nospam-worldonline.nl> wrote in message news:9ikva3ple1@nereid.worldonline.nl...
> For the sake of argument let's suppose you could design a next generation
> $300 homecomputer. The goal is to make a userfriendly machine for general
> use and for hobbyists. How would such a system look?

(with apologies for the huge cut and past of one of my previous posts)
CMD made an attempt with GUS - 3 x 65816 at 20Mhz, SCPU 128 architecture and some other neat ideas. The arrival of cheap PCs killed the project. The problem with cheap PCs is that their first-time owners tend to treat it as an appliance, and paying expensive bills to get problems fixed, or to purchase entirely unnecessary application software for more than the initial purchase price of the box.

One of my favourite "toys" was an old Dick Smith (Funway?) Electronics Learning Kit. It was a board with springs (to join the hookup wire), components, and project sheets. Simple, fun, and educational. Especially since there was no need for that ten-year old to to wield a dangerous soldering iron and play with mains electricity. Which leads nicely into...

If the C64 was going to be ressurected in a modern form, it would have to be something entirely different from a PC, and aimed at an entirely different market. A "learning" or "hobby" computer. Like "Mecchano" and IIRC "Lego Robotics".

Something that was:

a) Relatively inexpensive
b) Programmable
c) Childproof and newcomputerowner-proof
d) Expandable

What I'm thinking of is a SCPU-driven 64 in a PC mini tower, with real O/S that sits over the C64 BASIC/KERNAL package and provides a protected environment for a new BASIC or PASCAL with strong visual and audio support. A component system, similar to Borland's "Delphi" would be really nice.

The O/S would be scaleable -
* A "Childrens' Mode" which allows a subset of the programming languages and lots of presets for stuff like printer output, menu-driven educational titles, etc (in ROM?). Perhaps a point-and-click programming language with built-in music to make "games" similar to the old Commodore "babysitter" titles ala "Pinball Construction Set".
* A "Hobby Mode", perhaps using a hard-to-get-at hardware switch which allows access to the guts of the machine, and 64-mode, etc. A redesigned "hobby-port", basically the User port with build-in relays and perhaps a bay for a 9-volt battery to power plug-in (out of the box) hardware projects.

In all, a machine that the user can get a real feeling of being in control - no worry about viruses or crashes or constant version updates and patches. Something parents will buy for the kids as a toy but may (hopefully) discover than by plugging some extra stuff into it, can do basic tasks like wordprocessing and may not be quite the toy they thought it was.

Marc Walters
marc@objectconnections.com

4225. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 08:58:12 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <EKy37.8779$qR5.986431@news01.chello.no>
Source record: 35548
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

If I could get it to run DC, Saturn, Atari 8-bit, Jaguar and Lynx, that would rule. But, RISC processors are maybe to expensive ?

4226. Re: .epr extensions.. how do I run them

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 10:29:22 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <5ajtkt45ogussi80k7rol6kehrbi3ijr7k@4ax.com>
Source record: 35550

The other Day rhamiiton5@aol.comedy.com (RHamiIton5) wrote:

Or not at all as they might be just pure dumps needing an eprom programmer.

>or possibly a null modem cable or friends with cables or PC 5.25 drives...
>
>>"Douglas Berlier" douglas.berlier@verizon.net asked:
>
>>I have acquired a few "EPROM" copies of some files and I was wondering how I
>>can run them on my Atari 8-bit. I will need soi2pc or ape just to download
>>them anyway right?
>
>
>-Ron
>
>Experience is something you don't get until just after you need it.

--

As long as you remember them they will always be with you..

4227. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 11:48:25 UTC
From: Hans Summers <HansSummers@HotMail.Com>
Message-ID: <9imndd$jqjfa$1@ID-61331.news.dfncis.de>
Source record: 35551
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

>
> Let's see what sort of systems people come up with.
>

An internet project already exists for a "Next Generation" CPC computer, which will use an eZ80 processor (Z80 compatible), run old CPC software, be open, have a new operating system etc. See web page at http://cpcng.free.fr/ or mailing list archives at http://groups.yahoo.com/group/CPCNG (a bit quiet recently).

Hans Summers

4228. FS Atari Mega 4 STE

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 12:52:01 UTC
From: Bullit <jamesreganmusic@hotmail.com>
Message-ID: <mjqtkt8t12jq0bs6pkdo067s6nso65h9sg@4ax.com>
Source record: 35552

Atari Mega 4 STE with 100meg HD, B&W Monitor, Monitor Master Switch (for switching to colour monitor) Panasonic Printer, Emagic Notator 3.164 SL and additional software.

$300.00 Canadian + shipping from Toronto, Ontario area.

4229. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 12:58:01 UTC
From: ljp7@york.ac.uk
Message-ID: <9imr8p$2kg$2@pump1.york.ac.uk>
Source record: 35553
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In comp.sys.cbm T.J.T van Kooten <thomas@-nospam-worldonline.nl> wrote:
> CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for this
> type of thing, you should be looking at the $20-35 level)
A PowerQUICC 862 (I'm not sure I've got the number right)
> As OS? (Linux is a dead giveaway, but there also other OS's out there)
go for linbux, it's easiest.
> Build in programming language? (please choose anything but Basic!)
why bother, just stash gcc on it's HDD
> Amount of memory? (RAM and ROM)
dunno, the stuff's dirt cheap, prolly somewhere around 32MB.
> Graphic and Sound?
Half inch a cheapo PCI SVGA chip and stick an AC97 codec on one of the PowerQUICCs serial ports.
> Network capabilities? (internet capable)
Make use of another PowerQUICC serial port.
> Plug in capabilities (remember you're making it as cheap as possible so
> modems, CD-Roms, HD's are all extras)
SCSI and USB. I would *not* make an HDD an extra. They're cheap enough anyway, for a small one.
> Video (TV? or Monitor?)
Both standards, but supply neither.

--
(lisp) - http://www-users.york.ac.uk/~ljp7
A man walks into a bar and asks for an entendre.
"Single or double?" "Double."
He gave him one.

4230. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 12:59:48 UTC
From: ljp7@york.ac.uk
Message-ID: <9imrc4$2kg$3@pump1.york.ac.uk>
Source record: 35554
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In comp.sys.cbm Vidar \"Hawk\" Olavesen <olavese@online.no> wrote:
> If I could get it to run DC, Saturn, Atari 8-bit, Jaguar and Lynx, that
> would rule. But, RISC processors are maybe to expensive ?

No, they're cheaper these days.

What with them being a lot smaller, efficient, cheaper to produce, etc.
--
(lisp) - http://www-users.york.ac.uk/~ljp7
A man walks into a bar and asks for an entendre.
"Single or double?" "Double."
He gave him one.

4231. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 13:06:23 UTC
From: ljp7@york.ac.uk
Message-ID: <9imrof$7s4$1@pump1.york.ac.uk>
Source record: 35555
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In comp.sys.cbm Darren Salt <news@youmustbejoking.demon.cu.invalid> wrote:
> I demand that Bill Hoggett may or may not have written...
>> On Thu, 12 Jul 2001 22:09:21 +0200, "T.J.T van Kooten"
>> <thomas@-nospam-worldonline.nl> wrote:
> [snip]
>>> CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for
>>> this type of thing, you should be looking at the $20-35 level)
>> Very cheap and weak Intel or AMD CPU's then. The alternative is to go with
>> the stuff used in PDA's, but do you want to have a desktop or a PDA.
> Oh, I don't know... I'm using a nice ARM-based desktop box here...

And I'm surround by two MIPS boxes (One is admittedly a PSone, the other is
significantly cooler - an SGI Indy), one SPARC box (SPARCstation IPX) and one
SuperSPARC box (SPARCserver 10).

These might not be be spanking new architectures, but they're superior in
every way (expect sheer clock speed) than any Intel/clone box I've seen.

--
(lisp) - http://www-users.york.ac.uk/~ljp7
A man walks into a bar and asks for an entendre.
"Single or double?" "Double."
He gave him one.

4232. Re: Do you own any of these Atari 8-bit carts? Do they exist?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 13:41:06 UTC
From: krieg@earth.execpc.com
Message-ID: <3b4efb14$0$12819$272ea4a1@news.execpc.com>
Source record: 35556
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

In article <3B4E1A40.7B5F994D@hotmail.com>,
Mighty Echidna <cowman777@hotmail.com> wrote:
>I have Drelbs on cart..... It's just your average side-scroller space
>shoot-em-up.

That's not Drelbs! Drelbs is the most bizaare game you will ever encounter.
Perhaps you are thinking of Droids?

--
=__ __ __ _ __ _= Andrew Krieg - Lead Software Engineer =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

4233. Re: Wherefore art thou ATARI 8-BIT PORNOGRAPHY?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 16:02:04 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <H5D37.414$cV.346816@nnrp3.sbc.net>
Source record: 35557

I remember downloading and printing ASCII art nudies from compuserve, they
almost always were a landscape printout and when my mom asked me what I was
printing I would just tell her it was a program listing. She never did see
the women, I guess you had to be looking at it the right way 8-)
Mo

Mighty Echidna wrote in message <3B4E1481.63AB6692@hotmail.com>...
>OH YEAH! I totally forgot about "Erotica-X!" That bizarre little
diversion is
>hilarious! I totally dig its shock ending...
>
>Bob Stone wrote:
>
>> In article <3B4A2DDA.885A05F1@one.net>, Bob Ryan <ryanr@one.net> writes:
>>
>> >Way back when, I had my hands on a text adventure game like Leisure Suit
>> >Larry where the objective is to have sex with the various women you met.
>> >
>> >No pictures but interesting sound effects and commentary.
>> >
>> >I don't remember the name of it, but it was disk based. I remember
>> >hacking it to pieces so that it wasn't that difficult to achieve the
>> >objective.
>> >
>> >May it had something like "Erotica" in the title.
>> >
>>
>> EroticaX is an Atari Basic text adventure that I still have on an ATR
file.
>> And it's funny.
>>
>> Bob Stone
>> Gilroy, CA
>> Home of the World Famous Gilroy Garlic Festival
>> July 27, 28, 29
>
>

4234. email

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 17:15:50 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010713131550.24550.00003633@ng-ct1.aol.com>
Source record: 35558

Which Atari site was it that offered an email server?

I may shed this aol soon...

-Ron

Experience is something you don't get until just after you need it.

4235. Re: "The Institute"

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 17:27:45 UTC
From: "JTKirk (a.k.a. machf)" <no_me_j.j_t_kirk@geocities.com>
Message-ID: <8rbukt84det0am4l8k438i7ughuma4enog@4ax.com>
Source record: 35559

On Fri, 13 Jul 2001 06:32:28 GMT, Mighty Echidna <cowman777@hotmail.com> wrote:

>Wow, what a great game! Great graphics, unforgettable soundtrack, and a
>genuinely eerie atmosphere. Are there any fans of this game out there?
>
>However, whenever I got to Side 2 of the disk the graphics would stop
>showing up and I'd have to rely entirely on the extremely limited text
>descriptions (sometimes the pictures were required to see what was going
>on). I got several copies from different sources, and they all did the
>same thing... Is this a problem with the software/programming or was it
>likely that my 130xe couldn't handle it for some reason? I know
>pictures from the latter half existed, because they showed screenshots
>of them in the game's manual... Anybody else have this problem with
>that game?

Well, on an 800XL I haven't had any problem at all...
Maybe I should try it on an expanded 800XL.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Perï¿½
_H__/_/ http://members.nbci.com/machf
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

---< This article was posted through www.newzpig.com >---

4236. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 18:17:34 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <j8eukts68qfrh1lo3flmkgpe1ufpqcanbt@4ax.com>
Source record: 35567
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Fri, 13 Jul 2001 08:50:18 +0200, "LordDaha" <look@signature.com>
said:

>"Bob Retelle" <bobr1@provide.net> wrote in message
>news:dcpskt8o93grt93kd0qpr9q3mt95oacsqk@4ax.com...
>>
>> >As OS? (Linux is a dead giveaway, but there also other OS's out there)
>>
>> Gak. You said "userfriendly" up there. Linux is out. Waayyyy out.
>
>Weird. I think you should check out a recent Linux distribution.

I've been using and sysadminning Linux for the past few years, and
none of the distributions I've tried have been sufficiently
idiot-proof to put in a consumer device*. However, that doesn't mean
that one couldn't be created.

Now that I've been using it for a couple of weeks, this 'ere Debian
box behaves perfectly. I can and do use it as an appliance sometimes,
and at other times - well, there's all the other goodies there so I
can hack away.

I turn it on, and, after a minute or so, I'm at a graphical login. I
log in and I have a desktop, with common applications already on the
desktop and less-common applications in a small drop-down menu. The
Gnome panel across the top has a clock, a battery meter, and a
shutdown button, (and cos I'm somewhat more of a 'power user' than
what we're targetting, it has virtual desktops, task lists, etc as
well). It all 'just works'. And because the important config files
are protected, dumb users can't just break it. I have to explicitly
make myself root to break it.

* - nor is Windows. How many consumer devices do you have to go
through umpteen arcane menus and options to do something trivial? Not
even my VCR is as badly designed as Windows.

--
David Cantrell | http://www.cantrell.org.uk/david

4237. Is there emulator to format a image?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 19:28:19 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b4f8269$0$14442$4c5ecdc7@news.erinet.com>
Source record: 35570

I tried xlit, atari800dos, atari800win 2.5c. MyDOS45, Sparta 3.2a.
None will format a 720k blank image produced with APE 1.16.
Can any emulator format a 720k image? or any image for that matter?
Or do I have to have a real A8 to format the image?
Just a side note. I tried APE 1.16 unregistered today to do some stuff
and basically it won't write using SpartaDOS. Any effort to write
with the unregistered and SpDOS fails, I'm pretty sure. I knew the
unregistered won't write to PC Mirror, that's in the documentation.
Writes with MyDOS 4.5 are ok. My registered 1.17 will do fine
writing with SpDOS.
Russg

4238. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 19:28:55 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.SUN.3.96.1010713122152.26976A-100000@compass.oregonvos.net>
Source record: 35560
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Thu, 12 Jul 2001, T.J.T van Kooten wrote:

|For the sake of argument let's suppose you could design a next generation
|$300 homecomputer. The goal is to make a userfriendly machine for general
|use and for hobbyists. How would such a system look?

A box with a whole bunch of ports that all looked like 'phone jacks'
and was intelligent enough to tell the user (with a speech synthesizer)
what was available at each port. If you needed to pass through more
data than usual, just use more phone jacks. Yep, phone jacks all
over the place. Just about *anybody* can figure out how to plug jacks
in. But it is very human to plug the wrong things in to the wrong
sockets, so use the speech synthesis to tell him what's wrong. Oh,
and the audio ins and outs would be through phone jacks, too.

And when it powers up properly, and is sufficiently initialized, says
something like "Computer Okay."

4239. FS: Bounty Bob Strikes Back & Miner 20-40-9er

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 19:39:54 UTC
From: I-hate-spam <I-hate-spam@aol.com>
Message-ID: <e8I37.42504$J91.2119153@bgtnsc06-news.ops.worldnet.att.net>
Source record: 35561

I have the following 2 Atari 8-bit cartridges:

1. Bounty Bob Strikes Back (very rare!)

2. Miner 20-40-9er.

Both cartridges work fine. Bounty Bob is in almost perfect condition, with the exception of the very top part of the cartridge having normal wear on it (probably from pushing it in/out of the cartridge slot).

Miner 20-40-9er is in blah condition - its got a pretty good scratch on the back of the label, but the cartridge works fine.

I am selling both of the cartridges together to the highest bidder. If anybody has any interest in these Atari 8-bit cartridges, please send me an email message with your very best offer. I checked on Ebay and they are selling for a LOT of money. If I can get something close to what they sell on Ebay for, I will bypass Ebay and save the few pennies on commission.

Please email me with your BEST offer at: puzzele@att.net

NOTE: ONLY serious inquiries please. Thanks in advance.
I anticipate putting it up for auction in the next few days.

4240. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 19:49:42 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.SUN.3.96.1010713124315.26976B-100000@compass.oregonvos.net>
Source record: 35562
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
On Fri, 13 Jul 2001, Matthew Montchalin wrote:
|On Thu, 12 Jul 2001, T.J.T van Kooten wrote:
|
||For the sake of argument let's suppose you could design a next
||generation $300 homecomputer.

Well, I'd like to have the stripped down version priced at $150.

||The goal is to make a userfriendly machine for general use and
||for hobbyists. How would such a system look?
|
|A box with a whole bunch of ports that all looked like 'phone jacks'
|and was intelligent enough to tell the user (with a speech synthesizer)
|what was available at each port. If you needed to pass through more
|data than usual, just use more phone jacks. Yep, phone jacks all
|over the place. Just about *anybody* can figure out how to plug
|jacks in. But it is very human to plug the wrong things in to the
|wrong sockets, so use the speech synthesis to tell him what's wrong.

And what's right. You see, that's part of the initialization
procedure. For instance, if the Box ends up saying "Waiting for
Port 1 Jack" the user knows that something is up right there.

|Oh, and the audio ins and outs would be through phone jacks, too.

Yep, phone jacks all over the place.

|And when it powers up properly, and is sufficiently initialized,
|says something like "Computer Okay."

As for speech recognition, or maybe just whistle recognition, that's
a whole 'nother ball o' wax. The manufacturer would be shooting
himself in the foot if he requires the user to input data (er, ah,
select games or applications) by whistling.
```

4241. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 21:33:27 UTC
From: "T.J.T van Kooten" <thomas@-nospam-worldonline.nl>
Message-ID: <9inog6mbq1@nereid.worldonline.nl>
Source record: 35563
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Marc Walters <marc@classworks.com.au> wrote in message > One of my favourite "toys" was an old Dick Smith (Funway?) Electronics
> Learning Kit. It was a board with springs (to join the hookup wire),
> components, and project sheets. Simple, fun, and educational.
> Especially since there was no need for that ten-year old to to wield a
> dangerous soldering iron and play with mains electricity. Which leads
> nicely into...

Interesting, I had a similar kit with a board, springs, components and project sheets. You could upgrade the entire board to a full experimental control system complete with well written manuals (even for a kid) how to build and design assorted circuits. Cool stuff. :-)
You could find them in some of the larger electronics stores but I haven't seen one in years (sigh). I don't remember the name but it came from a german company, the boxes they came in were orange with electronics and schematics on them.

>
> If the C64 was going to be ressurected in a modern form, it would have
> to be something entirely different from a PC, and aimed at an entirely
> different market. A "learning" or "hobby" computer. Like "Mecchano"
> and IIRC "Lego Robotics".
>
> Something that was:
>
> a) Relatively inexpensive
> b) Programmable
> c) Childproof and newcomputerowner-proof
> d) Expandable
>
So it should be aimed as an educational toy/tool. Seeing the cut throat PC business this would be a sensible approach.

> What I'm thinking of is a SCPU-driven 64 in a PC mini tower, with real
> O/S that sits over the C64 BASIC/KERNAL package and provides a
> protected environment for a new BASIC or PASCAL with strong visual and
> audio support. A component system, similar to Borland's "Delphi" would
> be really nice.
>
Having used Pascal myself I would have to agree on using a system like Delphi. Although my heart these days is with Python. But that's a script language (I wish i had this as a kid, so clear and well structured!)

> The O/S would be scaleable -
> * A "Childrens' Mode" which allows a subset of the programming
> languages and lots of presets for stuff like printer output,
> menu-driven educational titles, etc (in ROM?). Perhaps a
> point-and-click programming language with built-in music to make
> "games" similar to the old Commodore "babysitter" titles ala "Pinball
> Construction Set".
> * A "Hobby Mode", perhaps using a hard-to-get-at hardware switch which
> allows access to the guts of the machine, and 64-mode, etc. A
> redesigned "hobby-port", basically the User port with build-in relays
> and perhaps a bay for a 9-volt battery to power plug-in (out of the
> box) hardware projects.
>
Truly a tinkering machine. For young and old ;-)

> In all, a machine that the user can get a real feeling of being in
> control - no worry about viruses or crashes or constant version
> updates and patches. Something parents will buy for the kids as a toy
> but may (hopefully) discover than by plugging some extra stuff into
> it, can do basic tasks like wordprocessing and may not be quite the
> toy they thought it was.
>
> Marc Walters
> marc@objectconnections.com
>
>
At least it would be a better investment than the newest game console on the
block. What parent could resist?

Cheers,

Thomas van Kooten

4242. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 21:46:09 UTC
From: "T.J.T van Kooten" <thomas@-nospam-worldonline.nl>
Message-ID: <9inp80$n0e$1@nereid.worldonline.nl>
Source record: 35564
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Ralf Quint <Ralf_Quint@hot_mail.com> wrote in message > >As OS? (Linux is a dead giveaway, but there also other OS's out there)

> FreeDOS?? It's getting closer to be usable everyday....
> Linux for a home user, no way, not in this decade AFAIAC... ;-)))
> >Build in programming language? (please choose anything but Basic!)
> What's wrong with BASIC? It's easy to be "build in", as it is an
> interpreter and there are a lot of BASIC variations out there that
> would stand any comparison for ease of use and performance....
> Or you you suggest something more academic like Smalltalk, Lisp or
> Java???
The reason is that Basic will being a good language for beginners isn't the best language to learn the art of programming (structure, modules etc..) . I'm not up to date up to date on recent Basic dialects but I believe the same problem still applies. Once you get to the higher programming languages this becomes evident and you have to 'unlearn' before you can start again.

Don't get me wrong. Basic was a good beginners language but these days I think Python is far more suited for newbies and novices.

> >Amount of memory? (RAM and ROM)
> Not as much a question of cost (128MB SDRAM is less than $10 these
> days), as of a combination of the above specs...
> >Graphic and Sound?
> VGA style graphics with 4MB RAM and at least 800x600, 16bit colors is
> not a problem these days either..
> And SB compatible sound probably not...
> >Network capabilities? (internet capable)
> an onboard solution with a Realtek chip and TP 10/100 RJ-45
> connector...
> >Plug in capabilities (remember you're making it as cheap as possible so
> >modems, CD-Roms, HD's are all extras)
> >Video (TV? or Monitor?)
> Well, a monitor is probably the most expensive part. As for the
> possible graphics capabilities, a TV (if it's not a fancy digital HDTV
> one) is far below the capablities of the graphics chips...
> >The real costs should below $200 or even below the $150 level. You may
> >presume that a million units would be manufactured so take volume discounts
> >for components into account
> If you buy a million pieces of ANY component, you get FAR below the
> usual retail prices. a quick look on pricewatch reveals

> CPU: AMD Duron 700Mhz $24 (Celeron 700MHz $42, VIA Cyrix 700 $37)
> Memory: 128MB PC133 $9
> Mobo: Intel 810 $38 (build-in video!, USB, keyboard,...)
> case w/ p/s $25 (ATX desktop)
>
> Ok, that is a pretty mix, bu assuming large quantities as you
> mentioned, this is less than $100 for the major parts. Add a few $10
> for network and sound and smaller stuff, no problem...
>
I forgot to mention that you would have to include labor and manufacturing costs and the basic essentials (special casing (not just a standard box), cooling, cables etc...). These things eat into margins.

Cheers,

Thomas van Kooten

4243. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 22:06:48 UTC
From: "T.J.T van Kooten" <thomas@-nospam-worldonline.nl>
Message-ID: <9inqen$ns0$1@nereid.worldonline.nl>
Source record: 35565
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Bill Hoggett <bill_hoggett@lineone.net> wrote in message
news:ra7sktkiuhanst9qrmth22ld7tg0dk2ldi@4ax.com...
> On Thu, 12 Jul 2001 22:09:21 +0200, "T.J.T van Kooten"
> <thomas@-nospam-worldonline.nl> wrote:
>
> >For the sake of argument let's suppose you could design a next generation
> >$300 homecomputer. The goal is to make a userfriendly machine for general
> >use and for hobbyists. How would such a system look?
>
> You need to make your mind up. Either it's a toy - and at $300 retail
> that's all you can aim for - or it's a computer for "general use and
> for hobbyists".

Educational computer toy/tool then, that's a better sales argument than most
consoles offer these days.

>
> >Amount of memory? (RAM and ROM)
>
> Depends on the OS. No ROMs, they stink.

But where does it load it's programs from then? No problem with a HD or we
could download everything thru the network interface...?

"Do I hear the word 'terminal' ?"

>
> >Graphic and Sound?
>
> There are plenty of cheap chipsets.
>
> >Network capabilities? (internet capable)
>
> Built-in 10/100 BaseT. Essential.
>
> >Plug in capabilities (remember you're making it as cheap as possible so
> >modems, CD-Roms, HD's are all extras)
>
> Don't be daft. There's no point making CDROMs and HD's "extras".
> What, you think people are willing to go back to swapping floppies?
>
If it has a network interface you could use an external server for storage.
No need for floppy's, CD/DVD's then. You could register for this service at

the time of purchase. Maybe they could also include some open source
solution for people who want to run their own server at home.

> >Video (TV? or Monitor?)
>
> Again, are you after a computer or a toy?
>
> >Remember that the RETAIL price should be $300, so think in wholesale
prices.
> >The real costs should below $200 or even below the $150 level. You may
> >presume that a million units would be manufactured so take volume
discounts
> >for components into account
> >
> >Let's see what sort of systems people come up with.
>
> What's the point? This is market research for the '80s. Nowadays
> people aren't satisfied with a cheap jack of all trades that doesn't
> do anything very well. They want a cheap games machine, they buy a
> console. They want a cheap general purpose computer, they get one.
> They want something cheap that does everything well, they get into a
> time capsule and go back to 1985.
>
That's simply projecting the current situation into the future (and the past
for that matter).

As for a cheap games machine. Remember it ain't the cheap hardware that
evaporates your bankaccount, it's the software. If we're good honest
corporate citizens ;-)

> Anyone aiming to produce computers that retail at $300 is going to be
> peddling a pile of camel dung.
>
As seen from the current standpoint, I'm asking people to step from the
straight and narrow to see if another perspective is possible.

Cheers,

Thomas van Kooten

4244. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 22:15:36 UTC
From: "T.J.T van Kooten" <thomas@-nospam-worldonline.nl>
Message-ID: <9inqv6$o62$1@nereid.worldonline.nl>
Source record: 35566
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Vidar "Hawk" Olavesen <olavese@online.no> wrote in message
news:EKy37.8779$qR5.986431@news01.chello.no...
> If I could get it to run DC, Saturn, Atari 8-bit, Jaguar and Lynx, that
> would rule. But, RISC processors are maybe to expensive ?
>
What you're referring is an 'Uber-Console' given processor power, dedicated chips and proper emulators you could do that. But I'm afraid the $300 barrier would be broken if you include recent formats. For such a system to be legal (software piracy) a HD storage wouldn't be advisable. Instead it would have to support the various CD-formats, cartridge slots etc...straight out of the box.

It's possible i suppose but the price would be far above $300.

Cheers,

Thomas

4245. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 23:13:24 UTC
From: "T.J.T van Kooten" <thomas@-nospam-worldonline.nl>
Message-ID: <9iovh3$kd1$1@nereid.worldonline.nl>
Source record: 35574
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Cantrell <usenet-20010705@barnyard.co.uk> wrote in message >
> I've been using and sysadminning Linux for the past few years, and
> none of the distributions I've tried have been sufficiently
> idiot-proof to put in a consumer device*. However, that doesn't mean
> that one couldn't be created.
>
I've tested various distro's and for the moment Suse 7.2 comes close to your ideal. The graphical setup interface is top notch. You do need a decent system to run it though, but there are plenty of other distro's for lower end systems out there. The SuSE 7.2 evaluation can be completely run from CD-ROM with some settings and some memory swap space (not necassary if you +170MB RAM) stored on your HD. This distro really is plug and play. It can detect most of the components (sound, network, video, modem etc..) and set them up correctly. If your card isn't detected automatically you just select it from the list. (I had to select my old SB16 ISA card this way) and just fill in the settings for FM, MIDI, IRQ that sort of thing.

In the end you get a perfect configured Linux system thats idiot proof. No hassle, no danger of messing up your HD. Just boot the CD for a test run. Try downloading a version to see for yourself from www.suse.com

I've been experimenting with Linux for two years now and SuSE 7.2 (and Mandrake?) is the best idiot proof version I've seen. Anyone reading should try it, it's that good.

Cheers,

Thomas

4246. Re: Wherefore art thou ATARI 8-BIT PORNOGRAPHY?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 23:14:44 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3B4F80E4.5FC25C69@one.net>
Source record: 35569

Never heard of this. The program I was thinking of is "Erotica-X" and is
pretty tame actually.

-Bob

Mighty Echidna wrote:
>
> I remember I had a game that I downloaded from a BBS called "Pleasure" that sounds a
> lot like what you mentioned... It's a totally sick, tasteless, and offensive
> text-based game whose goals include rape, abuse, drug use, and sexual intercourse
> with babies (no kidding)... It had no pictures (except for an occasion ASCII
> drawing) but it was still very graphic in its descriptions, and I remember being
> shocked by it as I was only 12 or so when I played it... I downloaded a huge ZIP of
> ATR files, and this was on there, only it was edited so it didn't include those more
> offensive details (or maybe the version I had was added on to?)
>
> I think this game was written in some Adventure-Maker type program, because of its
> interface, and it has no author/company/date information anywhere....
>
> Bob Ryan wrote:
>
> > Way back when, I had my hands on a text adventure game like Leisure Suit
> > Larry where the objective is to have sex with the various women you met.
> >
> > No pictures but interesting sound effects and commentary.
> >
> > I don't remember the name of it, but it was disk based. I remember
> > hacking it to pieces so that it wasn't that difficult to achieve the
> > objective.
> >
> > May it had something like "Erotica" in the title.
> >
> > -Bob
> >
> > RHamiIton5 wrote:
> > >
> > > The only one I ever saw was a pinball game with "interesting" mechanicals; IIRC
> > > may have been titled "Screwball" or similar...
> > >
> > > >alanmcminswa@home.com (Nearl J. Toothenbecker) replied:
> > >
> > > >I had a few demos but only one game (and I don't even remember the name of
> > > >it). It was basically a Space Invaders clone. I haven't booted up my Atari in
> > > >close to 10 years so I doubt if I still have much left that's usable.
> > >

> > > -Ron
> > >
> > > Experience is something you don't get until just after you need it.

4247. Re: email

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-13 23:22:13 UTC
From: Mo <chainsaw11@zdnetmail.com>
Message-ID: <3B4F82A5.6AB3@zdnetmail.com>
Source record: 35568

RHamiIton5 wrote:
>
> Which Atari site was it that offered an email server?
>
> I may shed this aol soon...
>
> -Ron
>
> Experience is something you don't get until just after you need it.
Atariland has free email, but you have to sign up with their site. I
still haven't figured out the need for signing up- you don't get spammed
or anything. I can't remember the link but a simple search should point
the way to Atariland....
Mo

4248. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-14 00:57:33 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4A99B103F5%news@youmustbejoking.demon.cu.invalid>
Source record: 35571
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I demand that Bob Retelle may or may not have written...

> On Thu, 12 Jul 2001 22:09:21 +0200, "T.J.T van Kooten"
> <thomas@-nospam-worldonline.nl> wrote:
[snip]
>> Build in programming language? (please choose anything but Basic!)

> Why not? BASIC is userfriendly. It uses natural language. It was
> designed to be easily usable.by anyone.

BBC BASIC's *very* nice...

[snip]
>> Video (TV? or Monitor?)

> Using a TV will restrict the output to 40 columns. [...]

BBC micro, mode 0. 640x256 graphics, 80x32 text, monochrome. Very useable on
a PAL TV.

[snip]

--
| Darren Salt anti-UCE | d youmustbejoking,demon,co,uk | nr. Ashington,
| Risc PC, Spec+3, A3010 | s zap,uk,eu,org | Northumberland
| BBC M128, Linux PC | @ | Toon Army
| Down with the Mackems!

initialise: v. Carve your initials on a floppy disk.

4249. Re: Do you own any of these Atari 8-bit carts? Do they exist?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-14 06:04:23 UTC
From: Mighty Echidna <cowman777@hotmail.com>
Message-ID: <3B4F4619.351D9744@hotmail.com>
Source record: 35572
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Whoops! Actually, I'm thinking of SHADOW WORLD (also Synapse I think?). I have DRELBS on the same disk, so I must have got them mixed up... But all I get when I load DRELBS is a blank black screen... I'll have to get a copy for the emulator and see what it looks like.

Andrew Krieg wrote:

> In article <3B4E1A40.7B5F994D@hotmail.com>,
> Mighty Echidna <cowman777@hotmail.com> wrote:
> >I have Drelbs on cart..... It's just your average side-scroller space
> >shoot-em-up.
>
> That's not Drelbs! Drelbs is the most bizaare game you will ever encounter.
> Perhaps you are thinking of Droids?
>
> --
> =__ __ __ _ __ _= Andrew Krieg - Lead Software Engineer =
> =_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
> =_ _ _ ___= WWW: http://www.execpc.com/~krieg =
> =_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

4250. Re: Wherefore art thou ATARI 8-BIT PORNOGRAPHY?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-14 06:08:36 UTC
From: Mighty Echidna <cowman777@hotmail.com>
Message-ID: <3B4F4716.BDE8DF50@hotmail.com>
Source record: 35573

Yeah, I had Erotica-X too now that you mention it. That game had a brilliant storyline (although was needlessly difficult at times)... I liked the bizarre, sci-fi ending. Someone should make a movie out of that game!

Bob Ryan wrote:

> Never heard of this. The program I was thinking of is "Erotica-X" and is
> pretty tame actually.
>
> -Bob
>
> Mighty Echidna wrote:
> >
> > I remember I had a game that I downloaded from a BBS called "Pleasure" that sounds a
> > lot like what you mentioned... It's a totally sick, tasteless, and offensive
> > text-based game whose goals include rape, abuse, drug use, and sexual intercourse
> > with babies (no kidding)... It had no pictures (except for an occasion ASCII
> > drawing) but it was still very graphic in its descriptions, and I remember being
> > shocked by it as I was only 12 or so when I played it... I downloaded a huge ZIP of
> > ATR files, and this was on there, only it was edited so it didn't include those more
> > offensive details (or maybe the version I had was added on to?)
> >
> > I think this game was written in some Adventure-Maker type program, because of its
> > interface, and it has no author/company/date information anywhere....
> >
> > Bob Ryan wrote:
> >
> > > Way back when, I had my hands on a text adventure game like Leisure Suit
> > > Larry where the objective is to have sex with the various women you met.
> > >
> > > No pictures but interesting sound effects and commentary.
> > >
> > > I don't remember the name of it, but it was disk based. I remember
> > > hacking it to pieces so that it wasn't that difficult to achieve the
> > > objective.
> > >
> > > May it had something like "Erotica" in the title.
> > >
> > > -Bob
> > >
> > > RHamiIton5 wrote:
> > > >
> > > > The only one I ever saw was a pinball game with "interesting" mechanicals; IIRC
> > > > may have been titled "Screwball" or similar...
> > > >

> > > > >alanmcminswa@home.com (Nearl J. Toothenbecker) replied:
> > > >
> > > > >I had a few demos but only one game (and I don't even remember the name of
> > > > >it). It was basically a Space Invaders clone. I haven't booted up my Atari in
> > > > >close to 10 years so I doubt if I still have much left that's usable.
> > > >
> > > > -Ron
> > > >
> > > > Experience is something you don't get until just after you need it.

4251. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-14 11:03:50 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_995108605@rtfm.mit.edu>
Source record: 35575
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 28, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/

4252. 1090 expansion box for sale

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-14 11:18:19 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3B502A7B.911F142C@t-online.de>
Source record: 35576

Hello!

No, I do not have a 1090 box for sale, but someone other at ebay. Does somebody know the seller or the pictures taken from the unit?

Andre

4253. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-14 11:33:49 UTC
From: spike1@freenet.co.uk
Message-ID: <tmapi9.s7m.ln@ridcully.freenet.co.uk>
Source record: 35579
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

T.J.T van Kooten <thomas@-nospam-worldonline.nl> did eloquently scribble:
> The reason is that Basic will being a good language for beginners isn't the
> best language to learn the art of programming (structure, modules etc..) .
> I'm not up to date up to date on recent Basic dialects but I believe the
> same problem still applies.

No, it doesn't... As mentioned previously, BBC BASIC had procedure and function definition... QL SUPERBASIC went one further and the procedures/functions actually defined new keywords... It also had Repeat loops and such. It was quite possible to dispense with GOTO altogether. (And this was in 1983)

Hell, even C has GOTO... It's just that its use is frowned upon to the point of flogging.
:)
--

```
-------------------------------------------------------------------------------
| spike1@freenet.co.uk | |
|Andrew Halliwell BSc(hons)| "ARSE! GERLS!! DRINK! DRINK! DRINK!!!" |
| in | "THAT WOULD BE AN ECUMENICAL MATTER!...FECK!!!! |
| Computer Science | - Father Jack in "Father Ted" |
-------------------------------------------------------------------------------
```

4254. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-14 11:37:40 UTC
From: spike1@freenet.co.uk
Message-ID: <4uapi9.s7m.ln@ridcully.freenet.co.uk>
Source record: 35578
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

T.J.T van Kooten <thomas@-nospam-worldonline.nl> did eloquently scribble:
>> Depends on the OS. No ROMs, they stink.

> But where does it load it's programs from then? No problem with a HD or we
> could download everything thru the network interface...?

> "Do I hear the word 'terminal' ?"

Besides that, a computer without a ROM is just a dead hunk of silicon.
Fine, the CPU will work, the memory will work, but without a little peice of
code in ROM to tell it what to do at power on, where does it get the
instructions to deal with the network or hard drive?

Does this person think the hard drive just automatically squirts data into
the CPU without any instructions from the CPU whatsoever?

--
```
-------------------------------------------------------------------------------
| spike1@freenet.co.uk | "Are you pondering what I'm pondering Pinky?" |
|Andrew Halliwell BSc(hons)| |
| in | "I think so brain, but this time, you control |
| Computer Science | the Encounter suit, and I'll do the voice..." |
-------------------------------------------------------------------------------
```

4255. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-14 13:03:38 UTC
From: pm@zetnet.net
Message-ID: <slrn9l09hv.85o.pm@manlap.zetnet.co.uk>
Source record: 35577
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <j8eukts68qfrh1lo3flmkgpe1ufpqcanbt@4ax.com>,
David Cantrell wrote:

> I've been using and sysadminning Linux for the past few years, and
> none of the distributions I've tried have been sufficiently
> idiot-proof to put in a consumer device*. However, that doesn't mean
> that one couldn't be created.

[snip]

> * - nor is Windows. How many consumer devices do you have to go
> through umpteen arcane menus and options to do something trivial? Not
> even my VCR is as badly designed as Windows.

VCR implemented as embedded Linux system = Tivo.

--
Paul Martin <pm@zetnet.net>

4256. Eric's Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-14 15:18:53 UTC
From: Eric Cron <ericcron@!!!NOSPAMMER!!!yahoo.com>
Message-ID: <tl0p2qf084n325@corp.supernews.com>
Source record: 35580

Hi All,

Just a quick note to let everybody know that I finally
got my old isp to remove my pages (www.pcc.net/dzone/atari8.htm).

The new location is:
www.dislerdesign.com/Atari

I've fixed the broken links on the HTML Version of De Re Atari,
if anybody noticed :)

Please update your bookmarks or links, Thanks!

--
eric

4257. Re: memory chip stacking

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-14 17:27:41 UTC
From: Atari Bob <ataribob@mindspring.com>
Message-ID: <9itrtv$nn9$1@nntp9.atl.mindspring.net>
Source record: 35454

You can stack the 4164s, but you can't make that stack into a 4464 without a lot of wiring - why?

Bob

Douglas Berlier <douglas.berlier@verizon.net> wrote in message news:B_937.2112$FS1.632487@paloalto-snr1.gtei.net...
> Is it possible to stack 4 4164 chips to make one 4464? I have seen this
> practice done with chips before and i was wondering if it can be done with
> memory.
>
>

4258. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-14 17:33:07 UTC
From: Ralf Quint <Ralf_Quint@hot_mail.com>
Message-ID: <suv0ltkpfl0ulrmtt6r56o1clhdmgakv4b@4ax.com>
Source record: 35581
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Fri, 13 Jul 2001 23:46:09 +0200, "T.J.T van Kooten"
<thomas@-nospam-worldonline.nl> wrote:

>
>Ralf Quint <Ralf_Quint@hot_mail.com> wrote in message > >As OS? (Linux is a
>> >Build in programming language? (please choose anything but Basic!)
>> What's wrong with BASIC? It's easy to be "build in", as it is an
>> interpreter and there are a lot of BASIC variations out there that
>> would stand any comparison for ease of use and performance....
>> Or you you suggest something more academic like Smalltalk, Lisp or
>> Java???
>The reason is that Basic will being a good language for beginners isn't the
>best language to learn the art of programming (structure, modules etc..) .
>I'm not up to date up to date on recent Basic dialects but I believe the
>same problem still applies. Once you get to the higher programming languages
>this becomes evident and you have to 'unlearn' before you can start again.
>
>Don't get me wrong. Basic was a good beginners language but these days I
>think Python is far more suited for newbies and novices.
>
Well, than you have never used a real good BASIC interpreter/compiler.
A lot of "old" Business BASIC versions are not much different than
more modern HLL. And even the BASIC used in machines like
Amstrad/Scneider or the good old BBC were a different ball game too.
Not to mention HP "Rocky Mountain BASIC" for technical apps....
Don't just think the crappy C64 basic or stuff like this... ;-)))
>
>
>> If you buy a million pieces of ANY component, you get FAR below the
>> usual retail prices. a quick look on pricewatch reveals
>> CPU: AMD Duron 700Mhz $24 (Celeron 700MHz $42, VIA Cyrix 700 $37)
>> Memory: 128MB PC133 $9
>> Mobo: Intel 810 $38 (build-in video!, USB, keyboard,...)
>> case w/ p/s $25 (ATX desktop)
>>
>> Ok, that is a pretty mix, bu assuming large quantities as you
>> mentioned, this is less than $100 for the major parts. Add a few $10
>> for network and sound and smaller stuff, no problem...
>>
>I forgot to mention that you would have to include labor and manufacturing
ok, but i also mentioned that in quantities you get probably prices

below what i mentioned from a general wholesales web site above.
>costs and the basic essentials (special casing (not just a standard box),
>cooling, cables etc...). These things eat into margins.
Well, not much cables in a modern computer, ok add another $2 and
maybe $5 for keyboard and mouse. As for materials to build it, you are
still way below $100.

There will be additional overhead, like labor, shipping and
advertising, for which i would assume even more money than the actual
labor to build it.

But the biggest catch would be to get the start with several million $
financed first, without knowing IF such a product would actually
sell...
Well, i don't have that much money to gamble with, and if i would, i
would rather lay somewhere the the tropical sun than writeing these
lines ;-)))

Ralf

4259. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-14 17:34:11 UTC
From: Ralf Quint <Ralf_Quint@hot_mail.com>
Message-ID: <jj01lt8pu67ln9h0ma1014moqjc3s53fb6@4ax.com>
Source record: 35582
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Fri, 13 Jul 2001 08:58:12 GMT, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

>If I could get it to run DC, Saturn, Atari 8-bit, Jaguar and Lynx, that
>would rule. But, RISC processors are maybe to expensive ?
>
Take a look at MAME, i think this can do all that AFAIK< i haven't
used it myself so far...

4260. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-14 18:54:55 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4A9A13CFF2%news@youmustbejoking.demon.cu.invalid>
Source record: 35583
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I demand that spike1@freenet.co.uk may or may not have written...

> T.J.T van Kooten <thomas@-nospam-worldonline.nl> did eloquently scribble:
>> The reason is that Basic will being a good language for beginners isn't
>> the best language to learn the art of programming (structure, modules
>> etc..) . I'm not up to date up to date on recent Basic dialects but I
>> believe the same problem still applies.

> No, it doesn't... As mentioned previously, BBC BASIC had procedure and
> function definition...

s/had/has/

See <URL:http://www.brandy.iconbar.com/> for a free reimplementation of BBC BASIC V.

[snip]
> Hell, even C has GOTO... It's just that its use is frowned upon to the
> point of flogging. :)

It may be considered harmful, but it's sometimes very useful...

--
| Darren Salt anti-UCE | d youmustbejoking,demon,co,uk | nr. Ashington,
| Risc PC, Spec+3, A3010 | s zap,uk,eu,org | Northumberland
| BBC M128, Linux PC | @ | Toon Army
| I don't ask for much, just untold riches...

A man wrapped up in himself makes a very small package.

4261. Newbie programming computer - Was Re: If you could design a $300 homecomputer

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-14 22:10:47 UTC
From: Corbulo <corbulo@mind_ATARI_spring.com>
Message-ID: <B7763BA6.4ECE%corbulo@mind_ATARI_spring.com>
Source record: 35584

Sort of off topic, sort of not.
I was reading an Atari BASIC book the other day and realized that the average computer user today, in general, has absolutely no concept of programming. And most computes today, in general, do not even come with any type of programming language to even start with.
Windows has never been consumer programming friendly, it has not shipped with any type of BASIC (yes, I know BASIC did exist on the drive, but it was really only there so the Edit program would run. MS heavily discouraged its use.)
Macs are the same way. Linux is the only consumer available platform that has programming, and imo it is a stretch calling it consumer, lets borrow a camera industry term and use "prosumer". And Linux easy to learn? Lets not kid ourselves. Maybe someday, maybe soon, but not now.

So the real point here is this,
Was the only reason that BASIC a real part of home computers for years, a requirement because us prosumer hobbyists demanded it?
And then when sales to us tapered off and sales to the consumer increased, did it fade away because the general non-hobbyist consumer did not want to learn to program and the machine itself?

I think if we could answer this question we could answer a lot of other questions. (i.e. "Is there any money in an alternative low-cost computer.")

Unfortunately, imo, the answer is out there for us.
Several items to consider, the death (still-born) of the Internet Appliance.
The slowing of the PC industry in general, even at the low end where some predicted growth forever. (ex. eMachines and others in trouble)
And I remember a while back, some Scandinavian country company bought the rights to the C=64 and was going to turn it in the exactly the machine under discussion here.
AFAIK, it never made it past the "Who would buy that?" stage.
Consumers are a _very_ fickle and vindictive lot.

I personally think that an Atari 8bit, drive and printer for less than $100 would be a great fit for any family today. Not to compete with the Playstation2, but to complement it.
Wouldn't sell a single one and wouldn't make a dime.

I could go on for hours, but then who am _I_ kidding?
No-one really cares anyway! :)
Fun to talk about though.

Corbulo

4262. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-14 23:56:04 UTC
From: ap721@chebucto.ns.ca.nospam
Message-ID: <9iqm6ksuc1@News.Dal.Ca>
Source record: 35586
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Actually I think it may already have been done. A group of scientists in
India have developed the prototype for a $300 computer for the masses.
Although recently a separate story proposed for India modern playstation 2
or Xbox as the basis for such a computer.
I think the current Shift magazine mentions the cheap computer prototype.
No idea what its features are.
John Elliott

4263. Re: Newbie programming computer - Was Re: If you could design a $300homecomputer

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 00:46:00 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <9S347.341$3s4.125863@nnrp3.sbc.net>
Source record: 35585

You are absolutely correct, I listen to people everyday talking about how they are going to go to school and study computer programming. When I ask them what type or language- they all say the same thing- "Oh I don't know maybe HTML or JAVA, you know web page design". I can't help but laugh, I realize that there is a market for that, but it is not what I would call computer programming, more like yuppie programming. I ask if they've ever tried BASIC and I always get a "What's BASIC?". If you are a real guru, Microsoft was kind enough to leave Debug in MSDOS, but it's a far cry from BASIC. I think it was probably about the time that they started marketing Visual Basic for hundreds of dollars that they cut off the supply of free basic.
Mo

Corbulo wrote in message ...
>Sort of off topic, sort of not.
>I was reading an Atari BASIC book the other day and realized that the
>average computer user today, in general, has absolutely no concept of
>programming. And most computes today, in general, do not even come with any
>type of programming language to even start with.
>Windows has never been consumer programming friendly, it has not shipped
>with any type of BASIC (yes, I know BASIC did exist on the drive, but it
was
>really only there so the Edit program would run. MS heavily discouraged its
>use.)
>Macs are the same way. Linux is the only consumer available platform that
>has programming, and imo it is a stretch calling it consumer, lets borrow a
>camera industry term and use "prosumer". And Linux easy to learn? Lets not
>kid ourselves. Maybe someday, maybe soon, but not now.
>
>So the real point here is this,
>Was the only reason that BASIC a real part of home computers for years, a
>requirement because us prosumer hobbyists demanded it?
>And then when sales to us tapered off and sales to the consumer increased,
>did it fade away because the general non-hobbyist consumer did not want to
>learn to program and the machine itself?
>
>I think if we could answer this question we could answer a lot of other
>questions. (i.e. "Is there any money in an alternative low-cost computer.")
>
>Unfortunately, imo, the answer is out there for us.
>Several items to consider, the death (still-born) of the Internet
Appliance.
>The slowing of the PC industry in general, even at the low end where some

>predicted growth forever. (ex. eMachines and others in trouble)
>And I remember a while back, some Scandinavian country company bought the
>rights to the C=64 and was going to turn it in the exactly the machine
under
>discussion here.
>AFAIK, it never made it past the "Who would buy that?" stage.
>Consumers are a _very_ fickle and vindictive lot.
>
>I personally think that an Atari 8bit, drive and printer for less than $100
>would be a great fit for any family today. Not to compete with the
>Playstation2, but to complement it.
>Wouldn't sell a single one and wouldn't make a dime.
>
>I could go on for hours, but then who am _I_ kidding?
>No-one really cares anyway! :)
>Fun to talk about though.
>
>Corbulo
>
>

4264. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 00:58:59 UTC
From: Ralf Quint <Ralf_Quint@hot_mail.com>
Message-ID: <1lq1ltk1c06spe25djtuc7gmqib26qll1j@4ax.com>
Source record: 35587
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
On Sat, 14 Jul 2001 19:54:55 +0100, Darren Salt
<news@youmustbejoking.demon.cu.invalid> wrote:

>
>See <URL:http://www.brandy.iconbar.com/> for a free reimplementation of BBC
>BASIC V.
>
Can't go there, "Remote Server unknown"..., too bad
```

4265. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 01:34:20 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4A9A386123%news@youmustbejoking.demon.cu.invalid>
Source record: 35590
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I demand that Ralf Quint may or may not have written...

> On Sat, 14 Jul 2001 19:54:55 +0100, Darren Salt
> <news@youmustbejoking.demon.cu.invalid> wrote:
>> See <URL:http://www.brandy.iconbar.com/> for a free reimplementation of
>> BBC BASIC V.

> Can't go there, "Remote Server unknown"..., too bad

Hmm. No matter; it pointed to
<URL:http://www.argonet.co.uk/users/dave_daniels/>
which *does* exist.

--
| Darren Salt anti-UCE | nr. Ashington, | d youmustbejoking,demon,co,uk
| Risc PC, Spec+3, A3010 | Northumberland | s zap,uk,eu,org
| BBC M128, Linux PC | Toon Army | @
| This space reserved for future expansion

Some people have a way with words, and some people, er, thingy.

4266. Re: Newbie programming computer - Was Re: If you could design a $300

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 01:36:15 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010714213615.03862.00002911@ng-fh1.aol.com>
Source record: 35588

Hey, lots of us care, but unfortunately I must totally agree with you about the A8. It harkens back to the days when a much larger fraction of users developed their own applications; I still use it on tasks for which a ready made M$ title does not exist.

>Corbulo corbulo@mind_ATARI_spring.com remarked:

>I personally think that an Atari 8bit, drive and printer for less than $100
>would be a great fit for any family today. Not to compete with the
>Playstation2, but to complement it.
>Wouldn't sell a single one and wouldn't make a dime.
>
>I could go on for hours, but then who am _I_ kidding?
>No-one really cares anyway! :)

-Ron

Experience is something you don't get until just after you need it.

4267. Re: email

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 01:45:20 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010714214520.03862.00002912@ng-fh1.aol.com>
Source record: 35589

Say, thanks, I found it here:

http://www.atariland.com/main.cfm

>chainsaw11@zdnetmail.com replied:

>Atariland has free email, but you have to sign up with their site. I
>still haven't figured out the need for signing up- you don't get spammed
>or anything. I can't remember the link but a simple search should point
>the way to Atariland....

-Ron

Experience is something you don't get until just after you need it.

4268. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 02:49:45 UTC
From: Ralf Quint <Ralf_Quint@hot_mail.com>
Message-ID: <0512lt4mm7ob1juqi5hvb52hsgb6mfqu47@4ax.com>
Source record: 35591
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 15 Jul 2001 02:34:20 +0100, Darren Salt
<news@youmustbejoking.demon.cu.invalid> wrote:

>I demand that Ralf Quint may or may not have written...
>
>> On Sat, 14 Jul 2001 19:54:55 +0100, Darren Salt
>> <news@youmustbejoking.demon.cu.invalid> wrote:
>>> See <URL:http://www.brandy.iconbar.com/> for a free reimplementation of
>>> BBC BASIC V.
>
>> Can't go there, "Remote Server unknown"..., too bad
>
>Hmm. No matter; it pointed to
> <URL:http://www.argonet.co.uk/users/dave_daniels/>
>which *does* exist.
Thanks, this links works, i'm just checking it out...

take care,

Ralf

4269. Question about max speed

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 03:01:04 UTC
From: tony rudzki <arudzki@bellatlantic.net>
Message-ID: <QH747.5622$I%.3193197@typhoon2.gnilink.net>
Source record: 35592

OK, I have a question, hypothetical of course.

This is for all the hardware gurus out there.

The chipset operates off of the color burst frequency of an NTSC signal right? or some division of it (1/2?)

Now, if the chip set uses DMA to get their data from RAM and do it by halting the 6502, why can't the processor be sped up on a new crystal at a multiple of the same clock?? In other words, if I had a 6502 running at 7.16 (4X faster than now), would it matter if I divided that clock down 4x and fed that to the graphics chips??

tony

4270. Re: 1090 expansion box for sale

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 05:15:14 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0107142115.4b3e066a@posting.google.com>
Source record: 35593

> somebody know the seller or the pictures taken from the unit?
>

Don't know the seller, but it looks good. Actually I thought the
seller had setup the auction badly. A minimum of $1000 with a reserve
of $1200? A lower minimum would get a lost of bids and build up some
excitement. Might consider some kind of escrow service if you bid.

Gene

4271. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 05:25:47 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tl2abp3ob3m8c1@corp.supernews.com>
Source record: 35594
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"T.J.T van Kooten" <thomas@-nospam-worldonline.nl> wrote in message
news:9ikva3ple1@nereid.worldonline.nl...
> For the sake of argument let's suppose you could design a next generation
> $300 homecomputer. The goal is to make a userfriendly machine for general
> use and for hobbyists. How would such a system look?
>
> CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for this
> type of thing, you should be looking at the $20-35 level)

I, not a company or else, can by a 700mhz AMD processor for 24$.
That doesn't seem 'far too expensive' to me. Those processor rocks!

> As OS? (Linux is a dead giveaway, but there also other OS's out there)

Linux, why not. .. oh yea. You mentioned userfriendly. so thats a nono.

> Build in programming language? (please choose anything but Basic!)

Built in? Are you think stuff like in the 70's? Or you really want to put a C++ compiler in rom?!?!?

> Amount of memory? (RAM and ROM)

256meg RAM. 8K EPROM

> Graphic and Sound?

Geforce2

> Network capabilities? (internet capable)

100BT

> Plug in capabilities (remember you're making it as cheap as possible so
> modems, CD-Roms, HD's are all extras)

CDRW

> Video (TV? or Monitor?)

Video as option.

>
>
> Remember that the RETAIL price should be $300, so think in wholesale prices.
> The real costs should below $200 or even below the $150 level. You may

> presume that a million units would be manufactured so take volume discounts
> for components into account

Take a look at the XBox.

>
> Let's see what sort of systems people come up with.

Xbox.

Stephan

4272. Re: Question about max speed

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 07:49:40 UTC
From: Matthias Belitz <Matthias.Belitz@gmx.net>
Message-ID: <3B514B14.2FAE1445@gmx.net>
Source record: 35595

Hallo,

tony rudzki schrieb:
>
> OK, I have a question, hypothetical of course.
>
> This is for all the hardware gurus out there.
>
> The chipset operates off of the color burst frequency of an NTSC signal
> right? or some division of it (1/2?)
>
> Now, if the chip set uses DMA to get their data from RAM and do it by
> halting the 6502, why can't the processor be sped up on a new crystal at a
> multiple of the same clock?? In other words, if I had a 6502 running at
> 7.16 (4X faster than now), would it matter if I divided that clock down 4x
> and fed that to the graphics chips??

Basically said - yes !
But the processor also acesses all peripherial chips in the normal
adressroom. And these are not fast enough. So you have to slow down
these accesses - not as simple as it sounds like.

Look at the web for the description of "Hyper-XE" by Mario Trams. Even
if it is a 65816 expansion to the Atari XE, all the facts are described
very well.

Matt

4273. Re: Atari 1020 NEW IN BOX ** SHRINKWRAPPED**

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 08:19:10 UTC
From: Mo <chainsaw11@zdnetmail.com>
Message-ID: <3B5151FE.4CDF@zdnetmail.com>
Source record: 35596

> Is this a serious ad or are you just kidding? ABBUC is selling those for
> 6,- DM (aprox. $12,-), also brandnew in box.
>
> Take a look at http://www.abbuc.de/shop/index.html and you know what I
> mean....
>
> --
> Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
> Email: fox-1 AT aq DOT nl
>
> "Remember what the dormouse said"

I went to their webpage and saw a 512k ROM drive? Anyone know exactly
what that is? My german's not very good but from what I got it's not an
eprom burner.

4274. Re: 1090 expansion box for sale

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 08:25:29 UTC
From: Mo <chainsaw11@zdnetmail.com>
Message-ID: <3B515379.626@zdnetmail.com>
Source record: 35497

Haywood Ubeegoode wrote:
>
> > somebody know the seller or the pictures taken from the unit?
> >
>
> Don't know the seller, but it looks good. Actually I thought the
> seller had setup the auction badly. A minimum of $1000 with a reserve
> of $1200? A lower minimum would get a lost of bids and build up some
> excitement. Might consider some kind of escrow service if you bid.
>
> Gene

Whatever happened to "Power without the price!"....

Mo

4275. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 09:21:34 UTC
From: blahh@blahh.com
Message-ID: <3b5148ee.3790385@news.madasafish.com>
Source record: 35498
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Personally I'd like to go for £400 to allow for inflation (my a1200 cost me £330 in 94'), but for the sake of arguement I'll stick to the 300.
OS: QNX other than NASA no body seems to have picked it up as a serous concern, so they maybe more acceptive as a partner in the project.
Proccessor: Probebly a Strong ARM or similiar, they seem very light weight and shouldn't cause over heating, either that or a Hitachi proccessor 1 step up from that of the dreamcast should be ok.
Graphics: I'll got out on limb here and say the ati128 as it is happy in both TV and monitor setups.
Sound etc: a cheap media proccessor, allows plenty of playing about by hobbyists so should be good enough.
Media/storage: some sort of CDrom and a 4 to 8 gig HD depending on whats cheapist.
Memorey: probebly ddr as its not that much more expensive than standard sdram and I'm not convinced that sdram will be around for much longer. Also allows better perfomance for the graphics and media.
ports: 4 usb, 1 network connection
Ideally you want all this on one mircoatx compatible board in a dvd/vcr style box, this way you can refit it in a tower case if you so wish.
keyboard and mouse.
no tv or monitor, buy your own you cheap skate I had to in 94' why should I give you one now :P

On Thu, 12 Jul 2001 22:09:21 +0200, "T.J.T van Kooten" <thomas@-nospam-worldonline.nl> wrote:

>For the sake of argument let's suppose you could design a next generation
>$300 homecomputer. The goal is to make a userfriendly machine for general
>use and for hobbyists. How would such a system look?
>
>CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for this
>type of thing, you should be looking at the $20-35 level)
>As OS? (Linux is a dead giveaway, but there also other OS's out there)
>Build in programming language? (please choose anything but Basic!)
>Amount of memory? (RAM and ROM)
>Graphic and Sound?
>Network capabilities? (internet capable)
>Plug in capabilities (remember you're making it as cheap as possible so
>modems, CD-Roms, HD's are all extras)

>Video (TV? or Monitor?)
>
>
>Remember that the RETAIL price should be $300, so think in wholesale prices.
>The real costs should below $200 or even below the $150 level. You may
>presume that a million units would be manufactured so take volume discounts
>for components into account
>
>Let's see what sort of systems people come up with.
>
>

4276. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 11:44:49 UTC
From: Julian Cassin <ninjaturtle..REMOVETHIS..@optushome.com.au>
Message-ID: <Rmf47.7396$A5.20303@news1.eburwd1.vic.optushome.com.au>
Source record: 35499
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Amiga 1200?

Matthew Montchalin <mmontcha@OregonVOS.net> wrote in message
news:Pine.SUN.3.96.1010713122152.26976A-100000@compass.oregonvos.net...
> On Thu, 12 Jul 2001, T.J.T van Kooten wrote:
>
> |For the sake of argument let's suppose you could design a next generation
> |$300 homecomputer. The goal is to make a userfriendly machine for general
> |use and for hobbyists. How would such a system look?
>
> A box with a whole bunch of ports that all looked like 'phone jacks'
> and was intelligent enough to tell the user (with a speech synthesizer)
> what was available at each port. If you needed to pass through more
> data than usual, just use more phone jacks. Yep, phone jacks all
> over the place. Just about *anybody* can figure out how to plug jacks
> in. But it is very human to plug the wrong things in to the wrong
> sockets, so use the speech synthesis to tell him what's wrong. Oh,
> and the audio ins and outs would be through phone jacks, too.
>
> And when it powers up properly, and is sufficiently initialized, says
> something like "Computer Okay."
>

4277. What's going on?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 12:20:45 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b51c188$0$18886$4c5ecdc7@news.erinet.com>
Source record: 35508

The original post is gone, now the followups are gone. (about 1090 on e-bay). Is someone trying to prevent disemination of info about this?

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1254779521

russg

4278. Re: I want to buy an Atari Facon

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 13:41:45 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <tl3bjds9bs515e@corp.supernews.co.uk>
Source record: 35505
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.misc

"CO" <et@seti3.com> wrote

> Looking for a good Falcon for a good deal.

There's never been one built!. :-)

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4279. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 13:53:30 UTC
From: Beyonder <beyonder@vrx.net>
Message-ID: <rcb3lt0t5lkofiocf6i3e3bap6vfivfqpi@4ax.com>
Source record: 35500
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

You people are insane.
for $300 you can get a high end pentium 3 system, loaded.
for $100 more you can get a high end 1.4gig system, loaded.
and these are retail prices! that doesn't include monitor, but who
cares?

get with the times.

B
On Fri, 13 Jul 2001 12:49:42 -0700, Matthew Montchalin
<mmontcha@OregonVOS.net> wrote:

>On Fri, 13 Jul 2001, Matthew Montchalin wrote:
>|On Thu, 12 Jul 2001, T.J.T van Kooten wrote:
>|
>||For the sake of argument let's suppose you could design a next
>||generation $300 homecomputer.
>
>Well, I'd like to have the stripped down version priced at $150.
>
>||The goal is to make a userfriendly machine for general use and
>||for hobbyists. How would such a system look?
>|
>|A box with a whole bunch of ports that all looked like 'phone jacks'
>|and was intelligent enough to tell the user (with a speech synthesizer)
>|what was available at each port. If you needed to pass through more
>|data than usual, just use more phone jacks. Yep, phone jacks all
>|over the place. Just about *anybody* can figure out how to plug
>|jacks in. But it is very human to plug the wrong things in to the
>|wrong sockets, so use the speech synthesis to tell him what's wrong.
>
>And what's right. You see, that's part of the initialization
>procedure. For instance, if the Box ends up saying "Waiting for
>Port 1 Jack" the user knows that something is up right there.
>
>|Oh, and the audio ins and outs would be through phone jacks, too.
>
>Yep, phone jacks all over the place.
>
>|And when it powers up properly, and is sufficiently initialized,
>|says something like "Computer Okay."
>

>As for speech recognition, or maybe just whistle recognition, that's
>a whole 'nother ball o' wax. The manufacturer would be shooting
>himself in the foot if he requires the user to input data (er, ah,
>select games or applications) by whistling.

4280. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 13:56:48 UTC
From: william strutts <wrstrutts1@home.com>
Message-ID: <Aih47.13959$JN6.2867413@news1.rdc1.mi.home.com>
Source record: 35501
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Beyonder" <beyonder@vrx.net> wrote in message
news:rcb3lt0t5lkofiocf6i3e3bap6vfivfqpi@4ax.com...
> You people are insane.
> for $300 you can get a high end pentium 3 system, loaded.
> for $100 more you can get a high end 1.4gig system, loaded.
> and these are retail prices! that doesn't include monitor, but who
> cares?
>
> get with the times.
>
> B

I don't think so. Maybe for around $600 you could
do that. What world do you come from anyway. The
gigahertz processors cost over $1000 in the store in
a built system. The processor alone would cost a couple
hundred retail.

--
--
William R. Strutts - wrstrutts1@home.com - Whatever!

C'est moi! http://www.facelink.com/wrstrutts

Just hacking away...

4281. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 14:01:09 UTC
From: Woody <mark.woodmass@nospam.ntlworld.com>
Message-ID: <0c83ltsv9j9v4l4iohirrpaocmb0dsajji@4ax.com>
Source record: 35502
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 15 Jul 2001 13:53:30 GMT, Beyonder <beyonder@vrx.net> wrote:

>You people are insane.
>for $300 you can get a high end pentium 3 system, loaded.
>for $100 more you can get a high end 1.4gig system, loaded.
>and these are retail prices! that doesn't include monitor, but who
>cares?
>
>get with the times.

And where exactly can we get prices like that?

--
Get yourself a new Speccy emulator.
It's free and it works - at least on my machine!
http://www.geocities.com/specemu/index.html

4282. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 14:08:49 UTC
From: william strutts <wrstrutts1@nospamhome.com>
Message-ID: <Rth47.13964$JN6.2872773@news1.rdc1.mi.home.com>
Source record: 35503
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Woody" <mark.woodmass@nospam.ntlworld.com> wrote in message
news:0c83ltsv9j9v4l4iohirrpaocmb0dsajji@4ax.com...
> On Sun, 15 Jul 2001 13:53:30 GMT, Beyonder <beyonder@vrx.net> wrote:
>
> >You people are insane.
> >for $300 you can get a high end pentium 3 system, loaded.
> >for $100 more you can get a high end 1.4gig system, loaded.
> >and these are retail prices! that doesn't include monitor, but who
> >cares?
> >
> >get with the times.
>
> And where exactly can we get prices like that?
>
>
Exactly.

--
--
William R. Strutts - wrstrutts1@home.com - Whatever!

C'est moi! http://www.facelink.com/wrstrutts

Just hacking away...

4283. WTD: DOS Disk for a 800XL / 1050 combination.

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 14:17:18 UTC
From: Me <georgezip@btinternet.com>
Message-ID: <tb93lt00egrvikqacr7kkio872jv3l4q47@4ax.com>
Source record: 35504

Hi

I have just aquired an 600XL and 800XL with a 1050 Disk drive but there were no disks what so ever. Where can i get a DOS disk for this system in the UK please.

Also need a spare IO lead (to go from Disk to tape unit). Again in the UK please.

Brian

4284. Re: Newbie programming computer - Was Re: If you could design a $300homecomputer

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 15:03:31 UTC
From: Jon-paul <pockets@cix.co.uk>
Message-ID: <9isb1gdjd1@plutonium.compulink.co.uk>
Source record: 35506

Maybe not as off topic as you think.

When i was buying my first computer (a sinclair spectrum BTW) there was a lot of emphasis on the educational nature of computers. To be considered 'computer literate' you had to know basic, to be a guru's guru you had to know CP/M. The creat your own programs emphasis was very strong in marketing over here. Its what helped persuade our parents hand over not inconsiderable sums of cash for the computers and periferals. For excample, The Commodore 64 was about £200, the Spectrum £130, the Atari was about £270 and the BBC was £299. Back in the early 80's a fantastic amount of cash for you average family to shell out. Games were about £6-8 and very best could claim a price of £9.99, significantly more than the £7 of a new LP in those days (hands up who remembers those!). Chances were how much your parents earned was the indicator of what machine you owned and vice-versa. Of course we never let our parents understand that it really was about games, they would stop funding our games machines then wouldn't they :0)

The last time i played with basic was in my first year at university (windows 3.1 days) and to be blunt if the quality of preperation by the lecturing staff was anything to go by, i'm not supprised its no longer taught at schools. Little stupid things like page indexes in recomended texts not matching the page count (which for that level of education, catering for the newbie to intermediate level is quiet frankly pethetic) giving the whole impression that the whole thing was thrown together in order to make up the courses. I found the 'computer use in History' course much more of use post uni (databases, data crunching and analysis, basic statistical analysis etc, using real data).

As to your idea of a supplemental machine, there seem to be some on the market under the guise or 'pre-school computers' and the like. I understand some are based on the apple 2 architecture, and can even be plugged into the TV for a full colour picture and have floppy drives. Now if some one where build an Atari 8 bit compatable machine with a 3 1/2 inch floppy drive with dos compatability, the standard cartridge slot (most use cartridges for their apps, why change something thats already there?) loads of memeory, A built in but switch offable Gui and software(like a MS works compatable suite. education applications for school again) i would certainly buy it.

jp

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.249 / Virus Database: 122 - Release Date: 13/04/01

4285. Re: Newbie programming computer - Was Re: If you could design a $300homecomputer

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 16:02:33 UTC
From: Corbulo <corbulo@mind_ATARI_spring.com>
Message-ID: <B77736D8.5034%corbulo@mind_ATARI_spring.com>
Source record: 35507

in article 9isb1gdjd1@plutonium.compulink.co.uk, Jon-paul at
pockets@cix.co.uk wrote on 7/15/01 11:03 AM:

> Maybe not as off topic as you think.
Lots of good stuff that I agree with snipped
>
> As to your idea of a supplemental machine, there seem to be some on the
> market under the guise or 'pre-school computers' and the like. I understand
> some are based on the apple 2 architecture, and can even be plugged into the
> TV for a full colour picture and have floppy drives.
Hadn't heard of that. I wonder if they are available in the US? And I wonder
how Apple compatible? (Arrgh, No! I am not going to hack on more machines. I
am not...)

> Now if some one where
> build an Atari 8 bit compatable machine with a 3 1/2 inch floppy drive with
> dos compatability, the standard cartridge slot (most use cartridges for
> their apps, why change something thats already there?) loads of memeory, A
> built in but switch offable Gui and software(like a MS works compatable
> suite. education applications for school again) i would certainly buy it.
Now take that thought and remove all Microsoft references from it. I know
it's hard, but just think of only what the "output" must be, not the method.
Ok, here we go.
Word processing. It must easily output quality documents.
Graphics. The graphical display must be able to pleasingly show the
appropriate images.
Number crunching. Spreadsheets and financial calculations must be easy to
create and accurate.
Education. Learning tools have to get and hold the attention of the student
while imparting the required information.
Programmability. Must be easy to create and manipulate programs and their
data.
Hardware. Components required should be varied, inexpensive and easy to
attach.

You get the drift.
No where in there was the mention of MS Word compatible, Excel compatible,
Intel, etc. Also, no Atari, Commodore, Amstrad, Macintosh, Linux, etc. And
no CD-ROM, no 3D, no 5 point stereo, etc.

Although I gravitate toward Atari's (I have 8), I own 7 TI-99's, I'm typing
this on one of my 4 Macintoshes, my home network has 4 Win2k servers, 1 NT4
server, 1 Linux server and and I make my living as a Network Engineer
supporting enterprise wide Microsoft Windows 2000 and UNIX systems for my

company, I don't care about the method. I just want the result.

Some people might consider the above blasphemous, but when you really get down to it, will an Atari 800 create a document as good as Microsoft Word? No, but in many cases, close enough. Will an Atari 800 teach you more about how a computer works, and how to program, say, BASIC? Absolutely!

Does the average consumer _need_ the power of a Pentium4 1.4gig running Windows XP? Absolutely positively not. Never. Ever. (And no despite what the commercials say, the Intel Pentium will not make your Internet faster. sigh.)
Will the Atari 800 play Unreal Tournament? um. Yeah, right. But then that's what I have a PS2 for.

Rambling again.
If you've noticed, I feel greatly about this topic.

Corbulo

4286. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 17:00:33 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tl3j288mkhv3be@corp.supernews.com>
Source record: 35509
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I dont think you can build a 1gig p3 system for 300$ even if you play with rebates and get alot of the compnant for near free.
Your best bet is with a 700mhz AMD. <300$ will get you the MB (100BT ethernet, 3d audio, 2d/3d 128bit video, usb, etc, etc..) <70$,
700mhz processor <25$, 10gig HD ~70$, 256meg PC133 <25$, case/250W & keyboard/mouse/speakers ~40$, floppy/CD would be
under 50$. So like 280$ in single quantity shopping online.
Contrary to people beleif its not hard for MS or Sony to build 300$ console and actualy make some money on that initiale sale.

I personaly think a 700mhz duron kick any other processor even half its price. How much for a 14mhz 68020ec?
You are probably better off running UAE on this sub 300$ system then on a basic a1200.

Stephan

"william strutts" <wrstrutts1@nospamhome.com> wrote in message
news:Rth47.13964$JN6.2872773@news1.rdc1.mi.home.com...
> "Woody" <mark.woodmass@nospam.ntlworld.com> wrote in message
> news:0c83ltsv9j9v4l4iohirrpaocmb0dsajji@4ax.com...
> > On Sun, 15 Jul 2001 13:53:30 GMT, Beyonder <beyonder@vrx.net> wrote:
> >
> > >You people are insane.
> > >for $300 you can get a high end pentium 3 system, loaded.
> > >for $100 more you can get a high end 1.4gig system, loaded.
> > >and these are retail prices! that doesn't include monitor, but who
> > >cares?
> > >
> > >get with the times.
> >
> > And where exactly can we get prices like that?
> >
> >
> Exactly.
>
> --
> --
> William R. Strutts - wrstrutts1@home.com - Whatever!
>
> C'est moi! http://www.facelink.com/wrstrutts
>
> Just hacking away...

>
>

4287. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 17:08:30 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tl3jh6eei0lq04@corp.supernews.com>
Source record: 35510
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

The problem is with the apps and general UI system.
Dont know if its still the case, but getting to use an app,
was getting to know the programmer mind under unix for each and every app.
With OSX if you learn how to open a file in one app, great chances more then
that app will use that method.
I overhead people today in a store discovering why they PC with one click cd burning
was not working... they put the original cd in the CDRW and the blank in the DVD player.
Under linux it doesn't take much to have mass user be lost to the point that they need
human assistance. Would you be ready so offer this support to millions ?

Having a user friendly OS is more then having a tweaked kernal on a CD.

"David Cantrell" <usenet-20010705@barnyard.co.uk> wrote in message
news:j8eukts68qfrh1lo3flmkgpe1ufpqcanbt@4ax.com...
> On Fri, 13 Jul 2001 08:50:18 +0200, "LordDaha" <look@signature.com>
> said:
>
> >"Bob Retelle" <bobr1@provide.net> wrote in message
> >news:dcpskt8o93grt93kd0qpr9q3mt95oacsqk@4ax.com...
> >>
> >> >As OS? (Linux is a dead giveaway, but there also other OS's out there)
> >>
> >> Gak. You said "userfriendly" up there. Linux is out. Waayyyy out.
> >
> >Weird. I think you should check out a recent Linux distribution.
>
> I've been using and sysadminning Linux for the past few years, and
> none of the distributions I've tried have been sufficiently
> idiot-proof to put in a consumer device*. However, that doesn't mean
> that one couldn't be created.
>
> Now that I've been using it for a couple of weeks, this 'ere Debian
> box behaves perfectly. I can and do use it as an appliance sometimes,
> and at other times - well, there's all the other goodies there so I
> can hack away.
>
> I turn it on, and, after a minute or so, I'm at a graphical login. I
> log in and I have a desktop, with common applications already on the
> desktop and less-common applications in a small drop-down menu. The
> Gnome panel across the top has a clock, a battery meter, and a
> shutdown button, (and cos I'm somewhat more of a 'power user' than
> what we're targetting, it has virtual desktops, task lists, etc as

> well). It all 'just works'. And because the important config files
> are protected, dumb users can't just break it. I have to explicitly
> make myself root to break it.
>
> * - nor is Windows. How many consumer devices do you have to go
> through umpteen arcane menus and options to do something trivial? Not
> even my VCR is as badly designed as Windows.
>
> --
> David Cantrell | http://www.cantrell.org.uk/david

4288. Re: 1090 expansion box for sale

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 17:20:20 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tl3jsnt3mefce9@corp.supernews.com>
Source record: 35511

"Haywood Ubeegoode" <ejgnandt@netzero.net> wrote in message
news:4d2debfd.0107142115.4b3e066a@posting.google.com...
> > somebody know the seller or the pictures taken from the unit?
> >
>
> Don't know the seller, but it looks good. Actually I thought the
> seller had setup the auction badly. A minimum of $1000 with a reserve
> of $1200? A lower minimum would get a lost of bids and build up some
> excitement. Might consider some kind of escrow service if you bid.

I think the seller did a good job of a "setup". No other auctions, no other feedback. Until I see otherwise, I will assume it is just another variance on the "1450XL" auctions that take place on eBay every few months w/o anything changing hands but hard feelings.

4289. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 18:03:05 UTC
From: Bill Hoggett <bill_hoggett@lineone.net>
Message-ID: <5gm3ltsshmn8lbpu141k1h8u2fq59jvo0p@4ax.com>
Source record: 35512
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 15 Jul 2001 10:08:30 -0700, "Stephan Schaem"
<tthai@mindspring.com> wrote:

>The problem is with the apps and general UI system.
>Dont know if its still the case, but getting to use an app,
>was getting to know the programmer mind under unix for each and every app.
>With OSX if you learn how to open a file in one app, great chances more then
>that app will use that method.
>I overhead people today in a store discovering why they PC with one click cd burning
>was not working... they put the original cd in the CDRW and the blank in the DVD player.
>Under linux it doesn't take much to have mass user be lost to the point that they need
>human assistance. Would you be ready so offer this support to millions ?
>
>Having a user friendly OS is more then having a tweaked kernal on a CD.

This is simply Microsoft inspired FUD from someone who hasn't used a
modern Linux distro. Try SuSE 7.2 or Mandrake 8.0 before spewing more
of this propaganda.

--
Bill Hoggett

4290. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 19:06:05 UTC
From: bmeyer@cs.monash.edu.au
Message-ID: <9ispiturk1@wombat.cs.monash.edu.au>
Source record: 35447
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

spike1@freenet.co.uk writes:

>Besides that, a computer without a ROM is just a dead hunk of silicon.
>Fine, the CPU will work, the memory will work, but without a little peice of
>code in ROM to tell it what to do at power on, where does it get the
>instructions to deal with the network or hard drive?

>Does this person think the hard drive just automatically squirts data into
>the CPU without any instructions from the CPU whatsoever?

The scary part is that this would be trivial to do these days. If the
self-initialization procedure of the Busmaster-DMA IDE controller
simply included a "read one block from the disk into memory location
0" phase, you wouldn't really need any ROM. Just keep the CPU reset
line active until the IDE controller is done. Not that I'd want such a
system --- I don't like the idea of catastrophic hard drive failure in
the first place, but this would give a whole new meaning to the term....

Bernie

--
It is easier to make war than to make peace
Georges Clemenceau
French Prime Minister 1906-09
Verdun, 20 July 1919

4291. Re: What's going on?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 19:07:26 UTC
From: patchell <patchell@silcom.com>
Message-ID: <3B51E9EE.17C6E2@silcom.com>
Source record: 35513

Hmmm.....didn't know the 1090 was so special. The one I have is not anywhere near as nice as the one pictured there. Mine does not have the top. Guess I better take better care of it.

Russ Gilbert wrote:

> The original post is gone, now the followups are gone. (about 1090
> on e-bay). Is someone trying to prevent disemination of info about
> this?
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1254779521
>
> russg

--
-Jim
---
* Visit:http://www.silcom.com/~patchell/
*---
*I'm sure glad Merry Christmas comes just once a year
* -Yogi Yorgensen

4292. Re: What's going on?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 19:26:20 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010715152620.22870.00003625@ng-fv1.aol.com>
Source record: 35514

I see a lot of caution needed there... the seller has zero feedback. I've seen some 1090's and am not collector enough to spend so much for a paperweight with circuit boards; none of them ever functioned.

>"Russ Gilbert" russg@en.com

> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1254779521

-Ron

Experience is something you don't get until just after you need it.

4293. Re: WTD: DOS Disk for a 800XL / 1050 combination.

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 19:29:38 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010715152938.22870.00003626@ng-fv1.aol.com>
Source record: 35515

can't help within your parameters; if you ever get to the US, look for us.

>Me georgezip@btinternet.com asked:

>I have just aquired an 600XL and 800XL with a 1050 Disk drive but
>there were no disks what so ever. Where can i get a DOS disk for this
>system in the UK please.

-Ron

Experience is something you don't get until just after you need it.

4294. Re: What's going on?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 19:32:24 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010715153224.22870.00003627@ng-fv1.aol.com>
Source record: 35516

Don't know, Russ; did a "List All" just now and saw 4 recent msgs with 1090 in them. They were the only ones I remember reading lately; did we miss some?

>"Russ Gilbert" russg@en.com

>The original post is gone, now the followups are gone. (about 1090
>on e-bay). Is someone trying to prevent disemination of info about
>this?
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1254779521

-Ron

Experience is something you don't get until just after you need it.

4295. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 20:04:14 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <spt3ltgg021stj8tg6hcc2c0s2nvgf04ga@4ax.com>
Source record: 35517
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 15 Jul 2001 13:56:48 GMT, "william strutts"
<wrstrutts1@home.com> wrote:

>"Beyonder" <beyonder@vrx.net> wrote in message
>news:rcb3lt0t5lkofiocf6i3e3bap6vfivfqpi@4ax.com...
>> You people are insane.
>> for $300 you can get a high end pentium 3 system, loaded.
>> for $100 more you can get a high end 1.4gig system, loaded.
>> and these are retail prices! that doesn't include monitor, but who
>> cares?
>>
>> get with the times.
>>
>> B
>
>I don't think so. Maybe for around $600 you could
>do that. What world do you come from anyway. The
>gigahertz processors cost over $1000 in the store in
>a built system. The processor alone would cost a couple
>hundred retail.
>
>--

Umm... go to www.pricewatch.com and click on "Processors - PC"

AMD 1Ghz Athlon CPU with 266 FSB are selling for as low as $81.

Complete 1Ghz Athlon SYSTEMs are selling for as low as $350

(Mid Twr, 20HD, 128 Mem, 50XCD, Floppy, Snd, 8MVideo, 56KModem,
2 USB, 120W Spk,KB/MS)

Like he said... it's the times...

BobR

4296. I want to dump some ARABIC XE carts that I have, How can I do that?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 20:05:11 UTC
From: MtaMIMI2000 <Mat@Mat.com>
Message-ID: <int3ltsb5hl5d7ennm9cq7e311p1hs9g3a@4ax.com>
Source record: 35518

I want to dump some ARABIC XE carts that I have, How can I do that?

4297. What's going on?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 20:27:11 UTC
From: russg@en.com
Message-ID: <8902dd98.0107151227.51b9336c@posting.google.com>
Source record: 35519

The sale of a 1090 on e-bay seems to be being blocked. The original
post is gone and the followups are gone, at least from my news server.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1254779521

Russg

4298. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 20:39:36 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.SUN.3.96.1010715133713.1337B-100000@compass.oregonvos.net>
Source record: 35520
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 15 Jul 2001, Beyonder wrote:

|You people are insane.
|for $300 you can get a high end pentium 3 system, loaded.

Loaded with crap. What we want, is something we can actually
use (program in 6502, and that means providing for a multiplicity
of 6502 systems in parallel, if we have to).

|for $100 more you can get a high end 1.4gig system, loaded.
|and these are retail prices! that doesn't include monitor,
|but who cares?

Who in their right mind wants to use a PC?

|get with the times.

I like the olden 'daze' a lot more.

4299. How much does it worth an ATARI ARABIC/ENGLISH 65 XE?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 20:55:55 UTC
From: MtaMIMI2000 <Mat@Mat.com>
Message-ID: <gp04ltcgtqunh0k6eqo181p4pkf6bhqcng@4ax.com>
Source record: 35521

How much does it worth an ATARI ARABIC/ENGLISH 65 XE?

4300. Connecting an Atari 800 to an Atari SC1224

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 20:57:33 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0107151257.2e81048b@posting.google.com>
Source record: 35522

Hi, anybody know how to connect an Atari 800 to an Atari SC1224
monitor? Is it possible?

Thanks,
John
john@jrcc.net

4301. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 20:58:12 UTC
From: Woody <mark.woodmass@nospam.ntlworld.com>
Message-ID: <kg04ltgfa19dpm4sf2sik86rq7hiqrce9m@4ax.com>
Source record: 35523
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 15 Jul 2001 13:39:36 -0700, Matthew Montchalin
<mmontcha@OregonVOS.net> wrote:

>On Sun, 15 Jul 2001, Beyonder wrote:
>
>|You people are insane.
>|for $300 you can get a high end pentium 3 system, loaded.
>
>Loaded with crap. What we want, is something we can actually
>use (program in 6502, and that means providing for a multiplicity
>of 6502 systems in parallel, if we have to).

Nah, eZ80 Webserver chip ;-)

>|for $100 more you can get a high end 1.4gig system, loaded.
>|and these are retail prices! that doesn't include monitor,
>|but who cares?
>
>Who in their right mind wants to use a PC?

Me, although I do see your point.

>|get with the times.
>
>I like the olden 'daze' a lot more.

Agreed.
Of course in another 20 years time emulating a Windows crash might be
fun :)

--
Get yourself a new Speccy emulator.
It's free and it works - at least on my machine!
http://www.geocities.com/specemu/index.html

4302. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 21:17:18 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <hv14ltsrah9tamqbj39sdira896vfkmn0q@4ax.com>
Source record: 35528
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Fri, 13 Jul 2001 23:46:09 +0200, "T.J.T van Kooten"
<thomas@-nospam-worldonline.nl> said:

>Don't get me wrong. Basic was a good beginners language but these days I
>think Python is far more suited for newbies and novices.

Until those newbies start wondering why their programs don't work, and
it turns out to be because they typed the wrong number of spaces, or
confused a tab for some spaces or vice versa.

Python is a rather nice language, but requires a newbie-unfriendly
editor like emacs to keep the programmer sane.

How about Ruby?

--
David Cantrell | http://www.cantrell.org.uk/david

4303. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 21:17:46 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tl424hfvnqeted@corp.supernews.com>
Source record: 35524
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Bill Hoggett" <bill_hoggett@lineone.net> wrote in message
news:5gm3ltsshmn8lbpu141k1h8u2fq59jvo0p@4ax.com...
> On Sun, 15 Jul 2001 10:08:30 -0700, "Stephan Schaem"
> <tthai@mindspring.com> wrote:
>
> >The problem is with the apps and general UI system.
> >Dont know if its still the case, but getting to use an app,
> >was getting to know the programmer mind under unix for each and every app.
> >With OSX if you learn how to open a file in one app, great chances more then
> >that app will use that method.
> >I overhead people today in a store discovering why they PC with one click cd burning
> >was not working... they put the original cd in the CDRW and the blank in the DVD player.
> >Under linux it doesn't take much to have mass user be lost to the point that they need
> >human assistance. Would you be ready so offer this support to millions ?
> >
> >Having a user friendly OS is more then having a tweaked kernal on a CD.
>
> This is simply Microsoft inspired FUD from someone who hasn't used a
> modern Linux distro. Try SuSE 7.2 or Mandrake 8.0 before spewing more
> of this propaganda.

Good DVD support? Easy to interface with 1394/DV products? Good set of USB drivers
for scanners/digital imaging? ... Easy to setup internet sharing? SSE/3dnow! Optmized
codecs?
Easy to use 'packet cd' support? How about Video IO, easy to setup & use?

If you tell me this stuff is handled better by the SuSE distribution then Windows XP I will
probably switch my home OS to linux. But other wise I wont take an afternoon to downgrade
my home OS.

If I cant use, or need to download beta driver/recompile the OS, etc... for any of my
peripherial
because the OS dont offer services/drivers I do see a problem using it for a mainstream
home OS.
Do you think linux is not on everyone computer because of marketing only?!?!?

Stephan

4304. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 21:25:04 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <1b24ltc03kpp9gj2phho0ahbohghuipspl@4ax.com>
Source record: 35527
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sat, 14 Jul 2001 00:06:48 +0200, "T.J.T van Kooten"
<thomas@-nospam-worldonline.nl> said:

>
>Bill Hoggett <bill_hoggett@lineone.net> wrote in message
>news:ra7sktkiuhanst9qrmth22ld7tg0dk2ldi@4ax.com...
>
>> You need to make your mind up. Either it's a toy - and at $300 retail
>> that's all you can aim for - or it's a computer for "general use and
>> for hobbyists".
>
>Educational computer toy/tool then, that's a better sales argument than most
>consoles offer these days.

It is? Compare and contrast the sales of those silly 'my first
computer' things, PC/Mac-based educational software, and even a
poor-selling console like the Dreamcast.

--
David Cantrell | http://www.cantrell.org.uk/david

4305. For Sale/Trade: 4 Slave MUX System

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 21:39:26 UTC
From: jeking@NOSPAM.com
Message-ID: <9it2iejgk1@news.xmission.com>
Source record: 35525

For sale or trade:

CSS Multiplexor with ROMS, 4 slave cartridges and 1 master cartridge & documentation.

This device allowed you to run one 8bit Atari (800xl or 130xe) with all peripherals (printer, hard drive, floppy, etc.) and have multiple slave systems share those devices.

Excellent for running a bulletin board or system that requires multiple 8bit Atari systems.

Will consider trades for the following items:
RTime8 cart, 256k MIO (or better), 135mb Syquest cartridges, External hard drive (30gb range) or other interesting items.

Send email to: utah_lanman@NOSPAM@yahoo.com (remote @NOSPAM).

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me email, use utah_lanman@NOSPAM@yahoo.com
Remove "NOSPAM@"

4306. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 21:42:42 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <dk24ltkt2sbdg7p82itvg73aph3aftjers@4ax.com>
Source record: 35531
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sat, 14 Jul 2001 01:13:24 +0200, "T.J.T van Kooten"
<thomas@-nospam-worldonline.nl> said:

>David Cantrell <usenet-20010705@barnyard.co.uk> wrote in message >
>> I've been using and sysadminning Linux for the past few years, and
>> none of the distributions I've tried have been sufficiently
>> idiot-proof to put in a consumer device*. However, that doesn't mean
>> that one couldn't be created.
>>
>I've tested various distro's and for the moment Suse 7.2 comes close to your
>ideal.

Hmmm ... I don't think that any of these groups are the right place
for advocating any particular Linux distribution over another. Some
of them are, of course, the right place to maintain that the Amstrad
roXX0rs and anyone who says otherwise is an inferior lifeform :-)

However, I'll come out from under my bridge, take a nibble from your
snack, and say that I don't think SuSE is suitable because of its
woeful package management and questionable security.

The package management is fine for the sort of people using Linux
nowadays, but is inadequate for use in an appliance. In this regard,
I feel Debian comes closest - but is even less appliance-like than
SuSE in many other areas.

[replies to the above three paragraphs will be cheerfully ignored, as
I ain't interested in advocacy]

No distribution (yet) comes close to pleasing me wrt security*. In
this sort of device, the biggest enemy is not an outside hacker
(although they still need to be kept out) but the owner. He must be
prevented from breaking his toy whilst still retaining the ability to
use most of its functionality, including the ability to install
software. The fact that this would break his ability to upgrade the
system isn't that much of a problem. A boot-time option to either
come up normally or to do an upgrade from the net would be sufficient.
I have some fairly detailed ideas for how such a distribution could be
put together, but I doubt most people here are interested in such
arcana :-)

* - not even in terms of securing it as an ordinary Unix workstation,
let alone as an appliance.

--
David Cantrell | http://www.cantrell.org.uk/david

4307. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 21:55:01 UTC
From: william strutts <wrstrutts1@nospam.home.com>
Message-ID: <Vio47.14877$JN6.3143447@news1.rdc1.mi.home.com>
Source record: 35526
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

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"Bob Retelle" <bobr1@provide.net> wrote in message
news:spt3ltgg021stj8tg6hcc2c0s2nvgf04ga@4ax.com...
> On Sun, 15 Jul 2001 13:56:48 GMT, "william strutts"
> <wrstrutts1@home.com> wrote:
>
> >"Beyonder" <beyonder@vrx.net> wrote in message
> >news:rcb3lt0t5lkofiocf6i3e3bap6vfivfqpi@4ax.com...
> >> You people are insane.
> >> for $300 you can get a high end pentium 3 system, loaded.
> >> for $100 more you can get a high end 1.4gig system, loaded.
> >> and these are retail prices! that doesn't include monitor, but who
> >> cares?
> >>
> >> get with the times.
> >>
> >> B
> >
> >I don't think so. Maybe for around $600 you could
> >do that. What world do you come from anyway. The
> >gigahertz processors cost over $1000 in the store in
> >a built system. The processor alone would cost a couple
> >hundred retail.
> >
> >--
>
> Umm... go to www.pricewatch.com and click on "Processors - PC"
>
> AMD 1Ghz Athlon CPU with 266 FSB are selling for as low as $81.
>
> Complete 1Ghz Athlon SYSTEMs are selling for as low as $350
>
> (Mid Twr, 20HD, 128 Mem, 50XCD, Floppy, Snd, 8MVideo, 56KModem,
> 2 USB, 120W Spk,KB/MS)
>
>
> Like he said... it's the times...
>

He said Pentium III processor not Athlon AMD processors!!

--
--
```

William R. Strutts - wrstrutts1@nospam.home.com - Whatever!

C'est moi! http://www.facelink.com/wrstrutts

Just hacking away...

Remove nospam to reply.

4308. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 21:59:21 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <c044lt0nmh5vnnc2dh7hva7uej9gejndke@4ax.com>
Source record: 35529
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 15 Jul 2001 10:08:30 -0700, "Stephan Schaem"
<tthai@mindspring.com> said:

[please don't top-quote]

>The problem is with the apps and general UI system.
>Dont know if its still the case, but getting to use an app,
>was getting to know the programmer mind under unix for each and every app.

Sad but true. One of the great strengths of X is that it does one job
- providing the ability to network graphical applications - and does
it well. Its great weakness is that it does nothing more than that
one job, and hence the proliferation of widget sets, window managers
and desktop environments leading to infinite variety and infinite
confusion.

>With OSX if you learn how to open a file in one app, great chances more then
>that app will use that method.

Pity that OS X is such utter pants in all sorts of other ways :-)

>I overhead people today in a store discovering why they PC with one click cd burning
>was not working... they put the original cd in the CDRW and the blank in the DVD player.

<sigh> it just ain't possible to design human stupidity out of the
system.

>Under linux it doesn't take much to have mass user be lost to the point that they need
>human assistance. Would you be ready so offer this support to millions ?

Me personally? No. I am insufficiently tolerant of idiots to do
luser-support, and there is nothing to motivate me to create such a
distribution right now. But if someone wanted to make a go at it, I
could be persuaded to work on creating and maintaining the product.
Provided he had a good business plan which would keep me in
pay-cheques for a few years.

>Having a user friendly OS is more then having a tweaked kernal on a CD.

Which is why I talked about an entire distribution, not just a kernel.
An appliance distribution is not going to look anything like a
traditional Linux distro. Sure, the end result may be a nice Gnome
desktop just like you can have with other distros, but the underlying
system will be very different.

--
David Cantrell | http://www.cantrell.org.uk/david

4309. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 22:06:15 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <ps44ltsfa5po6rvaul4r4oloid50f7a2ic@4ax.com>
Source record: 35530
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sat, 14 Jul 2001 01:57:33 +0100, Darren Salt
<news@youmustbejoking.demon.cu.invalid> said:

>I demand that Bob Retelle may or may not have written...
>
>> Using a TV will restrict the output to 40 columns. [...]
>
>BBC micro, mode 0. 640x256 graphics, 80x32 text, monochrome. Very useable on
>a PAL TV.

But possibly not usable on NTSC, the inferior standard used in less
enlightened areas :-)

--
David Cantrell | http://www.cantrell.org.uk/david

4310. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 22:08:57 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <f054lt810sfp5l4on6gro7t5d7ntp267i4@4ax.com>
Source record: 35532
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Fri, 13 Jul 2001 23:33:27 +0200, "T.J.T van Kooten"
<thomas@-nospam-worldonline.nl> said:

>Having used Pascal myself I would have to agree on using a system like
>Delphi. Although my heart these days is with Python. But that's a script
>language (I wish i had this as a kid, so clear and well structured!)

I don't know why people insist on calling languages like python and
perl 'script' languages. Just because some people use them as that
does not mean that that is all they can do. I have written some
rather large applications in perl, and colleagues have done the same
in python. They are fully-fledged programming languages.

--
David Cantrell | http://www.cantrell.org.uk/david

4311. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 22:42:28 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <0q64lt0fd5phvss62d2dkn90gar5d4j7rp@4ax.com>
Source record: 35533
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
On Sun, 15 Jul 2001 21:55:01 GMT, "william strutts"
<wrstrutts1@nospam.home.com> wrote:

>"Bob Retelle" <bobr1@provide.net> wrote in message
>news:spt3ltgg021stj8tg6hcc2c0s2nvgf04ga@4ax.com...
>> On Sun, 15 Jul 2001 13:56:48 GMT, "william strutts"
>> <wrstrutts1@home.com> wrote:
>>
>> >"Beyonder" <beyonder@vrx.net> wrote in message
>> >news:rcb3lt0t5lkofiocf6i3e3bap6vfivfqpi@4ax.com...
>> >> You people are insane.
>> >> for $300 you can get a high end pentium 3 system, loaded.
>> >> for $100 more you can get a high end 1.4gig system, loaded.
>> >> and these are retail prices! that doesn't include monitor, but who
>> >> cares?
>> >>
>> >> get with the times.
>> >>
>> >> B
>> >
>> >I don't think so. Maybe for around $600 you could
>> >do that. What world do you come from anyway. The
>> >gigahertz processors cost over $1000 in the store in
>> >a built system. The processor alone would cost a couple
>> >hundred retail.
>> >
>> >--
>>
>> Umm... go to www.pricewatch.com and click on "Processors - PC"
>>
>> AMD 1Ghz Athlon CPU with 266 FSB are selling for as low as $81.
>>
>> Complete 1Ghz Athlon SYSTEMs are selling for as low as $350
>>
>> (Mid Twr, 20HD, 128 Mem, 50XCD, Floppy, Snd, 8MVideo, 56KModem,
>> 2 USB, 120W Spk,KB/MS)
>>
>>
>> Like he said... it's the times...
>>
>
```

>He said Pentium III processor not Athlon AMD processors!!
>
>--

OK, Pentium III 1Ghz is $172.

A complete 1Ghz Pentium III SYSTEM is $418, same specs as above.

A far cry from $600, or "over $1000".

Again, it's the times.

BobR

4312. Re: What's going on?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 22:54:36 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b5255c5$0$93672$4c5ecdc7@news.erinet.com>
Source record: 35542

(Ron did a 'list all' and found 4 posts with 1090 in them.)
Ron, on my news server, I saw a response to the orginal post and
a few other responses. Then, the whole thread was 'no longer available'
on my news server. It is still not in my news.
I checked google and saw four responses, but still not the original
post.
I looked it up in e-bay myself to find it. I wanted to see it.
I'm suspicous by nature, it seems that someone is able to 'kill' system
wide someone else's posts, is what I'm thinking.
I don't want it, but I enjoyed seeing the thing. The current bids
are all by the same 'mssmouse' person, so the auctioner may be posting
bids to his own sale thru another account. If that were true, I think
that's against ebay policy.
Like I saw on google, Rick Cortese smells something fishy about the
auctioner.
Russg

4313. Re: I want to buy an Atari Facon

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 23:20:51 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <9it8au$5pq$1@merki.connect.com.au>
Source record: 35534
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.misc

"Steve Sweet" <steve-sweet@lineone.net> wrote in message
news:tl3bjds9bs515e@corp.supernews.co.uk...
>
> "CO" <et@seti3.com> wrote
>
> > Looking for a good Falcon for a good deal.
>
> There's never been one built!. :-)

Thats not very nice Steve. I have 2 Falcons (1 with CT2), and 2 MegaSTe's
and the Megas are in worse shape than the Falcons. Will fix soon tho, been
saying that for weeks;-).

Mark

4314. Re: Is there emulator to format a image?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 23:47:30 UTC
From: ebaiz@skyenet.net
Message-ID: <mYp47.4302$P%2.9454@newsfeed.slurp.net>
Source record: 35535

On 13 Jul 2001 19:28:19 , "Russ Gilbert" wrote:
>I tried xlit, atari800dos, atari800win 2.5c. MyDOS45, Sparta 3.2a.
>None will format a 720k blank image produced with APE 1.16.
>Can any emulator format a 720k image? or any image for that matter?
>Or do I have to have a real A8 to format the image?
>Just a side note. I tried APE 1.16 unregistered today to do some stuff
>and basically it won't write using SpartaDOS. Any effort to write

Well I have used 800XLDJ to format a 720K DI image, but I do not think
that is what you want.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4315. Re: How much does it worth an ATARI ARABIC/

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 23:47:32 UTC
From: ebaiz@skyenet.net
Message-ID: <oYp47.4303$P%2.9454@newsfeed.slurp.net>
Source record: 35536

On 15 Jul 2001 16:55:55 , MtaMIMI2000 wrote:
>How much does it worth an ATARI ARABIC/ENGLISH 65 XE?

I am not sure, but I might be interested in it. Just what does it do
anyway???

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4316. Re: Connecting an Atari 800 to an Atari SC1

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-15 23:47:33 UTC
From: ebaiz@skyenet.net
Message-ID: <pYp47.4304$P%2.9454@newsfeed.slurp.net>
Source record: 35537

On 15 Jul 2001 13:57:33 , Jheitmuller wrote:
>Hi, anybody know how to connect an Atari 800 to an Atari SC1224
>monitor? Is it possible?
>
>Thanks,
>John
>john@jrcc.net
>.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4317. Re: I want to dump some ARABIC XE carts that I have, How can I do that?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 00:39:31 UTC
From: DCM01@USA.NET
Message-ID: <3b5237b1.1939660@news.CIS.DFN.DE>
Source record: 35538

Tell us more details! What are the carts?

On Sun, 15 Jul 2001 16:05:11 -0400, MtaMIMI2000 <Mat@Mat.com> wrote:

>I want to dump some ARABIC XE carts that I have, How can I do that?

4318. Re: I want to dump some ARABIC XE carts that I have, How can I do that?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 01:10:02 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010715211002.08337.00003923@ng-fw1.aol.com>
Source record: 35539

Depends on many factors; do they allow a disk boot? Might accomplish it with clever coding of an Autorun.sys.

Game carts and apps with a built in FMS, usually require some hardware like Omnimon or possibly XL Boss.

Some XE carts are bank switched; you need to know number and size and the toggle address register.

>MtaMIMI2000 Mat@Mat.com asked:

>I want to dump some ARABIC XE carts that I have, How can I do that?

-Ron

Experience is something you don't get until just after you need it.

4319. Re: 1090 expansion box for sale

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 01:57:21 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0107151757.390d5ee6@posting.google.com>
Source record: 35540

"Rick Cortese" <ricortes@netmagic.net> wrote in article
<tl3jsnt3mefce9@corp.supernews.com> :
>I think the seller did a good job of a "setup". No other auctions, no
other
>feedback. Until I see otherwise, I will assume it is just another
variance
>on the "1450XL" auctions that take place on eBay every few months w/o
>anything changing hands but hard feelings.
>

Rick,
Agreeded, its definitely caveat emptor. Problem is that after you "see otherwise", the item will be gone. The 1450 auctions you refer to had no pictures or they stole one from Curt Vendel's site. They were also riddled with other inconsistencies in the description. Pretty much nonsense on the face of it. This one is not an obvious fake. Maybe that means the seller is more clever and therefore more dangerous? To repeat myself, using an escrow service would be prudent. Personally, the thing is not worth $1200 bucks to me.

Gene

4320. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 02:27:23 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.SUN.3.96.1010715192534.26678A-100000@compass.oregonvos.net>
Source record: 35541
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
On Sun, 15 Jul 2001, David Cantrell wrote:
|On Sat, 14 Jul 2001 01:57:33 +0100, Darren Salt
|<news@youmustbejoking.demon.cu.invalid> said:
|
|>I demand that Bob Retelle may or may not have written...
|>
|>> Using a TV will restrict the output to 40 columns. [...]
|>
|>BBC micro, mode 0. 640x256 graphics, 80x32 text, monochrome.

I wouldn't mind that kind of graphics, and that kind of text mode,
so long as the character sets are redefinable, and one of which
implements a conventional Commodore graphics character set (which
so many people seem to have memorized).

|>Very useable on a PAL TV.
|
|But possibly not usable on NTSC, the inferior standard used in less
|enlightened areas :-)
```

4321. What do you use your 8bit for?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 02:51:44 UTC
From: jeking@NOSPAM.com
Message-ID: <9itks0$oq2$1@news.xmission.com>
Source record: 35543

I'm very curios..

With the proliferation and inexpensiveness of todays PC's, what are you using your 8bit to do?

I finally set mine up (again!), and am using it primarily to access Usenet newsgroups though a telnet interface that I've configured.

Responses appreciated.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me email, use utah_lanman@NOSPAM@yahoo.com
Remove "NOSPAM@"

4322. Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 03:01:49 UTC
From: <>
Message-ID: <9itlet$oq2$4@news.xmission.com>
Source record: 35544

Anybody still playing Alternate Reality?

What's the best non-floppy disk method for playing AR? (Ape?)

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me email, use utah_lanman@NOSPAM@yahoo.com
Remove "NOSPAM@"

4323. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 03:17:10 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <9itm60$gn3$1@merki.connect.com.au>
Source record: 35545

Yeah, yesterday as a matter of fact;-). The Dungeon. I have just about mapped the lot. I played it silly for around 8 years and have decided to resurect my trust adventurer....Ape seems to be OK.

Mark

Now that you are gone.....

<utah_lanman@NOSPAM@yahoo.com> wrote in message news:9itlet$oq2$4@news.xmission.com...
> Anybody still playing Alternate Reality?
>
> What's the best non-floppy disk method for playing AR? (Ape?)
>
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me email, use utah_lanman@NOSPAM@yahoo.com
> Remove "NOSPAM@"

4324. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 03:38:51 UTC
From: Douglas Berlier <douglas.berlier@verizon.net>
Message-ID: <flt47.10376$Ld1.658895@paloalto-snr1.gtei.net>
Source record: 35546

I have a copy of "alternate reality" as well as the Dungeon. Can either of you tell me how to play it.. I cant seem to get it to boot up. I think it may be copy protection or operator error

Douglas

<utah_lanman@NOSPAM@yahoo.com> wrote in message news:9itlet$oq2$4@news.xmission.com...
> Anybody still playing Alternate Reality?
>
> What's the best non-floppy disk method for playing AR? (Ape?)
>
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me email, use utah_lanman@NOSPAM@yahoo.com
> Remove "NOSPAM@"

4325. Re: How much does it worth an ATARI ARABIC/

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 04:10:56 UTC
From: MtaMIMI2000 <Mat@Mat.com>
Message-ID: <e5q4lt4d1p0pq2equlcgv3o1ljbg7rd37n@4ax.com>
Source record: 35448

It is a 65XE with a built in support for arabic characters. But still
you can use the english alphabet if you want. On the keyboard you see
both alphabets. It runs all the carts that any ATARI 8 bit runs

On Sun, 15 Jul 2001 23:47:32 GMT, ebaiz@skyenet.net (Edward S. Baiz
Jr.) wrote:

>On 15 Jul 2001 16:55:55 , MtaMIMI2000 wrote:
>>How much does it worth an ATARI ARABIC/ENGLISH 65 XE?
>
>I am not sure, but I might be interested in it. Just what does it do
>anyway???
>
>
>Edward S. Baiz Jr.
> (Gamer)
>---
>HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
>PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
>---
>

4326. Re: I want to dump some ARABIC XE carts that I have, How can I do that?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 04:12:52 UTC
From: MtaMIMI2000 <Mat@Mat.com>
Message-ID: <taq4lt8girgu76vom5lvoub8707m46at0e@4ax.com>
Source record: 35449

Basically, some arabic games, also I have a cart called ARABOS, when
you plug it in XE/XL system, your system will support ARABIC/ENGLISH.

On Mon, 16 Jul 2001 00:39:31 GMT, DCM01@USA.NET (Daniel Miller) wrote:

>Tell us more details! What are the carts?
>
>On Sun, 15 Jul 2001 16:05:11 -0400, MtaMIMI2000 <Mat@Mat.com> wrote:
>
>>I want to dump some ARABIC XE carts that I have, How can I do that?
>

4327. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 04:13:16 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <9itpf5$j07$1@merki.connect.com.au>
Source record: 35450

"Douglas Berlier" <douglas.berlier@verizon.net> wrote in message
news:flt47.10376$Ld1.658895@paloalto-snr1.gtei.net...
> I have a copy of "alternate reality" as well as the Dungeon. Can either of
> you tell me how to play it.. I cant seem to get it to boot up. I think it
> may be copy protection or operator error

Hi Doug, whats the problem? It isn't basic, so when you switch the machine
on hold down option. It uses around 4 disks too. So make sure they are all
loaded as images, to minimise disk swapping. If you still have trouble it
could be your images are dodgey.

Mark

4328. Re: Atari Memory Expansion Carts?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 04:14:55 UTC
From: Douglas Berlier <douglas.berlier@verizon.net>
Message-ID: <3Tt47.2233$ch5.769850@dfiatx1-snr1.gtei.net>
Source record: 35451

I think you will need to do a complete upgrade to 128K to make it 130XE compatible but the 65XE and the XEGM "XE game system" only have 64k. But I have not dealt with 800's or lesser. So I cannot truly answer this question. Sorry

Douglas

"video game addict" <videogameaddict@earthlink.net> wrote in message news:hySU6.2182$Il5.271111@newsread1.prod.itd.earthlink.net...
> I just bought an Atari 800 a few days ago. I took it apart so I could clean
> it real good when I noticed the Atari RAM Memory Expansion Carts. What all
> Atari computers used these carts? I haven't seen any other Atari computers
> except for the 400, Could these carts be used in a 400 to play 48K games?
> Are there any carts with more than 16K on them? If so would it be possible
> to play XE carts if I had 64K on my 800?
>
> John
>
>
>

4329. Re: What's going on?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 04:30:35 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3B526DEB.B03AD03B@one.net>
Source record: 35452

There's no problem with the messages on my ISP's news feed (SuperNews?).

Anyway, the seller ended the auction early. Hmmm......

-Bob

Russ Gilbert wrote:
>
> (Ron did a 'list all' and found 4 posts with 1090 in them.)
> Ron, on my news server, I saw a response to the orginal post and
> a few other responses. Then, the whole thread was 'no longer available'
> on my news server. It is still not in my news.
> I checked google and saw four responses, but still not the original
> post.
> I looked it up in e-bay myself to find it. I wanted to see it.
> I'm suspicous by nature, it seems that someone is able to 'kill' system
> wide someone else's posts, is what I'm thinking.
> I don't want it, but I enjoyed seeing the thing. The current bids
> are all by the same 'mssmouse' person, so the auctioner may be posting
> bids to his own sale thru another account. If that were true, I think
> that's against ebay policy.
> Like I saw on google, Rick Cortese smells something fishy about the
> auctioner.
> Russg

4330. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 04:32:48 UTC
From: wbdesnoy@acs5.acs.ucalgary.ca
Message-ID: <9itqpgpoi1@nserve1.acs.ucalgary.ca>
Source record: 35453
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Hardware:
- 68000, about 10MHz
- 4MB to 8MB RAM
- ROM based OS (patched in RAM)
- 2 or 4 RS-232 ports
- 2 parallel ports
- an AD convert, with 4 inputs and 2 outputs
- 8"x4" LCD screen, high resolution,
high contrast, black and white is fine
- semi-portable design (something which can
be moved while I'm working, but not something
which I work on while moving)
- 64MB to 256MB RAM with battery backup, for
storing documents. Or use flash memory if
it is cheap enough.
- HD 3.5" floppy, for communicating with my
other machines

Software:
- task switching. need not support running
background processes, but I should be able to
access other software while working
- mostly command driven, put pointer is also
available (I'm viewing this from a programming
standpoint. I don't want to waste time
learning an event driven interface, along the
lines of MacOS or Windows, for a "hobby
machine")
- a default command set which resembles the
more common unix utilities
- programming language must support graphical
output, using an easy to learn model (as most
versions of BASIC had, or PostScript)
- a machine language monitor, and an assembler
should be provided by default.

These specifications are purely from the hobbies perspective.
I believe that this is something which I could put to productive
use, yet still learn the workings of (and program) with a decent
level of competence. It should also be easier to document than
the modern batch of PCs and Macs, which everybody appears to be
drooling over.

Who cares about getting with the times. I can't figure out what
to do with a 50MHz box, let alone a 1GHz one (let alone the 350MHz
one I'm on right now).

I would expect something like this to cost between $100 and $200.

Byron.

In article <Pine.SUN.3.96.1010715133713.1337B-100000@compass.oregonvos.net> you wrote:
: On Sun, 15 Jul 2001, Beyonder wrote:

: |You people are insane.
: |for $300 you can get a high end pentium 3 system, loaded.

: Loaded with crap. What we want, is something we can actually
: use (program in 6502, and that means providing for a multiplicity
: of 6502 systems in parallel, if we have to).

: |for $100 more you can get a high end 1.4gig system, loaded.
: |and these are retail prices! that doesn't include monitor,
: |but who cares?

: Who in their right mind wants to use a PC?

: |get with the times.

: I like the olden 'daze' a lot more.

4331. Intec ram upgrade/atari400

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 07:19:33 UTC
From: sahmeh41@aol.com
Message-ID: <20010716031933.06310.00003957@ng-cr1.aol.com>
Source record: 35457

I would like some information on Intec ram upgrades for the 400.
How to identify ram chips? also can I plug 8k ICs into a 32k board?
Also would like to find 48k/64k upgrade for Atari 400 by Claus Buchholz

4332. Re: What's going on?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 07:26:54 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <XPu47.218$N_4.10064@nnrp1.sbc.net>
Source record: 35455

Yep it looks like it is the same guy with the 1450XL. He ended the auction
early and cancelled all bids after it broke the $1200.00 mark.
I wonder what the motive is here, I bet if we searched around we'd find that
the pics were stolen from a museum website or something.
Mo

Russ Gilbert wrote in message
<8902dd98.0107151227.51b9336c@posting.google.com>...
>The sale of a 1090 on e-bay seems to be being blocked. The original
>post is gone and the followups are gone, at least from my news server.
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1254779521
>
>Russg
>

4333. Re: 1090 expansion box for sale

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 07:27:00 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0107152327.417b6352@posting.google.com>
Source record: 35458

There is one obvious problem here. The 1090 is pretty useless w/o
expansion cards. When was the last time you saw a 1090 expansion
card. I sent the seller some questions about the box the day the item
went up for auction on eBay. He never replied.

ejgnandt@netzero.net (Haywood Ubeegoode) wrote in message
news:<4d2debfd.0107151757.390d5ee6@posting.google.com>...
> "Rick Cortese" <ricortes@netmagic.net> wrote in article
> <tl3jsnt3mefce9@corp.supernews.com> :
> >I think the seller did a good job of a "setup". No other auctions, no
> other
> >feedback. Until I see otherwise, I will assume it is just another
> variance
> >on the "1450XL" auctions that take place on eBay every few months w/o
> >anything changing hands but hard feelings.
> >
>
> Rick,
> Agreeded, its definitely caveat emptor. Problem is that after you "see
> otherwise", the item will be gone. The 1450 auctions you refer to had
> no pictures or they stole one from Curt Vendel's site. They were also
> riddled with other inconsistencies in the description. Pretty much
> nonsense on the face of it. This one is not an obvious fake. Maybe
> that means the seller is more clever and therefore more dangerous? To
> repeat myself, using an escrow service would be prudent. Personally,
> the thing is not worth $1200 bucks to me.
>
> Gene

4334. Re: I want to dump some ARABIC XE carts that I have, How can I do that?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 07:29:21 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <cSu47.219$N_4.9806@nnrp1.sbc.net>
Source record: 35456

The same way you'd do it with english carts I guess. Machine language is international. I didn't know that there was/were any Arabic carts made. What are the titles in English? If you can read them. Mo

MtaMIMI2000 wrote in message ...
>I want to dump some ARABIC XE carts that I have, How can I do that?
>
>

4335. Re: 1090 expansion box for sale

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 07:45:57 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3B529BB4.65613C9D@t-online.de>
Source record: 35459

> I think the seller did a good job of a "setup". No other auctions, no other
> feedback. Until I see otherwise, I will assume it is just another variance
> on the "1450XL" auctions that take place on eBay every few months w/o
> anything changing hands but hard feelings.

That's what I afraid.

Andre

4336. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 08:41:18 UTC
From: william strutts <wrstrutts1@nospam.home.com>
Message-ID: <OMx47.16935$JN6.3470054@news1.rdc1.mi.home.com>
Source record: 35460
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Byron Desnoyers Winmill" <wbdesnoy@acs5.acs.ucalgary.ca> wrote in message news:9itqpgpoi1@nserve1.acs.ucalgary.ca...
>
> Hardware:
> - 68000, about 10MHz
> - 4MB to 8MB RAM
> - ROM based OS (patched in RAM)
> - 2 or 4 RS-232 ports
> - 2 parallel ports
> - an AD convert, with 4 inputs and 2 outputs
> - 8"x4" LCD screen, high resolution,
> high contrast, black and white is fine
> - semi-portable design (something which can
> be moved while I'm working, but not something
> which I work on while moving)
> - 64MB to 256MB RAM with battery backup, for
> storing documents. Or use flash memory if
> it is cheap enough.
> - HD 3.5" floppy, for communicating with my
> other machines
>
You couldn't get that much ram on a 68000 because it only
has a 24 bit memory bus. You would have to go to a 68030
or so to get the wider data path.
<snip>
--
--
William R. Strutts - wrstrutts1@nospam.home.com - Whatever!

C'est moi! http://www.facelink.com/wrstrutts

Just hacking away...

Remove nospam to reply.

4337. HELP: Can a disk image as used by emulator be written back out to an Atari disk using a PC ????

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 08:58:41 UTC
From: Me <georgezip@btinternet.com>
Message-ID: <l4b5ltc2j48u9sf54rubk0rsrkpf8pa24o@4ax.com>
Source record: 35461

[No readable article body recovered]

4338. WTD: Atari 1010 and PSU with SIO lead in the UK.

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 09:18:35 UTC
From: Me <georgezip@btinternet.com>
Message-ID: <a9c5ltkbvv9vr7o08703nh6rb378fqjvc6@4ax.com>
Source record: 35462

Hi

I am looking for an Atari 1010 Tape unit and PSU complete with SIO
lead. Has anyone got one they wat to sell in the UK ONLY

Brian

4339. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 10:21:08 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <oez47.34705$qs5.6674774@news02.optonline.net>
Source record: 35463
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I have to agree.

Let's just limit it to installation. I've installed many versions of Linux over the years. Each one something of a challenge that would floor the average computer user.

OK, I admit that when I installed Mandrake 8.0 on a loaded Pentium III 800 it was a snap. It even recognized my Sound Blaster Live! and a Linksys NIC (Tulip) without any help on my part! But when I tried to install the same distro on a Pentium 100 -- same NIC and a Sound Blaster AWE32, it bombed miserably. I do have Red Hat 7.2 running on that machine, but it was hand-configuring all the way. It would be torture for anyone who was brought up on Windows.

Still, I wouldn't be discouraged about putting it into a $300 computer. Lets assume a high degree of uniformity in the hardware of such beasties. A distro of Linux, or any other OS could be designed to install easily in such a limited hardware environment and probably could be run and maintained just as easily.

I'd also have to say that users of such machines as Atari 8-bits would have the mindset to deal with any problems that came up.

Take care.

Alan

"Stephan Schaem" <tthai@mindspring.com> wrote in message
news:tl424hfvnqeted@corp.supernews.com...
>
> "Bill Hoggett" <bill_hoggett@lineone.net> wrote in message
news:5gm3ltsshmn8lbpu141k1h8u2fq59jvo0p@4ax.com...
> > On Sun, 15 Jul 2001 10:08:30 -0700, "Stephan Schaem"
> > <tthai@mindspring.com> wrote:
> >
> > >The problem is with the apps and general UI system.
> > >Dont know if its still the case, but getting to use an app,
> > >was getting to know the programmer mind under unix for each and every
app.
> > >With OSX if you learn how to open a file in one app, great chances more
then
> > >that app will use that method.
> > >I overhead people today in a store discovering why they PC with one

click cd burning
> > >was not working... they put the original cd in the CDRW and the blank
in the DVD player.
> > >Under linux it doesn't take much to have mass user be lost to the point
that they need
> > >human assistance. Would you be ready so offer this support to millions
?
> > >
> > >Having a user friendly OS is more then having a tweaked kernal on a CD.
> >
> > This is simply Microsoft inspired FUD from someone who hasn't used a
> > modern Linux distro. Try SuSE 7.2 or Mandrake 8.0 before spewing more
> > of this propaganda.
>
> Good DVD support? Easy to interface with 1394/DV products? Good set of USB
drivers
> for scanners/digital imaging? ... Easy to setup internet sharing?
SSE/3dnow! Optmized codecs?
> Easy to use 'packet cd' support? How about Video IO, easy to setup & use?
>
> If you tell me this stuff is handled better by the SuSE distribution then
Windows XP I will
> probably switch my home OS to linux. But other wise I wont take an
afternoon to downgrade
> my home OS.
>
> If I cant use, or need to download beta driver/recompile the OS, etc...
for any of my peripherial
> because the OS dont offer services/drivers I do see a problem using it for
a mainstream home OS.
> Do you think linux is not on everyone computer because of marketing
only?!?!?
>
> Stephan
>
>
>

4340. Re: What do you use your 8bit for?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 10:56:58 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b52ff01$0$12826$4c5ecdc7@news.erinet.com>
Source record: 35466

Jim. (what do I use 8-bit for.)
They pretty much sit idle.
Mostly helping George Morrison learn how to use APE to get
his large A8 collection over to PC.
I've just about gotten everything over to PC of mine.
There are a few things you can't do except with a real A8.
Formatting a disk image seems to be one thing, emulators won't work to do
that.
You can use APE Pro system to play your copy protected disks,
you mention AR, dungeon, city. There are cracks around of the
disks, but if you want to play from a Pro image, that'd be a way.
Of course you'd have to have the Pro cable.
russg

4341. Re: I want to dump some ARABIC XE carts that I have, How can I do that?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 11:07:48 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b53043c$0$12827$4c5ecdc7@news.erinet.com>
Source record: 35471

(Ron gives some ideas about dumping A8 carts.)
Right, Omnimon, a special OS for the Atari that allows interupting
cartridges and dumping to disk sectors.
I'm not familiar with the XL Boss Ron mentions, but guess it does
the same thing.
Ron also mentions dumping using a autorun.sys file, if the cartdridge
boots a disk.
It is a little advanced, dumping carts.
Also, Ron mentions being able to dump banks, if you know the
cartridge has bank switching. Probably your carts are not bank switched,
so that wouldn't be necessary.
I'm just repeating what Ron said, but trying to explain.
If you had a Omnimon, you'd put the cart in, have a single dens. formated
disk in D1: and turn computer on.
Then to enter Omnimon you hit SELECT RESET.
From there you enter an Omnimon command to dump $A000-$BFFF
to disk sectors. Then you'd need to be able to take the cart out, boot
a DOS and read those sectors to a file, and you'd have your dump.
Russg

4342. Re: Is there emulator to format a image?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 11:19:18 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b53043e$0$12827$4c5ecdc7@news.erinet.com>
Source record: 35470

Edward.
Right, I think, xldj is like a sio2pc or APE for the ST.
That's the only way I know to do it (format an image), use
APE or sio2pc on the PC, or xldj for the ST.
Russg

4343. Re: What's going on?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 11:25:43 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b5305be$0$12823$4c5ecdc7@news.erinet.com>
Source record: 35472

He (the seller) says he's giving the unit to a friend.
Still something fishy. He austensably could sell it for $1200+ and
he gives it to a friend?
It was interesting just to see the pictures. They look like real pictures
of a real unit. The front looks like where you plug a 50 pin ribbon
cable into the parallel bus on the Atari.
The 1090 someone said never worked, and there are no cards
to plug into it available, maybe none were ever made.
I suppose the idea of the thing was to use PC parallel port cards,
PC MFM/RLL hard drive controllers, maybe serial port cards, modems.
But from what people said, it won't use old PC cards, it required specially
built cards that were never made.
What was the idea of the 1090? Seems I remember someone saying
it was for memory expansion on the 600XL?
Russg

4344. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 11:27:08 UTC
From: Ryzome <lawncare@weedcontrol.org>
Message-ID: <cmi5lt4o6oslscmmc89fq6bgrluenfnk3n@4ax.com>
Source record: 35464
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I felt as though I needed to throw in a bit on this subject.

You wouldn't have much choice on the CPU because the older the chip, the harder it is to get. Designing with the latest allows you to get production quantities with manageable lead times so inventory can be kept to a minimum. The older the chip, the more you have to buy at one time to assure you have it when it is in short supply or no longer available.
Also, you have to use larger memory blocks/chips for much the same reason as above. If you can design and build with the most demanded memory, it is cheaper to get but takes longer because of demand. Compare the cost of 256 meg of: PC2400 DDR to PC133 EDO and you'll see what I mean.

Much has been said in this thread about why some one would design or buy such a computer rather than buy an intel type pc(PIII). IMHO, it is more a question of following the group and being a MS slave or trying something new and different. Perhaps even doing so while not filling bill gates pockets with even more money. I'd mention apple but MS has got its fingers in that pie too.

My old Atari (400 w/flat keyboard through an ST) were reasonably stable, fun to use, great learning tool (both for hardware hacking and software) and were ahead of their time(well not the ST<GRIN>)..

I'd gladly trade my Athlon based PC for a good, fast, up to date Atari type computer. But unless it had software that is "compatible" and up to date, it really is a "pipe dream".

I'll step off my soap box. That's for the chance to express my opinion(s)

On Mon, 16 Jul 2001 08:41:18 GMT, "william strutts" <wrstrutts1@nospam.home.com> wrote:

>
>
>"Byron Desnoyers Winmill" <wbdesnoy@acs5.acs.ucalgary.ca> wrote in message
>news:9itqpgpoi1@nserve1.acs.ucalgary.ca...
>>
>> Hardware:
>> - 68000, about 10MHz
>> - 4MB to 8MB RAM

>> - ROM based OS (patched in RAM)
>> - 2 or 4 RS-232 ports
>> - 2 parallel ports
>> - an AD convert, with 4 inputs and 2 outputs
>> - 8"x4" LCD screen, high resolution,
>> high contrast, black and white is fine
>> - semi-portable design (something which can
>> be moved while I'm working, but not something
>> which I work on while moving)
>> - 64MB to 256MB RAM with battery backup, for
>> storing documents. Or use flash memory if
>> it is cheap enough.
>> - HD 3.5" floppy, for communicating with my
>> other machines
>>
>You couldn't get that much ram on a 68000 because it only
>has a 24 bit memory bus. You would have to go to a 68030
>or so to get the wider data path.
><snip>
>--

4345. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 14:38:10 UTC
From: wbdesnoy@acs5.acs.ucalgary.ca
Message-ID: <9iuu8i$p9g$1@nserve1.acs.ucalgary.ca>
Source record: 35469
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

william strutts (wrstrutts1@nospam.home.com) wrote:
: > Hardware:
: > - 4MB to 8MB RAM
<...>
: > - 64MB to 256MB RAM with battery backup, for
: > storing documents. Or use flash memory if
: > it is cheap enough.

: You couldn't get that much ram on a 68000 because it only
: has a 24 bit memory bus. You would have to go to a 68030
: or so to get the wider data path.

Then throw in some sort of decoder for the 64-256MB chunk. Since it is not the main memory (that would be the 4MB chunk), it should not make much of a difference. Indeed, it need not make any difference to the average programmer, since it would (presumably) be access through a set of file system calls.

Besides, isn't the 6502 limited to 64kB chunks. Apple simply implemented some sort of paging mechanism to access the 128kB found in later models (IIe/IIc). Likewise for the 192kB card which I have lying around here, somewhere. (Though my understanding is the 1MB card for the 8-bit machines used some sort of window into memory.)

Byron.

4346. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 14:42:06 UTC
From: ae2598@wayne.edu
Message-ID: <Pine.GSO.3.95.1010716103942.12953B-100000@mail1.wayne.edu>
Source record: 35467

If memory serves, they did a pretty good job of copy protection on AR.
Not enough to prevent it from being cracked, but probably enough to deter
an amateur for a while :)

The main problem I had with my copy of AR was just simply wearing them out
from excessive use!

On Mon, 16 Jul 2001, Douglas Berlier wrote:

> I have a copy of "alternate reality" as well as the Dungeon. Can either of
> you tell me how to play it.. I cant seem to get it to boot up. I think it
> may be copy protection or operator error
>
> Douglas
>
> <utah_lanman@NOSPAM@yahoo.com> wrote in message
> news:9itlet$oq2$4@news.xmission.com...
> > Anybody still playing Alternate Reality?
> >
> > What's the best non-floppy disk method for playing AR? (Ape?)
> >
> >
> > --
> > @ @ @ ------------------------------------ @ @ @
> > @ @ @ James King - Atari Fanatic! @ @ @
> > @ @ @ ------------------------------------ @ @ @
> > Atari 8bit Hobbyist by choice, IT Professional by Accident!
> > To send me email, use utah_lanman@NOSPAM@yahoo.com
> > Remove "NOSPAM@"
>
>
>
>

4347. Perhaps I need a psychiatrist?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 14:45:26 UTC
From: DM Hebert <hebertdm@home.com>
Message-ID: <a6D47.23074$47.7722251@news2.rdc2.tx.home.com>
Source record: 35465

Hi all,

I have contacted quite a few venders the last few weeks about many Atari 8-bit products. As a hobby and nostalgia, I am hoping to create a similar system to one I used to own and put up a BBS again. My old system - 15 years removed - was a wonder considering I owned a 10MB Supradrive and ran a Carina then Carina II BBS.

Why do I want to re-live the past? I dunno, because I feel like it.

Which brings me to why I may need a psychiatrist.

I won't name the vender, but I was inquiring about a couple of Indus GT drives. But upon placing my order, I find out that this so-called business man wants me to send a money order to a friggin' PO Box. He can't accept Paypal (they don't like Atari users), Personal Checks (he doesn't have a bank account?), Credit Cards (Who knows?). He has no home or business address?

A money order in the name of an individual with a common surname to a PO Box?

You're kidding right?

I wouldn't even post this here if his site wasn't linked by so many others. And now I see myself having a conflict of interest because of what my plans are.

I figure there are a few thousand Atari 8-bit enthusiants worldwide. From the few venders available, is this the norm? If so, I will certainly reconsider my plans.

Kind Regards,

Dave

4348. Re: Free joysticks, tracker balls, etc

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 15:01:46 UTC
From: nipt@dcs.ed.ac.uk
Message-ID: <9iuvkq$h71$1@kane.dcs.ed.ac.uk>
Source record: 35468
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In comp.sys.sinclair Brian Watson <brian@spheroid.demon.co.uk> wrote:

: "Daniel Pedersen" <dunlop@os.dk> wrote in message
: news:3b4c8b44$0$2573$edfadb0f@dspool01.news.tele.dk...
:> Do you have the infrared controller, shaped like a gun.

: Sorry, this (a lightgun) must be the only type I don't have!

It's not a lightgun. It's just a joystick on control pad (can't remember
which in a silly shape which didn't suit that many people's hands.....

--
Serious, business-type email for life: niall_tracey@bigfoot.com
Email address that'll be out of date next year: nipt@dcs.ed.ac.uk

4349. Re: What's going on?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 15:25:12 UTC
From: patchell <patchell@silcom.com>
Message-ID: <3B530757.C7459F22@silcom.com>
Source record: 35475

I have a 1090 myself. I purchased mine in a surplus store about 15 years ago. The backplane is basically just an extension of the connector that is on the back of the 800xl (just a bunch of 50 pin connectors). The form factor for the cards is not the same as any other computer. So Atari's intention was clearly to have developers make new cards for this box. As far as I can tell, there is no reason why the 1090 would not work.

My intention, when I got it, was to make use of it to expand my 800xl for doing various things. But, then the 130xe came out, and then the ST, and I lost interest, and the 1090 has been sitting in a junk box for all of that time.

One thing for sure, I would never pay $1200 for one of these things. Atari history or not.

In some ways, I think it is too bad Atari lost interest in the thing. But at that time, Atari was loosing interest in a lot of things.

Russ Gilbert wrote:

> He (the seller) says he's giving the unit to a friend.
> Still something fishy. He austensably could sell it for $1200+ and
> he gives it to a friend?
> It was interesting just to see the pictures. They look like real pictures
> of a real unit. The front looks like where you plug a 50 pin ribbon
> cable into the parallel bus on the Atari.
> The 1090 someone said never worked, and there are no cards
> to plug into it available, maybe none were ever made.
> I suppose the idea of the thing was to use PC parallel port cards,
> PC MFM/RLL hard drive controllers, maybe serial port cards, modems.
> But from what people said, it won't use old PC cards, it required specially
> built cards that were never made.
> What was the idea of the 1090? Seems I remember someone saying
> it was for memory expansion on the 600XL?
> Russg

--
-Jim
----
* Visit:http://www.silcom.com/~patchell/
*--
*I'm sure glad Merry Christmas comes just once a year
* -Yogi Yorgensen

4350. Re: Perhaps I need a psychiatrist?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 15:25:28 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <9iv0n1$6bn$1@brokaw.wa.com>
Source record: 35477

I know which "business man" you are talking about, and I just have to say, along with others here who know, that he has been honest, prompt and very reliable in over a dozen transactions with me over the last few years.

Yes, his way of recieving payment is a little old-fashioned or "small-time"... however, there is not a lot of money to be made selling Atari computers these days... it really is (just as you are experiencing) a fun hobby for most of us. Selling Atari products is his primary source of income, thus he needs to keep costs low.

I'd encourage you to give him a try... I think you'll be pleasantly surprised.

If not, however, there are larger Atari dealers still in operation which take credit cards and handle paypal, etc.

try:
http://www.myatari.com
http://www.nleaudio.com/css
http://www.best-electronics-ca.com

best of luck in enjoying your Atari past...

-Dan Vernon
Seattle WA
http://www.bitsofthepast.com/atari

4351. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 15:27:34 UTC
From: william strutts <wrstrutts1@nospam.home.com>
Message-ID: <GJD47.18239$JN6.3573354@news1.rdc1.mi.home.com>
Source record: 35473
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Byron Desnoyers Winmill" <wbdesnoy@acs5.acs.ucalgary.ca> wrote in message news:9iuu8i$p9g$1@nserve1.acs.ucalgary.ca...
> william strutts (wrstrutts1@nospam.home.com) wrote:
> : > Hardware:
> : > - 4MB to 8MB RAM
> <...>
> : > - 64MB to 256MB RAM with battery backup, for
> : > storing documents. Or use flash memory if
> : > it is cheap enough.
>
> : You couldn't get that much ram on a 68000 because it only
> : has a 24 bit memory bus. You would have to go to a 68030
> : or so to get the wider data path.
>
> Then throw in some sort of decoder for the 64-256MB chunk. Since
> it is not the main memory (that would be the 4MB chunk), it should
> not make much of a difference. Indeed, it need not make any
> difference to the average programmer, since it would (presumably)
> be access through a set of file system calls.
>
> Besides, isn't the 6502 limited to 64kB chunks. Apple simply
> implemented some sort of paging mechanism to access the 128kB found
> in later models (IIe/IIc). Likewise for the 192kB card which I
> have lying around here, somewhere. (Though my understanding is
> the 1MB card for the 8-bit machines used some sort of window into
> memory.)
>

Memory Management Unit which really extends the addressing
the processor has. To the programmer, it is as if you had 32 bit
addressing. You set the MMU chip to "bank" of RAM you
want and pass the rest of the address to memory bus. However,
you would then need to develop a MMU and the added cost
of R&D would increase your cost to build. It would be safer
to just move to a 68020 or 68030 processor and bypass the
smaller bus. I would think the chips are not much different
in cost these days as they have been around a long time.

--
--
William R. Strutts - wrstrutts1@nospam.home.com - Whatever!

C'est moi! http://www.facelink.com/wrstrutts

Just hacking away...

Remove nospam to reply.

4352. SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 15:34:29 UTC
From: Nigel Turton <npt@dickinsondoncaster.fsworld.co.uk>
Message-ID: <9iv1cb$v0d$1@newsg2.svr.pol.co.uk>
Source record: 35474

Im in the UK and would like to purchase the above said lead, software I believe to be freeware is this true,

offers, help would be apreciated

800XL/130XE, 6 x 1050 + Happy/Lazer
4MB STE/1MB STFM, 540MB HD, 4 x CDROM
Falcon 14MB, 340HD,CDROM,VGA
Lynx handheld
Jaguar 64 + CD
2600
(ATARI LIVES)

4353. Re: Perhaps I need a psychiatrist?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 15:38:36 UTC
From: Nigel Turton <npt@dickinsondoncaster.fsworld.co.uk>
Message-ID: <9iv1k2$8ve$1@newsg1.svr.pol.co.uk>
Source record: 35476

Rather more than a few thousand m8, there must be loads of them out there
that dont even know of this newsgroup

"DM Hebert" <hebertdm@home.com> wrote in message
news:a6D47.23074$47.7722251@news2.rdc2.tx.home.com...
> Hi all,
>
> I have contacted quite a few venders the last few weeks about many Atari
> 8-bit products. As a hobby and nostalgia, I am hoping to create a similar
> system to one I used to own and put up a BBS again. My old system - 15
> years removed - was a wonder considering I owned a 10MB Supradrive and ran
a
> Carina then Carina II BBS.
>
> Why do I want to re-live the past? I dunno, because I feel like it.
>
> Which brings me to why I may need a psychiatrist.
>
> I won't name the vender, but I was inquiring about a couple of Indus GT
> drives. But upon placing my order, I find out that this so-called
business
> man wants me to send a money order to a friggin' PO Box. He can't accept
> Paypal (they don't like Atari users), Personal Checks (he doesn't have a
> bank account?), Credit Cards (Who knows?). He has no home or business
> address?
>
> A money order in the name of an individual with a common surname to a PO
> Box?
>
> You're kidding right?
>
> I wouldn't even post this here if his site wasn't linked by so many
others.
> And now I see myself having a conflict of interest because of what my
plans
> are.
>
> I figure there are a few thousand Atari 8-bit enthusiants worldwide. From
> the few venders available, is this the norm? If so, I will certainly
> reconsider my plans.
>
> Kind Regards,
>
> Dave

>
>
>

4354. Atari 1090 XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 15:48:29 UTC
From: patchell <patchell@silcom.com>
Message-ID: <3B530CCD.3860A9B@silcom.com>
Source record: 35479

These are not good pictures, I just made them on my flat bed
scanner. Here are pictures of the 1090 that I have.

http://www.silcom.com/~patchell/atari/atari.html

The links are down at the bottom of the page.

--
-Jim
----
* Visit:http://www.silcom.com/~patchell/
*--
*I'm sure glad Merry Christmas comes just once a year
* -Yogi Yorgensen

4355. WTB: Ultima 1-VI for C64 or Atari 800.

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 16:03:40 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0107160803.4c4e85f9@posting.google.com>
Source record: 35480

Hi,

I am looking to buy copies of Ultima I-VI for the Commodore 64/128
and/or the Atari 800. Boxed games w/ original docs would be cool.
But, I am a realist, I’ll settle for copies. I am mostly
interested in actually playing the games. I’m not really a
collector.

If you are interested in selling such items e-mail me at
john@jrcc.net.

Thanks,
John

4356. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 16:06:18 UTC
From: Andy Cadley <ac@sys.uea.ac.uk>
Message-ID: <Pine.GSO.4.10.10107161704420.13755-100000@zen.sys.uea.ac.uk>
Source record: 35481
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001, Alan Sharkis wrote:

> OK, I admit that when I installed Mandrake 8.0 on a loaded Pentium III 800
> it was a snap. It even recognized my Sound Blaster Live! and a Linksys NIC
> (Tulip) without any help on my part! But when I tried to install the same
> distro on a Pentium 100 -- same NIC and a Sound Blaster AWE32, it bombed
> miserably. I do have Red Hat 7.2 running on that machine, but it was
> hand-configuring all the way. It would be torture for anyone who was
> brought up on Windows.

I seem to recall that the Mandrake 8 graphical installer needs something
like 64Mb of RAM and having less is pretty much the only thing that I've
ever seen cause it to bomb out.

And Red Hat sucks big time. Even the latest version.

AndyC

4357. Is there an online 1050 and 800XL instruction book?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 16:32:28 UTC
From: Daniel Goldenstein <danien@yaonline.es>
Message-ID: <mkE47.1918$F9.133824719@news.jazztel.es>
Source record: 35482

Is there an online 1050 and 800XL instruction book?

4358. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 16:52:42 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4A9B104B72%news@youmustbejoking.demon.cu.invalid>
Source record: 35483
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I demand that David Cantrell may or may not have written...

> On Fri, 13 Jul 2001 23:33:27 +0200, "T.J.T van Kooten"
> <thomas@-nospam-worldonline.nl> said:
>> Having used Pascal myself I would have to agree on using a system like
>> Delphi. Although my heart these days is with Python. But that's a script
>> language (I wish i had this as a kid, so clear and well structured!)

> I don't know why people insist on calling languages like python and perl
> 'script' languages. [...]

The way that I differentiate between 'script' and 'compiled' languages is,
roughly, this...

If the compilation (and linking) step is commonly separate (C, C++, Pascal,
Ada...), it's a compiled language.

If the compilation step is integrated into the runtime environment (Perl,
Python (I think)), it's a scripted language.

If the compilation step is omitted altogether (BBC BASIC and purely 8-bit
BASICs), it's an interpreted language.

--
| Darren Salt anti-UCE | nr. Ashington, | d youmustbejoking,demon,co,uk
| Risc PC, Spec+3, A3010 | Northumberland | s zap,uk,eu,org
| BBC M128, Linux PC | Toon Army | @
| Z80Em and 6502Em Support Packs. AY sound support.

Where we operate at a 90ï¿½ angle to reality

4359. Re: Free joysticks, tracker balls, etc

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 17:11:04 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <995303945.27563.1.nnrp-14.9e98ea3a@news.demon.co.uk>
Source record: 35485
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

<nipt@dcs.ed.ac.uk> wrote in message news:9iuvkq$h71$1@kane.dcs.ed.ac.uk...
> In comp.sys.sinclair Brian Watson <brian@spheroid.demon.co.uk> wrote:
>
> : "Daniel Pedersen" <dunlop@os.dk> wrote in message
> : news:3b4c8b44$0$2573$edfadb0f@dspool01.news.tele.dk...
> :> Do you have the infrared controller, shaped like a gun.
>
> : Sorry, this (a lightgun) must be the only type I don't have!
>
> It's not a lightgun. It's just a joystick on control pad (can't remember
> which in a silly shape which didn't suit that many people's hands.....

Ah yes, I remember!

Sorry to everyone who requested a stick for there being no updates yet on
availability.

It's been piddling down with rain every time I've been free to bring the
boxes in to sort them out.

More once I've covered the living room floor with game controllers...

--
Brian

4360. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 17:53:12 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B532A03.8BFD4282@inebraska.com>
Source record: 35486
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

william strutts wrote:

> "Byron Desnoyers Winmill" <wbdesnoy@acs5.acs.ucalgary.ca> wrote in message
> news:9itqpgpoi1@nserve1.acs.ucalgary.ca...
> >
> > Hardware:
> > - 68000, about 10MHz
> > - 4MB to 8MB RAM
> > - ROM based OS (patched in RAM)
> > - 2 or 4 RS-232 ports
> > - 2 parallel ports
> > - an AD convert, with 4 inputs and 2 outputs
> > - 8"x4" LCD screen, high resolution,
> > high contrast, black and white is fine
> > - semi-portable design (something which can
> > be moved while I'm working, but not something
> > which I work on while moving)
> > - 64MB to 256MB RAM with battery backup, for
> > storing documents. Or use flash memory if
> > it is cheap enough.
> > - HD 3.5" floppy, for communicating with my
> > other machines
> >
> You couldn't get that much ram on a 68000 because it only
> has a 24 bit memory bus.

WHAT?!?! 24 address lines gets you 16 megabytes. He's taking 4-8
The fact is that the Mac Plus had 24 address lines and 4 megs. - and that was
in 1986!

Roy

> You would have to go to a 68030
> or so to get the wider data path.
> <snip>
> --
> --
> William R. Strutts - wrstrutts1@nospam.home.com - Whatever!
>
> C'est moi! http://www.facelink.com/wrstrutts
>
> Just hacking away...

>
> Remove nospam to reply.

4361. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 18:29:14 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c10e26$4b9fe240$031ea8c0@p400>
Source record: 35487

utah_lanman@NOSPAM@yahoo.com wrote

: What's the best non-floppy disk method for playing AR? (Ape?)

A big ramdisk with drivers which let you config it that way you can set it up as 4 seperate drive-ID's. It usually needs a replacement o.s. (like Qmeg).

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

4362. Re: Atari 1020 NEW IN BOX ** SHRINKWRAPPED**

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 18:35:23 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c10e27$27a93ac0$031ea8c0@p400>
Source record: 35489

Mo <chainsaw11@zdnetmail.com> wrote

: I went to their webpage and saw a 512k ROM drive? Anyone know exactly
: what that is?

I have one. It's a device that you'll have to connect to the parallelbus.
On it, there is place to fit 8 EPROMS on it (64KB each). With an
EPROM-burner you can make your own EPROMS, put it on the ROM-Disk board,
and acces the data in the EPROMS as you would load it from a RAM-Disk.

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

4363. Re: How much does it worth an ATARI ARABIC/ENGLISH 65 XE?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 18:42:20 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0107161042.1407c969@posting.google.com>
Source record: 35488

MtaMIMI2000 <Mat@Mat.com> wrote in message
news:<gp04ltcgtqunh0k6eqo181p4pkf6bhqcng@4ax.com>...
> How much does it worth an ATARI ARABIC/ENGLISH 65 XE?

Here's a good site:

http://www.savetz.com/vintagecomputers/arabic65xe/

4364. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 18:53:54 UTC
From: wbdesnoy@acs5.acs.ucalgary.ca
Message-ID: <9ivd82$ms4$1@nserve1.acs.ucalgary.ca>
Source record: 35491
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

william strutts (wrstrutts1@nospam.home.com) wrote:
: > Then throw in some sort of decoder for the 64-256MB chunk. Since

: Memory Management Unit which really extends the addressing
: the processor has. [...] However, you would then need to
: develop a MMU and the added cost of R&D would increase your
: cost to build. It would be safer to just move to a 68020
: or 68030 processor and bypass the smaller bus.

Perhaps I'm oversimplifying things here but, assuming 1MB pages into this secondary memory, wouldn't an 8 bit register attached to a decoder suffice?

As per the 68020 and 68030: it sounds great wrt speed and functionality, but what would be the cost in complexity (for the end user, of course)?

This is, in essence, a machine which I would want the user to be able to pull apart and modify, if they so desire, without a degree in electrical engineering. I have seen people modify the old 8-bitters, and there are people who will modify (for example) the TI-89/92 calculators (which are based on the 68000). I have not encountered people who go to such trouble for i386 or later, or the PowerPC. Just peeking into the processor manuals for those beasts is very intimidating. I can hardly imagine what a complete set of documentation for a modern PC would look like, if such a thing existed.

Byron.

4365. Re: I want to dump some ARABIC XE carts that I have, How can I do that?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 18:55:20 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c10e29$f12709c0$031ea8c0@p400>
Source record: 35490

MtaMIMI2000 <Mat@Mat.com> wrote in article
<int3ltsb5hl5d7ennm9cq7e311p1hs9g3a@4ax.com>...

: I want to dump some ARABIC XE carts that I have, How can I do that?

Name the name "Jindrich" over here, and I'm sure he can tell you how, and
am even more sure about the fact he's interested in your cart-dumps! :-)

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

4366. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 19:03:20 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0107151703040.181-100000@localhost>
Source record: 35484
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 15 Jul 2001, Beyonder wrote:

> You people are insane.
> for $300 you can get a high end pentium 3 system, loaded.
> for $100 more you can get a high end 1.4gig system, loaded.
> and these are retail prices! that doesn't include monitor, but who
> cares?
>
> get with the times.

Why buying a PC, topic say, "if u could design" not what would u buy..

Janez

4367. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 19:07:59 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4A9B1CAE34%news@youmustbejoking.demon.cu.invalid>
Source record: 35418
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I demand that Byron Desnoyers Winmill may or may not have written...

> Hardware:
> - 68000, about 10MHz

ARM7500FE, 56MHz. Or lower, if you want to save a little more power.

> - 4MB to 8MB RAM
> - ROM based OS (patched in RAM)

Hmm...

[snip]
> - HD 3.5" floppy, for communicating with my
> other machines

No 10baseT or 100baseT Ethernet?

[snip]

--
| Darren Salt anti-UCE | d youmustbejoking,demon,co,uk | nr. Ashington,
| Spec+3, Risc PC, A3010 | s zap,uk,eu,org | Northumberland
| BBC M128, Linux PC | @ retrospec,co,uk | Toon Army
| Find a snapshot: <URL:http://drson.vse.cz/snapsearch/>

If in doubt, make it sound convincing.

4368. Re: HELP: Can a disk image as used by emulator be written back out to an Atari disk using a PC ????

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 19:21:44 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010716152144.08301.00004138@ng-fw1.aol.com>
Source record: 35492

>Me georgezip@btinternet.com asked: a question in subject line...

Theoretically, yes. A lot depends on your hardware and programming ability.

Most PC floppy controllers do NOT support FM single density formats and the
majority of images are in this SD configuration. If yours did handle SD, I have
never seen any software to write the data.

There are utilities for writing files to an MFM double density Atari/MyDos disk
in the PC 5.25 floppy such as:
http://www.horus.com/~hias/atari/
But these utilities do not currently support writing DOS files or duplicating
complete DD images which the controller should be capable of doing.

-Ron

Experience is something you don't get until just after you need it.

4369. Re: Perhaps I need a psychiatrist?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 19:27:09 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B7788E1D.BB80%bobo_snyder@hotmail.com>
Source record: 35493

I agree also with Dan, i had no problems when i have ordered from him. he is pleasent honest and only does atari. i personally don't see the problem with him accepting money orders only. i only pay in money orders. i don't do or have any credit cards so i can't pay with them. owning a credit card machine costs quite a bit of money esicpally for small businesses.

bo

> I know which "business man" you are talking about, and I just have to say,
> along with others here who know, that he has been honest, prompt and very
> reliable in over a dozen transactions with me over the last few years.
>
> Yes, his way of recieving payment is a little old-fashioned or
> "small-time"... however, there is not a lot of money to be made selling
> Atari computers these days... it really is (just as you are experiencing) a
> fun hobby for most of us. Selling Atari products is his primary source of
> income, thus he needs to keep costs low.
>
> I'd encourage you to give him a try... I think you'll be pleasantly
> surprised.
>
> If not, however, there are larger Atari dealers still in operation which
> take credit cards and handle paypal, etc.
>
> try:
> http://www.myatari.com
> http://www.nleaudio.com/css
> http://www.best-electronics-ca.com
>
> best of luck in enjoying your Atari past...
>
> -Dan Vernon
> Seattle WA
> http://www.bitsofthepast.com/atari
>
>

4370. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 19:28:23 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010716152823.08301.00004141@ng-fw1.aol.com>
Source record: 35496

Both the SIO2PC and APE software are *NOT* freeware, but shareware and the APE registration enables some additional functionality.

>"Nigel Turton" npt@dickinsondoncaster.fsworld.co.uk remarked:

>Im in the UK and would like to purchase the above said lead, software I
>believe to be freeware is this true,

-Ron

Experience is something you don't get until just after you need it.

4371. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 19:28:50 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B534045.54F7EE50@home.com>
Source record: 35494
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

No it is only you who is insane. Not to mention foll of smeg. Nowhere on this planet can you get a p3 at that price, unless your buying stolen property from a fence. Btw, better recheck your clock speed too, the 1.5 gigahertz processor systems aren't readily available yet. oh and don't forget, where I live, retail on windows is $300 by itself. Are you really so STUPID to believe any vendor will sell you windows and give you the hardware on which to run it for FREE?

get a life.

Beyonder wrote:

> You people are insane.
> for $300 you can get a high end pentium 3 system, loaded.
> for $100 more you can get a high end 1.4gig system, loaded.
> and these are retail prices! that doesn't include monitor, but who
> cares?
>
> get with the times.

4372. Re: Atari 1010 and PSU with SIO lead in the UK.

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 19:31:36 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <bbH47.49928$B56.10768339@news2-win.server.ntlworld.com>
Source record: 35495

Yep I've got a couple lying about. Mail me at pbarker@nospam.ntlworld.com
(remove nospam) and I can dig one out.

Cheers

Paul

"Me" <georgezip@btinternet.com> wrote in message
news:a9c5ltkbvv9vr7o08703nh6rb378fqjvc6@4ax.com...
> Hi
>
> I am looking for an Atari 1010 Tape unit and PSU complete with SIO
> lead. Has anyone got one they wat to sell in the UK ONLY
>
> Brian
>

4373. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 19:36:13 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c10e2f$a745b620$031ea8c0@p400>
Source record: 35399
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

(some censured curses over here)

: > : > - 64MB to 256MB RAM with battery backup, for

: > : You couldn't get that much ram on a 68000 because it only
: > : has a 24 bit memory bus. You would have to go to a 68030

: Why not using 80386, then ? It has it all- MMU and segmented adressing,
and

I'm not subscribing to csa8bit to receive all those info I don't want to
read. Does this thread ever end? Or would you be so kind to stop
crossposting it with comp.sys.atari.8bit? How much will it me cost to let
you do so? :-)

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

4374. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 19:37:24 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B534246.4C7038C@home.com>
Source record: 35397
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

william strutts wrote:

> "Byron Desnoyers Winmill" <wbdesnoy@acs5.acs.ucalgary.ca> wrote in message
> news:9itqpgpoi1@nserve1.acs.ucalgary.ca...
> >
> > Hardware:
> > - 68000, about 10MHz
> > - 4MB to 8MB RAM
> >
> You couldn't get that much ram on a 68000 because it only
> has a 24 bit memory bus. You would have to go to a 68030
> or so to get the wider data path.
> <snip>

WRONG WRONG WRONG!!!!

Go check the 68000 Data book. For that matter take a course in basic digital electronics. A 24 bit address bus will support up to 16megabytes total with no extra tricky hardware requireed. Btw, the data path is irrelevant to amount of ram a cpu can address, data bus is strictly for moving DATA, wider will give shorter read times for large values. the Address bus determines how much memory is available without resorting to such things as bank switching & so on. Btw, the 64 to 256 megs of flash mentioned could be addressed with some additional hardware. This is not "pie in the sky fantasy", but the common techniques used on apple II, commodore & atari 8bits that supported more than 64k of ram + roms.

4375. Re: Perhaps I need a psychiatrist?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 19:39:06 UTC
From: DCM01@USA.NET
Message-ID: <3b53215f.26489460@news.CIS.DFN.DE>
Source record: 35398

On Mon, 16 Jul 2001 14:45:26 GMT, "DM Hebert" <hebertdm@home.com>
wrote:

>I won't name the vender, but I was inquiring about a couple of Indus GT
>drives. But upon placing my order, I find out that this so-called business
>man wants me to send a money order to a friggin' PO Box. He can't accept

If it's a money order you have a MO # and recourse if there is a
problem. A lot of people use PO boxes for business purposes. You can
move your residence within an area while keeping the PO box. There are
a bunch of reasons to use a PO box. I use one.

>Paypal (they don't like Atari users), Personal Checks (he doesn't have a
>bank account?), Credit Cards (Who knows?). He has no home or business
>address?

Opinions differ about Paypal. My opinion is they use offensive viral
marketing practices where each user is recruited as a salesman. I do
business at an online auction service and this results in a bunch of
Paypal users leaning on sellers "oh why won't you use Paypal it's
great and much more convenient for me" but sellers don't always want
to sign up for this and that and deal with Paypal debiting and
crediting their accounts and keeping up with that BS.

As for credit cards, a lot of small time sellers aren't equipped to
take credit cards, and they don't have (800) numbers or anything else.
Goodwill stores and thriftshops don't take credit cards. McDonald's
and Burger King don't take credit cards. A lot of autorepair shops
don't take credit cards.

>A money order in the name of an individual with a common surname to a PO
>Box?
>
>You're kidding right?
>
>I wouldn't even post this here if his site wasn't linked by so many others.
>And now I see myself having a conflict of interest because of what my plans
>are.
>
>I figure there are a few thousand Atari 8-bit enthusiants worldwide. From
>the few venders available, is this the norm? If so, I will certainly
>reconsider my plans.

That's up to you, but I really don't think you have anything to worry
about. Keep your antennae up for other suspicious factors, or ask for
a phone number to call the person if you are worried.

I also reassembled something resembling my original Atari 800 system.
Fun stuff and nothing else really matches the experience.

4376. Re: What's going on?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 19:43:24 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c10e30$a8976e00$031ea8c0@p400>
Source record: 35400

Russ Gilbert <russg@en.com> wrote

: The 1090 someone said never worked, and there are no cards
: to plug into it available, maybe none were ever made.

Not available.., I think thats true, but there were some avaialble a while
ago. A friend of my has a 1090 with 3 cards. One is a memory-card,
another an I/O card (kind of COM port) and the third one I don't know...

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

4377. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 19:53:54 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.SUN.3.96.1010716125157.20706B-100000@compass.oregonvos.net>
Source record: 35401
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001, Branko Badrljica wrote:

|> Besides, isn't the 6502 limited to 64kB chunks. Apple simply
|> implemented some sort of paging mechanism to access the 128kB found
|> in later models (IIe/IIc). Likewise for the 192kB card which I
|> have lying around here, somewhere. (Though my understanding is
|> the 1MB card for the 8-bit machines used some sort of window into
|> memory.)
|>
|> Byron.
|
|
|Why not using 80386, then ? It has it all- MMU and segmented
|adressing, and one even gets a several 100's bytes of cache ? ;o)

An unfortunate design defect of the 80386 is that it can't
execute 6502 code. Maybe if Intel could get its sh* together,
it would design a chip that we here at comp.sys.cbm might
actually be willing to try out.

4378. Re: I want to dump some ARABIC XE carts that I have, How can I do that?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 19:54:06 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B53465E.7C6CC2C9@asw.cz>
Source record: 35408

Sysop Fox-1 wrote:
> Name the name "Jindrich" over here, and I'm sure he can tell you how, and
> am even more sure about the fact he's interested in your cart-dumps! :-)

You could bet I already wrote him ;)

But I'm still puzzled why there's was no input/discussion about the
dumping project here :-(

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

4379. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 20:01:12 UTC
From: Ryzome <lawncare@weedcontrol.org>
Message-ID: <krh6lto1fm86eno0hs2rp8jc3ir0v6oio2@4ax.com>
Source record: 35402
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001 12:53:54 -0700, Matthew Montchalin
<mmontcha@OregonVOS.net> wrote:

>On Mon, 16 Jul 2001, Branko Badrljica wrote:
>
>|> Besides, isn't the 6502 limited to 64kB chunks. Apple simply
>|> implemented some sort of paging mechanism to access the 128kB found
>|> in later models (IIe/IIc). Likewise for the 192kB card which I
>|> have lying around here, somewhere. (Though my understanding is
>|> the 1MB card for the 8-bit machines used some sort of window into
>|> memory.)
>|>
>|> Byron.
>|
>|
>|Why not using 80386, then ? It has it all- MMU and segmented
>|adressing, and one even gets a several 100's bytes of cache ? ;o)
>
>An unfortunate design defect of the 80386 is that it can't
>execute 6502 code. Maybe if Intel could get its sh* together,
>it would design a chip that we here at comp.sys.cbm might
>actually be willing to try out.

Minor desing flaw hahahahahahaha

4380. Re: Free joysticks, tracker balls, etc

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 20:08:48 UTC
From: Tim Gawthorpe <gk278350@no.spam.stmail.staffs.ac.uk>
Message-ID: <Xns90E0D9D00B8F2gk278350nospamstmail@195.92.193.157>
Source record: 35407
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

You are in a large cavern. There are exits north and south. You see that on
a rock, nipt@dcs.ed.ac.uk wrote:

> In comp.sys.sinclair Brian Watson <brian@spheroid.demon.co.uk> wrote:
>
>: "Daniel Pedersen" <dunlop@os.dk> wrote in message
>: news:3b4c8b44$0$2573$edfadb0f@dspool01.news.tele.dk...
>:> Do you have the infrared controller, shaped like a gun.
>
>: Sorry, this (a lightgun) must be the only type I don't have!
>
> It's not a lightgun. It's just a joystick on control pad (can't remember
> which in a silly shape which didn't suit that many people's hands.....
>

It's not The Remote, is it? Did that work on infrared?

--
Tim Gawthorpe
http://www.go.to/timg - My home page. Sunglasses recommended.

4381. Auction ended early

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 20:13:35 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3B534AEE.B1304100@t-online.de>
Source record: 35404

```
Auction has ended early.
```

4382. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 20:13:56 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <dii6lto2tv5p35jsupqibm0g82kuv7g565@4ax.com>
Source record: 35420
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001 17:52:42 +0100, Darren Salt
<news@youmustbejoking.demon.cu.invalid> said:

>The way that I differentiate between 'script' and 'compiled' languages is,
>roughly, this...
>
>If the compilation (and linking) step is commonly separate (C, C++, Pascal,
>Ada...), it's a compiled language.
>
>If the compilation step is integrated into the runtime environment (Perl,
>Python (I think)), it's a scripted language.

Python can be either, just like emacs Lisp. Of course, it 'compiles'
to a byte-code which it then intreprets, it's not *real* compilation.

Perl also has seperate compile and execute phases, although at present
you have to do truly evil things to presuade it to spit out the
byte-code.

However, I think that that differentiation is bogus. It means that
most implementations of Lisp are not programming languages. It means
that if (god forbid!) you were to run C in an interpreter, it would
not be a programming language.

--
David Cantrell | http://www.cantrell.org.uk/david

4383. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 20:17:58 UTC
From: william strutts <wrstrutts1@nospam.home.com>
Message-ID: <WZH47.18477$JN6.3660062@news1.rdc1.mi.home.com>
Source record: 35405
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
"James Alexander" <james-m-alexander@home.com> wrote in message
news:3B534246.4C7038C@home.com...
>
>
> william strutts wrote:
>
> > "Byron Desnoyers Winmill" <wbdesnoy@acs5.acs.ucalgary.ca> wrote in
message
> > news:9itqpg$poi$1@nserve1.acs.ucalgary.ca...
> > >
> > > Hardware:
> > > - 68000, about 10MHz
> > > - 4MB to 8MB RAM
> > >
> > You couldn't get that much ram on a 68000 because it only
> > has a 24 bit memory bus. You would have to go to a 68030
> > or so to get the wider data path.
> > <snip>
>
> WRONG WRONG WRONG!!!!
>

Dude. He said he wanted 64 meg to 256 meg of RAM. A
68000 with only a 24 bit address can't address larger
memory schemes. 16 meg would be the limit of a 68000.

--
--
William R. Strutts - wrstrutts1@nospam.home.com - Whatever!

C'est moi! http://www.facelink.com/wrstrutts

Just hacking away...

Remove nospam to reply.
>
```

4384. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 20:22:52 UTC
From: william strutts <wrstrutts1@nospam.home.com>
Message-ID: <w2l47.18479$JN6.3662762@news1.rdc1.mi.home.com>
Source record: 35406
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Roy Miller" <millers@inebraska.com> wrote in message
news:3B532A03.8BFD4282@inebraska.com...
> william strutts wrote:
>
> > "Byron Desnoyers Winmill" <wbdesnoy@acs5.acs.ucalgary.ca> wrote in
message
>> - 64MB to 256MB RAM with battery backup, for
>> storing documents. Or use flash memory if
>
> WHAT?!?! 24 address lines gets you 16 megabytes. He's taking 4-8
> The fact is that the Mac Plus had 24 address lines and 4 megs. - and that
was
> in 1986!

Apple crippled the memory on the early machines. The later
LC had 10 meg of RAM available although 6 meg was set
aside for ROM. The Mac Plus was even worse. It was limited
to 4 meg because Apple didn't let the Mac support larger than
1 meg simms. It only had 4 simm slots. To go larger it had to
support larger simms like a 4 meg simm. However, on the Mac
Plus/SE, Apple set aside 8 meg of address space for ROM. This
limit was not broached until Apple decided to make 68020 based
machines with larger address space. He is wanting 64 to 256 meg
of static RAM.
--
--
William R. Strutts - wrstrutts1@nospam.home.com - Whatever!

C'est moi! http://www.facelink.com/wrstrutts

Just hacking away...

Remove nospam to reply.

4385. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 20:33:46 UTC
From: pausch@saaf.se
Message-ID: <9ivj3a$8sv$1@merope.saaf.se>
Source record: 35414
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <f054lt810sfp5l4on6gro7t5d7ntp267i4@4ax.com>,
David Cantrell <usenet-20010705@barnyard.co.uk> wrote:

> On Fri, 13 Jul 2001 23:33:27 +0200, "T.J.T van Kooten"
> <thomas@-nospam-worldonline.nl> said:
>
>> Having used Pascal myself I would have to agree on using a system like
>> Delphi. Although my heart these days is with Python. But that's a script
>> language (I wish i had this as a kid, so clear and well structured!)
>
> I don't know why people insist on calling languages like python and
> perl 'script' languages. Just because some people use them as that
> does not mean that that is all they can do. I have written some
> rather large applications in perl, and colleagues have done the same
> in python. They are fully-fledged programming languages.

You could say the same thing about e.g. Javascript too: it has a full
set of bit-fiddling operations, numeric operations, string operations,
and it's even object oriented. But it's still considered a 'script'
language....

The reason these languages are called 'script' languages is probably
because programs in these languages usually are interpreted rather
than compiled.

"But Basic is interpreted too!!!" I hear you cry. Yes, it used to
be, but that was a long time ago - today it's usually compiled.
However, it is still sometimes interpreted - one such example is
VB-script.

--

Paul Schlyter, Swedish Amateur Astronomer's Society (SAAF)
Grev Turegatan 40, S-114 38 Stockholm, SWEDEN
e-mail: pausch at saaf dot se or paul.schlyter at ausys dot se
WWW: http://hotel04.ausys.se/pausch http://welcome.to/pausch

4386. Re: I want to dump some ARABIC XE carts that I have, How can I do that?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 20:41:46 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c10e38$cdc85420$031ea8c0@p400>
Source record: 35409

Jindrich Kubec <kubecj@asw.cz> wrote

: > Name the name "Jindrich" over here, and I'm sure he can tell you how

: You could bet I already wrote him ;)

I should have known better :-)

: But I'm still puzzled why there's was no input/discussion about the
: dumping project here :-(

When was the discussion? I'm only joining this NG since a few weeks again.
Maybe the problem is that you allready have about everything :-) I can't
be of much help myself I think, since the most "rare" cart I have is "Tower
Toppler", which isn't even an original one...

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

4387. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 20:53:00 UTC
From: "Dave R." <watson@enteract.com>
Message-ID: <Pine.BSF.4.21.0107161548550.29717-100000@shell-1.enteract.com>
Source record: 35410
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001, James Alexander wrote:

> gigahertz processor systems aren't readily available yet. oh and don't
> forget, where I live, retail on windows is $300 by itself. Are you really so
> STUPID to believe any vendor will sell you windows and give you the hardware
> on which to run it for FREE?

A vendor, however, will be paying for OEM Windows, not retail. The OEM version is usually much cheaper, but with stricter licensing (i.e. must be sold with a computer, can't be installed on another PC, etc.). So, figure US$50-$75 for Windows, maybe even less.

4388. Re: How much does it worth an ATARI ARABIC/ENGLISH 65 XE?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 21:10:07 UTC
From: MtaMIMI2000 <west@hotmail.com>
Message-ID: <d1m6lt8rvvu5klj8djspqpgrp2s6fk4odi@4ax.com>
Source record: 35411

I contacted him last year and told him that ATARI NAJM 65 XE (NAJM means STAR) is not made for IRAN, WHY??? because IRAN IS NOT AN ARABIC country, IRANIANS speak PERSIAN not ARABIC. And the in the gulf countries what people use are multi system TV's to be able to receive both the PAL and NTSC transmission, so we can use an ATARI made for the US or a UK AMIGA. Which means this machine is not a prototype! Then he replied to me and promised to fix site. But it is more than a year and he did not do it! maybe he is busy!

On 16 Jul 2001 11:42:20 -0700, ejgnandt@netzero.net (Haywood Ubeegoode) wrote:

>MtaMIMI2000 <Mat@Mat.com> wrote in message news:<gp04ltcgtqunh0k6eqo181p4pkf6bhqcng@4ax.com>...
>> How much does it worth an ATARI ARABIC/ENGLISH 65 XE?
>
>Here's a good site:
>
>http://www.savetz.com/vintagecomputers/arabic65xe/

4389. Re: I want to dump some ARABIC XE carts that I have, How can I do that?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 21:10:10 UTC
From: MtaMIMI2000 <west@hotmail.com>
Message-ID: <h1m6ltc550mp7j4je3ig7lidctail0rr7g@4ax.com>
Source record: 35413

You want me to say ATTN : Jindrich ?

I just want to help the collectors in getting some rare carts, I can't
give them my carts, but I can dump it for them. I wish if their is a
site that will explain how to do it?

On Mon, 16 Jul 2001 18:55:20 GMT, "Sysop Fox-1" <fox-1@home.nl> wrote:

>
>MtaMIMI2000 <Mat@Mat.com> wrote in article
><int3ltsb5hl5d7ennm9cq7e311p1hs9g3a@4ax.com>...
>
>: I want to dump some ARABIC XE carts that I have, How can I do that?
>
>Name the name "Jindrich" over here, and I'm sure he can tell you how, and
>am even more sure about the fact he's interested in your cart-dumps! :-)

4390. Re: I want to dump some ARABIC XE carts that I have, How can I do that? RON and Jindrich??? are those humans?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 21:10:12 UTC
From: MtaMIMI2000 <west@hotmail.com>
Message-ID: <j1m6lto5smde00amfu6qeha4lp8l5qsrkv@4ax.com>
Source record: 35412

It is not quite clear to me!

I need an OS called Omnimon. This OS have special commands to
interrupt some addresses to get the ROM image from the cart. hmmmm!
How come we need to RESTART the machine in order to start the cart, so
how can I keep the OS in the memory?

On Mon, 16 Jul 2001 11:07:48 -0000, "Russ Gilbert" <russg@en.com>
wrote:

>(Ron gives some ideas about dumping A8 carts.)
>Right, Omnimon, a special OS for the Atari that allows interupting
>cartridges and dumping to disk sectors.
>I'm not familiar with the XL Boss Ron mentions, but guess it does
>the same thing.
>Ron also mentions dumping using a autorun.sys file, if the cartdridge
>boots a disk.
>It is a little advanced, dumping carts.
>Also, Ron mentions being able to dump banks, if you know the
>cartridge has bank switching. Probably your carts are not bank switched,
>so that wouldn't be necessary.
>I'm just repeating what Ron said, but trying to explain.
>If you had a Omnimon, you'd put the cart in, have a single dens. formated
>disk in D1: and turn computer on.
>Then to enter Omnimon you hit SELECT RESET.
>From there you enter an Omnimon command to dump $A000-$BFFF
>to disk sectors. Then you'd need to be able to take the cart out, boot
>a DOS and read those sectors to a file, and you'd have your dump.
>Russg
>

4391. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 21:28:35 UTC
From: Bill Hoggett <bill_hoggett@lineone.net>
Message-ID: <u1n6lt0a1dgld8ifql8b0of6mh3ftthja5@4ax.com>
Source record: 35415
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001 15:53:00 -0500, "Dave R." <watson@enteract.com>
wrote:

>On Mon, 16 Jul 2001, James Alexander wrote:
>
>> gigahertz processor systems aren't readily available yet. oh and don't
>> forget, where I live, retail on windows is $300 by itself. Are you really so
>> STUPID to believe any vendor will sell you windows and give you the hardware
>> on which to run it for FREE?
>
>A vendor, however, will be paying for OEM Windows, not retail. The OEM
>version is usually much cheaper, but with stricter licensing (i.e. must be
>sold with a computer, can't be installed on another PC, etc.). So, figure
>US$50-$75 for Windows, maybe even less.

Is this after the new licensing scheme comes into effect?

--
Bill Hoggett

4392. Ape 1.18 Help!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 21:31:46 UTC
From: <>
Message-ID: <9ivmg2$e13$1@news.xmission.com>
Source record: 35416

Help! I've setup my super 130xe, and a dedicated Compaq ProLinea Net1 (486/66 Dx2) to run Ape 1.18.

I can see the 8bit hitting the PC when attempting to access an ATR, but the PC just flips between APE+ and Ultraspeed OFF, but the 8bit never quite talks to the PC.

I'm connected via COM1: on the PC (9pin serial), and have a Steven Tucker built Ape cable (not PRO) connected via a straight through (9pin to 25pin) cable from the 8bit Atari to the PC.

Any suggestions appreciated.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me email, use utah_lanman@NOSPAM@yahoo.com
Remove "NOSPAM@"

4393. Re: What do you use your 8bit for?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 22:06:07 UTC
From: Jon-paul <pockets@cix.co.uk>
Message-ID: <9ivo5oqcc1@plutonium.compulink.co.uk>
Source record: 35417

I still use mine for what its always been good at:-

Instant gratification, hassel free game playing :o)

I could use it for telneting to my conferencing account, but i need either a
modem, or a suitable cable between the 850 and a modem.

<jeking@NOSPAM.com> wrote in message news:9itks0$oq2$1@news.xmission.com...
> I'm very curios..
>
> With the proliferation and inexpensiveness of todays PC's, what are you
> using your 8bit to do?
>
> I finally set mine up (again!), and am using it primarily to access Usenet
> newsgroups though a telnet interface that I've configured.
>
> Responses appreciated.
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me email, use utah_lanman@NOSPAM@yahoo.com
> Remove "NOSPAM@"

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.249 / Virus Database: 122 - Release Date: 13/04/01

4394. Ape 1.18 Help!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 22:09:58 UTC
From: "James E. King" <utah_lanman@yahoo.com>
Message-ID: <9ivonmemk1@news.xmission.com>
Source record: 35419

Well, I've stumbled onto something with my odd Ape 1.18 problem..

If I toggle EMULATION (on the PC) to STUPID, after about three attempts,
it begins to work. If I then set EMULATION to SMART (on the PC), it stops
working.

Why would this be the case?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me email, use utah_lanman@NOSPAM@yahoo.com
Remove "NOSPAM@"

4395. Re: Perhaps I need a psychiatrist?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 22:20:10 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <CVH47.32$RY1.46764@nnrp2.sbc.net>
Source record: 35403

Yep pretty normal if you don't feel like waiting on an online auction to
come up. I would suggest sending a postal money order via registered mail.
That way if he screws you it's postal fraud. Hang on to the money order
reciept. Mo

DM Hebert wrote in message ...
>Hi all,
>
>I have contacted quite a few venders the last few weeks about many Atari
>8-bit products. As a hobby and nostalgia, I am hoping to create a similar
>system to one I used to own and put up a BBS again. My old system - 15
>years removed - was a wonder considering I owned a 10MB Supradrive and ran
a
>Carina then Carina II BBS.
>
>Why do I want to re-live the past? I dunno, because I feel like it.
>
>Which brings me to why I may need a psychiatrist.
>
>I won't name the vender, but I was inquiring about a couple of Indus GT
>drives. But upon placing my order, I find out that this so-called business
>man wants me to send a money order to a friggin' PO Box. He can't accept
>Paypal (they don't like Atari users), Personal Checks (he doesn't have a
>bank account?), Credit Cards (Who knows?). He has no home or business
>address?
>
>A money order in the name of an individual with a common surname to a PO
>Box?
>
>You're kidding right?
>
>I wouldn't even post this here if his site wasn't linked by so many others.
>And now I see myself having a conflict of interest because of what my plans
>are.
>
>I figure there are a few thousand Atari 8-bit enthusiants worldwide. From
>the few venders available, is this the norm? If so, I will certainly
>reconsider my plans.
>
>Kind Regards,
>
>Dave
>
>

>
>

4396. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 22:32:48 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <dsq6ltsuer7r9fjqc7mrouf2lbbe1k2jao@4ax.com>
Source record: 35421
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On 16 Jul 2001 14:38:10 GMT, wbdesnoy@acs5.acs.ucalgary.ca (Byron Desnoyers Winmill) wrote:

>william strutts (wrstrutts1@nospam.home.com) wrote:
>: > Hardware:
>: > - 4MB to 8MB RAM
><...>
>: > - 64MB to 256MB RAM with battery backup, for
>: > storing documents. Or use flash memory if
>: > it is cheap enough.
>
>: You couldn't get that much ram on a 68000 because it only
>: has a 24 bit memory bus. You would have to go to a 68030
>: or so to get the wider data path.
>
>Then throw in some sort of decoder for the 64-256MB chunk. Since
>it is not the main memory (that would be the 4MB chunk), it should
>not make much of a difference. Indeed, it need not make any
>difference to the average programmer, since it would (presumably)
>be access through a set of file system calls.
>

Oh sure, throw in this non-standard bit of chaff here($), and that non-standard bit of dross there ($$) and pretty soon you find out why things like "Atari clones" cost a small fortune. Some sort of decoder here, and a bank-switcher there, and we're not talking about $300 retail any more.

>Besides, isn't the 6502 limited to 64kB chunks. Apple simply
>implemented some sort of paging mechanism to access the 128kB found
>in later models (IIe/IIc). Likewise for the 192kB card which I
>have lying around here, somewhere. (Though my understanding is
>the 1MB card for the 8-bit machines used some sort of window into
>memory.)
>

And how much did that 192k card cost?

And how much would that translate into today's currency?

A 48k RAM expansion board for an Atari 400 retailed for $150, which in todays dollars would break this project before it got started.

Low volume, non-standard, high cost.

>Byron.

BobR

4397. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 22:34:54 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <7tq6lt0eom8gkn7le0t8go22hautl7v3s3@4ax.com>
Source record: 35422
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001 19:03:20 +0000, SWE/YesCREW <jvalant@m42.cx>
wrote:

>On Sun, 15 Jul 2001, Beyonder wrote:
>
>> You people are insane.
>> for $300 you can get a high end pentium 3 system, loaded.
>> for $100 more you can get a high end 1.4gig system, loaded.
>> and these are retail prices! that doesn't include monitor, but who
>> cares?
>>
>> get with the times.
>
> Why buying a PC, topic say, "if u could design" not what would u buy..
>
>
>
> Janez
>

It's called "Market Research".

It's part of the process of finding out if there is already something
on the market at the same or lower price point.

If someone is already making something like "The Wonder Widget" and
selling it for half what it would cost YOU to make your version of a
Wonder Widget, it wouldn't make any sense for you to try to sell one,
and it wouldn't make any sense for anyone to finance your business.

If Gigahertz computers still cost $3000, it might make sense to try to
come up with a $300 computer that would do a lot of the same things.

Unfortunately, as some of the messages here have pointed out,
Gigahertz computers now cost as little as $350, making a "New"
computer based around some arcane, non-compatible, possibly obsolete
CPU chip, with no software available, and a user-unfriendly operating
system an awfully "hard sell" in the marketplace.

Companies like Atari, Amiga, Sinclair, (fill in the name of any one of
dozens of others) and even Apple have found out the hard way that just
having a "superior" box won't do any good at all if no one buys it.

The question is, who will buy this new $300 box?

BobR

4398. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 23:04:58 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <9ivrot$r27$1@merki.connect.com.au>
Source record: 35423

<ae2598@wayne.edu> wrote in message
news:Pine.GSO.3.95.1010716103942.12953B-100000@mail1.wayne.edu...
> If memory serves, they did a pretty good job of copy protection on AR.
> Not enough to prevent it from being cracked, but probably enough to deter
> an amateur for a while :)
>
> The main problem I had with my copy of AR was just simply wearing them out
> from excessive use!

Yeah me too, I had 3 copies. The Ape idea saves alot on disk wear and tear.

Mark

4399. Re: Ape 1.18 Help!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 23:09:17 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b53aab6$0$93661$4c5ecdc7@news.erinet.com>
Source record: 35350

Uhm.
I haven't tried 1.18. But it looks like the 1.16/1.17.
The only thing I can think is to get rid of the serial cable and
connect directly from A8 to PC just using the, I guess, very short
APE cable (I think it is only about 18 inches long.) Or get a
shorter serial cable. I'm thinking the problem may be that extension
cable.
I didn't know there was a 1.18. The docs say that there is a free
upgrade, I think, but I don't know how to upgrade. I have registered
1.17.
Russg

4400. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 23:09:46 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <o1t6ltke1kg0ckn83cveplth85e4vfc3tc@4ax.com>
Source record: 35424
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001 19:28:50 GMT, James Alexander
<james-m-alexander@home.com> wrote:

>No it is only you who is insane. Not to mention foll of smeg. Nowhere on
>this planet can you get a p3 at that price, unless your buying stolen
>property from a fence. Btw, better recheck your clock speed too, the 1.5
>gigahertz processor systems aren't readily available yet. oh and don't
>forget, where I live, retail on windows is $300 by itself. Are you really so
>STUPID to believe any vendor will sell you windows and give you the hardware
>on which to run it for FREE?
>
>get a life.
>

So where on this planet do you live?

Check (as I said a few dozen messages ago) www.pricewatch.com
and find out how little a PIII Gigahertz SYSTEM really costs.

(Here's a hint: $418, INCLUDING Windows OS)

Or go for an Athlon Gigahertz for about $300 (again INCLUDING
Windows.)

A life is at your own discretion.

BobR

>Beyonder wrote:
>
>> You people are insane.
>> for $300 you can get a high end pentium 3 system, loaded.
>> for $100 more you can get a high end 1.4gig system, loaded.
>> and these are retail prices! that doesn't include monitor, but who
>> cares?
>>
>> get with the times.

4401. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 23:10:29 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <s1t6ltc46ticsld3pfmko54mqm6rft8h3f@4ax.com>
Source record: 35425
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001 19:36:13 GMT, "Sysop Fox-1" <fox-1@home.nl> wrote:

>
>(some censured curses over here)
>
>
>: > : > - 64MB to 256MB RAM with battery backup, for
>
>: > : You couldn't get that much ram on a 68000 because it only
>: > : has a 24 bit memory bus. You would have to go to a 68030
>
>: Why not using 80386, then ? It has it all- MMU and segmented adressing,
>and
>
>
>I'm not subscribing to csa8bit to receive all those info I don't want to
>read. Does this thread ever end? Or would you be so kind to stop
>crossposting it with comp.sys.atari.8bit? How much will it me cost to let
>you do so? :-)

Ignore it, it'll go away eventually.

It actually DOES have relevance to the Atari 8-bit world, as the
inspiration for designing a new inexpensive system harkens back to the
venerable Atari Home Computers that brought "Power Without The Price"
to the few dozen people who ever bought one.

(and yes, I have an attic full of them myself)

There's a lot of nostalgia for the "simpler times" and the "simpler
machines" which populated them.

I get nostalgic every time I think about spending $550 for a floppy
disk drive.

Unfortunately I doubt anything is ever going to bring those times back
again.

BobR

4402. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 23:10:44 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <83t6ltscik55kqte5j6cu14c6g2at4ee79@4ax.com>
Source record: 35426
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001 12:53:54 -0700, Matthew Montchalin
<mmontcha@OregonVOS.net> wrote:

>On Mon, 16 Jul 2001, Branko Badrljica wrote:
>
>|> Besides, isn't the 6502 limited to 64kB chunks. Apple simply
>|> implemented some sort of paging mechanism to access the 128kB found
>|> in later models (IIe/IIc). Likewise for the 192kB card which I
>|> have lying around here, somewhere. (Though my understanding is
>|> the 1MB card for the 8-bit machines used some sort of window into
>|> memory.)
>|>
>|> Byron.
>|
>|
>|Why not using 80386, then ? It has it all- MMU and segmented
>|adressing, and one even gets a several 100's bytes of cache ? ;o)
>
>An unfortunate design defect of the 80386 is that it can't
>execute 6502 code. Maybe if Intel could get its sh* together,
>it would design a chip that we here at comp.sys.cbm might
>actually be willing to try out.

A further "design defect" of the 80386 is that I don't believe they're
being made any more.

BobR

4403. Re: Is there emulator to format a image

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 23:34:36 UTC
From: ebaiz@skyenet.net
Message-ID: <gSK47.3350$DL4.2127@newsfeed.slurp.net>
Source record: 35427

On 16 Jul 2001 11:19:18 , "Russ Gilbert" wrote:
>Edward.
>Right, I think, xldj is like a sio2pc or APE for the ST.
>That's the only way I know to do it (format an image), use
>APE or sio2pc on the PC, or xldj for the ST.
>Russg

That is correct.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4404. Re: What do you use your 8bit for?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 23:34:38 UTC
From: ebaiz@skyenet.net
Message-ID: <iSK47.3352$DL4.2127@newsfeed.slurp.net>
Source record: 35428

On 16 Jul 2001 02:51:44 , jeking@NOSPAM.com wrote:
>I'm very curios..
>
>With the proliferation and inexpensiveness of todays PC's, what are you
>using your 8bit to do?
>
>I finally set mine up (again!), and am using it primarily to access Usenet
>newsgroups though a telnet interface that I've configured.
>
>Responses appreciated.

Well that is more than what I do with mine. I mainly play games on my
400, XE and XL. I have some other educational programs that I use also.
I am currently run my Xl/XE using 800XLDJ, a SIO2ST(PC) cable and my
Hades060.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4405. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 23:34:40 UTC
From: ebaiz@skyenet.net
Message-ID: <kSK47.3355$DL4.2127@newsfeed.slurp.net>
Source record: 35429

On 16 Jul 2001 03:01:49 , utah_lanman@NOSPAM@yahoo.com wrote:
>Anybody still playing Alternate Reality?
>
>What's the best non-floppy disk method for playing AR? (Ape?)

I have an 8-bit and ST version of The City. I have played it also using an emulator that uses ATR images. I am also going to try out a DI image using 800XLDJ.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

4406. Re: HELP: Can a disk image as used by emula

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 23:34:43 UTC
From: ebaiz@skyenet.net
Message-ID: <nSK47.3357$DL4.2127@newsfeed.slurp.net>
Source record: 35430

Yes, that is possible but you do not have to have a PC. I use 800XLDJ which uses DI images and I can use the DI images to make my XE write the info to an 8-bit disk. You can use APE when using ATR images and have a PC write the info on a 3.5" disk.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

4407. Re: Perhaps I need a psychiatrist?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 23:34:46 UTC
From: ebaiz@skyenet.net
Message-ID: <qSK47.3360$DL4.2127@newsfeed.slurp.net>
Source record: 35431

On 16 Jul 2001 14:45:26 , "DM Hebert" wrote:
>Hi all,
>
>I have contacted quite a few venders the last few weeks about many Atari
>8-bit products. As a hobby and nostalgia, I am hoping to create a similar
>system to one I used to own and put up a BBS again. My old system - 15
>years removed - was a wonder considering I owned a 10MB Supradrive and ran a
>Carina then Carina II BBS.
>
>Why do I want to re-live the past? I dunno, because I feel like it.
>
>Which brings me to why I may need a psychiatrist.

I do not think you do. When you get it working, let us all know. I
would love to sign on.

>I won't name the vender, but I was inquiring about a couple of Indus GT
>drives. But upon placing my order, I find out that this so-called business
>man wants me to send a money order to a friggin' PO Box. He can't accept
>Paypal (they don't like Atari users), Personal Checks (he doesn't have a
>bank account?), Credit Cards (Who knows?). He has no home or business
>address?

Well if you do not like that, try some other vendors like Best
Electronics....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4408. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 23:34:49 UTC
From: ebaiz@skyenet.net
Message-ID: <tSK47.3362$DL4.2127@newsfeed.slurp.net>
Source record: 35433

On 16 Jul 2001 16:34:29 , "Nigel Turton" wrote:
>Im in the UK and would like to purchase the above said lead, software I
>believe to be freeware is this true,
>offers, help would be apreciated
>800XL/130XE, 6 x 1050 + Happy/Lazer
>4MB STE/1MB STFM, 540MB HD, 4 x CDROM
>Falcon 14MB, 340HD,CDROM,VGA
>Lynx handheld
>Jaguar 64 + CD
>2600
>(ATARI LIVES)

Well if you use 800XLDJ, you could load in 8-bit programs using the
SIO2ST(PC) cable. You just hook up the 8-bit computer to the STfm, STe
or Falcon using the cable. The run 800XLDJ and load in a DI image disk.
Then turn on your 8-bit computer and it will load in what is loaded in
the 800XLDJ program. Beats an 8-bit disk drive. 800XLDJ is free.

Check out the sites below for more info:

http://wwwstud.ira.uka.de/~s_tomczy/dj800.html
http://home.t-online.de/home/tgrasel/restarte.htm

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4409. Re: Is there an online 1050 and 800XL instr

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 23:34:50 UTC
From: ebaiz@skyenet.net
Message-ID: <uSK47.3364$DL4.2127@newsfeed.slurp.net>
Source record: 35432

On 16 Jul 2001 18:32:28 , "Daniel Goldenstein" wrote:
>Is there an online 1050 and 800XL instruction book?

Try these sites:

http://www.atariworld.com/tech_info/manuals.html

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4410. Re: Ape 1.18 Help!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 23:42:47 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b53b2f5$0$42878$4c5ecdc7@news.erinet.com>
Source record: 35352

I just set mine up and I can't remember this before, but
with a 1050 with sio to computer and my 10 foot APE cable,
I can't get good boots unless I hit 'T' for 'STUPID'. The ultraspeed
stuff just hangs part way thru boot. This is with 1.18 unreg., 1.17 reg.,
or 1.16 unreg.
Since your setup is 'trying', just give up ultraspeed and set 'Stupid'
mode and try that.
Russg

4411. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 23:43:04 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B537BE4.27849373@inebraska.com>
Source record: 35434
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Bob Retelle wrote:

> I get nostalgic every time I think about spending $550 for a floppy
> disk drive.
>
> Unfortunately I doubt anything is ever going to bring those times back
> again.
>
> BobR

I sure hope nothing brings back those $550 floppy disks again... ;-)

Roy

4412. Re: Ape 1.18 Help!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 23:43:17 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <9ivtselvl1@brokaw.wa.com>
Source record: 35437

thats happened to me before also... but only when I'm running ape from
win98. In DOS 6.22 it works fine.

For better windows compatibility, go to the settings screen and choose force
2x SIO speed. If that doesn't work, choose force 1x (normal) SIO speed.

-Dan

4413. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 23:46:38 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B537CB9.D08CB935@inebraska.com>
Source record: 35435
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

william strutts wrote:

> "Roy Miller" <millers@inebraska.com> wrote in message
> news:3B532A03.8BFD4282@inebraska.com...
> > william strutts wrote:
> >
> > > "Byron Desnoyers Winmill" <wbdesnoy@acs5.acs.ucalgary.ca> wrote in
> message
> >> - 64MB to 256MB RAM with battery backup, for
> >> storing documents. Or use flash memory if
> >
> > WHAT?!?! 24 address lines gets you 16 megabytes. He's taking 4-8
> > The fact is that the Mac Plus had 24 address lines and 4 megs. - and that
> was
> > in 1986!
>
> Apple crippled the memory on the early machines. The later
> LC had 10 meg of RAM available although 6 meg was set
> aside for ROM. The Mac Plus was even worse. It was limited
> to 4 meg because Apple didn't let the Mac support larger than
> 1 meg simms. It only had 4 simm slots. To go larger it had to
> support larger simms like a 4 meg simm. However, on the Mac
> Plus/SE, Apple set aside 8 meg of address space for ROM. This
> limit was not broached until Apple decided to make 68020 based
> machines with larger address space. He is wanting 64 to 256 meg
> of static RAM.

But he mentioned 4-8 megs of RAM, which is VERY doable with a 68000, and the 64-256 as battery backedup RAM disk for documents. As RAM disk, the address lines aren't the issue. You can have 1 meg RAM disks with the Apple][+.

Roy

>
> --
> --
> William R. Strutts - wrstrutts1@nospam.home.com - Whatever!
>
> C'est moi! http://www.facelink.com/wrstrutts
>
> Just hacking away...
>

> Remove nospam to reply.

4414. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-16 23:54:27 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B537E8C.472973C8@inebraska.com>
Source record: 35436
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

william strutts wrote:

>
> > > > Hardware:
> > > > - 68000, about 10MHz
> > > > - 4MB to 8MB RAM
> > > >
> > > You couldn't get that much ram on a 68000 because it only
> > > has a 24 bit memory bus. You would have to go to a 68030
> > > or so to get the wider data path.
> > > <snip>
> >
> > WRONG WRONG WRONG!!!!
> >
>
> Dude. He said he wanted 64 meg to 256 meg of RAM. A
> 68000 with only a 24 bit address can't address larger
> memory schemes. 16 meg would be the limit of a 68000.

You didn't read what he said very carefully:

Hardware:
- 68000, about 10MHz
- 4MB to 8MB RAM
- ROM based OS (patched in RAM)
- 2 or 4 RS-232 ports
- 2 parallel ports
- an AD convert, with 4 inputs and 2 outputs
- 8"x4" LCD screen, high resolution,
high contrast, black and white is fine
- semi-portable design (something which can
be moved while I'm working, but not something
which I work on while moving)
- 64MB to 256MB RAM with battery backup, for
storing documents. Or use flash memory if
it is cheap enough.
- HD 3.5" floppy, for communicating with my
other machines

And, in his reply he said:

> Then throw in some sort of decoder for the 64-256MB chunk. Since
> it is not the main memory (that would be the 4MB chunk), it should

> not make much of a difference.
>

So, 4-8 as main memory, easily accessed by a CPU with 24 address lines,
and 64-256 battery backed RAM disk, which has little to do with address
lines.

68000, 80286 (or higher), or 65816 could do what he was thinking, as CPU.

Roy

>
>
> --
> --
> William R. Strutts - wrstrutts1@nospam.home.com - Whatever!
>
> C'est moi! http://www.facelink.com/wrstrutts
>
> Just hacking away...
>
> Remove nospam to reply.
> >

4415. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 00:00:25 UTC
From: william strutts <wrstrutts1@nospam.home.com>
Message-ID: <teL47.18818$JN6.3800443@news1.rdc1.mi.home.com>
Source record: 35438
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Roy Miller" <millers@inebraska.com> wrote in message
news:3B537CB9.D08CB935@inebraska.com...
> william strutts wrote:
>
>
> But he mentioned 4-8 megs of RAM, which is VERY doable with a 68000, and
the

This is true but the other memory is still memory and has to be accessed
in some manner. Plus we are talking about a sub-300 dollar machine
and any custom logic is going to cost money.

> 64-256 as battery backedup RAM disk for documents. As RAM disk, the
address
> lines aren't the issue. You can have 1 meg RAM disks with the Apple][+.
>
Oh really. You still have to get stuff in and out of your RAM disk and it
takes address lines. You will still need an address decoder to be able
to switch banks of RAM in and out of main memory. It doesn't happen
like magic. A real address in memory must somehow find its way
to the correct bank of RAM that you want to access. It is a real
pain in the butt doing it that way. The Apple II couldn't address
more than 64K or RAM at any one time anyway. Programs
never exceeded the size of memory space. The 68K is a totally
different animal. Programs can be huge on a 68k machine. I don't
think you would want to bank switch RAM to run a program.

--
--
William R. Strutts - wrstrutts1@nospam.home.com - Whatever!

C'est moi! http://www.facelink.com/wrstrutts

Just hacking away...

Remove nospam to reply.

4416. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 00:28:37 UTC
From: kryten_droid <kryten_droid@ntlworld.com>
Message-ID: <BBL47.40805$WS4.6287732@news6-win.server.ntlworld.com>
Source record: 35439
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

If you want something all singing all dancing then even if I could design something better than a PC I haven't the time to write all the software to go with it.

If however you want to just make a computer for the satisfaction of saying "I made that" then I would make a clone of an antique home micro. The hardware design would be feasible, and you wouldn't have to write lots of software for it. The hardware could fit in fewer smaller parts than the originals, with modern memory chip sizes.

A few candidates would be:
ZX81 in PLDs or FPGA (done by Ian Bradbury and Bodo Wenzel respectively see http://www.howell1964.freeserve.co.uk/ZX81/ZX81.htm)
Commodore C64 in FPGA (done by Jeri: http://www.geocities.com/cm_easy/ - impressive!)
Acorn Atom / BBC micro / Atari 800XL / Atari ST / TRS80 / Spectrum in FPGA

4417. Re: Ape 1.18 Help!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 00:44:14 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b53c14c$0$18895$4c5ecdc7@news.erinet.com>
Source record: 35354

Some other stuff.
Keep copies of your .ATRs somewhere besides the ones you use
in your APE directory. I was corrupting .ATRs, I think only in
'SMART' high speed mode. I'd look at the APE screen and it
would say 'put sector' on my boot disk, when I was booting!
You might also want to 'W' write protect the boot disk, and any
other disk you know you won't be writing to.
Russg

4418. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 00:44:52 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <PXD47.853$bl.47003@news.siol.net>
Source record: 35478
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Byron Desnoyers Winmill" <wbdesnoy@acs5.acs.ucalgary.ca> wrote in message
news:9iuu8i$p9g$1@nserve1.acs.ucalgary.ca...
> william strutts (wrstrutts1@nospam.home.com) wrote:
> : > Hardware:
> : > - 4MB to 8MB RAM
> <...>
> : > - 64MB to 256MB RAM with battery backup, for
> : > storing documents. Or use flash memory if
> : > it is cheap enough.
>
> : You couldn't get that much ram on a 68000 because it only
> : has a 24 bit memory bus. You would have to go to a 68030
> : or so to get the wider data path.
>
> Then throw in some sort of decoder for the 64-256MB chunk. Since
> it is not the main memory (that would be the 4MB chunk), it should
> not make much of a difference. Indeed, it need not make any
> difference to the average programmer, since it would (presumably)
> be access through a set of file system calls.
>
> Besides, isn't the 6502 limited to 64kB chunks. Apple simply
> implemented some sort of paging mechanism to access the 128kB found
> in later models (IIe/IIc). Likewise for the 192kB card which I
> have lying around here, somewhere. (Though my understanding is
> the 1MB card for the 8-bit machines used some sort of window into
> memory.)
>
> Byron.

Why not using 80386, then ? It has it all- MMU and segmented adressing, and
one
even gets a several 100's bytes of cache ? ;o)

Regards,

Branko

4419. Re: Ape 1.18 Help!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 00:46:58 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b53c1ef$0$18886$4c5ecdc7@news.erinet.com>
Source record: 35355

(Shoot, I wanted to say something else.)
In APE configuration, if you look at the ultraspeed config, it says
only Sparta FTE 3.2g can handle APE+ 3x speed.
I still couldn't do APE+ speed with 3.2g and had to use 'STUPID'
mode.
Russg

4420. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 01:05:30 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tl73h3llaocb8c@corp.supernews.com>
Source record: 35441
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

OT but Bob, is there a reason why your name sounds real familiar to me?

ST magazine guy or something?

"Bob Retelle" <bobr1@provide.net> wrote in message
news:83t6ltscik55kqte5j6cu14c6g2at4ee79@4ax.com...

4421. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 01:06:08 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <4cM47.38281$qs5.7636718@news02.optonline.net>
Source record: 35443
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

The older machine has 64 Mb of RAM. Maybe it needed just a trifle more.

But my point was that any OS that's specifically designed or customized to work with a very narrow range of hardware variation could be successful on these supposed $300 machines.

Alan

"Andy Cadley" <ac@sys.uea.ac.uk> wrote in message news:Pine.GSO.4.10.10107161704420.13755-100000@zen.sys.uea.ac.uk...
>
> On Mon, 16 Jul 2001, Alan Sharkis wrote:
>
> > OK, I admit that when I installed Mandrake 8.0 on a loaded Pentium III 800
> > it was a snap. It even recognized my Sound Blaster Live! and a Linksys NIC
> > (Tulip) without any help on my part! But when I tried to install the same
> > distro on a Pentium 100 -- same NIC and a Sound Blaster AWE32, it bombed
> > miserably. I do have Red Hat 7.2 running on that machine, but it was
> > hand-configuring all the way. It would be torture for anyone who was
> > brought up on Windows.
>
> I seem to recall that the Mandrake 8 graphical installer needs something
> like 64Mb of RAM and having less is pretty much the only thing that I've
> ever seen cause it to bomb out.
>
> And Red Hat sucks big time. Even the latest version.
>
> AndyC
>

4422. Re: I want to dump some ARABIC XE carts that I have, How can I do that? RON and Jindrich??? are those hum

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 01:07:25 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010716210725.24604.00004620@ng-ct1.aol.com>
Source record: 35442

Omnimon and XL Boss allow you to take control of the system from a game or other app which is not openly interactive.
The Atari computer with these enhancements is the simplest means to access the chip contents; it is either that or design and build a circuit board with logic to read the cartridge slot and send it to your peripheral of choice.

Consider Basic with commands like Byte = Peek(40196) & Open #1,8,0,"D1:Dump" & Put #1;Byte where you can look at the data in the cartridge memory and write it (slooowwwly) to a disk file. Now try to visualize how you would do that with a Star Raiders cart; you just cannot get to it without help...

The computer will start any cart present during cold (power up) or warm (system reset) start. A warm (re)start is the quickest and simplest way to start an interrupted cart since you don't need to know or find the start address.

The OS usually keeps itself since it is normally in read only cannot be erased memory; except for XL-Boss which allows a RAM OS with its monitor at $C000 and then protects it during system reset. You needn't worry about it.

> MtaMIMI2000 west@hotmail.com remarked:

>It is not quite clear to me!
>
>I need an OS called Omnimon. This OS have special commands to
>interrupt some addresses to get the ROM image from the cart. hmmmm!
>How come we need to RESTART the machine in order to start the cart, so
>how can I keep the OS in the memory?

-Ron

Experience is something you don't get until just after you need it.

4423. Re: HELP: Can a disk image as used by emula

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 01:21:56 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010716212156.24604.00004628@ng-ct1.aol.com>
Source record: 35444

You have added some stuff to the mix. We had inferred from the subject line (now truncated) that no real 8-bit hardware was involved until we wanted to read that disk they made.

>ebaiz@skyenet.net (Edward S. Baiz Jr.) replied:

>Yes, that is possible but you do not have to have a PC. I use 800XLDJ
>which uses DI images and I can use the DI images to make my XE write
>the info to an 8-bit disk. You can use APE when using ATR images and
>have a PC write the info on a 3.5" disk.

-Ron

Experience is something you don't get until just after you need it.

4424. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 01:28:16 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4A9B3F7EE2%news@youmustbejoking.demon.cu.invalid>
Source record: 35368
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I demand that David Cantrell may or may not have written...

> On Mon, 16 Jul 2001 17:52:42 +0100, Darren Salt
> <news@youmustbejoking.demon.cu.invalid> said:
>> The way that I differentiate between 'script' and 'compiled' languages is,
>> roughly, this...

>> If the compilation (and linking) step is commonly separate (C, C++,
>> Pascal, Ada...), it's a compiled language.

>> If the compilation step is integrated into the runtime environment (Perl,
>> Python (I think)), it's a scripted language.

> Python can be either, just like emacs Lisp. Of course, it 'compiles' to a
> byte-code which it then intreprets, it's not *real* compilation.

So using javac isn't real compilation either...? I'd say that it's real
compilation, just for a virtual machine.

> Perl also has separate compile and execute phases, although at present you
> have to do truly evil things to presuade it to spit out the byte-code.

:-)

> However, I think that that differentiation is bogus.

It definitely isn't a clear and /clean/ differentiation... and I did say
'roughly'. I don't expect to stick rigidly to that :-)

> It means that most implementations of Lisp are not programming languages.
> It means that if (god forbid!) you were to run C in an interpreter, it
> would not be a programming language.

Slight edit needed, I think: "is commonly separate" => "is or can be used as
a separate step"... and yes, I've seen a C interpreter...

--
| Darren Salt anti-UCE | nr. Ashington, | d youmustbejoking,demon,co,uk
| Risc PC, Spec+3, A3010 | Northumberland | s zap,uk,eu,org
| BBC M128, Linux PC | Toon Army | @
| Z80Em and 6502Em Support Packs. AY sound support.

The human race has one really effective weapon, and that is laughter.

4425. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 01:42:38 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <io57lt89cpjikg3766enpugg6a6ia2ektu@4ax.com>
Source record: 35347
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
On Tue, 17 Jul 2001 03:01:37 -0700, "Branko Badrljica"
<brankob@avtomatika.com> wrote:

>
>"Matthew Montchalin" <mmontcha@OregonVOS.net> wrote in message
>news:Pine.SUN.3.96.1010716125157.20706B-100000@compass.oregonvos.net...
>> On Mon, 16 Jul 2001, Branko Badrljica wrote:
>>
>> |> Besides, isn't the 6502 limited to 64kB chunks. Apple simply
>> |> implemented some sort of paging mechanism to access the 128kB found
>> |> in later models (IIe/IIc). Likewise for the 192kB card which I
>> |> have lying around here, somewhere. (Though my understanding is
>> |> the 1MB card for the 8-bit machines used some sort of window into
>> |> memory.)
>> |>
>> |> Byron.
>> |
>> |
>> |Why not using 80386, then ? It has it all- MMU and segmented
>> |adressing, and one even gets a several 100's bytes of cache ? ;o)
>>
>> An unfortunate design defect of the 80386 is that it can't
>> execute 6502 code. Maybe if Intel could get its sh* together,
>> it would design a chip that we here at comp.sys.cbm might
>> actually be willing to try out.
>
>It can emulate it, probably much quicker than 1 or 2 MHz 6502 or Z-80H
>You wait a year or two and Celeron will be cheaper than 6502 ;o)
>
>
>Regards,
>
>
>Branko
>

I wouldn't be too surprised to see that. -

I just did a little poking around to check on prices of Motorola 68020
and 68030 CPUs, just to see how they would affect the cost of a $300
system.
```

Allied Electronics doesn't even stock them any more, but for only $200
they'll order you a 33Mhz 68020 chip.

That's almost THREE times the cost of a 1Ghz Athlon right now.

(And that's their QUANTITY pricing. Ouch!)

Supply and demand at work.

BobR

4426. Re: Ape 1.18 Help!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 01:50:52 UTC
From: llpwhite@cs.com
Message-ID: <20010716215052.08491.00003833@ng-cj1.news.cs.com>
Source record: 35445

>If I toggle EMULATION (on the PC) to STUPID, after about three attempts, it begins to work. If I then set EMULATION to SMART (on the PC), it stops...<

I had essentially the same problem. Mine would work partially as long as I had the emulation set to "Stupid" and would not work at all on "Smart." (And this was under DOS, not a DOS Window.) I did 3
things that took my system from "doesn't work" to "works flawlessly."
1. Built a new cable with a 14C89 (instead of a 1489) to the specs/diagram shown on Clarence Dyson's site. I also built a MAX232 cable, but it works no better than the 14C89.
2. Limited the number of SIO (real) drives to one. Two real drives were fine at standard speed, but "iffy" at 3X APE Warp.
3. Started using a STOCK 130XE rather than an expanded XE or XL. This might suggest a power supply issue, but I believe it was a timing problem.
I later got Win APE -- it works no better, but (IMO) there is no comparison as far as the user interface goes.
Larry

4427. Re: Connecting an Atari 800 to an Atari SC1224

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 01:55:26 UTC
From: John Dickson <jm.xremovex.dickson@home.com>
Message-ID: <3B5399CE.24818905@home.com>
Source record: 35446

I asked this question two months ago, and no one really had an answer. I did some research though and got a short reply from TV One about a product that they make for $160. http://www.avtoolbox.com/miscvideoproducts.htm

>Take a look at the CMT-7 Decoder/Tanscoder on our consumer products website
>www.avtoolbox.com
>
>David K. Barnes
>dbarnes@tvone.com
>TV One Multimedia Solutions
>www.tvone.com

You would have to find the pin out of the SC1224 and make a cable.

In my search though, I found the cheesebox http://www.avtoolbox.com/video-to-vga.htm. For $70 it allows you to use a VGA monitor instead. I have heard it's output is fairly good.

I haven't tried either myself yet.

Jheitmuller wrote:
>
> Hi, anybody know how to connect an Atari 800 to an Atari SC1224
> monitor? Is it possible?
>
> Thanks,
> John
> john@jrcc.net

4428. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 02:07:55 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B539DF4.36A9CEA1@inebraska.com>
Source record: 35348
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

william strutts wrote:

> "Roy Miller" <millers@inebraska.com> wrote in message
> news:3B537CB9.D08CB935@inebraska.com...
> > william strutts wrote:
> >
> >
> > But he mentioned 4-8 megs of RAM, which is VERY doable with a 68000, and
> the
>
> This is true but the other memory is still memory and has to be accessed
> in some manner. Plus we are talking about a sub-300 dollar machine
> and any custom logic is going to cost money.
>
> > 64-256 as battery backedup RAM disk for documents. As RAM disk, the
> address
> > lines aren't the issue. You can have 1 meg RAM disks with the Apple][+.
> >
> Oh really.

Really. I have a 1 meg RAM card in my][+. There were a number of such cards sold. And some were battery backed. 16 address lines, 8 bit bus and 20 bit address space. Surely you have seen such in ads. And since that was done with an 8 bit 6502, I'm sure the 16/32 bit 68000 could do it too.

> You still have to get stuff in and out of your RAM disk and it
> takes address lines. You will still need an address decoder to be able
> to switch banks of RAM in and out of main memory.

RAM disks aren't part of your main memory. DUH!! Do you bother to read any of the posts being made? The software that organizes the RAM disk is in your memory, but as far as the CPU is concerned, that chunk of RAM is no different than a hard disk or floppy disk. Or do you wish to assure that disk drives are also part of the CPUs memory, being switched in and out?

> It doesn't happen
> like magic. A real address in memory must somehow find its way
> to the correct bank of RAM that you want to access. It is a real
> pain in the butt doing it that way. The Apple II couldn't address
> more than 64K or RAM at any one time anyway. Programs
> never exceeded the size of memory space.

Wrong! Programs often exceeded memory space. It was called overlaying. Ever hear of WordStar? And yes, that was a Z-80 program, but 6502 programs did the same thing. The overlays were on disk, called in to replace a part of memory (much like bank shifting, but much, much slower). With a RAM disk, exactly the same thing happened, only the data/code was stored in RAM outside the memory space of the CPU, and organized as a RAM disk.

The Coleco ADAM did this, so did the Atari 130 XE. There were plenty of boards like this for S-100 computers using the Intel 8080 or Zilog Z-80. In fact it was the best way to use CP/M Wordstar. Some would say, the ONLY way to use WordStar.

> The 68K is a totally
> different animal. Programs can be huge on a 68k machine. I don't
> think you would want to bank switch RAM to run a program.

No one was talking about bank switching.
He was talking about a 64-256meg battery backed RAM disk though.

Roy

>
>
> --
> --
> William R. Strutts - wrstrutts1@nospam.home.com - Whatever!
>
> C'est moi! http://www.facelink.com/wrstrutts
>
> Just hacking away...
>
> Remove nospam to reply.

4429. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 03:01:26 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <9j09k8$8bv$1@merki.connect.com.au>
Source record: 35349

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:kSK47.3355$DL4.2127@newsfeed.slurp.net...
> On 16 Jul 2001 03:01:49 , utah_lanman@NOSPAM@yahoo.com wrote:
> >Anybody still playing Alternate Reality?
> >
> >What's the best non-floppy disk method for playing AR? (Ape?)
>
> I have an 8-bit and ST version of The City. I have played it also using
> an emulator that uses ATR images. I am also going to try out a DI image
> using 800XLDJ.

Is the ST version as good as the XE version?

Mark

4430. FREE STUFF!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 03:12:20 UTC
From: jtgd@hotmail.com
Message-ID: <acbab8fe.0107161912.43fe55a3@posting.google.com>
Source record: 35351
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.programmer

I have a large box of Atari stuff free if you pick it up.

2 x Atari 800
1 x Atari 400
2 x 850 expanders
1 x 810 floppy drive
2 x Atari 1020 pen plotter/printers still in the box.
RAM cards, ROM cards, a few game carts (Qix, Defender,...),
miscellaneous boards, chips, etc,

I live in San Jose CA. Call quick if you're interested,
otherwise it all becomes landfill.

408-281-9471

4431. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 03:24:55 UTC
From: wbdesnoy@acs5.acs.ucalgary.ca
Message-ID: <9j0b67$1jsc$1@nserve1.acs.ucalgary.ca>
Source record: 35353
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Bob Retelle (bobr1@provide.net) wrote:
: The question is, who will buy this new $300 box?

Perhaps nobody. We are simply playing with ideas here.

Or, perhaps, somebody. Look at the groups this discussion is taking place in. How many people would even consider using these machines in an era of GHz computers? After all some of these machines run at a poky 1MHz, and are crippled by 8 bit wide words. (My Apple II fits in that category.)

Apparently a large number of us still use those machines. Some of us still buy those machines. Sometimes we pick up the original thing (Apples, Atari's, Commodores, and so forth) for a bargain. Sometimes we pickup devices which have similar, embedded processors. The TI graphing calculators use the Z80 and 68000 processors. These calculators appear to fit in the $80 to $220 Canadian range, and I'm willing to bet that there are good margins.

So maybe there is a market. But that still shouldn't prevent us from discussing ideas.

Byron.

4432. FS/T: Atari 8-bit computer items and more... [07/17/2001]

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 04:43:54 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <m7a7ltg38i9q2217fmft0326fknq99bklj@4ax.com>
Source record: 35356
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace

```
All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 07/04/2001
----------------------------------------
NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site, including 52 for the Atari 8-bit computers!

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari 8-bit computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection list for this system is currently on-line!

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:
---------------------
Loose cartridges, no box or manual:
$ 2.00 Missile Command
$ 1.50 Space Invaders
$ 3.00 2-pack: Missile Command and Space Invaders
```

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 4.00 Atari 1010 Program Recorder Owner's Guide (16 pages)
$ 4.00 Atari 1200XL Home Computer Owner's Guide (20 pages)
$ 8.00 Atari 65XE Personal Computer Owner's Manual (138 pages)
$ 4.00 Atari 800XL Home Computer Owner's Guide (24 pages)
$ 4.00 Atari BASIC Reference Guide: For Experienced Programmers
(16 pages)
$ 2.50 Atari Home Computers: The Next Generation catalog
(32 pages)
$ 8.00 2-pack: Atari Disk Operating System Reference Manual:
DOS 3 (112 pages). Lot also includes An Introduction
to the Atari Disk Operating System: DOS 3 (32 pages)
$ 8.00 Inside Atari BASIC [Atari / Reston] (196 pages)

[Pictures of the items listed below will be available soon]

HARDWARE:

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1050 (127K) DISK DRIVE.

This disk drive does not include the power supply, or Molex
connector cable.

NOTE: Light comes on, and drive tries to read disk, but drive will
not boot up. Sold as non-working item, possibly repairable, for
parts only!

$ 2.00

*****

LOT #2

ATARI 1025 PRINTER, with built-in power cord, and manual.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$ 7.00

*****

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for
something that isn't listed, please don't ask (because if I
had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed. There is no minimum order.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order -drawn from a U.S. bank branch-, or cash. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in (please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@io.com

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

4433. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 05:44:12 UTC
From: wbdesnoy@acs5.acs.ucalgary.ca
Message-ID: <9j0jbcpog1@nserve1.acs.ucalgary.ca>
Source record: 35358
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Bob Retelle (bobr1@provide.net) wrote:
: Allied Electronics doesn't even stock them any more, but for only $200
: they'll order you a 33Mhz 68020 chip.

That price is insane, and I suggest that you shop around more. And focus on the 68000, which I have seen in calculators costing about US$120. I am quite confident that the manufacturer is not producing these at a loss, and likely have a healthy margin. One of these calculators served as my inspiration, only with boosted I/O capabilities, much more open design, and with the OS in ROM where it can not be damaged. (I pulled mine apart, and it used a Motorola 68000.)

I will not argue withthe PB100 hypothesis though, as I am a Mac user.

It is worth noting though that only parts of the Macintosh and IIgs operating systems are in ROM. For the machine to be in a useable form, the rest must be loaded from disk (the Classic was an exception, but even it does not spring to life as an Atari ST would). Indeed certain drivers required to access the original Macintosh hardware do not appear to be in ROM, including part of the serial driver, the print manager, and the AppleTalk manager. (From Inside Macintosh Vol. I.) details are bound to be different for later models, such as the PB100, but I would imagine that (proportionally) less was integrated into later versions of the ROM.

Now why is that relevant? Well, I would want the whole OS in ROM. That way, if you goof up while creating patches, you simply reset the machine (or, better yet, disable patches while booting in order to recover your data). This calc of mine (with the OS in flash memory) has given me a scare a couple of times, and certain parts of its software do not appear to work correctly to this day. It is, of course, poorly documented so that is a problem too. Hopefully the ROM would be socketed, so that the OS could be upgraded (or the patches incorporated in some optimised form).* But that is not a huge issue. The other reason for a ROM based OS is to avoid the lengthly process of reinstalling the OS, as I'm certain many of you Windows users enjoy. ;-) The patches would have to be reinstalled, but your machine wouldn't be in an unusable form without them. If the patch installation system is sensible, they should be quite easy to copy from a floppy disk to a system folder anyway.

Byron.

[*] Come to think of it, wouldn't flash memory have a write enable line? If so, a manual switch or jumper on this line would be a suitable alternative.

4434. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 05:52:29 UTC
From: william strutts <wrstrutts1@nospam.home.com>
Message-ID: <xoQ47.20422$JN6.4055098@news1.rdc1.mi.home.com>
Source record: 35357
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Timothy A. Seufert" <tas@mindspring.com> wrote in message
news:tas-16D91B.21514716072001@news...
<snip>
> I believe you are 100% wrong in stating that Apple II programs never
> exceeded the "size of memory space" (I assume you mean 64K). Unless I'm
> grossly mistaken, AppleWorks did just that. It was and is quite
> possible to design programs which bank switch code and/or data in and
> out of the CPU's address space. With care, it need not even be a pain
> in the butt.

I did say that they would have to be bank switched. It would still
need an address range to move the data to like that extra 64K on
the 80 column IIe card does. It is bank switched. What I meant
in saying they didn't exceed the size of memory was that only
64K could be accessed at one time. To get more memory requires
the programmer to bank switch the program or to swap code
out and pull it from the Floppy/HD in his code. No hardware
or OS automatically handled that on the Apple II. The early
PC's like the 286 had all kinds of odd ball memory due to the
8-bit legacy of the 286 processor. They still had 64K code
segments and any one chunk of code had to reside on a 64K
bank. You don't want to place a loop on two banks of memory
because that would require you to bank switch constantly.

> For software like a RAMdisk, it's not a pain in the butt at all to use
> bank selection. No different from selecting what sector of a disk drive
> to read in a driver for an ordinary electromechanical disk.

While that is true, it requires special coding on the part of the
program. Not all Apple IIe programs supported the extra RAM
and it was the minority that did. The program had to be aware
of the memory. Some smarter 8-bits using the 6809, had a
MTU unit which would take care of the bank switching. They
had a smart operating system called OS-9 that knew how to
handle the memory plus it had a hardware chip which handled
a lot of the memory management.

The other way was using the Chain command in the older
basics which would remove the app in memory and load
the referenced code. Not all Basics had that command. That
made it a bit easier but on the Coco, it required the programmer
to write routines to access the memory. It was not handled

automatically by the OS.
--
--
William R. Strutts - wrstrutts1@nospam.home.com - Whatever!

C'est moi! http://www.facelink.com/wrstrutts

Just hacking away...

Remove nospam to reply.

4435. Re: I want to dump some ARABIC XE carts that I have, How can I do that?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 06:33:34 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B53DC3E.E32A69A7@asw.cz>
Source record: 35374

MtaMIMI2000 wrote:
> You want me to say ATTN : Jindrich ?

Huh, I'm here ;)

> I just want to help the collectors in getting some rare carts, I can't
> give them my carts, but I can dump it for them. I wish if their is a
> site that will explain how to do it?

As I wrote: go here: http://www.asw.cz/~kubecj/acartdp.htm . There are instructions how to dump carts (even without Omnimon). (small hw mod or booting from tape).

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

4436. Re: I want to dump some ARABIC XE carts that I have, How can I do that?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 06:35:42 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B53DCBE.48EE359F@asw.cz>
Source record: 35375

Sysop Fox-1 wrote:
> When was the discussion?

Can't remember.

> I'm only joining this NG since a few weeks again.
> Maybe the problem is that you allready have about everything :-) I can't
> be of much help myself I think, since the most "rare" cart I have is "Tower
> Toppler", which isn't even an original one...

I'm not only looking for 'rare' cartridge dumps, but I also need clean
verified dumps (lot of dumps I have are ripped from multiboot images).
And scans of cartridges, packaging. There are CSV files (comma
seperated, any spreadsheet loads them) which list what I'm missing on my
site. http://www.asw.cz/~kubecj/acartdp.htm

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

4437. Re: Is there emulator to format a image?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 07:31:58 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B53E9EE.F318C176@siemens.at>
Source record: 35359

Russ Gilbert wrote:
>
> I tried xlit, atari800dos, atari800win 2.5c. MyDOS45, Sparta 3.2a.
> None will format a 720k blank image produced with APE 1.16.
> Can any emulator format a 720k image? or any image for that matter?
> Or do I have to have a real A8 to format the image?

With atari800dos it should be possible to take any .atr file,
mount it read/write and then format it using a normal dos command.
At least the code is in the sio emulation source for at least three
years, probably much longer.
Tell me if this really doesn't work and when I find the time I'll
check it. Maybe you then could send me that blank image file too.

Gerhard

4438. Re: FREE STUFF!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 08:42:09 UTC
From: bjcorr <bjcorr@sonic.net>
Message-ID: <3B53FA61.FA62FEC2@sonic.net>
Source record: 35360
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.programmer

Jay Dresser wrote:
>
> I have a large box of Atari stuff free if you pick it up.
>
> 2 x Atari 800
> 1 x Atari 400
> 2 x 850 expanders
> 1 x 810 floppy drive
> 2 x Atari 1020 pen plotter/printers still in the box.
> RAM cards, ROM cards, a few game carts (Qix, Defender,...),
> miscellaneous boards, chips, etc,
>
> I live in San Jose CA. Call quick if you're interested,
> otherwise it all becomes landfill.
>
> 408-281-9471

I'll call you tomorrow, I live in Rohnert Park and would love to come
get your old Atari stuff, I need a working 400!!

Thanks,

bjcorr@sonic.net
--
Ben Corr

4439. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 10:01:37 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <F5M47.867$bl.47698@news.siol.net>
Source record: 35440
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Matthew Montchalin" <mmontcha@OregonVOS.net> wrote in message
news:Pine.SUN.3.96.1010716125157.20706B-100000@compass.oregonvos.net...
> On Mon, 16 Jul 2001, Branko Badrljica wrote:
>
> |> Besides, isn't the 6502 limited to 64kB chunks. Apple simply
> |> implemented some sort of paging mechanism to access the 128kB found
> |> in later models (IIe/IIc). Likewise for the 192kB card which I
> |> have lying around here, somewhere. (Though my understanding is
> |> the 1MB card for the 8-bit machines used some sort of window into
> |> memory.)
> |>
> |> Byron.
> |
> |
> |Why not using 80386, then ? It has it all- MMU and segmented
> |adressing, and one even gets a several 100's bytes of cache ? ;o)
>
> An unfortunate design defect of the 80386 is that it can't
> execute 6502 code. Maybe if Intel could get its sh* together,
> it would design a chip that we here at comp.sys.cbm might
> actually be willing to try out.

It can emulate it, probably much quicker than 1 or 2 MHz 6502 or Z-80H
You wait a year or two and Celeron will be cheaper than 6502 ;o)

Regards,

Branko

4440. Re: FREE STUFF!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 11:21:50 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9j178d$5u9$1@news.comnet.co.nz>
Source record: 35361
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.programmer

"Jay Dresser" <jtgd@hotmail.com> wrote ...
> I have a large box of Atari stuff free if you pick it up.
>
> 2 x Atari 800
> 1 x Atari 400
> 2 x 850 expanders

What is an "850 expander" ?

The number 850 is familiar as an old 8 bit peripheral, but I cannot
recall what it was.

> 1 x 810 floppy drive
> 2 x Atari 1020 pen plotter/printers still in the box.
> RAM cards, ROM cards, a few game carts (Qix, Defender,...),
> miscellaneous boards, chips, etc,
>
> I live in San Jose CA. Call quick if you're interested,
> otherwise it all becomes landfill.
>
> 408-281-9471

--

Download the latest DLL manager for the Atari ST. Visit my web page at
http://www.atari.net.nz/gem and download the Toolbox today!

--

Quote for the month

"If it looks wet, I'm not going in"
(Overheard outside Auckland 24-hour supermarket)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

4441. sears system repair

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 13:51:04 UTC
From: timst4@hotmail.com
Message-ID: <df0d71b2.0107170551.2235ba94@posting.google.com>
Source record: 35362

i have an old sears 4 switch 2600 system. i get an irreparable fuzz
on the screen and a hum. is this related to the wiring, adapters? or
do I have to replace the board? Is there support for replacing a
2600's board on the net?

Timo
Technical Support
ComponentOne

4442. I searching Bertrand Mouchmino from France

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 15:20:51 UTC
From: Vasco <vasco@owl.au.poznan.pl>
Message-ID: <9j1t86qac1@news.tpi.pl>
Source record: 35367

Hello!

I looking for Bertrand Mouchmino from France. Someone know him???
It's important to me :(

Vasco/Tristesse

4443. Re: FREE STUFF!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 15:41:20 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3B545CF9.88C71AF3@ataritimes.com>
Source record: 35363
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.programmer

Jay Dresser wrote:

> I live in San Jose CA. Call quick if you're interested,
> otherwise it all becomes landfill.

Grrr... Why can't you guys giving away free stuff live in Florida???

--
Greg

=-=-=-

4444. Supervideo 2.0 mod Question

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 16:25:32 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <6ap8ltsm1sk12694niif0vqutkh1mgun46@4ax.com>
Source record: 35366

I just recently did this upgrade and it made an incredible difference
for my Atari 800Xl and C1084 monitor. However, I am having one
problem:

Some games do not show *any* color. I don't know if I have done
something wrong, but these games are only showing black and white:

Davids Midnight Magic
Ultima IV
Lode Runner
Championship Lode Runner
(might be more, haven't tested very many)

Other games work just fine:

AR: The Dungeon
Joust
Bruce Lee
etc..

Any ideas on what may have gone wrong, or is this normal? BTW, all
these games look fine using composite video. The supervideo
documentation I am using is from
http://members.nbci.com/_XMCM/atarimods/supervid2.html and I've found
one other site. These dox are a little different, in that one has us
replace resistors and the other has us use two in parallel, also the
site above has us replace R116 with a 2.2ohm resisitor, while the
other site has us solder a 2.2ohm resistor in parallel to the one that
is stock on the board (51 ohm.)

--
Shawn Jefferson
sjeffers{_at_}home[_dot_]com

4445. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 17:50:31 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B547AE1.FEBAF2AC@inebraska.com>
Source record: 35369
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

william strutts wrote:

> "Timothy A. Seufert" <tas@mindspring.com> wrote in message
> news:tas-16D91B.21514716072001@news...
> <snip>
> > I believe you are 100% wrong in stating that Apple II programs never
> > exceeded the "size of memory space" (I assume you mean 64K). Unless I'm
> > grossly mistaken, AppleWorks did just that. It was and is quite
> > possible to design programs which bank switch code and/or data in and
> > out of the CPU's address space. With care, it need not even be a pain
> > in the butt.
>
> I did say that they would have to be bank switched. It would still
> need an address range to move the data to like that extra 64K on
> the 80 column IIe card does. It is bank switched. What I meant
> in saying they didn't exceed the size of memory was that only
> 64K could be accessed at one time.

Sometimes one's thoughts and what one types aren't always the same. Perhaps that is why your last sentence is nonsense. Many programs for 64K 8 bit computers were larger than 64K. Some 8 bit machines used bank switching, some used overlays, and some used both (WordPerfect for the 128K ProDOS Apple //e or //c would run MUCH faster if one added extra memory and formatted it as a disk drive, copied the files to the RAM disk and launched the program from the RAM disk. Neither ProDOS nor WordPerfect did any "bankswitching", only the loading of overlays from a disk.

> To get more memory requires
> the programmer to bank switch the program or to swap code
> out and pull it from the Floppy/HD in his code. No hardware
> or OS automatically handled that on the Apple II.

But then, the machine that you protest would cost too much would easily do that. As I recall the 128K Mac used "virtual memory". Was that the ability of the 68000, or the OS, or both? And why couldn't it be done on this machine inexpensively?

> The early
> PC's like the 286

The early PCs, of course, used 8088 and 8086 chips.
The second generation, "Advanced Technology" machines used their 286 and later 386 CPUs as fast 8088/86s.

> had all kinds of odd ball memory due to the
> 8-bit legacy of the 286 processor. They still had 64K code
> segments and any one chunk of code had to reside on a 64K
> bank. You don't want to place a loop on two banks of memory
> because that would require you to bank switch constantly.

Of course, you have the same situation with the IIgs, because the 65816 has
segmented memory.

>
>
> > For software like a RAMdisk, it's not a pain in the butt at all to use
> > bank selection. No different from selecting what sector of a disk drive
> > to read in a driver for an ordinary electromechanical disk.
>
> While that is true, it requires special coding on the part of the
> program.

No, it doesn't. It only requires RAM disk software. *IF* by special, you mean
the ability to use a RAM disk as opposed to a floppy disk or hard disk.
Again, overlays were VERY common in the late 70's and early 80's. Memory cost
too much, so programers had to use disk space. Besides, you have shifted the
point. You said the problem with his machine was very expensive additional
hardware. Nothing about additional code.

> Not all Apple IIe programs supported the extra RAM
> and it was the minority that did. The program had to be aware
> of the memory. Some smarter 8-bits using the 6809, had a
> MTU unit which would take care of the bank switching. They
> had a smart operating system called OS-9 that knew how to
> handle the memory plus it had a hardware chip which handled
> a lot of the memory management.
>
> The other way was using the Chain command in the older
> basics which would remove the app in memory and load
> the referenced code. Not all Basics had that command. That
> made it a bit easier but on the Coco, it required the programmer
> to write routines to access the memory. It was not handled
> automatically by the OS.

None of the above however deals with the erroneous conclusion that 64-256meg
of RAM disk would require expensive additional hardware to use with a 68000
CPU.

Roy

>
> --
> --
> William R. Strutts - wrstrutts1@nospam.home.com - Whatever!
>
> C'est moi! http://www.facelink.com/wrstrutts
>

> Just hacking away...
>
> Remove nospam to reply.

4446. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 17:52:26 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0107171749180.156-100000@localhost>
Source record: 35364
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001, Bob Retelle wrote:

> A further "design defect" of the 80386 is that I don't believe they're
> being made any more.

As the matter of fact, thats prolly not exactly true :) International
Space Station team use 386 for onboard computers on ISS :)

Janez

4447. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 17:54:36 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0107171753220.156-100000@localhost>
Source record: 35365
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

> A further "design defect" of the 80386 is that I don't believe they're
> being made any more.

Not exactly sure about that. They are used for onboard computers on
International Space Station currently being build :)

Janez

4448. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 19:22:00 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <4v39ltkbjq26dfvf586nh2gkrfe1imun18@4ax.com>
Source record: 35380
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001 19:10:44 -0400, Bob Retelle <bobr1@provide.net>
said:

>A further "design defect" of the 80386 is that I don't believe they're
>being made any more.

Oh, they are. The 80186 is also still rather popular (it pops up
quite a lot in cheap disk controllers and the like, and consumer
appliances - my fridge has one for no reason that I can fathom). Even
the 6502 and Z80 are still being manufactured for use in embedded
systems.

--
David Cantrell | http://www.cantrell.org.uk/david

4449. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 20:15:11 UTC
From: richard@systemeD.not
Message-ID: <20010717211511491713@du-004-0051.claranet.co.uk>
Source record: 35370
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Byron Desnoyers Winmill <wbdesnoy@acs5.acs.ucalgary.ca> wrote:

> Bob Retelle (bobr1@provide.net) wrote:
> : The question is, who will buy this new $300 box?
>
> Perhaps nobody. We are simply playing with ideas here.
>
> Or, perhaps, somebody. Look at the groups this discussion is taking place in.

Oh, we chose to play host to this crap, did we?

--
| Richard Fairhurst www.systemeD.net
| The point is not to put poetry at the disposal of the revolution,
| but to put the revolution at the disposal of poetry.

4450. Re: FREE STUFF!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 20:38:36 UTC
From: jns-bond@home.comHORMEL
Message-ID: <9j27qr$9ki$1@tron.alex1.va.home.com>
Source record: 35371
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.programmer

In article <3B545CF9.88C71AF3@ataritimes.com>,
Gregory D. George <greg@ataritimes.com> wrote:

>Grrr... Why can't you guys giving away free stuff live in Florida???

They do, but the bull sharks apparently beat you to them!

--
~~~~~~
Red Hat Linux 6.2 + Cable + OpenSSH + Pine + TRN4 = Global 24x7 Shell
~~~~~~

4451. Re: FREE STUFF!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 20:57:29 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010717165729.24619.00004731@ng-ct1.aol.com>
Source record: 35373

or Oklahoma?

>"Gregory D. George" greg@ataritimes.com replied:

>Grrr... Why can't you guys giving away free stuff live in Florida???

-Ron

Experience is something you don't get until just after you need it.

4452. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 21:01:14 UTC
From: dickdaz <dickdaz@xtra.co.nz>
Message-ID: <gD157.4619$jd7.691596@news.xtra.co.nz>
Source record: 35372
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Hi there

"Beyonder" <beyonder@vrx.net> wrote in message
news:rcb3lt0t5lkofiocf6i3e3bap6vfivfqpi@4ax.com...
> You people are insane.
> for $300 you can get a high end pentium 3 system, loaded.
> for $100 more you can get a high end 1.4gig system, loaded.
> and these are retail prices! that doesn't include monitor, but who
> cares?
>
> get with the times.

I think I'd rather buy from auction something cool with my US$300,
like a used SGI workstation. So long as Winblows doesn't appear on
the monitor I'll be happy spending that on a used machine...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.

4453. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 21:08:55 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <ZL0G$GxnlKV7Ew+U@gratiano.zephyr.org.uk>
Source record: 35376
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <200107172115114917l3@du-004-0051.claranet.co.uk>, Richard Fairhurst <richard@systemeD.not> writes
>> Or, perhaps, somebody. Look at the groups this discussion is taking place in.
>
>Oh, we chose to play host to this crap, did we?

Yes. You must have missed the Cabal[0] meeting.

[0] TINC

--
James Coupe PGP Key: 0x5D623D5D
EBD690ECD7A1F
She twirled a lock of hair around her forefinger and smiled B457CA213D7E6
faintly. "Actually, I'd settle for a small Greek." 68C3695D623D5D

4454. Re: I want to dump some ARABIC XE carts that I have, How can I do that?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 21:15:35 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c10f06$b1b60100$031ea8c0@p400>
Source record: 35377

Jindrich Kubec <kubecj@asw.cz> wrote

: And scans of cartridges, packaging.

Hmm. Don't have a scanner yet.

: There are CSV files (comma
: seperated, any spreadsheet loads them) which list what I'm missing on my
: site. http://www.asw.cz/~kubecj/acartdp.htm

Will take a look at it. Maybe I should modify one of my XE's to make some
dumps (if I have any not listed).

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

4455. Re: FREE STUFF!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 22:01:22 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3B54B5C8.139FF5A1@ataritimes.com>
Source record: 35378
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.programmer

Sean Connery wrote:

> In article <3B545CF9.88C71AF3@ataritimes.com>,
> Gregory D. George <greg@ataritimes.com> wrote:
>
> >Grrr... Why can't you guys giving away free stuff live in Florida???
>
> They do, but the bull sharks apparently beat you to them!

Heh heh... I said to my wife last night that I thought the sharks were
rising up against us. Kinda like that dolphin episode of The Simpsons!

--
Greg

=-=-=-

4456. Re: FREE STUFF!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 22:07:46 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <uz257.44784$WS4.6909116@news6-win.server.ntlworld.com>
Source record: 35379

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
news:20010717165729.24619.00004731@ng-ct1.aol.com...
> or Oklahoma?
>
> >"Gregory D. George" greg@ataritimes.com replied:
>
> >Grrr... Why can't you guys giving away free stuff live in Florida???
>
> -Ron
>
> Experience is something you don't get until just after you need it.
>

Or even *ANYWHERE* in the UK ??? ;-)

Paul

4457. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 22:12:55 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c10f0e$b45c6f40$031ea8c0@p400>
Source record: 35381
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Bob Retelle <bobr1@provide.net>

: >I'm not subscribing to csa8bit to receive all those info I don't want to
: >read.

: Ignore it, it'll go away eventually.

I surely hope so...

: It actually DOES have relevance to the Atari 8-bit world,

Well, *some* msg's in the thread have a little bit Atari 8-bit related stuff in them. Unfortunately, many of them don't have any at all (notice all the crosspost info). The topic is now more about how much memory you can control with an 68xxx CPU, which has absolutely nothing to do with an 8-bit Atari...

: I get nostalgic every time I think about spending $550 for a floppy
: disk drive.

Time hasn't changed. The 1050 was state of the art in those days. About the same when you go out to buy a good DVD rewriter for the Wintels. Same price, same state of the art, and virtually no value when it's 15 years old. Some people will get nostalgic at the time it hasn't any value anymore, others may still use it, like I use my 1050 drive right now...

I don't get nostalgic when I use my Atari 130XE to program some things or what, or take a look at my BBS. This is cause my systems are used about every day or so. I get more nostalgic when joining an Atari 8-bit meeting, with a room full of 8-bitters that are actually used and not owned by people who keep them just for nostalgic reasons and use another computer to emulate the thing.

I don't say it's wrong to collect for nostalgic reasons or use an emulator. It's just that about every topic is about emulators and .ATR images, about how to convert them, how to format them, or how to build a "better" new computer, how to emulate this, how to emulate that, etc. What's wrong with the original Atari 8-bit hardware? Many people seem to forget there was a thing *before* the emulators, namely a real computer...

Don't get me wrong. I also have Pentiums laying around, and am using A.P.E. to transfer ATR images if I need to, but rather talk about the 8-bit side of the SIO2PC interface in stead of the other end of the cable...

My $0.02

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

4458. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-17 23:14:46 UTC
From: ebaiz@skyenet.net
Message-ID: <GF357.44$Ob6.1796@newsfeed.slurp.net>
Source record: 35382

On 17 Jul 2001 13:01:26 , "Mark Bedingfield" wrote:
>
>"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
>news:kSK47.3355$DL4.2127@newsfeed.slurp.net...
>> On 16 Jul 2001 03:01:49 , utah_lanman@NOSPAM@yahoo.com wrote:
>> >Anybody still playing Alternate Reality?
>> >
>> >What's the best non-floppy disk method for playing AR? (Ape?)
>>
>> I have an 8-bit and ST version of The City. I have played it also using
>> an emulator that uses ATR images. I am also going to try out a DI image
>> using 800XLDJ.
>
>Is the ST version as good as the XE version?

Yes, but the 8-bit sound is better. The same went for the ST version of
Ultima III and the 8-bit version of the same. The 8-bit sound was just
dynamite.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4459. Re: Ape 1.18 Help!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 00:31:23 UTC
From: "James E. King" <utah_lanman@yahoo.com>
Message-ID: <9j2lcr$c2t$1@news.xmission.com>
Source record: 35383

Well, I set Emulation to STUPID and forced Ultraspeed to 1, and all is well and I can access my ATR's consistently.

I tried the cable theory, but going to a shorter cable made no difference. Maybe this specific Compaq 486/66 has a dump/slow serial port. I know I've used this model in years past (just not this particular PC) without any problems.

I'm going to try swapping the equipment.

Regarding my ATR's, I access them from a Windows 2000 server this 486 is mapping a drive to - and they're backed up to tape nightly.

Good idea though on the write protect.. hadn't thought about ATR corruption.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me email, use utah_lanman@NOSPAM@yahoo.com
Remove "NOSPAM@"

4460. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 02:57:08 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.13dc54f4cdd8896c989682@news-server.nc.rr.com>
Source record: 35385
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <tl424hfvnqeted@corp.supernews.com>, tthai@mindspring.com says...

> If I cant use, or need to download beta driver/recompile the OS, etc... for any of my peripherial
^^^^^^^^^^^^^^^^^^^^
> because the OS dont offer services/drivers I do see a problem using it for a mainstream home OS.
> Do you think linux is not on everyone computer because of marketing only?!?!?

Um, you're using XP... You're whole operating system IS beta.

Anyway, it's the hardware manufacturers job to provide drivers, not the OS. Any hardware worth having works in linux for the most part.

You don't NEED to recompile linux, some people do because they CAN, with linux you have that option. With windows you must upgrade or format and reload to implement new features. I didn't need to recompile linux to support ICS, but I did need a new copy of windows. I didn't need to reload linux to support fat32. but I did need to upgrade to rev-b95 windows. Same goes for USB, with windows you had to replace the whole OS to get that functionality. Firewire, ect, same thing there... you were saying?

And yes, the biggest reason people use windows is marketing, it comes with the computer. XP is nice, I'm using it right now (RC1 2505), but I wouldn't trust it to the extent I trust my Progeny Debian box. Heck I wouldn't even have it if it wern't for this MSDN subscription (another thing MS did right).

The only technical superiority Microsoft Windows has over Linux is the Gaming SDK/DirectX, which is incredibly good. No matter how much someone likes to bash M$, they still have to agree.

Your/My Win XP doesn't support 64bit, so again here comes an upgrade and/or format and reinstall. not on my Linux box! Rumor has it XP doesnt handle 64bit PCI very well either (was looking at that dual athlon board). In learned MS fashion, we "need a newer version"

4461. Re: 4464 memory chip availability

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 03:10:32 UTC
From: "Rick D." <"74766,1561"@compuserve.com>
Message-ID: <3B54FE27.9980D298@compuserve.com>
Source record: 35384

Douglas Berlier wrote:

> Are these chips available in any 8 bit systems? They are for use on a 64k
> upgrade to the 600xl.

These chips are listed at:Jameco Electronics #172945 .75 each\

Rick D.

4462. Re: 600XL Questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 03:13:15 UTC
From: "Rick D." <"74766,1561"@compuserve.com>
Message-ID: <3B54FECB.8DEC6494@compuserve.com>
Source record: 35386

Douglas Berlier wrote:

> The cartridge socket (on the motherboard)
> is impossible to clean.
>
> Douglas

I take a sheet of copy paper and fold it till it fits the cart slot snugly.
Then I spray the fold with tuner /contact cleaner, or in a pinch dip in
alcohol. A few up-down motions cleans the contacts.

Rick D.

4463. Weekly/Daily #atari8 chats

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 03:23:45 UTC
From: "James E. King" <utah_lanman@yahoo.com>
Message-ID: <9j2vg1$f0g$1@news.xmission.com>
Source record: 35387

Are the IRC #atari8 chats still active? Are there regular schedules for having atari 8bit oriented chats? If so, when and where?

Also, is there a recently updated dial-up and/or telnet accessible 8bit oriented BBS listing anywhere to be found?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me email, use utah_lanman@NOSPAM@yahoo.com
Remove "NOSPAM@"

4464. Atari 8 bit equipment in Arizona

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 03:24:34 UTC
From: Douglas Ward <d_duck@whitemtns.com>
Message-ID: <v90alt8b6ongkgf6h6da292e2setmb1q50@4ax.com>
Source record: 35389

I have a lot of Atari 8 bit equipment (800's, 400's, 810 drives, cassette drives, etc) that I can no longer store at my house. Would like to find someone in Arizona (Phoenix, Tucson, Flagstaff, etc) that could use this equipment. FREE FREE FREE. Just want to see that this stuff does not end up in a landfill. Tahnks

4465. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 04:32:42 UTC
From: Steven Posey <stevenNOSPAMposey@yahoo.com>
Message-ID: <9j33kl$kk51b$1@ID-60478.news.dfncis.de>
Source record: 35388

Jeez, where do I jump into this fray?

I just got a fax today for a Dell closeout Pentium 266MHz, 32MB Ram, 2.5GB hard drive machine for $299US. That'd be one hell of a machine to be an Atari disk server through SIO2PC or APE, don't you think?

Let's get real, folks. Today's currency buys a whole hell of a lot more machine than it used to. Never mind the fact that Microsnot has screwed the OS market. Just imagine what the world would be like if yesteryear's 6502 programmers had interred the philosophy of code efficiency in today's 80x86 market. To quote the Tootsie Roll slogan from the same time period, "The world may never know."

Long live Atari!
Steven

Roy Miller <millers@inebraska.com> wrote in message news:3B532A03.8BFD4282@inebraska.com...
> william strutts wrote:
>
> > "Byron Desnoyers Winmill" <wbdesnoy@acs5.acs.ucalgary.ca> wrote in message
> > news:9itqpgpoi1@nserve1.acs.ucalgary.ca...
> > >
> > > Hardware:
> > > - 68000, about 10MHz
> > > - 4MB to 8MB RAM
> > > - ROM based OS (patched in RAM)
> > > - 2 or 4 RS-232 ports
> > > - 2 parallel ports
> > > - an AD convert, with 4 inputs and 2 outputs
> > > - 8"x4" LCD screen, high resolution,
> > > high contrast, black and white is fine
> > > - semi-portable design (something which can
> > > be moved while I'm working, but not something
> > > which I work on while moving)
> > > - 64MB to 256MB RAM with battery backup, for
> > > storing documents. Or use flash memory if
> > > it is cheap enough.
> > > - HD 3.5" floppy, for communicating with my
> > > other machines
> > >
> > You couldn't get that much ram on a 68000 because it only
> > has a 24 bit memory bus.

>
> WHAT?!?! 24 address lines gets you 16 megabytes. He's taking 4-8
> The fact is that the Mac Plus had 24 address lines and 4 megs. - and that
was
> in 1986!
>
> Roy
>
> > You would have to go to a 68030
> > or so to get the wider data path.
> > <snip>
> > --
> > --
> > William R. Strutts - wrstrutts1@nospam.home.com - Whatever!
> >
> > C'est moi! http://www.facelink.com/wrstrutts
> >
> > Just hacking away...
> >
> > Remove nospam to reply.
>

4466. Re: Supervideo 2.0 mod Question

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 04:52:35 UTC
From: Atari 8 Man <KMFerrante@cfl.rr.com>
Message-ID: <nC857.12462$uo3.1642996@typhoon.tampabay.rr.com>
Source record: 35390

I also had this problem, I was using the Amiga monitor that is the same as the 1084 form CBM. Did you make a 4 line monitor cable? LUM/VIDEO/CROME/SOUND Im asuming that the 1084 has all the ports on the back, if so you can plug crome into the video jack or just switch around the 3 video signals on the monitor cable. Its been 15 years since I did this but I do remember I was able to get color and or No artifacting by switching the video signals. It realy depends on the monitor cable you have?

You may want to find a cheaper Magnavox RGB 80 at you local thrift shop, there are 2 models, 1 has a comb filter!! and one dont, both are GREAT but if it has the comb filter you will get GREAT deep color.

Atari8man

"Shawn Jefferson" <sjeffers@home.com> wrote in message news:6ap8ltsm1sk12694niif0vqutkh1mgun46@4ax.com...
> I just recently did this upgrade and it made an incredible difference
> for my Atari 800Xl and C1084 monitor. However, I am having one
> problem:
>
> Some games do not show *any* color. I don't know if I have done
> something wrong, but these games are only showing black and white:
>
> Davids Midnight Magic
> Ultima IV
> Lode Runner
> Championship Lode Runner
> (might be more, haven't tested very many)
>
> Other games work just fine:
>
> AR: The Dungeon
> Joust
> Bruce Lee
> etc..
>
> Any ideas on what may have gone wrong, or is this normal? BTW, all
> these games look fine using composite video. The supervideo
> documentation I am using is from
> http://members.nbci.com/_XMCM/atarimods/supervid2.html and I've found
> one other site. These dox are a little different, in that one has us
> replace resistors and the other has us use two in parallel, also the
> site above has us replace R116 with a 2.2ohm resisitor, while the
> other site has us solder a 2.2ohm resistor in parallel to the one that
> is stock on the board (51 ohm.)

>
> --
> Shawn Jefferson
> sjeffers{_at_}home[_dot_]com
>

4467. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 06:10:34 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <9n8alt0babkadmdnljf7c7nk7fic54mlk5@4ax.com>
Source record: 35391
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Tue, 17 Jul 2001 04:34:28 GMT, "Timothy A. Seufert"
<tas@mindspring.com> wrote:

>In article <dsq6ltsuer7r9fjqc7mrouf2lbbe1k2jao@4ax.com>, Bob Retelle
><bobr1@provide.net> wrote:
>

>> A 48k RAM expansion board for an Atari 400 retailed for $150, which in
>> todays dollars would break this project before it got started.
>>
>> Low volume, non-standard, high cost.
>
>What's the price of a 48K RAM expansion for an Atari 400 in the early
>'80s got to do with it? The idea expressed was to build a simple
>computer with the flavor of earlier simpler systems, not a clone of one
>of them. It's possible to build simple hobbyist hardware using cheap
>modern building blocks.
>

It was a similar type of hardware in that it was produced in very low
volume and had no "standardized" parts in it, thus the individual
retail price was very high.

(Of course, in those days there really was little that could be called
"standardized", I admit.)

Most of the suggestions proposed here have been great from the "gee
whiz" neato aspect, but I really doubt they could be realized for the
target price, especially considering the overall sales are undoubtedly
going to be very small.

>A sensible approach would be to use SDRAM DIMMs for memory. I've seen
>prices as low as $30 for a 256MB stick. With the correct choice of CPU
>no glue logic is necessary; a lot of CPUs designed for the embedded
>market have built in SDRAM controllers.
>

That would be great, of course. Those features don't seem to have
been very widely considered though, considering many of the
suggestions so far.

>
>
>-- Tim

>To mail me unsolicited advertisements: Move to Siberia. Wait until I
>say it's OK to send. Everybody else, remove "NOSPAM" from my address.

BobR

4468. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 06:18:59 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <559alto1n92ebbrfjug42gj4pidregesfi@4ax.com>
Source record: 35392
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On 17 Jul 2001 05:44:12 GMT, wbdesnoy@acs5.acs.ucalgary.ca (Byron Desnoyers Winmill) wrote:

>Bob Retelle (bobr1@provide.net) wrote:
>: Allied Electronics doesn't even stock them any more, but for only $200
>: they'll order you a 33Mhz 68020 chip.
>
>That price is insane, and I suggest that you shop around more. And focus on
>the 68000, which I have seen in calculators costing about US$120. I am
>quite confident that the manufacturer is not producing these at a loss, and
>likely have a healthy margin.

Well, Newark Electronics has the slower 20Mhz version of the 68020 for only about $65 each, but they only have 65 of them in stock.

I checked the 68020 and 68030 because those were suggested in several of the messages discussing Memory Management.

The 68000 requires an external MMU, taking up more real estate on the motherboard and adding cost to the basic cost of the CPU.

>
>It is worth noting though that only parts of the Macintosh and IIgs operating
>systems are in ROM.

...
>
>Now why is that relevant? Well, I would want the whole OS in ROM. That way,
>if you goof up while creating patches, you simply reset the machine (or, better
>yet, disable patches while booting in order to recover your data). This calc
>of mine (with the OS in flash memory) has given me a scare a couple of times,
>and certain parts of its software do not appear to work correctly to this day.
>It is, of course, poorly documented so that is a problem too. Hopefully the
>ROM would be socketed, so that the OS could be upgraded (or the patches
>incorporated in some optimised form).* But that is not a huge issue. The
>other reason for a ROM based OS is to avoid the lengthly process of
>reinstalling the OS, as I'm certain many of you Windows users enjoy. ;-) The
>patches would have to be reinstalled, but your machine wouldn't be in an
>unusable form without them. If the patch installation system is sensible,
>they should be quite easy to copy from a floppy disk to a system folder anyway.

Having lived through the "OS in ROM" with the Atari ST, it can be a "double edged sword". It WAS great to have the OS boot almost as

fast as you could blink.

Unfortunately though, if there were any bugs in the code, (HA.. IF)
you were stuck with them until the manufacturer could get around to
first finding them, then fixing them, then finally producing a new
version, then distributing them, then finally you get to open your
machine and manually replace them.

With Atari, that manufacturing cycle took about as long as the useful
life of the computer. It's far more difficult than releasing a
"service pack" on disk.

And, the cost to the end user was ridiculous.

(Of course, it DID generate a nice little "cottage industry" for
programmers to come up with fixes and patches while waiting for the
"official" ROMS to finally appear.)

Do you really want "Mom and Pop" $300 computer buyers to have to be
prying ROMs out of sockets and jamming new ones in?

Actually what I always thought Atari should have done with the ST was
to put the OS on a cartridge. That way they could issue updates which
could be swapped as easily as changing a game, and the old cartridges
could be returned in the same shipping box for a credit. Sort of like
deposit soda bottles.

Only problem is, it would add $$$ to the cost of the original unit.

(Cartridge shells, cartridge pc boards, sockets, bypass capacitors,
possibly buffer chips, EPROMs, socket for the motherboard, tooling for
the computer case, etc.)

When we would suggest improvements in the ST, Atari would whine about
the cost. For example, sockets for the memory would have made RAM
upgrades very simple, but they told us that would add $25 to the
overall cost of the original computer, so sockets were out.

>
>Byron.
>
>[*] Come to think of it, wouldn't flash memory have a write enable line? If
>so, a manual switch or jumper on this line would be a suitable alternative.

Yes, FLASH RAM would be workable, but... you'd also need a boot ROM
with the read/write routines for the FLASH update in it. Otherwise,
one hiccup and your computer's OS could be toast with no way to fix
it. Just like blowing away a motherboard with the wrong BIOS
upgrade. And of course, add the cost of the boot ROM and
interfacing.

BobR

4469. Re: Supervideo 2.0 mod Question

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 07:02:08 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B553470.FEDF725B@asw.cz>
Source record: 35394

Shawn Jefferson wrote:
> Some games do not show *any* color. I don't know if I have done
> something wrong, but these games are only showing black and white:
>
> Davids Midnight Magic
> Ultima IV
> Lode Runner
> Championship Lode Runner
> (might be more, haven't tested very many)

All of these are black and white by design - run them in emulator with artifacting off. On NTSC, using _COMPOSITE_ signal, the fast black/white transition makes TV think it's color information - this is called artifacting. Doesn't work on PAL (color carrier is higher - 4.43 MHz), so we've never seen it in colors. Also it doesn't work when using separated video (chroma/luma).

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

4470. Re: FREE STUFF!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 07:04:08 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B5534E8.BED2C2BA@asw.cz>
Source record: 35393
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.programmer

Jay Dresser wrote:
> I have a large box of Atari stuff free if you pick it up.

> RAM cards, ROM cards, a few game carts (Qix, Defender,...),

As somebody wrote, why are such offers only somewhere else? ;-) And I
want RAM cart badly... :-(

--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

4471. Re: Atari 8 bit equipment in Arizona

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 08:36:01 UTC
From: Ben Corr <bjcorr@sonic.net>
Message-ID: <3B554A71.33E059B9@sonic.net>
Source record: 35395

So, has anyine contacted you about your atari stuff yet? I have friends
movingto AZ a the end of the month that would be happy to come pick it
up!

Douglas Ward wrote:
>
> I have a lot of Atari 8 bit equipment (800's, 400's, 810 drives,
> cassette drives, etc) that I can no longer store at my house. Would
> like to find someone in Arizona (Phoenix, Tucson, Flagstaff, etc) that
> could use this equipment. FREE FREE FREE. Just want to see that this
> stuff does not end up in a landfill. Tahnks

--
Ben Corr

4472. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 09:14:07 UTC
From: ammonton@cc.full.stop.helsinki.fi
Message-ID: <9j3k0v$2q4$1@oravannahka.helsinki.fi>
Source record: 35396
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In comp.sys.sinclair Timothy A. Seufert <tas@mindspring.com> wrote:

> The x86 segmentation stuff is a bit different from bank switching, BTW.
> The oddball memory in early x86 systems (EMS, LIM, etc.) was the bank
> switching you're remembering, and it was needed to use more than the 1MB
> available *with* segmentation.

"LIM" is just the initials of the names of the companies that created
EMS, namely Lotus, Intel and Microsoft.

-a

4473. Re: Do you own any of these Atari 8-bit carts? Do they exist?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 09:37:06 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <tlam8848n2s6a7@news.supernews.com>
Source record: 35297
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Andrew Krieg <krieg@earth.execpc.com> wrote in message
news:3b486911$0$42870$272ea4a1@news.execpc.com...
> K-Byte K-razy Antiks (NOTE: This is not the CBS version, K-Byte
> alledgedly released this title themselves
> before CBS bought it from them. It is true for
> K-razy Shoot-out, but I've yet to see this or
> K-razy Kritters with a K-Byte label.)
> K-Byte K-razy Kritters (see previous)

If it helps any, Antic magazine reported these games released by K-Byte on
cartridge. Take a look at Antic online page

http://www.atarimagazines.com/v1n4/productreviews.html

4474. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 11:51:02 UTC
From: helgetu <h.schaefer@tu-bs.de>
Message-ID: <3B557826.1FA4708C@tu-bs.de>
Source record: 35298
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Hi all,

As though following this discussion at a computer newsgroup I would like to follow the idea of some others:

What might be the purpose of this $300 machine?
What kind of task does it need to be prepared for?
By what features might it be sold? (What is the difference to existing systems ranging from gaming consoles to standard PC?)

While scanning through all the answers I picked out one topic pointed out several times:
it has to be userfriendly - that thing must be some sort of plug-it-in-and-there-you-go...

I consider that it should be some kind of entertainement-station looking like the typical audio-hifi-stuff. There has to be the possibility to run all kind of media: from CD, DVD, to internet-based-information (including connectivity for VCR, TV, ...).

Concerning the OS I am not sure if something capable of what I am thinking already exist: the GUI must be designed the way that even the unexperienced generation of my parents (~ 60 years) will be able to use it from the beginning: Putting in some media must make the thing behave like the very same machine they are used to. A DVD-movie must change the display to some kind of "VCR"-display with touchscreen-buttons and moveable-regs ...
Or feeding it with a electronic lexicon must change the display ... to some e-book like view, where it is straightforward to turn around "pages" or flipping over to the relevant part of the book.

Saying it short: fit it to the typical living room equipment, close to the TV. Prepare for all kinds of computer periphals and home equipment (coffee-maker, fridge ...). Integrate phone, fax, mail, sms.

To be discussed,
Helge

4475. Re: Free joysticks, tracker balls, etc

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 12:01:17 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <9j3trg$q83$1@plutonium.compulink.co.uk>
Source record: 35299
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
"Brian Watson" <brian@spheroid.demon.co.uk> wrote in message
news:995303945.27563.1.nnrp-14.9e98ea3a@news.demon.co.uk...
>
> <nipt@dcs.ed.ac.uk> wrote in message
news:9iuvkq$h71$1@kane.dcs.ed.ac.uk...
> > In comp.sys.sinclair Brian Watson <brian@spheroid.demon.co.uk> wrote:
> >
> > : "Daniel Pedersen" <dunlop@os.dk> wrote in message
> > : news:3b4c8b44$0$2573$edfadb0f@dspool01.news.tele.dk...
> > :> Do you have the infrared controller, shaped like a gun.
> >
> > : Sorry, this (a lightgun) must be the only type I don't have!
> >
> > It's not a lightgun. It's just a joystick on control pad (can't remember
> > which in a silly shape which didn't suit that many people's hands.....
>
> Ah yes, I remember!
>
> Sorry to everyone who requested a stick for there being no updates yet on
> availability.
>
> It's been piddling down with rain every time I've been free to bring the
> boxes in to sort them out.
>

That will be why I was painting rather than gardening this weekend. :o)

No hurries

> More once I've covered the living room floor with game controllers...
>
> --
> Brian
>
>
```

4476. Re: Ape 1.18 Help!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 12:41:01 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b55ba7a$0$93661$4c5ecdc7@news.erinet.com>
Source record: 35305

Another comment.
If I take my US dblr 1050 out of the chain, and hook my 10 foot
14c89 cable directly to the computer, I get APE+ 3x speed just
fine. So, be sure to write protect your boot disk, any disk you aren't
writing to, and keep copies of .ATRs someplace else.
If you want to copy a real disk from a real disk drive, you may
have to use 1x 'STUPID' mode, with the APE cable chained from
the drive.
On another note, I can't quite get '850 emulation' to work. But
that's another small thing I'd like to do. It almost works, but
not quite. I mean actually using the PC modem and BobTerm.
But here we're talking a 10 foot APE cable and a 6 foot serial
cable to my 56700 modem. I think I can get a 14400 modem
to work. I know I can get a 2400 baud modem to work.
Russg

4477. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 13:12:08 UTC
From: pausch@saaf.se
Message-ID: <9j41v8$n48$1@merope.saaf.se>
Source record: 35302
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <tas-699F55.15411517072001@news>,
Timothy A. Seufert <tas@mindspring.com> wrote:

> "8-bit legacy of the 286"? The 286 was a 16-bit CPU.

.... designed to be backwards compatible to the 8088/8088, which were
designed to be partially backwards compatible to the 8-bit CPU's
8080/8008 (the x86 isn't binary compatible, but the CPU registers
of the 8086/88/286 have a striking resemblance to the CPU registers
of the 8080/8008 !!!)

> So were the 8086 and 8088. The 8088 had an 8-bit wide data bus for
> reduced system costs compared to the 8086, but the instruction sets
> were identical and both were legitimately 16-bit CPUs. Address space
> was 20 bits (1MB); the 16-bit segment number is shifted to the left 4
> bits and then added to the 16-bit offset to form an address.

The address space of the 286 was 24 bit, although those 16 MB of
memory was addressable only in protected mode -- in real mode, the
286 could address 1 MB + 64 KB.

--

Paul Schlyter, Swedish Amateur Astronomer's Society (SAAF)
Grev Turegatan 40, S-114 38 Stockholm, SWEDEN
e-mail: pausch at saaf dot se or paul.schlyter at ausys dot se
WWW: http://hotel04.ausys.se/pausch http://welcome.to/pausch

4478. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 14:00:26 UTC
From: bbolsoey@rl.telia.no.nospam
Message-ID: <Xns90E2A2CD9B35Cbbolsoey@195.70.164.134>
Source record: 35300
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Why not something like a bare bones Athlon 1.4Ghz for $288?

www.pricewatch.com/1/235/2085-1.htm

Regards...

4479. Re: Supervideo 2.0 mod Question

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 14:20:30 UTC
From: bostone1@aol.com
Message-ID: <20010718102030.06055.00001714@nso-ml.aol.com>
Source record: 35301

In article <6ap8ltsm1sk12694niif0vqutkh1mgun46@4ax.com>, Shawn Jefferson <sjeffers@home.com> writes:

>Some games do not show *any* color. I don't know if I have done
>something wrong, but these games are only showing black and white:

One word: artifacting

OK, more words....
Many games for the Atari were designed by people who wrote the games first for Apple computers which had no player/missle graphics. So they used Atari's highest resolution mode and played with bits to get animation. This Atari mode uses only one hue and two luminences. On a high resolution monitor, that's all you see, but on the older low resolution NTSC monitors and TV sets, you get "artifacting". Instead of white dots, you get green ones or purplish ones or orangish ones and even white if done right, depending on different combinations on the scan line. The first time I did a graphing program and got all those colors, I wondered what went wrong before I learned about this "bug", which clever programmers used as a "feature" to get lots of colors in this otherwise color-limited mode..
How's that? :)

Bob Stone
Gilroy, CA
Home of the World Famous Gilroy Garlic Festival
July 27, 28, 29

4480. Re: Atari 8 bit equipment in Arizona

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 14:27:39 UTC
From: Douglas Ward <d_duck@whitemtns.com>
Message-ID: <at6blts8o20nolvtp9ibdo11bbgsgrusiv@4ax.com>
Source record: 35303

On Wed, 18 Jul 2001 08:36:01 GMT, Ben Corr <bjcorr@sonic.net> wrote:

>So, has anyine contacted you about your atari stuff yet? I have friends
>movingto AZ a the end of the month that would be happy to come pick it
>up!
>
>
>
>Douglas Ward wrote:
>>
>> I have a lot of Atari 8 bit equipment (800's, 400's, 810 drives,
>> cassette drives, etc) that I can no longer store at my house. Would
>> like to find someone in Arizona (Phoenix, Tucson, Flagstaff, etc) that
>> could use this equipment. FREE FREE FREE. Just want to see that this
>> stuff does not end up in a landfill. Thanks

No, not yet. They can get me at drward13@yahoo.com or
d_duck@whitemtns.com.

Physical address is:
Doug Ward
1060 E. Owens
Show Low, AZ 85901
520-537-5655

I can drive to Phx, Tucson, Flag, etc. to help drop it off. Just can't
get over to west side of state. (Yuma, Lake Havasu, Kingman, etc)

Thanks again, sure hate to see this stuff go to waste.

4481. Re: DOS Disk for a 800XL / 1050 combination.

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 15:53:34 UTC
From: whoop <darren@systementerprises.com>
Message-ID: <9j4b7t$726$1@news6.svr.pol.co.uk>
Source record: 35304

I have DOS 2.0, 2.5, and 3.0 and am based in Durham NE England. If you email contact details I will send the disks.

I do not have any spare leads however

I have just pulled all of my Atari stuff (800/800XL/410/1050x2) out of the loft since I now have the space to set it up and am still looking in wonder at all of the games I had amassed all those years ago.

--
"Me" <georgezip@btinternet.com> wrote in message news:tb93lt00egrvikqacr7kkio872jv3l4q47@4ax.com...
> Hi
>
> I have just aquired an 600XL and 800XL with a 1050 Disk drive but
> there were no disks what so ever. Where can i get a DOS disk for this
> system in the UK please.
>
> Also need a spare IO lead (to go from Disk to tape unit). Again in the
> UK please.
>
> Brian
>

4482. Re: Atari 8-bit file extension directory

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 18:05:43 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B55CFF7.54937C43@mail.uni-mainz.de>
Source record: 35306

Well,
I have six movie-maker demo disks (all in dual density, none of them
were created by me!) and every file on them use *.mvm for extender.
Except the DOS, DUP and Autorun files of course... (The Autoplayer is
named Autorun and loads all files with the extension *.mvm).
-Andreas

Andrew Krieg schrieb:
>
> >Andrew Krieg wrote:
> >> .mvm ??
>
> Is this a common extension for Movie Maker files?
> --
> =__ __ __ _ __ _= Andrew Krieg - Lead Software Engineer =
> =_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
> =_ _ _ ___= WWW: http://www.execpc.com/~krieg =
> =_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

4483. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 18:24:25 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B55D459.6250E121@mail.uni-mainz.de>
Source record: 35307
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Well,
only 300 Dollars ?? Give me 300 million and I will produce anything you
want.
But with such a sum I might go also on holidays (for the rest of my
life).
;-) Andreas

P.S.: How much would a T-1000 or HAL-9000 cost ?!?

4484. Re: If you could design a $300 homecomputer today, what would you

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 18:41:16 UTC
From: wbdesnoy@acs5.acs.ucalgary.ca
Message-ID: <9j4l8c$pp0$1@nserve1.acs.ucalgary.ca>
Source record: 35313
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

helgetu (h.schaefer@tu-bs.de) wrote:
: What might be the purpose of this $300 machine?

It was originally targeted for computer hobbiests. Given the groups we are posting to, it would share some of the characteristics of the 8 and 16 bit machines of the 80's, or would suit the tastes of the current users of these machines.

I was thinking of something easy enough for an amateur to understand the electronics, and low level programmaming of the device. (My view is that modern machines are too complex and too poorly documented to fit this market.)

: By what features might it be sold? (What is the difference to existing systems
: ranging from gaming consoles to standard PC?)

Any computer would have to be differentiated from current PCs, game consoles, and PDAs in a *significant* way. It would be next to impossible to compete in the present computer/entertaiment industry with a product which the big guys view as viable.

: it has to be userfriendly - that thing must be some sort of
: plug-it-in-and-there-you-go...

User friendly is a very vague notion, because what is obvious for one user, will appear to be counter intuitive to another. Particularly so if you are attempting to differentiate yourself from current products. Also, there are different levels of user friendliness: easy to learn, vs. easy to use; also, I view current systems as being difficult to program (too much so if you are not a professional programmer). Older systems were much better in this respect. As an example: it was easier to put graphics on the screen in the olden days. With the Apple II you simply switched to the appropriate video mode, then drew lines or pixels. There was no windowing system, or complex event manager, to mess with. On modern systems, you need to obtain special tools (such as ghostscript) to create programs incorporating graphics -- in any reasonable manner.

: Concerning the OS I am not sure if something capable of what I am thinking
: already exist: the GUI must be designed the way that even the unexperienced
: generation of my parents (~ 60 years) will be able to use it from the
: beginning:

A nobel idea. It is not the suggested market, but you certainly have ideas worth exploring.

: Saying it short: fit it to the typical living room equipment, close to the TV.
: Prepare for all kinds of computer periphals and home equipment (coffee-maker,
: fridge ...). Integrate phone, fax, mail, sms.

Integrating too much stuff in one device can complicate the life of users.
So, while a fax/mail/phone device may simplify communications, and a DVD/CD
device may simplify entertainment (particularly given the physical similarity
of the media), a DVD/CD/fax/mail/phone device is going to present too many
dissimilar options to the user. IMHO, that is one of the reasons modern
computers are not very easy to use. Better to use the old stuff, where the
computers did computerish things (interactive entertainment, or content
creation).

Byron.

4485. Re: What do you use your 8bit for?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 18:41:39 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B55D863.6DEAFA8D@mail.uni-mainz.de>
Source record: 35308

Well,
actually just playing around with my A8. Not doing much serious stuff.
so, thats what I do (most of the time):

- converting software (texts, gfx, msx, etc.)
- playing software (games)
- using PD tools/apps. (shareware, freeware, PD)
- watching+collecting demos
- collecting software and hardware
- writing boring texts and articles...

and that`s what I don`t:
- collecting commercial tools, utilities and applications
- collecting or using anything on the A8 that has to do with a printer
- programming in any language (I cannot program anything!),
10 ? C64 is #*"§%$z 20 Goto 10 30 RUN RUN (my best program so
far)
- music editing or programming (I am not a musician, I cannot
read/interpret notes, I do not have any knowledge about music editors,
etc.)
- painting or drawing (I am not at all an art man, I cannot paint or
draw any good pics, not on paper nor on the computer)

-Andreas

4486. Re: I searching Bertrand Mouchmino from France

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 18:56:05 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B55DBC5.2E4696A6@mail.uni-mainz.de>
Source record: 35311

Well,
the name comes to mind somehow. Is it one of the guys that programmed
"F.R.E.E."
(Funny, risky, evil escape; avaiable in french and english language) ???
Or is it this (not so) nice guy who always asks to trade something but
never gives you something in return ?? (A friend of mine had to do with
some Bertrand from France, maybe it is the same guy)... -Andreas

P.S.: If it is the author of FREE, I can give you the adress, otherwise
sorry.

Vasco schrieb:
>
> Hello!
>
> I looking for Bertrand Mouchmino from France. Someone know him???
> It's important to me :(
>
> Vasco/Tristesse

4487. Re: FREE STUFF!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 18:58:46 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B55DC66.D3AD9D02@mail.uni-mainz.de>
Source record: 35312
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.programmer

Well,
I thought Florida was a big/great park for the tourists... ;-)
Or some playground for various weather types, like Tornados, Hurricanes,
etc.
-Andreas

"Gregory D. George" schrieb:
>
> Jay Dresser wrote:
>
> > I live in San Jose CA. Call quick if you're interested,
> > otherwise it all becomes landfill.
>
> Grrr... Why can't you guys giving away free stuff live in Florida???
>
> --
> Greg
>
> =-=-=-=

4488. Re: Supervideo 2.0 mod Question

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 19:01:56 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B55DD24.BF41BB88@mail.uni-mainz.de>
Source record: 35314

Well,
maybe its a PAL monitor. The mentioned games use color artifacing, which
does not work on PAL (only b/w there). -Andreas

P.S.: Just a thought...

Atari 8 Man schrieb:
>
> I also had this problem, I was using the Amiga monitor that is the same as
> the 1084 form CBM. Did you make a 4 line monitor cable?
> LUM/VIDEO/CROME/SOUND Im asuming that the 1084 has all the ports on the
> back, if so you can plug crome into the video jack or just switch around the
> 3 video signals on the monitor cable. Its been 15 years since I did this but
> I do remember I was able to get color and or No artifacting by switching the
> video signals. It realy depends on the monitor cable you have?
>
> You may want to find a cheaper Magnavox RGB 80 at you local thrift shop,
> there are 2 models, 1 has a comb filter!! and one dont, both are GREAT but
> if it has the comb filter you will get GREAT deep color.
>
> Atari8man
>
> "Shawn Jefferson" <sjeffers@home.com> wrote in message
> news:6ap8ltsm1sk12694niif0vqutkh1mgun46@4ax.com...
> > I just recently did this upgrade and it made an incredible difference
> > for my Atari 800Xl and C1084 monitor. However, I am having one
> > problem:
> >
> > Some games do not show *any* color. I don't know if I have done
> > something wrong, but these games are only showing black and white:
> >
> > Davids Midnight Magic
> > Ultima IV
> > Lode Runner
> > Championship Lode Runner
> > (might be more, haven't tested very many)
> >
> > Other games work just fine:
> >
> > AR: The Dungeon
> > Joust
> > Bruce Lee
> > etc..
> >
> > Any ideas on what may have gone wrong, or is this normal? BTW, all

> > these games look fine using composite video. The supervideo
> > documentation I am using is from
> > http://members.nbci.com/_XMCM/atarimods/supervid2.html and I've found
> > one other site. These dox are a little different, in that one has us
> > replace resistors and the other has us use two in parallel, also the
> > site above has us replace R116 with a 2.2ohm resisitor, while the
> > other site has us solder a 2.2ohm resistor in parallel to the one that
> > is stock on the board (51 ohm.)
> >
> > --
> > Shawn Jefferson
> > sjeffers{_at_}home[_dot_]com
> >

4489. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 19:14:58 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4A9C24FDAB%news@youmustbejoking.demon.cu.invalid>
Source record: 35319
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I demand that Bob Retelle may or may not have written...

[snip]
> Having lived through the "OS in ROM" with the Atari ST, it can be a "double
> edged sword". It WAS great to have the OS boot almost as fast as you
> could blink.

That's easily enough done on this Risc PC, should I need to do so. However, it's better to let it run its boot sequence so that disk-based resources can be located and initialised.

> Unfortunately though, if there were any bugs in the code, (HA.. IF) you
> were stuck with them until the manufacturer could get around to first
> finding them, then fixing them, then finally producing a new version, then
> distributing them, then finally you get to open your machine and manually
> replace them.

Or you might be able to load patches or replacement modules or even a whole ROM image. Two of those apply to this machine, and yes, there was a short while before I got hold of RISC OS 4 ROMs when I was softloading a version of the OS...

[snip]
> (Of course, it DID generate a nice little "cottage industry" for
> programmers to come up with fixes and patches while waiting for the
> "official" ROMS to finally appear.)

That happens in the RISC OS market to a small extent. Of course, it helps when the OS supplier can and does release patch archives (or "service packs").

> Do you really want "Mom and Pop" $300 computer buyers to have to be prying
> ROMs out of sockets and jamming new ones in?

Probably not... flash ROM is finding its way into new machines and onto some hardware upgrades; there is a StrongARM processor card which has this.

> Actually what I always thought Atari should have done with the ST was to
> put the OS on a cartridge.

Maybe...

> That way they could issue updates which could be swapped as easily as
> changing a game, and the old cartridges could be returned in the same

> shipping box for a credit. Sort of like deposit soda bottles.

Or you could keep it and sell it on to somebody who hasn't upgraded to *that*
version, never mind the current one. Although that's almost as easy with just
the chips themselves :-)

[snip]
> FLASH RAM would be workable, but...

Flash ROM, surely.

> you'd also need a boot ROM with the read/write routines for the FLASH
> update in it.

True...

> Otherwise, one hiccup and your computer's OS could be toast with no way to
> fix it. Just like blowing away a motherboard with the wrong BIOS upgrade.
> And of course, add the cost of the boot ROM and interfacing.

Not to mention if you have your mass storage on a third-party interface card
which has its own on-board firmware, which the OS will softload or access
directly and which is probably itself in flash ROM... although in this case,
a floppy with the firmware and, optionally, a flash programmer for that card
would do.

--
| Darren Salt anti-UCE | d youmustbejoking,demon,co,uk | nr. Ashington,
| Spec+3, Risc PC, A3010 | s zap,tartarus,org | Northumberland
| BBC M128, Linux PC | @ retrospec,co,uk | Toon Army
| We've got Shearer, you haven't

Today is cancelled due to lack of interest.

4490. WTT : Lynx II for DC games

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 19:48:07 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <XJI57.9321$qR5.1065226@news01.chello.no>
Source record: 35315
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast

I am looking to get rid of 5 brand new Lynx II consoles, in box with World Class Soccer pack in game. I am looking for Dreamcast games (originals and complete only). US or European and maybe Japanese games, if they're playable without understanding japanese.

Any offers ?

My list of what I have is located at : http://home.online.no/~olavese/ and there's also some Atari 8-bit games, 2600, Intellivision stuff there (nothing rare or anything)

Take care

4491. Abandonware petition

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 20:50:36 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <7Ok57.154$Lr2.6010@nnrp1.sbc.net>
Source record: 35309

A friend of mine sent this URL to me and it seems like a pretty good idea, it's a petition for the release to public domain, software that's over two generations old. Some of you might want to check it out. Here's the link- Mo.

http://mivox.com/essays/petition.html

4492. Re: I want to dump some ARABIC XE carts that I have, How can I do that?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 20:54:21 UTC
From: MtaMIMI2000 <west@hotmail.com>
Message-ID: <drtbltsg1r5j45tkiqgaqk1lio167i2uj4@4ax.com>
Source record: 35316

Thanx

On Tue, 17 Jul 2001 08:33:34 +0200, Jindrich Kubec <kubecj@asw.cz>
wrote:

>MtaMIMI2000 wrote:
>> You want me to say ATTN : Jindrich ?
>
>Huh, I'm here ;)
>
>> I just want to help the collectors in getting some rare carts, I can't
>> give them my carts, but I can dump it for them. I wish if their is a
>> site that will explain how to do it?
>
>As I wrote: go here: http://www.asw.cz/~kubecj/acartdp.htm . There are
>instructions how to dump carts (even without Omnimon). (small hw mod or
>booting from tape).

4493. Datestones of Ryn...

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 20:59:57 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <dWk57.160$Lr2.5542@nnrp1.sbc.net>
Source record: 35310

Now I'm trying to find the Epyx/Automated simulations game- "The Datestones of Ryn". It's one of the Dunjonquest series released between '79 and '83 or '84. If anyone knows of a ZIP, Link, ATR, CAS file or has one boxed for sale, could you help me out? Thanks,
Mo

"As soon as your through changing, you're through. " -Jack Tramiel

4494. Re: DOS Disk for a 800XL / 1050 combination.

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 21:01:15 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <5Hm57.67076$B56.13290304@news2-win.server.ntlworld.com>
Source record: 35318

Hey Whoop

Good to hear from another North East 8 bitter. I'm just down the road in Darlington.

Paul

"whoop" <darren@systementerprises.com> wrote in message news:9j4b7t$726$1@news6.svr.pol.co.uk...
> I have DOS 2.0, 2.5, and 3.0 and am based in Durham NE England. If you email
> contact details I will send the disks.
>
> I do not have any spare leads however
>
> I have just pulled all of my Atari stuff (800/800XL/410/1050x2) out of the
> loft since I now have the space to set it up and am still looking in wonder
> at all of the games I had amassed all those years ago.
>
> --
> "Me" <georgezip@btinternet.com> wrote in message
> news:tb93lt00egrvikqacr7kkio872jv3l4q47@4ax.com...
> > Hi
> >
> > I have just aquired an 600XL and 800XL with a 1050 Disk drive but
> > there were no disks what so ever. Where can i get a DOS disk for this
> > system in the UK please.
> >
> > Also need a spare IO lead (to go from Disk to tape unit). Again in the
> > UK please.
> >
> > Brian
> >
>
>

4495. Is the memory the only difference between 600XL and 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 21:06:06 UTC
From: MtaMIMI2000 <west@hotmail.com>
Message-ID: <1eubltcr5tiibt2mr82hvnb526nm7lk9ui@4ax.com>
Source record: 35317

Can I use 600XL to repair 800XL?

Regards,

4496. Re: I searching Bertrand Mouchmino from France

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-18 21:30:34 UTC
From: Vasco <vasco@owl.au.poznan.pl>
Message-ID: <9j62vqscn1@news.tpi.pl>
Source record: 35327

> Or is it this (not so) nice guy who always asks to trade something but
> never gives you something in return ?? (A friend of mine had to do with
> some Bertrand from France, maybe it is the same guy)... -Andreas

Yes , I sold him 5 CD, but I did not receive moneys.
Does not answer also on e-mail (retrotempest@aol.com)!
I give his address, to protect other people:

Bertrand Mouchmino
1, rue Lyautey
92340 Bourg-la-Reine
France.

Be prudent!

Vasco/Tristesse

4497. Vintage Computer Festival "East" 1.0 Next Weekend!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-19 00:12:53 UTC
From: Curt Vendel <curt@atari-history.com>
Message-ID: <TLp57.4357$BZ.74937@e420r-sjo2.usenetserver.com>
Source record: 35320
Body handling: Inline uuencoded payload not displayed: blank.gif

```
Vintage Computer Festival East 1.0

Vintage Computer Festival East 1.0
July 28th through July 29th, 2001
10:00am to 5:00pm daily
Best Western Royal Plaza Hotel & Trade Center
Marlborough, Massachusetts, USA
The first Vintage Computer Festival East is being held on July
28th through July 29th at the Best Western Royal Plaza Hotel & Trade Center
in Marlborough, Massachusetts.

The speaker sessions begin at 10:00am and end by 2:00pm, and the
exhibit and marketplace open at 2:00pm and close by 5:00pm each day.

Admission is $15 per day for speakers, exhibition and
marketplace, or $10 per day for exhibition and marketplace only.

Please select one of the links on the right for more
information.
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Mark Your Calendar!
Don't miss the biggest and funnest computer history event in the world! The first east coast Vintage Computer Festival is being held on July 28-29 in Marlborough, Massachusetts.

Visit the Atari Historical Society at VCF East
The Atari Historical Society will have a booth at VCF East. The AHS is also furnishing door prizes, including a Mindset computer for one lucky attendee and a complete NeXT Cube for the Best of Show exhibit.

VCF East BBS Now Available
Use the VCF East BBS to communicate with other attendees. Use it to set up deals before hand or finding a carpooling partner.

Dr. Dobb's Sponsors VCF East 1.0
The Vintage Computer Festival is proud to announce that Dr. Dobb's Journal is sponsoring VCF East 1.0.

[Inline uuencoded payload not displayed: blank.gif]

4498. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-19 01:42:11 UTC
From: Billy Ko <bill-ko@home.com>
Message-ID: <ovyyxbubzrpbz.ggp60t0.pminews@news.plfld1.nj.home.com>
Source record: 35321

On Tue, 17 Jul 2001 09:04:58 +1000, Mark Bedingfield wrote:

:>> The main problem I had with my copy of AR was just simply wearing them out
:>> from excessive use!
:>
:>Yeah me too, I had 3 copies. The Ape idea saves alot on disk wear and tear.
:>
I modified my 1050 drive with something like Happy, but more versatile. It
was a hardware mod that, with the software provided, you could make all kinds
of bad sectors, custom tracks with custom sectors, and you could back up any
copy-protected disk. It would read the disk, determine where and what type
of bad sectors and tracks, then reproduce them on the copy. I always made
several backups for the exact reason mentioned above - all my A/R disks would
wear out!

Sad thing is, I forgot what the mod was called!

Bill

4499. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-19 02:13:08 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.13dd9c209377d2c989684@news-server.nc.rr.com>
Source record: 35322
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <PXD47.853$bl.47003@news.siol.net>, brankob@avtomatika.com
says...
>
> >
> > Besides, isn't the 6502 limited to 64kB chunks. Apple simply
> > implemented some sort of paging mechanism to access the 128kB found
> > in later models (IIe/IIc). Likewise for the 192kB card which I
> > have lying around here, somewhere. (Though my understanding is
> > the 1MB card for the 8-bit machines used some sort of window into
> > memory.)
> >
> > Byron.
>
>
> Why not using 80386, then ? It has it all- MMU and segmented adressing, and
> one
> even gets a several 100's bytes of cache ? ;o)

How about Transmeta's Crusoe? This would outsell everything mentioned
thus far I guarantee it. It can emulate anything, including x86 at
native speed!

Can you imagine UAE ported to Crusoe as its code-morphing layer?
incredible.

Modules could be made for just about ANY old school CPU/platform, and an
OS wouldn't need to be developed for it, as it could run these platforms
OS's natively, maybe even in addition to a custom OS.

Marketing would be a piece of cake, as you could use it from anything
from a Kiosk to a webserver, an Amiga emulator to a Unix portable.
Webpad's, PDA replacements, hardware controllers, you name it, this
thing would be /versatile/!

And the best part is it's /current technology/. Face it, if it can't run
Half-Life or get 200fps in Quake, your only buyers will be the people
currently reading this thread. :)

Linux Geeks would love it! (if only because Linus works for transmeta).
Slashdot would pimp the hell out of it, you wouldn't even need to market
it :)

Hell, I'd buy one and just run it as my mail/webserver and
router/firewall. transmeta already has a custom linux distribution
available for it. Not only that, but it could be offered in several
packages, you want WinXP on it? No problem!

The market could even be expanded to commercial vendors, it would be a
viable replacement for say, the hardware TiVo uses now. Cable
descramblers, Sattelite receivers, hell, I can think of very little
you couldn't make this thing do.

R&D required? very little, the hardware is ALL standard, and already
made, produced, and sold, not to mention it already has HUGE "geek
mindshare."

--David Ogg
Then again, maybe not?

4500. Re: Is the memory the only difference between 600XL and 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-19 02:44:47 UTC
From: ASI Industries <ASIIndustries@usa.net>
Message-ID: <01c10ffc$3259b680$6a09883e@default>
Source record: 35323

No the 600xl is a smaller footprint and has no monitor conection, but the internals are basically the same!

MtaMIMI2000 <west@hotmail.com> wrote in article <1eubltcr5tiibt2mr82hvnb526nm7lk9ui@4ax.com>...
> Can I use 600XL to repair 800XL?
>
>
> Regards,
>
>
>

4501. Re: Is the memory the only difference between 600XL and 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-19 04:09:52 UTC
From: MtaMIMI2000 <west@hotmail.com>
Message-ID: <qancltsb8emjm8do8rnaqn57uqc1d48bnl@4ax.com>
Source record: 35324

>smaller footprint

Sorry! what do you mean? Can I use the keyboard? or the whole case?

On 19 Jul 2001 02:44:47 GMT, "ASI Industries" <ASIIndustries@usa.net>
wrote:

>No the 600xl is a smaller footprint and has no monitor conection, but the
>internals are basically the same!
>
>MtaMIMI2000 <west@hotmail.com> wrote in article
><1eubltcr5tiibt2mr82hvnb526nm7lk9ui@4ax.com>...
>> Can I use 600XL to repair 800XL?
>>
>>
>> Regards,
>>
>>
>>

4502. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-19 06:27:22 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tlcvenh9gb1d9a@corp.supernews.com>
Source record: 35325
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"David Ogg" <davidogg@nc.rr.com> wrote in message
news:MPG.13dd9c209377d2c989684@news-server.nc.rr.com...
> In article <PXD47.853$bl.47003@news.siol.net>, brankob@avtomatika.com
> says...
> >
> > >
> > > Besides, isn't the 6502 limited to 64kB chunks. Apple simply
> > > implemented some sort of paging mechanism to access the 128kB found
> > > in later models (IIe/IIc). Likewise for the 192kB card which I
> > > have lying around here, somewhere. (Though my understanding is
> > > the 1MB card for the 8-bit machines used some sort of window into
> > > memory.)
> > >
> > > Byron.
> >
> >
> > Why not using 80386, then ? It has it all- MMU and segmented adressing, and
> > one
> > even gets a several 100's bytes of cache ? ;o)
>
> How about Transmeta's Crusoe? This would outsell everything mentioned
> thus far I guarantee it. It can emulate anything, including x86 at
> native speed!

I dont think thats true. The transmeta chip only deliver a fraction of the performance
of a core like the thunderbird at the same mhz.
And you can go in a shop and buy a single chip for under 90$ (the 1.2 gigahertz part).
But then you can get a 750mhz similare core (Duron) for 25$... thats your price.
I dont see the point in using a much slower chip like the transmeta crusoe for a
desktop/booksize PC.

just to give you an idea, a crusoe TM5600 600MHz running at max power usage deliver
46 sysmark2000 , a 500mhz P3 laptop deliver 115 sysmark2000.

>
> Can you imagine UAE ported to Crusoe as its code-morphing layer?
> incredible.

No so sure about that...

>
> Modules could be made for just about ANY old school CPU/platform, and an
> OS wouldn't need to be developed for it, as it could run these platforms

> OS's natively, maybe even in addition to a custom OS.

Their is already so many core running on the x86... From the most obscure to
C64 & amigas.

>
> Marketing would be a piece of cake, as you could use it from anything
> from a Kiosk to a webserver, an Amiga emulator to a Unix portable.
> Webpad's, PDA replacements, hardware controllers, you name it, this
> thing would be /versatile/!

X86 would be a better choice at all level... Unless this is for a PDA form factor.

>
> And the best part is it's /current technology/. Face it, if it can't run
> Half-Life or get 200fps in Quake, your only buyers will be the people
> currently reading this thread. :)

Computer do alot nowdays in term of multimedia because of the power they have.
I'm not so sure intel/amd etc.. just develope for people to run half life at 500FPS.

> Linux Geeks would love it! (if only because Linus works for transmeta).
> Slashdot would pimp the hell out of it, you wouldn't even need to market
> it :)
>
> Hell, I'd buy one and just run it as my mail/webserver and
> router/firewall. transmeta already has a custom linux distribution
> available for it. Not only that, but it could be offered in several
> packages, you want WinXP on it? No problem!

Why would you want to pay for low performance?
Run x x86 version of the major OS... run Ti calculator or c64 class stuff under emulation.

>
> The market could even be expanded to commercial vendors, it would be a
> viable replacement for say, the hardware TiVo uses now. Cable
> descramblers, Sattelite receivers, hell, I can think of very little
> you couldn't make this thing do.

You would need native code to do software encoding on that chipat a decent speed.
Who would write all that code?

>
> R&D required? very little, the hardware is ALL standard, and already
> made, produced, and sold, not to mention it already has HUGE "geek
> mindshare."

Cant that be said for the x86 platform?

Stephan

4503. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-19 07:04:18 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <m81dltknjnudekmigp5lr6992ahmamjjof@4ax.com>
Source record: 35326
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Wed, 18 Jul 2001 23:44:48 GMT, "Timothy A. Seufert"
<tas@mindspring.com> wrote:

>In article <559alto1n92ebbrfjug42gj4pidregesfi@4ax.com>, Bob Retelle
><bobr1@provide.net> wrote:
>
.
>>
>> The 68000 requires an external MMU, taking up more real estate on the
>> motherboard and adding cost to the basic cost of the CPU.
>
>The 68020 requires an external MMU (68851), which doesn't appear to be
>in production anyways. (From Motorola's standpoint, that makes all kind
>of sense; customers which want an MMU and similar performance can just
>buy an 030).
>
>The 68000 cannot use one at all.
>
That's interesting- the MMU in my Atari ST (68000) was one of the
fairly easy "hack" points where you could physically attach memory
expansion cards, since all the address lines were available.

I don't know if Atari used an "off the shelf" Motorola part though.

The reason the ST was limited to 4Mb of RAM was that the MMU only had
enough address lines for a max of 4Mb.

(Atari folks loved to poke fun at PC folks and their "640K" limit-
right up until they tried to put more than 4Mb in their STs. Same
situation- the company "knows best".)

>
>-- Tim
>To mail me unsolicited advertisements: Move to Siberia. Wait until I
>say it's OK to send. Everybody else, remove "NOSPAM" from my address.

BpbR

4504. Re: Is the memory the only difference between 600XL and 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-19 09:13:47 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <9j68dcklq1@plutonium.compulink.co.uk>
Source record: 35329

The case has a couple of inches less depth (front to back). noticable by the position of the cartridge port. So the PBC will be different, so will the case. However the main chips will be fine.

"MtaMIMI2000" <west@hotmail.com> wrote in message news:qancltsb8emjm8do8rnaqn57uqc1d48bnl@4ax.com...
> >smaller footprint
>
> Sorry! what do you mean? Can I use the keyboard? or the whole case?
>
> On 19 Jul 2001 02:44:47 GMT, "ASI Industries" <ASIIndustries@usa.net>
> wrote:
>
> >No the 600xl is a smaller footprint and has no monitor conection, but the
> >internals are basically the same!
> >
> >MtaMIMI2000 <west@hotmail.com> wrote in article
> ><1eubltcr5tiibt2mr82hvnb526nm7lk9ui@4ax.com>...
> >> Can I use 600XL to repair 800XL?
> >>
> >>
> >> Regards,
> >>
> >>
> >>
>
>

4505. Re: Is the memory the only difference between 600XL and 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-19 10:06:11 UTC
From: thor@math.tu-berlin.de
Message-ID: <3b5694f3@news.ivm.net>
Source record: 35328

MtaMIMI2000 <west@hotmail.com> wrote:
>>smaller footprint

> Sorry! what do you mean? Can I use the keyboard? or the whole case?

You can use the keyboard (it's the same), but not the case. The case of
the 600XL is smaller than that of a 800XL.

So long,
Thomas

4506. Why it is not possible to copy some ATRs to 5.25 DISKs?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-19 10:15:53 UTC
From: bung <haja@bung.com>
Message-ID: <g9cdltcro5jdevgfi5ak0nidla7noiho67@4ax.com>
Source record: 35330

Hi,
I'm using 1050-2-PC and Prosys to write atr images. I wrote
DOS 4 w/o troubles, but when I tried to write smaller size atr image
on the other side of the disk, I got an error message indicating an
unknown image size? I'm using a standard 1050.

4507. Re: Why it is not possible to copy some ATRs to 5.25 DISKs?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-19 11:02:57 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <9j6eq0qlj1@plutonium.compulink.co.uk>
Source record: 35331

Maybe try formating the destination disks as single density first.

I'm not familiar with the software but i'm lead to belive that the ATR is an image of the entier disk, so there may be problems saving a single density image (88-90k) to an 'enhanced' density (127k) disk? Can anyone confirm my suspicions?

"bung" <haja@bung.com> wrote in message news:g9cdltcro5jdevgfi5ak0nidla7noiho67@4ax.com...
> Hi,
> I'm using 1050-2-PC and Prosys to write atr images. I wrote
> DOS 4 w/o troubles, but when I tried to write smaller size atr image
> on the other side of the disk, I got an error message indicating an
> unknown image size? I'm using a standard 1050.
>

4508. Re: Why it is not possible to copy some ATRs to 5.25 DISKs?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-19 11:45:04 UTC
From: Semecky <semecky@saul-is.cz>
Message-ID: <9j6h54$1kbo$1@news.nextra.cz>
Source record: 35332

```
' single' is 90kB, ' enhanced' is 128kB.

-------------------------
Atari XL/XE
semecky@saul-is.cz
http://go.to/semecky
-------------------------

"Pockets" <pockets@cix.co.uk> wrote in message
news:9j6eq0$qlj$1@plutonium.compulink.co.uk...
> Maybe try formating the destination disks as single density first.
>
> I'm not familiar with the software but i'm lead to belive that the ATR is
an
> image of the entier disk, so there may be problems saving a single density
> image (88-90k) to an 'enhanced' density (127k) disk? Can anyone confirm my
> suspicions?
>
> "bung" <haja@bung.com> wrote in message
> news:g9cdltcro5jdevgfi5ak0nidla7noiho67@4ax.com...
> > Hi,
> > I'm using 1050-2-PC and Prosys to write atr images. I wrote
> > DOS 4 w/o troubles, but when I tried to write smaller size atr image
> > on the other side of the disk, I got an error message indicating an
> > unknown image size? I'm using a standard 1050.
> >
>
>
```

4509. Re: Why it is not possible to copy some ATRs to 5.25 DISKs?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-19 14:00:43 UTC
From: Vasco <vasco@owl.au.poznan.pl>
Message-ID: <9j7das$8kj$1@news.tpi.pl>
Source record: 35339

Uzytkownik "Semecky" <semecky@saul-is.cz> napisal w wiadomosci
news:9j6h54$1kbo$1@news.nextra.cz...
> ' single' is 90kB, ' enhanced' is 128kB.

Not :) Enhanced is realy 130 KB (1040 sectors*128 B/1024)

Vasco/Tristesse

4510. Re: Do you own any of these Atari 8-bit carts? Do they exist?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-19 14:56:53 UTC
From: Eric Sokolowsky <esok@cosimo.gsfc.nasa.gov>
Message-ID: <Pine.SGI.4.33.0107191054500.33476-100000@cosimo.gsfc.nasa.gov>
Source record: 35333
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

On Sat, 14 Jul 2001, Mighty Echidna wrote:

> Whoops! Actually, I'm thinking of SHADOW WORLD (also Synapse I think?). I have
> DRELBS on the same disk, so I must have got them mixed up... But all I get
> when I load DRELBS is a blank black screen... I'll have to get a copy for the
> emulator and see what it looks like.

I had a copy of Drelbs and it required a translator disk to work correctly
on the XL/XE computers. It is a bizarre game, and the only way I knew what
it was called was the name of the file on the disk.

4511. Re: Supervideo 2.0 mod Question

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-19 15:51:27 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <9e0eltcs25as49h8sb2raadr7291mppv60@4ax.com>
Source record: 35334

On 18 Jul 2001 14:20:30 GMT, bostone1@aol.com (Bob Stone) wrote:

>In article <6ap8ltsm1sk12694niif0vqutkh1mgun46@4ax.com>, Shawn Jefferson
><sjeffers@home.com> writes:
>
>>Some games do not show *any* color. I don't know if I have done
>>something wrong, but these games are only showing black and white:
>
>One word: artifacting

Thanks everyone for the information. I never knew about artifacting
and I've owned my Atari for 15 years! LOL.

Glad I didn't botch up the SV2.1 job.

--
Shawn Jefferson
sjeffers{_at_}home[_dot_]com

4512. Re: Why it is not possible to copy some ATRs to 5.25 DISKs?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-19 16:22:47 UTC
From: Mo <chainsaw11@zdnetmail.com>
Message-ID: <3B570957.7FBA@zdnetmail.com>
Source record: 35335

bung wrote:
>
> Hi,
> I'm using 1050-2-PC and Prosys to write atr images. I wrote
> DOS 4 w/o troubles, but when I tried to write smaller size atr image
> on the other side of the disk, I got an error message indicating an
> unknown image size? I'm using a standard 1050.

I had the same problem and here is my solution, some ATR's have been abbreviated by having the empty space deleted or not written at all. Hence the image is smaller and not recognized by APE. What I do is boot up Diskey disk editor on my emulator and then I do a sector copy of the ATR to a new one. You'll get errors when it hits the empty spots but just let it finish and the result is a usable ATR. I found the best way to create a good blank ATR is to just copy and paste one of the DOS ATR's and format it in the emulator.

Mo

4513. Re: Why it is not possible to copy some ATRs to 5.25 DISKs?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-19 17:04:34 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010719130434.29842.00000224@ng-ci1.aol.com>
Source record: 35336

Should not change the situation any as it is not the 1050 generating the error.
It must be the image or the PC program causing the trouble.

Putting 90K SD data on a 130K ED disk is transparent to the system; the 1050
drive will auto-set the SD/ED configuration when the disk is inserted and the
controller will write sectors 1-720 and ignore the others out to 1040. For
example, the 1050 controller knows that sector 19 is first data block on track
one in SD and 19th data block on track zero in ED and places them in the
correct sector number locations.

>"Pockets" pockets@cix.co.uk replied:

>Maybe try formating the destination disks as single density first.
>
>I'm not familiar with the software but i'm lead to belive that the ATR is an
>image of the entier disk, so there may be problems saving a single density
>image (88-90k) to an 'enhanced' density (127k) disk? Can anyone confirm my
>suspicions?
>
>"bung" <haja@bung.com> wrote in message
>news:g9cdltcro5jdevgfi5ak0nidla7noiho67@4ax.com...
>> Hi,
>> I'm using 1050-2-PC and Prosys to write atr images. I wrote
>> DOS 4 w/o troubles, but when I tried to write smaller size atr image
>> on the other side of the disk, I got an error message indicating an
>> unknown image size? I'm using a standard 1050.

-Ron

Experience is something you don't get until just after you need it.

4514. Free Joysticks - the full, updated, list

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-19 19:06:30 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <995571801.25010.0.nnrp-12.9e98ea3a@news.demon.co.uk>
Source record: 35338
Cross-posted to: alt.acorn.adverts,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

I have compiled a list of the joysticks and other misc control devices that
I have to dispose of just for the price of the postage to wherever you are.

Rather than post it here, please e-mail me at joystick@spheroid.demon.co.uk
for the list.

I am putting name stickers on the items that people have already requested
and will contact those individuals on Saturday or Sunday to finalise how to
pay for the postage costs.
--
Brian

4515. Re: Is the memory the only difference between 600XL and 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-19 19:25:49 UTC
From: canadiancoconut@my-deja.com
Message-ID: <507cbf9e.0107191125.10e2f7a8@posting.google.com>
Source record: 35337

The main differences electronicly, is 600XL has 16K and no audio/video out. To upgrade the 600XL to 64K I replace the two 4416's with two 4464's. When I use to do factory authorized repairs here in Canada I used this little program to test the CPU Sally and Antic together. When you allow this program to run continuosly on any Atari XL, if it would freeze then most likely the CPU was not up to spec.

```
10 PRINT " Hello ";
20 GOTO 10
```

Does anybody have TRS-80 Color Computer equipment for trade. I have massive amounts of ATARI parts 8bit and 16bit. I even have a working 1200XL. I made a BASIC cartridge for it by copying the 800XL BASIC ROM. When I got the 1200XL it had a faulty boot ROM. Ask for your needs and I will check the stacks of about 30 boxes of ATARI, Commodore, TI, and Nintendo NES stuff.

Canadian CoCo Nut

4516. 800XL 256K Upgrade schematic

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-19 21:48:50 UTC
From: DM Hebert <hebertdm@home.com>
Message-ID: <6BI57.4368$gF5.1036230@news2.rdc2.tx.home.com>
Source record: 35340

Hi,

Does anyone have a 800XL 256K upgrade schematic or drawing?
I'd really appreciate a copy if so. Either a web address or email it to me.

Thanks much,

David
(hebertdm@NOSPAM.home.com
(remove NOSPAM to contact)

4517. MORE Atari Games NIB! Jaguar! Discounts! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-19 23:04:10 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0107191600370.15260-100000@shell.pacifier.com>
Source record: 35341
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Check HotLinks below for specials on my WebSite! Two 20% Atari Discounts! General 20% SoftWare Discount & Preferred Customer Discount! 20% off all SoftWare for Atari 8 Bit & ST! And if your a regular customer, 20% off ST & 8 Bit Hardware/Accessories, Software/Games, Books & References. I added 16 more Jaguar Titles, including Bubsy, Checkered Flag, Evolution: Dino Dudes, DooM, Fight for Life & Flip Out! All +NEW in BOX. Plus overstock from Dealers including 9 NEW, +NEW in BOX Classic Atari 8 Bit Game Titles such as Beyond Castle Wolfenstein, Dig Dug, Gateway to Apshai, Jumpman Junior, One-on-One, and Pole Position Plus additional Inventory such as LucasFilm Games! I've also got rare Atari Happy Drives and Atari XF551 Drives. You might find Treasures you didn't know you wanted! To Redeem Discounts, sales &/or special offers, use my HotLinks below, reply in E-Mail or call Ben anytime at (503)256-9974!

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I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4518. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-20 00:01:36 UTC
From: Roy Miller <millers@iliveinnebraska.com>
Message-ID: <3B5774C9.62BEADCD@iliveinnebraska.com>
Source record: 35342
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Paul Schlyter wrote:

> The address space of the 286 was 24 bit, although those 16 MB of
> memory was addressable only in protected mode -- in real mode, the
> 286 could address 1 MB + 64 KB.

Ahhhh, so that's why with DR-DOS 6.0 or MS-DOS 6.0 you could load DOS high!!
I didn't know about the extra 64K (rather, I didn't know how you could use 64K of the remaining 15 megs of protected mode.)

Roy

>
>
> --
> ---
> Paul Schlyter, Swedish Amateur Astronomer's Society (SAAF)
> Grev Turegatan 40, S-114 38 Stockholm, SWEDEN
> e-mail: pausch at saaf dot se or paul.schlyter at ausys dot se
> WWW: http://hotel04.ausys.se/pausch http://welcome.to/pausch

4519. too stupid for asm

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-20 01:00:54 UTC
From: don@alienpub.com
Message-ID: <3b5781ed.13612504@news.t-online.de>
Source record: 35343

hi!

i want to change some values in the display list. so, i know that at the adresses 560 and 561, the starting adress of the display list is stored.

but somehow i am too stupid.. ;)

how can i change some bytes in the display list? i read the hi and lo part of the starting adres from 560 and 561 and then?

don

4520. Re: too stupid for asm

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-20 02:16:57 UTC
From: eric@replyhere.net
Message-ID: <3b5794aa.601994201@207.106.92.52>
Source record: 35344

peek(560) + peek(561) * 256 will give you the address to the display
list. the display list will end with a byte value of 65 which means
Jump and wait for VBLANK. The two bytes after the 65 will indicate
the address to jump to and wait for the VBLANK. Calc that address the
same way (lobyte + hibyte * 256).

On Fri, 20 Jul 2001 01:00:54 GMT, don@alienpub.com (Andross Agnetti)
wrote:

>hi!
>
>i want to change some values in the display list. so, i know that at
>the adresses 560 and 561, the starting adress of the display list is
>stored.
>
>but somehow i am too stupid.. ;)
>
>how can i change some bytes in the display list? i read the hi and lo
>part of the starting adres from 560 and 561 and then?
>
>don
>

4521. the RESET Key in my 130XE does not work. Is it difficult to fix it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-20 03:35:12 UTC
From: bung <haja@bung.com>
Message-ID: <hj9flt42bqg7fp8mrldf12ieni685uq0qp@4ax.com>
Source record: 35345

It does not work at all. I was thinking, maybe it is cheaper to look at it, rather than sending it to someone to fix it for me. What do you think guys?

4522. Question about Spartados

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-20 07:56:25 UTC
From: DM Hebert <hebertdm@home.com>
Message-ID: <JuR57.7305$gF5.2447411@news2.rdc2.tx.home.com>
Source record: 35346

Hi all,

Does SpartaDos 3.2d support a 130XE 576K upgrade ramdisk?

The reason I ask is because I decided to play around and upgrade a 130XE w/
320K I had laying around. It worked prior with SpartaDos 3.2d setting up a
256K ramdisk.
After the upgrade, I get a 128K ramdisk, regardless of switch position. The
switch does turn internal basic on/off though.

I just need to know if I did something wrong with the ram chips or if
perhaps my version of spartados and rd.com are confused by the 576k.

Thanks a lot,

David

4523. Re: too stupid for asm

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-20 08:38:14 UTC
From: twh1@gmx.de
Message-ID: <3b57ed8b.7058816@news.dpn.de>
Source record: 35247

On Fri, 20 Jul 2001 01:00:54 GMT, don@alienpub.com (Andross Agnetti)
wrote:

>hi!
>
>i want to change some values in the display list. so, i know that at
>the adresses 560 and 561, the starting adress of the display list is
>stored.
>
>but somehow i am too stupid.. ;)
>
>how can i change some bytes in the display list? i read the hi and lo
>part of the starting adres from 560 and 561 and then?

have a look in "De Re Atari". It's a well written book, about
programming the atari. And of course, examples in it...

you can read the online version here:
http://www.dislerdesign.com/Atari/dere/contents.html

have fun!

bye sayz:
-thomsen@munich

--
Thomas Havemeister Student of Business Computer Science
Technical University of Ilmenau

P.S.: Sturz des Zaren & Take those Atarian care!

4524. Re: Question about Spartados

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-20 11:27:10 UTC
From: "James E. King" <utah_lanman@yahoo.com>
Message-ID: <9j94ie$d4g$1@news.xmission.com>
Source record: 35248

DM Hebert <hebertdm@home.com> wrote:

> Does SpartaDos 3.2d support a 130XE 576K upgrade ramdisk?

I have a 576k upgraded 130xe, and it works with SpartaDos 3.2d and
SpartaDos X, etc.

You need a specific ramdisk handler to get to that 512k memory. I can
send it to you..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me email, use utah_lanman@NOSPAM@yahoo.com
Remove "NOSPAM@"

4525. M.U.L.E. for the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-20 14:56:55 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0107200656.1719480c@posting.google.com>
Source record: 35249

Anybody know where I can get a copy of M.U.L.E. for the Atari 800

john@jrcc.net

4526. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-20 15:28:14 UTC
From: ralmin <xbiber@bigpond.net.au>
Message-ID: <i6Y57.18018$Xr6.150425@news-server.bigpond.net.au>
Source record: 35250
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

> >I overhead people today in a store discovering why they PC with one click
cd burning
> >was not working... they put the original cd in the CDRW and the blank in
the DVD player.
>
> <sigh> it just ain't possible to design human stupidity out of the
> system.

That's not human stupidity. If they were clearly labelled 'CD Burner' and
'CD/DVD Reader' then they probably wouldn't have put them in the wrong
places.

Ralmin.

4527. Re: too stupid for asm

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-20 15:49:32 UTC
From: don@alienpub.com
Message-ID: <3b5850bd.8602268@news.t-online.de>
Source record: 35251

```
On Fri, 20 Jul 2001 02:16:57 GMT, eric@replyhere.net (eric) wrote:

>peek(560) + peek(561) * 256 will give you the address to the display

no, i mean in asm. what i would do is saving the hi and lo byte into x
and y and then do something like

sta 0,x
sta 0,y

but that doesn't work ;)

don
```

4528. Re: the RESET Key in my 130XE does not work. Is it difficult to fix it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-20 16:11:15 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010720121115.17644.00000411@ng-cn1.aol.com>
Source record: 35252

Of course it is; that key is just a switch. The tricky part will be finding where the circuit is broken; key switch mylar, along the traces, or motherboard connector. If only that key gives trouble, odds are the mylar has a piece of grit preventing contact..

I have never had an XE apart, but the XL can be disassembled and cleaned; it is just two mylar sheets with a conducting film trace on each side. Pressing the key squeezes them together to complete a circuit unless something keeps them separated. The XL function keys are isolated from the main keyboard and easily cleaned; just be careful of all the tiny little springs between the key bottoms and mylar.

Hopefully the XE is similar enough; remove the screws on the bottom of the case and gently rotate the top with keyboard up and over until it lays upside down beside the case with the mylar ribbon still connected. Look it over and make your decisions, and some detailed notes of how and where things fit.

Several screws secure the keyboard to the case top and even more hold the keys assembly together. The mylar connector is somewhat fragile; it has a limited number of reconnection cycles available, so be cautious. Alas, you will probably have to unplug the keyboard mylar and ground strap to proceed; then remove and disassemble the function keys module with key tops down to hold springs, clean between the mylars with air or small brush or lint free dry cloth, align pins and holes in mylar and reverse the steps to get it all back together. Carefully adjust the key placement to the case top to avoid dragging or sticking keys; this took me several tries.

If this offers no improvement, things become more difficult. Finding a cracked or scratched trace is tedious, but paint on repair is available. Lance at Atari Sales and Best Electronics both have replacement mylars and keyboards, I believe. The original 800 had a real switch and real wires for Reset so you could tap into it with a SPST or momentary contact replacement; making those connections is much harder on the XL/XE.

> bung haja@bung.com supposed:

>It does not work at all. I was thinking, maybe it is cheaper to look
>at it, rather than sending it to someone to fix it for me. What do you
>think guys?

-Ron

Experience is something you don't get until just after you need it.

4529. Re: too stupid for asm

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-20 16:20:38 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b589229$0$62142$4c5ecdc7@news.erinet.com>
Source record: 35258

don, adross.

your sta 0,x
sta 0,y

Uhm. I think that would store the accumulator in 0 offset x and y.
You don't want to do that.
You can't just sta values into the display list. You first have to turn
off Antic (lda #0 sta 559 I think). Then you'd have to change the
DL, then turn Antic back on (lda #32 sta 559 I think.)
It isn't that hard to mess with the Display List, but a little involved.
Actually, you can make a custom DL, then turn off Antic, point 560
561 to your dl and turn antic back on.

I wrote a BASIC program to make a custom DL and then make a
BASIC LISTed file you could ENTER and use the custom DL.

It's not too friendly, but if you want it, lemme know.

Here's a description I just wrote of how to use my BASIC program:

dlmaker isn't too friendly.
What you are doing is making a custom display list.
You first decide how many 'segments' your dl will have.
You then enter the graphics mode you want, and number of
lines of that mode, for each of the segments.
You have to keep track of the total number of scan lines
your dl has. It must total 192 when you are finished,
or the program will start over.
After you have 192 scan lines in your x segments, the
program will display a sample screen using that dl.
Hit <ESC> to print something in each segment. Then
if the dl is satisfactory, the program will LIST
a BASIC file to disk, you give drive#: and filename.ext.
You can then use the LISTed program to use the dl
you've made. Your program must first GOSUB 10500 to
set up the DL. Then you put the 'segment' # in a
variable 'DL' and gosub 10700 to actually print or
draw something in the 'segment' of the dl you want.

Russ Gilbert

4530. Re: too stupid for asm

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-20 16:31:56 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010720123156.17644.00000413@ng-cn1.aol.com>
Source record: 35253

Let's say you are ignorant = uninformed or not educated.

First you must understand the commands in the display list which is just a program for the Antic chip to use generating the screen; the number at PEEK(560) + 256*PEEK(561) is the memory location where it starts. The 1st three are usually 112 = blank lines; followed by the mode load memory scan and screen memory address. You can PEEK at the list to see what it is doing and POKE to make your changes.

Check De Re and also the section at 560 in Kevin's Mapping:
http://www.atariarchives.org/mapping/

>don@alienpub.com (Andross Agnetti) asked:

>i want to change some values in the display list. so, i know that at
>the adresses 560 and 561, the starting adress of the display list is
>stored.
>
>but somehow i am too stupid.. ;)
>
>how can i change some bytes in the display list? i read the hi and lo
>part of the starting adres from 560 and 561 and then?

-Ron

Experience is something you don't get until just after you need it.

4531. Re: too stupid for asm

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-20 16:54:29 UTC
From: don@alienpub.com
Message-ID: <3b58619e.12924067@news.t-online.de>
Source record: 35254

On 20 Jul 2001 16:31:56 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

>Let's say you are ignorant = uninformed or not educated.
>

let's say you didn't understand my question.

>First you must understand the commands in the display list which is just a
>program for the Antic chip to use generating the screen; the number at

i KNOW all that. and i know how it works in basic. but my problem is,
that i don't know how to do it in asm.

normally i would make a new display list, and just set the isplay list
pointer to that new location. but i would like to change something at
a memory adress, which is stored in x and y. that's my problem.

don

4532. Re: the RESET Key in my 130XE does not work. Is it difficult to fix it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-20 19:11:58 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <NwZ57.18$pH6.17257@nnrp3.sbc.net>
Source record: 35255

-Ron

"Experience is something you don't get until just after you need it."

Especially when it comes to the keyboard springs! 8-)

Mo

4533. Re: Datestones of Ryn...

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-20 19:14:17 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <YyZ57.19$pH6.17606@nnrp3.sbc.net>
Source record: 35256

Thanks, LLpwhite- it all looks great!

Mo

Mo wrote in message ...
>Now I'm trying to find the Epyx/Automated simulations game- "The Datestones
>of Ryn". It's one of the Dunjonquest series released between '79 and '83 or
>'84. If anyone knows of a ZIP, Link, ATR, CAS file or has one boxed for
>sale, could you help me out? Thanks,
>Mo
>
>
>
>"As soon as your through changing, you're through. " -Jack Tramiel
>
>
>
>

4534. Re: too stupid for asm

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-20 19:20:25 UTC
From: thor@math.tu-berlin.de
Message-ID: <3b586859@news.ivm.net>
Source record: 35257

Andross Agnetti <don@alienpub.com> wrote:
> On 20 Jul 2001 16:31:56 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
> wrote:

>>Let's say you are ignorant = uninformed or not educated.
>>

> let's say you didn't understand my question.

>>First you must understand the commands in the display list which is just a
>>program for the Antic chip to use generating the screen; the number at

> i KNOW all that. and i know how it works in basic. but my problem is,
> that i don't know how to do it in asm.

> normally i would make a new display list, and just set the isplay list
> pointer to that new location. but i would like to change something at
> a memory adress, which is stored in x and y. that's my problem.

Ok, let's assume the high byte is in register Y and the low byte in
register X. In that case, to modify the display list base address:

```
STX $230
STY $231 ;this is just hex for 560,561
```

To address the first byte of the display list, you could use the following:

```
LDA $230
STA $F0 ;temporary storage in the Z-Page, let's assume it is
;available
LDA $231
STA $F1 ;and the same for hi again.
LDY #$00 ;offset zero
LDA ($F0),Y ;get the first byte.
...
INY ;prepare for the next byte...
```

To modify the first command of the display list (should be $70, "8 blank lines")
the above plus:

```
LDA #$60 ;say, 7 blank lines
STA ($F0),Y ;modify the byte
```

Greetings,
Thomas

4535. Re: too stupid for asm

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-20 21:43:09 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010720174309.18679.00000274@ng-fb1.aol.com>
Source record: 35259

We may need a little more info about what exactly you are attempting...

That indirect addressing you used stores whatever is in the accumulator into the address calculated by adding the zero to contents of the index (x or y) register; it will have no bearing or relationship to the display list at 560-561.

If you want to use indirect addressing, try a zero page indirect indexed as follows:

```
SDLSTL = $230; 560 decimal shadow display list low
POINTR = $CB; & $CC some free zero page pair of locations
LDA SDLSTL
STA POINTR
LDA SDLSTL+1
STA POINTR+1
LDY DLBYTE; which DL byte to alter
LDA NEWBYT; new value for DL
STA (POINTR),Y; put it where you want it
```

more efficient way is similar, but with a loop and a table of new values:

```
MORE LDA (TABLE),Y
STA (POINTR),Y
DEY
BNE MORE
```

```
or just LDA #TABLE&$FF
STA SDLSTL
LDA #TABLE/$100
STA SDLSTL+1
and point 560-561 to your new list...
```

> don@alienpub.com (Andross Agnetti) responded:

```
>>peek(560) + peek(561) * 256 will give you the address to the display
>
>no, i mean in asm. what i would do is saving the hi and lo byte into x
>and y and then do something like
>
>sta 0,x
>sta 0,y
>
>but that doesn't work ;)
```

-Ron

Experience is something you don't get until just after you need it.

4536. Re: too stupid for asm

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-20 21:52:40 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010720175240.18679.00000275@ng-fb1.aol.com>
Source record: 35260

Yowere correct about the misunderstanding.

First determine two unused zero page locations like $CB & $CC, put X (say it is
the hi byte) in $CC and Y (low byte) in $CB and then:
LDY #0
LDA YOURDATA
STA ($CB),Y
and YOURDATA will be put into Y plus 256 times X.

>don@alienpub.com (Andross Agnetti) replied:

>let's say you didn't understand my question.
>
>i KNOW all that. and i know how it works in basic. but my problem is,
>that i don't know how to do it in asm.
>
>normally i would make a new display list, and just set the isplay list
>pointer to that new location. but i would like to change something at
>a memory adress, which is stored in x and y. that's my problem.

-Ron

Experience is something you don't get until just after you need it.

4537. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-20 22:07:16 UTC
From: "supportUSA.com" <incoming@supportUSA.com>
Message-ID: <oY167.1448$Px1.155547@newsread2.prod.itd.earthlink.net>
Source record: 35261
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I guess I would suggest you build it based around the Timex Sinclair
ZX-80...That's worth $300, and it's really powerful too!

"Ralf Quint" <Ralf_Quint@hot_mail.com> wrote in message
news:jg5sktgdj963nhe66qk951fo32lp3gniv5@4ax.com...
> On Thu, 12 Jul 2001 22:09:21 +0200, "T.J.T van Kooten"
> <thomas@-nospam-worldonline.nl> wrote:
>
> >For the sake of argument let's suppose you could design a next generation
> >$300 homecomputer. The goal is to make a userfriendly machine for general
> >use and for hobbyists. How would such a system look?
> >
> >CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for
this
> >type of thing, you should be looking at the $20-35 level)
> Well, in quantities, you might get pretty close for low end
> Celerons....
> >As OS? (Linux is a dead giveaway, but there also other OS's out there)
> FreeDOS?? It's getting closer to be usable everyday....
> Linux for a home user, no way, not in this decade AFAIAC... ;-)))
> >Build in programming language? (please choose anything but Basic!)
> What's wrong with BASIC? It's easy to be "build in", as it is an
> interpreter and there are a lot of BASIC variations out there that
> would stand any comparison for ease of use and performance....
> Or you you suggest something more academic like Smalltalk, Lisp or
> Java???
> >Amount of memory? (RAM and ROM)
> Not as much a question of cost (128MB SDRAM is less than $10 these
> days), as of a combination of the above specs...
> >Graphic and Sound?
> VGA style graphics with 4MB RAM and at least 800x600, 16bit colors is
> not a problem these days either..
> And SB compatible sound probably not...
> >Network capabilities? (internet capable)
> an onboard solution with a Realtek chip and TP 10/100 RJ-45
> connector...
> >Plug in capabilities (remember you're making it as cheap as possible so
> >modems, CD-Roms, HD's are all extras)
> >Video (TV? or Monitor?)
> Well, a monitor is probably the most expensive part. As for the
> possible graphics capabilities, a TV (if it's not a fancy digital HDTV

> one) is far below the capablities of the graphics chips...
> >The real costs should below $200 or even below the $150 level. You may
> >presume that a million units would be manufactured so take volume
discounts
> >for components into account
> If you buy a million pieces of ANY component, you get FAR below the
> usual retail prices. a quick look on pricewatch reveals
> CPU: AMD Duron 700Mhz $24 (Celeron 700MHz $42, VIA Cyrix 700 $37)
> Memory: 128MB PC133 $9
> Mobo: Intel 810 $38 (build-in video!, USB, keyboard,...)
> case w/ p/s $25 (ATX desktop)
>
> Ok, that is a pretty mix, bu assuming large quantities as you
> mentioned, this is less than $100 for the major parts. Add a few $10
> for network and sound and smaller stuff, no problem...
>
> >
> >Let's see what sort of systems people come up with.
> >
> Ok, just a rough sketch, but it should give you an idea.
> The problem is to finance this and to get the software for it (BeOS
> might be nice, but....)
> And these days, you will have a hard time selling something that is
> not Playstation or PC compatible...
> And than you are up against M$ with their XBox or whatever it is
> called these days......
>
> just my 2c,
>
> Ralf
>
>

4538. Re: too stupid for asm

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-20 22:18:57 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b58e624$0$62153$4c5ecdc7@news.erinet.com>
Source record: 35263

There's a couple text files tutorials on assembler at my site:
http://www.en.com/users/russg

Look at the assembler stuff.

You sound like you just want to put values into the existing graphics 0
display list. You say you know how to make a custom DL in BASIC.

I'm trying to remember. Seems like you should close the E: and open
it in GRAPHICS 8 to secure plenty of room for the DL and screen memory.

A BASIC program might go like:

```
10 DL=PEEK(560)+(256*PEEK(561)
20 POKE 559,0:REM TURN OFF ANTIC
30 OFFSET=20:REM SOME OFFSET INTO THE DL
40 POKE DL+OFFSET,15:REM PUT A LINE OF GR 8
50 POKE 559,32
```

```
ASM:
10 *=$600
20 SDLST=$230
30 LDA #0
40 STA $22F
50 LDX #20
60 LDA #$F
70 STA SDLST,X
80 LDA #$20
90 STA $22F
```

I'm rusty, but the two are the same, I hope. To make an executable
you have to put

```
100 *=2E0
110 .BYTE 0,6
```

4539. Re: too stupid for asm

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-20 22:43:50 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b58ebfc$0$62140$4c5ecdc7@news.erinet.com>
Source record: 35266

I knew I'd make mistakes. I tried stuff with xlit and BASIC.
I had 32 to restore Antic. It's 34.
Also I'd suggest a line of 'E' 14 instead of a line of 15 GR 8.
That'll give you a black line you can see.
Russg

4540. Re: too stupid for asm

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-20 23:44:31 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b58fa36$0$62143$4c5ecdc7@news.erinet.com>
Source record: 35269

I dunno why I get myself into this stuff.
My asm code was messed up.
The following works to put a black mode 'E' line across a graphics 0
screen. It uses indirect indexed addressing, which is what I think
you're looking for. This addressing has to be done on page zero
(0-$FF). The only place I knew available was $CB,$CC.

```
10 *=$600
20 LDA $230
30 STA $CB
40 LDA $231
50 STA $CC
60 LDY #20
70 LDA #$E
80 STA ($CB),Y
90 BRK
```

4541. Re: Ape 1.18 Help!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-21 00:19:20 UTC
From: RoyE <rdean@fix.net>
Message-ID: <3b58c9de_1@huge.aa.net>
Source record: 35262

Test
Ape98
Windows compatible
extension cable 12 foot
Works best on Com: 1
RoyE

"Russ Gilbert" <russg@en.com> wrote in message
news:3b53aab6$0$93661$4c5ecdc7@news.erinet.com...
> Uhm.
> I haven't tried 1.18. But it looks like the 1.16/1.17.
> The only thing I can think is to get rid of the serial cable and
> connect directly from A8 to PC just using the, I guess, very short
> APE cable (I think it is only about 18 inches long.) Or get a
> shorter serial cable. I'm thinking the problem may be that extension
> cable.
> I didn't know there was a 1.18. The docs say that there is a free
> upgrade, I think, but I don't know how to upgrade. I have registered
> 1.17.
> Russg
>
>

4542. Re: M.U.L.E. for the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-21 02:18:27 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <3B58E673.A79CADF5@earthlink.net>
Source record: 35264

```
Jheitmuller wrote:
>
> Anybody know where I can get a copy of M.U.L.E. for the Atari 800
>
> john@jrcc.net

Ebay.

Mike
--
oOOOOOo Mike Kohary Seattle, WA http://www.kohary.com
,| oO
//| | "I'm in 9 leagues - I'm kind of an addict."
\\| | - M. Zaiem Beg
`-----`
```

4543. Re: the RESET Key in my 130XE does not work. Is it difficult to fix it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-21 02:26:55 UTC
From: "JTKirk (a.k.a. machf)" <no_me_j.j_t_kirk@geocities.com>
Message-ID: <9nsgltgsp6f4jauinp4ajhfiljcuacvt1v@4ax.com>
Source record: 35265

On Thu, 19 Jul 2001 23:35:12 -0400, bung <haja@bung.com> wrote:

>It does not work at all. I was thinking, maybe it is cheaper to look
>at it, rather than sending it to someone to fix it for me. What do you
>think guys?

With luck, you'll just need to clean it a bit. Worst case, it's just a
pushbutton, it shouldn't be all that difficult to replace.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Perï¿½
_H__/_/ http://members.nbci.com/machf
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

---< This article was posted through www.newzpig.com >---

4544. Re: I searching Bertrand Mouchmino from France

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-21 03:18:06 UTC
From: "Mark H. Kusz" <mark_kusz@yahoo.com>
Message-ID: <Ov667.887$LP2.105164@bgtnsc06-news.ops.worldnet.att.net>
Source record: 35267

He wanted to buy some magazines from me. After a while, I sent him a couple
of emails, but got no response.
--
The Collectaholic's Page - http://www.geocities.com/mark_kusz/
Sports Memorabilia, Non-Sports Cards & Other Collectibles

"Vasco" <vasco@owl.au.poznan.pl> wrote in message
news:9j62vqscn1@news.tpi.pl...
> > Or is it this (not so) nice guy who always asks to trade something but
> > never gives you something in return ?? (A friend of mine had to do with
> > some Bertrand from France, maybe it is the same guy)... -Andreas
>
> Yes , I sold him 5 CD, but I did not receive moneys.
> Does not answer also on e-mail (retrotempest@aol.com)!
> I give his address, to protect other people:
>
> Bertrand Mouchmino
> 1, rue Lyautey
> 92340 Bourg-la-Reine
> France.
>
> Be prudent!
>
> Vasco/Tristesse
>
>
>
>

4545. Re: M.U.L.E. for the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-21 03:19:36 UTC
From: eric@replyhere.net
Message-ID: <3b58f608.692470640@207.106.92.52>
Source record: 35268

You can get it at Holmes Atari 8bit Games
http://homepages.paradise.net.nz/atari/gm.html

the home page for this site is at
http://homepages.paradise.net.nz/atari/

On 20 Jul 2001 07:56:55 -0700, john@jrcc.net (Jheitmuller) wrote:

>Anybody know where I can get a copy of M.U.L.E. for the Atari 800
>
>john@jrcc.net

4546. Advertisement

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-21 09:40:14 UTC
From: John Thackeray <john@tradeinpost.com>
Message-ID: <9jbl99mdk5@plutonium.btinternet.com>
Source record: 35270
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,rec.games.video.atari,uk.adverts.computer

Atari Software for sale
John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire. TF11 8AF
U.K.
Telephone 44+00+(0)1952 462135
Fax 44+00+(0)1952 462135
john@tradeinpost.com
www.tradeinpost.com

4547. Re: Advertisement

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-21 12:31:01 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <3ftilt8a8u4lhbi7ubssv3etjrj3ggvujh@4ax.com>
Source record: 35271
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,rec.games.video.atari,uk.adverts.computer

The other Day "John Thackeray" <john@tradeinpost.com> wrote:

>Atari Software for sale

No computer 8 bit stuff tho :-(
--

As long as you remember them they will always be with you..

4548. Atari 8-bit hardware

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-21 16:16:00 UTC
From: Ryzome <lawncare@weedcontrol.org>
Message-ID: <0eajltc25sud5cj50ngseapd2p98qfceqt@4ax.com>
Source record: 35272

I have a few items left over from my Atari days.
Anyone have a suggestion on where is the best place to sell it?
E-Bay is the logical choice, but any others?

4549. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-21 18:28:26 UTC
From: spike1@freenet.co.uk
Message-ID: <akhcj9.0v1.ln@ridcully.freenet.co.uk>
Source record: 35274
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

supportUSA.com <incoming@supportusa.com> did eloquently scribble:
> I guess I would suggest you build it based around the Timex Sinclair
> ZX-80...That's worth $300, and it's really powerful too!

Well it is!
It could power a nuclear powerstation!
It must be true. It was in the adverts.
:)

--
```
-------------------------------------------------------------------------------
| spike1@freenet.co.uk | Windows95 (noun): 32 bit extensions and a |
| | graphical shell for a 16 bit patch to an 8 bit |
|Andrew Halliwell BSc(hons)| operating system originally coded for a 4 bit |
| in |microprocessor, written by a 2 bit company, that|
| Computer Science | can't stand 1 bit of competition. |
-------------------------------------------------------------------------------
```

4550. Service Manuals

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-21 19:23:47 UTC
From: bung <haja@bung.com>
Message-ID: <5bljlt027lpd23cdcdj7o2mlotrv319jqh@4ax.com>
Source record: 35273

I have 800XL, 130XE, 1010, XC212, 1050, XF551, 1025, XM301. Where can I get service manuals for those ? Is their a one big service manual for everything?

Lately I bough the whole collection for Orbis Home+Advanced Home Computer Course (10 Volumes) from a friend. He sent them to me from UK but I did not receive them yet. I'm wondering if any of you knows if the ATARI production line is covered in this set?

4551. Re: Atari 8-bit hardware

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-21 23:26:06 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <%km67.60$Ce7.5067@nnrp1.sbc.net>
Source record: 35275

Try selling them here first!
Mo

Ryzome wrote in message <0eajltc25sud5cj50ngseapd2p98qfceqt@4ax.com>...
>I have a few items left over from my Atari days.
>Anyone have a suggestion on where is the best place to sell it?
>E-Bay is the logical choice, but any others?
>
>
>

4552. Re: Question about max speed

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-22 01:55:00 UTC
From: tony rudzki <arudzki@bellatlantic.net>
Message-ID: <Unq67.21485$O81.8392401@typhoon1.gnilink.net>
Source record: 35276

> Look at the web for the description of "Hyper-XE" by Mario Trams. Even
> if it is a 65816 expansion to the Atari XE, all the facts are described
> very well.

Hyper-XE doesn't come up with anything other then some scientific stuff
about hyper fluids or some such thing. Anything else I could look for for
info???

thank.

Tony

4553. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-22 04:44:46 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tlkmi3eiu8sc18@corp.supernews.com>
Source record: 35277
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Then you need to design a 300$ box that kick ass compared to a 300$ PC, otherwise you lost before you even started pouring $ in R&D.

Make sense?

My best hope is Nforce/Duron for sub 500$ systems of really high design standing.

"SWE/YesCREW" <jvalant@m42.cx> wrote in message news:Pine.MNT.4.21.0107151703040.181-100000@localhost...
> On Sun, 15 Jul 2001, Beyonder wrote:
>
> > You people are insane.
> > for $300 you can get a high end pentium 3 system, loaded.
> > for $100 more you can get a high end 1.4gig system, loaded.
> > and these are retail prices! that doesn't include monitor, but who
> > cares?
> >
> > get with the times.
>
> Why buying a PC, topic say, "if u could design" not what would u buy..
>
>
>
> Janez
>
>

4554. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-22 04:50:31 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tlkmt3ej412jc7@corp.supernews.com>
Source record: 35278
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I think if the design can fit in a 6x3x1 inch format with a color LCD a few people would buy them. (Me included)
My casio PB1000 died, and I'm reduce to my 1liner PB100 .. a pocket 'amiga 500' would be a nice replacement.

"Byron Desnoyers Winmill" <wbdesnoy@acs5.acs.ucalgary.ca> wrote in message news:9j0b67$1jsc$1@nserve1.acs.ucalgary.ca...
> Bob Retelle (bobr1@provide.net) wrote:
> : The question is, who will buy this new $300 box?
>
> Perhaps nobody. We are simply playing with ideas here.
>
> Or, perhaps, somebody. Look at the groups this discussion is taking place in.
> How many people would even consider using these machines in an era of GHz
> computers? After all some of these machines run at a poky 1MHz, and are
> crippled by 8 bit wide words. (My Apple II fits in that category.)
>
> Apparently a large number of us still use those machines. Some of us still
> buy those machines. Sometimes we pick up the original thing (Apples, Atari's,
> Commodores, and so forth) for a bargain. Sometimes we pickup devices which
> have similar, embedded processors. The TI graphing calculators use the Z80
> and 68000 processors. These calculators appear to fit in the $80 to $220
> Canadian range, and I'm willing to bet that there are good margins.
>
> So maybe there is a market. But that still shouldn't prevent us from
> discussing ideas.
>
> Byron.

4555. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-22 04:56:55 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <lq7ZHxLX0lW7Ewzf@gratiano.zephyr.org.uk>
Source record: 35279
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <tlkmt3ej412jc7@corp.supernews.com>, Stephan Schaem <tthai@mindspring.com> writes
>I think if the design can fit in a 6x3x1 inch format with a color LCD a few people would buy them.

Would the computers come with a news-reader that prohibited top-posting,
too?

--
James Coupe PGP Key: 0x5D623D5D
"Surely somewhere out there there's a woman who's EBD690ECD7A1F
been sodomized by her father and is capable of B457CA213D7E6
composing a few coherent sentences on the subject." 68C3695D623D5D

4556. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-22 08:33:18 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_995790744@rtfm.mit.edu>
Source record: 35280
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 28, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/

4557. Re: Microsoft woes

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-22 13:03:45 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9jeivh$t5e$1@venus.itns.co.za>
Source record: 35281
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Anyone who doesn't like Bill Gates read the copyright message on the U110 chip on the ROM01 motherboard and weep!

--
President George W. Bush : It's not what you know, it's who you know.

4558. Re: Microsoft woes

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-22 14:32:17 UTC
From: Paul Kitching <paul.a.kitching@ntlworld.com>
Message-ID: <FtB67.4638$lz3.1775955@news2-win.server.ntlworld.com>
Source record: 35282
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Stephen Shaw <xstephenx@apple2.org.za> wrote in message
news:9jeivh$t5e$1@venus.itns.co.za...
> Anyone who doesn't like Bill Gates read the copyright message on the U110
chip
> on the ROM01 motherboard and weep!
>

Urgh!

What does it say? I am guessing "(C) Microsoft Corp."

Would that be the BASIC ROM chip? I am quite sure Micro$oft wrote the BASIC
for it (and the Amiga, and probably the VIC-20).

Paul.

4559. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-22 14:44:27 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <9jpllt8m192ikfk17l3rd83itncq0u2pa5@4ax.com>
Source record: 35285
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sat, 21 Jul 2001 18:28:26 +0000, spike1@freenet.co.uk said:

>supportUSA.com <incoming@supportusa.com> did eloquently scribble:
>> I guess I would suggest you build it based around the Timex Sinclair
>> ZX-80...That's worth $300, and it's really powerful too!
>
>Well it is!
>It could power a nuclear powerstation!
>It must be true. It was in the adverts.

I just got a PDP-11. Those machines really *were* used for
controlling nuclear reactors. Amongst other things. Mine, however,
never did anything more glamourous than routing parcels for a
nationwide courier service.

--
David Cantrell | http://www.cantrell.org.uk/david

4560. ATOS - a new GUI for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-22 17:12:31 UTC
From: NoOne@FakeEmail.com
Message-ID: <90E6807DECTHEnterprises@205.212.123.11>
Source record: 35283

ATOS is a new GUI for the Atari 8-bit computer.

I've decided that it's time to open up the ATOS web site and download files to the general Atari 8-bit computer enthsusiasts. I would like to thank the beta testers here who have helped me with all sorts of suggestions and bug reports.

You are invited to check out the ATOS web site at:

http://cth.dtdns.net/atos/

I've also updated my main web page at:

http://cth.dtdns.net

Best,
Tom

4561. Elektraglide

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-22 17:14:38 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <u92mltskn9jn3p61dpefdotgsiodeveoi8@4ax.com>
Source record: 35284

Howdy Atarians!

Somebody knows the game "Elektraglide" ? It's one of the best and most colourfull Test Drive stylish game for the 8-bit atari. I did love it to play.

For a week or so, I've played it again with the atari 800 win emulator of this polish guy on net. It played best and is so exciting as always!!

But there is still a question to this game: has it an end?! I mean, I remember playing it and after a while the car just stops -> well it's not the clock, running to zero!! No, it just stops and game restarts.

what do you think?

-thomsen@munich

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Business Computer Science
Technical University of Ilmenau

4562. Re: Microsoft woes

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-22 17:48:04 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <tlm5to72ap347f@corp.supernews.co.uk>
Source record: 35286
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Hi Stephen.

"Stephen Shaw" <xstephenx@apple2.org.za> wrote in message
news:9jeivh$t5e$1@venus.itns.co.za...

> Anyone who doesn't like Bill Gates read the copyright message on the U110
chip
> on the ROM01 motherboard and weep!

Couldn't you just post it, there's not likely to be many peop's with access
to that hardware.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4563. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-22 18:53:11 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B5B2113.51FDDF85@inebraska.com>
Source record: 35287
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Can you fellows on the east side of the Atlantic help me with an early 80s question?
When I was in grad school in Mississippi, I saw on the Public TV channel (several times) two BBC series on micro computers.

One was called (I think) The Computer Program, and the other was (as I recall) Making the Most of the Micro.

Each was 12-13 episodes long.

I've tried here, through contacts with the Nebraska Public TV to see if anyone has copies, or where I could buy copies. Do any of you know anything about getting old BBC programs on tape?

Both series had the same host (a Scottish surname as I recall) and covered a number of different machine, but esp the one I don't have and would really like to have: the Acorn BBC computer.

Thanks

Roy

spike1@freenet.co.uk wrote:

> supportUSA.com <incoming@supportusa.com> did eloquently scribble:
> > I guess I would suggest you build it based around the Timex Sinclair
> > ZX-80...That's worth $300, and it's really powerful too!
>
> Well it is!
> It could power a nuclear powerstation!
> It must be true. It was in the adverts.
> :)
>
> --
> --
> | spike1@freenet.co.uk | Windows95 (noun): 32 bit extensions and a |
> | | graphical shell for a 16 bit patch to an 8 bit |
> |Andrew Halliwell BSc(hons)| operating system originally coded for a 4 bit |
> | in |microprocessor, written by a 2 bit company, that|
> | Computer Science | can't stand 1 bit of competition. |
> --

4564. Re: ATOS - a new GUI for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-22 20:10:11 UTC
From: NoOne <NoOne@NoWhere.Com>
Message-ID: <01c112ea$8258f600$9d06643e@windows>
Source record: 35288

Tom Hunt wrote:

> ATOS is a new GUI for the Atari 8-bit computer.
> http://cth.dtdns.net/atos/

Sounds great! The link doesn't work from here (yet?) though...

Richard Douwes

4565. Re: ATOS - a new GUI for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-22 20:14:39 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <9jfc4l$1vmn$1@wrath.news.nacamar.de>
Source record: 35289

One minute ago, the link works, but now it seems to be dead...

What is exactly the different to my BOSS-X system?
-is it written in ML
-does it only work under SpartaDOS

Mirko

"NoOne" <NoOne@NoWhere.Com> schrieb im Newsbeitrag
news:01c112ea$8258f600$9d06643e@windows...
> Tom Hunt wrote:
>
> > ATOS is a new GUI for the Atari 8-bit computer.
> > http://cth.dtdns.net/atos/
>
> Sounds great! The link doesn't work from here (yet?) though...
>
> Richard Douwes

4566. Re: ATOS - a new GUI for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-22 20:48:59 UTC
From: NoOne@FakeEmail.com
Message-ID: <90E6AFB47CTHEnterprises@205.212.123.11>
Source record: 35290

atarixle@12move.de (Mirko Sobe) wrote in
<9jfc4l$1vmn$1@wrath.news.nacamar.de>:

>One minute ago, the link works, but now it seems to be dead...
>
>What is exactly the different to my BOSS-X system?
>-is it written in ML
>-does it only work under SpartaDOS
>

Hi Mirko,

Sorry about the server outage. My wife was playing an online game on that system and it got hosed up for a while. It's back online now. How is ATOS different? Now that the server is back online the best thing might be to read all about it. The ATOS core is written in assembly language. It uses the object model at the conceptual level. The majority of the various accessories were written in CC65. Some were written in MAC/65. It uses overlays. It boots in Sparta but can read and write to the root directories of MyDOS and Atari DOS disks. There's still some rough edges to it, but I will keep working to improve it.

Best,
Tom

4567. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-22 22:40:16 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tlmliipp5ti1ac@corp.supernews.com>
Source record: 35291
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"James Coupe" <james@zephyr.org.uk> wrote in message
news:lq7ZHxLX0lW7Ewzf@gratiano.zephyr.org.uk...
> In message <tlkmt3ej412jc7@corp.supernews.com>, Stephan Schaem
> <tthai@mindspring.com> writes
> >I think if the design can fit in a 6x3x1 inch format with a color LCD a few people would buy them.
>
> Would the computers come with a news-reader that prohibited top-posting,
> too?

Anything possible... maybe even refuse to post message with signature 4 time longer then the
message itself? Keep your great idea coming!

Stephan

>
> --
> James Coupe PGP Key: 0x5D623D5D
> "Surely somewhere out there there's a woman who's EBD690ECD7A1F
> been sodomized by her father and is capable of B457CA213D7E6
> composing a few coherent sentences on the subject." 68C3695D623D5D

4568. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-22 22:53:36 UTC
From: spike1@freenet.co.uk
Message-ID: <ghlfj9.je6.ln@ridcully.freenet.co.uk>
Source record: 35296
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Roy Miller <millers@inebraska.com> did eloquently scribble:
> Can you fellows on the east side of the Atlantic help me with an early 80s
> question?
> When I was in grad school in Mississippi, I saw on the Public TV channel
> (several times) two BBC series on micro computers.

> One was called (I think) The Computer Program, and the other was (as I recall)
> Making the Most of the Micro.

> Each was 12-13 episodes long.

> I've tried here, through contacts with the Nebraska Public TV to see if anyone
> has copies, or where I could buy copies. Do any of you know anything about
> getting old BBC programs on tape?

> Both series had the same host (a Scottish surname as I recall)

Ian McNaught Davies... With Chris Serl as his clueless "what's a computer"
type sidekick on the computer programme...

Alas. No. Can't gove you any pointers on getting copies. I don't know if the
BBC even still have copies of it.

You could always enquire to the BBC itself.

--

```
_____________________________________________________________________________
| spike1@freenet.co.uk | "I'm alive!!! I can touch! I can taste! |
|Andrew Halliwell BSc(hons)| I can SMELL!!! KRYTEN!!! Unpack Rachel and |
| in | get out the puncture repair kit!" |
| Computer Science | Arnold Judas Rimmer- Red Dwarf |
-----------------------------------------------------------------------------
```

4569. Re: Elektraglide

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-22 23:03:47 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <f0imltgphpu292u9i6ssp6q5hbkbnip30o@4ax.com>
Source record: 35292

The other Day Thomas Havemeister <twh1@gmx.de> wrote:

>Howdy Atarians!
>
>Somebody knows the game "Elektraglide" ? It's one of the best and most
>colourfull Test Drive stylish game for the 8-bit atari. I did love it
>to play.

>But there is still a question to this game: has it an end?! I mean, I
>remember playing it and after a while the car just stops -> well it's
>not the clock, running to zero!! No, it just stops and game restarts.
>
>what do you think?
>
I can't honestly remember, I did ask Adam that question once but for
the life of me I can't remember what he said :-(

But you still have a chance of an answer from Adam himself as he reads
this group from time to time. And if you are reading this Adam, where
my free Belum :-)

(Paul ex Maplin)
--

As long as you remember them they will always be with you..

4570. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-22 23:04:18 UTC
From: Justin Scott <djnospam@impakt.net>
Message-ID: <tlmmvi2nmojk7a@corp.supernews.com>
Source record: 35293
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In comp.sys.apple2 Stephan Schaem <tthai@mindspring.com> wrote:

> "James Coupe" <james@zephyr.org.uk> wrote:
>
>> Stephan Schaem <tthai@mindspring.com> writes:
>>>
>>>I think if the design can fit in a 6x3x1 inch format with a color LCD a
>>>few people would buy them.
>>
>> Would the computers come with a news-reader that prohibited top-posting,
>> too?
>
> Anything possible... maybe even refuse to post message with signature 4
> time longer then the message itself? Keep your great idea coming!

If you can port the tin reader from unix, it's already got that capability.

;)

It will even insult you, so no-one in the group has to. :)

cheers,
j

4571. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-22 23:42:10 UTC
From: Bill Hoggett <bill_hoggett@lineone.net>
Message-ID: <g3pmltcktoir453e6fd88cfqdsqfpfnpug@4ax.com>
Source record: 35295
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 22 Jul 2001 15:40:16 -0700, "Stephan Schaem"
<tthai@mindspring.com> wrote:

>
>"James Coupe" <james@zephyr.org.uk> wrote in message
news:lq7ZHxLX0lW7Ewzf@gratiano.zephyr.org.uk...
>> In message <tlkmt3ej412jc7@corp.supernews.com>, Stephan Schaem
>> <tthai@mindspring.com> writes
>> >I think if the design can fit in a 6x3x1 inch format with a color LCD a few people
would buy them.
>>
>> Would the computers come with a news-reader that prohibited top-posting,
>> too?
>
>Anything possible... maybe even refuse to post message with signature 4 time longer then
the
>message itself? Keep your great idea coming!

Here's another one: use a newsreader that uses a decent maximum
line-length, but you don't give a hoot for good netiquette, do you?
All you want to do is troll.

--
Bill Hoggett

4572. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-22 23:53:31 UTC
From: Bill Hoggett <bill_hoggett@lineone.net>
Message-ID: <bipmltcql7km5c9ro8f9etrtj37do0p9jj@4ax.com>
Source record: 35294
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 22 Jul 2001 23:04:18 -0000, Justin Scott <djnospam@impakt.net>
wrote:

>In comp.sys.apple2 Stephan Schaem <tthai@mindspring.com> wrote:
>
>> "James Coupe" <james@zephyr.org.uk> wrote:
>>
>>> Stephan Schaem <tthai@mindspring.com> writes:
>>>>
>>>>I think if the design can fit in a 6x3x1 inch format with a color LCD a
>>>>few people would buy them.
>>>
>>> Would the computers come with a news-reader that prohibited top-posting,
>>> too?
>>
>> Anything possible... maybe even refuse to post message with signature 4
>> time longer then the message itself? Keep your great idea coming!
>
>If you can port the tin reader from unix, it's already got that capability.

tin has versions for Amiga and Win32, but the former is a bit old and
the latter needs cygwin. Besides, tin is too un-Windows-like for
Stephan to use. He prefers to inflict Outlook Distress on everyone.
The worse it posts the happier he is. He'll be posting in HTML soon.

I haven't tried compiling a new version of tin under AmigaOS. It
might be interesting to try...

slrn 0.9.7.1 was fun!

>;)
>
>It will even insult you, so no-one in the group has to. :)

He's a troll. He's not happy unless someone insults him. Why do you
think he comes here? :)

--
Bill Hoggett

4573. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-23 00:02:21 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.13e2c36ea28bbffc989686@news-server.nc.rr.com>
Source record: 35197
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <tlcvenh9gb1d9a@corp.supernews.com>, tthai@mindspring.com
says...
>
> "David Ogg" <davidogg@nc.rr.com> wrote in message
news:MPG.13dd9c209377d2c989684@news-server.nc.rr.com...
> > In article <PXD47.853$bl.47003@news.siol.net>, brankob@avtomatika.com
> > says...
> > >
> > > >
> > > > Besides, isn't the 6502 limited to 64kB chunks. Apple simply
> > > > implemented some sort of paging mechanism to access the 128kB found
> > > > in later models (IIe/IIc). Likewise for the 192kB card which I
> > > > have lying around here, somewhere. (Though my understanding is
> > > > the 1MB card for the 8-bit machines used some sort of window into
> > > > memory.)
> > > >
> > > > Byron.
> > >
> > >
> > > Why not using 80386, then ? It has it all- MMU and segmented adressing, and
> > > one
> > > even gets a several 100's bytes of cache ? ;o)
> >
> > How about Transmeta's Crusoe? This would outsell everything mentioned
> > thus far I guarantee it. It can emulate anything, including x86 at
> > native speed!
>
> I dont think thats true. The transmeta chip only deliver a fraction of the performance
> of a core like the thunderbird at the same mhz.
> And you can go in a shop and buy a single chip for under 90$ (the 1.2 gigahertz part).
> But then you can get a 750mhz similare core (Duron) for 25$... thats your price.

A notebook CPU costs more than that, heck I can't even find a price for
comparison. You just couldn't use one of those furnaces in a book-size
unit.

> I dont see the point in using a much slower chip like the transmeta crusoe for a
desktop/booksize PC.

But it would be a HELL of a lot faster than the 68000/Timex
Sinclair/6502 relics others are suggesting, and it runs without a
heatsink. You ever felt the CPU in a notebook? imagine the temp a

thunderbird would be!

> just to give you an idea, a crusoe TM5600 600MHz running at max power usage deliver
> 46 sysmark2000 , a 500mhz P3 laptop deliver 115 sysmark2000.

Thats under the x86 codemorphing layer with the optimizations set to
"don't cache code", The Crusoe is a tricky beast to benchmark,
especially against it's own codemorphing layer. The codemorphing tends
to cache the benchmark loops giving unrealistically high scores, so for
simplicity, it's turned off.

> > Can you imagine UAE ported to Crusoe as its code-morphing layer?
> > incredible.
>
> No so sure about that...

It would be wild, a codemorphing layer that abstracts a 68040, and the
chipset! come to think of it, I wonder if UAE would even be needed?

> > Modules could be made for just about ANY old school CPU/platform, and an
> > OS wouldn't need to be developed for it, as it could run these platforms
> > OS's natively, maybe even in addition to a custom OS.
>
> Their is already so many core running on the x86... From the most obscure to
> C64 & amigas.

But those are "emulators", Crusoe's codemorphing is a much different
beast, even x86 is just "codemorphed". c64/Amiga's are running on top of
Windows/linux on top of x86. The Crusoe wouldn't need a host OS.

> > Marketing would be a piece of cake, as you could use it from anything
> > from a Kiosk to a webserver, an Amiga emulator to a Unix portable.

And it looks like they beat me to it, it's now available, albeit at a
higher price, running linux 2.4.5 w/Netscape 4.7 (shudder)

> > Computer do alot nowdays in term of multimedia because of the power they have.
> > I'm not so sure intel/amd etc.. just develope for people to run half life at 500FPS.

On the contrary, they'll market them for dumber things, like Intel
saying it's "New Pentium 4 processor will enhance the web" and going
on about how the internet will be faster. I always get a kick out of
that :)

> > Linux Geeks would love it! (if only because Linus works for transmeta).
> > Slashdot would pimp the hell out of it, you wouldn't even need to market
> > it :)
>
> > Hell, I'd buy one and just run it as my mail/webserver and
> > router/firewall. transmeta already has a custom linux distribution
> > available for it. Not only that, but it could be offered in several
> > packages, you want WinXP on it? No problem!

> Why would you want to pay for low performance?
> Run x x86 version of the major OS... run Ti calculator or c64 class stuff under emu

Because emulation would /be/ low performance, the Crusoe running a
platform under codemorphing is faster than any emulator I've ever seen.
Show me an x86 emulator that can run Windows faster than the Crusoe can
under codemorphing/x86. Remember, this is a hobby box, if I want to toy
with an OS, I want to run it natively, (or a codemorphing facimile
thereof.)

Plus it's upgradeable (the codemorphing), meaning the platforms it can
morph will increase over time.

> > The market could even be expanded to commercial vendors, it would be a
> > viable replacement for say, the hardware TiVo uses now. Cable
> > descramblers, Sattelite receivers, hell, I can think of very little
> > you couldn't make this thing do.

> You would need native code to do software encoding on that chipat a decent speed.
> Who would write all that code?

In the case of the Tivo, it's already been written. the Linux/x86
package is already available customised for the Crusoe, tailored by
Linus Torvalds himself. In the case of the Satelite reciever, you can
find the GPL'ed code from a link off of www.satmatrix.com. Kiosk
software has already been made available for the Crusoe under GPL, so
has PDA codemorphing for the Palm platform.

The beauty is, if code isn't available, as long as you can produce the
codemorphing layer, you just reuse your existing code! Case in point,
Windows. Windows doesn't run on the Crusoe, because the Crusoe isn't
x86, it simply pretends to be through abstraction via the codemorphing.
Hence Windows can run "natively" on a CPU it isn't written for.

> > R&D required? very little, the hardware is ALL standard, and already
> > made, produced, and sold, not to mention it already has HUGE "geek
> > mindshare."

> Cant that be said for the x86 platform?

Only for the case of x86 hardware meant to run x86 software, the Crusoe
isn't limited to x86.

As for the "Geek Mindshare" I think a Crusoe captures more mindshare
among the HW geeks than x86 does.

4574. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-23 00:51:50 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <ipHoHuNmU3W7EwSa@gratiano.zephyr.org.uk>
Source record: 35198
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <tlmliipp5ti1ac@corp.supernews.com>, Stephan Schaem
<tthai@mindspring.com> writes
>> Would the computers come with a news-reader that prohibited top-posting,
>> too?
>
>Anything possible... maybe even refuse to post message with signature 4 time longer then
the
>message itself? Keep your great idea coming!

Message I posted: 7 lines
Sig-sep: 1 line
Signature: 4 lines (following accepted Son-Of-RFC1036 standards)

Your point?

--
James Coupe PGP Key: 0x5D623D5D
"Surely somewhere out there there's a woman who's EBD690ECD7A1F
been sodomized by her father and is capable of B457CA213D7E6
composing a few coherent sentences on the subject." 68C3695D623D5D

4575. Re: Microsoft woes

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-23 01:06:19 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <94umltc7doha0sps3jfspod621mrl2dhru@4ax.com>
Source record: 35199
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 22 Jul 2001 15:32:17 +0100, "Paul Kitching"
<paul.a.kitching@ntlworld.com> wrote:

>Stephen Shaw <xstephenx@apple2.org.za> wrote in message
>news:9jeivh$t5e$1@venus.itns.co.za...
>> Anyone who doesn't like Bill Gates read the copyright message on the U110
>chip
>> on the ROM01 motherboard and weep!
>>
>
>Urgh!
>
>What does it say? I am guessing "(C) Microsoft Corp."
>
>Would that be the BASIC ROM chip? I am quite sure Micro$oft wrote the BASIC
>for it (and the Amiga, and probably the VIC-20).
>
>Paul.
>

And the Ohio Scientific systems, and the Apple II and, and, and...

Actually the OSI BASIC was an excellent little interpreter. With only
6 digit floating point precision it was extremely FAST (who cares
about .000001 accuracy- I was just writing video games), it was
easily extensible and it only had a few bugs.

Those were the "good old days" when Microsoft was your friend.

BobR

4576. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-23 01:54:15 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tln0ubc06v1g89@corp.supernews.com>
Source record: 35200
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
"David Ogg" <davidogg@nc.rr.com> wrote in message
news:MPG.13e2c36ea28bbffc989686@news-server.nc.rr.com...
> In article <tlcvenh9gb1d9a@corp.supernews.com>, tthai@mindspring.com
> says...
> >
> > "David Ogg" <davidogg@nc.rr.com> wrote in message
news:MPG.13dd9c209377d2c989684@news-server.nc.rr.com...
> > > In article <PXD47.853$bl.47003@news.siol.net>, brankob@avtomatika.com
> > > says...
> > > >
> > > > >
> > > > > Besides, isn't the 6502 limited to 64kB chunks. Apple simply
> > > > > implemented some sort of paging mechanism to access the 128kB found
> > > > > in later models (IIe/IIc). Likewise for the 192kB card which I
> > > > > have lying around here, somewhere. (Though my understanding is
> > > > > the 1MB card for the 8-bit machines used some sort of window into
> > > > > memory.)
> > > > >
> > > > > Byron.
> > > >
> > > >
> > > > Why not using 80386, then ? It has it all- MMU and segmented adressing, and
> > > > one
> > > > even gets a several 100's bytes of cache ? ;o)
> > >
> > > How about Transmeta's Crusoe? This would outsell everything mentioned
> > > thus far I guarantee it. It can emulate anything, including x86 at
> > > native speed!
> >
> > I dont think thats true. The transmeta chip only deliver a fraction of the performance
> > of a core like the thunderbird at the same mhz.
> > And you can go in a shop and buy a single chip for under 90$ (the 1.2 gigahertz part).
> > But then you can get a 750mhz similare core (Duron) for 25$... thats your price.
>
> A notebook CPU costs more than that, heck I can't even find a price for
> comparison. You just couldn't use one of those furnaces in a book-size
> unit.

Actually the 750mhz part should run 'cool', also you can run it at 400mhz and remove on
chip active cooling?.
I put 533mhz celeron in booksize computer and they where fine. a 750mhz duron would be
```

cake.

>
> > I dont see the point in using a much slower chip like the transmeta crusoe for a
desktop/booksize PC.
>
> But it would be a HELL of a lot faster than the 68000/Timex
> Sinclair/6502 relics others are suggesting, and it runs without a
> heatsink. You ever felt the CPU in a notebook? imagine the temp a
> thunderbird would be!

Yes, I would choose a rusoe over a 68000, no problem here.
For low power... I kind of like the strongarm.
I dont really have a sweet spot for transmeta effort, I dont see where it really fit in the
market.
I also see that they are not doing well at all... Could be riding the economic wave, or
just problem
grabing some of the cpu market.

>
> > just to give you an idea, a crusoe TM5600 600MHz running at max power usage deliver
> > 46 sysmark2000 , a 500mhz P3 laptop deliver 115 sysmark2000.
>
> Thats under the x86 codemorphing layer with the optimizations set to
> "don't cache code", The Crusoe is a tricky beast to benchmark,
> especially against it's own codemorphing layer. The codemorphing tends
> to cache the benchmark loops giving unrealistically high scores, so for
> simplicity, it's turned off.

In the end , MMX/SSE/multimedia/3d stuff will probably run many fold faster on a slower mhz
p3
then a crusoe chip.

At this point I would guess that a mobile p3 can render more then a crusoe using the same
amount of
power... Using less power ut performing less is not always an advantage.

>
> > > Can you imagine UAE ported to Crusoe as its code-morphing layer?
> > > incredible.
> >
> > No so sure about that...
>
> It would be wild, a codemorphing layer that abstracts a 68040, and the
> chipset! come to think of it, I wonder if UAE would even be needed?

Their is a diference betwen reformating code (UAE is already doing its own type
'codemorphing')
and doing cycle precisise timing on virtual register set of custom HW on top of that.
Their is alot more stuff in UAE then what transmeta is doing, thats why I never caught on
the hype.

>
> > > Modules could be made for just about ANY old school CPU/platform, and an

> > > OS wouldn't need to be developed for it, as it could run these platforms
> > > OS's natively, maybe even in addition to a custom OS.
> >
> > Their is already so many core running on the x86... From the most obscure to
> > C64 & amigas.
>
> But those are "emulators", Crusoe's codemorphing is a much different
> beast, even x86 is just "codemorphed". c64/Amiga's are running on top of
> Windows/linux on top of x86. The Crusoe wouldn't need a host OS.

Does codemorphing support handling of strobe registers? I dont think transmeta
support emulation of something as complex as the OCS HW register set.
The floppy controler register would need 'HW logic' emulated... etc... Not an easy task.
So you would need to show big revenue to spend all that R&D to emulate decade old HW.

> > > Computer do alot nowdays in term of multimedia because of the power they have.
> > > I'm not so sure intel/amd etc.. just develope for people to run half life at 500FPS.
>
> On the contrary, they'll market them for dumber things, like Intel
> saying it's "New Pentium 4 processor will enhance the web" and going
> on about how the internet will be faster. I always get a kick out of
> that :)

It run flash smoother, it handle better codec like mpeg4 and real, complex web page scrool
smother, it will give higher frame rate in complex java gfx applets, etc, etc...
So in effect, yes the web to an end user look smoother/faster... He can navigate a bit
faster,
scroll complex page with ease.
Use a DSL conection on a pentium clasic and then a pentium4. If you visite media rich web
page you will see a Dramatic diference.

So I can see people getting a new computer when they get braodband.

>
> > > Linux Geeks would love it! (if only because Linus works for transmeta).
> > > Slashdot would pimp the hell out of it, you wouldn't even need to market
> > > it :)
> >
> > > Hell, I'd buy one and just run it as my mail/webserver and
> > > router/firewall. transmeta already has a custom linux distribution
> > > available for it. Not only that, but it could be offered in several
> > > packages, you want WinXP on it? No problem!
>
> > Why would you want to pay for low performance?
> > Run x x86 version of the major OS... run Ti calculator or c64 class stuff under emu
>
> Because emulation would /be/ low performance, the Crusoe running a
> platform under codemorphing is faster than any emulator I've ever seen.
> Show me an x86 emulator that can run Windows faster than the Crusoe can
> under codemorphing/x86. Remember, this is a hobby box, if I want to toy
> with an OS, I want to run it natively, (or a codemorphing facimile
> thereof.)

What OS worth anything doesn't run native on a x86? :)
And how much power do you need to get z80, 6502, 68000, etc.. emulation going on
a gigahertz clas thunderbird?

>
> Plus it's upgradeable (the codemorphing), meaning the platforms it can
> morph will increase over time.

I dont think they have yet to emulate a pentium MMX, they just emulate the basic 486?

>
> > > The market could even be expanded to commercial vendors, it would be a
> > > viable replacement for say, the hardware TiVo uses now. Cable
> > > descramblers, Sattelite receivers, hell, I can think of very little
> > > you couldn't make this thing do.
>
> > You would need native code to do software encoding on that chipat a decent speed.
> > Who would write all that code?
>
> In the case of the Tivo, it's already been written. the Linux/x86
> package is already available customised for the Crusoe, tailored by
> Linus Torvalds himself. In the case of the Satelite reciever, you can
> find the GPL'ed code from a link off of www.satmatrix.com. Kiosk
> software has already been made available for the Crusoe under GPL, so
> has PDA codemorphing for the Palm platform.

What codec did Linus code nativly for the crusoe?!!?!?
Do you have a link on what is in a Tivo box?

>
> The beauty is, if code isn't available, as long as you can produce the
> codemorphing layer, you just reuse your existing code! Case in point,

Thats the whole problem... The chip is just to slow.

> Windows. Windows doesn't run on the Crusoe, because the Crusoe isn't
> x86, it simply pretends to be through abstraction via the codemorphing.
> Hence Windows can run "natively" on a CPU it isn't written for.

Like UAE convert 680x0 to x86. I can take a fresh copy of Amiga OS from a box and
install it on a PC.
The thing is windows will expect some kind of common PC chipset/bios support if
its to ru nout of the box... I dont see the point. Get a mobile P3 to run windows, it
will be faster. Support native MMX/SSE at full speed.

>
> > > R&D required? very little, the hardware is ALL standard, and already
> > > made, produced, and sold, not to mention it already has HUGE "geek
> > > mindshare."
>
> > Cant that be said for the x86 platform?
>
> Only for the case of x86 hardware meant to run x86 software, the Crusoe
> isn't limited to x86.

Aside hacking a new processor, or fiddle around... why would anyone actually
morph to something else then a x86?
For example, can the sony laptop also run MaxOSX with a PPC version of the crusoe code
morphing?

>
> As for the "Geek Mindshare" I think a Crusoe captures more mindshare
> among the HW geeks than x86 does.

I'm a programming geek.. and I got loads of tools for the x86. I also love processing
power.
The crusoe is a just a processor that got its core designed to be emulator friendly... But
aside
emulation is doen't have much to it.

Again, I'm not a fan of that chip because I see no use for it in all common computing form.
PDA, laptop, bookside, desktop, workstation, server... All have better processor already
there for
the picking.

Stephan

4577. Re: ATOS - a new GUI for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-23 03:18:18 UTC
From: DCM01@USA.NET
Message-ID: <3b5b9761.5035398@news.CIS.DFN.DE>
Source record: 35201

On Sun, 22 Jul 2001 20:48:59 GMT, NoOne@FakeEmail.com (Tom Hunt)
wrote:

>overlays. It boots in Sparta but can read and write to the root
>directories of MyDOS and Atari DOS disks. There's still some rough edges
>to it, but I will keep working to improve it.

Please support BW-DOS.

4578. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-23 04:55:09 UTC
From: Joseph Fenn <jfenn@lava.net>
Message-ID: <Pine.BSI.4.30.0107221853300.16641-100000@malasada.lava.net>
Source record: 35202
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

If it were me I would just take the OS of a 486/DX4 and have someone
burn the system into a ROM chip that is in a levered key socket so
easy to remove and replace for upgrades etc. bye bye virus problems!!!
Joe (aka kilroy)

****
* Ham KH6JF MARS QCWA WW2 VET WD RADIO *
****

4579. Re: FREE STUFF!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-23 05:29:45 UTC
From: Keith Olson <spamtrap007@yahoo.com>
Message-ID: <tlnfp78mat7110@corp.supernews.com>
Source record: 35203

```
Or Northern BC, Canada......Oh, wait.....I did <G>

--

Keith Olson

-----------------------------------------------------------------
-
| For the memory of the uncompromisingly righteous is a blessing,
|
| Proverbs 10:7a
|
-----------------------------------------------------------------
-

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
news:20010717165729.24619.00004731@ng-ct1.aol.com...
> or Oklahoma?
>
> >"Gregory D. George" greg@ataritimes.com replied:
>
> >Grrr... Why can't you guys giving away free stuff live in
Florida???
>
> -Ron
>
> Experience is something you don't get until just after you need it.
>
```

4580. 3-D Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-23 05:35:33 UTC
From: Keith Olson <spamtrap007@yahoo.com>
Message-ID: <tlnfp88470dk12@corp.supernews.com>
Source record: 35204

Seeing as how the Atari can call a subroutine every 60th of a second, has anyone ever tried hooking up a pair of Sega Master System 3-D Glasses? It just has a stereo 1/8th plug and you simply alternate applying ??? volts to the left/right sides. i.e. block left side while showing right page/block right side while showing left page. I was going to experiment with one, but I had to sell it. :-(

--

Keith Olson

-
| For the memory of the uncompromisingly righteous is a blessing,
|
| Proverbs 10:7a
|

-

4581. Re: ATOS - a new GUI for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-23 06:58:54 UTC
From: twh1@gmx.de
Message-ID: <3b5bc9d2.3412032@news.dpn.de>
Source record: 35205

On Sun, 22 Jul 2001 20:48:59 GMT, NoOne@FakeEmail.com (Tom Hunt)
wrote:

>Sorry about the server outage. My wife was playing an online game on that
>system and it got hosed up for a while. It's back online now. How is ATOS
>different? Now that the server is back online the best thing might be to
>read all about it. The ATOS core is written in assembly language. It uses
>the object model at the conceptual level. The majority of the various
>accessories were written in CC65. Some were written in MAC/65. It uses
>overlays. It boots in Sparta but can read and write to the root
>directories of MyDOS and Atari DOS disks. There's still some rough edges
>to it, but I will keep working to improve it.

you did a great job with your new ATOS! It's quite interesting to see
new software for our 8-bit atari computer. And after so long, as atari
officaly died!

As for downloading you 2Mb zipped atos-archive, I was very amused to
see a download constantly giving a rate of (and now: hold on!!!) 1042
byte per second!!!!

boah :-)

bye sayz:
-thomsen@munich

--
Thomas Havemeister Student of Business Computer Science
Technical University of Ilmenau

P.S.: Sturz des Zaren & Take those Atarian care!

4582. Re: Is the memory the only difference between 600XL and 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-23 08:07:44 UTC
From: Me <georgezip@btinternet.com>
Message-ID: <4nmnlt883da7gftoknqu9bfqe50v2jqmm2@4ax.com>
Source record: 35206

On Thu, 19 Jul 2001 00:09:52 -0400, MtaMIMI2000 <west@hotmail.com>
wrote:

>>No the 600xl is a smaller footprint and has no monitor conection, but the
>>internals are basically the same!
>>

Why do people keep sayting this, i have a 600XL and it has the same
monitor connection (5 pin DIN) on the back as the 800XL - if it did i
could not use it cus i only have a CM8833 to view on.

Maybe the UK one DID have the monitor but i have heard a lot of people
and WEB sites saying there was no monitor connectino but there WAS/IS.

Brian

4583. Re: Elektraglide

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-23 08:53:25 UTC
From: Mikesan <mikesan@box43.pl>
Message-ID: <p8pnltkfe32sa64bkgjfgetmvciu2scj8r@4ax.com>
Source record: 35207

On Sun, 22 Jul 2001 19:14:38 +0200, Thomas Havemeister <twh1@gmx.de>
wrote:

>Howdy Atarians!

Hi

>But there is still a question to this game: has it an end?! I mean, I
>remember playing it and after a while the car just stops -> well it's
>not the clock, running to zero!! No, it just stops and game restarts.
>
>what do you think?

I finished "ElectraGlide", with help of program "Hack32" (under
Windows) which permits to find in given programme
definite values (eg. time, life, energy) and to freeze them. Game does
not possess unfortunately end - in certain moment leaves oneself from
last of tunnel, screen turns black, game plays short music and
appears menu starting. Game is in fact very coloured, but is lacking
her finishes (greater playbility...)

Mike

>
>-thomsen@munich

4584. Miner 2049'er cheat

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-23 11:37:21 UTC
From: "James E. King" <utah_lanman@yahoo.com>
Message-ID: <9jh29hqji1@news.xmission.com>
Source record: 35208

I'm looking for the code that allows you to jump levels in Miner 2049'er.
Does this cheat work with the ATR version or just the cart?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me email, use utah_lanman@NOSPAM@yahoo.com
Remove "NOSPAM@"

4585. Re: Elektraglide

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-23 11:43:58 UTC
From: paulr@SPAMNOyep.com
Message-ID: <3b5c0c64.12562103@news.virgin.net>
Source record: 35209

As I recall there are three circuits to choose from and each one 'forks' at a certain point, so there are six possible destinations.

I persevered with this game for hours and eventually managed to reach all six finish points (without cheating!).

As stated in the previous post the prize for all this effort is a brief increasing-pitch sound, a blacked out screen and then back to the menu. It was a bit disappointing, but as they say the fun was in the taking part. I can still remember physically ducking when one of those big boulders was bouncing towards me!

As an aside, I also thought "The Last V8" was pretty easy to complete but some people didn't?

Rgds
Paul

4586. Re: Elektraglide

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-23 11:46:54 UTC
From: twh1@gmx.de
Message-ID: <3b5c0e37.20921024@news.dpn.de>
Source record: 35210

On Mon, 23 Jul 2001 10:53:25 +0200, Mikesan <mikesan@box43.pl> wrote:

>>what do you think?
>
>I finished "ElectraGlide", with help of program "Hack32" (under
>Windows) which permits to find in given programme
>definite values (eg. time, life, energy) and to freeze them. Game does
>not possess unfortunately end - in certain moment leaves oneself from
>last of tunnel, screen turns black, game plays short music and
>appears menu starting. Game is in fact very coloured, but is lacking
>her finishes (greater playbility...)

yes ... too bad, because this is one those games, where the atari
version has much better graphics than the c64 port.

and thinking of Elektraglide could be a good base for doing a real
"Test Drive" on our small 8-bitties :-)

bye sayz:
-thomsen@munich

--
Thomas Havemeister Student of Business Computer Science
Technical University of Ilmenau

P.S.: Sturz des Zaren & Take those Atarian care!

4587. Re: Elektraglide

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-23 12:39:20 UTC
From: Cruiser7 <Cruiser7@nospam.com>
Message-ID: <3B5C1AF8.20707@nospam.com>
Source record: 35211

Paul Rixon wrote:

> As I recall there are three circuits to choose from and each one
> 'forks' at a certain point, so there are six possible destinations.
>
> I persevered with this game for hours and eventually managed to reach
> all six finish points (without cheating!).
>
> As stated in the previous post the prize for all this effort is a
> brief increasing-pitch sound, a blacked out screen and then back to
> the menu. It was a bit disappointing, but as they say the fun was in
> the taking part. I can still remember physically ducking when one of
> those big boulders was bouncing towards me!
>
> As an aside, I also thought "The Last V8" was pretty easy to complete
> but some people didn't?
>
> Rgds
> Paul

There's a game about drinking vegetable juice? That, my friends, is why
I so love the 1980's and Atari computers.

Cruiser 7

4588. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-23 13:47:42 UTC
From: SG <sg@erols.com>
Message-ID: <3B5BE2D3.MD-1.4.4.sg@erols.com>
Source record: 35212
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Bill Hoggett<bill_hoggett@lineone.net> wrote:

> On Sun, 22 Jul 2001 15:40:16 -0700, "Stephan Schaem"
> <tthai@mindspring.com> wrote:
>
> >
> >"James Coupe" <james@zephyr.org.uk> wrote in message
news:lq7ZHxLX0lW7Ewzf@gratiano.zephyr.org.uk...
> >> In message <tlkmt3ej412jc7@corp.supernews.com>, Stephan Schaem
> >> <tthai@mindspring.com> writes
> >> >I think if the design can fit in a 6x3x1 inch format with a color LCD a few people
would buy them.
> >>
> >> Would the computers come with a news-reader that prohibited top-posting,
> >> too?
> >
> >Anything possible... maybe even refuse to post message with signature 4 time longer then
the
> >message itself? Keep your great idea coming!
>
> Here's another one: use a newsreader that uses a decent maximum
> line-length, but you don't give a hoot for good netiquette, do you?
> All you want to do is troll.

Real newsreaders even let you change the line length as you type.

Well, I guess that should actually be, "real OSs," since the key to
that is being able to change prefs on the fly while you use programs.

Multitasking: try to imagine it.
--

Steve.

4589. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-23 16:00:09 UTC
From: graham@aledrinker.co.uk
Message-ID: <6172ee17.0107230800.806c967@posting.google.com>
Source record: 35213
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

> For the sake of argument let's suppose you could design a next generation
> $300 homecomputer. The goal is to make a userfriendly machine for general
> use and for hobbyists. How would such a system look?

I may be late to the thread, but anyway...

I don't think that people will be willing to pay $300 for an appliance (as such a computer would be). You have to look at what the current market wants. There are a million and one Internet boxes (the Bush Internet TV is one at ï¿½79, or about $100) that do Internet, email, etc. Not much use for writing a letter or playing games though.

Assuming that you have been given a Government contract to make sub $300 boxes for poor people to enable the Internet revolution and increase education,etc (a realistic modern aim?) then what would you want?

Integration is the name of the game. So is simplicity. It won't have a DVD drive, but it will have a CD drive. It won't have a 40GB HD, but it might have end of line never-sold 5~10GB HDs. It will have built-in modem and ethernet. It will have built-in graphics and audio. It must display to a TV, but a monitor is an option. Expansion ports kept to a minimum (4 USB, no serial, parallel, etc). Internal expansion not necessary. CPU power needs to be adequate, not good.

If you are building 1m boxes, you would sign a contract with Asus/ABit/etc to get low end motherboards with the features that you want only, in the form factor that you want. Use a cheap processor (in quantity, the Via C3 would be good - I bet you could get 600MHz C3 processors in quantity for ~$25 each). Integrated motherboard would be $40 with a $15 chipset (SiS630) and minimal components. Hard drive would be ~$50. CD ~$20. No floppy.

Motherboard (+modem, network, audio, graphics): $40
Processor: $25
Hard Drive: $50
CD: $20
Case (custom): $20
Keyboard: $5
Mouse: $5

As for the operating system - a free one would make sense, however a simple for dummies interface should be employed. The Linux kernel

could be used, with a graphical interface that lets the user run applications and set up the device, but isn't a scary UI. Big icons on the screen, one for each application. Basically the Palm launcher I reckon. Modified applications could be used that didn't prompt the user about where to save the document, but just saved it safely, and when you wanted to open a document, it would just show the user the list of documents that they had previously created. Disable downloads from the Internet except from the device makers, where new apps can be downloaded only (use a special tool, perhaps).

On the other hand, just use a Pace Digital TV set-top box, with built-in PowerVR technology (a la Dreamcast). As non-digital TV will be eradicated in about 6 years anyway, why not lever a device that everyone will need in their house at one point or another?

Graham

4590. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-23 16:06:50 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <QfpEqNZauEX7Ewu7@gratiano.zephyr.org.uk>
Source record: 35215
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <6172ee17.0107230800.806c967@posting.google.com>, Graham <graham@aledrinker.co.uk> writes
>Assuming that you have been given a Government contract to make sub
>$300 boxes for poor people to enable the Internet revolution and
>increase education,etc (a realistic modern aim?) then what would you
>want?

A clockwork powered computer for the third world.

--
James Coupe PGP Key: 0x5D623D5D
"Surely somewhere out there there's a woman who's EBD690ECD7A1F
been sodomized by her father and is capable of B457CA213D7E6
composing a few coherent sentences on the subject." 68C3695D623D5D

4591. Re: Elektraglide

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-23 16:08:36 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <BXX67.24$mB3.3755@news3.oke.nextra.no>
Source record: 35163

> As an aside, I also thought "The Last V8" was pretty easy to complete
> but some people didn't?

That's me :-/ I can't get more than a few turns and time runs out! Any hints
?

4592. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-23 16:12:51 UTC
From: graham@aledrinker.co.uk
Message-ID: <6172ee17.0107230812.10a8f714@posting.google.com>
Source record: 35214
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

> I, not a company or else, can by a 700mhz AMD processor for 24$.
> That doesn't seem 'far too expensive' to me. Those processor rocks!

I would also say that this was a great processor for a device.

> > As OS? (Linux is a dead giveaway, but there also other OS's out there)
> Linux, why not. .. oh yea. You mentioned userfriendly. so thats a nono.

Linux is a kernel. The "Gnome OS" and the "KDE OS" are not
userfriendly enough! Get the Linux Kernel (or FreeBSD kernel, etc),
get QT embedded or GTK/Framebuffer, and create a custom, Palm UI like,
interface that is simple to use.

> > Amount of memory? (RAM and ROM)
> 256meg RAM. 8K EPROM

128Meg will be enough - $9 in bulk apparently. EPROM?

> > Graphic and Sound?
> Geforce2

Waaaay too expensive for a $300 device, unless you were going to sell
it for a $200 loss (XBox).

> > Network capabilities? (internet capable)
> 100BT

Part of most integrated chipsets anyway.

> > Plug in capabilities (remember you're making it as cheap as possible so
> > modems, CD-Roms, HD's are all extras)
> CDRW

Not for a $300 device. Depending on the market for the device, either
a DVD drive or a CD-ROM.

> Take a look at the XBox.

$500 of hardware sold at a $200 loss. With out-of-date processors
donated for free by Intel. The chipset alone would cost $120+ (if a
GeForce 2 MX enabled chipset sells for $90 [nForce], then a GeForce3.5
enabled chipset will cost at least $30 more - more like $50 more).
Motherboard is CPU, Northbridge, Southbridge, 4 USB ports, Ethernet,
Modem, and IDE channel - very cut down to reduce costs.

Graham

4593. Re: Miner 2049'er cheat

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-23 19:51:41 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010723155141.29046.00001408@ng-ch1.aol.com>
Source record: 35216

It should do for both...

1) copy Big 5 phone # from opening screen
2) hop up on the girder to avoid the mutant at the bottom of level 1
3) type in the phone #
4) now Shift + any digit (1 to 0) whisks you to that level 1 to 10. I have heard that if you are quick on the keys and execute it before you hit the ground, that Shift + current level can avoid death and save a life when free falling from an excess height.

>James E. King utah_lanman@yahoo.com asked:

>I'm looking for the code that allows you to jump levels in Miner 2049'er.
>Does this cheat work with the ATR version or just the cart?

-Ron

Experience is something you don't get until just after you need it.

4594. Re: Is the memory the only difference between 600XL and 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-23 20:03:41 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010723160341.29046.00001412@ng-ch1.aol.com>
Source record: 35218

The 600XL was described in official Atari releases as lacking the monitor jack.
This was confirmed in Antic and Analog reviews and all of the units I have
seen. Plus the video circuitry is supposedly incomplete on the 600XL boards
such that the monitor jack cannot be easily patched in.

Yours is rare unless Sunnyvale modified their plans for that market.

>Me georgezip@btinternet.com

>Why do people keep sayting this, i have a 600XL and it has the same
>monitor connection (5 pin DIN) on the back as the 800XL - if it did i
>could not use it cus i only have a CM8833 to view on.
>
>Maybe the UK one DID have the monitor but i have heard a lot of people
>and WEB sites saying there was no monitor connectino but there WAS/IS.

-Ron

Experience is something you don't get until just after you need it.

4595. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-23 20:04:31 UTC
From: Mark Keates <mark@mkeates.f9.co.uk>
Message-ID: <kv%67.126$6w2.20897@wards>
Source record: 35217
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"James Coupe" <james@zephyr.org.uk> wrote in message
news:QfpEqNZauEX7Ewu7@gratiano.zephyr.org.uk...
> In message <6172ee17.0107230800.806c967@posting.google.com>, Graham
> <graham@aledrinker.co.uk> writes
> >Assuming that you have been given a Government contract to make sub
> >$300 boxes for poor people to enable the Internet revolution and
> >increase education,etc (a realistic modern aim?) then what would you
> >want?
>
> A clockwork powered computer for the third world.
>

It exists already (although the Dimm version is still expensive,
but the Simm version is $300!)

http://www.uclinux.com/hand-powered_web_server/index.html

4596. FA: 54 Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-23 20:34:04 UTC
From: tommy_watt@hotmail.com
Message-ID: <4aa9eb42.0107231234.550c2646@posting.google.com>
Source record: 35219

30 Rare/Uncommon Atari Games

Bid on it at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1258152723

24 Classic Atari Games

Bid on it at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1258180636

Thanks,

Tommy

4597. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-23 21:13:08 UTC
From: Chris Young <unsatisfactory@bigfoot.com>
Message-ID: <3B5CA174.MD-1.4.15.unsatisfactory@bigfoot.com>
Source record: 35220
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Thu, 12 Jul 2001 23:23:59 -0400, Bob Retelle (of comp.sys.sinclair "fame")
wibbled on for an age:

> It would probably look very much like the e--Machines system I just
> bought my daughter to take to college with her.
[...]
> The price is in the $300 ball park and it's a system she'll be
> familiar with and can make instant use of. The software it runs will
> be compatible with most people she runs into in college. It has a
> software base that no new computer could challenge for decades.

"decades"? Slightly optimistic perhaps. Look back a decade. Find a
good software base. Is this still a good software base? No? I rest
my case.

> ROM is nice, but restrictive. Atari was hobbled by the difficulty of
> releasing bug fixes to its TOS operating system because the OS was in
> ROM. (Well, that was one of the reasons.) But it was VERY nice to
> have the system boot in seconds.

Dodgy OS. If it was better designed, it would be able to have been
patched in software after the boot process. (see Setpatch)

Chris
--
+---+
| Unsatisfactory Software - "because it is" |
| http://www.unsatisfactory.freeserve.co.uk |
| Your Sinclair: A Celebration |
+-- http://www.ysac.cjb.net/ --ICQ:28784166-+

4598. Re: ATOS - a new GUI for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-23 21:58:42 UTC
From: NoOne@FakeEmail.com
Message-ID: <90E7B8D7CCTHEnterprises@205.212.123.11>
Source record: 35221

DCM01@USA.NET (Daniel Miller) wrote in
<3b5b9761.5035398@news.CIS.DFN.DE>:
>
>Please support BW-DOS.

I would love to. Could you please tell me if there is an equivalent vector in BW-DOS as the VCOMND vector in Sparta? From what I can see that is the only thing that would need to be changed to make ATOS compatable with BW-DOS. I haven't tried this yet, but there's a possiblility that a program could could accomplish the same sort of thing by intercepting control by first changing $a/$b to point to a command pre-processor.

Best,
Tom

4599. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-23 22:35:34 UTC
From: Don Judy <hsaller@epix.net>
Message-ID: <3B5CA829.8F9021E2@epix.net>
Source record: 35224
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Cantrell wrote:
>
>
> I just got a PDP-11. Those machines really *were* used for
> controlling nuclear reactors. Amongst other things. Mine, however,
> never did anything more glamourous than routing parcels for a
> nationwide courier service.

If it was used at 3-Mile Island in March 1979 it would be a star!
Or at least notorious. There's nothing like having the morning
traffic report contain a reference to a nuclear catastrophe.
That'll wake you up.

dj

4600. Re: Is the memory the only difference between 600XL and 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-23 22:48:25 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c113ca$aba19720$031ea8c0@p400>
Source record: 35225

RHamiIton5 <rhamiiton5@aol.comedy.com> wrote

: The 600XL was described in official Atari releases as lacking the monitor
jack.

: Yours is rare unless Sunnyvale modified their plans for that market.

I have a few 600XL's laying around, all WITH a monitor-jack on the back.
These are all PAL systems. I do know the jack is lacking one connection
compared to the 800XL (composite chroma?).

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

4601. Re: FA: 54 Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-23 23:20:59 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010723192059.10806.00000758@ng-fu1.aol.com>
Source record: 35226

Aaarrrggg... that was all 2600 stuff!

>tommy_watt@hotmail.com (Tommy Watt)

>30 Rare/Uncommon Atari Games
>
>Bid on it at:
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1258152723
>
>24 Classic Atari Games
>
>Bid on it at:
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1258180636

-Ron

Experience is something you don't get until just after you need it.

4602. Re: ATOS - a new GUI for the Atari 8-bi

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-23 23:54:28 UTC
From: ebaiz@skyenet.net
Message-ID: <UO277.995$cE1.1433@newsfeed.slurp.net>
Source record: 35227

Hello,

I converted the 16meg ATR file in a 4meg DI file for use with 800XLDJ.
The DI image would load in. The program complain of not enough memory.
I guess the program does not use memory of the computer it is running
on. It looks like I will have to split up the files and put them on
separate disks.

If I wanted to do that Tom, what files should go on which disk? Let's
say I want to split them up between four disks.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4603. Re: Elektraglide

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-24 00:25:01 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <9o177.54$y73.3574@nnrp1.sbc.net>
Source record: 35222

Cruiser7 wrote in message <3B5C1AF8.20707@nospam.com>...
>

>> As an aside, I also thought "The Last V8" was pretty easy to complete
>> but some people didn't?
>>
>> Rgds
>> Paul
>
>There's a game about drinking vegetable juice? That, my friends, is why
>I so love the 1980's and Atari computers.
>
>Cruiser 7
>

They should've named it the last A8!

Mo

4604. Mindlink

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-24 00:26:55 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <Wp177.55$y73.3741@nnrp1.sbc.net>
Source record: 35223

Hello, I saw a vintage commercial for the Atari Mindlink and was wondering-
was this ever released? I've never seen one and it looks pretty cool! It's
like a headset you wear that reads your face or something, works like a
joystick I guess. Probably vaporware, I was just curious. Mo

4605. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-24 00:31:27 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.13e33ad0e6900adc989689@news-server.nc.rr.com>
Source record: 35228
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
In article <tln0ubc06v1g89@corp.supernews.com>, tthai@mindspring.com
says...
>
> "David Ogg" <davidogg@nc.rr.com> wrote in message
news:MPG.13e2c36ea28bbffc989686@news-server.nc.rr.com...
> > In article <tlcvenh9gb1d9a@corp.supernews.com>, tthai@mindspring.com
> > says...
> > >
> > > "David Ogg" <davidogg@nc.rr.com> wrote in message
news:MPG.13dd9c209377d2c989684@news-server.nc.rr.com...
> > > > In article <PXD47.853$bl.47003@news.siol.net>, brankob@avtomatika.com
> > > > says...
> > > > >
> > > > > >
> > > > > > Besides, isn't the 6502 limited to 64kB chunks. Apple simply
> > > > > > implemented some sort of paging mechanism to access the 128kB found
> > > > > > in later models (IIe/IIc). Likewise for the 192kB card which I
> > > > > > have lying around here, somewhere. (Though my understanding is
> > > > > > the 1MB card for the 8-bit machines used some sort of window into
> > > > > > memory.)
> > > > > >
> > > > > > Byron.
> > > > > >
> > > > > >
> > > > > Why not using 80386, then ? It has it all- MMU and segmented adressing, and
> > > > > one
> > > > > even gets a several 100's bytes of cache ? ;o)
> > > > >
> > > > How about Transmeta's Crusoe? This would outsell everything mentioned
> > > > thus far I guarantee it. It can emulate anything, including x86 at
> > > > native speed!
> > > >
> > > I dont think thats true. The transmeta chip only deliver a fraction of the
performance
> > > of a core like the thunderbird at the same mhz.
> > > And you can go in a shop and buy a single chip for under 90$ (the 1.2 gigahertz
part).
> > > But then you can get a 750mhz similare core (Duron) for 25$... thats your price.
> > >
> > A notebook CPU costs more than that, heck I can't even find a price for
> > comparison. You just couldn't use one of those furnaces in a book-size
```

> > unit.
>
> Actually the 750mhz part should run 'cool', also you can run it at 400mhz and remove on chip active cooling?.
> I put 533mhz celeron in booksize computer and they where fine. a 750mhz duron would be cake.
>
> >
> > > I dont see the point in using a much slower chip like the transmeta crusoe for a desktop/booksize PC.
> >
> > But it would be a HELL of a lot faster than the 68000/Timex
> > Sinclair/6502 relics others are suggesting, and it runs without a
> > heatsink. You ever felt the CPU in a notebook? imagine the temp a
> > thunderbird would be!
>
> Yes, I would choose a rusoe over a 68000, no problem here.
> For low power... I kind of like the strongarm.
> I dont really have a sweet spot for transmeta effort, I dont see where it really fit in the market.
> I also see that they are not doing well at all... Could be riding the economic wave, or just problem
> grabing some of the cpu market.

The problem is it's a niche market, albeit an expanding one. They don't
even plan to break even for 5 years. I don't ever see them taking over
any desktop market, however, for low-power applications with platform
legacy requirements, you can't beat em.

> > > just to give you an idea, a crusoe TM5600 600MHz running at max power usage deliver
> > > 46 sysmark2000 , a 500mhz P3 laptop deliver 115 sysmark2000.
> >
> > Thats under the x86 codemorphing layer with the optimizations set to
> > "don't cache code", The Crusoe is a tricky beast to benchmark,
> > especially against it's own codemorphing layer. The codemorphing tends
> > to cache the benchmark loops giving unrealistically high scores, so for
> > simplicity, it's turned off.
>
> In the end , MMX/SSE/multimedia/3d stuff will probably run many fold faster on a slower mhz p3
> then a crusoe chip.

Oh, yea, no question about it, but then, this isn't a desktop machine
we're talking about. x86 on the desktop is king.

> At this point I would guess that a mobile p3 can render more then a crusoe using the same amount of
> power... Using less power ut performing less is not always an advantage.

Not on a desktop or server machine, but then thats not where any sane
person would dream of sticking one of these anyway. The goal is a
slightly higher platform abstraction, and slightly lower power

consumption.

> > > > Can you imagine UAE ported to Crusoe as its code-morphing layer?
> > > > incredible.
> > >
> > > No so sure about that...
> >
> > It would be wild, a codemorphing layer that abstracts a 68040, and the
> > chipset! come to think of it, I wonder if UAE would even be needed?
>
> Their is a diference betwen reformating code (UAE is already doing its own type
'codemorphing')
> and doing cycle precisise timing on virtual register set of custom HW on top of that.
> Their is alot more stuff in UAE then what transmeta is doing, thats why I never caught on
the hype.

(%me% knows nothing about the internals of UAE so I'm not going there)

> > > > Modules could be made for just about ANY old school CPU/platform, and an
> > > > OS wouldn't need to be developed for it, as it could run these platforms
> > > > OS's natively, maybe even in addition to a custom OS.
> > >
> > > Their is already so many core running on the x86... From the most obscure to
> > > C64 & amigas.
> >
> > But those are "emulators", Crusoe's codemorphing is a much different
> > beast, even x86 is just "codemorphed". c64/Amiga's are running on top of
> > Windows/linux on top of x86. The Crusoe wouldn't need a host OS.
>
> Does codemorphing support handling of strobe registers? I dont think transmeta
> support emulation of something as complex as the OCS HW register set.
> The floppy controler register would need 'HW logic' emulated... etc... Not an easy task.
> So you would need to show big revenue to spend all that R&D to emulate decade old HW.

Not any more than it took them to write the codemorphing abstraction for
x86, from what I hear, the x86 architecture was a real bitch with all
the registers they had to emulate, I think the reason they emulate a 486
is because those registers were documented. That was the reason NASA
gave for using the 486 as well, access to documentation. Transmeta then
had to provide a BIOS as well, as part of the morph abstraction.

A big part of the R&D has already been worked out by others already, I'm
sure AROS/UAE technology could be used. I know UAE is free under the GNU
GPL license, not sure about AROS.

> > > > Computer do alot nowdays in term of multimedia because of the power they have.
> > > > I'm not so sure intel/amd etc.. just develope for people to run half life at
500FPS.
> >
> > On the contrary, they'll market them for dumber things, like Intel
> > saying it's "New Pentium 4 processor will enhance the web" and going
> > on about how the internet will be faster. I always get a kick out of

> > that :)
>
> It run flash smoother, it handle better codec like mpeg4 and real, complex web page
scrool
> smother, it will give higher frame rate in complex java gfx applets, etc, etc...
> So in effect, yes the web to an end user look smoother/faster... He can navigate a bit
faster,
> scroll complex page with ease.
> Use a DSL conection on a pentium clasic and then a pentium4. If you visite media rich web
> page you will see a Dramatic diference.

Sure, but what they said was that the SIMD instructions new to the P3
would speed up DSP code, making software modems faster. I think alot of
people somehow thought that they could upgrade their dial-up connection
by upgrading their processor. ;) It's true the SIMD instructions do
include DSP specific instructions, but I doubt anyone would notice on a
dial-up software modem anyway, and I don't think the network card
drivers will benefit from SIMD at all, since there's no DSP taking place
anyway.

> So I can see people getting a new computer when they get braodband.
>
> >
> > > > Linux Geeks would love it! (if only because Linus works for transmeta).
> > > > Slashdot would pimp the hell out of it, you wouldn't even need to market
> > > > it :)
> > >
> > > > Hell, I'd buy one and just run it as my mail/webserver and
> > > > router/firewall. transmeta already has a custom linux distribution
> > > > available for it. Not only that, but it could be offered in several
> > > > packages, you want WinXP on it? No problem!
> >
> > > Why would you want to pay for low performance?
> > > Run x x86 version of the major OS... run Ti calculator or c64 class stuff under emu
> >
> > Because emulation would /be/ low performance, the Crusoe running a
> > platform under codemorphing is faster than any emulator I've ever seen.
> > Show me an x86 emulator that can run Windows faster than the Crusoe can
> > under codemorphing/x86. Remember, this is a hobby box, if I want to toy
> > with an OS, I want to run it natively, (or a codemorphing facimile
> > thereof.)
>
> What OS worth anything doesn't run native on a x86? :)
> And how much power do you need to get z80, 6502, 68000, etc.. emulation going on
> a gigahertz clas thunderbird?

;) If it's meant to run Windows/Linux/Solaris ect. and sit on my desk,
give me my Athlon 1400/266 768MB DDR MSI-K7T-Master w/raid box anyday,
but this is a smaller, possibly battery-only portable hobby thing here
meant to be multi purpose webpad/PDA/portable what have you, it would
have to be very flexible in what you could do with it and where you

could bring it, so as not to become so "niche" that noone buys it.

The reason I see Crusoe as a good match for a project like this is that
it sort of combines a dozen or so pre-existing niche markets into one
market that could be sold the same hardware. There's already a market
for a low-power webpad, and people are willing to pay $2300 for them
(check out Slashdot's submissions for saturday) there's already a market
for PDA's, and Crusoe is faster than anything in most PDA's right now.
portable units for inventory and UPS/shipping are already being sold,
for anywhere between $400-$1000.

Hell, Transmeta's Crusoe, running at 633MHz, is already being used in
very-low power servers, running on 7 watts (idle) to 15 watts (max load)
http://www.transmeta.com/everywhere/products/servers/rlxtechnologies/rlxtechnologies_syste
m324.html

(this link may wrap, my newsreader sucks)

> > Plus it's upgradeable (the codemorphing), meaning the platforms it can
> > morph will increase over time.
>
> I dont think they have yet to emulate a pentium MMX, they just emulate the basic 486?

I think your right.

> > > > The market could even be expanded to commercial vendors, it would be a
> > > > viable replacement for say, the hardware TiVo uses now. Cable
> > > > descramblers, Sattelite receivers, hell, I can think of very little
> > > > you couldn't make this thing do.
> >
> > > You would need native code to do software encoding on that chipat a decent speed.
> > > Who would write all that code?
> >
> > In the case of the Tivo, it's already been written. the Linux/x86
> > package is already available customised for the Crusoe, tailored by
> > Linus Torvalds himself. In the case of the Satelite reciever, you can
> > find the GPL'ed code from a link off of www.satmatrix.com. Kiosk
> > software has already been made available for the Crusoe under GPL, so
> > has PDA codemorphing for the Palm platform.
>
> What codec did Linus code nativly for the crusoe?!!?!?
> Do you have a link on what is in a Tivo box?

http://www.tivo.com/linux/index.html

They released their power-PC linux mods as per the GPL.
Since the mods were developed by TiVo themselves, they already have the
codec source, all they would need to do is recompile for Linus's
"Transmeta distrobution" (maybe not even).

If Transmeta releases a PowerPC codemorphing layer (or someone makes
one) they wont even need to do that. This would probably interest TiVo
greatly, as they already stated they wish to make their money from

selling the subscription, not the hardware.

> > The beauty is, if code isn't available, as long as you can produce the
> > codemorphing layer, you just reuse your existing code! Case in point,
>
> Thats the whole problem... The chip is just to slow.

yes for a desktop, but for the applications and the specs of this
project, it far exceeds what the alternatives can do, and will still be
in the "desktop speed ballpark", unlike a z80/68000 ;)

> > Windows. Windows doesn't run on the Crusoe, because the Crusoe isn't
> > x86, it simply pretends to be through abstraction via the codemorphing.
> > Hence Windows can run "natively" on a CPU it isn't written for.
>
> Like UAE convert 680x0 to x86. I can take a fresh copy of Amiga OS from a box and
> install it on a PC.

You mean you can install windows, install UAE, install AmigaOS, if you
were buying something specifically to do things like run AmigaOS, why
would you fudge around with windows? Heck, the best way to have a
desktop Amiga is to get an Amiga desktop anyway ;)

> The thing is windows will expect some kind of common PC chipset/bios support if
> its to ru nout of the box... I dont see the point. Get a mobile P3 to run windows, it
> will be faster. Support native MMX/SSE at full speed.
>
> >
> > > > R&D required? very little, the hardware is ALL standard, and already
> > > > made, produced, and sold, not to mention it already has HUGE "geek
> > > > mindshare."
> >
> > > Cant that be said for the x86 platform?
> >
> > Only for the case of x86 hardware meant to run x86 software, the Crusoe
> > isn't limited to x86.
>
> Aside hacking a new processor, or fiddle around... why would anyone actually
> morph to something else then a x86?
> For example, can the sony laptop also run MaxOSX with a PPC version of the crusoe code
morphing?

The Sony laptop was made as an x86 laptop, this project isn't about
making a Windows98 laptop, they exist already.

> > As for the "Geek Mindshare" I think a Crusoe captures more mindshare
> > among the HW geeks than x86 does.
>
> I'm a programming geek.. and I got loads of tools for the x86. I also love processing
power.
> The crusoe is a just a processor that got its core designed to be emulator friendly...
But aside

> emulation is doen't have much to it.
>
> Again, I'm not a fan of that chip because I see no use for it in all common computing form.
> PDA, laptop, bookside, desktop, workstation, server... All have better processor already there for
> the picking.

The project needs something that can do them all, at whim. No general purpose device will ever outperform a specifically desined for a purpose device, thats why we use 1400MHz Athlons to play games and 33MHz Dragonballs to sync our palms. but neither one of those would be very good at both ;)

You can play Quake on a Crusoe, and still remain at only 2 watts. The same beast will run linux, and can scale down to less and be walked around like a PDA.

It's not something that would replace the desktop, but an extension of it, replacing possibly our webpads, mp3/Rio's, PDA's, pagers, inventory interface units, ect with a common device/platform. It might even slightly eat into the laptop market as alot of people only "need" a laptop for trivial things anyway.

>
> Stephan
>

--David
But then again maybe not.
Boycott Adobe! www.eff.com

4606. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-24 00:31:28 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.13e33c8c560ba86898968a@news-server.nc.rr.com>
Source record: 35229
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <u1n6lt0a1dgld8ifql8b0of6mh3ftthja5@4ax.com>,
bill_hoggett@lineone.net says...
> On Mon, 16 Jul 2001 15:53:00 -0500, "Dave R." <watson@enteract.com>
> wrote:
>
> >On Mon, 16 Jul 2001, James Alexander wrote:
> >
> >> gigahertz processor systems aren't readily available yet. oh and don't
> >> forget, where I live, retail on windows is $300 by itself. Are you really so
> >> STUPID to believe any vendor will sell you windows and give you the hardware
> >> on which to run it for FREE?
> >
> >A vendor, however, will be paying for OEM Windows, not retail. The OEM
> >version is usually much cheaper, but with stricter licensing (i.e. must be
> >sold with a computer, can't be installed on another PC, etc.). So, figure
> >US$50-$75 for Windows, maybe even less.
>
> Is this after the new licensing scheme comes into effect?

This is now, OEM windows in 5 packs can be gotten from Ingram Micro for
about $80, and Ingram is one of those vendors thats usually more
expensive, but they have everything.

We used to be able to sell OEM Windows with just a Mobo or HDD, but now
they require a full booting machine (or parts that could make one)

4607. Re: Mindlink

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-24 00:43:19 UTC
From: Russ Perry Jr <slapdash@enteract.com>
Message-ID: <slapdash-556BAB.19431923072001@news.enteract.com>
Source record: 35230

"Mo" <mygranny@'nospam'swbell.net> wrote:
> Hello, I saw a vintage commercial for the Atari Mindlink and was
> wondering- was this ever released?

Nope, it wasn't. The controller and a game or two HAVE shown up
in prototype form though.

> I've never seen one and it looks pretty cool!

It was interesting, I admit.

> It's like a headset you wear that reads your face or something,
> works like a joystick I guess.

It may have only done left, right, fire?? It's a headband that
reads the electrical impulses from your forehead/temples when
you "think" a particular direction (or just scrunch the muscles
on that side of the head).
--
//*===++
|| Russ Perry Jr 2175 S Tonne Dr #114 Arlington Hts IL 60005 ||
|| 847-952-9729 slapdash@enteract.com VIDEOGAME COLLECTOR! ||
++===*//

4608. Re: ATOS - a new GUI for the Atari 8-bi

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-24 01:31:16 UTC
From: NoOne@FakeEmail.com
Message-ID: <90E7D5A8DCTHEnterprises@205.212.123.11>
Source record: 35231

ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote in
<UO277.995$cE1.1433@newsfeed.slurp.net>:

>It looks like I will have to split up the files and put them on
>separate disks.
>
>If I wanted to do that Tom, what files should go on which disk? Let's
>say I want to split them up between four disks.
>

I would start by moving the >desktop>wnd> directory and files to one of the
other drives. After that you'll have to edit the desktop.cfg file. In it
you'll have to change the "1" in the "drive for windows files" to the new
drive number.

If ATOS is complaining while it is running about "overlays" then you can
move the >desktop>overlays directory over to another drive. You'll have to
change the "drive for overlays" entry in the desktop.cfg file for it also.

You can save alot of space on D1: by moving the >UTT> directory and it's
files to one of the other drives. You'll have to edit the D1:>PATH.SYS so
that the "D1:>UTT>" is changed to the correct drive.

If you need more space than this then let me know and we can take another
look at it.

Best,
Tom

4609. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-24 03:59:08 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tlpsk6fkn0qj16@corp.supernews.com>
Source record: 35232
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"David Ogg" <davidogg@nc.rr.com> wrote in message
news:MPG.13e33ad0e6900adc989689@news-server.nc.rr.com...
> In article <tln0ubc06v1g89@corp.supernews.com>, tthai@mindspring.com
> says...
> > > But those are "emulators", Crusoe's codemorphing is a much different
> > > beast, even x86 is just "codemorphed". c64/Amiga's are running on top of
> > > Windows/linux on top of x86. The Crusoe wouldn't need a host OS.
> >
> > Does codemorphing support handling of strobe registers? I dont think transmeta
> > support emulation of something as complex as the OCS HW register set.
> > The floppy controler register would need 'HW logic' emulated... etc... Not an easy
task.
> > So you would need to show big revenue to spend all that R&D to emulate decade old HW.
>
> Not any more than it took them to write the codemorphing abstraction for
> x86, from what I hear, the x86 architecture was a real bitch with all
> the registers they had to emulate, I think the reason they emulate a 486
> is because those registers were documented. That was the reason NASA
> gave for using the 486 as well, access to documentation. Transmeta then
> had to provide a BIOS as well, as part of the morph abstraction.

The x86 is nasty that way... its *backward* compatible that to make something 100%
x86 compatible take a huge effort. (I also admire AMD for this... and in turn Transmeta)

>
> A big part of the R&D has already been worked out by others already, I'm
> sure AROS/UAE technology could be used. I know UAE is free under the GNU
> GPL license, not sure about AROS.

I'm not sure their is a market... but if their was, AMD could also make their processor
emulator friendly by adding so facilities to it.?

>
> > > > > Computer do alot nowdays in term of multimedia because of the power they have.
> > > > > I'm not so sure intel/amd etc.. just develope for people to run half life at
500FPS.
> > >
> > > On the contrary, they'll market them for dumber things, like Intel
> > > saying it's "New Pentium 4 processor will enhance the web" and going
> > > on about how the internet will be faster. I always get a kick out of
> > > that :)
> >

> > It run flash smoother, it handle better codec like mpeg4 and real, complex web page scrool
> > smother, it will give higher frame rate in complex java gfx applets, etc, etc...
> > So in effect, yes the web to an end user look smoother/faster... He can navigate a bit faster,
> > scroll complex page with ease.
> > Use a DSL conection on a pentium clasic and then a pentium4. If you visite media rich web
> > page you will see a Dramatic diference.
>
> Sure, but what they said was that the SIMD instructions new to the P3
> would speed up DSP code, making software modems faster. I think alot of
> people somehow thought that they could upgrade their dial-up connection
> by upgrading their processor. ;) It's true the SIMD instructions do
> include DSP specific instructions, but I doubt anyone would notice on a
> dial-up software modem anyway, and I don't think the network card
> drivers will benefit from SIMD at all, since there's no DSP taking place
> anyway.

I dont think you will see benefit at that level (packet thruput). Maybe a tiny, tiny bit by using the cache control insruction. But nothing to advertize about.
The web is vague enought that intel can be doing this compain in reference to the execution of the web data received.

> > > Because emulation would /be/ low performance, the Crusoe running a
> > > platform under codemorphing is faster than any emulator I've ever seen.
> > > Show me an x86 emulator that can run Windows faster than the Crusoe can
> > > under codemorphing/x86. Remember, this is a hobby box, if I want to toy
> > > with an OS, I want to run it natively, (or a codemorphing facimile
> > > thereof.)
> >
> > What OS worth anything doesn't run native on a x86? :)
> > And how much power do you need to get z80, 6502, 68000, etc.. emulation going on
> > a gigahertz clas thunderbird?
>
> ;) If it's meant to run Windows/Linux/Solaris ect. and sit on my desk,
> give me my Athlon 1400/266 768MB DDR MSI-K7T-Master w/raid box anyday,
> but this is a smaller, possibly battery-only portable hobby thing here
> meant to be multi purpose webpad/PDA/portable what have you, it would
> have to be very flexible in what you could do with it and where you
> could bring it, so as not to become so "niche" that noone buys it.

If it will run on batery forget what I said.... I'm intetrested in the strongarm, possibly crusoe native?
The second part here is compiler technologie.

I use to have a PB1000, a programable 'calculator'. Nothing like a TI... it was really like a small 8bit
computer... But it died. and if I could find a <300$ replacemtn I would jump on it.

>
> The reason I see Crusoe as a good match for a project like this is that

> it sort of combines a dozen or so pre-existing niche markets into one
> market that could be sold the same hardware. There's already a market
> for a low-power webpad, and people are willing to pay $2300 for them
> (check out Slashdot's submissions for saturday) there's already a market
> for PDA's, and Crusoe is faster than anything in most PDA's right now.
> portable units for inventory and UPS/shipping are already being sold,
> for anywhere between $400-$1000.

How about the StrongArm? isn't it lower power and pack a nice punch?
For those device you dont really need code morphing unless you dont have the
right compiler tools.

>
> Hell, Transmeta's Crusoe, running at 633MHz, is already being used in
> very-low power servers, running on 7 watts (idle) to 15 watts (max load)
> http://www.transmeta.com/everywhere/products/servers/rlxtechnologies/rlxtechnologies_sys
tem324.html
>
> (this link may wrap, my newsreader sucks)

That look massive! I really didn't think anyone would use that processor for server level
design.
Nobody would put that much $$$ in R&D without having studyed the market well...
humm. I must be missing something.

> > > > > The market could even be expanded to commercial vendors, it would be a
> > > > > viable replacement for say, the hardware TiVo uses now. Cable
> > > > > descramblers, Sattelite receivers, hell, I can think of very little
> > > > > you couldn't make this thing do.
> > > >
> > > > You would need native code to do software encoding on that chipat a decent speed.
> > > > Who would write all that code?
> > > >
> > > In the case of the Tivo, it's already been written. the Linux/x86
> > > package is already available customised for the Crusoe, tailored by
> > > Linus Torvalds himself. In the case of the Satelite reciever, you can
> > > find the GPL'ed code from a link off of www.satmatrix.com. Kiosk
> > > software has already been made available for the Crusoe under GPL, so
> > > has PDA codemorphing for the Palm platform.
> >
> > What codec did Linus code nativly for the crusoe?!!?!?
> > Do you have a link on what is in a Tivo box?
>
> http://www.tivo.com/linux/index.html
>
> They released their power-PC linux mods as per the GPL.
> Since the mods were developed by TiVo themselves, they already have the
> codec source, all they would need to do is recompile for Linus's
> "Transmeta distrobution" (maybe not even).

My original comment was about stuff outside the OS. For example software video codec.
You need those to run native to get realtime, usually assemby codec. So you need to man

power to get an mpeg2 decoder (encoder)...

>
> If Transmeta releases a PowerPC codemorphing layer (or someone makes
> one) they wont even need to do that. This would probably interest TiVo
> greatly, as they already stated they wish to make their money from
> selling the subscription, not the hardware.

I would imagine the best for them would be to reuse common PC parts?
Maybe a basic microATX MB modifyed a bit with a custom bios?

>
> > > The beauty is, if code isn't available, as long as you can produce the
> > > codemorphing layer, you just reuse your existing code! Case in point,
> >
> > Thats the whole problem... The chip is just to slow.
>
> yes for a desktop, but for the applications and the specs of this
> project, it far exceeds what the alternatives can do, and will still be
> in the "desktop speed ballpark", unlike a z80/68000 ;)

I would imagine that someone could build a 68000 today that consume very little
power and runned at high mhz?

> > > As for the "Geek Mindshare" I think a Crusoe captures more mindshare
> > > among the HW geeks than x86 does.
> >
> > I'm a programming geek.. and I got loads of tools for the x86. I also love processing
power.
> > The crusoe is a just a processor that got its core designed to be emulator friendly...
But aside
> > emulation is doen't have much to it.
> >
> > Again, I'm not a fan of that chip because I see no use for it in all common computing
form.
> > PDA, laptop, bookside, desktop, workstation, server... All have better processor
already there for
> > the picking.
>
> The project needs something that can do them all, at whim. No general
> purpose device will ever outperform a specifically desined for a purpose
> device, thats why we use 1400MHz Athlons to play games and 33MHz
> Dragonballs to sync our palms. but neither one of those would be very
> good at both ;)
>
> You can play Quake on a Crusoe, and still remain at only 2 watts. The
> same beast will run linux, and can scale down to less and be walked
> around like a PDA.

How about the .9 volt .5 watt Mobile pentium3?
Or the ultra low voltage mobile celeron (with mmx/sse)?

The 600mhz part is not cheap, but its still under 150$.

>
> It's not something that would replace the desktop, but an extension of
> it, replacing possibly our webpads, mp3/Rio's, PDA's, pagers, inventory
> interface units, ect with a common device/platform. It might even
> slightly eat into the laptop market as alot of people only "need" a
> laptop for trivial things anyway.

I think its going to be very, very hard for transmeta to take this place.
But not impossible. If they can impose themself as the standart, then they can live those 5 years to get profitable.?

Stephan

4610. Re: 800XL 256K Upgrade schematic

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-24 04:09:16 UTC
From: Douglas Berlier <douglas.berlier@verizon.net>
Message-ID: <Mx677.1621$6_.498241@paloalto-snr1.gtei.net>
Source record: 35233

Try here..
http://trident.mcs.kent.edu/~clisowsk/8bit.html
No schematic though.. Do a search and you should be rewarded..

"DM Hebert" <hebertdm@home.com> wrote in message
news:6BI57.4368$gF5.1036230@news2.rdc2.tx.home.com...
> Hi,
>
> Does anyone have a 800XL 256K upgrade schematic or drawing?
> I'd really appreciate a copy if so. Either a web address or email it to
me.
>
> Thanks much,
>
> David
> (hebertdm@NOSPAM.home.com
> (remove NOSPAM to contact)
>
>
>

4611. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-24 04:12:10 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tlptcj9clpcka9@corp.supernews.com>
Source record: 35234
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Graham" <graham@aledrinker.co.uk> wrote in message
news:6172ee17.0107230812.10a8f714@posting.google.com...
> > I, not a company or else, can by a 700mhz AMD processor for 24$.
> > That doesn't seem 'far too expensive' to me. Those processor rocks!
>
> I would also say that this was a great processor for a device.
>
> > > As OS? (Linux is a dead giveaway, but there also other OS's out there)
> > Linux, why not. .. oh yea. You mentioned userfriendly. so thats a nono.
>
> Linux is a kernel. The "Gnome OS" and the "KDE OS" are not
> userfriendly enough! Get the Linux Kernel (or FreeBSD kernel, etc),
> get QT embedded or GTK/Framebuffer, and create a custom, Palm UI like,
> interface that is simple to use.
>
> > > Amount of memory? (RAM and ROM)
> > 256meg RAM. 8K EPROM
>
> 128Meg will be enough - $9 in bulk apparently. EPROM?
>
> > > Graphic and Sound?
> > Geforce2
>
> Waaaay too expensive for a $300 device, unless you were going to sell
> it for a $200 loss (XBox).
>
> > > Network capabilities? (internet capable)
> > 100BT
>
> Part of most integrated chipsets anyway.
>
> > > Plug in capabilities (remember you're making it as cheap as possible so
> > > modems, CD-Roms, HD's are all extras)
> > CDRW
>
> Not for a $300 device. Depending on the market for the device, either
> a DVD drive or a CD-ROM.
>
> > Take a look at the XBox.
>
> $500 of hardware sold at a $200 loss. With out-of-date processors

> donated for free by Intel. The chipset alone would cost $120+ (if a
> GeForce 2 MX enabled chipset sells for $90 [nForce], then a GeForce3.5
> enabled chipset will cost at least $30 more - more like $50 more).
> Motherboard is CPU, Northbridge, Southbridge, 4 USB ports, Ethernet,
> Modem, and IDE channel - very cut down to reduce costs.

The xbox cannot cost 500$ for MS to build... the lose probably include all the QA, R&D it took.
They probably spend <300$ to build the xbox... its cheap stuff when you build them in the millions.

You can find some decent complete motherboard retail single unit for <70$ (Thats with audio, 32meg video, the works)
in a retail package etc.. Those probably cost 40$ to build. (Its not geforce2 based, but a Savage4 core.)

The nForce chipset in a year might cost <50$, and people will build <100$ MB using it... Anyway, I'm planning
on building a <500$ PC using this chipset when it comes out. So I'm sure a big manufacturer can build a PC
for 300$ mass produced.

Stephan

4612. Re: Elektraglide

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-24 07:00:45 UTC
From: twh1@gmx.de
Message-ID: <3b5d1ce7.1451136@news.dpn.de>
Source record: 35235

On Mon, 23 Jul 2001 11:43:58 GMT, paulr@SPAMNOyep.com (Paul Rixon)
wrote:

>As stated in the previous post the prize for all this effort is a
>brief increasing-pitch sound, a blacked out screen and then back to
>the menu. It was a bit disappointing, but as they say the fun was in
>the taking part. I can still remember physically ducking when one of
>those big boulders was bouncing towards me!
>As an aside, I also thought "The Last V8" was pretty easy to complete
>but some people didn't?

and I *also* thought "The Last V8" was a pretty *shitty* game!! At
least, it got a place in my "flop ten - the worst games on atari".
congratulation mastertronic :-)

bye sayz:
-thomsen@munich

--
Thomas Havemeister Student of Business Computer Science
Technical University of Ilmenau

P.S.: Sturz des Zaren & Take those Atarian care!

4613. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-24 08:29:06 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.13e46bb097bc6dd298968b@news-server.nc.rr.com>
Source record: 35236
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <tlpsk6fkn0qj16@corp.supernews.com>, tthai@mindspring.com
says...

> The x86 is nasty that way... its *backward* compatible that to make something 100%
> x86 compatible take a huge effort. (I also admire AMD for this... and in turn Transmeta)

Heck, even Intel had a hell of a time with the transition from 486 to
pentium(p54c/p55c-mmx), they said there were something like 14 debugging
registers that were "left out" and caused a few problems, some quazi-ops
were dropped, and they had to abort those plans to support those
486"upgradeable" boards with the extra pins that were pentium ready.
(a small price to pay for feature-creep though)

At least the x86 legacy stuff does have an end in sight though, the
64bit CPU's won't be encumbered the way x86 was.

> I'm not sure their is a market... but if their was, AMD could also make their processor
> emulator friendly by adding so facilities to it.?

They could I suppose, but being the Athlon would do the abstraction at a
higher level, I don't know how much more effective it would be. (In a
desktop where you have watts to burn however, its a different story)

> If it will run on batery forget what I said.... I'm intetrested in the
> strongarm, possibly crusoe native?
> The second part here is compiler technologie.
>
> I use to have a PB1000, a programable 'calculator'. Nothing like a TI...
> it was really like a small 8bit
> computer... But it died. and if I could find a <300$ replacemtn I would
> jump on it.

I miss the simplicity of the 8-bits, I held on to my Vic-20 for years
using it as a hardware controller for EPROM burners and whatnot. One
side of the room I burned them, and the other had UV lights to erase
them (remember those?;) My neighbors must have thought I was growing
pot.
What was so magical about our first 8bit computers that made virtually
everyone who owned them learn to program them, as opposed to today,
where people are so cynical about their machines? We used to "Love" our
computers in a way that won't happen again, it seems. Gosh, did I say
that? I sound like an old fart ;)

> > The reason I see Crusoe as a good match for a project like this is that
> > it sort of combines a dozen or so pre-existing niche markets into one
> > market that could be sold the same hardware. There's already a market
> > for a low-power webpad, and people are willing to pay $2300 for them
> > (check out Slashdot's submissions for saturday) there's already a market
> > for PDA's, and Crusoe is faster than anything in most PDA's right now.
> > portable units for inventory and UPS/shipping are already being sold,
> > for anywhere between $400-$1000.
>
> How about the StrongArm? isn't it lower power and pack a nice punch?
> For those device you dont really need code morphing unless you dont have the
> right compiler tools.

I'm totally in the dark when it comes to the StrongArm, I know it's made
by IBM and I hear they have a loyal following in Europe. That about sums
it up as for my knowledge there ;)

> > > What codec did Linus code nativly for the crusoe?!!?!?
> > > Do you have a link on what is in a Tivo box?
> >
> > http://www.tivo.com/linux/index.html
> >
> > They released their power-PC linux mods as per the GPL.
> > Since the mods were developed by TiVo themselves, they already have the
> > codec source, all they would need to do is recompile for Linus's
> > "Transmeta distrobution" (maybe not even).
>
> My original comment was about stuff outside the OS. For example software video codec.
> You need those to run native to get realtime, usually assemby codec. So you need to man
> power to get an mpeg2 decoder (encoder)...

Actually I'm not sure if Tivo uses software or hardware mpeg, but
between Tivo and Transmeta, I'm sure they could whip something up.

> > If Transmeta releases a PowerPC codemorphing layer (or someone makes
> > one) they wont even need to do that. This would probably interest TiVo
> > greatly, as they already stated they wish to make their money from
> > selling the subscription, not the hardware.
>
> I would imagine the best for them would be to reuse common PC parts?
> Maybe a basic microATX MB modifyed a bit with a custom bios?

Or even a retrofitted Sony laptop motherboard maybe (gawd I hate laptop
hardware though ;) microATX would be good, with video/sound onboard,
maybe using laptop IDE hard disks, External 'wallwort' powersupply,
internal battery.

> > > > The beauty is, if code isn't available, as long as you can produce the
> > > > codemorphing layer, you just reuse your existing code! Case in point,
> > > >
> > > Thats the whole problem... The chip is just to slow.
> > >
> > yes for a desktop, but for the applications and the specs of this

> > project, it far exceeds what the alternatives can do, and will still be
> > in the "desktop speed ballpark", unlike a z80/68000 ;)
>
> I would imagine that someone could build a 68000 today that consume very little
> power and runned at high mhz?

If they could, I know some people who would trick out an Amiga like
you've never seen before ;)

> > > > As for the "Geek Mindshare" I think a Crusoe captures more
mindshare
> > > > among the HW geeks than x86 does.
> > >
> > > I'm a programming geek.. and I got loads of tools for the x86.
I also love processing power.
> > > The crusoe is a just a processor that got its core designed to
be emulator friendly... But aside
> > > emulation is doen't have much to it.
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> > > Again, I'm not a fan of that chip because I see no use for it
in all common computing form.
> > > PDA, laptop, bookside, desktop, workstation, server... All have
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> > > the picking.
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> > The project needs something that can do them all, at whim. No general
> > purpose device will ever outperform a specifically desined for a purpose
> > device, thats why we use 1400MHz Athlons to play games and 33MHz
> > Dragonballs to sync our palms. but neither one of those would be very
> > good at both ;)
> >
> > You can play Quake on a Crusoe, and still remain at only 2 watts. The
> > same beast will run linux, and can scale down to less and be walked
> > around like a PDA.
>
> How about the .9 volt .5 watt Mobile pentium3?
> Or the ultra low voltage mobile celeron (with mmx/sse)?
>
> The 600mhz part is not cheap, but its still under 150$.

I'm not sure how much power the P3 system as a whole uses yet, havent
had a chance to play with one yet, I'll have to look.

> > It's not something that would replace the desktop, but an extension of
> > it, replacing possibly our webpads, mp3/Rio's, PDA's, pagers, inventory
> > interface units, ect with a common device/platform. It might even
> > slightly eat into the laptop market as alot of people only "need" a
> > laptop for trivial things anyway.
>
> I think its going to be very, very hard for transmeta to take this place.
> But not impossible. If they can impose themself as the standart, then they can live

> those 5 years to get profitable.?

They've got one thing going for them, noone else is after this market, it's currently dominated by hundreds of 'submarket' solutions, Palm, Rio, etc, and Transmeta doesn't even necessarily need to compete with them to controll this market, they just need to become the main vendor for the tribes currently camping there.

Then again, Intel might just decide to squash them.

4614. UK vs. US models

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-24 09:11:50 UTC
From: Douglas Berlier <douglas.berlier@verizon.net>
Message-ID: <qZa77.2712$6_.671608@paloalto-snr1.gtei.net>
Source record: 35237

Can anyone tell me if the uk models can be converted to 120v capability. And what about the PAL vs. NTSC video issue?

Douglas

4615. Re: UK vs. US models

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-24 10:12:15 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <9jjhm0$p2u$1@plutonium.compulink.co.uk>
Source record: 35238

Yes, Both machines have the same voltage in, the 110/240 bits done in the
power brick, so get the relevent power brick.

Pal has a lower refresh rate and a larger area. You are likely to get roll
of the image and missing upper/lower areas of the display pal machine on
NTSC

"Douglas Berlier" <douglas.berlier@verizon.net> wrote in message
news:qZa77.2712$6_.671608@paloalto-snr1.gtei.net...
> Can anyone tell me if the uk models can be converted to 120v capability.
And
> what about the PAL vs. NTSC video issue?
>
> Douglas
>
>

4616. Re: ATOS - a new GUI for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-24 10:56:47 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <9jknmmhpn1@wrath.news.nacamar.de>
Source record: 35151

Thank you for your info!
I've downloaded and tested it, may I upload it on my homepage as a mirror?

My impressions was the following:
-I think, ATOS is a different GUI to BOSS-X, the best thing is that it's not written in (Turbo-)BASIC
-ATOS, and it's ST-Mouse support is a great thing, but are joystick and keyboard also supported (the standard pointer devices for A8)?
-it's very nice, the there more than one choice to open a file, for exsample *.BAS-Files: here you can choose, if you want to start it in BASIC or in Turbo-BASIC, great!

What memory is needed or supported? Is it using a swap-file like Windows?

Mirko

"Tom Hunt" <NoOne@FakeEmail.com> schrieb im Newsbeitrag news:90E6AFB47CTHEnterprises@205.212.123.11...
> atarixle@12move.de (Mirko Sobe) wrote in
> <9jfc4l$1vmn$1@wrath.news.nacamar.de>:
>
> >One minute ago, the link works, but now it seems to be dead...
> >
> >What is exactly the different to my BOSS-X system?
> >-is it written in ML
> >-does it only work under SpartaDOS
> >
>
> Hi Mirko,
>
> Sorry about the server outage. My wife was playing an online game on that
> system and it got hosed up for a while. It's back online now. How is ATOS
> different? Now that the server is back online the best thing might be to
> read all about it. The ATOS core is written in assembly language. It uses
> the object model at the conceptual level. The majority of the various
> accessories were written in CC65. Some were written in MAC/65. It uses
> overlays. It boots in Sparta but can read and write to the root
> directories of MyDOS and Atari DOS disks. There's still some rough edges
> to it, but I will keep working to improve it.
>
> Best,
> Tom

4617. Re: Elektraglide

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-24 12:45:07 UTC
From: paulr@SPAMNOyep.com
Message-ID: <3b5d6d2f.14365816@news.virgin.net>
Source record: 35239

It wasn't good but I can think of plenty of others that were worse -
Castle Top, Frenesis, Cops N Robbers, Talladega etc.

Paul

On Tue, 24 Jul 2001 07:00:45 GMT, twh1@gmx.de (Thomas Havemeister)
wrote:

>and I *also* thought "The Last V8" was a pretty *shitty* game!! At
>least, it got a place in my "flop ten - the worst games on atari".
>congratulation mastertronic :-)
>
>bye sayz:
>-thomsen@munich
>

4618. Re: Perhaps I need a psychiatrist?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-24 13:21:49 UTC
From: Video61@webtv.net
Message-ID: <19665-3B5D766D-143@storefull-172.iap.bryant.webtv.net>
Source record: 35240

i have been in the business for about 18 years and i only really do
atari also. the vendor you are talking about i have dealt with for years
with no problems. i have sold to him, and bought from him. he is only
keeping costs low because there is very little money in this business.
he is providing a unique product, and he comes up with some gems from
time to time. he should be supported because he he is a valuable
resource,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

4619. Re: What do you use your 8bit for?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-24 14:32:33 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9jk0u1$3ig$1@nets3.rz.RWTH-Aachen.DE>
Source record: 35241

Howdy Russ

>Mostly helping George Morrison learn how to use APE to get
>his large A8 collection over to PC.

That wouldn't be THE George Morrison of Alpha Systems (Atari Software
Protection Techniques and Advanced Atari Protection techniques) fame???????

CU Mathy van Nisselroy

PS I'm not worthy......

4620. Re: What do you use your 8bit for?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-24 14:36:43 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9jk15r$3ig$2@nets3.rz.RWTH-Aachen.DE>
Source record: 35242

Howdy James, folks

>With the proliferation and inexpensiveness of todays PC's, what are you
>using your 8bit to do?

- playing Audio CD's
- reading texts I found on the internet
- writing the occasional article
- reading ABBUC Magazin
- looking at JPEG's
- programming (from time to time) in TurboBASIC
- developing hardware mod's like 1MB memory upgrades

CU Mathy van Nisselroy

4621. Re: 800XL 256K Upgrade schematic

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-24 14:54:14 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9jk26m$3ig$3@nets3.rz.RWTH-Aachen.DE>
Source record: 35243

Howdy

>Does anyone have a 800XL 256K upgrade schematic or drawing?
>I'd really appreciate a copy if so. Either a web address or email it to me.

Check out http://www.holyoak.com and click on Atari 400/800/XL/XE to find my 1MB upgrade. But beware, it still doesn't work on my 800XL (I just don't have the time), it works 100% OK on my XEGS though. Sepatare ANTIC and CPU access, no loss of software control over BASIC, OSRAM, Selftest or Missile Command (only XEGS's have Missile Command), no data loss due to bad refresh circuitry, no screen flicker, no obscure addresses used (just $D301).

CU Mathy van Nisselroy

4622. Re: Service Manuals

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-24 14:58:34 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9jk2eq$3ig$4@nets3.rz.RWTH-Aachen.DE>
Source record: 35245

Howdy Bung

>I have 800XL, 130XE, 1010, XC212, 1050, XF551, 1025, XM301. Where can
>I get service manuals for those ? Is their a one big service manual
>for everything?

Check out http://www.abbuc.de/ click on BAUPLAENE. They have xerox copies of some of the the service manuals you are looking for. The site is mostly in German, but that doesn't need to bother you if you only wanna order stuff. The DM is about two dollars twenty I guess.

CU Mathy van Nisselroy

4623. Re: Perhaps I need a psychiatrist?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-24 15:03:08 UTC
From: DM Hebert <hebertdm@home.com>
Message-ID: <M6g77.3037$Xk6.722507@news2.rdc2.tx.home.com>
Source record: 35246

Yeah, I was just taken aback when I first encountered it. I haven't decided yet if I will purchase from that vender or not, but there's no need to dredge up that subject. I understand better now than I did when I posted that message.

Thanks, David

"Lance Ringquist" <Video61@webtv.net> wrote in message news:19665-3B5D766D-143@storefull-172.iap.bryant.webtv.net...
> i have been in the business for about 18 years and i only really do
> atari also. the vendor you are talking about i have dealt with for years
> with no problems. i have sold to him, and bought from him. he is only
> keeping costs low because there is very little money in this business.
> he is providing a unique product, and he comes up with some gems from
> time to time. he should be supported because he he is a valuable
> resource,
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com
>

4624. Re: What do you use your 8bit for?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-24 16:35:24 UTC
From: thor@math.tu-berlin.de
Message-ID: <3b5d87ac@news.ivm.net>
Source record: 35244

jeking@nospam.com wrote:
> I'm very curios..

> With the proliferation and inexpensiveness of todays PC's, what are you
> using your 8bit to do?

Not really anything except for nostalgic reasons, I'd say. Ok, I'm using
it sometimes to burn EPROMs. The interface hardware of the Ataris is so
simple, it's easy to extend it by some self-made hardware.

So long,
Thomas

4625. Atari 8bit emulator for iPAQ (Linux)

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-24 18:13:27 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <bVi77.2039$P15.23925@typhoon.sonic.net>
Source record: 35147
Cross-posted to: comp.sys.palmtops,comp.sys.atari.8bit,comp.sys.handhelds

Jiri Svoboda has taken the source to "Atari800", an Atari 8-bit computer
emulator for Linux/DOS/Windows, and hacked it so that it runs well
on an iPAQ PDA under Linux.

http://c0r3.dsh.cz/iPAQ/atari/

I'm happy because it includes some work I did on Atari800 to support
very small screens :) (I was working to get it to run on the Agenda VR3,
which is another Linux-based PDA)

Some photos of the emulator (running in both portrait and landscape)
are on his site.

Enjoy!

-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/bill/

4626. Re: Atari 8bit emulator for iPAQ (Linux)

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-24 18:40:44 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <Zaj77.18151$SK6.2089574@news6-win.server.ntlworld.com>
Source record: 35148
Cross-posted to: comp.sys.palmtops,comp.sys.atari.8bit,comp.sys.handhelds

That is VERY cool !

I'm considering buying an iPAQ and that's just one more reason. Any plans
from anyone to get a Pocket PC OS version ? (My job means I probably won't
be able to run Linux on it !)

Paul

"William Kendrick" <nbs@bolt.sonic.net> wrote in message
news:bVi77.2039$P15.23925@typhoon.sonic.net...
> Jiri Svoboda has taken the source to "Atari800", an Atari 8-bit computer
> emulator for Linux/DOS/Windows, and hacked it so that it runs well
> on an iPAQ PDA under Linux.
>
> http://c0r3.dsh.cz/iPAQ/atari/
>
>
> I'm happy because it includes some work I did on Atari800 to support
> very small screens :) (I was working to get it to run on the Agenda VR3,
> which is another Linux-based PDA)
>
>
> Some photos of the emulator (running in both portrait and landscape)
> are on his site.
>
>
> Enjoy!
>
> -bill!
> bill@newbreedsoftware.com
> http://www.newbreedsoftware.com/bill/

4627. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-24 18:42:01 UTC
From: Chris Young <unsatisfactory@bigfoot.com>
Message-ID: <3B5DCF89.MD-1.4.15.unsatisfactory@bigfoot.com>
Source record: 35150
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
On Mon, 23 Jul 2001 20:59:08 -0700, Stephan Schaem (of comp.sys.sinclair "fame")
wibbled on for an age:

> I would imagine that someone could build a 68000 today that consume very little
> power and runned at high mhz?

What, like the Coldfire?

Chris

--
+-----------------------------------------+
| Unsatisfactory Software - "because it is" |
| http://www.unsatisfactory.freeserve.co.uk |
| Your Sinclair: A Celebration |
+-- http://www.ysac.cjb.net/ --ICQ:28784166-+
```

4628. Convologic's WAM cartridge - What is it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-24 19:11:00 UTC
From: krieg@earth.execpc.com
Message-ID: <3b5dc8f7$0$12828$272ea4a1@news.execpc.com>
Source record: 35149

I've just obtained scans of the WAM cartridge from Convologic, previously listed as Never Released on my cartridge list. You can view them (for a limited time) at:

http://www.execpc.com/~krieg/wam1.jpg
http://www.execpc.com/~krieg/wam2.jpg

Anyone know what this cartridge does?
--
=__ __ __ _ __ _= Andrew Krieg - Lead Software Engineer =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

4629. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-24 21:17:50 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <1cprltsf4b4ec02mj898hi5odak7r2457p@4ax.com>
Source record: 35153
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On 23 Jul 2001 22:13:08 +0100, "Chris Young"
<unsatisfactory@bigfoot.com> wrote:

>On Thu, 12 Jul 2001 23:23:59 -0400, Bob Retelle (of comp.sys.sinclair "fame")
>wibbled on for an age:
>
>> It would probably look very much like the e--Machines system I just
>> bought my daughter to take to college with her.
>[...]
>> The price is in the $300 ball park and it's a system she'll be
>> familiar with and can make instant use of. The software it runs will
>> be compatible with most people she runs into in college. It has a
>> software base that no new computer could challenge for decades.
>
>"decades"? Slightly optimistic perhaps. Look back a decade. Find a
>good software base. Is this still a good software base? No? I rest
>my case.
>

>Chris

Umm... you're using the wrong end of the telescope.

A decade ago there were several choices of competing Operating
Systems.

Now for all intents and purposes there is only one.

(MacOS is a far distant second.)

With the kind of momentum behind the current OS, it's unlikely that
any other OS will be able to overtake the existing software base for a
long, long time, if ever.

Go to the local CompUSA and check out how much shelf space is devoted
to native Linux apps.

I rest my case.

BobR

4630. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-24 21:17:55 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <jeprltgnpm0btccps4dn6hhs44htp72mlq@4ax.com>
Source record: 35154
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Tue, 24 Jul 2001 08:29:06 GMT, David Ogg <davidogg@nc.rr.com>
wrote:

> What was so magical about our first 8bit computers that made virtually
>everyone who owned them learn to program them, as opposed to today,
>where people are so cynical about their machines? We used to "Love" our
>computers in a way that won't happen again, it seems. Gosh, did I say
>that? I sound like an old fart ;)
>

The simple answer is that there was nothing else available and very
little was available for what WAS available.

There was nothing that would run a competent word processor or
spreadsheet, or play a photorealistic game, or render in 16 million
colors, or typeset a page layout, or sort and relate a million entry
database.

If you wanted something other than what you could buy from the back of
Compute's Gazette, you had to learn to program and write it yourself.

There weren't stores like CompUSA where you could just buy the program
and get on with whatever it was you wanted to do.

You HAD to figure out how to POKE graphics to the screen, or VARPRT to
find out where your string variables were stored.

When I bought my first computer (an even older fart), an OSI C1P, I
wanted to play games on it. I bought game programs and ended up
HAVING to learn to program to fix the bugs in the "commercial"
programs. I had to learn the "guts" of the computer to figure out
how to add sound to the games since the manufacturer had designed
sound into the system but not implemented it.

Sure it was fun, and sure I learned a lot, and actually made some
money with it, and yes indeed, I wouldn't have missed it for anything.

But it wasn't what I'd originally wanted to DO with "a computer".

Now, you don't need a soldering iron or disassembler to do what you
want a computer to DO. In most cases, you just get the software and
DO it.

Not everyone wanted to "tinker" with a computer. Computers didn't really "take off" until they became capable enough that you DIDN'T have to tinker with them to get them to do something.

That doesn't help the "tinkerers" very much, I know, but that's the main reason things are different today than they were when 8-bit computers were the only thing available.

That's actually what the original intent of this huge message thread was, to provide a "new" version of the machines we used to tinker with.

BobR

4631. Re: ATOS - a new GUI for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-24 21:19:04 UTC
From: DCM01@USA.NET
Message-ID: <3b5de577.1086476@news.CIS.DFN.DE>
Source record: 35152

On Mon, 23 Jul 2001 21:58:42 GMT, NoOne@FakeEmail.com (Tom Hunt)
wrote:

>DCM01@USA.NET (Daniel Miller) wrote in
><3b5b9761.5035398@news.CIS.DFN.DE>:
>>
>>Please support BW-DOS.
>
> I would love to. Could you please tell me if there is an equivalent
>vector in BW-DOS as the VCOMND vector in Sparta? From what I can see that

Errk, I don't know about that. I read more about ATOS at your site and
see that it is only for XL/XE. It wouldn't work for my 800. I am not
asking you to support 400/800 or memory less than 64K. That would be
cruel and unusual punishment for a GUI author!

>is the only thing that would need to be changed to make ATOS compatable
>with BW-DOS. I haven't tried this yet, but there's a possiblility that a
>program could could accomplish the same sort of thing by intercepting
>control by first changing $a/$b to point to a command pre-processor.
>
>Best,
>Tom

4632. Re: ATOS - a new GUI for the Atari 8-bi

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-24 21:29:25 UTC
From: ebaiz@skyenet.net
Message-ID: <VMl77.14059$fo2.2585@newsfeed.slurp.net>
Source record: 35155

On 24 Jul 2001 01:31:16 , Tom Hunt wrote:

>>If I wanted to do that Tom, what files should go on which disk? Let's
>>say I want to split them up between four disks.
>>
>
>I would start by moving the >desktop>wnd> directory and files to one of the
>other drives. After that you'll have to edit the desktop.cfg file. In it
>you'll have to change the "1" in the "drive for windows files" to the new
>drive number.

Thanks for the tips Tom. I will give it ago. I will extract all the
files and folders from the BIG ATR file and move them onto separate DI
images disks and see if that works.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4633. Re: Service Manuals

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-24 22:12:46 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010724181246.15564.00001038@ng-ct1.aol.com>
Source record: 35156

You may just have that conversion inverted...

>nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) remarked:

>Check out http://www.abbuc.de/ click on BAUPLAENE. They have xerox copies of
>
>some of the the service manuals you are looking for. The site is mostly in
>German, but that doesn't need to bother you if you only wanna order stuff.
>The DM is about two dollars twenty I guess.

-Ron

Experience is something you don't get until just after you need it.

4634. Re: ATOS - a new GUI for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-24 23:44:57 UTC
From: NoOne@FakeEmail.com
Message-ID: <90E8C17B8CTHEnterprises@205.212.123.11>
Source record: 35158

Hi Mirko,

atarixle@12move.de (Mirko Sobe) wrote in
<9jknmmhpn1@wrath.news.nacamar.de>:

>I've downloaded and tested it, may I upload it on my homepage as a
>mirror?

Sure! I bet your server is about 10 times faster than mine. ;-)

>but are joystick and
>keyboard also supported (the standard pointer devices for A8)?

The keyboard isn't supported. But you can use ATOS with other pointer devices through the use of the appropriate Multi-Mouse driver.

>What memory is needed or supported? Is it using a swap-file like
>Windows?
>

Right now ATOS doesn't use any of the extended ram banks. Users can set their ATOS system up to use a ramdisk quite effectivly though. Maybe in the future I might place some things in the extended ram banks but I'm not sure how many users actually have more than 64k. I may have to take a survey.

ATOS uses swap files called overlays. There are two types of swap files. The first type is a partial overlay that only saves the screen memory and the area that modules run in. This is used for running modules designed to run as an ATOS accessories. The second type is the big overlay that saves everything the partial overlay does, plus the core area, zero page, the processor pointer, and a couple of other things. This is saved whenever ATOS runs a regular COM file and is reloaded when it's done to restore the machine state.

Best,
Tom

4635. Re: ATOS - a new GUI for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-24 23:51:38 UTC
From: NoOne@FakeEmail.com
Message-ID: <90E8C1DA0CTHEnterprises@205.212.123.11>
Source record: 35157

If your 800 has RAM up to $BFFF and a hard drive like the Corvus then
I think it could run ATOS if I could find how to intercept the command
processor in BW-DOS. I'll check into it when time permits.

4636. Antic's and Analogs for Sale

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-25 01:26:21 UTC
From: llpwhite@cs.com
Message-ID: <20010724212621.05170.00001007@ng-fw1.news.cs.com>
Source record: 35159

Over the next six months, I'm going to reduce my Atari "position". Some items will be sold; some auctioned (as much as I hate to mess with that). First on the block are some odd lots of early Antics and middle Analogs. These are going to go for mainly $2 and a few at $3 each, depending on age and condition, plus shipping. I checked with the post office, and I can ship these as media mail which is pretty economical. If you are interested, send me an email for a list.
Thanks,
Larry

4637. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-25 01:51:00 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tls9fjrgp42q23@corp.supernews.com>
Source record: 35160
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Chris Young" <unsatisfactory@bigfoot.com> wrote in message
news:3B5DCF89.MD-1.4.15.unsatisfactory@bigfoot.com...
> On Mon, 23 Jul 2001 20:59:08 -0700, Stephan Schaem (of comp.sys.sinclair "fame")
> wibbled on for an age:
>
> > I would imagine that someone could build a 68000 today that consume very little
> > power and runned at high mhz?
>
> What, like the Coldfire?

Kind of... motorola rate their Coldfire 90mhz to consume .95watt. That seem alot compared to
mobile pentium3 running at 10x the mhz. I dont think their is any >200mhz Coldfire...

Stephan

4638. Re: Do you own any of these Atari 8-bit carts? Do they exist?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-25 05:08:39 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0107242108.50889742@posting.google.com>
Source record: 35161
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

```
> If it helps any, Antic magazine reported these games released by K-Byte on
> cartridge. Take a look at Antic online page
>
> http://www.atarimagazines.com/v1n4/productreviews.html

They often review with loaner software prior to release. Analog
magazine carried news of the CBS/K-byte deal:

http://www.cyberroach.com/analog/an08/default.htm

They note the delay of two months, presumably while CBS repackaged and
promoted the product.

"SoftNGui" <softngui@earthlink.net> wrote in message
news:<tlam8848n2s6a7@news.supernews.com>...
> Andrew Krieg <krieg@earth.execpc.com> wrote in message
> news:3b486911$0$42870$272ea4a1@news.execpc.com...
> > K-Byte K-razy Antiks (NOTE: This is not the CBS version, K-Byte
> > alledgedly released this title themselves
> > before CBS bought it from them. It is true for
> > K-razy Shoot-out, but I've yet to see this or
> > K-razy Kritters with a K-Byte label.)
> > K-Byte K-razy Kritters (see previous)
>
```

4639. Atari Portfolio with Sio2pc

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-25 07:00:12 UTC
From: twh1@gmx.de
Message-ID: <3b5e6dc5.3756928@news.dpn.de>
Source record: 35162

Howdy *.*!

Could it be possible to hook up an sio2pc device with an atari
portfolio palmtop? Somebody tried it?

Wow, a pc compatible atari - computer palmtop is degraded to a very
functional diskdrive :-)

is the only thing, *how* I could to this?! (If it makes sense with the
limitations of the 40x8 display and limited avail ram!)

What do you think?

bye sayz:
-thomsen@munich

--
Thomas Havemeister Student of Business Computer Science
Technical University of Ilmenau

P.S.: Sturz des Zaren & Take those Atarian care!

4640. FS: Complete Atari 520 ST System

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-25 11:54:36 UTC
From: Brooklyn Man <pmarcell@erols.com>
Message-ID: <u1ntlt82d1ncik6b2v54ht5aga0fc1n3ig@4ax.com>
Source record: 35164

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1257440232

4641. Re: Atari Portfolio with Sio2pc

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-25 14:39:07 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <9jmlc0$2bv$1@brokaw.wa.com>
Source record: 35165

I looked into this at one time, but if I remember correctly, the serial port capabilities of the portfolio are pretty abysmal (I think 9600 baud at best). I don't think its capable of talking on the SIO bus at 19,200 baud.

On the other hand, I think a Palm OS machine could do it easily, and I've almost started this project a few times myself.

-Dan

"Thomas Havemeister" <twh1@gmx.de> wrote in message news:3b5e6dc5.3756928@news.dpn.de...
> Howdy *.*!
>
> Could it be possible to hook up an sio2pc device with an atari
> portfolio palmtop? Somebody tried it?
>
> Wow, a pc compatible atari - computer palmtop is degraded to a very
> functional diskdrive :-)
>
> is the only thing, *how* I could to this?! (If it makes sense with the
> limitations of the 40x8 display and limited avail ram!)
>
> What do you think?
>
> bye sayz:
> -thomsen@munich
>
> --
> Thomas Havemeister Student of Business Computer Science
> Technical University of Ilmenau
>
> P.S.: Sturz des Zaren & Take those Atarian care!

4642. Re: Elektraglide

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-25 15:13:42 UTC
From: paulr@SPAMNOyep.com
Message-ID: <3b5ee110.24757339@news.virgin.net>
Source record: 35166

Make a map so you don't waste time taking wrong turnings, there's only
one path to get to the end (the whole game only takes a couple of
minutes to finish once you know which way to go!)

[Last V8]

>That's me :-/ I can't get more than a few turns and time runs out! Any hints
>?
>
>

4643. Re: Convologic's WAM cartridge - What is it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-25 16:04:58 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0107250804.7322fb8f@posting.google.com>
Source record: 35167

Andrew,

> Anyone know what this cartridge does?

Not much. Was advertised in Analog (#14). Apparently you can load
a program to the cartridge from disk or cassette. The purpose, I
gather, was to test how your code would work as a cartridge. There are
a lot of such utility carts advertised in the old mag like static
rams, memory expansions etc.

Still have a few questions about other titles:

Atari Inc ?79 BASIC Computing Language
At most, this would seem to be a label variation. There are only 3
Basic revs and they are elsewhere in the list.

Reston Movie Maker
Advertised in 1984 (during the crash) as "coming soon". Perhaps
some beta exists. Has anyone sent in a cart scan ?

Concepts for Darren 86 Math Works: Addition
Concepts for Darren 86 Math Works: Basic Subtraction
From where? US? UK? Any info appreciated.

Softmark 86 ESP Mindlock
Seems to be a "holy grail" among some people. Any evidence of
existence?

regards,
Gene

4644. FS Atari Mega 4 STE/100 meg HD etc.

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-25 16:56:07 UTC
From: Bullit <jamesreganmusic@hotmail.com>
Message-ID: <r2utltci6e26f8tfhfnjgs3dvh97sptfms@4ax.com>
Source record: 35168

Atari Mega 4 STE with 100meg HD, B&W Monitor, Monitor Master Switch
(for switching to colour monitor)
Panasonic Printer, Emagic Notator 3.164 SL and additional software.

$300.00 Canadian or $200 US+ shipping from Toronto, Ontario area.

4645. Re: the RESET Key in my 130XE does not work. Is it difficult to fix it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-25 17:31:48 UTC
From: bung <haja@bung.com>
Message-ID: <pb0ult0pgdmptu192m8bugbmrl1sltp34j@4ax.com>
Source record: 35169

I just opened my XE. When I click on that plastic thing which contains
the connections with my fingers all the keys work except the RESET.
Can I clean it with acetone?

How can I remove the plastic from the XE? It is connected to the
mainboard, I think it is glued to another one right at th connection.

I saw two wires one connects two chips M74Ls08P to MB74LS138, and
another wire connects M74Ls08P to TSU C021697-11. What are those for?

On Fri, 20 Jul 2001 21:26:55 -0500, "JTKirk (a.k.a. machf)"
<no_me_j.j_t_kirk@geocities.com> wrote:

>On Thu, 19 Jul 2001 23:35:12 -0400, bung <haja@bung.com> wrote:
>
>>It does not work at all. I was thinking, maybe it is cheaper to look
>>at it, rather than sending it to someone to fix it for me. What do you
>>think guys?
>
>With luck, you'll just need to clean it a bit. Worst case, it's just a
>pushbutton, it shouldn't be all that difficult to replace.

4646. Re: ATOS - a new GUI for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-25 17:33:23 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <9jmvq0$17gu$1@wrath.news.nacamar.de>
Source record: 35170

A GUI for the ATARI 800 is a very difficult thing: first, you have not so much memory, the second is, that Turbo-BASIC doesn't run on it...so we (the authors of the two GUI's) had to write a very new version of a GUI. No question, it's possible, but difficult...

I could try to write a GUI in Turbo-BASIC 1.4 (for ATARI 800), but I really had to begin with a very new program and concept...
Mirko

"Daniel Miller" <DCM01@USA.NET> schrieb im Newsbeitrag news:3b5de577.1086476@news.CIS.DFN.DE...
> On Mon, 23 Jul 2001 21:58:42 GMT, NoOne@FakeEmail.com (Tom Hunt)
> wrote:
>
> >DCM01@USA.NET (Daniel Miller) wrote in
> ><3b5b9761.5035398@news.CIS.DFN.DE>:
> >>
> >>Please support BW-DOS.
> >
> > I would love to. Could you please tell me if there is an equivalent
> >vector in BW-DOS as the VCOMND vector in Sparta? From what I can see that
>
> Errk, I don't know about that. I read more about ATOS at your site and
> see that it is only for XL/XE. It wouldn't work for my 800. I am not
> asking you to support 400/800 or memory less than 64K. That would be
> cruel and unusual punishment for a GUI author!
>
> >is the only thing that would need to be changed to make ATOS compatable
> >with BW-DOS. I haven't tried this yet, but there's a possiblility that a
> >program could could accomplish the same sort of thing by intercepting
> >control by first changing $a/$b to point to a command pre-processor.
> >
> >Best,
> >Tom
>

4647. The old GUI for the ATARI-8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-25 18:11:07 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <9jn20o$18c7$1@wrath.news.nacamar.de>
Source record: 35171

I have to tell you, that I will stop my ATARI activities. But before I do this, I will update BOSS-X (available at www.atarixle.de) to the best version ever. So, download it and enjoy...

Mirko

4648. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-25 19:10:50 UTC
From: Chris Young <unsatisfactory@bigfoot.com>
Message-ID: <3B5F27CA.MD-1.4.15.unsatisfactory@bigfoot.com>
Source record: 35173
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Tue, 24 Jul 2001 17:17:50 -0400, Bob Retelle (of comp.sys.sinclair "fame")
wibbled on for an age:

> With the kind of momentum behind the current OS, it's unlikely that
> any other OS will be able to overtake the existing software base for a
> long, long time, if ever.

My point was that the existing software base will not look as good in
a decade, let alone decades.

> Go to the local CompUSA and check out how much shelf space is devoted
> to native Linux apps.

Oh, yes, I'll just pop over the Atlantic in my private jet and have a
look.

Clue: The USA is not "the world"

Chris
--
+---+
| Unsatisfactory Software - "because it is" |
| http://www.unsatisfactory.freeserve.co.uk |
| Your Sinclair: A Celebration |
+-- http://www.ysac.cjb.net/ --ICQ:28784166-+

4649. Atari tunes on real instruments

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-25 19:27:17 UTC
From: Frank Schroeder-Hoeftmann <frank_sh@web.de>
Message-ID: <9jn6a2$3lv$1@renate.komtel.net>
Source record: 35172

Hi there!

Today I�ve received the wonderful "Back in Time 3" CD. (For those who are unaware of this CD: it contains famous C64 games� tunes newly arranged and recorded with "proper" instruments).

I am wondering if anybody has ever done the same thing with Atari 8-bit tunes. (There is, however, a very cool "Elektraglide" remake out there, but that�s also based on the C64 version.) The ASMA collection is comparable to the HVSC, which is a nice thing.

But anything rerecorded? "Jet Set Willy" would kick arse! (-:

Frank

4650. Re: the RESET Key in my 130XE does not work. Is it difficult to fix it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-25 20:32:51 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010725163251.17651.00001194@ng-cn1.aol.com>
Source record: 35174

> bung haja@bung.com remarked:

>I just opened my XE. When I click on that plastic thing which contains
>the connections with my fingers all the keys work except the RESET.
>Can I clean it with acetone?

NO! NO! acetone will dissolve or soften most of the plastic components like the XE case and the keys, etc... If a solvent is required, try TV tuner cleaner and test it on the bottom of the case first. Also some degreasers like trichloroethylene or trichloroethane.

>How can I remove the plastic from the XE? It is connected to the
>mainboard, I think it is glued to another one right at th connection.

I have never seen one glued; the keyboard mylar usually plugs into the friction connector on the main board sort of like a thin edge card type. The traces on the mylar often wear a little thin after a half dozen unplug/replug cycles so care is a must.

-Ron

Experience is something you don't get until just after you need it.

4651. Re: The old GUI for the ATARI-8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-25 20:36:06 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010725163606.17651.00001196@ng-cn1.aol.com>
Source record: 35175

Hey, Mirko!

What is with the blasphemy bordering on heresy?

>"Mirko Sobe" atarixle@12move.de stated:

>I have to tell you, that I will stop my ATARI activities.

-Ron

Experience is something you don't get until just after you need it.

4652. Re: Atari tunes on real instruments

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-25 20:39:16 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c1154a$f3e4b5e0$031ea8c0@p400>
Source record: 35176

Frank Schroeder-Hoeftmann <frank_sh@web.de> wrote

: Today I've received the wonderful "Back in Time 3" CD.

: I am wondering if anybody has ever done the same thing with Atari 8-bit
: tunes.

No remakes, but Andreas Magenheimer from Germany compiled many audio-CD's
filled with original tracks taken from games and demo's. He sells (sold?)
them for a very low price. He's in csa8bit so he'll probably hook into
this thread himself :-)

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

4653. Re: ATOS - a new GUI for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-25 20:44:22 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c1154b$aa364b60$031ea8c0@p400>
Source record: 35177

Tom Hunt <NoOne@FakeEmail.com> wrote

: If your 800 has RAM up to $BFFF and a hard drive like the Corvus
then
: I think it could run ATOS if I could find how to intercept the command
: processor in BW-DOS. I'll check into it when time permits.

I'll probably meet Jiri Bernasek (BeWe-soft) again at the next
Atari-meeting in Germany (UnConventional 2001, September). Should I ask
him some things?

Have downloaded ATOS too, but haven't played with it yet. I'll copy the
ATR to my Black-Box HD so Jiri can take a look at it himself :-))

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

4654. Re: ATOS - a new GUI for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-25 20:52:33 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c1154c$cd183ca0$031ea8c0@p400>
Source record: 35179

Tom Hunt <NoOne@FakeEmail.com> wrote

: >but are joystick and
: >keyboard also supported (the standard pointer devices for A8)?

: The keyboard isn't supported.

That's a pity. Keyboard may be useful if one has no mouse or joystick
available (which always happens to me when visiting a meeting :-))

: But you can use ATOS with other pointer
: devices through the use of the appropriate Multi-Mouse driver.

Is there info about how to program such a driver (asm equates,
entry-vectors, or whatever)?
Then one could write a keyboard-driver. Or a lightgun-driver! Looks cool
to me, shooting at windows :-)

: ATOS uses swap files called overlays. There are two types of swap files.

: The first type is a partial overlay that only saves the screen memory and

: the area that modules run in.

Sound very "BBS Pro!" to me :-))

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

4655. Re: The old GUI for the ATARI-8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-25 20:58:33 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c1154d$a1ba70e0$031ea8c0@p400>
Source record: 35178

Mirko Sobe <atarixle@12move.de> wrote

: I have to tell you, that I will stop my ATARI activities.

Why? Don't want to see the scene shrinking even more. Are you going to
Lengenfeld in September?

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

4656. Re: Service Manuals

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-25 21:37:56 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0107251337.5a48211f@posting.google.com>
Source record: 35180

bung <haja@bung.com> wrote in article
<5bljlt027lpd23cdcdj7o2mlotrv319jqh@4ax.com> :
>I have 800XL, 130XE, 1010, XC212, 1050, XF551, 1025, XM301. Where can
>I get service manuals for those ? Is their a one big service manual
>for everything?
>

B&C has FS manuals for the XL components (800xl,1010,1050,1025).
Unfortunately, Atari never came out with good docs for the XE stuff.

http://www.myatari.com/bc800hw.txt

Gene

4657. Re: the RESET Key in my 130XE does not work. Is it difficult to fix it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-25 21:46:30 UTC
From: bung <haja@bung.com>
Message-ID: <mhfult4n5ms4bj95ag9c4jh0srsb12512o@4ax.com>
Source record: 35181

Do you think I need a new mylar?

On 25 Jul 2001 20:32:51 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

>> bung haja@bung.com remarked:
>
>>I just opened my XE. When I click on that plastic thing which contains
>>the connections with my fingers all the keys work except the RESET.
>>Can I clean it with acetone?
>
>NO! NO! acetone will dissolve or soften most of the plastic components like the
>XE case and the keys, etc... If a solvent is required, try TV tuner cleaner and
>test it on the bottom of the case first. Also some degreasers like
>trichloroethylene or trichloroethane.
>
>>How can I remove the plastic from the XE? It is connected to the
>>mainboard, I think it is glued to another one right at th connection.
>
>I have never seen one glued; the keyboard mylar usually plugs into the friction
>connector on the main board sort of like a thin edge card type. The traces on
>the mylar often wear a little thin after a half dozen unplug/replug cycles so
>care is a must.
>
>-Ron
>
>Experience is something you don't get until just after you need it.

4658. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-25 22:00:17 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B5F415D.D0DABF69@inebraska.com>
Source record: 35182
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Chris Young wrote:

> On Tue, 24 Jul 2001 17:17:50 -0400, Bob Retelle (of comp.sys.sinclair "fame")
> wibbled on for an age:
>
> > With the kind of momentum behind the current OS, it's unlikely that
> > any other OS will be able to overtake the existing software base for a
> > long, long time, if ever.
>
> My point was that the existing software base will not look as good in
> a decade, let alone decades.
>
> > Go to the local CompUSA and check out how much shelf space is devoted
> > to native Linux apps.
>
> Oh, yes, I'll just pop over the Atlantic in my private jet and have a
> look.
>
> Clue: The USA is not "the world"

Clue: It is.
:-)

Other places are just satellites

>
>
> Chris
> --
> +---+
> | Unsatisfactory Software - "because it is" |
> | http://www.unsatisfactory.freeserve.co.uk |
> | Your Sinclair: A Celebration |
> +-- http://www.ysac.cjb.net/ --ICQ:28784166-+

4659. Re: Basic Dialects

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-25 22:29:47 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010725182947.21950.00001171@ng-fx1.aol.com>
Source record: 35183

I know Basic XE came with a disk for the extensions. I never heard of one for Basic XL and there was no mention of it in the Analog #19 review.
http://www.cyberroach.com/analog/default.htm

>Jindrich Kubec kubecj@asw.cz asked:

>V) Basic XL
> a) 'Basic XL 1.02 (c) 1983 OSS inc'
> b) 'Basic XL 1.03 (c) 1983'
>
> Both on OSS carts.
> But I've found 13kb binary 'OSS Basic XL Version 1.00 Copyright
>1983, 1984 OSS, Inc.'. Is it a runtime or what?
> Another binary is 4kb EXTEND.COM which is needed for 'PROCEDURE' and
>similar keywords (?)
> Is there some dev. kit or additional diskette which was shipped with
>Basic XL?

-Ron

Experience is something you don't get until just after you need it.

4660. Classic computers in the news

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-25 22:39:09 UTC
From: david_p@istop.com
Message-ID: <90E9BCD99davidpistopcom@216.187.106.195>
Source record: 35185

Not Atari 8-bit, but there's an intersting article about classic computers
at:

http://www.sfgate.com/cgi-
bin/article.cgi?file=/chronicle/archive/2001/07/22/BU160803.DTL

Remember the old Tandy 100 "laptops"? Still going strong.

David P.

4661. Re: ATOS - a new GUI for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-25 22:43:30 UTC
From: NoOne@FakeEmail.com
Message-ID: <90E9B094ECTHEnterprises@205.212.123.11>
Source record: 35186

fox-1@aqDOTnl (Sysop Fox-1) wrote in <01c1154b$aa364b60$031ea8c0@p400>:

>
>I'll probably meet Jiri Bernasek (BeWe-soft) again at the next
>Atari-meeting in Germany (UnConventional 2001, September). Should I ask
>him some things?
>

Does Jiri have an email address where I can contact him? If not then
please ask him what is the best way to intercept the BW-DOS command
processor. With Sparta you change the VVCOMND vector.

>Have downloaded ATOS too, but haven't played with it yet. I'll copy the
>ATR to my Black-Box HD so Jiri can take a look at it himself :-))
>

Sounds good. Just be sure to change the startup.bat file so that SHELLGX
gets loaded and do a BOOT X32GX.DOS when running it on a real 8-bit using a
real hard drive.

Best,
Tom

4662. Re: HELP with 1050 and XF551

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-25 22:45:09 UTC
From: Robert Klaas <bobkla19@sisna.com>
Message-ID: <3B5F4BF5.4A208524@sisna.com>
Source record: 35184

I can fix or modify your XF551 disk drive.

bob

4663. Re: UK vs. US models

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-25 23:02:27 UTC
From: Douglas Berlier <douglas.berlier@verizon.net>
Message-ID: <7el77.3516$vT.320195@paloalto-snr1.gtei.net>
Source record: 35187

Are the schematics/motherboards built to recieve either of the components so
that the units can be built with PAL components or are they different boards
entirely?

"Pockets" <pockets@cix.co.uk> wrote in message
news:9jjhm0$p2u$1@plutonium.compulink.co.uk...
> Yes, Both machines have the same voltage in, the 110/240 bits done in the
> power brick, so get the relevent power brick.
>
> Pal has a lower refresh rate and a larger area. You are likely to get roll
> of the image and missing upper/lower areas of the display pal machine on
> NTSC
>
> "Douglas Berlier" <douglas.berlier@verizon.net> wrote in message
> news:qZa77.2712$6_.671608@paloalto-snr1.gtei.net...
> > Can anyone tell me if the uk models can be converted to 120v capability.
> And
> > what about the PAL vs. NTSC video issue?
> >
> > Douglas
> >
> >
>
>

4664. Re: Atari 8bit emulator for iPAQ (Linux)

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-25 23:05:47 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <fhI77.2298$P15.27536@typhoon.sonic.net>
Source record: 35188
Cross-posted to: comp.sys.palmtops,comp.sys.atari.8bit,comp.sys.handhelds

In comp.sys.palmtops Paul Barker <pbarker@ntlworld.com> wrote:
: That is VERY cool !

: I'm considering buying an iPAQ and that's just one more reason. Any plans
: from anyone to get a Pocket PC OS version ? (My job means I probably won't
: be able to run Linux on it !)

Hmm... Dunno. You'll have to ask the author. It'll probably be tougher
to port to Pocket PC (WinCE, right?) than it was to Linux on the iPAQ.

To port it to Linux probably only needed a few hacks to get it to run
smaller and faster. Porting it to WinCE would mean calling completely
different APIs. :(

I know there's a 2600 emu. in the works for iPAQ (running WinCE)

-bill!

4665. 8 bit/ST/classic game swap, Columbus OH, US, 9/8/01

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-25 23:13:27 UTC
From: "R. Wayne Arenz" <rarenz@columbus.rr.com>
Message-ID: <rol77.4774$lq4.1906151@typhoon.columbus.rr.com>
Source record: 35189

I'll be short, and to the point:
Details at:
www.angelfire.com/oh4/acec/acec.html

4666. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-26 00:47:49 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15c932ad2e3c93a598968e@news-server.nc.rr.com>
Source record: 35190
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <3B5F415D.D0DABF69@inebraska.com>, millers@inebraska.com
says...
> Chris Young wrote:
>
> > On Tue, 24 Jul 2001 17:17:50 -0400, Bob Retelle (of comp.sys.sinclair "fame")
> > wibbled on for an age:
> >
> > > With the kind of momentum behind the current OS, it's unlikely that
> > > any other OS will be able to overtake the existing software base for a
> > > long, long time, if ever.
> >
> > My point was that the existing software base will not look as good in
> > a decade, let alone decades.
> >
> > > Go to the local CompUSA and check out how much shelf space is devoted
> > > to native Linux apps.
> >
> > Oh, yes, I'll just pop over the Atlantic in my private jet and have a
> > look.
> >
> > Clue: The USA is not "the world"
>
> Clue: It is.
> :-)
>
> Other places are just satellites

Lol ;) We had this same war almost exactly 1 year ago! It's similar to
Goddards Law! (Godwin?) First, someone will point out the origins of
specific technological advances, then we'll rebut with 'but he was
/born/ in country /y/ so /x/ doesn't get the credit!'

Then someone will say Americans are all fat and eat at McDonalds, then
someone will rebut with Europeans have teeth that look like dice.

You know it's going to happen, the bloods in the water, the sharks will
come. :)

4667. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-26 02:10:06 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <72gult4oelnh5vrncej03mu84ofi40okrg@4ax.com>
Source record: 35191
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On 25 Jul 2001 20:10:50 +0100, "Chris Young"
<unsatisfactory@bigfoot.com> wrote:

>On Tue, 24 Jul 2001 17:17:50 -0400, Bob Retelle (of comp.sys.sinclair "fame")
>wibbled on for an age:
>
>> With the kind of momentum behind the current OS, it's unlikely that
>> any other OS will be able to overtake the existing software base for a
>> long, long time, if ever.
>
>My point was that the existing software base will not look as good in
>a decade, let alone decades.

Sigh... the software base for the existing Operating System is the
point.

The point is that the Operating System a decade from now will likely
be the same, or a derivation of the current Operating System, so the
software base a decade from now will likely be the same software base
as it is now, with incremental changes, not radical shifts in support
for "other" Operating Systems.

>
>> Go to the local CompUSA and check out how much shelf space is devoted
>> to native Linux apps.
>
>Oh, yes, I'll just pop over the Atlantic in my private jet and have a
>look.
>
>Clue: The USA is not "the world"
>
Oh, that's certainly the point of this discussion.

OK then, CompUK, or Future Shop, or whatever.

>Chris

BobR

4668. Re: Basic Dialects

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-26 02:32:18 UTC
From: llpwhite@cs.com
Message-ID: <20010725223218.15494.00001077@ng-ct1.news.cs.com>
Source record: 35192

Basic XL had the "Toolkit". On the Toolkit disk there are extensions and a runtime package as well as sample programs with and without the extensions. The extensions work only with BXL 1.02 and 1.03. The extensions were 33 sectors long (roughly 4K). It mainly provided capabilities for using Procedures (instead of subroutines).

In addition, there was at least one other commercial runtime package that was shorter (78 vs. 109 sectors). It may have been a custom version, since I have only seen it on one commercial product. Since there never was a Basic XE runtime, the BXL runtime package provided at least part of the neat additions in a runtime environment.
Larry

4669. How can I remove the mylar?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-26 03:47:22 UTC
From: bung <haja@bung.com>
Message-ID: <oj4vlt8ikpmrnsm4pmcunpe3tptdd7rjfs@4ax.com>
Source record: 35193

I'm trying to assemble the 130XE again. But the mylar is tightly connected to the board, and I can't figure out how to remove it.

I cleaned between the sheets with canned air, but still the reset button does not work!

It seems to me that the reset key has its own path on the mylar, is this correct?

4670. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-26 04:45:06 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B5FA030.1466335C@inebraska.com>
Source record: 35194
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg wrote:

> >
> > > > Go to the local CompUSA and check out how much shelf space is devoted
> > > > to native Linux apps.
> > >
> > > Oh, yes, I'll just pop over the Atlantic in my private jet and have a
> > > look.
> > >
> > > Clue: The USA is not "the world"
> >
> > Clue: It is.
> > :-)
> >
> > Other places are just satellites
>
> Lol ;) We had this same war almost exactly 1 year ago! It's similar to
> Goddards Law! (Godwin?) First, someone will point out the origins of
> specific technological advances, then we'll rebut with 'but he was
> /born/ in country /y/ so /x/ doesn't get the credit!'

:-)

>
>
> Then someone will say Americans are all fat and eat at McDonalds,

<Shudder> I eat at Burger King - it's a British owned company.

> then
> someone will rebut with Europeans have teeth that look like dice.

Seems that Mike Meyer has done something along that line, hasn't he?

>
>
> You know it's going to happen, the bloods in the water, the sharks will
> come. :)

Come and get it!!! :-)

Roy

4671. Atari 800 computer system w/ tons of extras!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-26 05:31:09 UTC
From: Joe Grand <jgrand@mindspring.com>
Message-ID: <3B5FAB1D.CFD41BB9@mindspring.com>
Source record: 35195

As the subject says!

Atari 800 computer system w/ tons of extras!!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1258995238

System and Accessories:

o Atari 800 Computer w/ 48K RAM and power supply
o Atari 1030 direct connect modem
o Atari 1050 5.25" floppy disk drive
o Additional power supplies and cables
o Kraft joystick
o TV switch box

Games and Cartridges:

o Centipede
o Star Raiders
o Pac-Man
o Missile Command
o Pengo
o Music Composer
o BASIC
o Chessmaster 2000 (floppy disk)

Books and Manuals:

o Atari Technical Manual and Reference Guide!
o Your Atari Computer: A Guide To Atari 400/800 Personal Computers
o Atari BASIC
o Atari Sound and Graphics: A Self-Teaching Guide
o Machine Language for Beginners
o Atari Graphics
o Compute!'s Guide to the Atari: Part 1
o Compute!'s Guide to the Atari: Part 2
o Compute!'s Guide to the Atari: Part 3
o 6502 Assembly Language Programming
o Other manuals and documentation for Atari games and components

Joe

4672. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-26 06:20:29 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15c98093bb326469989690@news-server.nc.rr.com>
Source record: 35196
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <72gult4oelnh5vrncej03mu84ofi40okrg@4ax.com>, bobr1
@provide.net says...
> On 25 Jul 2001 20:10:50 +0100, "Chris Young"
> <unsatisfactory@bigfoot.com> wrote:
>
> >On Tue, 24 Jul 2001 17:17:50 -0400, Bob Retelle (of comp.sys.sinclair "fame")
> >wibbled on for an age:
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> be the same, or a derivation of the current Operating System, so the
> software base a decade from now will likely be the same software base
> as it is now, with incremental changes, not radical shifts in support
> for "other" Operating Systems.
>
>
> >
> >> Go to the local CompUSA and check out how much shelf space is devoted
> >> to native Linux apps.
> >
> >Oh, yes, I'll just pop over the Atlantic in my private jet and have a
> >look.
> >
> >Clue: The USA is not "the world"
> >
> Oh, that's certainly the point of this discussion.
>
> OK then, CompUK, or Future Shop, or whatever.

<snicker> "CompUK" has a funny ring to it :)

Well see what the justice department says about the future of the
platform :)

Hopefully they'll take they're head outa theyre arse and leave them alone, I want to see how Darwinism treats Microsoft.

4673. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-26 06:49:14 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tlvfakismnbk4f@corp.supernews.com>
Source record: 35047
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Roy Miller" <millers@inebraska.com> wrote in message
news:3B5FA030.1466335C@inebraska.com...
> David Ogg wrote:
>
> > >
> > > > > > Go to the local CompUSA and check out how much shelf space is devoted
> > > > > > to native Linux apps.
> > > > >
> > > > > Oh, yes, I'll just pop over the Atlantic in my private jet and have a
> > > > > look.
> > > > >
> > > > > Clue: The USA is not "the world"
> > > >
> > > > Clue: It is.
> > > > :-)
> > > >
> > > > Other places are just satellites
> > >
> > > Lol ;) We had this same war almost exactly 1 year ago! It's similar to
> > > Goddards Law! (Godwin?) First, someone will point out the origins of
> > > specific technological advances, then we'll rebut with 'but he was
> > > /born/ in country /y/ so /x/ doesn't get the credit!'
> >
> > :-)
> >
> > >
> > >
> > > Then someone will say Americans are all fat and eat at McDonalds,
> >
> > <Shudder> I eat at Burger King - it's a British owned company.
> >
> > > then
> > > someone will rebut with Europeans have teeth that look like dice.
> >
> > Seems that Mike Meyer has done something along that line, hasn't he?
> >

SNL had one of their best commercial spoof featuring Mike Meyer doing an
add for a British touthpast made from real sugar...
At one point he said: "You dont need to brush your teeth every week, but you might just
want to"

Or something in those lines.

Off topic? oh well...

Stephan

4674. Classic Gaming Expo 2001 Update

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-26 08:37:57 UTC
From: jhardie@pipeline.com
Message-ID: <3b60d6d1.99695655@news.pipeline.com>
Source record: 35048

```
Classic Gaming Expo 2001 Update 6-26-01
---------------------------------------

Well, the show is just about 2 weeks away now and we've
got a ton of information to pass along to you. Don't
forget that advance registration ends on Friday (6/27),
so get your tickets now.

**********************************

Dragon's Lair 3-D Update!!!

We've just been able to confirm that legendary animators
and Dragon's Lair co-creators, Don Bluth & Gary Goldman,
will be appearing at CGE 2001. They will be joining
Rick Dyer and John Pomeroy, both of whom had already
committed, for a video presentation and keynote speech.

This is the first time the four creators of Dragon's
Lair have been together in the same room since 1983!

**********************************

Incredible Arcade Collection!

Speaking of Dragon's Lair, it will be one of the many
laser-disc arcade games on display at this year's show.
Steven Hertz will be bringing his awesome collection of
arcade games to CGE for play by all attendees. Below
is a list of titles Steven has confirmed with us:

Dragon's Lair
Thayers Quest
Cliff Hanger
Begas Battle
Cobra Command (dedicated)
US Vs. THEM
Badlands (dedicated)
Badlands (UA Cab)
Super Don Quix-ote (dedicated)
Star Rider
Fire Fox
Galaxy Ranger
NFL Football
Interstellar
Time Traveler
Star Wars
```

Tempest

Add to that list the approximately 20 arcade machines being supplied by Blast From The Past Amusements, and many more from Tim Arnold of the Las Vegas Pinball Collector's Club, and you can see that they'll be plenty of free play all weekend!

****

Infogrames To Show New Titles!

We've just received confirmation that Infogrames plans to debut two new titles at Classic Gaming Expo. On display for the first time anywhere will be:

DIG DUG Deeper
and
MS. PAC-MAN Search for the Golden Maze

Stop by their booth and be one of the first people in the world to try these new titles!

****

New Game Releases!

In addition to the previously announced titles by CGE Services and Retrodesign, there are several new games that have been announced. Here's the current line-up:

Atari2600.com - Secret Agent (2600)
Digital Press - Ms. Space Fury (Coleco)
Ebivision - Allia's Quest (2600)
Joe Grand - Scsi-cide (2600)
Brian Prescott - Base Defender (2600)
Crazy Valet (Special) (2600)
Retrodesign - Combat 2 (2600)
CGE Services - Dig Dug (Coleco)
Joust (Coleco)
Pac-Man (Coleco)
Elevator Action (2600)

****

New Alumni Guests Signed On!

We've added some great new guests to the celebrity list at the show web-site. Here's a small sample of some of the people who will be joining us:

Ralph Baer - Father of Videogames
Don Bluth - Dragon's Lair creator
Garth Clowes - Founder of Entex - Adventurevision
Rick Dyer - Dragon's Lair & Halcyon creator

Franz Lanzinger - Crystal Castles (Arcade)
Alan Miller - Co-founder of Activision
...and many, many more.

Check out the latest list at:
http://www.cgexpo.com/guests.html

****

Larger Museum Exhibit!

We've added a ton of stuff to the museum this year and one of the highlights will be an incredible collection of handhelds from the personal collection of Rik Morgan, who runs www.handheldmuseum.com

Rik will be on-hand and displaying some of his best stuff. You'll be in awe when you see this collection. A lot of stuff we never even knew existed!

****

Songbird Prod. Announces Lynx/Jaguar Display!

Carl Forhan of Songbird Productions has announced that the Songbird booth will feature a display of rare and prototype Atari Lynx and Jaguar items. See some of the unreleased games that never made it out the door as well as hardware, development systems, and other goodies.

****

Time For Another Auction!

You asked for it! You got it! Many people have asked us about running another auction at CGE. While we have been hesitant to do so in the past, due to bad past experiences, we have decided to have another go at it. The auction will take place on Sat. night, right after the swap meet at 6pm. Check out the auction information page at: http://www.cgexpo.com/auction.html

****

Twin Galaxies to Host World Championships!

Like last year, we are once again working with Walter Day and the Twin Galaxies crew to host contests on various home systems and arcade machines. Of special interest will be the Atari 2600 contest which will take place throughout the weekend. Cash prizes are planned for all winners!

****

TV Commercial Archive Volume II

The VHS compilation of classic videogame TV commercials
that debuted at CGE '99 has been re-mastered and updated
and will debut this year at CGE 2001!

Volume II consists of cleaned-up versions of all the
commercials included in volume I PLUS about 35 new
commercials including, believe it or not, a VECTREX
commercial! The tape weighs-in at a full 60 minutes
of video as opposed to 36 minutes on volume I.

****

Save Big $$$ with CGE Discounts!

Don't forget that we've arranged for special discounts
on airline, hotel, and car rental prices for all our
attendees. Airline Discounts are available on South-
West and Continental Airlines, the Plaza Hotel has
great rates on rooms, and you just can't beat the
unbelievable prices offered by Payless Car Rental.

For more information on our special show discounts,
stop by: http://www.cgecpo.com/discounts.html

****

That's all for now. Remember, you can always check
the show web-site at: http://www.cgexpo.com for all
of the latest updates and information.

Be sure to stop by and say "Hi" when you get to
Vegas. We look forward to meeting you!

Regards,
John, Sean, & Joe

4675. VINTAGE COMPUTER FESTIVAL EAST 1.0!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-26 11:20:41 UTC
From: vcf@vintage.org
Message-ID: <d2T77.645$Kd7.776429@news1.rdc1.sfba.home.com>
Source record: 35049

Vintage Computer Festival East 1.0
July 28th and 29th, 2001
Royal Plaza Hotel and Trade Center
Marlborough, Massachusetts
http://www.vintage.org/2001/east/

The first Vintage Computer Festival for the east coast of the United States is scheduled for the weekend of July 28th and 29th at the Best Western Royal Plaza Hotel and Trade Center in Marlborough, Massachusetts.

The Vintage Computer Festival is a celebration of computers and their history. The event features speakers, a vintage computer exhibition, and a vintage computer marketplace. We showcase all different types of computers for all differents kinds of platforms in all different shapes and sizes.

If you wish to pass the word about the VCF along to your co-workers, a printable flyer in Word format can be downloaded here:

http://www.vintage.org/2001/east/vcfeast.doc

SPEAKERS AND WORKSHOPS

We've got a terrific line-up of speakers at the inaugural VCF East. The speakers include:

Wayne Green

Founder of Byte and 73 Magazine, among many other publications. The influence of Wayne's computer publications propelled the microcomputer revolution of the 70s and 80s.

Eldon Hall

The "Father" of the Apollo Guidance Computer, Eldon will discuss the development the computer that brought the first men to the moon.

Christine Finn

Christine is bringing the discipline of an archaeologist to the study of computer history. She'll be discussing her upcoming book "Artefacts: The Material Culture of the Silicon Valley".

Michael Nadeau

Michael will be taking on the subject of determining the value of old computers for buying, selling and trading. He's also writing a book on the topic.

Megan Gentry

Megan, a former DEC employee, will be giving a workshop that
every beginning collector of DEC gear will want to attend.
She'll also be exhibiting the PDP 11/73 that was used to control
the heating and air systems at The Mill (DEC's former headquarters).

Curt Vendel

Curt founded the Atari Historical Society to spread the gospel
of Atari's relatively short but significantly colorful history.
He'll be giving a talk about Atari's history and the collection
of Atari items he has in the AHS archives.

The speaker schedule can be found here:

http://www.vintage.org/2001/east/speaker.php3

FABULOUS DOOR PRIZES!

Year after year, the VCF always has the best stuff to give away, and
this year is no different

o Complete NeXT "Cube" to be awarded to one lucky attendee!
o Mindset computer to be given away to the Best of Show Exhibit!

These prizes are being furnished by the Atari Historical Society.
Visit the AHS at:

http://www.atari-history.org

VINTAGE COMPUTER EXHIBITION

Come see a room full of functioning computers going back three decades!
The VCF Exhibition is always an exciting place to learn about computer
history in a first-hand, hands-on manner.

Vote on your favorite exhibit and help the Best of Show exhibitor go
home with a Mindset computer. The Mindset was hailed as a major
innovation when it debuted in 1983, with multimedia sound, graphics
and video editing features.

This machine is being provided by the Atari Historical Society:

http://www.atari-history.org

BUY/SELL/TRADE AT THE VINTAGE COMPUTER MARKETPLACE

Looking for an old computer to add to your collection? Have some
spare items you'd like to sell? Want to meet other collectors to
trade with? The VCF Marketplace is the best place on the planet to
do all these things.

You can still bring items to sell in the consignment section. For
information please visit:

http://www.vintage.org/2001/east/vendor.php3#consignment

TELL A FRIEND! TELL A FRIEND! TELL A FRIEND!

We really hope to see you at the first VCF for the east coast! And remember, tell your friends!!

A printable flyer in Word format can be downloaded here:

http://www.vintage.org/2001/east/vcfeast.doc

Vintage Computer Festival East 1.0
July 28th and 29th, 2001
Royal Plaza Hotel and Trade Center
Marlborough, Massachusetts
http://www.vintage.org/2001/east/

4676. Re: The old GUI for the ATARI-8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-26 12:07:12 UTC
From: llpwhite@cs.com
Message-ID: <20010726080712.04276.00001015@ng-fh1.news.cs.com>
Source record: 35050

>But before I do this, I will update BOSS-X (available at www.atarixle.de) to
the best
version ever.<

Could you please leave us a message when you have made the final changes.
Thanks,
Larry

4677. Re: Wanted: Philadelphia-area Atari user to xfer files to PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-26 12:25:11 UTC
From: Brian Siano <bsiano@bellatlantic.net>
Message-ID: <3B600B12.14BEF7C4@bellatlantic.net>
Source record: 35051

Winston Smith wrote:

> FamilyNet Newsgate
>
> RE: Wanted: Philadelphia-area Atari user to xfer files to PC
> BY: Brian Siano to All on Thu Jul 05 2001 22:50:26
>
> > ...complete with both kinds of Atari brand disk drives...
>
> *BOTH* ? Um... ATARI officially made *THREE* brands of disk drive -- a single
> density ATARI 810, a "density and a half" crippled ATARI 1050 (that could be
> made whole with a US Doubler Chip), and a true double-side, double density
> Mitsumi drive (with shorted cable) called the ATARI XF-551 (the early runs were
> single sided until they ran out of recycled spares). Then there are third
> party drives like the California-2000, Indus-GT, and Percoms.

Well, gosh, I'm _so_ sorry I got that wrong. Can't imagine why I wouldn't have _known_ that.

> Doing the transfer is no problem. There are several PC programs for
> transferring ATARI files. There is the oldest program -- ATARIO. Then there
> is the ATARI 1050 program that can only do one file at a time, called MULE
> (train), stubborn and slow, but it works. Finally, there is MYUTIL, Charles
> Marsletts utility for porting over MyDOS files. Your biggest problem is going
> to be in finding an ancient IBM PC with an old-style 360K, 5-and-1/4, floppy
> drive in it to accept the 5-and-1/4 ATARI floppies.

Actually, it seems my biggest problem is finding a Philadelphia-area user who could do this _for_ me, in exchange for goods and services.

I've looked into the various methods for transfers, and it doesn't look like any of them are terribly easy. Several seem to require really ancient PC hardware, like 5 1/4" disk drives that work with a particular program, and even then with only one kind of density disks (and I tried this on my old 386-- it didn't work). Others require cables that are either discontinued or too custom-designed for me to build. There was a system that ran an Atari drive through a PC's ports, which would have been _great_, but it apparently doesn't work all the time. Others require a terminal program for the Atari that I don't have-- and no, I can't download it from the Web, since the only modem I have for my Atari runs somewhere between 300 and 1200 baud.

Now, I figured, there's got to be someone who's _done_ this work before, who might even have his Atari set up with his PC, and might be able to do the transfers without too much trouble. I can arrange some kind of trade, hand him the disks, and walk away with a handful of 3.5" IBM-formatted floppies. Or something. So, is there anyone who's capable of doing this?

--
Brian Siano
email: bsiano@bellatlantic.net
Domain: http://www.briansiano.com

4678. Re: ATOS - a new GUI for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-26 17:36:26 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c115fa$93102280$031ea8c0@p400>
Source record: 35052

Tom Hunt <NoOne@FakeEmail.com> wrote

: >I'll probably meet Jiri Bernasek (BeWe-soft) again

: Does Jiri have an email address where I can contact him?

Unfortunately, he hasn't.

: please ask him what is the best way to intercept the BW-DOS command
: processor.

I will. More news will follow in September :-)

: >ATR to my Black-Box HD so Jiri can take a look at it himself :-))

: Sounds good. Just be sure to change the startup.bat file so that SHELLGX

: gets loaded and do a BOOT X32GX.DOS when running it on a real 8-bit using
a
: real hard drive.

Actually, I want to use it with X33B.DOS, the version jkp has patched
(relocated buffers to o.s. RAM). I don't use BASIC XL/XE anyway...

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

4679. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-26 19:40:29 UTC
From: Chris Young <unsatisfactory@bigfoot.com>
Message-ID: <3B60803D.MD-1.4.15.unsatisfactory@bigfoot.com>
Source record: 35054
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Thu, 26 Jul 2001 06:20:29 GMT, David Ogg (of comp.sys.sinclair "fame")
wibbled on for an age:

> Well see what the justice department says about the future of the
> platform :)

Last I heard, they were threatening to not let MS release XP...

Cris
--
+---+
| Unsatisfactory Software - "because it is" |
| http://www.unsatisfactory.freeserve.co.uk |
| Your Sinclair: A Celebration |
+-- http://www.ysac.cjb.net/ --ICQ:28784166-+

4680. Re: The old GUI for the ATARI-8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-26 19:47:02 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <9jps0g$2cij$1@wrath.news.nacamar.de>
Source record: 35053

I try to come to Lengenfeld. But I will not be there with my ATARI. I will
need someone, that lends me his ATARI for presenting BOSS-X.
And I will stop my ATARI activities only for a short time, may be 1/2 year
or less or more, because, I spend too much time sitting at the computer.

I will debug BOSS-X and make an english version, than I try to translate the
BOSS-X-manual.
Then, BOSS-X is over. If I then write a new version (after the break), it
get's another name, because "BOSS" sounds not good.

Mirko

"Sysop Fox-1" <fox-1@home.nl> schrieb im Newsbeitrag
news:01c1154d$a1ba70e0$031ea8c0@p400...
>
> Mirko Sobe <atarixle@12move.de> wrote
>
> : I have to tell you, that I will stop my ATARI activities.
>
> Why? Don't want to see the scene shrinking even more. Are you going to
> Lengenfeld in September?
>
>
> --
> Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
> Email: fox-1 AT aq DOT nl
>
> "Remember what the dormouse said"

4681. Re: The old GUI for the ATARI-8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-26 21:02:09 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c11617$3835e6c0$031ea8c0@p400>
Source record: 35055

Mirko Sobe <atarixle@12move.de> wrote

: I try to come to Lengenfeld.

Thats a good thing.

: need someone, that lends me his ATARI for presenting BOSS-X.

We're in doubt about how we will travel. My van is for sale, and the current owner of the old Cadillac Hearse I want to buy is on a vacation and I'm not sure if I have that car in time. When I haven't, we have to travel in a small car, so no space to take some aditional stuff with us. With the Cadiallac I have some more space, so I could bring an extra set-up (XE + XF551 + 1050 + monitor).

: And I will stop my ATARI activities only for a short time, may be 1/2 year
: or less or more, because, I spend too much time sitting at the computer.

Make at least sure you'll be back :-)

: If I then write a new version (after the break), it
: get's another name, because "BOSS" sounds not good.

Actually, "BOSS" sounds quite good to me. Unfortunately, as a dedicated Sparta-Dos user I can't make advantage of it myself. I know it works with BeWe-Dos, but I run into trouble with the 4 drives limit...

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

4682. Re: the RESET Key in my 130XE does not work. Is it difficult to fix it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-26 21:49:41 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010726174941.25926.00001572@ng-cf1.aol.com>
Source record: 35056

Not necessarily... although it appears to be a possibility.

What exactly do you mean by "click on that plastic thing"? Do some keys not function unless you are 'clicking'?

Have you verified that the Reset key itself is connecting the traces? Can you follow the traces and connect the correct two for testing Reset?

If we know the trace makes contact under the Reset key, then unplug the mylar from the main board and examine the end for a discontinuity. A paint on liquid is available at electronics suppliers for repair or you could explore the possibility of carefully trimming about 1/8 inch from the mylar and reseating to the main board.

>bung haja@bung.com asked:

>Do you think I need a new mylar?
>>>I just opened my XE. When I click on that plastic thing which contains
>>>the connections with my fingers all the keys work except the RESET.

-Ron

Experience is something you don't get until just after you need it.

4683. Re: Wanted: Philadelphia-area Atari user to xfer files to PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-26 22:14:45 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010726181445.25926.00001581@ng-cf1.aol.com>
Source record: 35057

Not in Plilly... How many disks are involved? Can you do it thru the mail?

What Atari 8 equipment do you have in working order? Someone could mail to you
a disk with BobTerm if you can make a null modem cable.

>Brian Siano bsiano@bellatlantic.net remarked:

>Actually, it seems my biggest problem is finding a Philadelphia-area user who
>could do this _for_ me, in exchange for goods and services.
>
>I've looked into the various methods for transfers, and it doesn't look like
>any of them are terribly easy. Several seem to require really ancient
>PC hardware, like 5 1/4" disk drives that work with a particular program,
>and even then with only one kind of density disks (and I tried this
>on my old 386-- it didn't work). Others
>require cables that are either discontinued or too custom-designed
>for me to build.
>There was a system that ran an Atari drive through a PC's ports,
>which would have been _great_, but it apparently doesn't work
>all the time. Others require a terminal program for the Atari that
>I don't have-- and no, I can't download it from the Web, since
>the only modem I have for my Atari runs somewhere between 300
>and 1200 baud.
Now, I figured, there's got to be someone who's _done_ this work before,
>who might even have his Atari set up with his PC, and might be able
>to do the transfers without too much trouble. I can arrange
>some kind of trade, hand him the disks, and walk away with a
>handful of 3.5" IBM-formatted floppies. Or something. So, is there
>anyone who's capable of doing this?

-Ron

Experience is something you don't get until just after you need it.

4684. Buy your Atari from Honest Ben Smith!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-27 00:17:00 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0107261712300.1465-100000@shell.pacifier.com>
Source record: 35058
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

I haven't been an Atari reseller as long as some, but I've been an Atarian for 20 years! I've sold Atari to many of you out their with good results and many happy Customers. I cherish my repeat customers and those of you who have referred your Atarian friends. So with the financial times being so low, I have Bills to pay. So please give me your Atari Business. I've added 16 Jaguar Titles, including DooM, Hover Strike, Iron Soldier, I-War, Pitfall & Ruiner Pinball! All +NEW in BOX. Plus overstock from Dealers including 9 NEW, +NEW in BOX Classic Atari 8 Bit Game Titles such as Beyond Castle Wolfenstein, Dig Dug, Gateway to Apshai, Jumpman Junior, One-on-One, and Pole Position Plus additional Inventory such as Lucas Film Games! I've also got rare Atari Happy Drives and Atari XF551 Drives. You might find Treasures you didn't know you wanted! Use my HotLinks below, reply in E-Mail or call Ben anytime at (503)256-9974!

http://www.pacifier.com/~atari/honesty.htm The Best Policy!
http://www.pacifier.com/~atari/specials.htm Current Atari Specials.
http://www.pacifier.com/~atari/index.html Benjamin's WebSite.
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales
http://www.pacifier.com/~atari/free_cat.htm FREE Catalogs info.
http://www.pacifier.com/~atari/catalogs.htm FREE Catalogs area.
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/antispam.htm Spamming News!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4685. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-27 01:12:34 UTC
From: spike1@freenet.co.uk
Message-ID: <26fqj9.t81.ln@ridcully.freenet.co.uk>
Source record: 35059
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> Hopefully they'll take they're head outa theyre arse and leave them
> alone, I want to see how Darwinism treats Microsoft.

ARGH! That REALLY grates, that does...

Didn't they teach you the difference betweem their (the word you should've used), they're (they are) and there (ooo, look, over there... a cute fluffy kitten!) at school?

--

```
_______________________________________________________________________________
| spike1@freenet.co.uk | "Are you pondering what I'm pondering Pinky?" |
|Andrew Halliwell BSc(hons)| |
| in | "I think so brain, but this time, you control |
| Computer Science | the Encounter suit, and I'll do the voice..." |
-------------------------------------------------------------------------------
```

4686. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-27 05:59:09 UTC
From: "Roberto L. Aloi" <soulpro@gate.net>
Message-ID: <3B61032D.F38CE733@gate.net>
Source record: 35060
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Bill Hoggett wrote:

> Anyone aiming to produce computers that retail at $300 is going to be
> peddling a pile of camel dung.

Someone already manufacturers this "camel dung!"

It's an e-machine...

Roberto Aloi

4687. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-27 08:13:47 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <pl82mt8469n4tgbiqg5mjkborgt4q1m9t5@4ax.com>
Source record: 35061
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Fri, 27 Jul 2001 01:12:34 +0000, spike1@freenet.co.uk wrote:

>David Ogg <davidogg@nc.rr.com> did eloquently scribble:
>> Hopefully they'll take they're head outa theyre arse and leave them
>> alone, I want to see how Darwinism treats Microsoft.
>
>ARGH! That REALLY grates, that does...
>
>Didn't they teach you the difference betweem their (the word you should've
>used), they're (they are) and there (ooo, look, over there... a cute fluffy
>kitten!) at school?

Yeah.. that bothers me to. :)

BobR

4688. Re: Why it is not possible to copy some ATRs to 5.25 DISKs?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-27 14:25:08 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B6179C4.20E219A7@mail.uni-mainz.de>
Source record: 35062

Well,
you can of course also use a good Atari sector copier for that job. One
that writes empty sectors, for every error sector appearing. (Good
programs are: Mycopier 2.x, Disk copier and many more) - Andreas

Mo schrieb:
>
> bung wrote:
> >
> > Hi,
> > I'm using 1050-2-PC and Prosys to write atr images. I wrote
> > DOS 4 w/o troubles, but when I tried to write smaller size atr image
> > on the other side of the disk, I got an error message indicating an
> > unknown image size? I'm using a standard 1050.
>
> I had the same problem and here is my solution, some ATR's have been
> abbreviated by having the empty space deleted or not written at all.
> Hence the image is smaller and not recognized by APE. What I do is boot
> up Diskey disk editor on my emulator and then I do a sector copy of the
> ATR to a new one. You'll get errors when it hits the empty spots but
> just let it finish and the result is a usable ATR. I found the best way
> to create a good blank ATR is to just copy and paste one of the DOS
> ATR's and format it in the emulator.
>
> Mo

4689. Re: 800XL 256K Upgrade schematic

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-27 14:29:59 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B617AE7.B3CF3E28@mail.uni-mainz.de>
Source record: 35063

Well,
why not try ABBUC Bauplanservice ?? They have dozens of schematics for
any RAM upgrade you might think of. Visit www.abbuc.de and click to
"Bauplanservice" on the left. You should get some german text, the
e-mail of the service-master and a list of avaiable schematics. Think,
they are not online yet, but surely ABBUC will mail them to you...
-Andreas

DM Hebert schrieb:
>
> Hi,
>
> Does anyone have a 800XL 256K upgrade schematic or drawing?
> I'd really appreciate a copy if so. Either a web address or email it to me.
>
> Thanks much,
>
> David
> (hebertdm@NOSPAM.home.com
> (remove NOSPAM to contact)

4690. Re: 3-D Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-27 15:07:34 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B6183B6.9B5E029F@mail.uni-mainz.de>
Source record: 35064

Well,
actually I do not have Sega 3D glasses. But some time ago, german AMC Verlag developed the first (or at least the first german) real 3d Atari 8-Bit game, using red+green glasses. it was a 3D skiing game called "Superski". it used a combination of joystick+paddle for gameplay (paddle to control left+right movement, jostick to speed up, slow down and jump). The paddle was also there to do the 3D setup (you could see the 3d ski`s coming out of the screen or going into the screen, next you could change the flicker or frame rate and such things; finally you could also switch off to "flat" 3D mode as seen in other games, like Mercenary, F15, Thomahawk, Fighter Pilot and such). Unfortunately the chief of AMC Verlag (Armin Stuermer) died in 1998 and since a) the game is copy protected and uses Compiled Turbo Basic *** plus b) a special paddle+joystick controller (called Multipad or Powerpad), it does not make any sense at the moment to make copies of this game.

I got the rights to all AMC games (sorry folks, mostly german!) but since I have no knowledge of removing any copy-protection or copying such games, I gave permission to ABBUC to do so. For Superski, maybe someone can a) unprotect it and b) change the code in such a way, it will work with a standard paddle controller. You normally have to start the game with the joystick fire button, which is not avaiable for a paddle => change it to paddle fire button. Next, the controls (left+right) are already set for paddle, no changes needed here. But, to be able to jump, it would be nice to use the paddle trigger again... (Well, speeding up or slowing down is not so nescessary in my eyes!) If someone would be able to do the changes, I would send him a copy (original 5,25" copy protected Atari XL disk with red/green glasses) free of charge, but I would like to have a complete patch, not just the protection removed!!!
-Andreas

*** for the PC there is a disassembler program from Jindrich for different compiled Basic programs avaiable, called CHKBAS.EXE. it also disassembles compiled turbo-basic...

Keith Olson schrieb:
>
> Seeing as how the Atari can call a subroutine every 60th of a second,
> has anyone ever tried hooking up a pair of Sega Master System 3-D
> Glasses? It just has a stereo 1/8th plug and you simply alternate
> applying ??? volts to the left/right sides. i.e. block left side
> while showing right page/block right side while showing left page. I
> was going to experiment with one, but I had to sell it. :-(
>

```
> --
>
> Keith Olson
>
> ---------------------------------------------------------------------
> -
> | For the memory of the uncompromisingly righteous is a blessing,
> |
> | Proverbs 10:7a
> |
> ---------------------------------------------------------------------
> -
```

4691. Re: ATOS - a new GUI for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-27 15:12:42 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B6184EA.43F9F8C3@mail.uni-mainz.de>
Source record: 35065

Er,
is it 2MB zipped for the complete stuff or already for the main files
?!?
- I merely have PC HD (1,44Mb; 1,2MB) drives and a PC CD ROM drive...
How should I download then ?? Andreas.

Thomas Havemeister schrieb:
>
> On Sun, 22 Jul 2001 20:48:59 GMT, NoOne@FakeEmail.com (Tom Hunt)
> wrote:
>
> >Sorry about the server outage. My wife was playing an online game on that
> >system and it got hosed up for a while. It's back online now. How is ATOS
> >different? Now that the server is back online the best thing might be to
> >read all about it. The ATOS core is written in assembly language. It uses
> >the object model at the conceptual level. The majority of the various
> >accessories were written in CC65. Some were written in MAC/65. It uses
> >overlays. It boots in Sparta but can read and write to the root
> >directories of MyDOS and Atari DOS disks. There's still some rough edges
> >to it, but I will keep working to improve it.
>
> you did a great job with your new ATOS! It's quite interesting to see
> new software for our 8-bit atari computer. And after so long, as atari
> officaly died!
>
> As for downloading you 2Mb zipped atos-archive, I was very amused to
> see a download constantly giving a rate of (and now: hold on!!!) 1042
> byte per second!!!!
>
> boah :-)
>
> bye sayz:
> -thomsen@munich
>
> --
> Thomas Havemeister Student of Business Computer Science
> Technical University of Ilmenau
>
> P.S.: Sturz des Zaren & Take those Atarian care!

4692. Re: ATOS - a new GUI for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-27 15:20:04 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <9js0ns$303m$1@wrath.news.nacamar.de>
Source record: 35066

Tom Hunt alowed me to upload ATOS to my server: you can download ATOS now
faster from this location:

www.atarixle.de/download/

Mirko

"Tom Hunt" <NoOne@FakeEmail.com> schrieb im Newsbeitrag
news:90E6807DECTHEnterprises@205.212.123.11...
>
> ATOS is a new GUI for the Atari 8-bit computer.
>
> I've decided that it's time to open up the ATOS web site and download
files
> to the general Atari 8-bit computer enthsusiasts. I would like to thank
> the beta testers here who have helped me with all sorts of suggestions and
> bug reports.
>
> You are invited to check out the ATOS web site at:
>
> http://cth.dtdns.net/atos/
>
> I've also updated my main web page at:
>
> http://cth.dtdns.net
>
> Best,
> Tom

4693. Re: Elektraglide

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-27 15:20:09 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B6186A9.C6B98BF7@mail.uni-mainz.de>
Source record: 35067

And
congrats codemasters !! the "last V(f)lop" written for the mastertronic
company by these guys. They started their own "codemasters" company
then. Look where they are today - still alive on every platform !!
-Andreas

Thomas Havemeister schrieb:
>
> On Mon, 23 Jul 2001 11:43:58 GMT, paulr@SPAMNOyep.com (Paul Rixon)
> wrote:
>
> >As stated in the previous post the prize for all this effort is a
> >brief increasing-pitch sound, a blacked out screen and then back to
> >the menu. It was a bit disappointing, but as they say the fun was in
> >the taking part. I can still remember physically ducking when one of
> >those big boulders was bouncing towards me!
> >As an aside, I also thought "The Last V8" was pretty easy to complete
> >but some people didn't?
>
> and I *also* thought "The Last V8" was a pretty *shitty* game!! At
> least, it got a place in my "flop ten - the worst games on atari".
> congratulation mastertronic :-)
>
> bye sayz:
> -thomsen@munich
>
> --
> Thomas Havemeister Student of Business Computer Science
> Technical University of Ilmenau
>
> P.S.: Sturz des Zaren & Take those Atarian care!

4694. Re: Service Manuals

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-27 15:24:47 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B6187BF.CC192C62@mail.uni-mainz.de>
Source record: 35068

Nope,
it is the other way around: 1USD = 2,20DM !!! (Did the americans ever
had to pay 2USD for one german mark ? I don`t think so.) -Andreas.

Mathy Van Nisselroy schrieb:
>
> Howdy Bung
>
> >I have 800XL, 130XE, 1010, XC212, 1050, XF551, 1025, XM301. Where can
> >I get service manuals for those ? Is their a one big service manual
> >for everything?
>
> Check out http://www.abbuc.de/ click on BAUPLAENE. They have xerox copies of
> some of the the service manuals you are looking for. The site is mostly in
> German, but that doesn't need to bother you if you only wanna order stuff. The
> DM is about two dollars twenty I guess.
>
> CU Mathy van Nisselroy

4695. Re: The old GUI for the ATARI-8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-27 15:32:14 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B61897E.2C1E85AF@mail.uni-mainz.de>
Source record: 35069

Why ?????
Never stop. -Andreas.

Mirko Sobe schrieb:
>
> I have to tell you, that I will stop my ATARI activities. But before I do
> this, I will update BOSS-X (available at www.atarixle.de) to the best
> version ever. So, download it and enjoy...
>
> Mirko

4696. Re: Atari tunes on real instruments

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-27 15:50:58 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B618DE2.2F895821@mail.uni-mainz.de>
Source record: 35070

Well,
I am still selling these audio-cd`s for 5 german marks (5DM) per cd.
they contain real atari tracks, meaning I connected my little atari to
the hifi system and recorded the complete sounds with a DAT recorder
(using a higher recording volume of course). Next I copied these sounds
to the Mini-Disc and snipped off all loading noise (I used the
mini-disc, since it has some cool editing features, the CD, DAT and Tape
recorders did not have). finally I digitally copied the mini-disc to CD.
However, I did not use any equalizers, enhanced stereo or surround
emulations, dolby noise reductions (except for the MOD sounds, but they
are still very noisy) and such, but recorded the sounds as they were. of
course I could have done better, but I did not want to change the sounds
or create "fake" atari 8-bit sounds...

The audio-collection includes 10 CDR`s (TDK) filled with atari demo
sounds and 10 CDR`s (TDK) filled with atari game sounds. Regarding the
game sounds, there are quite many old sounds from the early 80s on these
CDs, but not quite so many polish sounds from the 90s (since the polish
sounds/games are not so pretty well known in western europe or america).
Every audio CD has a running length of 60 minutes or more. all 20 audio
CD`s contain 600 atari sounds... Until today I have sold 4 collections
(two complete collections with 20 CD`s amongst them), not quite much.
But it looks like -at least the german- atarians prefer the newer polish
sounds... Ok, enough said. Mail me, if you are interested or
want to see a list. If you are not living in germany however, you might
have to pay more for porto and package, than for a single audio-cd (thus
buy more than one CD!). -Andreas.

Sysop Fox-1 schrieb:
>
> Frank Schroeder-Hoeftmann <frank_sh@web.de> wrote
>
> : Today I´ve received the wonderful "Back in Time 3" CD.
>
> : I am wondering if anybody has ever done the same thing with Atari 8-bit
> : tunes.
>
> No remakes, but Andreas Magenheimer from Germany compiled many audio-CD's
> filled with original tracks taken from games and demo's. He sells (sold?)
> them for a very low price. He's in csa8bit so he'll probably hook into
> this thread himself :-)
>
> --
> Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
> Email: fox-1 AT aq DOT nl

>
> "Remember what the dormouse said"

4697. Just for fun...

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-27 15:54:14 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B618EA6.96DD2484@mail.uni-mainz.de>
Source record: 35071

Sysop Fox-1 wrote...
> "Remember what the dormouse said"

Well,
actually what did it say ??? I merely remember something similar from
the song "You are in the army now", originally from Bolland & Bolland
and covered by Status Quo (and maybe others too). -Andreas

4698. Re: Basic Dialects

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-27 15:56:50 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B618F42.19DFD2D0@mail.uni-mainz.de>
Source record: 35072

Well,
I have also seen some OSS basics appearing in games (maybe PD, maybe
pirated). One that comes to mind is "Chancellor" a trade simulation
game... -Andreas

RHamiIton5 schrieb:
>
> I know Basic XE came with a disk for the extensions. I never heard of one for
> Basic XL and there was no mention of it in the Analog #19 review.
> http://www.cyberroach.com/analog/default.htm
>
> >Jindrich Kubec kubecj@asw.cz asked:
>
> >V) Basic XL
> > a) 'Basic XL 1.02 (c) 1983 OSS inc'
> > b) 'Basic XL 1.03 (c) 1983'
> >
> > Both on OSS carts.
> > But I've found 13kb binary 'OSS Basic XL Version 1.00 Copyright
> >1983, 1984 OSS, Inc.'. Is it a runtime or what?
> > Another binary is 4kb EXTEND.COM which is needed for 'PROCEDURE' and
> >similar keywords (?)
> > Is there some dev. kit or additional diskette which was shipped with
> >Basic XL?
>
> -Ron
>
> Experience is something you don't get until just after you need it.

4699. Re: Buy your Atari from Honest Ben Smith!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-27 16:39:23 UTC
From: Wolf-359 <Wolf_359_359@hotmail.removetoemail.com>
Message-ID: <0663mt4kce07ts9n3k92i37u1rud88iilg@4ax.com>
Source record: 35073

Sorry Ben but you brought the retailer's kiss of death down upon yourself. I never trust any retailer that has the word Honest in his name. That's always the first give away for a snake oil salesman (or a used car salsman in a Sears-sucker suit)!

All kidding aside, thanks for the info, I'll check out your sites (and your prices).

4700. Re: How can I remove the mylar?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-27 20:16:21 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010727161621.05059.00000474@mb-ml.aol.com>
Source record: 35075

The XL is stiff, but it does slide out of the connector. Is the end of the XE mylar not inserted into a spring loaded slot with contacts?

Yes, the Reset and console keys (not certain about Help) should have their own dedicated trace which is connected to ground thru the action of the key on the mylar trace. If you can locate and isolate it, you can substitute your own switch to make the same circuit.

>bung haja@bung.com replied:

>I'm trying to assemble the 130XE again. But the mylar is tightly
>connected to the board, and I can't figure out how to remove it.
>
>I cleaned between the sheets with canned air, but still the reset
>button does not work!
>
>It seems to me that the reset key has its own path on the mylar, is
>this correct?

-Ron

Experience is something you don't get until just after you need it.

4701. Re: Buy your Atari from Honest Ben Smith!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-27 20:49:25 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <WBi87.37$_r6.33583@nnrp3.sbc.net>
Source record: 35074

I've got nothing but praise for Ben and Bravo Sierra. I've made a couple of transactions and they were actually faster and easier than using Ebay!
Mo

Wolf-359 wrote in message <0663mt4kce07ts9n3k92i37u1rud88iilg@4ax.com>...
>Sorry Ben but you brought the retailer's kiss of death down upon
>yourself. I never trust any retailer that has the word Honest in his
>name. That's always the first give away for a snake oil salesman (or a
>used car salsman in a Sears-sucker suit)!
>
>All kidding aside, thanks for the info, I'll check out your sites (and
>your prices).
>
>

4702. FS: ATARI 400/800/XL/XE CAPTAIN BEEBLE *RARE*

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-27 20:55:48 UTC
From: aleks@cs.yorku.ca
Message-ID: <6e0f29c6.0107271255.339b79c6@posting.google.com>
Source record: 35076

ebay: http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1259475355&r=0&t=0&showTutorial=0&ed=996871560&indexURL=0&rd=1

4703. ATARI 400/800/XL/XE Thorn EMI SOCCER *RARE*

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-27 20:56:38 UTC
From: aleks@cs.yorku.ca
Message-ID: <6e0f29c6.0107271256.6d2d17f0@posting.google.com>
Source record: 35077

ebay:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1259473462&r=0&t=0&showTutorial=0&ed=996871108&indexURL=0&rd=1

4704. ATARI 400/800/XL/XE INHOME BASEBALL *RARE*

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-27 20:57:08 UTC
From: aleks@cs.yorku.ca
Message-ID: <6e0f29c6.0107271257.5a699eac@posting.google.com>
Source record: 35078

ebay:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1259471847&r=0&t=0&showTutorial=0&ed=996870727&indexURL=0&rd=1

4705. FS: ATARI 400/800/XL/XE IN-STORE DEMO CARTRIDGE !

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-27 20:57:41 UTC
From: aleks@cs.yorku.ca
Message-ID: <6e0f29c6.0107271257.34d86862@posting.google.com>
Source record: 35079

ebay:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1259457364&r=0&t=0&showTutorial=0&ed=996867697&indexURL=0&rd=1

4706. FS: ATARI 400/800/XL/XE Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-27 20:58:13 UTC
From: aleks@cs.yorku.ca
Message-ID: <6e0f29c6.0107271258.45f2a44e@posting.google.com>
Source record: 35080

ebay:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1259451561&r=0&t=0&showTutorial=0&ed=996866387&indexURL=0&rd=1

4707. FS: Atari 400/800/XL/XE STAR WARS Game Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-27 20:58:44 UTC
From: aleks@cs.yorku.ca
Message-ID: <6e0f29c6.0107271258.5ee4fc04@posting.google.com>
Source record: 35081

ebay:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1259441752&r=0&t=0&showTutorial=0&ed=996863942&indexURL=0&rd=1

4708. FS: Atari 400/800/XL/XE PENGO Game Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-27 20:59:13 UTC
From: aleks@cs.yorku.ca
Message-ID: <6e0f29c6.0107271259.42b60d8c@posting.google.com>
Source record: 35082

ebay:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1259434862&r=0&t=0&showTutorial=0&ed=996862376&indexURL=0&rd=1

4709. Re: ATOS - a new GUI for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-27 21:09:23 UTC
From: "David\\Julie Wilson" <cybrslider@home.com>
Message-ID: <7Mk87.11477$k6.20007@news1.rdc1.tx.home.com>
Source record: 35083

There is a folder that contains individual arcs. Click on the download ATOS
link and then select files2. 19 files total.

David

"Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message
news:3B6184EA.43F9F8C3@mail.uni-mainz.de...
> Er,
> is it 2MB zipped for the complete stuff or already for the main files
> ?!?
> - I merely have PC HD (1,44Mb; 1,2MB) drives and a PC CD ROM drive...
> How should I download then ?? Andreas.
>
>
> Thomas Havemeister schrieb:
> >
> > On Sun, 22 Jul 2001 20:48:59 GMT, NoOne@FakeEmail.com (Tom Hunt)
> > wrote:
> >
> > >Sorry about the server outage. My wife was playing an online game on
that
> > >system and it got hosed up for a while. It's back online now. How is
ATOS
> > >different? Now that the server is back online the best thing might be
to
> > >read all about it. The ATOS core is written in assembly language. It
uses
> > >the object model at the conceptual level. The majority of the various
> > >accessories were written in CC65. Some were written in MAC/65. It
uses
> > >overlays. It boots in Sparta but can read and write to the root
> > >directories of MyDOS and Atari DOS disks. There's still some rough
edges
> > >to it, but I will keep working to improve it.
> >
> > you did a great job with your new ATOS! It's quite interesting to see
> > new software for our 8-bit atari computer. And after so long, as atari
> > officaly died!
> >
> > As for downloading you 2Mb zipped atos-archive, I was very amused to
> > see a download constantly giving a rate of (and now: hold on!!!) 1042
> > byte per second!!!!
> >
> > boah :-)
> >

> > bye sayz:
> > -thomsen@munich
> >
> > --
> > Thomas Havemeister Student of Business Computer Science
> > Technical University of Ilmenau
> >
> > P.S.: Sturz des Zaren & Take those Atarian care!

4710. FS: 5 ATARI 400/800/XL/XE Boxed Carts QIX ET More

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-27 21:26:39 UTC
From: aleks@cs.yorku.ca
Message-ID: <6e0f29c6.0107271326.7a6d0d31@posting.google.com>
Source record: 35084

ebay:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1259485797

4711. Re: Just for fun...

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-27 21:29:16 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c116e4$44fa6660$031ea8c0@p400>
Source record: 35085

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote

: Sysop Fox-1 wrote...
: > "Remember what the dormouse said"
:
: Well,
: actually what did it say ??? I merely remember something similar from
: the song "You are in the army now", originally from Bolland & Bolland
: and covered by Status Quo (and maybe others too). -Andreas

Usually I reply: "Go ask Alice, I think she'll know" :-)

But the dormouse said: "Feed your Head"...

(From the song "White Rabbit" by Jefferson Airplane / Grace Slick).

4712. Re: FS: ATARI 400/800/XL/XE CAPTAIN BEEBLE *RARE*

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-27 22:12:54 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3B61E766.D4164C33@t-online.de>
Source record: 35086

Please stop spamming the newsgroups with your ads.

Aleks schrieb:

> ebay: http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1259475355&r=0&t=0&showTutorial=0&ed=996871560&indexURL=0&rd=1

4713. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-27 23:38:42 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cbc5a0fa814482989692@news-server.nc.rr.com>
Source record: 35087
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <26fqj9.t81.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk says...
> David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> > Hopefully they'll take they're head outa theyre arse and leave them
> > alone, I want to see how Darwinism treats Microsoft.
>
> ARGH! That REALLY grates, that does...
>
> Didn't they teach you the difference betweem their (the word you should've
> used), they're (they are) and there (ooo, look, over there... a cute fluffy
> kitten!) at school?

<snicker> When bitchin' about ones grammer, you should spell check your reply. :-)

in the term "outa theyre arse" how come you didn't point out the other two words? "out of their ass" , happy? :-) Actually though the spell checker came up and I apathetically just kept clicking change. (a likely story :)

4714. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 00:04:33 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cbcbafaa4cb4d9989693@news-server.nc.rr.com>
Source record: 35088
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <3B60803D.MD-1.4.15.unsatisfactory@bigfoot.com>,
unsatisfactory@bigfoot.com says...
> On Thu, 26 Jul 2001 06:20:29 GMT, David Ogg (of comp.sys.sinclair "fame")
> wibbled on for an age:
>
> > Well see what the justice department says about the future of the
> > platform :)
>
> Last I heard, they were threatening to not let MS release XP...

That would just suck. (not that I'm a huge fan of Microsoft)

How will we ever find out if we can make an OS that's better than
Windows if the government steps in?

I think this should be handled differently. Did Microsoft illegally
kill DR-Dos? the court thinks so? ok, then award damages, move on.

Did they kill Netscape, the court thinks so? award damages.

are they crippling Kerberos? the court thinks so? make them open the
documentation to the proprietary extensions, move on.

Can the US government keep M$ from selling XP overseas? now that would
be interesting if M$ just said, "OK", and then kept selling 2k to the US
and XP to the rest of the world.

The only thing worse than Microsoft dictating what software we have
available to use, is the government doing it.

This hurts the Linux crowd too, if you think about it. We're working our
asses off to get the government to understand that source code is a form
of speech protected by the first ammendment, hoping to overturn the
DMCA, and this just works against it.

There are alternatives to Microsoft, Microsoft is not a monopoly,
everyone just uses windows, there's a slight difference. We could use
linux couldn't we? What about the Mac?

It's not Microsoft's fault everyone isn't using something else instead,
so far Windows has no competition only because noone is competing. There
are alternatives, and they're developing. let the market work it out for
itself. Maybe Linux will catch up and bury Microsoft. I'd rather see
this happen than see XP banned, or Microsoft split up.

What would the government do to Linux if Linux had "embraced and extended" or anything else Microsoft has done? I wonder. Could they do anything, even?

4715. Re: How can I remove the mylar?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 00:13:07 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010727201307.04302.00001767@ng-fh1.aol.com>
Source record: 35089

I checked the XL (believing the XE is similar) again; the mylar has 18 traces for the standard key matrix and five more traces for the console keys separated from the 18 by a gap toward the front of the case.

You will not be able to solder to the trace because the mylar would melt... With care, you might tack a wire to the mylar ribbon connector on the top or perhaps the bottom of the main board for patching into the circuit.

In any event, the task at hand is to find a creative way to access that Reset key trace and join it to a switch installed thru the case for closing to ground.

>bung haja@bung.com replied:

>It seems to me that the reset key has its own path on the mylar, is
>this correct?

-Ron

Experience is something you don't get until just after you need it.

4716. Re: ATOS - a new GUI for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 00:29:21 UTC
From: NoOne@FakeEmail.com
Message-ID: <90EBDB1E3CTHEnterprises@205.212.123.11>
Source record: 35090

magea000@mail.uni-mainz.de (Andreas Magenheimer) wrote in
<3B6184EA.43F9F8C3@mail.uni-mainz.de>:

>- I merely have PC HD (1,44Mb; 1,2MB) drives and a PC CD ROM drive...
>How should I download then ?? Andreas.
>

ATOS comes set up with all kinds of interesting programs and
applications. You can cut out most of the extra stuff if you just want
to see it boot up. If you don't install the BASIC programs, games, HIPs,
CMC musics, etc., and most of the wallpapers and icons, you probably could
make it fit onto your system. But I'm not sure how practical such a setup
would be. It might be done to satisfy one's curiosity. If you have a
ramdisk you could configure ATOS to use it for overlays, icons, object
files, etc. One of these days I want create an ATOS setup that might be
based upon two 180k floppy drives and a 256/320k ramdisk. With such a
setup I'll make it so that if you click an icon in a window and it cannot
find the desired program it will prompt you to "Please place the correct
floppy disk in the drive and click OK", or something like that. But this
is on the list of things to do, right after completing the online manual,
bug fixes, new feature requests, etc. ;-)

Best,
Tom

4717. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 00:29:32 UTC
From: spike1@freenet.co.uk
Message-ID: <c11tj9.mk3.ln@ridcully.freenet.co.uk>
Source record: 35092
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> in the term "outa theyre arse" how come you didn't point out the other
> two words? "out of their ass" , happy? :-)

Because outa is slang? And Arse is the correct spelling?
An ass is a beast of burden, not an anatomical feature.

--

```
_____________________________________________________________________________
| spike1@freenet.co.uk | |
|Andrew Halliwell BSc(hons)| "ARSE! GERLS!! DRINK! DRINK! DRINK!!!" |
| in | "THAT WOULD BE AN ECUMENICAL MATTER!...FECK!!!! |
| Computer Science | - Father Jack in "Father Ted" |
-----------------------------------------------------------------------------
```

4718. Re: ATOS - a new GUI for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 00:30:15 UTC
From: NoOne@FakeEmail.com
Message-ID: <90EBDCB05CTHEnterprises@205.212.123.11>
Source record: 35091

atarixle@12move.de (Mirko Sobe) wrote in
<9js0ns$303m$1@wrath.news.nacamar.de>:

>Tom Hunt alowed me to upload ATOS to my server: you can download ATOS
>now faster from this location:
>
>www.atarixle.de/download/
>

Thanks Mirko!

4719. Re: Buy your Atari from Honest Ben Smith!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 01:06:04 UTC
From: Douglas Berlier <douglas.berlier@verizon.net>
Message-ID: <0eo87.744$6V.199050@dfiatx1-snr1.gtei.net>
Source record: 35093

I too have the utmost praise for his prices and honesty!! When I need stuff
I look at what he has FIRST. It saves me lots of money and time waiting for
auctions on ebay. I even have his address on a post it note on my computer.

Douglas

"Mo" <mygranny@'nospam'swbell.net> wrote in message
news:WBi87.37$_r6.33583@nnrp3.sbc.net...
> I've got nothing but praise for Ben and Bravo Sierra. I've made a couple
of
> transactions and they were actually faster and easier than using Ebay!
> Mo
>
> Wolf-359 wrote in message <0663mt4kce07ts9n3k92i37u1rud88iilg@4ax.com>...
> >Sorry Ben but you brought the retailer's kiss of death down upon
> >yourself. I never trust any retailer that has the word Honest in his
> >name. That's always the first give away for a snake oil salesman (or a
> >used car salsman in a Sears-sucker suit)!
> >
> >All kidding aside, thanks for the info, I'll check out your sites (and
> >your prices).
> >
> >
>
>

4720. Re: FS: ATARI 400/800/XL/XE CAPTAIN BEEBLE *RARE*

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 01:38:59 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <0t24mt01eiho9nvu0gchnrtrftcmfqdrh6@4ax.com>
Source record: 35094

On 27 Jul 2001 13:55:48 -0700, aleks@cs.yorku.ca (Aleks) wrote:

>ebay: http://cgi.ebay.com/

It's NOT RARE and it's NOT for sale, it's For Auction...

Stop being a complete idiot!

4721. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 02:06:14 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <p6p87.3142$hQ.400336@paloalto-snr1.gtei.net>
Source record: 35095
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg wrote in message ...

[snip]
>The only thing worse than Microsoft dictating what software we have
>available to use, is the government doing it.
[snip]

Congratulations! That is, without a doubt, the best argument in this entire thread.

May the software companies be free to do what they do best. Develop and publish software. And the government free to do what it does best, tax the taxpayers.

Gee, I hope I don't get on the FBI's "watch" list for posting this!

Sam Gillett aka Mars Probe @ Starship Intrepid (972) 221-4088
Commodore lives . . . . . if you call 1200 baud alive!

4722. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 02:37:45 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cbef91495888b8989697@news-server.nc.rr.com>
Source record: 35096
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <c11tj9.mk3.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk
says...
> David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> > in the term "outa theyre arse" how come you didn't point out the other
> > two words? "out of their ass" , happy? :-)
>
> Because outa is slang? And Arse is the correct spelling?
> An ass is a beast of burden, not an anatomical feature.

Context, you can hardly have your head up a "beast of burden" ;)

4723. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 03:09:43 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <ijNIlwz3ziY7EwSI@gratiano.zephyr.org.uk>
Source record: 35097
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <MPG.15cbef91495888b8989697@news-server.nc.rr.com>, David Ogg
<davidogg@nc.rr.com> writes
>Context, you can hardly have your head up a "beast of burden"

Why not?

--
James Coupe PGP Key: 0x5D623D5D
EBD690ECD7A1F
HEY, MOM! I FOUND SOME OF THOSE PEOPLE ON THE INTERNET B457CA213D7E6
YOU WERE TELLING ME TO NOT TALK TO! 68C3695D623D5D

4724. Re: How can I remove the mylar?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 03:30:02 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3B6231BA.84D045A9@one.net>
Source record: 35098

You might be able to use the conductive liquid that is sold in auto
parts stores that repairs "stick-on" type window defrosters.

Mask the mylar with masking tape and brush the liquid on to repair the
break.

Just a thought.

-Bob

RHamiIton5 wrote:
>
> I checked the XL (believing the XE is similar) again; the mylar has 18 traces
> for the standard key matrix and five more traces for the console keys separated
> from the 18 by a gap toward the front of the case.
>
> You will not be able to solder to the trace because the mylar would melt...
> With care, you might tack a wire to the mylar ribbon connector on the top or
> perhaps the bottom of the main board for patching into the circuit.
>
> In any event, the task at hand is to find a creative way to access that Reset
> key trace and join it to a switch installed thru the case for closing to
> ground.
>
> >bung haja@bung.com replied:
>
> >It seems to me that the reset key has its own path on the mylar, is
> >this correct?
>
> -Ron
>
> Experience is something you don't get until just after you need it.

4725. Re: Buy your Atari from Honest Ben Smith!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 03:36:38 UTC
From: Keith Olson <spamtrap007@yahoo.com>
Message-ID: <tm4jo5rkdbtb60@corp.supernews.com>
Source record: 35101

Honest B.S. BWAHAHAHAHAHA!!! ROTFLMAO!!!
~~~~

BTW, no insult intended, but the irony was more than I could resist.

"Bravo Sierra Computers" <atari@pacifier.com> wrote in message
news:Pine.BSO.4.33.0107261712300.1465-100000@shell.pacifier.com...
> I haven't been an Atari reseller as long as some

-----8<-----

--

Keith Olson

-
| For the memory of the uncompromisingly righteous is a blessing,
|
| Proverbs 10:7a
|

-
~~~~

4726. Memory chip compatability

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 03:53:42 UTC
From: Douglas Berlier <douglas.berlier@verizon.net>
Message-ID: <aHq87.906$6V.245144@dfiatx1-snr1.gtei.net>
Source record: 35100

Are the 41464 chips found in the XEGS the same as 4464 chips used for 600xl memory upgrades?

Douglas

4727. Re: Buy your Atari from Honest Ben Smith!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 04:29:22 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0107272108100.23966-100000@shell.pacifier.com>
Source record: 35099

Hi, it's me Ben. Regarding your Handle, "Wolf 359", what's that about. Are you into astronomy? I am a complete Novice, but I do have an interest. I use (occasionaly) the Atari ST software Atari Planetarium. I also love to play Frontier Elite II on my ST, going to the Star System "Wolf 359". Or maybe you use Wolf 359 because your a Star Trek Fan and the Enterprise engaged the Borg at Wolf 359 where Picard was assimalated? Regarding using the word "Honest" with my name as a Businessman. Business has been slow with the economy as it is and I needed to find a way to pay Bills, with no money coming in. And because I have a potential customer who doesn't trust and who posted a message in the public NewsGroups asking about me asking if He should have His head examined to do Business with me. I thought I'd post messages about it, to clear up confusion. Plus did I mention I really need the Business, my Atari income, which is the only work I can do has really slowed to a crawl due to a Depression of an economy?

==Thanx==
===Ben===

On Fri, 27 Jul 2001, Wolf-359 wrote:

> Sorry Ben but you brought the retailer's kiss of death down upon
> yourself. I never trust any retailer that has the word Honest in his
> name. That's always the first give away for a snake oil salesman (or a
> used car salsman in a Sears-sucker suit)!
>
> All kidding aside, thanks for the info, I'll check out your sites (and
> your prices).
>
>

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4728. Re: ATOS - a new GUI for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 08:15:39 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <9jts82$h82$1@wrath.news.nacamar.de>
Source record: 35102

Please tell me, if you update ATOS.

Mirko

"Tom Hunt" <NoOne@FakeEmail.com> schrieb im Newsbeitrag
news:90EBDCB05CTHEnterprises@205.212.123.11...
> atarixle@12move.de (Mirko Sobe) wrote in
> <9js0ns$303m$1@wrath.news.nacamar.de>:
>
> >Tom Hunt alowed me to upload ATOS to my server: you can download ATOS
> >now faster from this location:
> >
> >www.atarixle.de/download/
> >
>
> Thanks Mirko!
>

4729. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 09:06:08 UTC
From: spike1@freenet.co.uk
Message-ID: <0avtj9.ed4.ln@ridcully.freenet.co.uk>
Source record: 35103
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> What would the government do to Linux if Linux had "embraced and
> extended" or anything else Microsoft has done? I wonder. Could they do
> anything, even?

Linux COUDN'T embrace and extend... Embrace and extend involves not only adopting and corrupting an accepted standard... It means keeping the additions and changes to that standard secret. (Or refusing to allow it's use elsewhere). Kerberos is the perfect example.

They took the code from the FreeBSD codebase. As FreeBSD license allows anyone to do anything with the source code they want as long as there's an acknowledgement, they extended it and then, when someone found out what the extensions were and posted source code, M$ forced them to remove it from the web.
--
---
spike1@freenet.co.uk	"Are you pondering what I'm pondering Pinky?"
Andrew Halliwell BSc(hons)	
in	"I think so brain, but this time, you control
Computer Science	the Encounter suit, and I'll do the voice..."

4730. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 09:23:06 UTC
From: spike1@freenet.co.uk
Message-ID: <q90uj9.ed4.ln@ridcully.freenet.co.uk>
Source record: 35105
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> In article <c11tj9.mk3.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk
> says...
>> David Ogg <davidogg@nc.rr.com> did eloquently scribble:
>> > in the term "outa theyre arse" how come you didn't point out the other
>> > two words? "out of their ass" , happy? :-)
>>
>> Because outa is slang? And Arse is the correct spelling?
>> An ass is a beast of burden, not an anatomical feature.

> Context, you can hardly have your head up a "beast of burden" ;)

You've tried this then, have you? :)
--
_____________________________________________________________________________
| spike1@freenet.co.uk | |
|Andrew Halliwell BSc(hons)| "ARSE! GERLS!! DRINK! DRINK! DRINK!!!" |
| in | "THAT WOULD BE AN ECUMENICAL MATTER!...FECK!!!! |
| Computer Science | - Father Jack in "Father Ted" |
-----------------------------------------------------------------------------
```

4731. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 11:48:00 UTC
From: ammonton@cc.full.stop.helsinki.fi
Message-ID: <9ju8pg$l5s$1@oravannahka.helsinki.fi>
Source record: 35104
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In comp.sys.sinclair David Ogg <davidogg@nc.rr.com> wrote:

> <snicker> When bitchin' about ones grammer, you should spell check your
> reply. :-)

Every spelling flame has to have at least one mistake in them. It's the
Law. (And what the hell is a "grammer"?)

-a

4732. Re: Atari tunes on real instruments

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 12:24:12 UTC
From: neilt1966@yahoo.co.uk
Message-ID: <2be9516c.0107280424.280ac1e1@posting.google.com>
Source record: 35106

On a similar topic, it's been bugging me for ages that the guitar riff
in Daft Punk's Aerodynamic is the music from the Atari 8-bit game
"Whistler's Brother".
http://xlent.nostalgia.pl/software/games/w/0015.html

I had assumed that this riff was a classical or rock one that had been
ripped off both by the game and Daft Punk, but I can't find any
reference to it, so now I'm thinking maybe Daft Punk ripped it from
the game -- it's been done before!

A clip of the song (with part of the riff) is on Amazon:
http://www.amazon.co.uk/exec/obidos/ASIN/B00005A9ZC/o/qid=996322531/sr=2-1/ref=sr_sp_bow_1
_1/202-8118908-9063868

Can anyone confirm or deny, or tell me where the riff came from?

Cheers,

Neil.

4733. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 12:33:41 UTC
From: sands-of-iowa <sands@cableone.com>
Message-ID: <tm5c7r80efvu17@corp.supernews.com>
Source record: 35107
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
but if you use windows a Pc maker can not use ANY OTHER OS
or they lose their lic. from microsoft that why Gateway owns Amiga
you do not put out an Amiga computer because they would lose Windows..

Dave R. wrote in message ...
>On Mon, 16 Jul 2001, James Alexander wrote:
>
>> gigahertz processor systems aren't readily available yet. oh and don't
>> forget, where I live, retail on windows is $300 by itself. Are you
really so
>> STUPID to believe any vendor will sell you windows and give you the
hardware
>> on which to run it for FREE?
>
>A vendor, however, will be paying for OEM Windows, not retail. The OEM
>version is usually much cheaper, but with stricter licensing (i.e. must be
>sold with a computer, can't be installed on another PC, etc.). So, figure
>US$50-$75 for Windows, maybe even less.
>
```

4734. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 12:40:48 UTC
From: sands-of-iowa <sands@cableone.com>
Message-ID: <tm5clhcm16noe0@corp.supernews.com>
Source record: 35108
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
Why no parallel ports at $300 your market is the poor and they are
going to buy the $5 printer from the Goodwill not the $150 USB
printer from Best Buy.
```

Graham wrote in message <6172ee17.0107230800.806c967@posting.google.com>...
>> For the sake of argument let's suppose you could design a next generation
>> $300 homecomputer. The goal is to make a userfriendly machine for general
>> use and for hobbyists. How would such a system look?
>
>I may be late to the thread, but anyway...
>
>I don't think that people will be willing to pay $300 for an appliance
>(as such a computer would be). You have to look at what the current
>market wants. There are a million and one Internet boxes (the Bush
>Internet TV is one at £79, or about $100) that do Internet, email,
>etc. Not much use for writing a letter or playing games though.
>
>Assuming that you have been given a Government contract to make sub
>$300 boxes for poor people to enable the Internet revolution and
>increase education,etc (a realistic modern aim?) then what would you
>want?
>
>Integration is the name of the game. So is simplicity. It won't have a
>DVD drive, but it will have a CD drive. It won't have a 40GB HD, but
>it might have end of line never-sold 5~10GB HDs. It will have built-in
>modem and ethernet. It will have built-in graphics and audio. It must
>display to a TV, but a monitor is an option. Expansion ports kept to a
>minimum (4 USB, no serial, parallel, etc). Internal expansion not
>necessary. CPU power needs to be adequate, not good.
>
>If you are building 1m boxes, you would sign a contract with
>Asus/ABit/etc to get low end motherboards with the features that you
>want only, in the form factor that you want. Use a cheap processor (in
>quantity, the Via C3 would be good - I bet you could get 600MHz C3
>processors in quantity for ~$25 each). Integrated motherboard would be
>$40 with a $15 chipset (SiS630) and minimal components. Hard drive
>would be ~$50. CD ~$20. No floppy.
>
>Motherboard (+modem, network, audio, graphics): $40
>Processor: $25

>Hard Drive: $50
>CD: $20
>Case (custom): $20
>Keyboard: $5
>Mouse: $5
>
>As for the operating system - a free one would make sense, however a
>simple for dummies interface should be employed. The Linux kernel
>could be used, with a graphical interface that lets the user run
>applications and set up the device, but isn't a scary UI. Big icons on
>the screen, one for each application. Basically the Palm launcher I
>reckon. Modified applications could be used that didn't prompt the
>user about where to save the document, but just saved it safely, and
>when you wanted to open a document, it would just show the user the
>list of documents that they had previously created. Disable downloads
>from the Internet except from the device makers, where new apps can be
>downloaded only (use a special tool, perhaps).
>
>On the other hand, just use a Pace Digital TV set-top box, with
>built-in PowerVR technology (a la Dreamcast). As non-digital TV will
>be eradicated in about 6 years anyway, why not lever a device that
>everyone will need in their house at one point or another?
>
>Graham

4735. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 12:44:58 UTC
From: sands-of-iowa <sands@cableone.com>
Message-ID: <tm5ct0mkgtku4a@corp.supernews.com>
Source record: 35109
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Looking at what you all say it looks like you want to put an Imac mother board in an mac LC with a cd instead of a floppy.

4736. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 12:52:13 UTC
From: sands-of-iowa <sands@cableone.com>
Message-ID: <tm5dak9okb361f@corp.supernews.com>
Source record: 35110
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Windows 3 came out less then 15 years ago before that there was 0
software for it when an OS come out and it is used by a large base of people
software is written for it so it does not matter what OS you start with for
your new machine if you can sale a large number of them.
but you do need to get the cost down to $150

David Ogg wrote in message ...
>In article <72gult4oelnh5vrncej03mu84ofi40okrg@4ax.com>, bobr1
>@provide.net says...
>> On 25 Jul 2001 20:10:50 +0100, "Chris Young"
>> <unsatisfactory@bigfoot.com> wrote:
>>
>> >On Tue, 24 Jul 2001 17:17:50 -0400, Bob Retelle (of comp.sys.sinclair
"fame")
>> >wibbled on for an age:
>> >
>> >> With the kind of momentum behind the current OS, it's unlikely that
>> >> any other OS will be able to overtake the existing software base for a
>> >> long, long time, if ever.
>> >
>> >My point was that the existing software base will not look as good in
>> >a decade, let alone decades.
>>
>> Sigh... the software base for the existing Operating System is the
>> point.
>>
>> The point is that the Operating System a decade from now will likely
>> be the same, or a derivation of the current Operating System, so the
>> software base a decade from now will likely be the same software base
>> as it is now, with incremental changes, not radical shifts in support
>> for "other" Operating Systems.
>>
>>
>> >
>> >> Go to the local CompUSA and check out how much shelf space is devoted
>> >> to native Linux apps.
>> >
>> >Oh, yes, I'll just pop over the Atlantic in my private jet and have a
>> >look.
>> >
>> >Clue: The USA is not "the world"

>> >
>> Oh, that's certainly the point of this discussion.
>>
>> OK then, CompUK, or Future Shop, or whatever.
>
><snicker> "CompUK" has a funny ring to it :)
>
>Well see what the justice department says about the future of the
>platform :)
>
>Hopefully they'll take they're head outa theyre arse and leave them
>alone, I want to see how Darwinism treats Microsoft.

4737. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 12:58:18 UTC
From: ammonton@cc.full.stop.helsinki.fi
Message-ID: <9jucta$p05$2@oravannahka.helsinki.fi>
Source record: 35111
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In comp.sys.sinclair sands-of-iowa <sands@cableone.com> wrote:
> Windows 3 came out less then 15 years ago before that there was 0
> software for it when an OS come out and it is used by a large base of people
> software is written for it so it does not matter what OS you start with for
> your new machine if you can sale a large number of them.
> but you do need to get the cost down to $150

Windows 3 could run software written for Windows 2 and probably even
Windows 1, not to mention all the DOS apps available at the time.

-a (ps. Punctuation is free, use it!)

4738. Re: Buy your Atari from Honest Ben Smith!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 13:58:15 UTC
From: sloopy malibu <sloopy@amishinfo.com>
Message-ID: <B7883E7C.48C%sloopy@amishinfo.com>
Source record: 35112

wolf,

i have known and delt with ben for years now and although i find him a little odd as a person and is a great businessman to deal with and have no objections to recomending him to anyone...

(yeah i know what you mean about someone calling themselves 'honest'... i live near a road of many car dealerships and sometimes you need aback-hoe and eathmover it gets so deep ;')

sloopy.

> From: Wolf-359 <Wolf_359_359@hotmail.removetoemail.com>
> Organization: http://extra.newsguy.com
> Newsgroups: comp.sys.atari.8bit
> Date: Fri, 27 Jul 2001 11:39:23 -0500
> Subject: Re: Buy your Atari from Honest Ben Smith!
>
> Sorry Ben but you brought the retailer's kiss of death down upon
> yourself. I never trust any retailer that has the word Honest in his
> name. That's always the first give away for a snake oil salesman (or a
> used car salsman in a Sears-sucker suit)!
>
> All kidding aside, thanks for the info, I'll check out your sites (and
> your prices).
>

4739. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 15:02:37 UTC
From: Chris Young <unsatisfactory@bigfoot.com>
Message-ID: <3B62E21D.MD-1.4.15.unsatisfactory@bigfoot.com>
Source record: 35113
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On 28 Jul 2001 12:58:18 GMT, (of comp.sys.sinclair "fame")
wibbled on for an age:

> In comp.sys.sinclair sands-of-iowa <sands@cableone.com> wrote:
> > Windows 3 came out less then 15 years ago before that there was 0
> > software for it when an OS come out and it is used by a large base of people
> > software is written for it so it does not matter what OS you start with for
> > your new machine if you can sale a large number of them.
> > but you do need to get the cost down to $150
>
> Windows 3 could run software written for Windows 2 and probably even
> Windows 1, not to mention all the DOS apps available at the time.

Yes, but it wasn't the best software base available, which was *my*
point.

Chris
--
+---+
| Unsatisfactory Software - "because it is" |
| http://www.unsatisfactory.freeserve.co.uk |
| Your Sinclair: A Celebration |
+-- http://www.ysac.cjb.net/ --ICQ:28784166-+

4740. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 15:04:40 UTC
From: Chris Young <unsatisfactory@bigfoot.com>
Message-ID: <3B62E298.MD-1.4.15.unsatisfactory@bigfoot.com>
Source record: 35114
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sat, 28 Jul 2001 07:33:41 -0500, sands-of-iowa (of comp.sys.sinclair "fame") wibbled on for an age:

> but if you use windows a Pc maker can not use ANY OTHER OS
> or they lose their lic. from microsoft that why Gateway owns Amiga
> you do not put out an Amiga computer because they would lose Windows..

Actually it's because they don't own Amiga any more. If they had released an Amiga under the Gateway name, then what you ay is probably true. However, if they had released one under the Amiga name it wouldn't have mattered. Anyway, this is all ancient history now.

Chris
--
+---+
| Unsatisfactory Software - "because it is" |
| http://www.unsatisfactory.freeserve.co.uk |
| Your Sinclair: A Celebration |
+-- http://www.ysac.cjb.net/ --ICQ:28784166-+

4741. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 17:26:12 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B62F5A7.490B25D1@inebraska.com>
Source record: 35115
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Chris Young wrote:

> On Sat, 28 Jul 2001 07:33:41 -0500, sands-of-iowa (of comp.sys.sinclair "fame")
> wibbled on for an age:
>
> > but if you use windows a Pc maker can not use ANY OTHER OS
> > or they lose their lic. from microsoft that why Gateway owns Amiga
> > you do not put out an Amiga computer because they would lose Windows..
>
> Actually it's because they don't own Amiga any more.

Perhaps I'm out of date, but I seem to recall Gateway creating a a subsidiary
wholly owned, that was to create and sell Amiga/DOS hard/software.

Roy

> If they had
> released an Amiga under the Gateway name, then what you ay is probably
> true. However, if they had released one under the Amiga name it
> wouldn't have mattered. Anyway, this is all ancient history now.
>
> Chris
> --
> +---+
> | Unsatisfactory Software - "because it is" |
> | http://www.unsatisfactory.freeserve.co.uk |
> | Your Sinclair: A Celebration |
> +-- http://www.ysac.cjb.net/ --ICQ:28784166-+

4742. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 17:55:48 UTC
From: Chris Young <unsatisfactory@bigfoot.com>
Message-ID: <3B630AB4.MD-1.4.15.unsatisfactory@bigfoot.com>
Source record: 35122
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sat, 28 Jul 2001 12:26:12 -0500, Roy Miller (of comp.sys.sinclair "fame")
wibbled on for an age:

> Chris Young wrote:
>
> > On Sat, 28 Jul 2001 07:33:41 -0500, sands-of-iowa (of comp.sys.sinclair "fame")
> > wibbled on for an age:
> >
> > > but if you use windows a Pc maker can not use ANY OTHER OS
> > > or they lose their lic. from microsoft that why Gateway owns Amiga
> > > you do not put out an Amiga computer because they would lose Windows..
> >
> > Actually it's because they don't own Amiga any more.
>
> Perhaps I'm out of date, but I seem to recall Gateway creating a a subsidiary
> wholly owned, that was to create and sell Amiga/DOS hard/software.

Yes, but you're out of date. Check out http://www.amiga.com

Chris
--
+---+
| Unsatisfactory Software - "because it is" |
| http://www.unsatisfactory.freeserve.co.uk |
| Your Sinclair: A Celebration |
+-- http://www.ysac.cjb.net/ --ICQ:28784166-+

4743. Re: Buy your Atari from Honest Ben Smith!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 17:57:45 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0107281057180.31559-100000@shell.pacifier.com>
Source record: 35116

On Fri, 27 Jul 2001, Keith Olson wrote:

> Honest B.S. BWAHAHAHAHAHA!!! ROTFLMAO!!!
> ~~~~
>
> BTW, no insult intended, but the irony was more than I could resist.

None Taken.

> "Bravo Sierra Computers" <atari@pacifier.com> wrote in message
> news:Pine.BSO.4.33.0107261712300.1465-100000@shell.pacifier.com...
> > I haven't been an Atari reseller as long as some
>
> -----8<-----
>
> --
>
>
> Keith Olson
>
> ---
> -
> | For the memory of the uncompromisingly righteous is a blessing,
> |
> | Proverbs 10:7a
> |
> ---
> -
>
>
>
>
>
>

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4744. Re: Buy your Atari from Honest Ben Smith!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 17:59:48 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0107281059010.31559-100000@shell.pacifier.com>
Source record: 35117

Thanks Sloopy.

==Thanx==
===Ben===

On Sat, 28 Jul 2001, sloopy malibu wrote:

>
>
> wolf,
>
> i have known and delt with ben for years now and although i find him a
> little odd as a person and is a great businessman to deal with and have no
> objections to recomending him to anyone...
>
> (yeah i know what you mean about someone calling themselves 'honest'... i
> live near a road of many car dealerships and sometimes you need aback-hoe
> and eathmover it gets so deep ;')
>
> sloopy.
>
>
> > From: Wolf-359 <Wolf_359_359@hotmail.removetoemail.com>
> > Organization: http://extra.newsguy.com
> > Newsgroups: comp.sys.atari.8bit
> > Date: Fri, 27 Jul 2001 11:39:23 -0500
> > Subject: Re: Buy your Atari from Honest Ben Smith!
> >
> > Sorry Ben but you brought the retailer's kiss of death down upon
> > yourself. I never trust any retailer that has the word Honest in his
> > name. That's always the first give away for a snake oil salesman (or a
> > used car salsman in a Sears-sucker suit)!
> >
> > All kidding aside, thanks for the info, I'll check out your sites (and
> > your prices).
> >
>
>

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4745. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 18:56:10 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tm62l020d9qv6f@corp.supernews.com>
Source record: 35118
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"sands-of-iowa" <sands@cableone.com> wrote in message
news:tm5clhcm16noe0@corp.supernews.com...
> Why no parallel ports at $300 your market is the poor and they are
> going to buy the $5 printer from the Goodwill not the $150 USB
> printer from Best Buy.

5$ for the printer and 30$ for the cardrige? :)
You can get decent usb inkjet printers for <80$.
If someone cant spent 40$ on a printer, and can only afford 5$, then they really
need to get creative to refill those cardriges.

>
> Graham wrote in message <6172ee17.0107230800.806c967@posting.google.com>...
> >> For the sake of argument let's suppose you could design a next generation
> >> $300 homecomputer. The goal is to make a userfriendly machine for general
> >> use and for hobbyists. How would such a system look?
> >
> >I may be late to the thread, but anyway...
> >
> >I don't think that people will be willing to pay $300 for an appliance
> >(as such a computer would be). You have to look at what the current
> >market wants. There are a million and one Internet boxes (the Bush
> >Internet TV is one at £79, or about $100) that do Internet, email,
> >etc. Not much use for writing a letter or playing games though.
> >
> >Assuming that you have been given a Government contract to make sub
> >$300 boxes for poor people to enable the Internet revolution and
> >increase education,etc (a realistic modern aim?) then what would you
> >want?
> >
> >Integration is the name of the game. So is simplicity. It won't have a
> >DVD drive, but it will have a CD drive. It won't have a 40GB HD, but
> >it might have end of line never-sold 5~10GB HDs. It will have built-in
> >modem and ethernet. It will have built-in graphics and audio. It must
> >display to a TV, but a monitor is an option. Expansion ports kept to a
> >minimum (4 USB, no serial, parallel, etc). Internal expansion not
> >necessary. CPU power needs to be adequate, not good.
> >
> >If you are building 1m boxes, you would sign a contract with
> >Asus/ABit/etc to get low end motherboards with the features that you
> >want only, in the form factor that you want. Use a cheap processor (in

> >quantity, the Via C3 would be good - I bet you could get 600MHz C3
> >processors in quantity for ~$25 each). Integrated motherboard would be
> >$40 with a $15 chipset (SiS630) and minimal components. Hard drive
> >would be ~$50. CD ~$20. No floppy.
> >
> >Motherboard (+modem, network, audio, graphics): $40
> >Processor: $25
> >Hard Drive: $50
> >CD: $20
> >Case (custom): $20
> >Keyboard: $5
> >Mouse: $5
> >
> >As for the operating system - a free one would make sense, however a
> >simple for dummies interface should be employed. The Linux kernel
> >could be used, with a graphical interface that lets the user run
> >applications and set up the device, but isn't a scary UI. Big icons on
> >the screen, one for each application. Basically the Palm launcher I
> >reckon. Modified applications could be used that didn't prompt the
> >user about where to save the document, but just saved it safely, and
> >when you wanted to open a document, it would just show the user the
> >list of documents that they had previously created. Disable downloads
> >from the Internet except from the device makers, where new apps can be
> >downloaded only (use a special tool, perhaps).
> >
> >On the other hand, just use a Pace Digital TV set-top box, with
> >built-in PowerVR technology (a la Dreamcast). As non-digital TV will
> >be eradicated in about 6 years anyway, why not lever a device that
> >everyone will need in their house at one point or another?
> >
> >Graham
>
>

4746. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 19:29:25 UTC
From: Bill Hoggett <bill_hoggett@lineone.net>
Message-ID: <d446mt4a2h5m932425j00nhmbhhc4garl7@4ax.com>
Source record: 35119
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sat, 28 Jul 2001 12:26:12 -0500, Roy Miller <millers@inebraska.com>
wrote:

>Chris Young wrote:
>
>> On Sat, 28 Jul 2001 07:33:41 -0500, sands-of-iowa (of comp.sys.sinclair "fame")
>> wibbled on for an age:
>>
>> > but if you use windows a Pc maker can not use ANY OTHER OS
>> > or they lose their lic. from microsoft that why Gateway owns Amiga
>> > you do not put out an Amiga computer because they would lose Windows..
>>
>> Actually it's because they don't own Amiga any more.
>
>Perhaps I'm out of date, but I seem to recall Gateway creating a a subsidiary
>wholly owned, that was to create and sell Amiga/DOS hard/software.

They did, and you *are* out of date.

Gateway created Amiga International IIRC, which was wholly owned.
However, they screwed around with various half hearted plans, and
various chief execs, and finally sold everything except the technology
patents to a company called Aminos at the end of 1999. Aminos was
owned by a consortium of people, the two most prominent ones being
Bill McEwen and Fleecy Moss, both enthusiastic Amigans and former
Gateway employees. Aminos has since changed its name to Amiga Inc
(http://www.amiga.com) and they hold all licensing rights to Amiga
technology.

There's quite a lot going on in the Amiga scene at this time.

--
Bill Hoggett

4747. Re: Buy your Atari from Honest Ben Smith!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 19:31:40 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B788612C.DBCE%bobo_snyder@hotmail.com>
Source record: 35120

Personally, i feel that ALL of here are a "little odd" since we all are
still using and promoting 20 year old+ ancient technology!! i know that
most of my friends will occasionally tease me or needle me when i start to
glaze over and talk about my atari's.

:-)

> From: Bravo Sierra Computers <atari@pacifier.com>
> Organization: Northwest Link
> Newsgroups: comp.sys.atari.8bit
> Date: Sat, 28 Jul 2001 10:59:48 -0700
> To: sloopy malibu <sloopy@amishinfo.com>
> Subject: Re: Buy your Atari from Honest Ben Smith!
>
> Thanks Sloopy.
>
>
> ==Thanx==
> ===Ben===
>
> On Sat, 28 Jul 2001, sloopy malibu wrote:
>
>>
>>
>> wolf,
>>
>> i have known and delt with ben for years now and although i find him a
>> little odd as a person and is a great businessman to deal with and have no
>> objections to recomending him to anyone...
>>
>> (yeah i know what you mean about someone calling themselves 'honest'... i
>> live near a road of many car dealerships and sometimes you need aback-hoe
>> and eathmover it gets so deep ;')
>>
>> sloopy.
>>
>>
>>> From: Wolf-359 <Wolf_359_359@hotmail.removetoemail.com>
>>> Organization: http://extra.newsguy.com
>>> Newsgroups: comp.sys.atari.8bit
>>> Date: Fri, 27 Jul 2001 11:39:23 -0500
>>> Subject: Re: Buy your Atari from Honest Ben Smith!
>>>
>>> Sorry Ben but you brought the retailer's kiss of death down upon
>>> yourself. I never trust any retailer that has the word Honest in his

>>> name. That's always the first give away for a snake oil salesman (or a
>>> used car salsman in a Sears-sucker suit)!
>>>
>>> All kidding aside, thanks for the info, I'll check out your sites (and
>>> your prices).
>>>
>>
>>
>
> Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/
> Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
> SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
> Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!
>

4748. Re: Buy your Atari from Honest Ben Smith!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 20:25:54 UTC
From: Douglas Berlier <douglas.berlier@verizon.net>
Message-ID: <mdF87.429$nv4.150787@dfiatx1-snr1.gtei.net>
Source record: 35121

I've noticed that there hasn't been a peep from Wolf 359.

"Wolf-359" <Wolf_359_359@hotmail.removetoemail.com> wrote in message
news:0663mt4kce07ts9n3k92i37u1rud88iilg@4ax.com...
> Sorry Ben but you brought the retailer's kiss of death down upon
> yourself. I never trust any retailer that has the word Honest in his
> name. That's always the first give away for a snake oil salesman (or a
> used car salsman in a Sears-sucker suit)!
>
> All kidding aside, thanks for the info, I'll check out your sites (and
> your prices).
>

4749. Re: How can I remove the mylar?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 20:33:04 UTC
From: Douglas Berlier <douglas.berlier@verizon.net>
Message-ID: <4kF87.432$nv4.153054@dfiatx1-snr1.gtei.net>
Source record: 35123

I may be missing something here so ill warn you first.. There is a product out for just this type of repair. It is conductive silver based grease/ink that comes in a pen and can be found in finer electronics stores. It is used in the Surface mount industry and I got mine at Fry's electronics out of California. Hard to find but it isn't that expensive. It worked great on my 130 xe repair of a broken trace.

Douglas

"Bob Ryan" <ryanr@one.net> wrote in message
news:3B6231BA.84D045A9@one.net...
> You might be able to use the conductive liquid that is sold in auto
> parts stores that repairs "stick-on" type window defrosters.
>
> Mask the mylar with masking tape and brush the liquid on to repair the
> break.
>
> Just a thought.
>
> -Bob
>
> RHamiIton5 wrote:
> >
> > I checked the XL (believing the XE is similar) again; the mylar has 18
traces
> > for the standard key matrix and five more traces for the console keys
separated
> > from the 18 by a gap toward the front of the case.
> >
> > You will not be able to solder to the trace because the mylar would
melt...
> > With care, you might tack a wire to the mylar ribbon connector on the
top or
> > perhaps the bottom of the main board for patching into the circuit.
> >
> > In any event, the task at hand is to find a creative way to access that
Reset
> > key trace and join it to a switch installed thru the case for closing to
> > ground.
> >
> > >bung haja@bung.com replied:
> >
> > >It seems to me that the reset key has its own path on the mylar, is
> > >this correct?
> >

> > -Ron
> >
> > Experience is something you don't get until just after you need it.

4750. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 21:13:20 UTC
From: Dave <nada.nad.nada@spamtrap.com>
Message-ID: <9jv9osaqg1@uranium.btinternet.com>
Source record: 35125
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"James Coupe" <james@zephyr.org.uk> wrote in message
news:ijNIlwz3ziY7EwSI@gratiano.zephyr.org.uk...
> In message <MPG.15cbef91495888b8989697@news-server.nc.rr.com>, David Ogg
> <davidogg@nc.rr.com> writes
> >Context, you can hardly have your head up a "beast of burden"
>
> Why not?
>

Which head? :)

4751. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 21:13:49 UTC
From: Dave <nada.nad.nada@spamtrap.com>
Message-ID: <9jv9ps$d7p$1@neptunium.btinternet.com>
Source record: 35126
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

<ammonton@cc.full.stop.helsinki.fi> wrote in message
news:9ju8pg$l5s$1@oravannahka.helsinki.fi...
> In comp.sys.sinclair David Ogg <davidogg@nc.rr.com> wrote:
>
> > <snicker> When bitchin' about ones grammer, you should spell check your
> > reply. :-)
>
> Every spelling flame has to have at least one mistake in them. It's the
> Law. (And what the hell is a "grammer"?)

Grampa's wife

4752. Re: Buy your Atari from Honest Ben Smith!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 21:32:49 UTC
From: sloopy malibu <sloopy@amishinfo.com>
Message-ID: <B788A903.4A3%sloopy@amishinfo.com>
Source record: 35127

all here a little odd? well i am hurt... i have always prided myself on being duckin futs ;') i know most of my friends will run if any of three words are said... atari, macintosh, rotary engine :') to give you an idea of how knowledgable i am i was in a local thrift shop a few weeks ago and explained how to set up and use a display list from memory and i havnt made one in alomst 7 years :')

sloopy... atarian and a nut about it...

p.s. even my desktop on my mac has an atari fuji on it :')
(oh wait... my gf changed it the other day... now it say kathi and chris forever... that my woman :')

> From: bo snyder <bobo_snyder@hotmail.com>
> Organization: WebUseNet Corp. http://corp.webusenet.com - ReInventing the
> UseNet
> Newsgroups: comp.sys.atari.8bit
> Date: Sat, 28 Jul 2001 12:31:40 -0700
> Subject: Re: Buy your Atari from Honest Ben Smith!
>
> Personally, i feel that ALL of here are a "little odd" since we all are
> still using and promoting 20 year old+ ancient technology!! i know that
> most of my friends will occasionally tease me or needle me when i start to
> glaze over and talk about my atari's.
>
> :-)
>
>
>> From: Bravo Sierra Computers <atari@pacifier.com>
>> Organization: Northwest Link
>> Newsgroups: comp.sys.atari.8bit
>> Date: Sat, 28 Jul 2001 10:59:48 -0700
>> To: sloopy malibu <sloopy@amishinfo.com>
>> Subject: Re: Buy your Atari from Honest Ben Smith!
>>
>> Thanks Sloopy.
>>
>>
>> ==Thanx==
>> ===Ben===
>>
>> On Sat, 28 Jul 2001, sloopy malibu wrote:
>>
>>>
>>>

>>> wolf,
>>>
>>> i have known and delt with ben for years now and although i find him a
>>> little odd as a person and is a great businessman to deal with and have no
>>> objections to recomending him to anyone...
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>>> (yeah i know what you mean about someone calling themselves 'honest'... i
>>> live near a road of many car dealerships and sometimes you need aback-hoe
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>>>> Sorry Ben but you brought the retailer's kiss of death down upon
>>>> yourself. I never trust any retailer that has the word Honest in his
>>>> name. That's always the first give away for a snake oil salesman (or a
>>>> used car salsman in a Sears-sucker suit)!
>>>>
>>>> All kidding aside, thanks for the info, I'll check out your sites (and
>>>> your prices).
>>>>
>>>
>>>
>>
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>> Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
>> SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
>> Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify
>> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!
>>
>
>

4753. PAL color tuning

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 22:03:15 UTC
From: Itay Chamiel <itaycspam@cs.huji.ac.il>
Message-ID: <9jv96l$41b$1@news.huji.ac.il>
Source record: 35124

Hi all,

I just tried installing a PAL 800XL that I have laying around. I'm not used to PAL machines, I usually use NTSC machines and my regular computer is an NTSC 130XE.

What I noticed when I fired up the PAL unit is that:

1. The screen is much less taller than the NTSC screen: A regular graphics 0 text screen looks more like a letterboxed movie than a full screen of text.
2. The background color is green instead of blue.

Now, I suppose problem 1 is normal - a given amount of scanlines will appear smaller on PAL monitors because they have more scanlines.. Why didn't Atari make use of all that extra space for a larger text screen?

Problem 2 is annoying. I'm pretty sure my colors are off and I have no idea how to tune them.. There is no hole through which I can tune a color pot, and nothing to tune on the monitor, so what do I do?

-itay
--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc

4754. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 22:17:05 UTC
From: Keith Olson <spamtrap007@yahoo.com>
Message-ID: <tm6ensqj2pkhf9@corp.supernews.com>
Source record: 35128
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

The spouse of one's 'Gramper'. <G>

<ammonton@cc.full.stop.helsinki.fi> wrote in message
news:9ju8pg$l5s$1@oravannahka.helsinki.fi...
> In comp.sys.sinclair David Ogg <davidogg@nc.rr.com> wrote:
>
> > <snicker> When bitchin' about ones grammer, you should spell check
your
> > reply. :-)
>
> Every spelling flame has to have at least one mistake in them. It's
the
> Law. (And what the hell is a "grammer"?)
>
> -a

--

Keith Olson

| For the memory of the uncompromisingly righteous is a blessing. |
| Proverbs 10:7a |

4755. Auction Ends Soon! 54 Atari Games, 9 ColecoVision Games

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-28 23:01:55 UTC
From: Tommy Watt <tommylw@qwest.net>
Message-ID: <%vH87.362$Dc3.253538@news.uswest.net>
Source record: 35129

The following auctions end in less then 2 days! There are some "classics"
among these, worth a look!

30 Rare/Uncommon Atari Games
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1258152723

24 Classic Atari Games
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1258180636

9 ColecoVision Games
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1258184793

Thanks,

Tommy

4756. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 00:12:45 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cd1f0577394cd0989698@news-server.nc.rr.com>
Source record: 35130
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <p6p87.3142$hQ.400336@paloalto-snr1.gtei.net>,
samgillett@msn.com says...
>
> David Ogg wrote in message ...
>
> [snip]
> >The only thing worse than Microsoft dictating what software we have
> >available to use, is the government doing it.
> [snip]
>
> Congratulations! That is, without a doubt, the best argument in this
> entire thread.
>
> May the software companies be free to do what they do best. Develop and
> publish software. And the government free to do what it does best, tax
> the taxpayers.
>
> Gee, I hope I don't get on the FBI's "watch" list for posting this!
>
> Sam Gillett aka Mars Probe @ Starship Intrepid (972) 221-4088
> Commodore lives . . . . . if you call 1200 baud alive!

I don't think Carnivore will notice unless you mention bombs, president,
terrorist, nuke, chemical weapons, assasinate, revolution, PGP, or
any other trigger words. Hmmm, there's a helicoptor landing on my porch.

holdon, there's some people at the door...
+++NO CARRIER

--David
Fear the government that fears your computer!

4757. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 00:42:46 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cd260ea4b0272989699@news-server.nc.rr.com>
Source record: 35131
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <0avtj9.ed4.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk says...

> David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> > What would the government do to Linux if Linux had "embraced and
> > extended" or anything else Microsoft has done? I wonder. Could they do
> > anything, even?
>
>
> Linux COUDN'T embrace and extend... Embrace and extend involves not only
> adopting and corrupting an accepted standard... It means keeping the
> additions and changes to that standard secret. (Or refusing to allow it's
> use elsewhere).

Ok, not a good example, I'll pick another one, what if Linux integrated a free web browser into it's interface? What if (hypothetically) this put someone out on the street. What could the government do? Should they do anything?

> Kerberos is the perfect example.
> They took the code from the FreeBSD codebase. As FreeBSD license allows
> anyone to do anything with the source code they want as long as there's an
> acknowledgement, they extended it and then, when someone found out what the
> extensions were and posted source code, M$ forced them to remove it from the
> web.

This is where that double edged sword could hurt Linux. If the government is empowered to bitchslap developers who change protocols to extend them, could not this empowerment also be used to bitchslap developers who reverse engineer protocols to be compatible?
I think the safest ground we could stand on would be that protocols be considered speech, and be given the same standing constitutionally. (Posting the source code is a different story.) Let Microsoft extend whatever they feel like, we'll be right behind them developing tools that integrate nicely with those changes. Both these practices should be protected, as attacking one hurts the other.
This way, any percieved improvements are realized by consumers, regardless what product they choose, and competition is still occuring, with the consumer benefitting from the race. That /is/ the only thing the government is supposed to be concerned with in a monopoly case anyway.
Consumers do not benefit in any way by having the government soft-

enforcing a protocol tweeking taboo.

If you look closely at what's happening to GUI's right now, Microsoft /is/ competing, everyone is. Apple is making drastic changes in it's UI, Linux is also, and Microsoft is changing the GUI at a faster rate than they have ever done anything before. This race they're having is picking up speed and the consumer is benefitting on all fronts. And this is how it should be.

What we don't need right now is Big Brother stopping this race, so that Linux and Mac might slow down, and then we lose because competition has stopped again. Besides, it's getting interesting ;)

--David

4758. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 01:07:49 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <xc58qtdlH2Y7EwSV@gratiano.zephyr.org.uk>
Source record: 35132
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <MPG.15cd260ea4b0272989699@news-server.nc.rr.com>, David Ogg <davidogg@nc.rr.com> writes
>Ok, not a good example, I'll pick another one, what if Linux integrated a
>free web browser into it's interface?

Oh dear. Oh dear, oh dear, oh dear.

I would suggest digging up; or at least, don't dig anything further.

Free clue: Linux doesn't work like that, dear.

--
James Coupe PGP Key: 0x5D623D5D
EBD690ECD7A1F
HEY, MOM! I FOUND SOME OF THOSE PEOPLE ON THE INTERNET B457CA213D7E6
YOU WERE TELLING ME TO NOT TALK TO! 68C3695D623D5D

4759. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 01:16:27 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cd2e0ab6fbe85b98969b@news-server.nc.rr.com>
Source record: 35133
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
In article <9jv9ps$d7p$1@neptunium.btinternet.com>,
nada.nad.nada@spamtrap.com says...
>
> <ammonton@cc.full.stop.helsinki.fi> wrote in message
> news:9ju8pg$l5s$1@oravannahka.helsinki.fi...
> > In comp.sys.sinclair David Ogg <davidogg@nc.rr.com> wrote:
> >
> > > <snicker> When bitchin' about ones grammer, you should spell check your
> > > reply. :-)
> >
> > Every spelling flame has to have at least one mistake in them. It's the
> > Law. (And what the hell is a "grammer"?)
>
> Grampa's wife

ROFL!
```

4760. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 01:20:02 UTC
From: Otter <otter@oz.net>
Message-ID: <9jvoc2vne0@216.39.130.32>
Source record: 35134
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Stephan Schaem wrote:
>
> "sands-of-iowa" <sands@cableone.com> wrote in message
news:tm5clhcm16noe0@corp.supernews.com...
> > Why no parallel ports at $300 your market is the poor and they are
> > going to buy the $5 printer from the Goodwill not the $150 USB
> > printer from Best Buy.
>
> 5$ for the printer and 30$ for the cardrige? :)
> You can get decent usb inkjet printers for <80$.
> If someone cant spent 40$ on a printer, and can only afford 5$, then they really
> need to get creative to refill those cardriges.
>

What I did to get a decent supply of cartridges for my HP 560C (paid
$7.00 for it at Goodwill) was buy up more printers at the thrift stores
averaging around $5 - $7 each (half that sometimes depending on what
color tag is on sale), pull out the cartridges, then redonate the
printers. One of them even had a couple extra sealed cartridges (2
black and one color.) So I'm set for a while.

-- Otter

4761. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 01:24:30 UTC
From: Otter <otter@oz.net>
Message-ID: <9jvokevne1@216.39.130.32>
Source record: 35135
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

James Coupe wrote:
>
> In message <MPG.15cd260ea4b0272989699@news-server.nc.rr.com>, David Ogg
> <davidogg@nc.rr.com> writes
> >Ok, not a good example, I'll pick another one, what if Linux integrated a
> >free web browser into it's interface?
>
> Oh dear. Oh dear, oh dear, oh dear.
>
> I would suggest digging up; or at least, don't dig anything further.
>
> Free clue: Linux doesn't work like that, dear.

I always thought most implementations of Linux included Netscape
Communicator anyway. And Opera would be a good alternative (rapidly
becoming my primary browser under WinBlows-98).

-- Otter

4762. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 01:32:48 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cd31c7b6520f2598969c@news-server.nc.rr.com>
Source record: 35136
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <tm5c7r80efvu17@corp.supernews.com>, sands@cableone.com
says...
> but if you use windows a Pc maker can not use ANY OTHER OS
> or they lose their lic. from microsoft that why Gateway owns Amiga
> you do not put out an Amiga computer because they would lose Windows..

Not true, We sell other OS's, give us a call for a quote, and I'll prove
it.
Microsoft doesn't impose those restrictions on us.

David Ogg (919)468-6365 (919)468-6366 fax (919)468-6367
Registered Microsoft OEM Partner
PC Warehouse
1777 NW Maynard Rd
Cary, NC 27513

Gateway had other motivations for wanting Amiga.

Compaq puts out other OS's, ones that compete squarely with NT/2000!
Dell, IBM offer Linux.
Not to mention SGI offers unix.

Not sure where this rumor started, but I've heard it before.

> Dave R. wrote in message ...
> >On Mon, 16 Jul 2001, James Alexander wrote:
> >
> >> gigahertz processor systems aren't readily available yet. oh and don't
> >> forget, where I live, retail on windows is $300 by itself. Are you
> really so
> >> STUPID to believe any vendor will sell you windows and give you the
> hardware
> >> on which to run it for FREE?
> >
> >A vendor, however, will be paying for OEM Windows, not retail. The OEM
> >version is usually much cheaper, but with stricter licensing (i.e. must be
> >sold with a computer, can't be installed on another PC, etc.). So, figure
> >US$50-$75 for Windows, maybe even less.

4763. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 01:35:16 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <nDVJtuiUh2Y7EwQt@gratiano.zephyr.org.uk>
Source record: 35137
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <9jvokevne1@216.39.130.32>, Otter <otter@oz.net> writes
>> Free clue: Linux doesn't work like that, dear.
>
>I always thought most implementations of Linux included Netscape
>Communicator anyway.

Some do, some don't. (Debian, for instance, can't under its license.)
You also often get lynx, links, KDE's browser (Kylix? I forget) and so
on.

This is very different from integrating it into its interface, or some
other such nonsense which assumes all OSes work like Windows.

--
James Coupe PGP Key: 0x5D623D5D
EBD690ECD7A1F
HEY, MOM! I FOUND SOME OF THOSE PEOPLE ON THE INTERNET B457CA213D7E6
YOU WERE TELLING ME TO NOT TALK TO! 68C3695D623D5D

4764. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 03:34:39 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B63844B.B6A8FDA3@inebraska.com>
Source record: 35138
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg wrote:

> In article <0avtj9.ed4.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk
> says...
>
> > David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> > > What would the government do to Linux if Linux had "embraced and
> > > extended" or anything else Microsoft has done? I wonder. Could they do
> > > anything, even?
> >
> >
> > Linux COUDN'T embrace and extend... Embrace and extend involves not only
> > adopting and corrupting an accepted standard... It means keeping the
> > additions and changes to that standard secret. (Or refusing to allow it's
> > use elsewhere).
>
> Ok, not a good example, I'll pick another one, what if Linux integrated a
> free web browser into it's interface? What if (hypothetically) this put
> someone out on the street. What could the government do?

Nothing. Linux is not the product of a company that has a monopoly. So none of
these questions apply.

> Should they do
> anything?
>
> > Kerberos is the perfect example.
> > They took the code from the FreeBSD codebase. As FreeBSD license allows
> > anyone to do anything with the source code they want as long as there's an
> > acknowledgement, they extended it and then, when someone found out what the
> > extensions were and posted source code, M$ forced them to remove it from the
> > web.
>
> This is where that double edged sword could hurt Linux. If the
> government is empowered to bitchslap developers who change protocols
> to extend them,

But they aren't so empowered.
It's really very simple. The rules you have to play under change once you achieve
monopoly status. You may not use your monopoly to maintain or extend your
monopoly. So Micro$tuff is a very special case that doesn't apply to hardly any
other high tech company (possible exceptions: Intel and IBM [IBM once came close

to a breakup because of it's abuse of monopoly power, they backed down and played nice, something Micro$tuff doesn't seem to understand how to do])

Roy

> could not this empowerment also be used to bitchslap
> developers who reverse engineer protocols to be compatible?
> I think the safest ground we could stand on would be that protocols
> be considered speech, and be given the same standing constitutionally.
> (Posting the source code is a different story.) Let Microsoft extend
> whatever they feel like, we'll be right behind them developing tools
> that integrate nicely with those changes.

Here's how it has worked with their "extensions", they made changes to Win 95 and Win 98 at the request of the Office programmers. Not too much wrong there. They made such changes available to the WordPerfect and Lotus Suite programmers, once those programmers learned of the existence of the changes, and then asked for the information.

Do you see the difference? In house products teams had weeks, if not months lead time so their products were out first, and had a much closer working relationship with the Systems programmers than ANY competitor could possibly have. That allowed the Office products to maintain and extend their lead over their major competitors. American law prohibits that as unfair when done by a monopolist.

The kicker is that Micro$tuff is STILL denying that they have a monopoly. I suppose they would only acknowledge it when/if they achieve their wet dream of all computers everywhere using M$ OS.

> Both these practices should
> be protected, as attacking one hurts the other.
> This way, any percieved improvements are realized by consumers,
> regardless what product they choose, and competition is still occuring,
> with the consumer benefitting from the race. That /is/ the only thing
> the government is supposed to be concerned with in a monopoly case
> anyway.
> Consumers do not benefit in any way by having the government soft-
> enforcing a protocol tweeking taboo.
>
> If you look closely at what's happening to GUI's right now, Microsoft
> /is/ competing, everyone is. Apple is making drastic changes in it's UI,

On yeah, and how much has their market share gone up?

>
> Linux is also,

Big market share their too. Esp in Best Buy, Sears, and Walmart computer depts.

> and Microsoft is changing the GUI at a faster rate than
> they have ever done anything before. This race they're having is picking
> up speed and the consumer is benefitting on all fronts. And this is how
> it should be.

Ah, but what happened to DRI?
How often do you see the Lotus Office Suite (assuming IBM didn't finally throw in the towel) bundled with a computer? Or the WordPerfect suite? How much shelf space do they get at the Best Buy, Office Max, Office Depot, Circuit City, compared to M$??

>
>
> What we don't need right now is Big Brother stopping this race, so that
> Linux and Mac might slow down,

You won't. Big Brother might slow down M$, but not competitors with less than 10% of the market place. In a case like this, Big Brother's job is to make sure that the race is fair to the little guys.

Roy

> and then we lose because competition has
> stopped again. Besides, it's getting interesting ;)
>
> --David

4765. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 04:14:40 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cd57b570ee233e98969e@news-server.nc.rr.com>
Source record: 35139
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <xc58qtdlH2Y7EwSV@gratiano.zephyr.org.uk>,
james@zephyr.org.uk says...
> In message <MPG.15cd260ea4b0272989699@news-server.nc.rr.com>, David Ogg
> <davidogg@nc.rr.com> writes
> >Ok, not a good example, I'll pick another one, what if Linux integrated a
> >free web browser into it's interface?
>
> Oh dear. Oh dear, oh dear, oh dear.
>
> I would suggest digging up; or at least, don't dig anything further.
>
>
> Free clue: Linux doesn't work like that, dear.

(sigh!) you're missing the point. Make something up yourself. We're not talking about what linux is, we're talking about what the government should be/shouldn't be able to do.

Anyway, linux isn't like /anything/, "linux" is just a kernel, I can make the "linux OS" anything I feel like dear. kernel 2.4 has a built in *web-server*, by the way, by "built in" I mean right in the kernel.

Not even Microsoft has a webserver in the kernel, so, how does "linux work" again? ;)

4766. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 04:24:45 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <eYD3LPzNA5Y7EwGR@gratiano.zephyr.org.uk>
Source record: 35140
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <MPG.15cd57b570ee233e98969e@news-server.nc.rr.com>, David Ogg <davidogg@nc.rr.com> writes
>> Free clue: Linux doesn't work like that, dear.
>
>(sigh!) you're missing the point.

Nope.

> Make something up yourself. We're not
>talking about what linux is, we're talking about what the government
>should be/shouldn't be able to do.

And you're making some spurious links to Linux, not understanding the first thing about what you're talking about.

Remember: Just because MS do their Operating Systems one way doesn't mean all Operating Systems work that way. Hence, what the Government do there doesn't apply to some other OSes - because it's entirely irrelevant to them.

Government: "Microsoft, no integration of browser with OS!"
MS: "Squeak! Yes sir!" (eventually, maybe)
Government: "Linux, no integration of browser with OS!"
Linux: "Erm, we don't."

You're trying to make links between two entirely incompatible situations. What a Government can/can't do with Microsoft is entirely different to what it can/can't do with Linux - because the entire system doesn't work like that.

Free clue: When giving examples and analogies, try harder to make them relevant.

--
James Coupe PGP Key: 0x5D623D5D
EBD690ECD7A1F
HEY, MOM! I FOUND SOME OF THOSE PEOPLE ON THE INTERNET B457CA213D7E6
YOU WERE TELLING ME TO NOT TALK TO! 68C3695D623D5D

4767. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 06:10:36 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cd72f4f312a5da98969f@news-server.nc.rr.com>
Source record: 35141
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
In article <3B63844B.B6A8FDA3@inebraska.com>, millers@inebraska.com
says...
> David Ogg wrote:
>
> > In article <0avtj9.ed4.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk
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> > > David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> > > > What would the government do to Linux if Linux had "embraced and
> > > > extended" or anything else Microsoft has done? I wonder. Could they do
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> > >
> > > Linux COUDN'T embrace and extend... Embrace and extend involves not only
> > > adopting and corrupting an accepted standard... It means keeping the
> > > additions and changes to that standard secret. (Or refusing to allow it's
> > > use elsewhere).
> >
> > Ok, not a good example, I'll pick another one, what if Linux integrated a
> > free web browser into it's interface? What if (hypothetically) this put
> > someone out on the street. What could the government do?
>
> Nothing. Linux is not the product of a company that has a monopoly. So none of
> these questions apply.

The question was hypothetical, the situation posed in a hypothetical
question need not be fact. The question I asked was "what if", and it's
an interesting question, what if Netscape decided to become available
free with every linux disrobution and became the almost exclusive
browser? what could the government do?

> > Should they do
> > anything?
> >
> > > Kerberos is the perfect example.
> > > They took the code from the FreeBSD codebase. As FreeBSD license allows
> > > anyone to do anything with the source code they want as long as there's an
> > > acknowledgement, they extended it and then, when someone found out what the
> > > extensions were and posted source code, M$ forced them to remove it from the
> > > web.
> >
> > This is where that double edged sword could hurt Linux. If the
```

> > government is empowered to bitchslap developers who change protocols
> > to extend them,
>
> But they aren't so empowered.

If that was the case, then "embrace and extend" would be moot anyway.

> It's really very simple. The rules you have to play under change once you achieve
> monopoly status. You may not use your monopoly to maintain or extend your
> monopoly. So Micro$tuff is a very special case that doesn't apply to hardly any
> other high tech company (possible exceptions: Intel and IBM [IBM once came close
> to a breakup because of it's abuse of monopoly power, they backed down and played
> nice, something Micro$tuff doesn't seem to understand how to do])

A monopoly means more than "most people use Microsoft." Microsoft does
not have a monopoly. Even, of all people, RMS has stated that everyone
has a choice of what OS to use. A corporation is not a monopoly because
the free will of the people chose one product over another.

Case in point: IBM, you /could not/ built an IBM PC without an IBM PC
BIOS, therefore IBM had complete /exclusive/ controll of the market,
regardless of the purchasing decisions of the consumer. This is what a
monopoly is.

(By the way, we broke that monopoly by reverse engineering the BIOS,
see? Kind of like the kerberos example. The court should do the same
thing they did then, allow an implementation of that functionality to
be duplicated.)

Microsoft, on the other hand, was voted to where they are now by the
purchasing decisions of the free willed people. There are alternatives,
for crying out loud Microsoft has one of the hardest competitors in the
world to compete with, a competitor who /gives it away/ (sound
familliar) and has both the popular and (arguably) technological
advantage over them. Not just in the OS market, but (especially) the
server, and (mostly) the webserver market. Microsoft's momentum is
/hardly/ increasing, and more and more options are developing every day.

> Roy
>
> > could not this empowerment also be used to bitchslap
> > developers who reverse engineer protocols to be compatible?
> > I think the safest ground we could stand on would be that protocols
> > be considered speech, and be given the same standing constitutionally.
> > (Posting the source code is a different story.) Let Microsoft extend
> > whatever they feel like, we'll be right behind them developing tools
> > that integrate nicely with those changes.
>
> Here's how it has worked with their "extensions", they made changes to Win 95 and
> Win 98 at the request of the Office programmers. Not too much wrong there. They
> made such changes available to the WordPerfect and Lotus Suite programmers, once
> those programmers learned of the existence of the changes, and then asked for the

> information.

A lot of competing companies had inside knowledge of Windows, look at
Adobe. Adobe knows more about the inner workings of the Windows Print
architecture than Microsoft. You know why? Adobe /designed/ it! The
public was highly skeptical about the quality of it before release, so
Microsoft called Adobe in and had them completely overhaul the entire
print archetecture. (there's actually a neat story behind this too)
How about the inner workings of Microsoft Networking and the NetBEUI
protocol? Did you know that it was ProComm who put that there? NetBEUI,
Microsoft's "plug-and-play" networking protocol, was purchased from
them.
Adobe has been successful in Windows printing, Procomm in networking.
Microsoft doesn't even have the edge on alot of the code they themselves
distribute.

> Do you see the difference? In house products teams had weeks, if not months lead
> time so their products were out first, and had a much closer working relationship
> with the Systems programmers than ANY competitor could possibly have. That
> allowed the Office products to maintain and extend their lead over their major
> competitors. American law prohibits that as unfair when done by a monopolist.

But the fact that others were developing and releasing competing
products, and making money doing it, precludes Microsoft from being a
monopoly at that point in time. If you remember, Lotus was very
successful. In the end we mostly moved to MS Office because we liked the
product better, if we didn't we, to this day, still have the choice of
using other products. StarOffice comes to mind as an excellent
alternative (I can't stand the interface though)

> The kicker is that Micro$tuff is STILL denying that they have a monopoly. I
> suppose they would only acknowledge it when/if they achieve their wet dream of
> all computers everywhere using M$ OS.

I deny it too. I have plenty of options. I'll deny it untill there arn't
any options. Then it will be a /monopoly/. A monopoly means NO options.
Like Bell telephone, IBM making the only machines with an IBM BIOS.
OPEC. Let's face it, it was Darwinism that built Microsoft, it's
Darwinism that will bring it down, and it can and /is/ happening.

> > Both these practices should
> > be protected, as attacking one hurts the other.
> > This way, any percieved improvements are realized by consumers,
> > regardless what product they choose, and competition is still occuring,
> > with the consumer benefitting from the race. That /is/ the only thing
> > the government is supposed to be concerned with in a monopoly case
> > anyway.
> > Consumers do not benefit in any way by having the government soft-
> > enforcing a protocol tweeking taboo.
> >
> > If you look closely at what's happening to GUI's right now, Microsoft
> > /is/ competing, everyone is. Apple is making drastic changes in it's UI,

>
> On yeah, and how much has their market share gone up?

Not relevant. It certainly can't be because of Microsoft Office,
because Office on the Mac is better and more stable than Office on the
PC (from what I've heard). This is (from "what I hear") typical, I hear
Photoshop and alot of other apps that exist on both Windows and Mac are
better on the Mac. This tends to put a few holes in the theory that
Microsoft giving inside Windows OS info to Office developers made
windows more popular, because that Windows OS Office is supposedly
inferior to the MacOS Office, regarless of "inside knowledge"
And the kicker is, You can have all the inside knowledge of the MacOS
you want now, at least the "Darwin OS" parts because it's OpenSource. So
according to the inside knowledge leads to market monopolization theory
posed, the Mac should be cleaning up, right? So how much /has/ there
market share gone up?

> > Linux is also,
>
> Big market share their too. Esp in Best Buy, Sears, and Walmart computer depts.
>
> > and Microsoft is changing the GUI at a faster rate than
> > they have ever done anything before. This race they're having is picking
> > up speed and the consumer is benefitting on all fronts. And this is how
> > it should be.
>
> Ah, but what happened to DRI?
> How often do you see the Lotus Office Suite (assuming IBM didn't finally throw in
> the towel) bundled with a computer? Or the WordPerfect suite? How much shelf
> space do they get at the Best Buy, Office Max, Office Depot, Circuit City,
> compared to M$??

About the same amount as the customers ask for them. Shelf space does
not a monopoly make, When I decide what to stock, it's based on demand,
and customer demand is the free will of the people, nothing more.

> > What we don't need right now is Big Brother stopping this race, so that
> > Linux and Mac might slow down,
>
> You won't. Big Brother might slow down M$, but not competitors with less than 10%
> of the market place. In a case like this, Big Brother's job is to make sure that
> the race is fair to the little guys.

And what have the "little guys" been doing? Generally nothing untill
Microsoft develops something they need to compete with. There's been a
lot of companies resting on their laurels untill they /have/ to improve
something because Microsoft is killing them. Don't believe me? let's
take a closer look...

PalmOS, who swore up and down consumers don't need color. fine everyone
settles for b&w, and Palm own3Z the market. WinCE comes along, and Palm
responds with the new color models, but by now they're already losing

market share daily, and the palm VII I *just bought* is now on fire sale as best buy for half the price I paid a few months ago for it.

Novell, once prime master of the universe in networking, decided it didn't want to make a VXD implementation of Novell client for Microsoft right away, they decided their legacy .386-file architecture was all anyone needed. Microsoft, who at first didn't even install networking protocols in win95 by default, and even included a limited novell client, responded to the delay imposed by novell by incorporating NetBEUI (mentioned above) as a stop-gap measure untill novell woke up to consumer demand. Too late. novell is now largely irrelevant.

OS/2, an Operating system more object oriented than Windows is /to this day/ practically abandoned by it's creators even though people are practically begging them not to discontinue it. It's still a staple in most banks and runs a majority of the ATM machines out there. IBM has publically stated they don't plan on supporting this OS.

BEOS, a very capable OS, but one that it's creators have no interest in persueing, deciding they want the embedded market, despite a loyal following of users and tinkerers. Heck, by the time I even discovered BEOS, they had already abandoned it!

On the other hand, there are very good developers out there that make a killing competing against Microsoft because they are /good at it/ and the consumer /prefers to use them./ Adobe is a prime example here, as are Macromedia, Citrix, Borland, Sun, AOL, Symantec, Peachtree, Intuit, and many others. They have prospered because we vote for them with our patronage when we choose them over Microsoft. They have responded to the demands placed upon them by the consumer, faster or better than Microsoft has, and thus prospered. This is how it oughta be.

Some people may feel sympathetic to Netscape, but the fact was they were charging money for a product that could have taken on microsoft and won, but they decided they preferred to be Adware instead. they could have improved their product, but they decided to open a portal during the portal craze and rest on the portal, and their laurels. If Microsoft didn't do it, someone else would have.

that's the thing in a free market, you live with the fear that someone will be faster, better or cheaper than you are. You adapt, or you win the Darwin award.

Anyway, back to your original comment, the government's job is *NOT* to make the race fair to the little guys. the goverments job is to make the race fair and beneficial to the *consumer*, even if it means the "little guy" goes out of business. the government has the power to grant monopolies for this purpose so long as it benefit's the consumer.

But again, Microsoft is where they are because we put them there, and it's in our best interest to let them compete.

>
> Roy
>
> > and then we lose because competition has
> > stopped again. Besides, it's getting interesting ;)
> >
> > --David
>
>

4768. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 07:24:55 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cd8451718788ec9896a0@news-server.nc.rr.com>
Source record: 35142
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <eYD3LPzNA5Y7EwGR@gratiano.zephyr.org.uk>,
james@zephyr.org.uk says...
> In message <MPG.15cd57b570ee233e98969e@news-server.nc.rr.com>, David Ogg
> <davidogg@nc.rr.com> writes
> >> Free clue: Linux doesn't work like that, dear.
> > >(sigh!) you're missing the point.
> >
> > Nope.
> >
> > > Make something up yourself. We're not
> > >talking about what linux is, we're talking about what the government
> > >should be/shouldn't be able to do.
> >
> > And you're making some spurious links to Linux, not understanding the
> > first thing about what you're talking about.
> >
> > Remember: Just because MS do their Operating Systems one way doesn't
> > mean all Operating Systems work that way. Hence, what the Government do
> > there doesn't apply to some other OSes - because it's entirely
> > irrelevant to them.
> >
> > Government: "Microsoft, no integration of browser with OS!"
> > MS: "Squeak! Yes sir!" (eventually, maybe)
> > Government: "Linux, no integration of browser with OS!"
> > Linux: "Erm, we don't."
> >
> > You're trying to make links between two entirely incompatible
> > situations. What a Government can/can't do with Microsoft is entirely
> > different to what it can/can't do with Linux - because the entire system
> > doesn't work like that.
> >
> >
> > Free clue: When giving examples and analogies, try harder to make them
> > relevant.

Actually, now that we somehow got our shirt stuck on this nail that
wasn't relevant to the subject at hand anyway, just kind of provided
like a freehand sketch for those that lose interest in the text without
pictures version...

Linux is not an Operating System. It's not up to "Linux" what gets integrated into the OS. Redhat, Slackware, ect are Operating Systems, They decide what gets integrated into the OS. Linus is just a kernel.

The Analogy was NOT between "Windows and Linux", The analogy was between two "Equally /available/" operating systems. the consumer has the same access to one as the other, illustrating something not true in a monopoly.

As for (re: linux) "They don't do that", who are "They?" and what dictates what "they" do? Is not Linux open for anyone to do what they please? In my "Linux on an Amiga in a Box" half-hearted kill-time project I work on ocassionally, should I contact "them" to find out what I can and cant do because "we dont do that?"

Unless Linus has contacted the hundreds of copyright holders on the various pieces of code, and they all decided to stop distributing the source under the GPL, I'm pretty sure I can integrate anything I damn well please into the kernel, or my OS. Of course it will be tricky, as I'm using the uClinux kernel so as to make it work on older Amiga's without an MMU/and UAE, and I can't get the file system to work, even though everything "should work" (I'm abandoning it soon I believe, I've decided it's time for a new project, a gnutella client that doesn't suck)

Back to the point, the question (again) isnt like you said, "What they can/can't do", I asked what they "Should/shouldn't be allowed to do", this isn't a question of opportunity or current legal precidence, but a hypothetical question of ethics and what level of government inervention is beneficial to the consumer, and why.

The answer to that question is they should either A) side with the small businesses being hurt by Microsoft, or B) side with the consumer, who chooses to use the Microsoft product over the competitor.

I wasn't expecting C) "Linux doesn't work like that", and I apologise for my foggy analogy. The illustration was an afterthought ;)

4769. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 08:19:48 UTC
From: Karl Thomas <karlt96@nox.nyx.net>
Message-ID: <eLbl2vAGBHA.349@cpmsnbbsa09>
Source record: 34945
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"David Ogg" <davidogg@nc.rr.com> wrote in message
news:MPG.15cd31c7b6520f2598969c@news-server.nc.rr.com...
> In article <tm5c7r80efvu17@corp.supernews.com>, sands@cableone.com
> says...
> > but if you use windows a Pc maker can not use ANY OTHER OS
> > or they lose their lic. from microsoft that why Gateway owns Amiga
> > you do not put out an Amiga computer because they would lose Windows..
>
> Not true, We sell other OS's, give us a call for a quote, and I'll prove
> it.
> Microsoft doesn't impose those restrictions on us.

> Compaq puts out other OS's, ones that compete squarely with NT/2000!
> Dell, IBM offer Linux.
> Not to mention SGI offers unix.
>
> Not sure where this rumor started, but I've heard it before.

Even Apple had a license to bundle Win'95 at one point (PC Compatibility
cards).

4770. Re: Let's burst outside the secret web servers, but don't stop the flat telephones.

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 08:26:02 UTC
From: Barry Ruck <barry@peterswoodharlow.freeserve.co.uk>
Message-ID: <fJLGpOAai8Y7EwX0@peterswoodharlow.freeserve.co.uk>
Source record: 35143

In comp.sys.atari.8bit on Sun, 29 Jul 2001, Mark Boulet Mark Boulet
<hadu@uvugi.mil> wrote ....

>I create bright interfaces beneath the untamed usable filter, whilst
>Orin surprisingly tolerates them too. Many clear analysts are
>virtual and other strong scanners are new, but will Toni cry that? As
>weekly as Liz disrupts, you can pull the protocol much more nearly.
>Where will you compile the actual closed tablets before James does?
>Do not defeat eventually while you're rebooting inside a soft
>ethernet. Why did Eddie roll with all the firewalls? We can't
>flow bugs unless Lionel will angrily annoy afterwards. Otherwise the
>telephone in Bill's tape might moan. Tell Nelly it's lazy eating
>about a screen. Vincent will contribute the lost backup and
>interface it inside its monument. Oscar relays, then Hector
>regularly facilitates a solid rumour alongside Sam's backup.
>Well, William never preserves until George interfaces the sticky
>printer undoubtably. I'd rather load usably than produce with
>Edwin's ugly mouse. The extreme text rarely obscures Donovan, it
>defiles GiGi instead. While newsgroups freely start, the operators often
>kick against the unique stacks. The discarded official error
>builds over Ignatius's pathetic backdoor. Will you jump against the
>cyphertext, if Jonathan partially binds the email? My stupid
>FORTRAN won't fetch before I dump it. The BASICs, administrators, and
>algorithms are all odd and violent. Let's consume over the idiotic
>interfaces, but don't restore the root outputs. The hard idle
>laptops admiringly prioritize as the minor desktops locate.
>Some rough offensive cryptographers will wistfully examine the
>Pascals.
>
>
>

The following was posted to soc.genealogy.britain. The advice is good,
and lets hope this idiot gets a lobotomy soon.

==========

Copied from soc.genealogy.britain .....

Please folks..... totally ignore these posts. They are all from some
jerk named Mitchell, aka "Hipcrime" and he has been flooding two news
groups in particular........ hundreds of nonsense posts a day. And you
can't block them without a special programme..... as he has automated
each one of them to post from a different ISP, IP and name.

N.a.n.a.e (News.admin.net.abuse.email) has been totally deluged. If you answer them..... you are talking to the wall as they are automated. There is a News programme that can be programmed to block them, but the ordinary OE or Eudora, etc. cannot do it.

Let's hope it is just a passing fancy re genealogy groups. He has cross-posted them to n.a.n.a.e and I took it out..... so you can imagine how flooded it gets.

Regards,

Barry Ruck. Harlow, Essex.

4771. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 11:14:46 UTC
From: spike1@freenet.co.uk
Message-ID: <67r0k9.qga.ln@ridcully.freenet.co.uk>
Source record: 35144
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> Ok, not a good example, I'll pick another one, what if Linux integrated a
> free web browser into it's interface? What if (hypothetically) this put
> someone out on the street. What could the government do? Should they do
> anything?

Linux doesn't need to "incorporate it into its interface" in the way you
mean... There are several free web browsers included with every linux
distro. And yes, depending on which windowmanager/desktop environment you
choose, there are integrated ones. But not of them are forced on the user.

And as the source code is free... It would be easily UNintegratable if
someone DID want to reassert their choices.

>> Kerberos is the perfect example.
>> They took the code from the FreeBSD codebase. As FreeBSD license allows
>> anyone to do anything with the source code they want as long as there's an
>> acknowledgement, they extended it and then, when someone found out what the
>> extensions were and posted source code, M$ forced them to remove it from the
>> web.

> This is where that double edged sword could hurt Linux. If the
> government is empowered to bitchslap developers who change protocols
> to extend them, could not this empowerment also be used to bitchslap
> developers who reverse engineer protocols to be compatible?

Think of it this way. Someone working on FreeBSD wrote that kerberos
protocol. OK, he released it under the FreeBSD license, but when M$ extended
it, did he get anything for it? Did he even get to see the changes?

That's why I prefer the GPL over FreeBSD. Microsoft CAN'T use that code
legally without releasing any changes they make back into the community.

> I think the safest ground we could stand on would be that protocols
> be considered speech, and be given the same standing constitutionally.
> (Posting the source code is a different story.) Let Microsoft extend
> whatever they feel like, we'll be right behind them developing tools
> that integrate nicely with those changes. Both these practices should
> be protected, as attacking one hurts the other.

fine... let them keep the source, but they DON'T publicise the actual
protocols... Hell, even their own protocols (word document format anyone?)
aren't fully compatible with each other in an attempt to force people to
needlessly upgrade their software.

--

```
_____________________________________________________________________________
| spike1@freenet.co.uk | "Are you pondering what I'm pondering Pinky?" |
|Andrew Halliwell BSc(hons)| |
| in | "I think so brain, but this time, you control |
| Computer Science | the Encounter suit, and I'll do the voice..." |
-----------------------------------------------------------------------------
```

4772. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 11:18:20 UTC
From: spike1@freenet.co.uk
Message-ID: <sdr0k9.qga.ln@ridcully.freenet.co.uk>
Source record: 35145
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

James Coupe <james@zephyr.org.uk> did eloquently scribble:
> In message <9jvokevne1@216.39.130.32>, Otter <otter@oz.net> writes
>>> Free clue: Linux doesn't work like that, dear.
>>
>>I always thought most implementations of Linux included Netscape
>>Communicator anyway.

> Some do, some don't. (Debian, for instance, can't under its license.)
> You also often get lynx, links, KDE's browser (Kylix? I forget) and so
> on.

Konqueror. Kylix is Borlands Delphi under Linux.

--

```
-------------------------------------------------------------------------------
| spike1@freenet.co.uk | "Are you pondering what I'm pondering Pinky?" |
|Andrew Halliwell BSc(hons)| |
| in | "I think so brain, but this time, you control |
| Computer Science | the Encounter suit, and I'll do the voice..." |
-------------------------------------------------------------------------------
```

4773. Re: PAL color tuning

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 14:17:57 UTC
From: thor@math.tu-berlin.de
Message-ID: <3b63fef5@news.ivm.net>
Source record: 35146

Itay Chamiel <itaycspam@cs.huji.ac.il> wrote:

Hi,

> 1. The screen is much less taller than the NTSC screen: A regular graphics 0
> text screen looks more like a letterboxed movie than a full screen of text.
> 2. The background color is green instead of blue.

> Now, I suppose problem 1 is normal - a given amount of scanlines will appear
> smaller on PAL monitors because they have more scanlines.. Why didn't Atari
> make use of all that extra space for a larger text screen?

This is normal. I guess this is mainly for "backwards compatibility".

> Problem 2 is annoying. I'm pretty sure my colors are off and I have no idea
> how to tune them.. There is no hole through which I can tune a color pot,
> and nothing to tune on the monitor, so what do I do?

My 800XL does have a hole for color tuning, but maybe you'd have to open the
case to reach it. If you turn the computer around (upside down, that is) such
that the cartridge slot and the monitor connector is "away" from you, you find
the color adjustment in the right front edge. It's a hole that looks like it
would carry a screw, but it doesn't. A tiny screwdriver is required to adjust
it.

So long,
Thomas

4774. Re: Microsoft woes

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 16:08:40 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9k1ce8$en1$1@venus.itns.co.za>
Source record: 34999
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Anyone who doesn't like Bill Gates read the copyright message on the U110 chip on the ROM01 motherboard and weep!

--
President George W. Bush : It's not what you know, it's who you know.

4775. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 16:09:23 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9k1cfjeos1@venus.itns.co.za>
Source record: 34998
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sat, 14 Jul 2001 22:25:47 -0700, Stephan Schaem wrote:

>
> "T.J.T van Kooten" <thomas@-nospam-worldonline.nl> wrote in message
> news:9ikva3ple1@nereid.worldonline.nl...
>> For the sake of argument let's suppose you could design a next generation
>> $300 homecomputer. The goal is to make a userfriendly machine for general
>> use and for hobbyists. How would such a system look?
>>
>> CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for this
>> type of thing, you should be looking at the $20-35 level)
>
> I, not a company or else, can by a 700mhz AMD processor for 24$.
> That doesn't seem 'far too expensive' to me. Those processor rocks!
>
>> As OS? (Linux is a dead giveaway, but there also other OS's out there)
>
> Linux, why not. .. oh yea. You mentioned userfriendly. so thats a nono.

Anyone who can use a command line as per the Apple II shouldn't find adapting
to Linux very difficult. It is only GUI users (like Windoze) who find things
"unfriendly".

>
>> Build in programming language? (please choose anything but Basic!)
>
> Built in? Are you think stuff like in the 70's? Or you really want to put
> a C++ compiler in rom?!?!?
>
>> Amount of memory? (RAM and ROM)
>
> 256meg RAM. 8K EPROM
>
>> Graphic and Sound?
>
> Geforce2
>
>> Network capabilities? (internet capable)
>
> 100BT
>
>> Plug in capabilities (remember you're making it as cheap as possible so

>> modems, CD-Roms, HD's are all extras)
>
> CDRW
>
>> Video (TV? or Monitor?)
>
> Video as option.
>
>>
>>
>> Remember that the RETAIL price should be $300, so think in wholesale prices.
>> The real costs should below $200 or even below the $150 level. You may
>> presume that a million units would be manufactured so take volume discounts
>> for components into account
>
> Take a look at the XBox.
>
>>
>> Let's see what sort of systems people come up with.
>
> Xbox.
>
> Stephan

--
Security-wise, NT is a server with a "Kick me" sign taped to it.

4776. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 16:09:24 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9k1cfkeou1@venus.itns.co.za>
Source record: 34997
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
Yeah but we DON'T want a PC. Geddit?

On Sun, 15 Jul 2001 13:53:30 GMT, Beyonder wrote:

> You people are insane.
> for $300 you can get a high end pentium 3 system, loaded.
> for $100 more you can get a high end 1.4gig system, loaded.
> and these are retail prices! that doesn't include monitor, but who
> cares?
>
> get with the times.
>
> B
> On Fri, 13 Jul 2001 12:49:42 -0700, Matthew Montchalin
> <mmontcha@OregonVOS.net> wrote:
>
>>On Fri, 13 Jul 2001, Matthew Montchalin wrote:
>>|On Thu, 12 Jul 2001, T.J.T van Kooten wrote:
>>|
>>||For the sake of argument let's suppose you could design a next
>>||generation $300 homecomputer.
>>
>>Well, I'd like to have the stripped down version priced at $150.
>>
>>||The goal is to make a userfriendly machine for general use and
>>||for hobbyists. How would such a system look?
>>|
>>|A box with a whole bunch of ports that all looked like 'phone jacks'
>>|and was intelligent enough to tell the user (with a speech synthesizer)
>>|what was available at each port. If you needed to pass through more
>>|data than usual, just use more phone jacks. Yep, phone jacks all
>>|over the place. Just about *anybody* can figure out how to plug
>>|jacks in. But it is very human to plug the wrong things in to the
>>|wrong sockets, so use the speech synthesis to tell him what's wrong.
>>
>>And what's right. You see, that's part of the initialization
>>procedure. For instance, if the Box ends up saying "Waiting for
>>Port 1 Jack" the user knows that something is up right there.
>>
>>|Oh, and the audio ins and outs would be through phone jacks, too.
>>
>>Yep, phone jacks all over the place.
```

>>
>>|And when it powers up properly, and is sufficiently initialized,
>>|says something like "Computer Okay."
>>
>>As for speech recognition, or maybe just whistle recognition, that's
>>a whole 'nother ball o' wax. The manufacturer would be shooting
>>himself in the foot if he requires the user to input data (er, ah,
>>select games or applications) by whistling.

--
Microsoft Works ? What are we listing oxymorons?

4777. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 16:09:48 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9k1cgc$eq4$1@venus.itns.co.za>
Source record: 35001
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Tue, 17 Jul 2001 12:50:31 -0500, Roy Miller wrote:

> william strutts wrote:
>
>> "Timothy A. Seufert" <tas@mindspring.com> wrote in message
>> news:tas-16D91B.21514716072001@news...
>> <snip>
>> > I believe you are 100% wrong in stating that Apple II programs never
>> > exceeded the "size of memory space" (I assume you mean 64K). Unless I'm
>> > grossly mistaken, AppleWorks did just that. It was and is quite
>> > possible to design programs which bank switch code and/or data in and
>> > out of the CPU's address space. With care, it need not even be a pain
>> > in the butt.
>>
>> I did say that they would have to be bank switched. It would still
>> need an address range to move the data to like that extra 64K on
>> the 80 column IIe card does. It is bank switched. What I meant
>> in saying they didn't exceed the size of memory was that only
>> 64K could be accessed at one time.
>
> Sometimes one's thoughts and what one types aren't always the same. Perhaps
> that is why your last sentence is nonsense. Many programs for 64K 8 bit
> computers were larger than 64K. Some 8 bit machines used bank switching,
> some used overlays, and some used both (WordPerfect for the 128K ProDOS
> Apple //e or //c would run MUCH faster if one added extra memory and
> formatted it as a disk drive, copied the files to the RAM disk and launched
> the program from the RAM disk. Neither ProDOS nor WordPerfect did any
> "bankswitching", only the loading of overlays from a disk.
>
>> To get more memory requires
>> the programmer to bank switch the program or to swap code
>> out and pull it from the Floppy/HD in his code. No hardware
>> or OS automatically handled that on the Apple II.
>
> But then, the machine that you protest would cost too much would easily do
> that. As I recall the 128K Mac used "virtual memory". Was that the ability
> of the 68000, or the OS, or both? And why couldn't it be done on this
> machine inexpensively?
>
>> The early
>> PC's like the 286

>
> The early PCs, of course, used 8088 and 8086 chips.
> The second generation, "Advanced Technology" machines used their 286 and
> later 386 CPUs as fast 8088/86s.

snip

"Advanced Technology"!! From Intel! That is a blatant falsehood :-)))

<further vasecotomising>

--
Computer funeral service : Ascii to Ascii, Dos to Dos

4778. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 16:09:49 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9k1cgd$eq6$1@venus.itns.co.za>
Source record: 35000
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001 17:06:18 +0100, Andy Cadley wrote:

>
> On Mon, 16 Jul 2001, Alan Sharkis wrote:
>
>> OK, I admit that when I installed Mandrake 8.0 on a loaded Pentium III 800
>> it was a snap. It even recognized my Sound Blaster Live! and a Linksys NIC
>> (Tulip) without any help on my part! But when I tried to install the same
>> distro on a Pentium 100 -- same NIC and a Sound Blaster AWE32, it bombed
>> miserably. I do have Red Hat 7.2 running on that machine, but it was
>> hand-configuring all the way. It would be torture for anyone who was
>> brought up on Windows.
>
> I seem to recall that the Mandrake 8 graphical installer needs something
> like 64Mb of RAM and having less is pretty much the only thing that I've
> ever seen cause it to bomb out.
>
> And Red Hat sucks big time. Even the latest version.
>
> AndyC

Andy please elucidate on _WHAT_ sucks in Red Hat?

--
Microsoft Works ? What are we listing oxymorons?

4779. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 16:09:49 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9k1cgd$eq8$1@venus.itns.co.za>
Source record: 35002
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
On Mon, 16 Jul 2001 18:34:54 -0400, Bob Retelle wrote:

> On Mon, 16 Jul 2001 19:03:20 +0000, SWE/YesCREW <jvalant@m42.cx>
> wrote:
>
>>On Sun, 15 Jul 2001, Beyonder wrote:
>>
>>> You people are insane.
>>> for $300 you can get a high end pentium 3 system, loaded.
>>> for $100 more you can get a high end 1.4gig system, loaded.
>>> and these are retail prices! that doesn't include monitor, but who
>>> cares?
>>>
>>> get with the times.
>>
>> Why buying a PC, topic say, "if u could design" not what would u buy..
>>
>>
>>
>> Janez
>>
>
> It's called "Market Research".
>
> It's part of the process of finding out if there is already something
> on the market at the same or lower price point.
>
> If someone is already making something like "The Wonder Widget" and
> selling it for half what it would cost YOU to make your version of a
> Wonder Widget, it wouldn't make any sense for you to try to sell one,
> and it wouldn't make any sense for anyone to finance your business.
>
> If Gigahertz computers still cost $3000, it might make sense to try to
> come up with a $300 computer that would do a lot of the same things.
>
> Unfortunately, as some of the messages here have pointed out,
> Gigahertz computers now cost as little as $350, making a "New"
> computer based around some arcane, non-compatible, possibly obsolete
> CPU chip, with no software available, and a user-unfriendly operating
> system an awfully "hard sell" in the marketplace.
>
```

> Companies like Atari, Amiga, Sinclair, (fill in the name of any one of
> dozens of others) and even Apple have found out the hard way that just
> having a "superior" box won't do any good at all if no one buys it.
>
> The question is, who will buy this new $300 box?
>
>
> BobR

I think you are missing the point. Rolls Royce still make cars to a standard not to a price. Kit cars (usually VW based) are still available. I think a "kit computer" is a nice niche idea. I certainly subscribe to the idea behind it.

--
Security-wise, NT is a server with a "Kick me" sign taped to it.

4780. Re: If you could design a $300 homecomputer today, what would you

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 16:09:50 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9k1cgeeqa1@venus.itns.co.za>
Source record: 35003
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On 18 Jul 2001 18:41:16 GMT, Byron Desnoyers Winmill wrote:

> helgetu (h.schaefer@tu-bs.de) wrote:
>: What might be the purpose of this $300 machine?
>
> It was originally targeted for computer hobbiests. Given the groups we are
> posting to, it would share some of the characteristics of the 8 and 16 bit
> machines of the 80's, or would suit the tastes of the current users of
> these machines.
>
> I was thinking of something easy enough for an amateur to understand the
> electronics, and low level programmaming of the device. (My view is that
> modern machines are too complex and too poorly documented to fit this
> market.)
>
>: By what features might it be sold? (What is the difference to existing
systems
>
>: ranging from gaming consoles to standard PC?)
>
> Any computer would have to be differentiated from current PCs, game
> consoles, and PDAs in a *significant* way. It would be next to impossible
> to compete in the present computer/entertaiment industry with a product
> which the big guys view as viable.
>
>: it has to be userfriendly - that thing must be some sort of
>: plug-it-in-and-there-you-go...
>
> User friendly is a very vague notion, because what is obvious for one user,
> will appear to be counter intuitive to another. Particularly so if you are
> attempting to differentiate yourself from current products. Also, there
> are different levels of user friendliness: easy to learn, vs. easy to use;
> also, I view current systems as being difficult to program (too much so if
> you are not a professional programmer). Older systems were much better in
> this respect. As an example: it was easier to put graphics on the screen
> in the olden days. With the Apple II you simply switched to the
> appropriate video mode, then drew lines or pixels. There was no windowing
> system, or complex event manager, to mess with. On modern systems, you
> need to obtain special tools (such as ghostscript) to create programs
> incorporating graphics -- in any reasonable manner.
>
>: Concerning the OS I am not sure if something capable of what I am thinking
>: already exist: the GUI must be designed the way that even the unexperienced

>: generation of my parents (~ 60 years) will be able to use it from the
>: beginning:
>
> A nobel idea. It is not the suggested market, but you certainly have ideas
> worth exploring.

That's noble. Nobel was a man who invented dynamite. Useful for blowing up
Wintel devices :-)

<snip>

--
Sattingers Law : It works better if you plug it in.

4781. Polish Summer - Lato Ludzikow 2001 - copy party!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 18:42:36 UTC
From: Vasco <vasco@owl.au.poznan.pl>
Message-ID: <9k1mf6gih1@news.tpi.pl>
Source record: 35005

Hello!

I would want all to remind about Polish copy-party, which will
begin already in nearest Thursday (2.8.2001) and will end
in Sunday (5.8.2001).

To fall from Westerly Europes with railway, you must run to
border Poland - German in Frankfurt/Oder, and from there
to get to Poznan (Posen). From there to Opalenicy is already
not far.

If you want to go car, I instruct rout Berlin-Poznan.
In localities Lwowek You should strand right and farther
straight to Opalenica.

If you have some questions, then I ask a favour to hurry,
because from nearest Wednesdays I will not be able to answer
on e-mail!!!

On 90% on party present will be Nir Dary from Israel!!!
If he can come, then you surely also! You have nearer! :)

Vasco/Tristesse, main organizer :)

Here several of select trains, which can help in getting on party-place:

Berlin ZOO (6:50) -> Frankfurt/Oder (8:17) -> Posen (10:07) EutoCity train

Berlin ZOO (12:50) -> Frankfurt/Oder (14:17) -> Posen (16:07) EutoCity train

Berlin Licht (16:06) -> Frankfurt/Oder (17:40) -> Posen (19:09) EutoCity
train

Berlin ZOO (19:00) -> Frankfurt/Oder (20:22) -> Posen (22:15) EutoCity train

... and still with rout from Poznan to Opalenicy about hour:

- 10:10 (to Frankturt/Oder)
- 17:18 (to Rzepin)
- 20:55 (to Rzepin)
- 23:08 (to Rzepin)

... and other non-Express in directions: Zbaszynek, Rzepin, Zielona Gora

Exists also second possibility. You should get to Frankturt/Oder and
to get out on first Polish station: Rzepin and farther to go with
personal (normal, non-Express) trains in direction Posen:

- Rzepin 10:55 -> Opalenica 12:42
- Rzepin 14:08 -> Opalenica 15:58

Or:

- Frankturt/Oder 14:58 -> Rzepin 15:42 -> Opalenica 17:25

- - - - - - - - - - -

And I remind official invitations:

- -
Lato Ludzikow (People's Summer) 3
August, the 3rd-5th, 2oo1
Taklamakan, Opalenica, Poland
ATARI Copy Party
Invitation
- -

What everyone guest has to know...

It's third edition of this party, and (both with
winter 'Last Party') it is seventh party in this place
allready! Sincethe famous QuaST party has dead,
parties in Opalenica ('Last Party' on December &
'LL' at summer) became the most important Polish
Atari fans party. It's dedicated to all Atari users:
ST, ST(e), TT, Falcon, and of course XL/XE.
I must notice, that it is NOT a commercial party.
No one will get a profit of making a party. A money,
you will pay for enter, is only for renting a place
and for praizes.

Yes, but what is the cost of it?
We live in a kapitalistic country, and no one will
give as a place for free. That's why we have to pay
40 zl (it's about 20 DM, I think, that is not much for
people from western Europe).
We know, that (for a difference) a trip will be
very expensive for people from ex-communist
countries, that's why, if you are from: Czech,
Slovakia, or ex-USSR (like Latvia, for example),
you may enter FOR FREE!!! You can bring a good beer
for organizer if you want.
Of course (because we are not feminists) women
always enter for free! So You can take your girl/wife
with You with a not much cost.

When?
Party will be at the first weekend of August
(just like the QuaST party). It means from the 3rd
(Friday) to the 5th (Sunday). Official opening will be
on Friday, but You can arrive on Thursday's
afternoon - party place will be open, and some people

will be there allready, I think. Official closing is on
Sunday about noon, but You can stay on party place
to the late afternoon.

Where I have to go?
As it was said, this party takes place in Poland
(Poland is in Europe, betweem Russia and Germany,
if you are not good in Geography ;-). A small city -
Opalenica is at west from Poznan city (Posen),
near west border of our country. All trains (without
Express, IC, EC) from Frankfurt/Oder (Germany)
to Posen are going through Opalenica (just look
for yellow train station).
Party place is (as always) in City Culture Hause,
called 'Taklamakan'. How to get there from the station?
It's about 800 meters long walk. You should go along by
'Dworcowa' street. At it's end (where is railway crossing
at left), turn right to the '5-go?Stycznia' street. At next
crossroads turn to 'Powstanca Kozaka" st. Walk ahead 100 meters
and turn right to 'Farna' st. At it's enf you will see
city-hall. Then turn right, and left to 'Mickiewicza' st.
About 50 meters later You will see so long awaited
'Taklamakan'. Hurra!
If You think, that's a bit complicated, I have
a good information. Probably always someone will wait
for You at railway station!

What should I expect at this Takla...?
* A big show-hall where You can put your hardware
(or see others' one). This hall has a big scene
for Atari Scene ;-).
* A separate sleeping-room.
* A pizzery in the same building.
* A shower (wow, great!).
* And (the most important!) a lot of famous Atarians!
And great Atari hardware.

You can also expect competitions (music, graphic,
intro & demo). Bring your own production to participate
in competitions!
You should not expect a comfortable beds, so
take your own sleeping-bag! You may take your hardware
(don't forget about monitor, cables, etc).
Probably we will also make a camp-fire one night
(yes! in the city!) to roast some sausage and talk to
the morning.

Competition rules (XL/XE)
Some general notes:
- There's have to be not less that 3 works to make
the competition.

- In the case of very many productions organizers
will do a selection.
- A compo-work has to be described in DOC file
(a kind of competition, name of work, author(s),
adress).
- Author don't have to be on party (it means, that
You can bring your friend's production if he can't
arrive), but in this case author will not get the
prize (if he win of course!).
- All competiton works are freeware!
- All participans will be in Jury.

Music compo:

- Plaing time is 3 minutes max. Longer tracks will be
turned off.
- It must be your original composition (it means:
no 'convertions', no 'covers'!!!).
- You can use someone elses' samples or
synthwaves, but You should describe this in DOC file.
- Track must not be a *.COM file!
- Allowed formats (composers):
- Chaos Music Composer (CMC),
- Music ProTracker
(MPT, MD1, MD2 + SMP),
- Theta Music Composer (TMC).
- All tracks will be played with MacGyver's
Mega Player 1.6 or 2.1.
- Music will be played in stereo!
- Music can be in other format, if you bring
a player & composer, and organizer will agree!
(Using extra memory for music compo is not allowed!).

MOD compo:
- Only *.MOD format (known from Amiga 500).
- Max module length 170 KB.
- One sample may be 32 KB, rest only 16 KB.
- Tracks will be replayed with Inertia
Player 4.1/4.12/4.5.
- Tracks will be replayed with 4-channels
8-bits music card (freq. 11.5 kHz).

Graphics compo

- Allowed formats: MIC, PIC, GR8, GR9, CPR, INP, INT,
XLP, CIN, HIP.
- Another formats may be allowed if the painting
program is available for every one (for example
PGR) - but organizer has to agree.
- Converting from other computers and scannings
are not allowed. Picture must be done on Atari!
- Redrawing someone else's pictures is not allowed!

It must your original work!

Intro 256 B compo

- Maximum length of code is 256 bytes,
but one dos header and one run/init
vector will be not included in counting.
- Intro must not use extra ram (it must run on
64 KB mashines).
- Intro must run from DOS (MemLo not higher than
$2000), but it doesn't have to back to DOS.
- Sound (if someone can put a music into) will be
in stereo.

Intro 16 KB compo

- Maximum lenght of file is 16 KB.
- Intro must run on 64 KB mashines.
- Intro must run from DOS (MemLo not higher than
$2000), but it doesn't have to back to DOS.
- Sound will be in stereo.

Demo compo

- There is no limit of maximum lenght.
- Demo must run with DOS (MemLo not higher than
$2000), but it doesn't have to back to DOS.
- All callings to disk must be with 'D:' device only
(not 'D1:' !!!) - it's because it must run from
subdirectory and/or HDD.
- If demo has some effects during loading,
it must not use RAM under FPP area -
it's because it must run from HDD.
- Demo can use 320 KB of memory on PortB
(+256 KB). It cannot use separatelly acces
for Antic/CPU (like 130XE or Compy Shop).
It means both Antic & CPU must use ramdisk
together (another explanation: an acces
like: Antic - extra ram & CPU - base ram
is not allowed) That's because demo must
run on every kind of RAM upgrade.
- Another RAM upgrades are not allowed to use
on competition.
- There must be an option to change used memory
banks! It should be a kind of setup with all
possible 64 banks to select!!!
- Sound will be in stereo.

Ending words

I'm waiting for You!
Come to keep Atari scene alive!

If you want to ask me something, here's my adress:

Rafal Dziamski
ul. Staszica 33
64-330 Opalenica
Poland
e-mail: vasco@atari8.prv.pl
www.atari8.prv.pl

Translated
to English by
Jurgi II/Trs

Compo rules (c;): Vasco/Tristesse
modyfication: Jurgi II/Tristesse

4782. Re: PAL color tuning

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 18:45:28 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <5JY87.6027$ip4.1776386@news2-win.server.ntlworld.com>
Source record: 35004

Hi

I have a couple of PAL 800XLs where there is a sticker covering the tuning pot, but there always seems to be one !

Paul

"Itay Chamiel" <itaycspam@cs.huji.ac.il> wrote in message news:9jv96l$41b$1@news.huji.ac.il...
> Hi all,
>
> I just tried installing a PAL 800XL that I have laying around. I'm not used
> to PAL machines, I usually use NTSC machines and my regular computer is an
> NTSC 130XE.
>
> What I noticed when I fired up the PAL unit is that:
>
> 1. The screen is much less taller than the NTSC screen: A regular graphics 0
> text screen looks more like a letterboxed movie than a full screen of text.
> 2. The background color is green instead of blue.
>
> Now, I suppose problem 1 is normal - a given amount of scanlines will appear
> smaller on PAL monitors because they have more scanlines.. Why didn't Atari
> make use of all that extra space for a larger text screen?
>
> Problem 2 is annoying. I'm pretty sure my colors are off and I have no idea
> how to tune them.. There is no hole through which I can tune a color pot,
> and nothing to tune on the monitor, so what do I do?
>
> -itay
> --
> Itay Chamiel
> http://www.cs.huji.ac.il/~itayc
>
>
>

4783. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 18:56:50 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <t0n8mt46ifup9ilnuv1bnca1ov4nsm4hf4@4ax.com>
Source record: 35010
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 29 Jul 2001 16:09:23 +0000 (UTC), Stephen Shaw
<xstephenx@apple2.org.za> said:

>Anyone who can use a command line as per the Apple II shouldn't find adapting
>to Linux very difficult. It is only GUI users (like Windoze) who find things
>"unfriendly".

"Unix isn't unfriendly, it's just very particular about who its
friends are."

--
David Cantrell | http://www.cantrell.org.uk/david

4784. re: Let's burst outside the secret web servers, but don't stop the flat telephones.

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 19:06:25 UTC
From: Mark Boulet <hadu@uvugi.mil>
Message-ID: <832782E4.244217C5@uvugi.mil>
Source record: 34879
Cross-posted to: news.admin.net-abuse.email,comp.sys.atari.8bit

I create bright interfaces beneath the untamed usable filter, whilst
Orin surprisingly tolerates them too. Many clear analysts are
virtual and other strong scanners are new, but will Toni cry that? As
weekly as Liz disrupts, you can pull the protocol much more nearly.
Where will you compile the actual closed tablets before James does?
Do not defeat eventually while you're rebooting inside a soft
ethernet. Why did Eddie roll with all the firewalls? We can't
flow bugs unless Lionel will angrily annoy afterwards. Otherwise the
telephone in Bill's tape might moan. Tell Nelly it's lazy eating
about a screen. Vincent will contribute the lost backup and
interface it inside its monument. Oscar relays, then Hector
regularly facilitates a solid rumour alongside Sam's backup.
Well, William never preserves until George interfaces the sticky
printer undoubtably. I'd rather load usably than produce with
Edwin's ugly mouse. The extreme text rarely obscures Donovan, it
defiles GiGi instead. While newsgroups freely start, the operators often
kick against the unique stacks. The discarded official error
builds over Ignatius's pathetic backdoor. Will you jump against the
cyphertext, if Jonathan partially binds the email? My stupid
FORTRAN won't fetch before I dump it. The BASICs, administrators, and
algorithms are all odd and violent. Let's consume over the idiotic
interfaces, but don't restore the root outputs. The hard idle
laptops admiringly prioritize as the minor desktops locate.
Some rough offensive cryptographers will wistfully examine the
Pascals.

4785. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 20:59:54 UTC
From: Karl Thomas <karlt96@nox.nyx.net>
Message-ID: <#GofzWHGBHA.138@cpmsnbbsa07>
Source record: 34856
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Stephen Shaw" <xstephenx@apple2.org.za> wrote in message
news:9k1cfjeos1@venus.itns.co.za...
> On Sat, 14 Jul 2001 22:25:47 -0700, Stephan Schaem wrote:
>
> >
> > "T.J.T van Kooten" <thomas@-nospam-worldonline.nl> wrote in message
> > news:9ikva3ple1@nereid.worldonline.nl...
> >> For the sake of argument let's suppose you could design a next
generation
> >> $300 homecomputer. The goal is to make a userfriendly machine for
general
> >> use and for hobbyists. How would such a system look?
> >>
> >> CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for
this
> >> type of thing, you should be looking at the $20-35 level)
> >
> > I, not a company or else, can by a 700mhz AMD processor for 24$.
> > That doesn't seem 'far too expensive' to me. Those processor rocks!
> >
> >> As OS? (Linux is a dead giveaway, but there also other OS's out there)
> >
> > Linux, why not. .. oh yea. You mentioned userfriendly. so thats a nono.
>
> Anyone who can use a command line as per the Apple II shouldn't find
adapting
> to Linux very difficult. It is only GUI users (like Windoze) who find
things
> "unfriendly".

Why should they have to though? What extra power would my parents get (word processing, internet, dtp, spreadsheet) by using Linux over Windows or her Mac (actually my old Mac)? What advantages would I have in using Linux over Windows as an application programmer using VB, C++ Builder, VC++, Jbuilder, SQL Server etc?

> --
> Security-wise, NT is a server with a "Kick me" sign taped to it.

And there are not dozens of known security holes in most Unix/Linux distributions? Every scanf(),gets(), sprintf(),strcpy in the OS is a potential security hazard.

4786. Re: Polish Summer - Lato Ludzikow 2001 - copy party!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 21:21:36 UTC
From: Mo <chainsaw11@zdnetmail.com>
Message-ID: <3B647E5F.7313@zdnetmail.com>
Source record: 35006

Post some pics to a website and give us a link! I've always wanted to know what went on at these polish copy parties!

Mo

4787. Re: One more moronic keypad or printer, and she'll locally know everybody.

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 21:24:42 UTC
From: Joe Newsreader <not@this.address>
Message-ID: <ros8mt08e93qp14ocjpe8mv6qmg354qpl1@4ax.com>
Source record: 35008

On Sun, 29 Jul 2001 16:25:20 -0500, Mo <chainsaw11@zdnetmail.com>
wrote:

>Why are you people clogging up the news servers with this trash? Usenet
>as been around longer than any internet you people have ever known, yet
>it's days can become very numbered if it's repeatedly overloaded with
>trash. You may not have any use for it, but it's probably the only
>forum hobbyist and enthusiasts have to bang heads. Why don't you all go
>clog up your ICQ servers and leave us alone!
>Mo

The offensive post was machine-generated trash.

The garbage wasn't crossposted by a regular user of
news.admin.net-abuse.email, it was part of a flood of
abuse by someone(s) who call themself(s) "HipCrime".
HipCrime doesn't think posters should have to obey
newsgroup charters, and that they should be able to
post as much of whatever they want to any group they
want any time they want. He has created a tool called
NewsAgent to this end.

Now would be a good time to tell your news server admins
about this. Yesterday would have been better. Tomorrow
might be too late.

----- Quote from Hipcrime info post by Caveman Og -----

See the "HipCrime Information Center":

http://extra.newsguy.com/~rchason/

It's missing some information, and is probably not accurate as to the
identity of the current "hipcrime", however, the names mentioned there
are well known in NANA*

I say "current", because "HipCrime" is used to refer not just to the
author of "HipCrime's NewsAgent" which is being used to create the
floods and cancels, but to the rather limited audience of users: to
wit:

Steve Boursey, in Tim Skirvin's words:

http://www.killfile.org/dungeon/why/boursy.html

John Grubor, also by Tim Skirvin:

http://www.killfile.org/dungeon/why/grubor.html

HipCrime's "argument" is the USENET cancels are "censorship", and that anyone should be able to post anything they want, anywhere on USENET. Needless to say, allowing that would make USENET even more of a mess than it already is.

I too rather doubt John Brunner would be amused.

--Og

----- End quote -----

Joe

4788. REPOST: Re: One more moronic keypad or printer, and she'll locally know everybody.

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 21:25:20 UTC
From: Mo <chainsaw11@zdnetmail.com>
Message-ID: <5$-_-%_%-$-$_-$_$$@news.noc.cabal.int>
Source record: 34977
Cross-posted to: news.admin.net-abuse.email,comp.sys.atari.8bit

Why are you people clogging up the news servers with this trash? Usenet
as been around longer than any internet you people have ever known, yet
it's days can become very numbered if it's repeatedly overloaded with
trash. You may not have any use for it, but it's probably the only
forum hobbyist and enthusiasts have to bang heads. Why don't you all go
clog up your ICQ servers and leave us alone!
Mo

========= WAS CANCELLED BY =======:
Path: news.uni-stuttgart.de!uni-erlangen.de!newsfeeds.belnet.be!news.belnet.be!news.tele.d
k!194.42.224.136!diablo.netcom.net.uk!netcom.net.uk!news-hub.cableinet.net!blueyonder!inte
rnal-news-hub.cableinet.net!news1.cableinet.net.POSTED!lsanca1-snf1!chcgil2-snh1.gtei.net!
news.gtei.net!newsfeeds.sol.net!newspump.sol.net!sol.net!newspeer.sol.net!adiron!rauug!bof
h.int!nocemed!cyberspam!not-for-mail
Message-ID: <0E282F46.18C0@zdnetmail.com>
Control: cancel <3B647F40.38E1@zdnetmail.com>
Subject: cmsg cancel <3B647F40.38E1@zdnetmail.com>
From: Cosmo Roadkill <cosmo.roadkill%bofh.int@rauug.mil.wi.us>
Sender: Mo <chainsaw11@zdnetmail.com>
Approved: Cosmo Roadkill <cosmo.roadkill%bofh.int@rauug.mil.wi.us>
Newsgroups: at.test,uk.test,alt.test,news.test
Organization: BOFH Space Command, Usenet Division
X-Cancelled-By: Cosmo Roadkill <cosmo.roadkill%bofh.int@rauug.mil.wi.us>
X-Original-From: Mo <chainsaw11@zdnetmail.com>
X-Original-Posting-Host: 121.87.71.218
X-Cancel-ID: PD,[28Q2ADGO7`0=)[9NL2A11|,PD[N$F1YMD=\P*PAH&8+*7W0LV\7V
Reply-To: Mo <chainsaw11@zdnetmail.com>
Lines: 2
Date: Tue, 31 Jul 2001 08:54:21 GMT
NNTP-Posting-Host: 62.30.137.31
X-Complaints-To: http://www.blueyonder.co.uk/abuse
X-Trace: news1.cableinet.net 996569661 62.30.137.31 (Tue, 31 Jul 2001 09:54:21 BST)
NNTP-Posting-Date: Tue, 31 Jul 2001 09:54:21 BST
<remainder snipped>

4789. Re: One more moronic keypad or printer, and she'll locally know everybody.

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 21:25:20 UTC
From: Mo <chainsaw11@zdnetmail.com>
Message-ID: <3B647F40.38E1@zdnetmail.com>
Source record: 35007
Cross-posted to: news.admin.net-abuse.email,comp.sys.atari.8bit

Why are you people clogging up the news servers with this trash? Usenet as been around longer than any internet you people have ever known, yet it's days can become very numbered if it's repeatedly overloaded with trash. You may not have any use for it, but it's probably the only forum hobbyist and enthusiasts have to bang heads. Why don't you all go clog up your ICQ servers and leave us alone!
Mo

4790. REPOST: Re: One more moronic keypad or printer, and she'll locally know

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 21:28:58 UTC
From: "L. F. Sheldon, Jr." <lsheldon@creighton.edu>
Message-ID: <0$-_-%_%-$-%$__$%$@news.noc.cabal.int>
Source record: 34978
Cross-posted to: news.admin.net-abuse.email,comp.sys.atari.8bit

On Sun, 29 Jul 2001, Mo wrote:

> Why are you people clogging up the news servers with this trash? Usenet
> as been around longer than any internet you people have ever known, yet
> it's days can become very numbered if it's repeatedly overloaded with
> trash. You may not have any use for it, but it's probably the only
> forum hobbyist and enthusiasts have to bang heads. Why don't you all go
> clog up your ICQ servers and leave us alone!
> Mo

Good plan.

Problem is the 'bots (at all levels from Controllers to Grunts) are
all send-only and hardwired. No on-board inteligence anywhere.

Save your breath except to complain to your provider. It is filterable.

========= WAS CANCELLED BY =======:
Path: news.uni-stuttgart.de!uni-erlangen.de!newsfeed1.telenordia.se!algonet!newspeer.highw
ayone.net!colt.net!easynet-quince!easynet.net!news-hub.cableinet.net!blueyonder!internal-n
ews-hub.cableinet.net!news1.cableinet.net.POSTED!Gamma.RU!newsfeed.logical.net!furry.ao.ne
t!news.fysh.org!fur-monitor!not-for-mail
Message-ID: <Ihud.EEE.0.46.88418182436087.33716_832814@bluejay.creighton.edu>
Control: cancel <Pine.HPX.4.05.10107291626580.28560-100000@bluejay.creighton.edu>
Subject: cmsg cancel <Pine.HPX.4.05.10107291626580.28560-100000@bluejay.creighton.edu>
From: fur-monitor@critter.net
Sender: "L. F. Sheldon, Jr." <lsheldon@creighton.edu>
Approved: "L. F. Sheldon, Jr." <lsheldon@creighton.edu>
Newsgroups: at.test,uk.test,alt.test,news.test
Organization: A friendly giant tiger
X-Cancelled-By: fur-monitor@critter.net
X-Original-From: "L. F. Sheldon, Jr." <lsheldon@creighton.edu>
X-Original-Posting-Host: 22.128.144.159
X-Cancel-ID: CVD45D&3*#4C[5\SU+ON,6?%K8@G*"|BS+%(]C(?4GGI75*D<W>`Y<<"
Reply-To: "L. F. Sheldon, Jr." <lsheldon@creighton.edu>
Lines: 2
Date: Tue, 31 Jul 2001 08:53:36 GMT
NNTP-Posting-Host: 62.30.137.31
X-Complaints-To: http://www.blueyonder.co.uk/abuse
X-Trace: news1.cableinet.net 996569616 62.30.137.31 (Tue, 31 Jul 2001 09:53:36 BST)
NNTP-Posting-Date: Tue, 31 Jul 2001 09:53:36 BST
<remainder snipped>

4791. Re: One more moronic keypad or printer, and she'll locally know everybody.

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 21:28:58 UTC
From: "L. F. Sheldon, Jr." <lsheldon@creighton.edu>
Message-ID: <Pine.HPX.4.05.10107291626580.28560-100000@bluejay.creighton.edu>
Source record: 35009
Cross-posted to: news.admin.net-abuse.email,comp.sys.atari.8bit

On Sun, 29 Jul 2001, Mo wrote:

> Why are you people clogging up the news servers with this trash? Usenet
> as been around longer than any internet you people have ever known, yet
> it's days can become very numbered if it's repeatedly overloaded with
> trash. You may not have any use for it, but it's probably the only
> forum hobbyist and enthusiasts have to bang heads. Why don't you all go
> clog up your ICQ servers and leave us alone!
> Mo

Good plan.

Problem is the 'bots (at all levels from Controllers to Grunts) are
all send-only and hardwired. No on-board inteligence anywhere.

Save your breath except to complain to your provider. It is filterable.

4792. Re: Polish Summer - Lato Ludzikow 2001 - copy party!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-29 23:12:10 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c11884$f3940b80$031ea8c0@p400>
Source record: 35011

Mo <chainsaw11@zdnetmail.com> wrote

: Post some pics to a website and give us a link! I've always wanted to
: know what went on at these polish copy parties!

Have visited some of them. 100% Fun from start to end. Unfortunatley I
can't get some free days of from work to visit "Lato Ludzikow 2001" :-(

For some pics, you may take a look at my site (see signature) and select
"webgraphics" in the mainmenu...

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

4793. REPOST: Re: One more moronic keypad or printer, and she'll locally know everybody.

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-30 00:14:55 UTC
From: sorbus_rowan@my-deja.com
Message-ID: <0$-_-%_%-$-$%_---$@news.noc.cabal.int>
Source record: 34976
Cross-posted to: news.admin.net-abuse.email,comp.sys.atari.8bit

In article <3B647F40.38E1@zdnetmail.com>, Mo <chainsaw11@zdnetmail.com> wrote:

> Why are you people clogging up the news servers with this trash?

"People"? Person, you mean. HipCrime. He's planning to do this to the
newsgroups for the next 3 years:

Message 5 in thread:

http://groups.google.com/groups?hl=en&safe=off&ic=1&th=a715d76ac1693217

> Usenet
> as been around longer than any internet you people have ever known, yet
> it's days can become very numbered if it's repeatedly overloaded with
> trash.

Quite true. So you ought to do something about it. Look in the Path of
the full headers of these floods of nonsense articles & complain to the
newsfeeds shown which continue to propagate it.

> You may not have any use for it, but it's probably the only
> forum hobbyist and enthusiasts have to bang heads. Why don't you all go
> clog up your ICQ servers and leave us alone!

Since it's only one person doing it, you may wish to complain to the
source. I believe its addresses are hipcrime@rubyridge.com &
hipcrime@antisocial.com ; at least, that's where it's emailed me from.

Rob

--
"Look in rec.music.mariah-carey and you will find one of her fans
cancelling any spam that bothers him." - HipCrime on 7-23-01,
regarding a nonexistent newsgroup, in an attempt to play me for a
fool.

========= WAS CANCELLED BY =======:
Path: news.uni-stuttgart.de!rz.uni-karlsruhe.de!akk.uni-karlsruhe.de!newscore.gigabell.net
!news0.de.colt.net!colt.net!easynet-quince!easynet.net!news-hub.cableinet.net!blueyonder!i
nternal-news-hub.cableinet.net!news1.cableinet.net.POSTED!lsanca1-snf1!crtntx1-snh1.gtei.n
et!frnkge1-snf1.gtei.net!news.gtei.net!bignews.mediaways.net!news.algonet.se!algonet!newsf
eed1.bredband.com!bredband!sunqbc.risq.qc.ca!newsfeed2.skycache.com!newsfeed.skycache.com!
Cidera!newsfeed.comtenidos.com!newsfeeder.wanadoo.es!newsfeed.comtenidos.com!opentransit.n
et!news.tele.dk!152.66.0.200!news.bme.hu!news.ikk.sztaki.hu!not-for-mail
Message-ID: <ieeboc$dviez_2568251785385514@hunt-pri7-a20.txucom.net>

Control: cancel <sorbus_rowan-2907011914550001@hunt-pri7-a20.txucom.net>
Subject: cmsg cancel <sorbus_rowan-2907011914550001@hunt-pri7-a20.txucom.net>
From: kissg@sztaki.hu (Kiss Gabor)
Sender: sorbus_rowan@my-deja.com (Rob Mitchell)
Approved: kissg@sztaki.hu (Kiss Gabor)
Newsgroups: at.test,uk.test,alt.test,news.test
Organization: MTA SZTAKI IKK
X-Cancelled-By: kissg@sztaki.hu (Kiss Gabor)
X-Original-From: sorbus_rowan@my-deja.com (Rob Mitchell)
X-Original-Posting-Host: 44.22.72.144
X-Cancel-ID: 038|)5%*#@V3(0U)FI1*",7W]QI[84]V751!BO61B10L1A(`O|SSG`*J
Reply-To: sorbus_rowan@my-deja.com (Rob Mitchell)
Lines: 2
Date: Tue, 31 Jul 2001 08:49:35 GMT
NNTP-Posting-Host: 62.30.137.31
X-Complaints-To: http://www.blueyonder.co.uk/abuse
X-Trace: news1.cableinet.net 996569375 62.30.137.31 (Tue, 31 Jul 2001 09:49:35 BST)
NNTP-Posting-Date: Tue, 31 Jul 2001 09:49:35 BST
<remainder snipped>

4794. Re: One more moronic keypad or printer, and she'll locally know everybody.

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-30 00:14:55 UTC
From: sorbus_rowan@my-deja.com
Message-ID: <sorbus_rowan-2907011914550001@hunt-pri7-a20.txucom.net>
Source record: 35012
Cross-posted to: news.admin.net-abuse.email,comp.sys.atari.8bit

In article <3B647F40.38E1@zdnetmail.com>, Mo <chainsaw11@zdnetmail.com> wrote:

> Why are you people clogging up the news servers with this trash?

"People"? Person, you mean. HipCrime. He's planning to do this to the newsgroups for the next 3 years:

Message 5 in thread:

http://groups.google.com/groups?hl=en&safe=off&ic=1&th=a715d76ac1693217

> Usenet
> as been around longer than any internet you people have ever known, yet
> it's days can become very numbered if it's repeatedly overloaded with
> trash.

Quite true. So you ought to do something about it. Look in the Path of the full headers of these floods of nonsense articles & complain to the newsfeeds shown which continue to propagate it.

> You may not have any use for it, but it's probably the only
> forum hobbyist and enthusiasts have to bang heads. Why don't you all go
> clog up your ICQ servers and leave us alone!

Since it's only one person doing it, you may wish to complain to the source. I believe its addresses are hipcrime@rubyridge.com & hipcrime@antisocial.com ; at least, that's where it's emailed me from.

Rob

--
"Look in rec.music.mariah-carey and you will find one of her fans cancelling any spam that bothers him." - HipCrime on 7-23-01, regarding a nonexistent newsgroup, in an attempt to play me for a fool.

4795. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-30 00:43:08 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <fzWHRSQc2KZ7Ew8V@gratiano.zephyr.org.uk>
Source record: 35013
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <9k1cgd$eq6$1@venus.itns.co.za>, Stephen Shaw
<xstephenx@apple2.org.za> writes
>> And Red Hat sucks big time. Even the latest version.
>>
>Andy please elucidate on _WHAT_ sucks in Red Hat?

Not being Andy, I'd suggest playing stupid numbers games with unstable
software and non-standard compilers, for a start.

--
James Coupe PGP Key: 0x5D623D5D
EBD690ECD7A1F
HEY, MOM! I FOUND SOME OF THOSE PEOPLE ON THE INTERNET B457CA213D7E6
YOU WERE TELLING ME TO NOT TALK TO! 68C3695D623D5D

4796. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-30 00:45:44 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <GzPBBMR44KZ7Ew$M@gratiano.zephyr.org.uk>
Source record: 35014
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <9k1cfkeou1@venus.itns.co.za>, Stephen Shaw
<xstephenx@apple2.org.za> writes
>Yeah but we DON'T want a PC. Geddit?

Or top-posting.

HTH HAND

--
James Coupe PGP Key: 0x5D623D5D
EBD690ECD7A1F
HEY, MOM! I FOUND SOME OF THOSE PEOPLE ON THE INTERNET B457CA213D7E6
YOU WERE TELLING ME TO NOT TALK TO! 68C3695D623D5D

4797. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-30 03:48:59 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tm9m7v5719p238@corp.supernews.com>
Source record: 35015
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"James Coupe" <james@zephyr.org.uk> wrote in message
news:xc58qtdlH2Y7EwSV@gratiano.zephyr.org.uk...
> In message <MPG.15cd260ea4b0272989699@news-server.nc.rr.com>, David Ogg
> <davidogg@nc.rr.com> writes
> >Ok, not a good example, I'll pick another one, what if Linux integrated a
> >free web browser into it's interface?
>
> Oh dear. Oh dear, oh dear, oh dear.
>
> I would suggest digging up; or at least, don't dig anything further.
>
>
> Free clue: Linux doesn't work like that, dear.

It does... Linux is not just a basement hacker OS runned by kids living on their mother income.

Stephan

4798. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-30 04:05:03 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <aLKGfRsvzNZ7Ewvx@gratiano.zephyr.org.uk>
Source record: 35018
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <tm9m7v5719p238@corp.supernews.com>, Stephan Schaem
<tthai@mindspring.com> writes
>> >Ok, not a good example, I'll pick another one, what if Linux integrated a
>> >free web browser into it's interface?

>> Free clue: Linux doesn't work like that, dear.
>
>It does... Linux is not just a basement hacker OS runned by kids living on their mother income.

sigh

Which particular Linux "interface" are you referring to?

Free clue: Linux doesn't have any one single interface into which a web
browser can be integrated, unlike some other OSes. Similar things apply
to many Unix derivations/clones/flavours etc. Given the open-source GPL
nature of the Linux, it would be nigh on impossible to integrate
something in a manner such that it couldn't be unintegrated and, in many
ways, Linux is essentially the kernel and helper apps. The interface is
virtually entirely customisable, since all the kernel hooks are well
documented and available to all.

--
James Coupe PGP Key: 0x5D623D5D
EBD690ECD7A1F
HEY, MOM! I FOUND SOME OF THOSE PEOPLE ON THE INTERNET B457CA213D7E6
YOU WERE TELLING ME TO NOT TALK TO! 68C3695D623D5D

4799. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-30 04:10:19 UTC
From: John Sheehy <jsheehy@ix.netcom.com>
Message-ID: <5en9mtcav7h9l16qs8tu5o3oivvvh0dgn1@4ax.com>
Source record: 35017
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <tm9m7v5719p238@corp.supernews.com>,
"Stephan Schaem" <tthai@mindspring.com> wrote:

>It does... Linux is not just a basement hacker OS runned by kids living on their mother income.

But it seems like that's how the hardware support comes about. It seems like you pretty much have to buy peripherals that have been out for about 3 years to get full support in Linux.
--

<>>< ><<> ><<> <>>< ><<> <>>< <>>< ><<>
John P Sheehy <jsheehy@ix.netcom.com>
><<> <>>< <>>< ><<> <>>< ><<> ><<> <>><

4800. Re: If you could design a $300 homecomputer today, what would you

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-30 04:25:26 UTC
From: TJ Edmister <damage_x@hotmail.com>
Message-ID: <3B64E1B6.52180C9@hotmail.com>
Source record: 35026
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

> On 18 Jul 2001 18:41:16 GMT, Byron Desnoyers Winmill wrote:
>
> > helgetu (h.schaefer@tu-bs.de) wrote:
> >: What might be the purpose of this $300 machine?
> >
> > It was originally targeted for computer hobbiests. Given the groups we are
> > posting to, it would share some of the characteristics of the 8 and 16 bit
> > machines of the 80's, or would suit the tastes of the current users of
> > these machines.
> >
> > I was thinking of something easy enough for an amateur to understand the
> > electronics, and low level programmaming of the device. (My view is that
> > modern machines are too complex and too poorly documented to fit this
> > market.)
> >

This right here is what I am thinking. A lot of other posts in this thread have talked about PC components. Come on people! PCs are no fun! We all like our obsolete computers (whether you consider them obsolete or not, I personally couldn't find anything useful to do on my Atari if I tried) right? We just want something a little more powerful so we can do all the things we need to do and throw out those stupid PCs which are just a bunch of parts sloppily thrown together. Even if there were an OS for PC that we liked it wouldn't matter much because PC hardware just sucks. Maybe you don't agree but this is certainly my opinion. I'm an assembly language person and I find C++ (the language that "everyone" uses now) to be completely unnatural. It isn't practical to program PCs in assembler because there is so much different hardware (can't find programming info for most of it either) and because most of it looks like it was designed by crazy people.

Sooo... I use my PCs for internet access, for games (just emulators and Doom network games actually), for playing music, the occasional school assignment, and for programming (for non-PC systems of course, like the Turbo Grafx 16 for which I've written half of an RPG in Hu6280 (like a 6502) assembly). One of the many things I like about my Atari is the fact the motherboard is not too dense, I can go in and unsolder stuff and solder other stuff on. There is no way to do that with a PC motherboard (at least on anything newer than a 286) because of all those tiny little pins on the chips and the four-layer construction. Taking all of this into account, my system would look like this:

1. nice, simple CPU (since I'm a fan of the 6502 I'd use one of those great Western Design Center 65816's. one of those eZ80s that I've heard about would be good I guess. 80x86 chips are out of the question of course), with a clock speed

in the double digits (decimal digits, not hex :))

2. 2 MB or so of RAM would be fine for what I'm doing

3. A cool video chip like old computers had, that means something other than just a frame buffer and a DAC, something with sprites and layers and maybe polygons. I would like something with 256 colors at 640x480 (the V9990 chip used in the 3DO would be great, the chips from the later MSX computers would be OK)

4. A likewise sound chip, something with 16-bit stereo PCM but also with some good old FM channels or square waves or something

5. an EIDE interface

6. built-in ethernet

7. some REAL joystick ports (the kind where you read a register and each button is represented by a bit)

8. expansion slots

9. An OS which isn't bloated and slow, which includes a command line interface, and which isn't designed to protect idiot users from themselves

Perhaps within the next year or two, when I have some money and some time, I'll build something out of a 65816 development board. Then again, I might spend all my money on mods/paint for my BMW (which is around the same age as my Atari 8-bitter of course).

---
http://www.geocities.com/six_five_o_two/index.htm
manual transmissions and assembly language - the most fun, the best control
JMP ($FFFE)

4801. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-30 05:16:22 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B64ED9F.A4A9B748@inebraska.com>
Source record: 35020
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

avid Ogg wrote:

> In article <3B63844B.B6A8FDA3@inebraska.com>, millers@inebraska.com
> says...
> > David Ogg wrote:
> >
> > > In article <0avtj9.ed4.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk
> > > says...
> > >
> > > > David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> > > > > What would the government do to Linux if Linux had "embraced and
> > > > > extended" or anything else Microsoft has done? I wonder. Could they do
> > > > > anything, even?
> > > > >
> > > > >
> > > > > Linux COUDN'T embrace and extend... Embrace and extend involves not only
> > > > > adopting and corrupting an accepted standard... It means keeping the
> > > > > additions and changes to that standard secret. (Or refusing to allow it's
> > > > > use elsewhere).
> > > >
> > > > Ok, not a good example, I'll pick another one, what if Linux integrated a
> > > > free web browser into it's interface? What if (hypothetically) this put
> > > > someone out on the street. What could the government do?
> > >
> > > Nothing. Linux is not the product of a company that has a monopoly. So none of
> > > these questions apply.
> >
> > The question was hypothetical, the situation posed in a hypothetical
> > question need not be fact. The question I asked was "what if", and it's
> > an interesting question, what if Netscape decided to become available
> > free with every linux disrobution and became the almost exclusive
> > browser? what could the government do?

And I answered your question with a real world answer. The US government, at least does not now have that power. The only power they have to do anything like you asked is only if the corporation in question is a monopoly, and is using it's monopoly power to extend or maintain it's monopoly.

Since Netscape isn't a monopoly (not even being owned by AOL qualifies them for that), and Linux isn't the product of a monopoly, there isn't a hypothetical to ask, unless you first suggest that Congress passes a law that isn't even in question, and that the President's veto isn't overridden, and that the Supreme's say is constitutional. That

isn't hypothetical, that's a chemical induced nightmare. ;-)

> > > > Should they do
> > > > anything?
> > > >
> > > > > Kerberos is the perfect example.
> > > > > They took the code from the FreeBSD codebase. As FreeBSD license allows
> > > > > anyone to do anything with the source code they want as long as there's an
> > > > > acknowledgement, they extended it and then, when someone found out what the
> > > > > extensions were and posted source code, M$ forced them to remove it from the
> > > > > web.
> > > >
> > > > This is where that double edged sword could hurt Linux. If the
> > > > government is empowered to bitchslap developers who change protocols
> > > > to extend them,
> > >
> > > But they aren't so empowered.
> >
> > If that was the case, then "embrace and extend" would be moot anyway.
> >
> > > It's really very simple. The rules you have to play under change once you achieve
> > > monopoly status. You may not use your monopoly to maintain or extend your
> > > monopoly. So Micro$tuff is a very special case that doesn't apply to hardly any
> > > other high tech company (possible exceptions: Intel and IBM [IBM once came close
> > > to a breakup because of it's abuse of monopoly power, they backed down and played
> > > nice, something Micro$tuff doesn't seem to understand how to do])
> >
> > A monopoly means more than "most people use Microsoft." Microsoft does
> > not have a monopoly.

Monopoly does *not* mean that *everyone* uses your product. AT&T was a monopoly, even though there were several other competitors (GT&T, IT&T, here in eastern Nebraska there was LT&T, and so on), AT&T was a monopoly because they had a super majority of the business, and there was no way that any of the competitors could take the monopoly away from them.

Besides, your opinion doesn't count, and neither does mine. The trial court found that M$ *is* a monopoly, and the appeals courts sustained that decision.

c. 90% of computer desktops does equal a monopoly.

> Even, of all people, RMS has stated that everyone
> has a choice of what OS to use. A corporation is not a monopoly because
> the free will of the people chose one product over another.
>
> Case in point: IBM, you /could not/ built an IBM PC without an IBM PC
> BIOS, therefore IBM had complete /exclusive/ controll of the market,
> regardless of the purchasing decisions of the consumer. This is what a
> monopoly is.

LOL - no, not at all. Ever hear of Phoenix bios? Award Bios? Ever hear of Dell, Compaq, Tandy? They all made machines that were IBM compatible, and IBM long ago lost control of the market. How silly of you.

IBM's monopoly was in mainframes, and even there they had competition. But they used their monopoly power to squeeze the competition, which is why the Feds came down on them. IBM settled out of court. M$ isn't that smart.

>
>
> (By the way, we

We?

> broke that monopoly

Read the above. You don't have enough information here to debate this intelligently.

> by reverse engineering the BIOS,
> see? Kind of like the kerberos example. The court should do the same
> thing they did then, allow an implementation of that functionality to
> be duplicated.)
>
> Microsoft, on the other hand, was voted to where they are now by the
> purchasing decisions of the free willed people.

Not really. M$ makes their money on Office not Windows. And of course, not on Explorer. But Navigator was a threat to Widows as a platform on all OSes, and therefore a threat, in time to Office and M$'s monopoly.

So they cheated.

They did what was illegal for them to do at that stage.

> There are alternatives,

Oh yeah, GEOS is taking the world by storm, isn't it?
How many consumer machines at Best Buy, Circuit City, Office Max, Office Depot, Sears, and Walmart have Linux pre installed on them? Have you seen ANY??

How many machines do you see in those stores that have applications software (Works or Office type) that are made by a competitor of M$? Have you seen ANY?

>
> for crying out loud Microsoft has one of the hardest competitors in the
> world to compete with, a competitor who /gives it away/ (sound
> familliar) and has both the popular and (arguably) technological
> advantage over them.

You don't have to have a monopoly in every niche to be a monopoly.
And Linux hasn't won even in these fields - yet. It certainly doesn't have a monopoly even in those niches.

> Not just in the OS market, but (especially) the
> server, and (mostly) the webserver market. Microsoft's momentum is
> /hardly/ increasing, and more and more options are developing every day.

>
> > Roy
> >
> > > could not this empowerment also be used to bitchslap
> > > developers who reverse engineer protocols to be compatible?
> > > I think the safest ground we could stand on would be that protocols
> > > be considered speech, and be given the same standing constitutionally.
> > > (Posting the source code is a different story.) Let Microsoft extend
> > > whatever they feel like, we'll be right behind them developing tools
> > > that integrate nicely with those changes.
> >
> > Here's how it has worked with their "extensions", they made changes to Win 95 and
> > Win 98 at the request of the Office programmers. Not too much wrong there. They
> > made such changes available to the WordPerfect and Lotus Suite programmers, once
> > those programmers learned of the existence of the changes, and then asked for the
> > information.
>
> A lot of competing companies had inside knowledge of Windows, look at
> Adobe. Adobe knows more about the inner workings of the Windows Print
> architecture than Microsoft. You know why? Adobe /designed/ it! The
> public was highly skeptical about the quality of it before release, so
> Microsoft called Adobe in and had them completely overhaul the entire
> print archetecture. (there's actually a neat story behind this too)
> How about the inner workings of Microsoft Networking and the NetBEUI
> protocol? Did you know that it was ProComm who put that there? NetBEUI,
> Microsoft's "plug-and-play" networking protocol, was purchased from
> them.
> Adobe has been successful in Windows printing, Procomm in networking.
> Microsoft doesn't even have the edge on alot of the code they themselves
> distribute.

Adobe isn't selling an Office suite either are they?
Office is M$ bankroll.
By the way, how much do you hear about Novell and networking any more? A real powerhouse like they were in the early 90's right?
And M$ often buys technology, that's not news. Nor does it have anything to do with their having a monopoly in Office Suite or on Desktops.

Did you notice what happened to Stacker? Or After Dark? Products that aren't sold, in part, because M$ bought such technology and incorporated into their software, so consumers didn't need to buy and so didn't buy such products.

See, that's a real problem. If you get M$ Office for free, why would you buy WordPerfect? If you get a screen saver for free, why buy After Dark? If you get a browser for free, why buy one?

And when such actions are done by a monopolistic company, it's illegal.

Roy

>
>

> > Do you see the difference? In house products teams had weeks, if not months lead
> > time so their products were out first, and had a much closer working relationship
> > with the Systems programmers than ANY competitor could possibly have. That
> > allowed the Office products to maintain and extend their lead over their major
> > competitors. American law prohibits that as unfair when done by a monopolist.
>
> But the fact that others were developing and releasing competing
> products, and making money doing it, precludes Microsoft from being a
> monopoly at that point in time. If you remember, Lotus was very
> successful. In the end we mostly moved to MS Office because we liked the
> product better, if we didn't we, to this day, still have the choice of
> using other products. StarOffice comes to mind as an excellent
> alternative (I can't stand the interface though)
>
> > The kicker is that Micro$tuff is STILL denying that they have a monopoly. I
> > suppose they would only acknowledge it when/if they achieve their wet dream of
> > all computers everywhere using M$ OS.
>
> I deny it too. I have plenty of options. I'll deny it untill there arn't
> any options. Then it will be a /monopoly/. A monopoly means NO options.
> Like Bell telephone, IBM making the only machines with an IBM BIOS.
> OPEC. Let's face it, it was Darwinism that built Microsoft, it's
> Darwinism that will bring it down, and it can and /is/ happening.
>
> > > Both these practices should
> > > be protected, as attacking one hurts the other.
> > > This way, any percieved improvements are realized by consumers,
> > > regardless what product they choose, and competition is still occuring,
> > > with the consumer benefitting from the race. That /is/ the only thing
> > > the government is supposed to be concerned with in a monopoly case
> > > anyway.
> > > Consumers do not benefit in any way by having the government soft-
> > > enforcing a protocol tweeking taboo.
> > >
> > > If you look closely at what's happening to GUI's right now, Microsoft
> > > /is/ competing, everyone is. Apple is making drastic changes in it's UI,
> >
> > On yeah, and how much has their market share gone up?
>
> Not relevant. It certainly can't be because of Microsoft Office,
> because Office on the Mac is better and more stable than Office on the
> PC (from what I've heard). This is (from "what I hear") typical, I hear
> Photoshop and alot of other apps that exist on both Windows and Mac are
> better on the Mac. This tends to put a few holes in the theory that
> Microsoft giving inside Windows OS info to Office developers made
> windows more popular, because that Windows OS Office is supposedly
> inferior to the MacOS Office, regarless of "inside knowledge"
> And the kicker is, You can have all the inside knowledge of the MacOS
> you want now, at least the "Darwin OS" parts because it's OpenSource. So
> according to the inside knowledge leads to market monopolization theory

> posed, the Mac should be cleaning up, right? So how much /has/ there
> market share gone up?
>
> > > Linux is also,
> >
> > Big market share their too. Esp in Best Buy, Sears, and Walmart computer depts.
> >
> > > and Microsoft is changing the GUI at a faster rate than
> > > they have ever done anything before. This race they're having is picking
> > > up speed and the consumer is benefitting on all fronts. And this is how
> > > it should be.
> >
> > Ah, but what happened to DRI?
> > How often do you see the Lotus Office Suite (assuming IBM didn't finally throw in
> > the towel) bundled with a computer? Or the WordPerfect suite? How much shelf
> > space do they get at the Best Buy, Office Max, Office Depot, Circuit City,
> > compared to M$??
>
> About the same amount as the customers ask for them. Shelf space does
> not a monopoly make, When I decide what to stock, it's based on demand,
> and customer demand is the free will of the people, nothing more.
>
> > > What we don't need right now is Big Brother stopping this race, so that
> > > Linux and Mac might slow down,
> >
> > You won't. Big Brother might slow down M$, but not competitors with less than 10%
> > of the market place. In a case like this, Big Brother's job is to make sure that
> > the race is fair to the little guys.
>
> And what have the "little guys" been doing? Generally nothing untill
> Microsoft develops something they need to compete with. There's been a
> lot of companies resting on their laurels untill they /have/ to improve
> something because Microsoft is killing them. Don't believe me? let's
> take a closer look...
>
> PalmOS, who swore up and down consumers don't need color. fine everyone
> settles for b&w, and Palm own3Z the market. WinCE comes along, and Palm
> responds with the new color models, but by now they're already losing
> market share daily, and the palm VII I *just bought* is now on fire sale
> as best buy for half the price I paid a few months ago for it.
>
> Novell, once prime master of the universe in networking, decided it
> didn't want to make a VXD implementation of Novell client for Microsoft
> right away, they decided their legacy .386-file architecture was all
> anyone needed. Microsoft, who at first didn't even install networking
> protocols in win95 by default, and even included a limited novell
> client, responded to the delay imposed by novell by incorporating
> NetBEUI (mentioned above) as a stop-gap measure untill novell woke up
> to consumer demand. Too late. novell is now largely irrelevant.
>

> OS/2, an Operating system more object oriented than Windows is /to this
> day/ practically abandoned by it's creators even though people are
> practically begging them not to discontinue it. It's still a staple in
> most banks and runs a majority of the ATM machines out there. IBM has
> publically stated they don't plan on supporting this OS.
>
> BEOS, a very capable OS, but one that it's creators have no interest in
> persueing, deciding they want the embedded market, despite a loyal
> following of users and tinkerers. Heck, by the time I even discovered
> BEOS, they had already abandoned it!
>
> On the other hand, there are very good developers out there that make a
> killing competing against Microsoft because they are /good at it/ and
> the consumer /prefers to use them./ Adobe is a prime example here, as
> are Macromedia, Citrix, Borland, Sun, AOL, Symantec, Peachtree, Intuit,
> and many others. They have prospered because we vote for them with our
> patronage when we choose them over Microsoft. They have responded to the
> demands placed upon them by the consumer, faster or better than
> Microsoft has, and thus prospered. This is how it oughta be.
>
> Some people may feel sympathetic to Netscape, but the fact was they
> were charging money for a product that could have taken on microsoft and
> won, but they decided they preferred to be Adware instead. they could
> have improved their product, but they decided to open a portal during
> the portal craze and rest on the portal, and their laurels. If Microsoft
> didn't do it, someone else would have.
>
> that's the thing in a free market, you live with the fear that someone
> will be faster, better or cheaper than you are. You adapt, or you win
> the Darwin award.
>
> Anyway, back to your original comment, the government's job is *NOT* to
> make the race fair to the little guys. the goverments job is to make the
> race fair and beneficial to the *consumer*, even if it means the "little
> guy" goes out of business. the government has the power to grant
> monopolies for this purpose so long as it benefit's the consumer.
>
> But again, Microsoft is where they are because we put them there, and
> it's in our best interest to let them compete.
>
> >
> > Roy
> >
> > > and then we lose because competition has
> > > stopped again. Besides, it's getting interesting ;)
> > >
> > > --David
> >
> >

4802. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-30 06:06:26 UTC
From: Mika Yrjola <myrjola@renttu.lnet.lut.fi>
Message-ID: <m3g0bf3q8t.fsf@renttu.lnet.lut.fi>
Source record: 35024
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

John Sheehy <jsheehy@ix.netcom.com> writes:

> In message <tm9m7v5719p238@corp.supernews.com>,
> "Stephan Schaem" <tthai@mindspring.com> wrote:
>
> >It does... Linux is not just a basement hacker OS runned by kids
> >living on their mother income.
>
> But it seems like that's how the hardware support comes about. It seems
> like you pretty much have to buy peripherals that have been out for
> about 3 years to get full support in Linux.

Hm? With the possible expection of SB Live!, my keyboard and mouse and
disk drive (newer than three years, but the designs are not changed, I
guess), there's no components that are even nearly three years old on
my Linux box.

(Other hardware includes TB 1200, A7M266, Geforce 2mx, two IBM
Deskstar HDs, HP 9120 CD burner and two NICs - all which is rather recent)

Didn't have a single problem with this configuration.

Then again, I'm not using USB stuff but rather more 'traditional'
hardware.

--
/---\
I Fantasy, Sci-fi, Linux, Amiga, Telecommunications, Oldfield, Vangelis I
I Seti@Home, Steady relationship, more at http://www.lut.fi/%7emyrjola/ I
\---/

4803. REPOST: Re: One more moronic keypad or printer, and she'll locally know everybody.

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-30 06:09:55 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <1$-_-%_%-$-$%_$%-$@news.noc.cabal.int>
Source record: 34975
Cross-posted to: news.admin.net-abuse.email,comp.sys.atari.8bit

I see now- it all makes (non)sense. I only recently (yesterday) started downloading these headers. I guess before then it was being filtered by Ma Bell.

Mo

========= WAS CANCELLED BY =======:
Path: news.uni-stuttgart.de!news.fh-hannover.de!news-han1.dfn.de!news-koe1.dfn.de!news-fra1.dfn.de!news.tele.dk!194.42.224.136!diablo.netcom.net.uk!netcom.net.uk!news-hub.cableinet.net!blueyonder!internal-news-hub.cableinet.net!news1.cableinet.net.POSTED!lsanca1-snf1!chcgil2-snh1.gtei.net!news.gtei.net!newsfeeds.sol.net!newspump.sol.net!sol.net!newspeer.sol.net!adiron!rauug!bofh.int!nocemed!cyberspam!not-for-mail
Message-ID: <y-833.07%Fo8.214172@nnrp3.sbc.net>
Control: cancel <h%497.79$Ex2.153350@nnrp3.sbc.net>
Subject: cmsg cancel <h%497.79$Ex2.153350@nnrp3.sbc.net>
From: Cosmo Roadkill <cosmo.roadkill%bofh.int@rauug.mil.wi.us>
Sender: "Mo" <mygranny@'nospam'swbell.net>
Approved: Cosmo Roadkill <cosmo.roadkill%bofh.int@rauug.mil.wi.us>
Newsgroups: at.test,uk.test,alt.test,news.test
Organization: BOFH Space Command, Usenet Division
X-Cancelled-By: Cosmo Roadkill <cosmo.roadkill%bofh.int@rauug.mil.wi.us>
X-Original-From: "Mo" <mygranny@'nospam'swbell.net>
X-Original-Posting-Host: 83.12.177.33
X-Cancel-ID: I#KS!%P[7=O8BROZDW]OPL2@DZPG:@[\DL$0G9#S:|NQV97R`]J47C8%
Reply-To: "Mo" <mygranny@'nospam'swbell.net>
Lines: 2
Date: Tue, 31 Jul 2001 08:37:27 GMT
NNTP-Posting-Host: 62.30.137.31
X-Complaints-To: http://www.blueyonder.co.uk/abuse
X-Trace: news1.cableinet.net 996568647 62.30.137.31 (Tue, 31 Jul 2001 09:37:27 BST)
NNTP-Posting-Date: Tue, 31 Jul 2001 09:37:27 BST
<remainder snipped>

4804. Re: One more moronic keypad or printer, and she'll locally know everybody.

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-30 06:09:55 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <h%497.79$Ex2.153350@nnrp3.sbc.net>
Source record: 35016
Cross-posted to: news.admin.net-abuse.email,comp.sys.atari.8bit

I see now- it all makes (non)sense. I only recently (yesterday) started downloading these headers. I guess before then it was being filtered by Ma Bell.

Mo

4805. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-30 06:29:42 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cec8f0aeba14a49896a2@news-server.nc.rr.com>
Source record: 35021
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <9k1cgd$eq6$1@venus.itns.co.za>, xstephenx@apple2.org.za
says...
> On Mon, 16 Jul 2001 17:06:18 +0100, Andy Cadley wrote:
>
> >
> > On Mon, 16 Jul 2001, Alan Sharkis wrote:
> >
> >> OK, I admit that when I installed Mandrake 8.0 on a loaded Pentium III 800
> >> it was a snap. It even recognized my Sound Blaster Live! and a Linksys NIC
> >> (Tulip) without any help on my part! But when I tried to install the same
> >> distro on a Pentium 100 -- same NIC and a Sound Blaster AWE32, it bombed
> >> miserably. I do have Red Hat 7.2 running on that machine, but it was
> >> hand-configuring all the way. It would be torture for anyone who was
> >> brought up on Windows.
> >
> > I seem to recall that the Mandrake 8 graphical installer needs something
> > like 64Mb of RAM and having less is pretty much the only thing that I've
> > ever seen cause it to bomb out.
> >
> > And Red Hat sucks big time. Even the latest version.
> >
> > AndyC
>
> Andy please elucidate on _WHAT_ sucks in Red Hat?

This one's easy (although I wouldn't say Red Hat "sucks")

For starters lets take a look at the included version of GCC.

Can you even recompile the base kernel with it?

I wouldn't say any OS sucks because of the "ease of installation"
because if the OS is worth it's salt, you're only going to install it
ONCE anyway.
However, the compiler thing, I just have to sit back, shake my head and
wonder what WERE they thinking?

4806. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-30 06:49:03 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cecd7cc117cb829896a3@news-server.nc.rr.com>
Source record: 35022
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <67r0k9.qga.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk says...
> David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> > Ok, not a good example, I'll pick another one, what if Linux integrated a
> > free web browser into it's interface? What if (hypothetically) this put
> > someone out on the street. What could the government do? Should they do
> > anything?
>
> Linux doesn't need to "incorporate it into its interface" in the way you
> mean... There are several free web browsers included with every linux
> distro. And yes, depending on which windowmanager/desktop environment you
> choose, there are integrated ones. But not of them are forced on the user.
>
> And as the source code is free... It would be easily UNintegratable if
> someone DID want to reassert their choices.

Easily, maybe, I can also easily unintegrate IE from Win98 too, there is a way to do it ;) (Was quite an embarassment too, after MS said they couldn't!)

> >> Kerberos is the perfect example.
> >> They took the code from the FreeBSD codebase. As FreeBSD license allows
> >> anyone to do anything with the source code they want as long as there's an
> >> acknowledgement, they extended it and then, when someone found out what the
> >> extensions were and posted source code, M$ forced them to remove it from the
> >> web.
>
> > This is where that double edged sword could hurt Linux. If the
> > government is empowered to bitchslap developers who change protocols
> > to extend them, could not this empowerment also be used to bitchslap
> > developers who reverse engineer protocols to be compatible?
>
> Think of it this way. Someone working on FreeBSD wrote that kerberos
> protocol. OK, he released it under the FreeBSD license, but when M$ extended
> it, did he get anything for it? Did he even get to see the changes?

In my personal opinion, I really hate the BSD license, for this very reason. I mean, it's fine if you don't WANT to see your code when it's reused, but I wouldn't choose it.

> That's why I prefer the GPL over FreeBSD. Microsoft CAN'T use that code
> legally without releasing any changes they make back into the community.

Agreed.

> > I think the safest ground we could stand on would be that protocols
> > be considered speech, and be given the same standing constitutionally.
> > (Posting the source code is a different story.) Let Microsoft extend
> > whatever they feel like, we'll be right behind them developing tools
> > that integrate nicely with those changes. Both these practices should
> > be protected, as attacking one hurts the other.
>
> fine... let them keep the source, but they DON'T publicise the actual
> protocols... Hell, even their own protocols (word document format anyone?)
> aren't fully compatible with each other in an attempt to force people to
> needlessly upgrade their software.

That's why I save everything in Word 6 format ;)

In the case of kerberos, they did publicise it, in fact, they publicised
the source code. While the NDA keeps you from using that source code, it
doesn't keep you from implementing the protocol.

4807. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-30 06:54:43 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cecee95a0489df9896a4@news-server.nc.rr.com>
Source record: 35023
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <t0n8mt46ifup9ilnuv1bnca1ov4nsm4hf4@4ax.com>, usenet-20010705
@barnyard.co.uk says...
> On Sun, 29 Jul 2001 16:09:23 +0000 (UTC), Stephen Shaw
> <xstephenx@apple2.org.za> said:
>
> >Anyone who can use a command line as per the Apple II shouldn't find adapting
> >to Linux very difficult. It is only GUI users (like Windoze) who find things
> >"unfriendly".
>
> "Unix isn't unfriendly, it's just very particular about who its
> friends are."

LOL I love that line ;)

There are things in linux that it really is harder to do than in
Windows, but these things (like routing, wierd protocols like PPPoE)
are things usually done by someone who should probably spend a little
time learning anyway.

Sure linux has a learning curve, but it's a freaking computer, when did
the notion that computers had to be usable by people who didn't want to
learn anything become popular?

4808. A few items I have for sale here...

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-30 07:04:03 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <0O597.177$5o5.7602@nnrp1.sbc.net>
Source record: 35019

I've got to make some space before my girlfriend kicks me and my computers out! I was going to put these up on Ebay, but I'm waiting for her to use the rest of the cameras film. So I thought I'd check here while I'm waiting, make me a reasonable offer on anything- or all of it!
Don't forget to remove the 'nospam' when emailing me.

Mo
mygranny'nospam'@'nospam'swbell.com

Atari items:

800XL w/ original box (very tatty but intact) Box has the 1984 olympic logo on it. Computer works fine but the power supply is flaky, could probably use a new one or rebuild.

Percom Disk Drive- I have no idea about this one, it has a set of DIP switches on the back as well as both atari connectors and maybe TRS-80 connectors. I'm not sure to be honest. Built in power supply.
No documentation but I'll throw in an SIO cable.

Pointmaster Joystick, looks okay.

1010 recorder w/ original box. Box has seen better days, but it's intact. No power supply, sorry. Untested.

RamCram 32K ram card for the 400/800 This has worked for me 5 out of 10 times. Maybe needs a chip to be reseated.

Atari Acoustic coupler, 300 baud. No power supply, no cables. I believe it works though.

Carts-

BASIC (of course) -I have several of these to dispose of.
Centipede
Atariwriter
Skywriter

Software-

Thorn EMI - Home Financial management
tape and box, no docs

A bunch of educational childrens software-
All of these go together!
Edufun- Aliencounter w/folder of stickers and whatnot, complete.
AEC- Reading Comprehension skills

Loose tapes-
Disney-Mickey and the great outdoors
Sammy the Sea Serpent
Let's spell
Preschool IQ Builder

Email me with any offers you might have.
Mo

mygranny'nospam'@'nospam'swbell.net

4809. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-30 08:01:33 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cede648df0ba4c9896a6@news-server.nc.rr.com>
Source record: 35025
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
In article <3B64ED9F.A4A9B748@inebraska.com>, millers@inebraska.com
says...
> avid Ogg wrote:
>
> > In article <3B63844B.B6A8FDA3@inebraska.com>, millers@inebraska.com
> > says...
> > > David Ogg wrote:
> > >
> > > > In article <0avtj9.ed4.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk
> > > > says...
> > > >
> > > > > David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> > > > > > What would the government do to Linux if Linux had "embraced and
> > > > > > extended" or anything else Microsoft has done? I wonder. Could they do
> > > > > > anything, even?
> > > > > >
> > > > > >
> > > > > Linux COUDN'T embrace and extend... Embrace and extend involves not only
> > > > > adopting and corrupting an accepted standard... It means keeping the
> > > > > additions and changes to that standard secret. (Or refusing to allow it's
> > > > > use elsewhere).
> > > > >
> > > > Ok, not a good example, I'll pick another one, what if Linux integrated a
> > > > free web browser into it's interface? What if (hypothetically) this put
> > > > someone out on the street. What could the government do?
> > > >
> > > Nothing. Linux is not the product of a company that has a monopoly. So none of
> > > these questions apply.
> > >
> > The question was hypothetical, the situation posed in a hypothetical
> > question need not be fact. The question I asked was "what if", and it's
> > an interesting question, what if Netscape decided to become available
> > free with every linux disrobution and became the almost exclusive
> > browser? what could the government do?
>
> And I answered your question with a real world answer. The US government, at least
> does not now have that power. The only power they have to do anything like you asked
> is only if the corporation in question is a monopoly, and is using it's monopoly power
> to extend or maintain it's monopoly.
```

The question (as posted in another article) had nothing to do with the
power they now have, but what power they should have, and why.

> Since Netscape isn't a monopoly (not even being owned by AOL qualifies them for that),
> and Linux isn't the product of a monopoly, there isn't a hypothetical to ask, unless
> you first suggest that Congress passes a law that isn't even in question, and that the
> President's veto isn't overridden, and that the Supreme's say is constitutional. That
> isn't hypothetical, that's a chemical induced nightmare. ;-)

But the question was what if they were, saying "but they're not" changes
the question.

> > > > Should they do
> > > > anything?
> > > >
> > > > > Kerberos is the perfect example.
> > > > > They took the code from the FreeBSD codebase. As FreeBSD license allows
> > > > > anyone to do anything with the source code they want as long as there's an
> > > > > acknowledgement, they extended it and then, when someone found out what the
> > > > > extensions were and posted source code, M$ forced them to remove it from the
> > > > > web.
> > > >
> > > > This is where that double edged sword could hurt Linux. If the
> > > > government is empowered to bitchslap developers who change protocols
> > > > to extend them,
> > >
> > > But they aren't so empowered.
> >
> > If that was the case, then "embrace and extend" would be moot anyway.
> >
> > > It's really very simple. The rules you have to play under change once you achieve
> > > monopoly status. You may not use your monopoly to maintain or extend your
> > > monopoly. So Micro$tuff is a very special case that doesn't apply to hardly any
> > > other high tech company (possible exceptions: Intel and IBM [IBM once came close
> > > to a breakup because of it's abuse of monopoly power, they backed down and played
> > > nice, something Micro$tuff doesn't seem to understand how to do])
> >
> > A monopoly means more than "most people use Microsoft." Microsoft does
> > not have a monopoly.
>
> Monopoly does *not* mean that *everyone* uses your product. AT&T was a monopoly, even
> though there were several other competitors (GT&T, IT&T, here in eastern Nebraska
> there was LT&T, and so on), AT&T was a monopoly because they had a super majority of
> the business, and there was no way that any of the competitors could take the monopoly
> away from them.

A monopoly means the consumer has no choice. As for AT&T, I never had a
choice. I can choose alternatives to Microsoft.

> Besides, your opinion doesn't count, and neither does mine. The trial court found that
> M$ *is* a monopoly, and the appeals courts sustained that decision.

LOL, we are talking about opinions here. I don't pretend that anything I
say is going to be passed as law :)

> c. 90% of computer desktops does equal a monopoly.
>
> > Even, of all people, RMS has stated that everyone
> > has a choice of what OS to use. A corporation is not a monopoly because
> > the free will of the people chose one product over another.
> >
> > Case in point: IBM, you /could not/ built an IBM PC without an IBM PC
> > BIOS, therefore IBM had complete /exclusive/ controll of the market,
> > regardless of the purchasing decisions of the consumer. This is what a
> > monopoly is.
>
> LOL - no, not at all. Ever hear of Phoenix bios? Award Bios? Ever hear of Dell,
> Compaq, Tandy? They all made machines that were IBM compatible, and IBM long ago lost
> control of the market. How silly of you.

That proves my point, the government didn't break them up, Phoenix made
a clean-room implementation of the BIOS, allowing machines to "truely"
be IBM compatible.

> IBM's monopoly was in mainframes, and even there they had competition. But they used
> their monopoly power to squeeze the competition, which is why the Feds came down on
> them. IBM settled out of court. M$ isn't that smart.
>
> >
> >
> > (By the way, we
>
> We?

Sorry, have a relative wo worked in the field, was kind of used to
hearing "we" ;)

> > broke that monopoly
>
> Read the above. You don't have enough information here to debate this intelligently.

We're not debating technology, this discussion is about what benefits
the consumer.

> > by reverse engineering the BIOS,
> > see? Kind of like the kerberos example. The court should do the same
> > thing they did then, allow an implementation of that functionality to
> > be duplicated.)
> >
> > Microsoft, on the other hand, was voted to where they are now by the
> > purchasing decisions of the free willed people.
>
> Not really. M$ makes their money on Office not Windows. And of course, not on
> Explorer. But Navigator was a threat to Widows as a platform on all OSes, and
> therefore a threat, in time to Office and M$'s monopoly.

>
> So they cheated.
>
> They did what was illegal for them to do at that stage.
>
> > There are alternatives,
>
> Oh yeah, GEOS is taking the world by storm, isn't it?

;)

I'm sure you could think of an alternative if you tried.

> How many consumer machines at Best Buy, Circuit City, Office Max, Office Depot, Sears,
> and Walmart have Linux pre installed on them? Have you seen ANY??

I sell them. If you wanted one and can't find one I'm sure I could hook
you up.

> How many machines do you see in those stores that have applications software (Works or
> Office type) that are made by a competitor of M$? Have you seen ANY?

Emachines come with StarOffice, and are sold at OfficeMax, among other
places. We offer Corell Office 2000 in addition to MS Office 2k, along
with StarOffice and a few others.

> > for crying out loud Microsoft has one of the hardest competitors in the
> > world to compete with, a competitor who /gives it away/ (sound
> > familliar) and has both the popular and (arguably) technological
> > advantage over them.
>
> You don't have to have a monopoly in every niche to be a monopoly.
> And Linux hasn't won even in these fields - yet. It certainly doesn't have a monopoly
> even in those niches.

The problem is that "monopoly" is becoming too loosely a term. Microsoft
may be guilty of unfair marketing practices, but "monopoly" they are
not. There are choices, and the consumer can choose anything they want.

The governments role is *not* to protect other businesses from
microsoft, but to protect the *consumer*, and right now, the consumer
has choice. if the government happens to do something like pull a
product that the consumer WANTS, then the government is stepping on the
rights of the consumer in favor of the businesses that wern't chosen by
the consumer.

> > Not just in the OS market, but (especially) the
> > server, and (mostly) the webserver market. Microsoft's momentum is
> > /hardly/ increasing, and more and more options are developing every day.
> >
> > > Roy
> > >
> > > > could not this empowerment also be used to bitchslap

> > > > developers who reverse engineer protocols to be compatible?
> > > > I think the safest ground we could stand on would be that protocols
> > > > be considered speech, and be given the same standing constitutionally.
> > > > (Posting the source code is a different story.) Let Microsoft extend
> > > > whatever they feel like, we'll be right behind them developing tools
> > > > that integrate nicely with those changes.
> > >
> > > Here's how it has worked with their "extensions", they made changes to Win 95 and
> > > Win 98 at the request of the Office programmers. Not too much wrong there. They
> > > made such changes available to the WordPerfect and Lotus Suite programmers, once
> > > those programmers learned of the existence of the changes, and then asked for the
> > > information.
> >
> > A lot of competing companies had inside knowledge of Windows, look at
> > Adobe. Adobe knows more about the inner workings of the Windows Print
> > architecture than Microsoft. You know why? Adobe /designed/ it! The
> > public was highly skeptical about the quality of it before release, so
> > Microsoft called Adobe in and had them completely overhaul the entire
> > print archetecture. (there's actually a neat story behind this too)
> > How about the inner workings of Microsoft Networking and the NetBEUI
> > protocol? Did you know that it was ProComm who put that there? NetBEUI,
> > Microsoft's "plug-and-play" networking protocol, was purchased from
> > them.
> > Adobe has been successful in Windows printing, Procomm in networking.
> > Microsoft doesn't even have the edge on alot of the code they themselves
> > distribute.
>
> Adobe isn't selling an Office suite either are they?
> Office is M$ bankroll.

Adobe competes almost squarely with Microsoft Office in many areas.

Pagemaker -> Publisher happens to come to mind.

> By the way, how much do you hear about Novell and networking any more? A real
> powerhouse like they were in the early 90's right?

This was mentioned in another post, they dropped the ball when Win95
came out. What happened to them was they rested on their laurels. They
failed to create a .VXD architecture based client for Windows,
overconfident in the believe the consumer wouldn't mind running the
legacy .386 architecture client. The same thing happened to After Dark,
which failed to rewrite their 16-bit code. This was not Microsofts
fault.

> And M$ often buys technology, that's not news. Nor does it have anything to do with
> their having a monopoly in Office Suite or on Desktops.

But it does have to do with the misconception that they have "inside
knowledge," when there are many people with inside knowledge to the
Windows OS.

> Did you notice what happened to Stacker? Or After Dark? Products that aren't sold, in
> part, because M$ bought such technology and incorporated into their software, so
> consumers didn't need to buy and so didn't buy such products.

Stacker was a dangerous product, as is any disk compression that is
filesystem based. They became irrelevant because HDD's became cheap. I
don't even USE compression on my drives, do you? After Dark was a legacy
application that insisted the consumer should be satisfied with a 16 bit
application in their 32 bit OS.

> See, that's a real problem. If you get M$ Office for free, why would you buy
> WordPerfect? If you get a screen saver for free, why buy After Dark? If you get a
> browser for free, why buy one?

So the government should side with the small businesses over the
consumer? By that logic I suppose the government should ban TV news to
protect the newspapers which you must purchase.

Anyway *NOONE* gets MS Office for free, you might recieve it bundled
with a computer. but it's included in the price of the computer, it's
NOT free.

You don't think someone will buy a product just because they have one
that's free already? Why would anyone buy Windows then? Or the
newsreader I'm using now when I already have the MS one? When there is a
BETTER product, people will buy it.

This decision is best left to the consumer.

> And when such actions are done by a monopolistic company, it's illegal.
>
> Roy
>
> >
> >
> > > Do you see the difference? In house products teams had weeks, if not months lead
> > > time so their products were out first, and had a much closer working relationship
> > > with the Systems programmers than ANY competitor could possibly have. That
> > > allowed the Office products to maintain and extend their lead over their major
> > > competitors. American law prohibits that as unfair when done by a monopolist.
> >
> > But the fact that others were developing and releasing competing
> > products, and making money doing it, precludes Microsoft from being a
> > monopoly at that point in time. If you remember, Lotus was very
> > successful. In the end we mostly moved to MS Office because we liked the
> > product better, if we didn't we, to this day, still have the choice of
> > using other products. StarOffice comes to mind as an excellent
> > alternative (I can't stand the interface though)
> >
> > > The kicker is that Micro$tuff is STILL denying that they have a monopoly. I
> > > suppose they would only acknowledge it when/if they achieve their wet dream of
> > > all computers everywhere using M$ OS.
> >

> > I deny it too. I have plenty of options. I'll deny it untill there arn't
> > any options. Then it will be a /monopoly/. A monopoly means NO options.
> > Like Bell telephone, IBM making the only machines with an IBM BIOS.
> > OPEC. Let's face it, it was Darwinism that built Microsoft, it's
> > Darwinism that will bring it down, and it can and /is/ happening.
> >
> > > > Both these practices should
> > > > be protected, as attacking one hurts the other.
> > > > This way, any percieved improvements are realized by consumers,
> > > > regardless what product they choose, and competition is still occuring,
> > > > with the consumer benefitting from the race. That /is/ the only thing
> > > > the government is supposed to be concerned with in a monopoly case
> > > > anyway.
> > > > Consumers do not benefit in any way by having the government soft-
> > > > enforcing a protocol tweeking taboo.
> > > >
> > > > If you look closely at what's happening to GUI's right now, Microsoft
> > > > /is/ competing, everyone is. Apple is making drastic changes in it's UI,
> > >
> > > On yeah, and how much has their market share gone up?
> >
> > Not relevant. It certainly can't be because of Microsoft Office,
> > because Office on the Mac is better and more stable than Office on the
> > PC (from what I've heard). This is (from "what I hear") typical, I hear
> > Photoshop and alot of other apps that exist on both Windows and Mac are
> > better on the Mac. This tends to put a few holes in the theory that
> > Microsoft giving inside Windows OS info to Office developers made
> > windows more popular, because that Windows OS Office is supposedly
> > inferior to the MacOS Office, regarless of "inside knowledge"
> > And the kicker is, You can have all the inside knowledge of the MacOS
> > you want now, at least the "Darwin OS" parts because it's OpenSource. So
> > according to the inside knowledge leads to market monopolization theory
> > posed, the Mac should be cleaning up, right? So how much /has/ there
> > market share gone up?
> >
> > > > Linux is also,
> > >
> > > Big market share their too. Esp in Best Buy, Sears, and Walmart computer depts.
> > >
> > > > and Microsoft is changing the GUI at a faster rate than
> > > > they have ever done anything before. This race they're having is picking
> > > > up speed and the consumer is benefitting on all fronts. And this is how
> > > > it should be.
> > >
> > > Ah, but what happened to DRI?
> > > How often do you see the Lotus Office Suite (assuming IBM didn't finally throw in
> > > the towel) bundled with a computer? Or the WordPerfect suite? How much shelf
> > > space do they get at the Best Buy, Office Max, Office Depot, Circuit City,
> > > compared to M$??
> >

> > About the same amount as the customers ask for them. Shelf space does
> > not a monopoly make, When I decide what to stock, it's based on demand,
> > and customer demand is the free will of the people, nothing more.
> >
> > > > What we don't need right now is Big Brother stopping this race, so that
> > > > Linux and Mac might slow down,
> > >
> > > You won't. Big Brother might slow down M$, but not competitors with less than 10%
> > > of the market place. In a case like this, Big Brother's job is to make sure that
> > > the race is fair to the little guys.
> >
> > And what have the "little guys" been doing? Generally nothing untill
> > Microsoft develops something they need to compete with. There's been a
> > lot of companies resting on their laurels untill they /have/ to improve
> > something because Microsoft is killing them. Don't believe me? let's
> > take a closer look...
> >
> > PalmOS, who swore up and down consumers don't need color. fine everyone
> > settles for b&w, and Palm own3Z the market. WinCE comes along, and Palm
> > responds with the new color models, but by now they're already losing
> > market share daily, and the palm VII I *just bought* is now on fire sale
> > as best buy for half the price I paid a few months ago for it.
> >
> > Novell, once prime master of the universe in networking, decided it
> > didn't want to make a VXD implementation of Novell client for Microsoft
> > right away, they decided their legacy .386-file architecture was all
> > anyone needed. Microsoft, who at first didn't even install networking
> > protocols in win95 by default, and even included a limited novell
> > client, responded to the delay imposed by novell by incorporating
> > NetBEUI (mentioned above) as a stop-gap measure untill novell woke up
> > to consumer demand. Too late. novell is now largely irrelevant.
> >
> > OS/2, an Operating system more object oriented than Windows is /to this
> > day/ practically abandoned by it's creators even though people are
> > practically begging them not to discontinue it. It's still a staple in
> > most banks and runs a majority of the ATM machines out there. IBM has
> > publically stated they don't plan on supporting this OS.
> >
> > BEOS, a very capable OS, but one that it's creators have no interest in
> > persueing, deciding they want the embedded market, despite a loyal
> > following of users and tinkerers. Heck, by the time I even discovered
> > BEOS, they had already abandoned it!
> >
> > On the other hand, there are very good developers out there that make a
> > killing competing against Microsoft because they are /good at it/ and
> > the consumer /prefers to use them./ Adobe is a prime example here, as
> > are Macromedia, Citrix, Borland, Sun, AOL, Symantec, Peachtree, Intuit,
> > and many others. They have prospered because we vote for them with our
> > patronage when we choose them over Microsoft. They have responded to the
> > demands placed upon them by the consumer, faster or better than

> > Microsoft has, and thus prospered. This is how it oughta be.
> >
> > Some people may feel sympathetic to Netscape, but the fact was they
> > were charging money for a product that could have taken on microsoft and
> > won, but they decided they preferred to be Adware instead. they could
> > have improved their product, but they decided to open a portal during
> > the portal craze and rest on the portal, and their laurels. If Microsoft
> > didn't do it, someone else would have.
> >
> > that's the thing in a free market, you live with the fear that someone
> > will be faster, better or cheaper than you are. You adapt, or you win
> > the Darwin award.
> >
> > Anyway, back to your original comment, the government's job is *NOT* to
> > make the race fair to the little guys. the goverments job is to make the
> > race fair and beneficial to the *consumer*, even if it means the "little
> > guy" goes out of business. the government has the power to grant
> > monopolies for this purpose so long as it benefit's the consumer.
> >
> > But again, Microsoft is where they are because we put them there, and
> > it's in our best interest to let them compete.
> >
> > >
> > > Roy
> > >
> > > > and then we lose because competition has
> > > > stopped again. Besides, it's getting interesting ;)
> > > >
> > > > --David
> > >
> > >
>
>

4810. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-30 08:44:54 UTC
From: Andy Cadley <ac@sys.uea.ac.uk>
Message-ID: <Pine.GSO.4.10.10107300935140.12550-100000@zen.sys.uea.ac.uk>
Source record: 35027
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 29 Jul 2001, Stephen Shaw wrote:

> On Mon, 16 Jul 2001 17:06:18 +0100, Andy Cadley wrote:

> > I seem to recall that the Mandrake 8 graphical installer needs something
> > like 64Mb of RAM and having less is pretty much the only thing that I've
> > ever seen cause it to bomb out.
> >
> > And Red Hat sucks big time. Even the latest version.

> Andy please elucidate on _WHAT_ sucks in Red Hat?

Everything. The entire user experience from start to finish. A few notable points:

The installer *still* complains if you try and put a boot partition above 1024 cylinders and absolutely refuses to allow you to continue (unless you go with it's suggested partition arrangement in which case it just suggests that you don't do that[1]) despite being perfectly capable.

The hardware detection is pathetic compared to other distros. Even simple things like making some use of the Windows key which is on almost all keyboards these days isn't done for you.

The configuration tools are scattered all over the place, all work differently and most are quite counter-inituitive. The auto-update is rubbish compared with the Mandrake equivalent, requiring you to faff around with their website[2] and send them all the sorts of details that everyone was worried Microsoft would want from you when they thought up Windows Update.

Need I continue?

AndyC

[1] And what the f*ck is the point in "recommending" a partition arrangement if you are then going to announce that it isn't recommended.
[2] Which, stupidly enough, only seems to work properly in Internet Explorer under Windows.

4811. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-30 08:55:55 UTC
From: Andy Cadley <ac@sys.uea.ac.uk>
Message-ID: <Pine.GSO.4.10.10107300953300.12550-100000@zen.sys.uea.ac.uk>
Source record: 35028
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sat, 28 Jul 2001 spike1@freenet.co.uk wrote:
> They took the code from the FreeBSD codebase. As FreeBSD license allows
> anyone to do anything with the source code they want as long as there's an
> acknowledgement, they extended it and then, when someone found out what the
> extensions were and posted source code, M$ forced them to remove it from the
> web.

Indeed. Of course the trouble with the Linux community is that they just
aren't devious enough. They should've taken Kerberos, added their own
proprietary extensions and then released them under the GPL.

Hmmm, where's my compiler gone...

AndyC

4812. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-30 09:10:24 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_996484188@rtfm.mit.edu>
Source record: 35029
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 28, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/

4813. Re: One more moronic keypad or printer, and she'll locally know everybody.

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-30 10:39:47 UTC
From: Rich Clark <eggplant37@spamcop.net>
Message-ID: <3B653973.261C45D2@spamcop.net>
Source record: 35030

Mo wrote:
>
> I see now- it all makes (non)sense. I only recently (yesterday) started
> downloading these headers. I guess before then it was being filtered by Ma
> Bell.

Yes, it's a babblebot/cancelbot flood perpetrated by something calling
itself Hipcrime in the name of free speech -- its own!! Please search
Google for the terms Free Speech and Hipcrime, then you'll understand
why this creep is abusing all of USENET and news.admin.net-abuse.email
particularly.

Rich
--
Consumer Watchdog! Yes, we're rough on bogus businesses! And today,
Consumer Watchdog reports on protecting you, the consumer, from being
consumed by dangerous products and phony packaging. -- Firesign Theatre
TINLC Unit #2309 Death to all spammer accounts.

4814. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-30 11:41:18 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <6EG+ci0efUZ7Ew70@gratiano.zephyr.org.uk>
Source record: 35031
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <MPG.15cede648df0ba4c9896a6@news-server.nc.rr.com>, David Ogg <davidogg@nc.rr.com> writes
>> Monopoly does *not* mean that *everyone* uses your product. AT&T was a monopoly, even
>> though there were several other competitors (GT&T, IT&T, here in eastern Nebraska
>> there was LT&T, and so on), AT&T was a monopoly because they had a super majority of
>> the business, and there was no way that any of the competitors could take the monopoly
>> away from them.
>
>A monopoly means the consumer has no choice.

Not in the real world.

A choice can still be available when a company is monopolistic - like Microsoft, for instance. And most users *didn't* get a choice, because of the licensing agreements with major PC manufacturers which is how a lot of people buy hardware.

--
James Coupe PGP Key: 0x5D623D5D
EBD690ECD7A1F
HEY, MOM! I FOUND SOME OF THOSE PEOPLE ON THE INTERNET B457CA213D7E6
YOU WERE TELLING ME TO NOT TALK TO! 68C3695D623D5D

4815. Looking for some Atari 8-bit ROMs

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-30 12:16:52 UTC
From: krieg@earth.execpc.com
Message-ID: <3b655106$0$93664$272ea4a1@news.execpc.com>
Source record: 35032

I am looking for ROMs for the following games. Please let me know if you have
them or know of an archive site that has them. Thanks.

The Bartender
Castles and Keys
Des Chiffres et des Lettres
Conquest of the Crown
Crash Dive (the 20th Century Fox version, not the ANALOG magazine version)
Flapper
Jukebox
Revenge of the Beefsteak Tomatoes
Ripper
Webster: The Word Game
--
=__ __ __ _ __ _= Andrew Krieg - Lead Software Engineer =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

4816. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-30 14:59:01 UTC
From: John Sheehy <jsheehy@ix.netcom.com>
Message-ID: <5btamtcemi7mh6s5rno38likth921250or@4ax.com>
Source record: 35033
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <m3g0bf3q8t.fsf@renttu.lnet.lut.fi>,
Mika Yrjola <myrjola@renttu.lnet.lut.fi> wrote:

>John Sheehy <jsheehy@ix.netcom.com> writes:
>
>> In message <tm9m7v5719p238@corp.supernews.com>,
>> "Stephan Schaem" <tthai@mindspring.com> wrote:
>>
>> >It does... Linux is not just a basement hacker OS runned by kids
>> >living on their mother income.
>>
>> But it seems like that's how the hardware support comes about. It seems
>> like you pretty much have to buy peripherals that have been out for
>> about 3 years to get full support in Linux.
>
>Hm? With the possible expection of SB Live!, my keyboard and mouse and
>disk drive (newer than three years, but the designs are not changed, I
>guess), there's no components that are even nearly three years old on
>my Linux box.
>
>(Other hardware includes TB 1200, A7M266, Geforce 2mx, two IBM
>Deskstar HDs, HP 9120 CD burner and two NICs - all which is rather recent)
>
>Didn't have a single problem with this configuration.
>
>Then again, I'm not using USB stuff but rather more 'traditional'
>hardware.

I didn't mean to say that you *had* to have old hardware, but I guess it
came out that way. What I meant was that if you have a PC that was
built with no consideration for Linux, you can't reasonably expect all
you peripherals to be fully supported should you decide to install Linux
on it, if the peripherals are relatively new (not the actual cards, but
the chipsets or firmware used).
--

<>>< >><> ><<> <>>< >><> <>>< <>>< >><>
John P Sheehy <jsheehy@ix.netcom.com>
>><> <>>< <>>< >><> <>>< >><> >><> <>><

4817. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-30 16:21:35 UTC
From: Mika Yrjola <myrjola@renttu.lnet.lut.fi>
Message-ID: <m366ca2xrk.fsf@renttu.lnet.lut.fi>
Source record: 35034
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

John Sheehy <jsheehy@ix.netcom.com> writes:

> In message <m3g0bf3q8t.fsf@renttu.lnet.lut.fi>,
> Mika Yrjola <myrjola@renttu.lnet.lut.fi> wrote:
>
> >John Sheehy <jsheehy@ix.netcom.com> writes:

> >> But it seems like that's how the hardware support comes about. It seems
> >> like you pretty much have to buy peripherals that have been out for
> >> about 3 years to get full support in Linux.
> >
> >Hm? With the possible expection of SB Live!, my keyboard and mouse and
> >disk drive (newer than three years, but the designs are not changed, I
> >guess), there's no components that are even nearly three years old on
> >my Linux box.
> >
> >(Other hardware includes TB 1200, A7M266, Geforce 2mx, two IBM
> >Deskstar HDs, HP 9120 CD burner and two NICs - all which is rather recent)
> >
> >Didn't have a single problem with this configuration.
> >
> >Then again, I'm not using USB stuff but rather more 'traditional'
> >hardware.
>
> I didn't mean to say that you *had* to have old hardware, but I guess it
> came out that way. What I meant was that if you have a PC that was
> built with no consideration for Linux, you can't reasonably expect all
> you peripherals to be fully supported should you decide to install Linux
> on it, if the peripherals are relatively new (not the actual cards, but
> the chipsets or firmware used).

Yes, I read the comment pretty much as "no new hardware is supported
by Linux; the support comes only later if at all" ;)

It seems to depend quite a lot about the manufacturer; eg. nVidia and
3Com seem to have rather quick support for Linux, whereas some
companies seem to be a real pain in the ass with support lagging years
or infinitely.

--
/---\
I Fantasy, Sci-fi, Linux, Amiga, Telecommunications, Oldfield, Vangelis I
I Seti@Home, Steady relationship, more at http://www.lut.fi/%7emyrjola/ I

\----------/

4818. XL Disassembler on PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-30 16:35:30 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3B658CD2.491A7073@t-online.de>
Source record: 35036

Hello!

I'm looking for a good Atari XL disassembler for the PC under Windows 98
(loading ATR-files and disassemble them on PC). I know there exist at
least one disassembler, but I forgot its name and URL. So, please help!

Andre

4819. Re: Looking for some Atari 8-bit ROMs

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-30 16:38:45 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3B658D94.47086C6A@t-online.de>
Source record: 35035

> The Bartender
> Castles and Keys
> Des Chiffres et des Lettres
> Conquest of the Crown
> Crash Dive (the 20th Century Fox version, not the ANALOG magazine version)
> Flapper
> Jukebox
> Revenge of the Beefsteak Tomatoes
> Ripper
> Webster: The Word Game

Hi!

Were did you get all the names for the Romox ECPC from? Found a former Romox employee?

Andre

4820. Atari800 on iPAQ

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-30 17:06:24 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <kug97.3578$P15.40144@typhoon.sonic.net>
Source record: 35038
Cross-posted to: comp.sys.handhelds,comp.sys.palmtops,comp.sys.atari.8bit

On the "A8" mailing list, Vasyl Tsvirkunov <vasyl@pacbell.net> wrote:

The first public version is out. Check it out at

http://pocketatari.retrogames.com

I also uploaded some screenshots showing my on-screen
keyboard implementation -- that may be useful for other
PDA ports.

My port supports both portrait and landscape mode. Landscape
is 320x240 without any image distortion. In portrait mode the
screen is 240x240 (square!), shrunk horizontally with pixel skip.
Interestingly enough, many games look actually better with this
broken aspect ratio.

<snip>

Looks very cool!

-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

4821. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-30 17:07:32 UTC
From: jfk@askjfk.com
Message-ID: <2f83735a.0107300907.3f91d2c5@posting.google.com>
Source record: 35037
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Why buy a $300 NEW computer when for that amount of money you could get a very good USED computer? If you added an office suite, a VGA monitor connector and a printer to the Sega Dreamcast (which already has a browser, modem and keyboard available), there's a cheap combo with great games!

A decade from now $300 may be the standard price for a computer with relatively new technology, but the price today is more like $800-1000.

Realistically, you would have to be able to produce a $300 machine for about $50-70 to count in all the other costs, like shipping and returns, so someone would have to think outside the box, so to speak, to get the job done.

I do NOT think a monitor should be included with it. It adds weight and cost. You go to a thrift store and there are lots of monitors there. People also have TVs. The computer should have connections for at least types of monitors: SVGA, RCA and AV for TV/VCR. People can get whatever type of monitor they want.

I also think the day of the all-in-one desktop unit (the Apple IIc, Atari 800, Commodore 64 etc.) should be revived if one wants to be economical. Have a serial printer port, joystick/mouse port, the aforementioned three monitor/TV ports, SCSI port. Built in would be a 33k modem and 3.5 floppy drive for data storage. I wouldn't include CD-Rom. All the necessary stuff should be pre-installed to make life easy.

There would have to be a GUI. Something tight that doesn't slow down the new user. HD let's peg at 1GB and Ram at 64MB and figure the processor is 333 MHZ -- good enought to make the Net move but cheap by today's standards. The builder should work a deal with Lotus or WordPerfect to put a low-priced office suite on here.

These $300 machine won't compete speedwise with their $800 counterparts, but are GOOD ENOUGH for most users. And as the $800 machines get faster/better, so will the $300 machines due to trickle-down technology. Perhaps they will be five years behind the more expensive machines in bits and bytes.

That's my biz plan.

Darren Johnson
Old Computers and Videogames at http://askjfk.com

4822. Re: Game idea's for use with Multidash/Maze of Agdagon interface

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-30 18:25:29 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <tEh97.3617$P15.40220@typhoon.sonic.net>
Source record: 35039

Jeff Potter <jpotter@cfl.rr.com> wrote:
<snip>
: I don't believe 8 was the maximum, but that's all we allowed for in "Maze of
: Agdagon."

Hey... speaking of that, I made a similar, one-player simple maze game
for the Agenda (a Linux-based PDA) which was heavily influenced by MOA. :)

http://www.newbreedsoftware.com/pdamaze/

I even do the right/left scrolling when you rotated left or right. ;)

And the oddest thing of all, someone started porting it to the Atari ST!
Wacky!

-bill!

4823. Re: Game ideas...

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-30 18:28:14 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <2Hh97.3621$P15.40220@typhoon.sonic.net>
Source record: 35040

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:
: Well,
: and once you are an Erhard`s site, click onto "Atariada 2000" to see the
: Gamelink II, Agdagon, Multidash schematics and read a funny article...

:> it's Erhard Puetz's:
:> http://www.atari-central.de/floppyservice/floppy/gb/index.htm

Of all things, why would an _Atari_-related site _require_ the use of
JavaScript.

AAAAAAARRRRRRRRGGGGGGGGHHHHHHHHHH!!!!!!!!!

(Not that I can't turn it on in my piece-of-crap Netscape browser, but
seriously... don't some of us use Lynx or Links while modem'ing to Unix
accounts?)

<sigh>

-bill!
(can you tell I have a serious issue with badly designed websites? :))

4824. Re: Classic Gaming Expo 2001 Update

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-30 18:31:53 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <tKh97.3626$P15.40220@typhoon.sonic.net>
Source record: 35041

John Hardie <jhardie@pipeline.com> wrote:
: Classic Gaming Expo 2001 Update 6-26-01

Who all is going to this?

I've purchased weekend passes for myself and my girlfriend, but we
still don't know how we're getting down there, nor where we're going
to stay. :)

Anyway from the Sacramento- or Bay- Areas heading down?

-bill!
(glad that LinuxWorld Expo is in SJ :))

4825. Re: I Truly Appolige To ALL For The: Check This Out: 8382

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-30 18:33:19 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <PLh97.3627$P15.40220@typhoon.sonic.net>
Source record: 35042

Barry Ruck <bruck@peterswoodharlow.freeserve.co.uk> wrote:
: Normally something put in by the software that generates the spam. It
: makes each post different. That and the changing number in the Subject
: line are there to fool any anti-spamming measures your ISP may use.

Hehe... except the ISP could do something simple like:

```
if ($subject =~ m/[0-9]+$/)
```

(ie, look for one or more numbers at the end of the string)

;)

-bill!

4826. Archon is back!!! Check out http://www.curvesoftware.co.uk/archon

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-30 21:56:42 UTC
From: Adept <adept@classicgaming.com>
Message-ID: <3clbmtsgs8jthfv93t8efk01250kapfcmb@4ax.com>
Source record: 35043

[No readable article body recovered]

4827. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-30 22:20:22 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B65DCED.16F3EA64@chello.nl>
Source record: 35044
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg wrote:
>

> Sure linux has a learning curve, but it's a freaking computer, when did
> the notion that computers had to be usable by people who didn't want to
> learn anything become popular?

When they shrunk to HiFi size.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

4828. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-31 00:25:12 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cfc4f1e11feee9896a8@news-server.nc.rr.com>
Source record: 35045
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <6EG+ci0efUZ7Ew70@gratiano.zephyr.org.uk>,
james@zephyr.org.uk says...
> In message <MPG.15cede648df0ba4c9896a6@news-server.nc.rr.com>, David Ogg
> <davidogg@nc.rr.com> writes
> >> Monopoly does *not* mean that *everyone* uses your product. AT&T was a monopoly, even
> >> though there were several other competitors (GT&T, IT&T, here in eastern Nebraska
> >> there was LT&T, and so on), AT&T was a monopoly because they had a super majority of
> >> the business, and there was no way that any of the competitors could take the monopoly
> >> away from them.
> >
> >A monopoly means the consumer has no choice.
>
> Not in the real world.
>
> A choice can still be available when a company is monopolistic - like
> Microsoft, for instance.

:) We're talking about Microsoft, and you can use Microsoft as your
example of precidence? "Microsoft can be a monopololy even though there
are choices, take Microsoft for instance?"

> And most users *didn't* get a choice, because
> of the licensing agreements with major PC manufacturers which is how a
> lot of people buy hardware.

They chose to buy a PC with Windows on it, they had a choice. If anyone
here can find me a PC they want, and they don't want Windows on it, I
guarantee I can find it somewhere else, with the same warranty, support,
and hardware, at the same price, with another OS on it.

Even during the time when Microsoft had exclusive licensing clauses
(ended around 1993) there were options. I mean, heck, look at this
newsgroup.

Do you really think that everyone with windows on their computer was
forced to use it? I guarantee if you take a poll and ask people buying
new machines, and ask them what OS they want on their new PC, it will be
Windows. The people who want something else will buy a machine without
Windows. (Personally I've never purchased Windows, but I get developer
versions via MSDN, and beta versions like the XP I'm using now)

Here's the real world situation. Microsoft can't touch Apache with IIS
in any of it's incarnations, and it doesn't look like that will change,

despite the fact they'll give it to you FREE with Server, and Mindcraft say's it's faster and scales better.
On top of that, after stating "opensource is a virus" Microsoft has egg on their face because they just cant for the life of them get hotmail to work without good old BSD holding the fort, and this is at a time when they're pimping their platform for .Net.
There are Free alternatives to all of Microsoft's products, and ones in developement for products Microsoft hasn't even released yet! Miguel's already pimpin' Mono to work with .Net.
Microsoft's days are numbered, they see the writing on the wall, they know they can't compete with a competitor that they can't buy, undersell, influence, or lock out of the market. The government stepping in right now, would just stop the inertia at a time when they're not needed anyway, they'd take the credit for the inevitable.

Monopoly or not aside, the governments role is to protect the consumer and ensure the consumer has choice. The government's role is NOT to leverage consumer choice for the benefit of Microsoft's competitors. If competitors are cutting each others throats giving away free software, and as the dust settles, the consumer has free software, and netscape's dead, the consumer has benefitted. What then, would the consumer benefit from the government flexing its arms at Microsoft on behalf of these businesses who lost the war to the benefit of the consumer? That's supposed to be how the Monopoly law works, to benefit, for, and ONLY, the consumer.

So where has the consumer lost? The consumer has both Netscape, AND IE, both free, and without the government stepping in where it would have hurt the consumer to do so.

The fact remains, Netscape is just as available as it's always been, if not more so. From the consumers point of view, the consumer has won. From Netscapes point of view, they are legally entitled to financial damages, but they are NOT entitled to having the customers choice overruled by the government on Netscapes behalf.

This isn't really anything more than a political issue I believe, I think this discussion is between the chairs on the left and the chairs on the right. :)

4829. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-31 00:37:23 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cfc7df8535646d9896aa@news-server.nc.rr.com>
Source record: 35046
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <3B65DCED.16F3EA64@chello.nl>, h.robbers@chello.nl says...
>
>
>
> David Ogg wrote:
> >
>
> > Sure linux has a learning curve, but it's a freaking computer, when did
> > the notion that computers had to be usable by people who didn't want to
> > learn anything become popular?
>
> When they shrunk to HiFi size.

I think you're right. And when AOL became popular, and computers started
being sold in designer colors. :)

4830. Re: XL Disassembler on PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-31 01:26:25 UTC
From: GB <abc@123.456>
Message-ID: <3B660941.C4AF189B@123.456>
Source record: 34948

Andre,

I highly recommend Dis6502. Excellent. It even decodes some of the more
common memory addresses into nmemonics for you.

Find a download link for it here:
http://www.atarimax.com/

The link is at the bottom of the page.

Glenn Bruner
glenn_b18@yahoo.com

Andre wrote:

> Hello!
>
> I'm looking for a good Atari XL disassembler for the PC under Windows 98
> (loading ATR-files and disassemble them on PC). I know there exist at
> least one disassembler, but I forgot its name and URL. So, please help!
>
> Andre

4831. Re: PAL color tuning

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-31 01:37:54 UTC
From: Itay Chamiel <itaycspam@cs.huji.ac.il>
Message-ID: <9k4ugo$k8b$1@news.huji.ac.il>
Source record: 34947

Thanks for the help, Thomas. There really is a hole in the case where the color tuning pot is, but the actual component can only be turned from above. I needed to open the case (but no need the move the heatsink - it has a hole as well) and the colors are now tuned - almost.

I tuned the colors following this simple rule: If I show color bars of all 15 different hues down the screen (using GTIA graphics 11), there should be a smooth "rainbow" with a natural transition between the colors (similar to what I've always seen with my NTSC machine, I guess). However, when I did reach this state, the standard Gr.0 blue looked more like turquoise. Am I doing this right?

-itay
--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc

<thor@math.tu-berlin.de> wrote in message news:3b63fef5@news.ivm.net...
> Itay Chamiel <itaycspam@cs.huji.ac.il> wrote:
[..]

> > Problem 2 is annoying. I'm pretty sure my colors are off and I have no idea
> > how to tune them.. There is no hole through which I can tune a color pot,
> > and nothing to tune on the monitor, so what do I do?
>
> My 800XL does have a hole for color tuning, but maybe you'd have to open the
> case to reach it. If you turn the computer around (upside down, that is) such
> that the cartridge slot and the monitor connector is "away" from you, you find
> the color adjustment in the right front edge. It's a hole that looks like it
> would carry a screw, but it doesn't. A tiny screwdriver is required to adjust
> it.
>
> So long,
> Thomas
>

4832. Re: Atari800 on iPAQ

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-31 02:28:03 UTC
From: llpwhite@cs.com
Message-ID: <20010730222803.05177.00001942@ng-fw1.news.cs.com>
Source record: 34949

>My port supports both portrait and landscape mode. Landscape is 320x240
without any image distortion.<

How does one use a keyboard or other I/O?
For instance, IIRC, one of the screen shots was a Dos menu. How does one enter
any Dos menu choices -- swap with a virtual keyboard? Presumably there is a
virtual drive in there somewhere?
Larry

4833. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-31 03:04:11 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <im6cmtokehi1f6gr7rhtktpoda6udc211d@4ax.com>
Source record: 34950
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 29 Jul 2001 16:09:49 +0000 (UTC), Stephen Shaw
<xstephenx@apple2.org.za> wrote:

>
>I think you are missing the point.

Not at all. The "point" was to try to make a "new" computer for $300.

MY point is that NO ONE WILL BUY ONE if it has half the features and
runs at one tenth the speed of a comparably priced system ALREADY on
the market.

> Rolls Royce still make cars to a standard
>not to a price. Kit cars (usually VW based) are still available.

And Rolls Royce has been in financial trouble for quite a while now.

And "kit cars" cost a ton of money, and hardly ever work right.

You can ride to the Space Station if you have enough millions.

But can you build an obsolete hackers' computer for only $300?

> I think a "kit
>computer" is a nice niche idea. I certainly subscribe to the idea behind it.

Certainly, you can find something to fill almost any niche, if price
is no object.

I always lusted after a KIM-1, even though it cost more than our $300
price point, and did very little. Want to guess how many were
actually sold?

BobR

4834. Want a copy of: Zap! The rise and fall of Atari

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-31 03:58:28 UTC
From: Jeff Thomas <atari_st@bellsouth.net>
Message-ID: <Z0q97.1775$kg.121748@e3500-atl2.usenetserver.com>
Source record: 34951

For the last year, I have been looking for a copy of the book: Zap! The rise and fall of Atari by Scott Cohen. It has been almost impossible to find....until two weeks ago. I was on Amazon.com and found two used copies....yes...but they wanted 97.50 and 172.50 for them. I want the book.....but not that bad. Well...to cut the story short, I found this Web site that will make you a copy of the book...yes..they actually make it when you order it...for $16 bucks. Keep in mind, its not the original...but a copy of the book. The girl I talked to there said that they have agreements with authors to re-publish their work...without the author having to invest thousands of dollars to have multiple copies made. She said that they make the book when a customer orders one. I assume that Scott realized there still was a demand for this book.....so he used this firm to get it back in the market. Get your copy today!!!

http://www1.xlibris.com/bookstore/bookdisplay.asp?bookid=12003

4835. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-31 04:22:54 UTC
From: bbolsoey@rl.telia.no.nospam
Message-ID: <Xns90EF40E21B8FCbbolsoey@194.19.1.61>
Source record: 34953
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

James Coupe <james@zephyr.org.uk> wrote in
<6EG+ci0efUZ7Ew70@gratiano.zephyr.org.uk>:
>In message <MPG.15cede648df0ba4c9896a6@news-server.nc.rr.com>,
>David Ogg
> <davidogg@nc.rr.com> writes

>> A monopoly means the consumer has no choice.
>
>Not in the real world.
>
>A choice can still be available when a company is monopolistic -
>like Microsoft, for instance. And most users *didn't* get a
>choice, because of the licensing agreements with major PC
>manufacturers which is how a lot of people buy hardware.

Well the users have always had a choice, simply to drop the
OEM version of Windows and pay extra for the retail version.
The vendors and dealers were just never any good at informing
the consumers.

Who are to blame, really?

Regards...

4836. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-31 04:27:10 UTC
From: Matthew J Hughes <mhughes@students.depaul.edu>
Message-ID: <Pine.HPX.4.33.0107302242410.8552-100000@ux1>
Source record: 34954
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Tue, 31 Jul 2001, David Ogg wrote:

> In article <6EG+ci0efUZ7Ew70@gratiano.zephyr.org.uk>,
> james@zephyr.org.uk says...
> > In message <MPG.15cede648df0ba4c9896a6@news-server.nc.rr.com>, David Ogg
> > <davidogg@nc.rr.com> writes
> > >> Monopoly does *not* mean that *everyone* uses your product. AT&T was a monopoly, even
> > >> though there were several other competitors (GT&T, IT&T, here in eastern Nebraska
> > >> there was LT&T, and so on), AT&T was a monopoly because they had a super majority of
> > >> the business, and there was no way that any of the competitors could take the monopoly
> > >> away from them.
> > >
> > >A monopoly means the consumer has no choice.
> >
> > Not in the real world.
> >
> > A choice can still be available when a company is monopolistic - like
> > Microsoft, for instance.
>
> :) We're talking about Microsoft, and you can use Microsoft as your
> example of precidence? "Microsoft can be a monopololy even though there
> are choices, take Microsoft for instance?"
>
> > And most users *didn't* get a choice, because
> > of the licensing agreements with major PC manufacturers which is how a
> > lot of people buy hardware.
>
> They chose to buy a PC with Windows on it, they had a choice. If anyone
> here can find me a PC they want, and they don't want Windows on it, I
> guarantee I can find it somewhere else, with the same warranty, support,
> and hardware, at the same price, with another OS on it.
>
That is a pretty strong guarantee. could you make the other OS 'geos'? And no that is _not_ a typo. or hey let's call dell and see if they will preload QNX?

> Even during the time when Microsoft had exclusive licensing clauses
> (ended around 1993) there were options. I mean, heck, look at this
> newsgroup.
>

And that is another point. every so often a newbie comes in and asks about this newsgroup(writting from alt.amiga.*), should they get interested in Amiga and the answer is invarible, not unless your in it for nostalgia. The stopped making them because they could not sell enough units. although my personal feeling is that M$ did not kill the Amiga but only handed them the knife.

> Do you really think that everyone with windows on their computer
was
> forced to use it? I guarantee if you take a poll and ask people buying
> new machines, and ask them what OS they want on their new PC, it will be
> Windows. The people who want something else will buy a machine without
> Windows. (Personally I've never purchased Windows, but I get developer
> versions via MSDN, and beta versions like the XP I'm using now)
>
I think if you take a poll on new PC owners they would not know what an OS was you would be more likely to get the answer Word.
As far as experienced PC owners, what non-commercial OS are they going to ask for? I mean Really, Red-hat is not yet buying ad space in Time, newsweek, or insert-your-favorite-non-Linux-publication-here.

> Here's the real world situation. Microsoft can't touch Apache with IIS
> in any of it's incarnations, and it doesn't look like that will change,
> despite the fact they'll give it to you FREE with Server, and Mindcraft
> say's it's faster and scales better.
They seem to be doing a pretty good job, and 'Code Red' virus seems to be proving it. But with several companies buying into the 'technology partner' status, and '.net' strategy, it seems to be Microsoft || die.

> On top of that, after stating "opensource is a virus" Microsoft has egg
> on their face because they just cant for the life of them get hotmail to
> work without good old BSD holding the fort, and this is at a time when
> they're pimping their platform for .Net.
Last time I checked(recently), hotmail was running windows 2000 on IIS. Yeah shocked me too. I was doublechecking it for accuracy and according to the website I used(I think it was netcraft) they were no longer FreeBSD. Which the NT-vs-Linux.org site needs to be updated cause that is the link I _was_ referencing in conversations.

> There are Free alternatives to all of Microsoft's products, and ones in
> developement for products Microsoft hasn't even released yet! Miguel's
> already pimpin' Mono to work with .Net.
> Microsoft's days are numbered, they see the writing on the wall, they
> know they can't compete with a competitor that they can't buy,
> undersell, influence, or lock out of the market. The government stepping
> in right now, would just stop the inertia at a time when they're not
> needed anyway, they'd take the credit for the inevitable.
>
Microsoft is not dead, possibly dying but I don't think so. They have very low overhead for the units they sell. Nobody is going to unseat them, I offer the following quote from an advert in the paper..."Please send your

resume in word doc format." When your the standard the other guy has to be twice as good to unseat you.

> Monopoly or not aside, the governments role is to protect the consumer
> and ensure the consumer has choice. The government's role is NOT to
> leverage consumer choice for the benefit of Microsoft's competitors. If
> competitors are cutting each others throats giving away free software,
> and as the dust settles, the consumer has free software, and netscape's
> dead, the consumer has benefitted. What then, would the consumer benefit
> from the government flexing its arms at Microsoft on behalf of these
> businesses who lost the war to the benefit of the consumer? That's
> supposed to be how the Monopoly law works, to benefit, for, and ONLY,
> the consumer.
>
See comment about Geos above. When I was consulting, 10 years ago, Geos was considered by some to be "better" than windows. For 3.10 that was not a huge challenge. But it's dead now and the company's only claim to fame is a (silly)patent on WAP. Is the consumer protected by geos' inexistance? Was Microsoft the first company to produce a software product called internet explorer? what happened to that company?
Was the lesson of geos, and the company who originally owned the copyright to the name to "internet explorer" as a program a benefit to the consumer?

> So where has the consumer lost? The consumer has both Netscape, AND IE,
> both free, and without the government stepping in where it would have
> hurt the consumer to do so.
>
Without AOL would netscape 6 even exist?

> The fact remains, Netscape is just as available as it's always been, if
> not more so. From the consumers point of view, the consumer has won.
> From Netscapes point of view, they are legally entitled to financial
> damages, but they are NOT entitled to having the customers choice
> overruled by the government on Netscapes behalf.
>
It wasn't that MSIE was free, it was that you couldn't get windows without it. It would be like firestone striking a deal with Ford that you couldn't get a shiny new (ford)SUV without firestone tires on it.

> This isn't really anything more than a political issue I believe, I
> think this discussion is between the chairs on the left and the chairs
> on the right. :)
>
I guess you must be sitting on the right, because I know I am on the left. oddly enough I am a Microsoft user, but only the OS. You see I bought the OS because it came preinstalled on my machine before I knew about your gaurantee. I don't have the office suite because I don't have the $450 to buy the non-upgrade copy. (oddly enough though the Corel office competing product is only $100, why is that?) I am writing this from a Linux box on a telnet session because the emulation is better.<rant /> Matt

4837. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-31 05:36:26 UTC
From: wbdesnoy@acs5.acs.ucalgary.ca
Message-ID: <9k5g4q$fh0$1@nserve1.acs.ucalgary.ca>
Source record: 34955
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Bob Retelle (bobr1@provide.net) wrote:
: MY point is that NO ONE WILL BUY ONE if it has half the features and
: runs at one tenth the speed of a comparably priced system ALREADY on
: the market.

Bob, you are missing the point. The point is to play with an idea. The underlying question is: if we could create our own computer, how would be build it? The price point is there so that we don't build something, like a quad processor Pentium IV, or what be it.

It does not matter whether this machine will sell, because it is only an idea. Sometimes ideas are good, and sometimes ideas are bad. There is no sole judge of quality and, if there were, it certainly wouldn't be on marketability. In this day in age, the Apple II, Amstrad, Amiga, and Atari have very limited markets. That does not mean that these machines were bad ideas. It certainly does not mean that we who use them have bad ideas.

And even if sales were an issue, I'm sick and tired of this damn "you must own the market to be successful" mentality. To pick on Commodore and Atari: these companies were split up, sold off, and bought by other firms. Does that mean that the Amiga or Atari ST were unsuccessful. Apple's marketshare is nowhere near 10% (let alone the 90% claimed for M$). Does that mean that Apple is a failure? Apple is almost 25 years old. Is Sun a failure, by the same logic? Of course not. It is absurd. If I can make a living while serving a few hundred clients, I would consider myself a success. If I could do that with my 68k proposal. And, as I pointed out, similar machines which are targeted to a limited market already exist in the sub-$300 price range.

Yes, 68k and Z80 based computers are still made. A tenth of the power? Heck, I'll bet that the 68000 is a lot slower than that. Ditto for the Z80 based machines.

The point is: these machines are not targeted at the same market that Windows, or MacOS, or any other entertainment/office platform is targeted at. The TI-89 is designed as a calculator, and the design is directed towards portability and the entry of mathematical expressions. But don't be fooled, this is a computer as powerful as an Atari ST. It is routinely programmed to serve other purposes (assembly, C cross compilers, etc.).

Does TI sell millions of '89s every year? That is doubtful. They offer about a half a dozen different models (again, some are Z80 based and are just as programmable). HP is probably their biggest competitor, in a similarly small market -- and there are others. Are any of these companies

or product lines a failure as a result.

If you want to by your dime-a-million VCR's and Wintel computers, be my guest. If you think that our discussions are illconceived, so be it. But if you are more interested in tearing our designs apart than contributing construtively, I suggest you shut your mouth, add this thread to your kill file, and forget this little band of crazies exist.

Good night, and thanks for puting me in a foul mood,
Byron.

4838. Re: Classic Gaming Expo 2001 Update

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-31 06:21:01 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <Efq97.77$NJ.137929@nnrp3.sbc.net>
Source record: 34952

Did you say "down there"? I was thinking it's to far north for me!
(i live in houston)
Mo

William Kendrick wrote in message ...
>John Hardie <jhardie@pipeline.com> wrote:
>: Classic Gaming Expo 2001 Update 6-26-01
>
>Who all is going to this?
>
>I've purchased weekend passes for myself and my girlfriend, but we
>_still_ don't know how we're getting down there, nor where we're going
>to stay. :)
>
>Anyway from the Sacramento- or Bay- Areas heading down?
>
>
>-bill!
>(glad that LinuxWorld Expo is in SJ :))
>

4839. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-31 06:45:11 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15d01e08b36a3aa19896ae@news-server.nc.rr.com>
Source record: 34956
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
In article <Pine.HPX.4.33.0107302242410.8552-100000@ux1>,
mhughes@students.depaul.edu says...
> On Tue, 31 Jul 2001, David Ogg wrote:
>
> > In article <6EG+ci0efUZ7Ew70@gratiano.zephyr.org.uk>,
> > james@zephyr.org.uk says...
> > > In message <MPG.15cede648df0ba4c9896a6@news-server.nc.rr.com>, David Ogg
> > > <davidogg@nc.rr.com> writes
> > > >> Monopoly does *not* mean that *everyone* uses your product. AT&T was a monopoly,
even
> > > >> though there were several other competitors (GT&T, IT&T, here in eastern Nebraska
> > > >> there was LT&T, and so on), AT&T was a monopoly because they had a super majority
of
> > > >> the business, and there was no way that any of the competitors could take the
monopoly
> > > >> away from them.
> > > >
> > > >A monopoly means the consumer has no choice.
> > >
> > > Not in the real world.
> > >
> > > A choice can still be available when a company is monopolistic - like
> > > Microsoft, for instance.
> >
> > :) We're talking about Microsoft, and you can use Microsoft as your
> > example of precidence? "Microsoft can be a monopololy even though there
> > are choices, take Microsoft for instance?"
> >
> > > And most users *didn't* get a choice, because
> > > of the licensing agreements with major PC manufacturers which is how a
> > > lot of people buy hardware.
> >
> > They chose to buy a PC with Windows on it, they had a choice. If anyone
> > here can find me a PC they want, and they don't want Windows on it, I
> > guarantee I can find it somewhere else, with the same warranty, support,
> > and hardware, at the same price, with another OS on it.
> >
> That is a pretty strong guarantee. could you make the other OS 'geos'? And
> no that is _not_ a typo. or hey let's call dell and see if they will
> preload QNX?
```

"I guarantee I can find it somewhere else" Just like I said.

> > Even during the time when Microsoft had exclusive licensing clauses
> > (ended around 1993) there were options. I mean, heck, look at this
> > newsgroup.
> >
> And that is another point. every so often a newbie comes in and asks about
> this newsgroup(writting from alt.amiga.*), should they get interested in
> Amiga and the answer is invarible, not unless your in it for nostalgia.
> The stopped making them because they could not sell enough units. although
> my personal feeling is that M$ did not kill the Amiga but only handed them
> the knife.

Actually, I don't think Microsoft had anything to do with it, Commodore
couldn't market pardons in prison. They had a bad habit of marketing to
customers they already had, or "preaching to the choir."

> > Do you really think that everyone with windows on their computer
> was
> > forced to use it? I guarantee if you take a poll and ask people buying
> > new machines, and ask them what OS they want on their new PC, it will be
> > Windows. The people who want something else will buy a machine without
> > Windows. (Personally I've never purchased Windows, but I get developer
> > versions via MSDN, and beta versions like the XP I'm using now)
> >
> I think if you take a poll on new PC owners they would not know what an OS
> was you would be more likely to get the answer Word.

;)

Most of our customers ask for Windows 2000, thinking it's 98's next
version. Then they ask about the Millenium version, so we tell them that
it's WinME they're thinking of. The ones who don't ask about the OS just
assume that Windows "comes with" their computer, they also assume
MSOffice comes with it also.
Then we hit them with the price. Win98/ME $99 installed, Linux, your
choice of distro, $50 installed.
Some ask, "what do you mean installed?", We respond, "that means we
install it" (as if the HDD was manufactured with an OS on it, sheesh).
"But Gateway doesn't charge for that!", "Yes they do, it's built into
the price they're charging you for the OS, we're not charging you extra,
we're giving you the option of not paying for something you may not
want"

> As far as experienced PC owners, what non-commercial OS are they going to
> ask for? I mean Really, Red-hat is not yet buying ad space in Time,
> newsweek, or insert-your-favorite-non-Linux-publication-here.

Red Hat /is/ a commercial OS, and an "expierenced PC owner" has I'm sure
been flooded with information and hype et al about linux, including from
such sources as... Time, Newsweek, insert just about any major PC
magazine here. In fact, didn't Time do a huge article about Linus and
name him one of the "people to watch" right under (or was it above) Bill

Gates?

> > Here's the real world situation. Microsoft can't touch Apache with IIS
> > in any of it's incarnations, and it doesn't look like that will change,
> > despite the fact they'll give it to you FREE with Server, and Mindcraft
> > say's it's faster and scales better.

> They seem to be doing a pretty good job, and 'Code Red' virus seems to be
> proving it. But with several companies buying into the 'technology
> partner' status, and '.net' strategy, it seems to be Microsoft || die.

;) I don't know if we can look at virus proliferation as a sign of
Microsoft dominance, but it's a funny thought. ;)
I remember several people talking about the P3-unique ID the way some
talk about .net. We'll see how many die from lack of .net.

> > On top of that, after stating "opensource is a virus" Microsoft has egg
> > on their face because they just cant for the life of them get hotmail to
> > work without good old BSD holding the fort, and this is at a time when
> > they're pimping their platform for .Net.

> Last time I checked(recently), hotmail was running windows 2000 on IIS.
> Yeah shocked me too. I was doublechecking it for accuracy and according to
> the website I used(I think it was netcraft) they were no longer FreeBSD.
> Which the NT-vs-Linux.org site needs to be updated cause that is the link
> I _was_ referencing in conversations.

If you used Netcraft to check their servers, you were seeing a straw
man. You'll notice a few weeks ago netcraft identifies them sometimes as
"BSD" sometimes as "2000" and I even saw a "???" listed, MS is playing
games putting an "airgap firewall" up. (which by the way, is actually
good security practice, my firewall is linux, but it reports itself as
NT4 :) It's harder to hack if you don't know what you're hacking)
But Microsoft has recently stated that they were using BSD, and that
the transition would be gradual so as not to effect the user. This has
been going on for a while now.

> > There are Free alternatives to all of Microsoft's products, and ones in
> > developement for products Microsoft hasn't even released yet! Miguel's
> > already pimpin' Mono to work with .Net.
> > Microsoft's days are numbered, they see the writing on the wall, they
> > know they can't compete with a competitor that they can't buy,
> > undersell, influence, or lock out of the market. The government stepping
> > in right now, would just stop the inertia at a time when they're not
> > needed anyway, they'd take the credit for the inevitable.
> >
> Microsoft is not dead, possibly dying but I don't think so. They have very
> low overhead for the units they sell. Nobody is going to unseat them, I
> offer the following quote from an advert in the paper..."Please send your
> resume in word doc format." When your the standard the other guy has to be
> twice as good to unseat you.

You don't have to unseat Microsoft, and they don't have to die, they
will simply become less relevant over time, Like the term "Word Doc" is
less relevant now, since like Kleenex, many Word Processors can save to
Word Document format. Sometimes common usage is a bad thing for the
trademark holder, it can be a sign of evaporating relevance.

> > Monopoly or not aside, the governments role is to protect the consumer
> > and ensure the consumer has choice. The government's role is NOT to
> > leverage consumer choice for the benefit of Microsoft's competitors. If
> > competitors are cutting each others throats giving away free software,
> > and as the dust settles, the consumer has free software, and netscape's
> > dead, the consumer has benefitted. What then, would the consumer benefit
> > from the government flexing its arms at Microsoft on behalf of these
> > businesses who lost the war to the benefit of the consumer? That's
> > supposed to be how the Monopoly law works, to benefit, for, and ONLY,
> > the consumer.
> >
> See comment about Geos above. When I was consulting, 10 years ago, Geos
> was considered by some to be "better" than windows. For 3.10 that was not
> a huge challenge. But it's dead now and the company's only claim to fame is
> a (silly)patent on WAP. Is the consumer protected by geos' inexistance?

Geos still exists. They simply renamed themselves "New Deal Office" and
are marketed at Doorstop-technology machines, like old 486's. They
wern't squeezed out of the market, they chose a niche, that they are
currently filling.

> Was Microsoft the first company to produce a software product called
> internet explorer? what happened to that company?

They sold their rights.

> Was the lesson of geos, and the company who originally owned the
> copyright to the name to "internet explorer" as a program a benefit to the
> consumer?

Considering the consumer gets it free? How is that not a benefit? The
consumer also gets the competitors product free also. I can't think of a
way that the consumer has lost, can you? And guess what? there's more!
If you have a hankering for something different, there's Arachne for DOS
(free) and Opera for Windows, get this, selling their browser, in spite
of Netscape and IE being free. You know why, they built a browser that
suits the needs of some people who are willing to buy it where as the
free ones didn't. (actually tried Opera, didn't like the MDI-windowed
interface, but it was fast!)

I hate to break it to the Netscape people, but netscape was a pain in
the ass quite often, up untill V6 anyway, 6 looks good. (Why couldn't
Mozilla use 6's interface instead of that legacy 4.7 crap?)

> > So where has the consumer lost? The consumer has both Netscape, AND IE,
> > both free, and without the government stepping in where it would have
> > hurt the consumer to do so.
> >

> Without AOL would netscape 6 even exist?

Probably not, or at least it wouldn't be as good as it is now. The same, however, can be said for IE. Would IE exist, as it does now, if not for Microsoft?

> > The fact remains, Netscape is just as available as it's always been, if
> > not more so. From the consumers point of view, the consumer has won.
> > From Netscapes point of view, they are legally entitled to financial
> > damages, but they are NOT entitled to having the customers choice
> > overruled by the government on Netscapes behalf.
> >
> It wasn't that MSIE was free, it was that you couldn't get windows without
> it. It would be like firestone striking a deal with Ford that you couldn't
> get a shiny new (ford)SUV without firestone tires on it.

But if they decided to give you the tires for free, to keep, and you had the choice to take that money and buy your own tires, in addition to keeping the firestones, well,hey!

> > This isn't really anything more than a political issue I believe, I
> > think this discussion is between the chairs on the left and the chairs
> > on the right. :)
> >
> I guess you must be sitting on the right, because I know I am on the left.

;)

> oddly enough I am a Microsoft user, but only the OS. You see I bought the
> OS because it came preinstalled on my machine before I knew about your
> gaurantee.

<snicker> :) (that was clever!) :)

> I don't have the office suite because I don't have the $450 to
> buy the non-upgrade copy. (oddly enough though the Corel office competing
> product is only $100, why is that?)

Demand.

You should have bought the PC from someone who could have sold you an OEM MSOffice. (well, assuming you bought them at the same time anyway)

Here's a tidbit, we make more selling Correl Office Suite than we do MS Office. Last time I ordered Corel (OEM version mind you, but the whole Office Suite) it was $14 my cost, we sell it for $95 installed, with correl Office ServicePack3 patched and all. Should be a National Average price, since I had to get it from Ingram Micro.

> I am writing this from a Linux box on
> a telnet session because the emulation is better.<rant /> Matt

Writing this from Microplanet Gravity on WinXP RC12505 (gettin RC2 tommorrow!) Microsoft's newsreaders suck. It's worth the price for

Gravity. (I just didn't care for Agent, it felt like a 16bit app, just me?)

--David Ogg
Fear the government that fears your computer.

4840. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-31 07:52:30 UTC
From: Andy Cadley <ac@sys.uea.ac.uk>
Message-ID: <Pine.GSO.4.10.10107310846440.25833-100000@zen.sys.uea.ac.uk>
Source record: 34957
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Tue, 31 Jul 2001, David Ogg wrote:

> In article <Pine.HPX.4.33.0107302242410.8552-100000@ux1>,
> mhughes@students.depaul.edu says...
> > On Tue, 31 Jul 2001, David Ogg wrote:

> > > That is a pretty strong guarantee. could you make the other OS 'geos'? And
> > > no that is _not_ a typo. or hey let's call dell and see if they will
> > > preload QNX?
> >
> > "I guarantee I can find it somewhere else" Just like I said.

And where, pray tell, would you get, for example, a Dell Precision
(complete with cool case, quirky motherboard arrangement and proprietary
power supply) preloaded with QNX?

Or did you mean "I can find something a bit like it somewhere else"?

AndyC

4841. Re: One more moronic keypad or printer, and she'll locally know everybody.

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-31 08:18:31 UTC
From: Gas Menace <gas_menace@spamcop.net>
Message-ID: <fTt97.46438$SK6.6015409@news6-win.server.ntlworld.com>
Source record: 34959

"Mo" <mygranny@'nospam'swbell.net> wrote in message
news:h%497.79$Ex2.153350@nnrp3.sbc.net...
> I see now- it all makes (non)sense. I only recently (yesterday) started
> downloading these headers. I guess before then it was being filtered by Ma
> Bell.
>
> Mo
>
>
>

It's a nonsense generator bot (the from address is forged), so replying to it is pointless.It's designed to disrupt the news.admin.net-abuse.email newsgroup by flooding, partially boosted by cross-posts to other groups to generate complaining replies, thus making it harder to filter (so please trim nanae from replies if you feel the urge to enter into a debate with it <g>)

Feed "hipcrime" into your local search engine for more info.

Gas

4842. Re: Polish Summer - Lato Ludzikow 2001 - copy party!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-31 08:58:36 UTC
From: Vasco <vasco@owl.au.poznan.pl>
Message-ID: <9k5rt2$ia0$1@news.tpi.pl>
Source record: 34960

> : Post some pics to a website and give us a link! I've always wanted to
> : know what went on at these polish copy parties!

check:
www.atari8.prv.pl/for2e3se/
www.atari8.prv.pl/last2000
www.atari8.prv.pl/lato2000

polish "fotki" = english "photographies"

Vasco/Trs

4843. Re: PAL color tuning

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-31 10:19:43 UTC
From: thor@math.tu-berlin.de
Message-ID: <3b666a1f@news.ivm.net>
Source record: 34958

Hi,

Itay Chamiel <itaycspam@cs.huji.ac.il> wrote:

> Thanks for the help, Thomas. There really is a hole in the case where the
> color tuning pot is, but the actual component can only be turned from above.
> I needed to open the case (but no need the move the heatsink - it has a hole
> as well) and the colors are now tuned - almost.

Great.

> I tuned the colors following this simple rule: If I show color bars of all
> 15 different hues down the screen (using GTIA graphics 11), there should be
> a smooth "rainbow" with a natural transition between the colors (similar to
> what I've always seen with my NTSC machine, I guess). However, when I did
> reach this state, the standard Gr.0 blue looked more like turquoise. Am I
> doing this right?

I'd say so. The default colors for Gr.0 is here a kind of "greenish blue",
almost turquoise. PAL and NTSC colors seem to differ a bit anyhow. For example,
I've been told that NTSC displays hues 1 and 15 in a different way, even
though they look the same on my PAL screen. Hue 10 is sometimes said to be
"blue" on NTSC, but it is definitely "green" on PAL. (Gr.0 background uses
hue #9, Star Raider uses hue #10 and the manual calls it "blue", but it comes
out green here.)

So long,
Thomas

4844. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-31 10:39:36 UTC
From: Otter <otter@oz.net>
Message-ID: <9k61t8squ0@216.39.130.4>
Source record: 34961
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg wrote:

> They chose to buy a PC with Windows on it, they had a choice. If anyone
> here can find me a PC they want, and they don't want Windows on it, I
> guarantee I can find it somewhere else, with the same warranty, support,
> and hardware, at the same price, with another OS on it.

>
> Do you really think that everyone with windows on their computer was
> forced to use it? I guarantee if you take a poll and ask people buying
> new machines, and ask them what OS they want on their new PC, it will be
> Windows.

I think the biggest reason for this is that most of the people (not the technogeeks like most of us here in these newsgroups) simply don't know about the alternatives. Your average computer user will most likely get their new overpriced system at one of the big retail chains such as Circuit City, or Fred Meyer, or whatever. When they walk into one of those places and look over the selections, they will see the stats on the display models, and it will most likely list some form of Windows, some form of MS-Office, and probably a trial subscription to MSN or AOHell (in addition to listing the hardware of course). At those mass-market chains, you never see systems with stats placards boasting Linux and Star-Office. And the sales rep most likely won't even consider mentioning those as a possibility (if he even knows what Linux is).

As an example, only about 2 years ago, I was at the Base Exchange at McChord AFB, and was looking over the different computers in their electronics department. I asked the sales rep there if I would be able to buy one of their systems without any OS installed, since I was scouting out a system to become a Linux box). He just flat out refused. I don't remember the reason he gave, but if I wanted one of their computers for my Linux system, I would have to get it with Windows-98 preinstalled, which I wouldn't have been using anyway, so why would I want to pay extra for it?), reformat, and then do my Linux install.

So, to cut this post short, since I nearly lost my train of thought here... What good is having choices in operating systems and other software packages, if the typical consumer doesn't know about those choices and the folks selling the systems won't volunteer that information?

-- Otter

4845. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-31 10:45:48 UTC
From: Otter <otter@oz.net>
Message-ID: <9k628s$vl7$0@216.39.130.4>
Source record: 34962
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg wrote:
>
>
> Easily, maybe, I can also easily unintegrate IE from Win98 too, there is
> a way to do it ;) (Was quite an embarassment too, after MS said they
> couldn't!)

How is it done? I'd like to give it a try on one of my experimental systems I'm always tinkering with. :)

-- Otter

4846. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-31 11:33:38 UTC
From: Paul Smith <ozric2k.nospam@lineone.net>
Message-ID: <9k65js$2smjb$1@ID-53355.news.dfncis.de>
Source record: 34963
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Otter" <otter@oz.net> wrote in message news:9k628s$vl7$0@216.39.130.4...
> David Ogg wrote:
> >
> >
> > Easily, maybe, I can also easily unintegrate IE from Win98 too, there is
> > a way to do it ;) (Was quite an embarassment too, after MS said they
> > couldn't!)
>
> How is it done? I'd like to give it a try on one of my experimental
> systems I'm always tinkering with. :)

http://www.98lite.net/

The site is down at the moment though.

--
.oO Paul Smith Oo.

4847. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-31 12:26:21 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <06scmtkv9qf1aiqko7g19ppad9nh13eqcp@4ax.com>
Source record: 34964
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On 31 Jul 2001 05:36:26 GMT, wbdesnoy@acs5.acs.ucalgary.ca (Byron Desnoyers Winmill) wrote:

>Bob Retelle (bobr1@provide.net) wrote:
>: MY point is that NO ONE WILL BUY ONE if it has half the features and
>: runs at one tenth the speed of a comparably priced system ALREADY on
>: the market.
>
>Bob, you are missing the point.

Actually that's not entirely true.

This thread has split into several directions from the original question of what a $300 "home computer" would look like.

Some of the threads I've stayed out of, since I really don't have any experience with the esoteric CPUs that have been proposed (other than knowing that they ARE esoteric).

Other threads have pointed out that successful, well appointed $300 computers already do exist, with no necessity of leaving out CD-ROM drives or I/O ports as the original post suggested. Those I've participated in, my response was one of the first ones actually, with the comment that I just bought a very nice, new PC for less than the suggested $300 price point, with nothing left out to cut corners.

More threads have questioned what the potential market for the proposed new system would be. This is where my questions about the marketability of a system like this have fallen. Unless the proposed audience is only the handful of people participating in this discussion, then the question of the market for any product has to be addressed.

(Yes, I know this is all hypothetical, but it's still a valid question)

> The point is to play with an idea. The
>underlying question is: if we could create our own computer, how would be
>build it? The price point is there so that we don't build something, like
>a quad processor Pentium IV, or what be it.
>

Oh, I'm very familiar with the idea of kicking around concepts- the question comes up on a regular basis in the Atari newsgroups. It's

usually phrased something like "What CPU would you like to see in a new Atari ST clone?" And it goes back and forth, much like a lot of this discussion has, with no one really ever believing it really could happen, but it's just fun to talk about.

>It does not matter whether this machine will sell, because it is only an
>idea. Sometimes ideas are good, and sometimes ideas are bad. There is no
>sole judge of quality and, if there were, it certainly wouldn't be on
>marketability.

Well, the original post presented the idea with a definite slant toward the marketability question.

Why propose leaving out such features as a CD-ROM drive to cut corners down to the $300 point if marketability wasn't an issue?

The original question was presented as if a new "hackers" computer might be a viable product, if only the cost could be contained to a reasonable level, similar to the "good old" machines we used to tinker with.

>In this day in age, the Apple II, Amstrad, Amiga, and Atari
>have very limited markets.

I would say they have ZERO market, but there are those among us who might get upset at that.

People still buy wax cylinders for Edison phonographs but that doesn't mean there's a viable market for them.

>That does not mean that these machines were bad
>ideas. It certainly does not mean that we who use them have bad ideas.
>

Definitely not. The current situation (for anything) doesn't change the history attached to anything.

The Apple computer was groundbreaking. It brought commercial success to the brand new microcomputer world truly for the first time. All the earlier attempts were close, but no cigar.

Atari was the most technologically advanced computer of its time. It's coprocessor chip set was far and away better than anything available when it came out. The fact that Atari, Inc, and Atari Corp couldn't figure out what to do with it doesn't take anything away from the computer itself.

The Commodore 64 was THE most successful microcomputer of ITS day. It was the best selling computer in the entire world, at that time.

The TRS-80 was a solid, well marketed system. It was headed in the right direction with its business applications. You could buy one in a million Radio Shacks.

All of these were good ideas, at the time.

You'd have to be crazy to try to sell any one of them now.

>And even if sales were an issue, I'm sick and tired of this damn "you must
>own the market to be successful" mentality.

"Owning the market" is an unusual situation. Generally there are
several competitors, each with its own market share.

The auto industry has many players, but they all provide a
"standardized platform". When you buy a car, you get the same four
wheels, the same steering configuration, much the same control
mechanism. There are variations, of course, but the basic product is
built around a standardized platform.

The computer industry has standardized on a platform as well.

> To pick on Commodore and Atari:
>these companies were split up, sold off, and bought by other firms. Does
>that mean that the Amiga or Atari ST were unsuccessful.

Those are not the reasons why the Amiga and ST were unsuccessful, they
are the result of the products being unsuccessful. The companies
might have survived if the products had been successful and had sold
well.

> Apple's marketshare
>is nowhere near 10% (let alone the 90% claimed for M$). Does that mean that
>Apple is a failure? Apple is almost 25 years old.

That makes Apple far more of a success than any of the other companies
mentioned. Those other companies are all dead.

Simply by surviving for 25 years, Apple has succeeded.

Apple does that by selling products people want to buy. They've had
failures, sure, but they generally learn from them and bring out other
products that are more successful.

> Is Sun a failure, by the
>same logic? Of course not.

Sun has a very good position in its chosen marketplace. It too sells
products people want to buy for their specialized needs. In that
respect, Sun is very successful in its market.

> It is absurd. If I can make a living while
>serving a few hundred clients, I would consider myself a success. If I could
>do that with my 68k proposal. And, as I pointed out, similar machines which
>are targeted to a limited market already exist in the sub-$300 price range.
>
>Yes, 68k and Z80 based computers are still made. A tenth of the power?
>Heck, I'll bet that the 68000 is a lot slower than that. Ditto for the Z80
>based machines.
>
>The point is: these machines are not targeted at the same market that

>Windows, or MacOS, or any other entertainment/office platform is targeted
>at. The TI-89 is designed as a calculator, and the design is directed
>towards portability and the entry of mathematical expressions. But don't
>be fooled, this is a computer as powerful as an Atari ST. It is routinely
>programmed to serve other purposes (assembly, C cross compilers, etc.).
>
>Does TI sell millions of '89s every year? That is doubtful. They offer
>about a half a dozen different models (again, some are Z80 based and are
>just as programmable). HP is probably their biggest competitor, in a
>similarly small market -- and there are others. Are any of these companies
>or product lines a failure as a result.

The definition of success or failure depends on many things.
Obviously both TI and HP consider some of their products to be
successful since they continue to sell them and to introduce more
models. Other products are dropped from the product mix.

One thing you can be sure of though, if no one bought a TI calculator
model, it wouldn't last long in the marketplace.

It wouldn't matter what features it had, or what CPU it was running,
or how loyal the people who might have bought one felt about it. If
it didn't sell, it would be dropped.

And they certainly wouldn't introduce a new model unless they felt it
WOULD sell, and they had researched the marketplace to be sure.

My questions about the intended market for the "$300 Hackers'
Computer" are along the same lines.
>
>If you want to by your dime-a-million VCR's and Wintel computers, be my
>guest. If you think that our discussions are illconceived, so be it. But
>if you are more interested in tearing our designs apart than contributing
>construtively, I suggest you shut your mouth, add this thread to your kill
>file, and forget this little band of crazies exist.

Like I said, discussions like this can be interesting and can expose a
lot of people to concepts they might not have thought of otherwise.

But part of discussing what might make a successful new computer has
to be a discussion of what made earlier attempts fail.

As much as I loved my Atari 800, I know why it disappeared from the
stores, and why my Commodore 64 fell from being the most successful
computer in the world to a $5 thrift store white elephant. And, I
know why the other computers I have now have succeeded.

>
>Good night, and thanks for puting me in a foul mood,
>Byron.

Sorry about that- unfortunately that's sometimes part of being
"devil's advocate".

BobR

4848. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-31 13:01:49 UTC
From: Otter <otter@oz.net>
Message-ID: <9k6a7tmug0@216.39.130.4>
Source record: 34965
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Bob Retelle wrote:
>
> On Sun, 29 Jul 2001 16:09:49 +0000 (UTC), Stephen Shaw
> <xstephenx@apple2.org.za> wrote:
>
> But can you build an obsolete hackers' computer for only $300?
>
> > I think a "kit
> >computer" is a nice niche idea. I certainly subscribe to the idea behind it.
>
> Certainly, you can find something to fill almost any niche, if price
> is no object.
>
> I always lusted after a KIM-1, even though it cost more than our $300
> price point, and did very little. Want to guess how many were
> actually sold?

Getting even farther from the original topic. It is quite easy to have
a "kit" computer for next to nothing. Here's my current little kit
project...

http://www.oz.net/~otter/gallery/Thissle.JPG

This is eventually going to be a dual-boot Linux/Winblows-98 beast.
Here is what Thissle currently has:

ISA/PCI motherboard
Intel Pentium-120 CPU (Socket-7)
40 MB RAM (72 pin SIMMs - 4 8MB SIMMS and 2 4MB SIMMs)
256K Cache
Hard Drives:
IDE x4 Quantum Fireball ST3.2 3.2GB
Western Digital AC-2850H 850MB
Maxtor 71260AT 1.2GB
Fujitsu M1636TAU 1.2GB

SCSI Quantum ProDrive LP240S 245MB

CD-ROM Chinon CDS-53S
Colorado-250 Tape Backup Unit
Standard 3.5" HD Floppy Drive
Trident TGUI-9680 PCI Video Card - 2MB
56K Modem - ISA

AMD AM-2100 NIC Card - ISA
Adaptec AHA-152- SCSI Card - ISA
SB-16 PnP - ISA
Nice SVGA PnP monitor
Typical 2 Serial Ports and 1 Parallel Port
She still has 2 empty PCI Slots

Right now, I'm just messing around with her Win-98 side, mostly for hardware testing, and for teaching myself networking. The Network hub sitting next to her will be used to link her and SunBlossom (the P-166 system I'm posting this from) together, as soon as I find the documentation for the hub.

All total, I think I have at the most $25 to $30 invested in her. The majority of her components were given to me from friends and co-workers who know I like this old stuff, with the rest being purchased from thrift stores.

I think this definitely qualifies as a "kit" computer, or at least as a "geek station". :) She's got enough to be operational, with plenty of room for upgrades and expansion as super cheap components become available.

Now as for the original question that started this whole thread...I'll have to think on that. Should make good bathtime thinking material later today; or goo drifting off to sleep thinking fodder. On that note, it's time for me to get some sleep.

Night all.

-- Otter

4849. HipCrime

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-31 13:24:06 UTC
From: Barry Ruck <barry@peterswoodharlow.freeserve.co.uk>
Message-ID: <Elc0KjA2FrZ7EwOi@peterswoodharlow.freeserve.co.uk>
Source record: 34966

In comp.sys.atari.8bit on Tue, 31 Jul 2001, Gas Menace Gas Menace
<gas_menace@spamcop.net> wrote ....

>
>"Mo" <mygranny@'nospam'swbell.net> wrote in message
>news:h%497.79$Ex2.153350@nnrp3.sbc.net...
>> I see now- it all makes (non)sense. I only recently (yesterday) started
>> downloading these headers. I guess before then it was being filtered by Ma
>> Bell.
>>
>> Mo
>>
>>
>>
>
> It's a nonsense generator bot (the from address is forged), so replying to
>it is pointless.It's designed to disrupt the news.admin.net-abuse.email
>newsgroup by flooding, partially boosted by cross-posts to other groups to
>generate complaining replies, thus making it harder to filter (so please
>trim nanae from replies if you feel the urge to enter into a debate with it
><g>)
>
> Feed "hipcrime" into your local search engine for more info.
>
>Gas
>
>
>
Beware the next batch when replying. The follow up is set to
news.admin.net-abuse.email and this *must* be removed before replying,
otherwise it'll be a flood rather than a swamp !!

Regards,

Barry Ruck. Harlow, Essex.

4850. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-31 15:08:29 UTC
From: Michael Black <blackm00@gloria.cam.org>
Message-ID: <Pine.LNX.4.10.10107311058550.16357-100000@gloria.cam.org>
Source record: 34967
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 30 Jul 2001, Bob Retelle wrote:

> [stuff deleted]
> I always lusted after a KIM-1, even though it cost more than our $300
> price point, and did very little. Want to guess how many were
> actually sold?
>
>
> BobR
>
Maybe I should have left more context in, because I'm trying to figure
out your implication.

My recollection was that the KIM-1 was a popular computer, though
at a time when popular didn't have to mean a large quantity. At
the time it was sold, it was still early in the cycle of small computers.
People were still wanting computers because they had always wanted
a computer (something a few years before was an impossibility for
most), rather than because they had a need to do something with
a computer. So the low cost, for the time, was to many more significant
than the fact that it lacked memory, etc. In fact, the KIM-1
wasn't all that limited for the time, remember the Altair came
with something liek 256 bytes of memory. To get a computer
"that did something" you'd have to spend considerably more.

And of course, some people took their KIM-1's and made them into
full-blown systems, with video boards or dumb terminals, 32K of
memory, disk drives, and all kinds of things.

I have a KIM-1, got it in 1979 (late for the time, but clearly
way before most people got computers), so I'm biased. But my
impression is that the KIM-1 was an influential system,
coming between the S-100 systems that started it all, and
the all in ones that came in 1977, like the Apple and the Radio
Shack.

And now I'm really curious about your impression of how many
KIM-1's were sold.

Michael

4851. Atari 800XL with 1050 Diesk Drive. A few Questions.

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-31 16:18:26 UTC
From: Padraig@padraig.de
Message-ID: <b519c84f.0107310818.14ddf20d@posting.google.com>
Source record: 34968

Hi.

I bought an Atari 800 XL about 10 years ago but because of the lack of software or other stuff never used it much.

Recently I bought a 1050 Disk drive in Ebay with about 250 Disks. I've looked at 115 of these disks now and there's a lot of stuff on them.

So now that the boasting is over, here's my problem. Most of the disks boot with a mini-DOS which presents me with a menu of programs on the disk. Most of these programs are Games. Whether a Rom-Cartridge image or otherwise i Don't know, but they are games. The game is loaded and started by pressing the menu option (A- M etc.)

However Some games do not work. Either the screen goes black and nothing appears or the screen goes blue and the cursor jumps to the top left of the screen. Booting with the "Option" key pressed sometimes helps but there are still some fifty programs that i havent gotten to work.

Any ideas out ther??

Another question I have concerns the Game M.U.L.E. This loads, I can go through the different selections players, Type of inhabitants on the planet etc then i get a message to standby while playing field is bieng prepared. And then I stand by, and ytand by, and..... How long does this normally take? Maybe I'm just impatiant.

Anyway, I'd be glad of any hints tips or tricks.

(By the way the 800XL is a european model if this makes a difference)

4852. X-Men (Was Re: Wherefore art thou ATARI 8-BIT PORNOGRAPHY?)

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-31 17:52:15 UTC
From: krieg@earth.execpc.com
Message-ID: <3b66f180$0$52370$272ea4a1@news.execpc.com>
Source record: 34969

In article <3b4cf60f.13972977@news.CIS.DFN.DE>,
Daniel Miller <DCM01@USA.NET> wrote:
>On 11 Jul 2001 10:32:21 -0500, krieg@earth.execpc.com (Andrew Krieg)
>wrote:
>
>>I wrote an X-Men adventure game for the Atari 8-bit, way back when, using the
>>adventure game generator from Analog magazine. It allowed you to do some nasty
>>things with the female team members if you tried (some secret back door porn).
>>I posted it on Compuserve way back when but I don't know if anyone ever
>>downloaded it. I'm sure I must still have a copy somewhere I could post to
>>one of the ftp sites if anyone would like to try it. The puzzles are kind of
>>challenging too.
>>
>>The only bad thing about the generator is that you had to find the 'exact'
>>verb for actions, but otherwise it created nice games. Many of the adventure
>>games in Analog were generated from this tool.
>
>Please post it and your other original stuff. Not so much for the
>erotic bits, but I am an old X-Men fan and I am sure many others are
>too.

OK, I've got the file ready to go. I tried it out and it's not too bad. There
are a couple of traps that you can't get out of if you don't have the proper
item. Unfortunately I didn't kill the player off on a couple of these so you
are just sort of stuck. Also, the engine has a glitch. Once in a great while
when you drop an object, it remains in your inventory. You have to move to
another room for your inventory to reset.

There is a "SAVE GAME" command that lets you save your current position and
inventory, so use that occasionally in case you get caught in a trap.

Now, where do I upload this too? I've tried umich and a couple other sites,
but haven't found one that allows uploads. What's the best place to put new
uploads?
--
=__ __ __ _ __ _= Andrew Krieg - Lead Software Engineer =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

4853. Re: XL Disassembler on PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-31 18:12:21 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3B66F505.B020A9E5@t-online.de>
Source record: 34970

Exactly what I was looking for. Thanks to all who helped me!

Andre

4854. Re: X-Men (Was Re: Wherefore art thou ATARI 8-BIT PORNOGRAPHY?)

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-31 19:27:45 UTC
From: DCM01@USA.NET
Message-ID: <3b67046a.1784490@news.CIS.DFN.DE>
Source record: 34971

On 31 Jul 2001 12:52:15 -0500, krieg@earth.execpc.com (Andrew Krieg)
wrote:

>Daniel Miller <DCM01@USA.NET> wrote:

>>On 11 Jul 2001 10:32:21 -0500, krieg@earth.execpc.com (Andrew Krieg)
>>wrote:
>>
>>>I wrote an X-Men adventure game for the Atari 8-bit, way back when, using the

>>Please post it and your other original stuff. Not so much for the
>>erotic bits, but I am an old X-Men fan and I am sure many others are
>>too.
>
>OK, I've got the file ready to go. I tried it out and it's not too bad. There

>Now, where do I upload this too? I've tried umich and a couple other sites,
>but haven't found one that allows uploads. What's the best place to put new
>uploads?

I think UMich and some of those other FTP-type sites are inactive
sites that (thankfully) just get left there. You might try sending it
to Closer to Home Internet BBS.

http://cth.dtdns.net/

James King, who posts here infrequently, used to offer an FTP site. It
might be better to get it to one of the archivist sites such as
Holme's.

Please send it my way! Use "daclmi AT intrex.net" not my return
address above. Thanks!

4855. Anyone Want to buy an Atari 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-31 20:29:50 UTC
From: Seryan <zyzzyy@yahoo.com>
Message-ID: <2zE97.57734$Gh1.8827924@typhoon.tampabay.rr.com>
Source record: 34972
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.misc

I have a working Atari 800XL, in the original box.
If you are interested, make me an offer. I'll ship it
UPS.

4856. Re: Atari 800XL with 1050 Diesk Drive. A few Questions.

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-31 21:04:48 UTC
From: npturton <npturton@email.msn.com>
Message-ID: <uFvWaSgGBHA.244@cpmsnbbsa07>
Source record: 34880

Some of the games on the menus probably are 800 OS not XL, you need the
Translator to allow you to load them

Padraig wrote in message ...
>Hi.
>
>I bought an Atari 800 XL about 10 years ago but because of the lack of
>software or other stuff never used it much.
>
>Recently I bought a 1050 Disk drive in Ebay with about 250 Disks. I've
>looked at 115 of these disks now and there's a lot of stuff on them.
>
>So now that the boasting is over, here's my problem. Most of the
>disks boot with a mini-DOS which presents me with a menu of programs
>on the disk. Most of these programs are Games. Whether a Rom-Cartridge
>image or otherwise i Don't know, but they are games. The game is
>loaded and started by pressing the menu option (A- M etc.)
>
>However Some games do not work. Either the screen goes black and
>nothing appears or the screen goes blue and the cursor jumps to the
>top left of the screen. Booting with the "Option" key pressed
>sometimes helps but there are still some fifty programs that i havent
>gotten to work.
>
>Any ideas out ther??
>
>Another question I have concerns the Game M.U.L.E. This loads, I can
>go through the different selections players, Type of inhabitants on
>the planet etc then i get a message to standby while playing field is
>bieng prepared. And then I stand by, and ytand by, and..... How long
>does this normally take? Maybe I'm just impatiant.
>
>
>Anyway, I'd be glad of any hints tips or tricks.
>
>(By the way the 800XL is a european model if this makes a difference)

4857. Re: Atari 800XL with 1050 Diesk Drive. A few Questions.

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-31 21:10:16 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <9k76rs$33f$1@plutonium.compulink.co.uk>
Source record: 34973

Menu disks of ripped games.

Some games are proberly playing up either due to
a) the protection has not been cracked
b) the data has become damaged over time.
c) it may be (slim chance) an 800 game that won't run on xl/xe's
d) its looking for a peice of harware that could be inserted into the
cartridge slot to fool the machine into thinking its a cart image?

I picked up a simmilar load of disks at a shop up london. quiet a few games
caused the machine to re-start and or simply loaded in an obviously corupted
fashion.

"Padraig" <Padraig@padraig.de> wrote in message
news:b519c84f.0107310818.14ddf20d@posting.google.com...
> Hi.
>
> I bought an Atari 800 XL about 10 years ago but because of the lack of
> software or other stuff never used it much.
>
> Recently I bought a 1050 Disk drive in Ebay with about 250 Disks. I've
> looked at 115 of these disks now and there's a lot of stuff on them.
>
> So now that the boasting is over, here's my problem. Most of the
> disks boot with a mini-DOS which presents me with a menu of programs
> on the disk. Most of these programs are Games. Whether a Rom-Cartridge
> image or otherwise i Don't know, but they are games. The game is
> loaded and started by pressing the menu option (A- M etc.)
>
> However Some games do not work. Either the screen goes black and
> nothing appears or the screen goes blue and the cursor jumps to the
> top left of the screen. Booting with the "Option" key pressed
> sometimes helps but there are still some fifty programs that i havent
> gotten to work.
>
> Any ideas out ther??
>
> Another question I have concerns the Game M.U.L.E. This loads, I can
> go through the different selections players, Type of inhabitants on
> the planet etc then i get a message to standby while playing field is
> bieng prepared. And then I stand by, and ytand by, and..... How long
> does this normally take? Maybe I'm just impatiant.
>

Should normaly load after the selection and pressing the key to start. Does the menu show Mule and Data? and does it show how many sectors.

maybe its missing a bit because its a multi load.

>
> Anyway, I'd be glad of any hints tips or tricks.
>
> (By the way the 800XL is a european model if this makes a difference)

4858. Re: Atari800 on iPAQ

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-31 22:51:23 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3B67366B.18D03A18@ti.com>
Source record: 34974

Cool! Now we have an iPAQ Linux and WinCE version. Now if we can just
connect up real 1050 disk drives to the serial port and read some real
disks, that would be even cooler!

William Kendrick wrote:

> On the "A8" mailing list, Vasyl Tsvirkunov <vasyl@pacbell.net> wrote:
>
> The first public version is out. Check it out at
>
> http://pocketatari.retrogames.com
>
> I also uploaded some screenshots showing my on-screen
> keyboard implementation -- that may be useful for other
> PDA ports.
>

4859. Re: Atari800 on iPAQ

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-31 23:42:28 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <EnH97.3927$P15.44036@typhoon.sonic.net>
Source record: 34979

Chris Martin <cmartin@ti.com> wrote:
: Cool! Now we have an iPAQ Linux and WinCE version. Now if we can just
: connect up real 1050 disk drives to the serial port and read some real
: disks, that would be even cooler!

oooooh (although I can't imagine toting around a tiny PDA and a huge
5.25" drive being very fun ;))

-bil!

4860. Re: Classic Gaming Expo 2001 Update

Newsgroup: comp.sys.atari.8bit
Date: 2001-07-31 23:43:45 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <RoH97.3928$P15.44036@typhoon.sonic.net>
Source record: 34980

Mo <mygranny@'nospam'swbell.net> wrote:
: Did you say "down there"? I was thinking it's to far north for me!
: (i live in houston)

Well, it's all moot... I bought airplane tickets and rented a room.
Haven't rented a car, though... but I've been told shuttles from the
airport to the Plaza hotel will be expensive. :(

-bill!
(thinking that wearing his "Atari"/fuji T-shirt at such an event won't
make him stand out quite as much as it usually does ;))

4861. Re: PAL color tuning

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-01 00:23:54 UTC
From: "JTKirk (a.k.a. machf)" <no_me_j.j_t_kirk@geocities.com>
Message-ID: <nmiemt0muv0lvv8j6i6575ta5c8cmvd5ui@4ax.com>
Source record: 34981

On 31 Jul 2001 10:19:43 CET, thor@math.tu-berlin.de wrote:

>Hi,
>
>Itay Chamiel <itaycspam@cs.huji.ac.il> wrote:
>
>> Thanks for the help, Thomas. There really is a hole in the case where the
>> color tuning pot is, but the actual component can only be turned from above.
>> I needed to open the case (but no need the move the heatsink - it has a hole
>> as well) and the colors are now tuned - almost.
>
>Great.
>
>> I tuned the colors following this simple rule: If I show color bars of all
>> 15 different hues down the screen (using GTIA graphics 11), there should be
>> a smooth "rainbow" with a natural transition between the colors (similar to
>> what I've always seen with my NTSC machine, I guess). However, when I did
>> reach this state, the standard Gr.0 blue looked more like turquoise. Am I
>> doing this right?
>
>I'd say so. The default colors for Gr.0 is here a kind of "greenish blue",
>almost turquoise. PAL and NTSC colors seem to differ a bit anyhow. For example,
>I've been told that NTSC displays hues 1 and 15 in a different way, even
>though they look the same on my PAL screen. Hue 10 is sometimes said to be
>"blue" on NTSC, but it is definitely "green" on PAL. (Gr.0 background uses
>hue #9, Star Raider uses hue #10 and the manual calls it "blue", but it comes
>out green here.)
>
hmmm... In my machine, in NTSC, #1 and #15 look almost the same. #9 is surely
blue, and #11 a turquoise (or maybe cyan), #10 is either a blueish green or
a greenish blue... depends on the TV tuning, I guess.
Some time ago I made a TV calibration program, maybe you can try to use it...
You shouldd be able to find it at

http://www.geocities.com/Hollywood/2645/A8/

Take every file with the letters "tv" on it.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Perï¿½
_H__/_/ http://members.nbci.com/machf
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

---< This article was posted through www.newzpig.com >---

4862. Re: Want a copy of: Zap! The rise and fall of Atari

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-01 01:04:37 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010731210437.19178.00001817@ng-fb1.aol.com>
Source record: 34982

If you just want to read it or download the .PDF and print your own copy, it was available here...

http://www.pipeline.com/~jhardie/

> "Jeff Thomas" atari_st@bellsouth.net commented:

>For the last year, I have been looking for a copy of the book: Zap! The rise
>and fall of Atari by Scott Cohen. It has been almost impossible to
>find....until two weeks ago. I was on Amazon.com and found two used
>copies....yes...but they wanted 97.50 and 172.50 for them. I want the
>book.....but not that bad. Well...to cut the story short, I found this Web
>site that will make you a copy of the book...yes..they actually make it when
>you order it...for $16 bucks. Keep in mind, its not the original...but a
>copy of the book. The girl I talked to there said that they have agreements
>with authors to re-publish their work...without the author having to invest
>thousands of dollars to have multiple copies made. She said that they make
>the book when a customer orders one. I assume that Scott realized there
>still was a demand for this book.....so he used this firm to get it back in
>the market. Get your copy today!!!
>
>http://www1.xlibris.com/bookstore/bookdisplay.asp?bookid=12003

-Ron

Experience is something you don't get until just after you need it.

4863. Re: Atari 800XL with 1050 Diesk Drive. A few Questions.

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-01 01:21:56 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010731212156.19178.00001821@ng-fb1.aol.com>
Source record: 34983

Some of those .exe's may need a translator to deal with differences between the 800 OS and the XL

Sometimes pressing ESC or RESET after the loading stops may trigger the code to reinitialize and start

There may be some damage on some of the disks; are all of the sectors readable and full of data? Those boot loaders usually do not report errors..

MULE should be quicker.. I don't know the fix, but what you describe is not a normal load..

Booting with OPTION to remove Basic and enable more RAM is the norm, very few will need or tolerate Basic's presence.

>Padraig@padraig.de (Padraig) asked:

>I bought an Atari 800 XL about 10 years ago but because of the lack of
>software or other stuff never used it much.
>
>Recently I bought a 1050 Disk drive in Ebay with about 250 Disks. I've
>looked at 115 of these disks now and there's a lot of stuff on them.
>
>So now that the boasting is over, here's my problem. Most of the
>disks boot with a mini-DOS which presents me with a menu of programs
>on the disk. Most of these programs are Games. Whether a Rom-Cartridge
>image or otherwise i Don't know, but they are games. The game is
>loaded and started by pressing the menu option (A- M etc.)
>
>However Some games do not work. Either the screen goes black and
>nothing appears or the screen goes blue and the cursor jumps to the
>top left of the screen. Booting with the "Option" key pressed
>sometimes helps but there are still some fifty programs that i havent
>gotten to work.
>
>Any ideas out ther??
>
>Another question I have concerns the Game M.U.L.E. This loads, I can
>go through the different selections players, Type of inhabitants on
>the planet etc then i get a message to standby while playing field is
>bieng prepared. And then I stand by, and ytand by, and..... How long
>does this normally take? Maybe I'm just impatiant.
>
>Anyway, I'd be glad of any hints tips or tricks.
>
>(By the way the 800XL is a european model if this makes a difference)

-Ron

Experience is something you don't get until just after you need it.

4864. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-01 04:37:33 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <hIL97.5128$WB.456096@paloalto-snr1.gtei.net>
Source record: 34984
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Bob Retelle wrote in message ...

>On Sun, 29 Jul 2001 16:09:49 +0000 (UTC), Stephen Shaw
><xstephenx@apple2.org.za> wrote:
>
>

>
>> Rolls Royce still make cars to a standard
>>not to a price. Kit cars (usually VW based) are still available.
>
>And Rolls Royce has been in financial trouble for quite a while now.

Agreed.

>And "kit cars" cost a ton of money, and hardly ever work right.

This is true only if you are not mechanic enough to assemble it
correctly. For example, A hopped up Myers Manx could beat $25,000 or
$30,000 Italian sports cars on the race track back in it's day. In 1968
a $30,000 car was _supposed_ to be a lot of car. (But seldom really
was.)

And, a kit computer is worthless only if you lack the ability to
assemble it.

>You can ride to the Space Station if you have enough millions.

I hope my new program for picking lottery numbers works!

>But can you build an obsolete hackers' computer for only $300?

You can buy an obsolete hacker's computer Goodwill or some other thrift
store for a lot less than that.

BTW, I am posting this from a Windows box, but still enjoy just fooling
around with an old 8-bit computer almost every day.

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid (972) 221-4088
Commodore lives . . . . . if you call 1200 baud alive!

4865. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-01 06:19:56 UTC
From: sands-of-iowa <sands@cableone.com>
Message-ID: <tmf7qsq165pr52@corp.supernews.com>
Source record: 34985
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Just who is this $300 computer being buildt for?
some geek who likes 3" thick manuals about command lines
or who wants to play with electronics?
or is it for the people who can not afford the fancy computers
if its for the last you have to make the OS simple along the lines of Mac
or Geos or you will not sale many if its hard to use. and your stockholders
with not be happy.

David Ogg wrote in message ...
>In article <t0n8mt46ifup9ilnuv1bnca1ov4nsm4hf4@4ax.com>, usenet-20010705
>@barnyard.co.uk says...
>> On Sun, 29 Jul 2001 16:09:23 +0000 (UTC), Stephen Shaw
>> <xstephenx@apple2.org.za> said:
>>
>> >Anyone who can use a command line as per the Apple II shouldn't find
adapting
>> >to Linux very difficult. It is only GUI users (like Windoze) who find
things
>> >"unfriendly".
>>
>> "Unix isn't unfriendly, it's just very particular about who its
>> friends are."
>
>LOL I love that line ;)
>
>There are things in linux that it really is harder to do than in
>Windows, but these things (like routing, wierd protocols like PPPoE)
>are things usually done by someone who should probably spend a little
>time learning anyway.
>
>Sure linux has a learning curve, but it's a freaking computer, when did
>the notion that computers had to be usable by people who didn't want to
>learn anything become popular?

4866. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-01 06:44:53 UTC
From: sands-of-iowa <sands@cableone.com>
Message-ID: <tmf99mgmeq51ed@corp.supernews.com>
Source record: 34986
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

try Newark Electronics they carry the 68000 to 68060
starting at $10

Bob Retelle wrote in message ...
>On Tue, 17 Jul 2001 03:01:37 -0700, "Branko Badrljica"
><brankob@avtomatika.com> wrote:
>
>>
>>"Matthew Montchalin" <mmontcha@OregonVOS.net> wrote in message
>>news:Pine.SUN.3.96.1010716125157.20706B-100000@compass.oregonvos.net...
>>> On Mon, 16 Jul 2001, Branko Badrljica wrote:
>>>
>>> |> Besides, isn't the 6502 limited to 64kB chunks. Apple simply
>>> |> implemented some sort of paging mechanism to access the 128kB found
>>> |> in later models (IIe/IIc). Likewise for the 192kB card which I
>>> |> have lying around here, somewhere. (Though my understanding is
>>> |> the 1MB card for the 8-bit machines used some sort of window into
>>> |> memory.)
>>> |>
>>> |> Byron.
>>> |
>>> |
>>> |Why not using 80386, then ? It has it all- MMU and segmented
>>> |adressing, and one even gets a several 100's bytes of cache ? ;o)
>>>
>>> An unfortunate design defect of the 80386 is that it can't
>>> execute 6502 code. Maybe if Intel could get its sh* together,
>>> it would design a chip that we here at comp.sys.cbm might
>>> actually be willing to try out.
>>
>>It can emulate it, probably much quicker than 1 or 2 MHz 6502 or Z-80H
>>You wait a year or two and Celeron will be cheaper than 6502 ;o)
>>
>>
>>Regards,
>>
>>
>>Branko
>>
>
>I wouldn't be too surprised to see that. -

>
>I just did a little poking around to check on prices of Motorola 68020
>and 68030 CPUs, just to see how they would affect the cost of a $300
>system.
>
>Allied Electronics doesn't even stock them any more, but for only $200
>they'll order you a 33Mhz 68020 chip.
>
>That's almost THREE times the cost of a 1Ghz Athlon right now.
>
>(And that's their QUANTITY pricing. Ouch!)
>
>Supply and demand at work.
>
>
>BobR
>

4867. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-01 06:48:17 UTC
From: sands-of-iowa <sands@cableone.com>
Message-ID: <tmf9g3eaui3s6f@corp.supernews.com>
Source record: 34987
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

so you are thinking about something like the Classic or tandys TOS
that would start from ROM?

Byron Desnoyers Winmill wrote in message
<9j0jbcpog1@nserve1.acs.ucalgary.ca>...
>Bob Retelle (bobr1@provide.net) wrote:
>: Allied Electronics doesn't even stock them any more, but for only $200
>: they'll order you a 33Mhz 68020 chip.
>
>That price is insane, and I suggest that you shop around more. And focus
on
>the 68000, which I have seen in calculators costing about US$120. I am
>quite confident that the manufacturer is not producing these at a loss, and
>likely have a healthy margin. One of these calculators served as my
>inspiration, only with boosted I/O capabilities, much more open design,
>and with the OS in ROM where it can not be damaged. (I pulled mine apart,
and
>it used a Motorola 68000.)
>
>I will not argue withthe PB100 hypothesis though, as I am a Mac user.
>
>It is worth noting though that only parts of the Macintosh and IIgs
operating
>systems are in ROM. For the machine to be in a useable form, the rest must
be
>loaded from disk (the Classic was an exception, but even it does not spring
to
>life as an Atari ST would). Indeed certain drivers required to access the
>original Macintosh hardware do not appear to be in ROM, including part of
the
>serial driver, the print manager, and the AppleTalk manager. (From Inside
>Macintosh Vol. I.) details are bound to be different for later models,
such as
>the PB100, but I would imagine that (proportionally) less was integrated
into
>later versions of the ROM.
>
>Now why is that relevant? Well, I would want the whole OS in ROM. That
way,
>if you goof up while creating patches, you simply reset the machine (or,
better

>yet, disable patches while booting in order to recover your data). This
calc
>of mine (with the OS in flash memory) has given me a scare a couple of
times,
>and certain parts of its software do not appear to work correctly to this
day.
>It is, of course, poorly documented so that is a problem too. Hopefully
the
>ROM would be socketed, so that the OS could be upgraded (or the patches
>incorporated in some optimised form).* But that is not a huge issue. The
>other reason for a ROM based OS is to avoid the lengthly process of
>reinstalling the OS, as I'm certain many of you Windows users enjoy. ;-)
The
>patches would have to be reinstalled, but your machine wouldn't be in an
>unusable form without them. If the patch installation system is sensible,
>they should be quite easy to copy from a floppy disk to a system folder
anyway.
>
>Byron.
>
>[*] Come to think of it, wouldn't flash memory have a write enable line?
If
>so, a manual switch or jumper on this line would be a suitable alternative.

4868. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-01 06:55:14 UTC
From: sands-of-iowa <sands@cableone.com>
Message-ID: <tmf9t3qdskp278@corp.supernews.com>
Source record: 34988
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
80386 is used a lot by NASA for controllers.
David Cantrell wrote in message
<4v39ltkbjq26dfvf586nh2gkrfe1imun18@4ax.com>...
>On Mon, 16 Jul 2001 19:10:44 -0400, Bob Retelle <bobr1@provide.net>
>said:
>
>>A further "design defect" of the 80386 is that I don't believe they're
>>being made any more.
>
>Oh, they are. The 80186 is also still rather popular (it pops up
>quite a lot in cheap disk controllers and the like, and consumer
>appliances - my fridge has one for no reason that I can fathom). Even
>the 6502 and Z80 are still being manufactured for use in embedded
>systems.
>
>--
>David Cantrell | http://www.cantrell.org.uk/david
```

4869. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-01 08:19:49 UTC
From: sands-of-iowa <sands@cableone.com>
Message-ID: <tmferm32e17q0f@corp.supernews.com>
Source record: 34989
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

askjfk.com wrote in message
<2f83735a.0107300907.3f91d2c5@posting.google.com>...
>Why buy a $300 NEW computer when for that amount of money you could
>get a very good USED computer? If you added an office suite, a VGA
>monitor connector and a printer to the Sega Dreamcast (which already
>has a browser, modem and keyboard available), there's a cheap combo
>with great games!
>
>A decade from now $300 may be the standard price for a computer with
>relatively new technology, but the price today is more like $800-1000.
>
>Realistically, you would have to be able to produce a $300 machine for
>about $50-70 to count in all the other costs, like shipping and
>returns, so someone would have to think outside the box, so to speak,
>to get the job done.
>
>I do NOT think a monitor should be included with it. It adds weight
>and cost. You go to a thrift store and there are lots of monitors
>there. People also have TVs. The computer should have connections for
>at least types of monitors: SVGA, RCA and AV for TV/VCR. People can
>get whatever type of monitor they want.
>
>I also think the day of the all-in-one desktop unit (the Apple IIc,
>Atari 800, Commodore 64 etc.) should be revived if one wants to be
>economical. Have a serial printer port, joystick/mouse port, the
>aforementioned three monitor/TV ports, SCSI port. Built in would be a
>33k modem and 3.5 floppy drive for data storage. I wouldn't include
>CD-Rom. All the necessary stuff should be pre-installed to make life
>easy.
Why not build it with a buildt in monitor like these TV s with buildt in
VCRs kinda like a old Mac Plus

4870. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-01 09:33:36 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15d1971556af7d569896b7@news-server.nc.rr.com>
Source record: 34990
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <Pine.GSO.4.10.10107310846440.25833-100000
@zen.sys.uea.ac.uk>, ac@sys.uea.ac.uk says...
>
>
> On Tue, 31 Jul 2001, David Ogg wrote:
>
> > In article <Pine.HPX.4.33.0107302242410.8552-100000@ux1>,
> > mhughes@students.depaul.edu says...
> > > On Tue, 31 Jul 2001, David Ogg wrote:
>
> > > That is a pretty strong guarantee. could you make the other OS 'geos'? And
> > > no that is _not_ a typo. or hey let's call dell and see if they will
> > > preload QNX?
> >
> > "I guarantee I can find it somewhere else" Just like I said.
>
> And where, pray tell, would you get, for example, a Dell Precision
> (complete with cool case, quirky motherboard arrangement and proprietary
> power supply) preloaded with QNX?
>
> Or did you mean "I can find something a bit like it somewhere else"?

I mean verbatim what I said. Name your specs and I'll find you a PC.
you want QNX? NetBSD, FreeBSD, OpenBSD, NT, Windows (MS), Solaris,
SCO Unix or Unixware?

If the OS is available, it's available on a new PC.

<disclaimer> (and this isn't a cop-out)
This does not include asking for hardware and OS combinations where the
OS doesn't support the hardware you asked for, then claiming I lose
because said hardware won't work, ie: asking for AmigaOS for the Vic-20.
</disclaimer>

<good faith>
I won't just say it's available, I will point you to where you really
can purchase the machine, and actually get a quote for the machine, with
your OS of choice installed, at a very competative price. If you need me
to show you the actual quote to prove it, then so be it.
</good faith>

4871. Alternate to $300 68000 - Atari on a card.

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-01 09:41:07 UTC
From: Eric <white_knight_411@yahoo.com>
Message-ID: <tmi6ua6d7t986f@corp.supernews.com>
Source record: 34905

This is a first post for me around here, so please be kind.

After watching the threads about this intreaguing idea, I had a thought.
Would it be posible to interface a one-board Gem computer to the pci bus
kind of like the dos cards for sparc, or cpm cards for the Trashes?

Using existing hardware on the pc or mac would save dramatically and
would leave development a wide open path. Just look how long ISA lasted.

We could then even try(in the far flung future) parrallel processing with
"powerful" 68040 based boards. Enough of 'em would really pack a walloup
running a TOS based system.

---Commentary based on my VCS on an ISA card Idea that never came to be

Regards,
Eric

4872. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-01 09:47:56 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15d19a70812d5f399896b8@news-server.nc.rr.com>
Source record: 34991
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <9k61t8squ0@216.39.130.4>, otter@oz.net says...
> David Ogg wrote:
>
> > They chose to buy a PC with Windows on it, they had a choice. If anyone
> > here can find me a PC they want, and they don't want Windows on it, I
> > guarantee I can find it somewhere else, with the same warranty, support,
> > and hardware, at the same price, with another OS on it.
>
> >
> > Do you really think that everyone with windows on their computer was
> > forced to use it? I guarantee if you take a poll and ask people buying
> > new machines, and ask them what OS they want on their new PC, it will be
> > Windows.
>
> I think the biggest reason for this is that most of the people (not the
> technogeeks like most of us here in these newsgroups) simply don't know
> about the alternatives. Your average computer user will most likely get
> their new overpriced system at one of the big retail chains such as
> Circuit City, or Fred Meyer, or whatever. When they walk into one of
> those places and look over the selections, they will see the stats on
> the display models, and it will most likely list some form of Windows,
> some form of MS-Office, and probably a trial subscription to MSN or
> AOHell (in addition to listing the hardware of course). At those
> mass-market chains, you never see systems with stats placards boasting
> Linux and Star-Office. And the sales rep most likely won't even
> consider mentioning those as a possibility (if he even knows what Linux
> is).
>
> As an example, only about 2 years ago, I was at the Base Exchange at
> McChord AFB, and was looking over the different computers in their
> electronics department. I asked the sales rep there if I would be able
> to buy one of their systems without any OS installed, since I was
> scouting out a system to become a Linux box). He just flat out
> refused. I don't remember the reason he gave, but if I wanted one of
> their computers for my Linux system, I would have to get it with
> Windows-98 preinstalled, which I wouldn't have been using anyway, so why
> would I want to pay extra for it?), reformat, and then do my Linux
> install.
>
> So, to cut this post short, since I nearly lost my train of thought
> here... What good is having choices in operating systems and other

> software packages, if the typical consumer doesn't know about those
> choices and the folks selling the systems won't volunteer that
> information?

Not much good at all, I agree.

This is why Microsoft has been so successful, people don't know any better, some people. It has very little to do with availability, or any other notion that "you can't get it" (the competitors product.)

That however, would be ridiculous to try to pin on Microsoft. (although in our courts, anything's possible ;) I can see the headlines now: "Microsoft charged with having customers who don't know any better, Microsoft denies charges, plans to appeal."

The truth is, the customer has choice. If he can't make an informed choice, then maybe we should make more effort to inform people of the choice they do have.

4873. Help, Broken keyboard cable

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-01 09:48:02 UTC
From: Eric <white_knight_411@yahoo.com>
Message-ID: <tmi7bcb7coh9f0@corp.supernews.com>
Source record: 34907

My newly aquired 800XL just got upgraded to a 60 meg IDE with 1 meg ram
using plans from the net, but during reassembly, two or three of the leads
on the
keyboard connector came loose on the computer end, so now I cannot
reinsert the cable.

Anyone have any suggestions as to how I can fix the cable?
Should I try soldering wires to the cable and connector?
Buy a new 25 cent xl and be more careful?
I don't want to recase and use a mod. pc keyboard.

Regards, and thanks in advance
Eric

4874. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-01 10:00:27 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15d19d70f07af37b9896ba@news-server.nc.rr.com>
Source record: 34992
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <9k628s$vl7$0@216.39.130.4>, otter@oz.net says...
> David Ogg wrote:
> >
> >
> > Easily, maybe, I can also easily unintegrate IE from Win98 too, there is
> > a way to do it ;) (Was quite an embarassment too, after MS said they
> > couldn't!)
>
> How is it done? I'd like to give it a try on one of my experimental
> systems I'm always tinkering with. :)
>
> -- Otter

You could get "98lite" which is a piece of software that lets you do a number of things...

1) Install 98 without IE.
2) uninstall IE from a preinstalled 98
3) install 98, and IE, without integrating them.
4) deintegrating IE from a preinstalled 98

You don't need to use this product though, as you can do it yourself if you feel comfortable juggling system files. I might try to dig up the instructions for the DIY method, if I get a chance.

4875. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-01 10:35:14 UTC
From: Andy Cadley <ac@sys.uea.ac.uk>
Message-ID: <Pine.GSO.4.10.10108011133540.8932-100000@zen.sys.uea.ac.uk>
Source record: 34993
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Wed, 1 Aug 2001, sands-of-iowa wrote:

> Why not build it with a buildt in monitor like these TV s with buildt in
> VCRs kinda like a old Mac Plus

Or new iMac.[1] Although that would be a hideously expensive option I
expect.

AndyC
[1] Conclusive proof that you can reinvent the wheel

4876. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-01 10:41:08 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15d1a6f910aae0419896bd@news-server.nc.rr.com>
Source record: 34994
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
In article <tmf7qsq165pr52@corp.supernews.com>, sands@cableone.com
says...
> Just who is this $300 computer being buildt for?
> some geek who likes 3" thick manuals about command lines
> or who wants to play with electronics?

Actually we're just building it for the top-poster market ;)

> or is it for the people who can not afford the fancy computers
> if its for the last you have to make the OS simple along the lines of Mac
> or Geos or you will not sale many if its hard to use. and your stockholders
> with not be happy.
>
> David Ogg wrote in message ...
> >In article <t0n8mt46ifup9ilnuv1bnca1ov4nsm4hf4@4ax.com>, usenet-20010705
> >@barnyard.co.uk says...
> >> On Sun, 29 Jul 2001 16:09:23 +0000 (UTC), Stephen Shaw
> >> <xstephenx@apple2.org.za> said:
> >>
> >> >Anyone who can use a command line as per the Apple II shouldn't find
> adapting
> >> >to Linux very difficult. It is only GUI users (like Windoze) who find
> things
> >> >"unfriendly".
> >>
> >> "Unix isn't unfriendly, it's just very particular about who its
> >> friends are."
> >
> >LOL I love that line ;)
> >
> >There are things in linux that it really is harder to do than in
> >Windows, but these things (like routing, wierd protocols like PPPoE)
> >are things usually done by someone who should probably spend a little
> >time learning anyway.
> >
> >Sure linux has a learning curve, but it's a freaking computer, when did
> >the notion that computers had to be usable by people who didn't want to
> >learn anything become popular?
>
>
>
```

4877. Re: Want a copy of: Zap! The rise and fall of Atari

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-01 17:24:53 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3B683B65.B9BC6AEF@t-online.de>
Source record: 34995

RHamiIton5 schrieb:

> If you just want to read it or download the .PDF and print your own copy, it
> was available here...
>
> http://www.pipeline.com/~jhardie/

Under construction...

4878. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-01 18:16:02 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <fihgmt8katlos8g67b87e0cq5qumt6138c@4ax.com>
Source record: 34897
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 30 Jul 2001 06:54:43 GMT, David Ogg <davidogg@nc.rr.com> said:

>There are things in linux that it really is harder to do than in
>Windows

None of those things are worthwhile though :-)

> but these things (like routing,

What on earth gave you the idea routing was hard in Linux? IME, it's
a damned sight easier than in anything from MS. It's even easier in
OpenBSD and Solaris.

> wierd protocols like PPPoE)

I see no point in PPPoE. Why would I ever want to use it? I'm not
even sure what uses it other than some broken cable modems used by
inferior providers of no service worthy of my consideration.

--
David Cantrell | http://www.cantrell.org.uk/david

4879. Re: Want a copy of: Zap! The rise and fall of Atari

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-01 20:14:44 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010801161444.27087.00001329@mb-md.aol.com>
Source record: 34996

Wow, six months to a year ago it was up; I think I have a copy of Zap on
another system...

> Andre Chrodegang@t-online.de pointed out:

>> If you just want to read it or download the .PDF and print your own copy,
>>it was available here...
>>
>> http://www.pipeline.com/~jhardie/
>
>Under construction...

-Ron

Experience is something you don't get until just after you need it.

4880. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-02 00:21:09 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <V11a7.72167$UH6.11528275@news02.optonline.net>
Source record: 34898
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I guess I'm a total novice about DSL. I have cable, and my Linksys Router/Switch came with directions about setting up PPPoE, but seemed to imply that it's necessary for DSL. I certainly don't need it with cable.

Maybe that sheds some light on this sub-sub-sub-topic?

"David Cantrell" <usenet-20010705@barnyard.co.uk> wrote in message news:fihgmt8katlos8g67b87e0cq5qumt6138c@4ax.com...
> On Mon, 30 Jul 2001 06:54:43 GMT, David Ogg <davidogg@nc.rr.com> said:
>
> >There are things in linux that it really is harder to do than in
> >Windows
>
> None of those things are worthwhile though :-)
>
> > but these things (like routing,
>
> What on earth gave you the idea routing was hard in Linux? IME, it's
> a damned sight easier than in anything from MS. It's even easier in
> OpenBSD and Solaris.
>
> > wierd protocols like PPPoE)
>
> I see no point in PPPoE. Why would I ever want to use it? I'm not
> even sure what uses it other than some broken cable modems used by
> inferior providers of no service worthy of my consideration.
>
> --
> David Cantrell | http://www.cantrell.org.uk/david

4881. *** VINTAGE COMPUTER FESTIVAL 5.0 ***

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-02 01:12:45 UTC
From: vcf@vintage.org
Message-ID: <hO1a7.21246$Kd7.13238643@news1.rdc1.sfba.home.com>
Source record: 34899

Vintage Computer Festival 5.0
September 15th and 16th, 2001
Parkside Hall - San Jose Convention Center
San Jose, California
http://www.vintage.org/2001/main/

Mark your calendar! The fifth annual Vintage Computer Festival is scheduled for the weekend of September 15th and 16th at Parkside Hall in San Jose, California.

The Vintage Computer Festival is a celebration of computers and their history. The event features speakers, a vintage computer exhibition, and a vintage computer marketplace. We showcase all different types of computers for all differents kinds of platforms in all different shapes and sizes.

EXHIBIT YOUR VINTAGE COMPUTER

Vintage Computer Collectors: we want you! Exhibit your favorite computer in the Vintage Computer Exhibition. First, Second and Third place prizes will be awarded in 13 categories, including the coveted Best of Show.

For complete details on the VCF 5.0 Exhibition, visit:

http://www.vintage.org/2001/main/exhibit.php

BUY/SELL/TRADE AT THE VINTAGE COMPUTER MARKETPLACE

Do you have some vintage computer items you'd like to sell? Whether you rent a booth or sell on consignment, the Vintage Computer Festival Marketplace is the premier venue for selling old computers and related items. If you would like to rent a booth or inquire about consignment rates, please send e-mail to <vendor@vintage.org> for more information or visit:

http://www.vintage.org/2001/main/vendor.php

TELL A FRIEND! TELL A FRIEND! TELL A FRIEND!

We really hope to see you at the VCF 5.0! And remember, tell your friends!!

A printable flyer in Word format can be downloaded here:

http://www.vintage.org/2001/main/vcf50.doc

Vintage Computer Festival 5.0
September 15th and 16th, 2001

Parkside Hall - San Jose Convention Center
San Jose, California
http://www.vintage.org/2001/main/

4882. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-02 03:06:28 UTC
From: Greg Buchner <nobody@mn.rr.com>
Message-ID: <nobody-6F4EBF.22062301082001@mkc-94-170-2.kc.rr.com>
Source record: 34900
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <fihgmt8katlos8g67b87e0cq5qumt6138c@4ax.com>,
David Cantrell <usenet-20010705@barnyard.co.uk> wrote:

> I see no point in PPPoE. Why would I ever want to use it? I'm not
> even sure what uses it other than some broken cable modems used by
> inferior providers of no service worthy of my consideration.

Actually in my area, it's DSL that uses PPPoE...Qwest does it with
some internal DSL modems from Intel so they can turn off the
connection when the person isn't surfing the 'net.

Of course, you can get the DSL without having to use that, but it's
an extra $10 a month plus you have to pay for the modem...they give
you the Intel internal modem for free...

Greg B.
--
Note: To e-mail me, replace nobody with gbuchner
I don't get junk e-mail and intend to keep it that way.
If you want to send me spam, go jump off a cliff and make
the world a nicer place.

4883. Re: 3-D Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-02 05:05:21 UTC
From: "Rick D." <"74766,1561"@compuserve.com>
Message-ID: <3B68DF91.AC912D68@compuserve.com>
Source record: 34902

Keith Olson wrote:

> Seeing as how the Atari can call a subroutine every 60th of a second,
> has anyone ever tried hooking up a pair of Sega Master System 3-D
> Glasses? It just has a stereo 1/8th plug and you simply alternate
> applying ??? volts to the left/right sides. i.e. block left side
> while showing right page/block right side while showing left page. I
> was going to experiment with one, but I had to sell it. :-(
>
> --
>
> Keith Olson
>

Flipping every vblank is quite common. I have the glasses I bought from
Federated. And a circuit that took a complicated route to the A8, which I
made changes too. All ready to put together, just haven't had the time.

Rick D.

4884. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-02 05:13:12 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15d2ab7bc3d610f49896c4@news-server.nc.rr.com>
Source record: 34903
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <V11a7.72167$UH6.11528275@news02.optonline.net>,
asharkis@optonline.net says...
> I guess I'm a total novice about DSL. I have cable, and my Linksys
> Router/Switch came with directions about setting up PPPoE, but seemed to
> imply that it's necessary for DSL. I certainly don't need it with cable.
>
> Maybe that sheds some light on this sub-sub-sub-topic?
>
>
>
>
> "David Cantrell" <usenet-20010705@barnyard.co.uk> wrote in message
> news:fihgmt8katlos8g67b87e0cq5qumt6138c@4ax.com...
> > On Mon, 30 Jul 2001 06:54:43 GMT, David Ogg <davidogg@nc.rr.com> said:
> >
> > >There are things in linux that it really is harder to do than in
> > >Windows
> >
> > None of those things are worthwhile though :-)
> >
> > > but these things (like routing,
> >
> > What on earth gave you the idea routing was hard in Linux? IME, it's
> > a damned sight easier than in anything from MS. It's even easier in
> > OpenBSD and Solaris.

See below ;)

> >
> > > wierd protocols like PPPoE)
> >
> > I see no point in PPPoE. Why would I ever want to use it? I'm not
> > even sure what uses it other than some broken cable modems used by
> > inferior providers of no service worthy of my consideration.

..."are things usually done by someone who should probably spend a
little time learning anyway."

PPPoE is used mostly by DSL providers.

It's a pain in the butt to do in linux, when you have multiple distinct
PPPoE clients that must be routed securely, not just "NATting" them
together behind one PPPoE interface to the DSL.

As far as there being no point in it, if you get stuck having to do it,
you have to do it. (and it sucks)

> >
> > --
> > David Cantrell | http://www.cantrell.org.uk/david
>
>
>

4885. The winner of most borish newgroup is...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-02 07:07:11 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <S65a7.90$de4.124145@nnrp3.sbc.net>
Source record: 34901

The July winner of most boring newsgroup is...

COMP.SYS.IBM

With a total of 9 postings for the month of July, over half of which was spam. 8-)

Mo

4886. Re: Atari800 on iPAQ

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-02 07:38:04 UTC
From: Chris Cox <cbcox@no.spam.com>
Message-ID: <9kb019$t1j$1@uranium.btinternet.com>
Source record: 34904

I missed the start of this thread.

Where can I download the PocketPC/WinCE version from?

"William Kendrick" <nbs@bolt.sonic.net> wrote in message
news:EnH97.3927$P15.44036@typhoon.sonic.net...
> Chris Martin <cmartin@ti.com> wrote:
> : Cool! Now we have an iPAQ Linux and WinCE version. Now if we can just
> : connect up real 1050 disk drives to the serial port and read some real
> : disks, that would be even cooler!
>
> oooooh (although I can't imagine toting around a tiny PDA and a huge
> 5.25" drive being very fun ;))
>
> -bil!

4887. Re: Want a copy of: Zap! The rise and fall of Atari

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-02 09:14:49 UTC
From: twh1@gmx.de
Message-ID: <3b6919d6.13167296@news.dpn.de>
Source record: 34906

On 01 Aug 2001 20:14:44 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

>Wow, six months to a year ago it was up; I think I have a copy of Zap on
>another system...

yeah! go and make this stuff online!! (or send me a copy)

bye sayz:
-thomsen@munich

--
Thomas Havemeister Student of Business Computer Science
Technical University of Ilmenau

P.S.: Sturz des Zaren & Take those Atarian care!

4888. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-02 10:22:22 UTC
From: Dunny <paul.dunn4@ntlworld.com>
Message-ID: <UFga7.1285$Qt3.277543@news6-win.server.ntlworld.com>
Source record: 34919
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

James Alexander <james-m-alexander@home.com> wrote in message
news:3B698EB1.B4A5D38A@home.com...
>
>
> Branko Badrljica wrote:
>
> > It can emulate it, probably much quicker than 1 or 2 MHz 6502 or Z-80H
> > You wait a year or two and Celeron will be cheaper than 6502 ;o)
>
> This is not the least bit factual. Intel processors are notoriously
> ineffecient. all attempts at having them emulate other processors, even
> older ones, has been a miserable failure.

What utter rubbish. Realspec on my old intel emulates a Sinclair Spectrum
very nicely indeed.

D.

4889. Re: Classic Gaming Expo 2001 Update

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-02 12:39:35 UTC
From: ebaiz@skyenet.net
Message-ID: <bSba7.295$gr6.9325@newsfeed.slurp.net>
Source record: 34909

On 31 Jul 2001 23:43:45 , William Kendrick wrote:
>-bill!
>(thinking that wearing his "Atari"/fuji T-shirt at such an event won't
>make him stand out quite as much as it usually does ;))

You got that right as I will be wearing mine....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4890. Re: Help, Broken keyboard cable

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-02 12:39:37 UTC
From: ebaiz@skyenet.net
Message-ID: <dSba7.296$gr6.9325@newsfeed.slurp.net>
Source record: 34908

On 1 Aug 2001 04:48:02 -, "Eric" wrote:
>My newly aquired 800XL just got upgraded to a 60 meg IDE with 1 meg ram
>using plans from the net, but during reassembly, two or three of the leads
>on the
>keyboard connector came loose on the computer end, so now I cannot
>reinsert the cable.
>
>Anyone have any suggestions as to how I can fix the cable?
>Should I try soldering wires to the cable and connector?
>Buy a new 25 cent xl and be more careful?
>I don't want to recase and use a mod. pc keyboard.
>
>Regards, and thanks in advance
>Eric

I am not sure, but I would contact Best Electronics and ask them.

http://www.best-electronics-ca.com/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4891. Re: Artifacting

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-02 13:24:56 UTC
From: Stephen Knox <goochman@usa.comX>
Message-ID: <3B6954A8.CD57C569@usa.comX>
Source record: 34910

And lets not forget the most important reason companies used Gr.8 with aliasing - Portability to other platforms (or should we say portability from Apple developed games to Atari)!

Andreas Magenheimer wrote:

> Yep,
> take a look at those many NTSC pinball versions of PCS; next use the PCS
> color converter (Gr.15) from Mathew Trimby (PD file, written in Atari
> Basic) and see what happens! You will gain colors, but therefore you
> lose resolution !! Part of the pinball display screen (i.e. the
> score/highscore) gets unreadable then...
> -Andreas
>
> thor@math.tu-berlin.de schrieb:
> >
> > Jindrich Kubec <kubecj@asw.cz> wrote:
> >
> > > I seem to miss the 'artifacting' stuff. Why would anybody want to use
> > > it, if it has the same resolution as GR.15 (you need 2 pixels of GR.8 to
> > > form one artifacted color pixel) and you can't choose colors freely?
> >
> > Well, because it doesn't have the same resolution as GR.15. Consider
> > the following pixels on the screen:
> >
> > .**. (. = off, * = on)
> > ^
> > |
> > even pixel coordinate
> >
> > On a Gr.8 screen, you see a white dot without major artifacts. If you
> > plot the same bit-pattern on a Gr.15 screen, you see two dots, one of
> > color 1 (= 01 for the first two bits) and one of color 2 (= 10 for
> > the second two bits), hence a pixel twice as large with color shading.
> >
> > In other words, with color artefacting, you have twice the resolution
> > for "white" color because even/odd and odd/even pixel pairs result in
> > the same on-screen color. In Gr.15, you don't.
> >
> > Another point is that the old Os versions did not support Gr.15.
> >
> > Anyhow, I never used artifacting, as I live in a "PAL" country, and you
> > don't see any effictive color artifacts here. Some games loose a lot.
> >
> > So long,

> > Thomas

--
Thanks,

Stephen Knox

http://www.goochman.com

Remove the 'X' for email replies

4892. Re: Alternate to $300 68000 - Atari on a card.

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-02 13:45:21 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <9kblho$rs7$1@plutonium.compulink.co.uk>
Source record: 34911

There was an attempt to do simmilar with the amiga by escom, taking the core amiga chipset and fitting it on a board for plugging into PCs. Like escom, it came to nothing.

So the plausability is there. These days though wouldn't a 680060 be a beter chip to go for?

Just a thought.

JP

"Eric" <white_knight_411@yahoo.com> wrote in message news:tmi6ua6d7t986f@corp.supernews.com...
> This is a first post for me around here, so please be kind.
>
> After watching the threads about this intreaguing idea, I had a thought.
> Would it be posible to interface a one-board Gem computer to the pci bus
> kind of like the dos cards for sparc, or cpm cards for the Trashes?
>
> Using existing hardware on the pc or mac would save dramatically and
> would leave development a wide open path. Just look how long ISA lasted.
>
> We could then even try(in the far flung future) parrallel processing with
> "powerful" 68040 based boards. Enough of 'em would really pack a walloup
> running a TOS based system.
>
> ---Commentary based on my VCS on an ISA card Idea that never came to be
>
> Regards,
> Eric
>
>

4893. Re: Just for fun...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-02 15:11:02 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B696D86.B587A7F3@mail.uni-mainz.de>
Source record: 34912

Ahh,
now I know. I am a fan of Starship (you know - the 80`s), now I have to
get in touch with Jefferson Starship and Jefferson Airplane too (the
seventies)... -Andreas

Sysop Fox-1 schrieb:
>
> Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote
>
> : Sysop Fox-1 wrote...
> : > "Remember what the dormouse said"
> :
> : Well,
> : actually what did it say ??? I merely remember something similar from
> : the song "You are in the army now", originally from Bolland & Bolland
> : and covered by Status Quo (and maybe others too). -Andreas
>
> Usually I reply: "Go ask Alice, I think she'll know" :-)
>
> But the dormouse said: "Feed your Head"...
>
> (From the song "White Rabbit" by Jefferson Airplane / Grace Slick).

4894. Re: ATOS - a new GUI for the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-02 15:15:44 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B696EA0.AF2F3022@mail.uni-mainz.de>
Source record: 34913

Well,
thank for the answer Tom. But as I already found out, there are also
downloads for individual ARC packages (I should have taken a better look
at your page)... -Andreas

P.S.: For the little atari I own 2 different harddisk systems a) the MSC
IDE-interface and b) Sijmen`s My-IDE interface, so using Atos won`t be a
problem...

Tom Hunt schrieb:
>
> magea000@mail.uni-mainz.de (Andreas Magenheimer) wrote in
> <3B6184EA.43F9F8C3@mail.uni-mainz.de>:
>
> >- I merely have PC HD (1,44Mb; 1,2MB) drives and a PC CD ROM drive...
> >How should I download then ?? Andreas.
> >
>
> ATOS comes set up with all kinds of interesting programs and
> applications. You can cut out most of the extra stuff if you just want
> to see it boot up. If you don't install the BASIC programs, games, HIPs,
> CMC musics, etc., and most of the wallpapers and icons, you probably could
> make it fit onto your system. But I'm not sure how practical such a setup
> would be. It might be done to satisfy one's curiosity. If you have a
> ramdisk you could configure ATOS to use it for overlays, icons, object
> files, etc. One of these days I want create an ATOS setup that might be
> based upon two 180k floppy drives and a 256/320k ramdisk. With such a
> setup I'll make it so that if you click an icon in a window and it cannot
> find the desired program it will prompt you to "Please place the correct
> floppy disk in the drive and click OK", or something like that. But this
> is on the list of things to do, right after completing the online manual,
> bug fixes, new feature requests, etc. ;-)
>
> Best,
> Tom

4895. Re: Help, Broken keyboard cable

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-02 16:16:51 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010802121651.27111.00001616@mb-md.aol.com>
Source record: 34914

I guess I don't fully visualize the situation... The XL mainboard has a 23 connector thin edge card type receptor for the mylar from the keyboard assembly. Did some of the painted traces separate from the mylar?

If so, and you cannot trim the mylar and still reach the connector, then Best or Lance at Video61 or cannibalize the mylar or keyboard from another XL may be the choices.

>"Eric" white_knight_411@yahoo.com stated:

>My newly aquired 800XL just got upgraded to a 60 meg IDE with 1 meg ram
>using plans from the net, but during reassembly, two or three of the leads
>on the
>keyboard connector came loose on the computer end, so now I cannot
>reinsert the cable.

>Anyone have any suggestions as to how I can fix the cable?
>Should I try soldering wires to the cable and connector?

-Ron

Experience is something you don't get until just after you need it.

4896. Searching: Atari Converters...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-02 17:00:33 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B698731.876F9CCE@mail.uni-mainz.de>
Source record: 34916

Hello folks,
I am in search of the following ATARI-8 converters, if avaiable:
1) a GIF to HIP (greyscale gr. 9+9 intl.) converter
2) a GIF to RIP (color gr. 9+10 intl.) converter
3) a JPG to RIP converter
4) any TIF(F) converter (maybe gr. 8,9, 15 at least, with
save-routine!!)
5) any BMP converter (also gr. 8,9,15; with save-routine)
6) a Degas converter (one that has a micropainter save-routine; the one
from Jeff Potter supports gr. 8, 9, 15 but does not have a save-routine,
arrggghh!)
7) a Midiplayer (*.MID) that plays those Midis via pokey chip
8) a MID to CMC converter
9) a MID to AMS converter
10) a MID to Softsynth converter
11) a MOD/MD8 to Softsynth converter
12) a softsynth to MOD/MD8 converter

As far as I have read, some of these programs should be already
avaiable. anyone knows where (XLSEARCH does not find any of them!) ???
Or maybe this is a nice chance for programmers to write something new
for the little Atari... -Andreas.

4897. My-DOS Utilities...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-02 17:21:24 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B698C14.1FFA85D7@mail.uni-mainz.de>
Source record: 34917

Hello folks,
again I am in search of the following tools for My-DOS:
a) some Undelete + Recover program
(undelete any deleted file/any density; recover any deleted
Dir.+VTOC, deleted
via Quickformat, Fastformat or Clear directory); should support
subdirs!
b) a file sorter program (any files, any density; sort by name, extender
or
size); should support subdirs!
c) a "delete Directory" (deltree) program, that deletes any directory,
no matter if it includes files or other subdirs; any density of course!
d) a "rename" directory program, that renames any directory or
subdirectory, no matter where it is or what it contains; any density;
e) a Gamedos that supports any MyDOS density plus Subdirs; especially
one that supports up to 65535 sectors but with 128 bytes per sector...
f) a MyDOS filecounter; that counts all files in any dir/subdir and of
course in any density (sometimes you want to know how many files you
have on a whole partition or in a certain directory/subdir.)
g) a "tree" lister that lists the whole directory/subdirectory tree(s)
on a drive or partition...
h) a highspeed or ultraspeed routine for various floppy speeders, that
works correct under MyDOS and at least Single, Medium and Double density
(most of all, a highspeed/ultraspeed routine that works with MyDOS and
turboBasic XL!!)
i) a new disk formatting utility, that only lists these 6 formats:
1) Single (90kbytes) 4) DSDD 40T. (360kbytes)
2) Medium (130kbytes) 5) DSDD 80T. (720kbytes)
3) Double (180kbytes) 6) High Density (1440kbytes)
so there would be no need to use MyDOS options O, P and I together...
j) a harddisk formatting utility, that only lists the following:
- sectors (x-65535)
- drive (1-8) since D9: is always Ramdisk!
and as soon as you press return then,the HD is formatted in MyDOS
format.
k) a "move" file utility, that moves a file to another dir/subdir (and
then deletes the source file); should work with any density...
l) a "move" dir/subdir utility that moves a dir/subdir to another
dir/subdir without the need of copying (just rewrite the links and
such)...; should work with any density...

Maybe these MyDOS tools already exist (at least they all exist for
Sparta-DOS!!), if not I do hope someone is willing to program some of
them soon... -Andreas.

4898. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-02 17:33:38 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B698EB1.B4A5D38A@home.com>
Source record: 34918
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Branko Badrljica wrote:

> It can emulate it, probably much quicker than 1 or 2 MHz 6502 or Z-80H
> You wait a year or two and Celeron will be cheaper than 6502 ;o)

This is not the least bit factual. Intel processors are notoriously ineffecient. all attempts at having them emulate other processors, even older ones, has been a miserable failure.

4899. Re: Searching: Atari Converters...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-02 18:56:36 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3B69A263.41190BC5@t-online.de>
Source record: 34920

> 2) a GIF to RIP (color gr. 9+10 intl.) converter
> 3) a JPG to RIP converter

Where can I find RIP-pics or technical information about this format?

Andre

4900. Re: Atari800 on iPAQ

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-02 19:11:05 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <dBha7.4389$P15.47558@typhoon.sonic.net>
Source record: 34921

Chris Cox <cbcox@no.spam.com> wrote:
: I missed the start of this thread.

: Where can I download the PocketPC/WinCE version from?

I think it's:

http://pocketatari.retrogames.com

Enjoy!

-bill!

4901. Re: Classic Gaming Expo 2001 Update

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-02 19:11:59 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <3Cha7.4390$P15.47558@typhoon.sonic.net>
Source record: 34922

Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:
: On 31 Jul 2001 23:43:45 , William Kendrick wrote:
:>-bill!
:>(thinking that wearing his "Atari"/fuji T-shirt at such an event won't
:>make him stand out quite as much as it usually does ;))

: You got that right as I will be wearing mine....

I'll have to wear some of my countless Linux shirts. :)

-bill!
(who's girlfriend has been joking(?) about me getting a pac-man tatoo
(like in Penny Arcade comics))

4902. speedo the rpm disk drive checker cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-02 19:29:34 UTC
From: Video61@webtv.net
Message-ID: <5961-3B69AA1E-7@storefull-173.iap.bryant.webtv.net>
Source record: 34923

i am pleased to announce that the team at video 61 has almost finished
the speedo rpm disk drive checker cartridge. it is in its final stages
of testing, and we are about to design a label, and documentation for
it. then it should be ready for sale.
it is a 100% machine language program, i have tested it on a stock xf
551, 1050, and a 810. i have yet to test it on a happy, but i have
tested it on a u.s. doubler 1050, and i am quite satisfied with the
results.
this is a nice utility cartridge that can help in diagnostic problems
with a drive that dose not boot some programs, or as a toy to play
with:)
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

4903. Atari 20% Discount! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-02 20:14:10 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0108021304090.27789-100000@shell.pacifier.com>
Source record: 34924
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Check HotLinks below for specials on my WebSite! Two 20% Atari Discounts! General 20% SoftWare Discount & Repeat Customer Discount! 20% off all SoftWare for Atari 8 Bit & ST! And if your a repeat customer, 20% off ST & 8 Bit Hardware/Accessories, Software/Games, Books & References. Discount does not cover Happy Drives, xf551 Drives, Monitors & Jaguar! Discounts are like coupons, redeem by requesting Discounts in E-Mail. Call Ben anytime at (503)256-9974!

http://www.pacifier.com/~atari/specials.htm Current Atari Specials.
http://www.pacifier.com/~atari/index.html Benjamin's WebSite.
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales
http://www.pacifier.com/~atari/free_cat.htm FREE Catalogs info.
http://www.pacifier.com/~atari/catalogs.htm FREE Catalogs area.
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/antispam.htm Spamming News!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4904. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-02 20:20:02 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <dgajmtkl2rhkkjsnqi010dakgr1vs6e5c9@4ax.com>
Source record: 34925
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Thu, 02 Aug 2001 17:33:38 GMT, James Alexander
<james-m-alexander@home.com> wrote:

>
>
>Branko Badrljica wrote:
>
>> It can emulate it, probably much quicker than 1 or 2 MHz 6502 or Z-80H
>> You wait a year or two and Celeron will be cheaper than 6502 ;o)
>
>This is not the least bit factual. Intel processors are notoriously
>ineffecient. all attempts at having them emulate other processors, even
>older ones, has been a miserable failure.

You've never played Atari ST games on a PC using an emulator then, I
take it? Or Atari 8-bit computer software on a PC?

BobR

4905. Re: Help, Broken keyboard cable

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-02 21:18:13 UTC
From: llpwhite@cs.com
Message-ID: <20010802171813.29962.00002516@ng-ci1.news.cs.com>
Source record: 34926

>My newly aquired 800XL just got upgraded to a 60 meg IDE with 1 meg ram using plans from the net ...<

Out of curiousity, which IDE and ram upgrades did you use?

Larry

4906. Re: Just for fun...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-02 23:10:20 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c11ba9$63bf7800$031ea8c0@p400>
Source record: 34927

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote

: > But the dormouse said: "Feed your Head"...
: >
: > (From the song "White Rabbit" by Jefferson Airplane / Grace Slick).

: now I know. I am a fan of Starship (you know - the 80`s)

Have a 12 inch vinyl laying around named "We built this city". Same
Starship?

, now I have to
: get in touch with Jefferson Starship and Jefferson Airplane too (the
: seventies)...

70's rulez! All good cars are built in the 70's (well, and 60's :-), and
I'm glad the Atari 8-bit too was released just before the 80's :-))

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

:
:
:
: Sysop Fox-1 schrieb:
: >
: > Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote
: >
: > : Sysop Fox-1 wrote...
: > : > "Remember what the dormouse said"
: > :
: > : Well,
: > : actually what did it say ??? I merely remember something similar from
: > : the song "You are in the army now", originally from Bolland & Bolland
: > : and covered by Status Quo (and maybe others too). -Andreas
: >
: > Usually I reply: "Go ask Alice, I think she'll know" :-)
: >
:

4907. Re: The winner of most borish newgroup is...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-02 23:14:17 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c11ba9$f0aee020$031ea8c0@p400>
Source record: 34928

Mo <mygranny@'nospam'swbell.net> wrote

: The July winner of most boring newsgroup is...
:
: COMP.SYS.IBM
:
: With a total of 9 postings for the month of July, over half of which was
: spam. 8-)

If you think that's boring, check out alt.bbs.general
There are just about 9 msg's since the start of the NG :-) And that's with
spam included :-))

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

4908. Re: Just for fun...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-02 23:58:24 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010802195824.00887.00000221@mb-mq.aol.com>
Source record: 34929

Yes, Jefferson Starship eventually dropped the "Jefferson" and Grace too.

> "Sysop Fox-1" fox-1@home.nl inquired:

>Have a 12 inch vinyl laying around named "We built this city". Same
>Starship?

-Ron

Experience is something you don't get until just after you need it.

4909. Re: The winner of most borish newgroup is...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-03 00:30:01 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <q6ajmt8rhj1dm15i1i9tgc65mvl9cdsikb@4ax.com>
Source record: 34915

On Thu, 2 Aug 2001 00:07:11 -0700, "Mo" <mygranny@'nospam'swbell.net>
wrote:

>The July winner of most boring newsgroup is...
>
>COMP.SYS.IBM
>
>With a total of 9 postings for the month of July, over half of which was
>spam. 8-)
>
>Mo
>
Bit worry that you frequent it tho ;-)

4910. fS: Atari Facon 030 w/ BitBopperVideoGobos

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-03 02:20:30 UTC
From: CO <et@seti3.com>
Message-ID: <OTna7.49365$oh1.17100235@news2.rdc2.tx.home.com>
Source record: 34930
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.misc

Perfect condition.
w/ Original box and manual.

Atari Falcon 030 with 14MB ram and 80MB hard disc.
Has VGA out adapter as well as atari monitor adapter.

Also comes with a mouse.

BitBopper VideoGobo installed.
http://www.owonder.com/bitbopper/index.html

email if interested.

Located in Texas.

4911. Re: Searching: Atari Converters...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-03 02:30:42 UTC
From: Lonny Pursell <syntax.error@line.22>
Message-ID: <Pine.MNT.4.31.0108022229480.139-100000@Hades060>
Source record: 34935

On Thu, 2 Aug 2001, Andre wrote:

> > 2) a GIF to RIP (color gr. 9+10 intl.) converter
> > 3) a JPG to RIP converter
>
> Where can I find RIP-pics or technical information about this format?

I would also like to know how these RIP files are laid out.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4912. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-03 03:42:59 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B6A1D7D.5F95CFAD@home.com>
Source record: 34931
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Hey Dunny

Don't waste our time. You have not proof. I've been programming and working in electronics for years not only as a hobby but also in my career. I am quite familiar with the intel, 6502 and other processors. You simply cannot effieciently emulate one cisc process on another. Its physically impossible.

Dunny wrote:

>
>
> What utter rubbish. Realspec on my old intel emulates a Sinclair Spectrum
> very nicely indeed.

4913. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-03 03:47:47 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B6A1E96.93725F1A@home.com>
Source record: 34932
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Bob,

I've made the rounds of nearly all the emulators. No fallacious arguments to say software emulation is easy or stable can hold up to scrutiny. take a close look at what you need to emulate a stock 8mhz ST on any PC, it isnt the least bit realistic on anything less than a Pemtium2-200 and certainly isn't stable. Risc processors have a better time with emulation but don't even try to waste more of my time saying any intel processor can do a good job of it. It simply isn't bact up by any fact, and likely never will be.

Bob Retelle wrote:

> You've never played Atari ST games on a PC using an emulator then, I
> take it? Or Atari 8-bit computer software on a PC?
>
> BobR

4914. Re: Juegos ATARI 800XL * OFF-TOPIC* 2541105

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-03 06:38:29 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <2Opa7.192$tm2.127193@nnrp3.sbc.net>
Source record: 34933

yo soy Mo, mi hable no espanol. Mucho gusto

Scavenger wrote in message <3b6a1289@nova.entelchile.net>...
> Todos los juegos del Atari 800XL y Emuladores
> en esta pagina:
>
> http://www.atarichile.org
> http://atari8bit.atari.org
>
> saludos..
>
>
>
>
>
>pAk]`dG>+ydu56O4n-$[ L`@Q#S5M_k+
>

4915. Re: XL Disassembler on PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-03 06:39:09 UTC
From: Semecky <semecky@saul-is.cz>
Message-ID: <9kdgpu$1vn9$1@news.nextra.cz>
Source record: 34936

See http://ourworld.compuserve.com/homepages/ebacher/

_____
Atari XL/XE Czech Republic
semecky@saul-is.cz
http://go.to/semecky

"Andre" <Chrodegang@t-online.de> wrote in message
news:3B658CD2.491A7073@t-online.de...
> Hello!
>
> I'm looking for a good Atari XL disassembler for the PC under Windows 98
> (loading ATR-files and disassemble them on PC). I know there exist at
> least one disassembler, but I forgot its name and URL. So, please help!
>
> Andre
>

4916. Anyone notice that "Zap!" is available from bookstores again?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-03 06:40:19 UTC
From: Oscar Fowler <oscar@justified.com>
Message-ID: <MPG.15d3f4a44c98989f989686@news-east.newscene.com>
Source record: 34937

Seems that Scott Cohen has gone through Xlibris to re-publish "Zap!".
See the following link:

http://www1.xlibris.com/bookstore/bookdisplay.asp?bookid=12003

It seems to be abailable from all the popular on-line bookstores. Has
anyone gotten a copy?

Whatever happened to CGE's attempt to republish the book? Did it ever
happen? Here's their July 1999 press release:

"CGE '99 will also see the re-release of the book, ZAP! The Rise and
Fall of Atari. CGE Services Corp. has inked a 5-year exclusive deal with
McGraw-Hill for rights to re-print Zap."

I wish I could find my old hardcopy edition, but this will do for now...

-Oscar

4917. Re: Juegos ATARI 800XL * OFF-TOPIC* 2541105

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-03 06:40:55 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <sQpa7.193$tm2.127473@nnrp3.sbc.net>
Source record: 34934

All the Atari 800XL and Emulators games
In this page.

-my computer translated this-
Mo

Scavenger wrote in message <3b6a1289@nova.entelchile.net>...
> Todos los juegos del Atari 800XL y Emuladores
> en esta pagina:
>
> http://www.atarichile.org
> http://atari8bit.atari.org
>
> saludos..
>
>
>
>
>
>pAk]`dG>+ydu56O4n-$[ L`@Q#S5M_k+
>

4918. Re: Anyone notice that "Zap!" is available from bookstores again?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-03 08:07:03 UTC
From: jhardie@pipeline.com
Message-ID: <3b6a5a88.15529482@news.pipeline.com>
Source record: 34939

Oscar,

This is the CGE re-printed version. We weren't happy with what we were offering which was a bound printout of the .pdf file so we decided to use the Xlibris service to get the book back into the stores. We fixed some of the spelling errors and did a nice new cover for it.

Please note that this has nothing to do with Scott Cohen. The rights are owned by McGraw-Hill and licensed to us in an exclusive 5-year deal.

If anyone has picked up the new version, please let us know what you think.

Thanks,
John

On 3 Aug 2001 01:40:19 -0500, Oscar Fowler <oscar@justified.com> wrote:

>Seems that Scott Cohen has gone through Xlibris to re-publish "Zap!".
>See the following link:
>
>http://www1.xlibris.com/bookstore/bookdisplay.asp?bookid=12003
>
>It seems to be abailable from all the popular on-line bookstores. Has
>anyone gotten a copy?
>
>Whatever happened to CGE's attempt to republish the book? Did it ever
>happen? Here's their July 1999 press release:
>
>"CGE '99 will also see the re-release of the book, ZAP! The Rise and
>Fall of Atari. CGE Services Corp. has inked a 5-year exclusive deal with
>McGraw-Hill for rights to re-print Zap."
>
>I wish I could find my old hardcopy edition, but this will do for now...
>
>-Oscar

4919. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-03 08:18:38 UTC
From: Andy Cadley <ac@sys.uea.ac.uk>
Message-ID: <Pine.GSO.4.10.10108030915260.13829-100000@zen.sys.uea.ac.uk>
Source record: 34940
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Fri, 3 Aug 2001, James Alexander wrote:

> Hey Dunny
>
> Don't waste our time. You have not proof. I've been programming and working
> in electronics for years not only as a hobby but also in my career. I am quite
> familiar with the intel, 6502 and other processors. You simply cannot
> effieciently emulate one cisc process on another. Its physically impossible.

Utter nonsense.

The architecture of the Z80 (used in the Spectrum Dunny referred to) and
x86 have a common ancestor (the 8080) which means you can produce some
very effecient emulation because many things, like flags etc, are very
similar.

AndyC

4920. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-03 09:01:12 UTC
From: Dunny <paul.dunn4@ntlworld.com>
Message-ID: <Ilua7.2979$tQ5.1191336@news2-win.server.ntlworld.com>
Source record: 34941
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

James Alexander <james-m-alexander@home.com> wrote in message
news:3B6A1D7D.5F95CFAD@home.com...
> Hey Dunny
>
> Don't waste our time. You have not proof. I've been programming and
working
> in electronics for years not only as a hobby but also in my career. I am
quite
> familiar with the intel, 6502 and other processors. You simply cannot
> effieciently emulate one cisc process on another. Its physically
impossible.
>

So how is it that by sitting in front of a pentium 150 I can run JPP or Realspec (slowly) and play a nice game of cybernoid? Hmm? You sir, are talking out of your bottom.

For more proof, visit www.worldofspectrum.org and see what a KNOW LIAR you are.

D.

4921. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-03 09:02:03 UTC
From: Dunny <paul.dunn4@ntlworld.com>
Message-ID: <yJua7.2985$tQ5.1191528@news2-win.server.ntlworld.com>
Source record: 34942
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

James Alexander <james-m-alexander@home.com> wrote in message
news:3B6A1E96.93725F1A@home.com...
> Bob,
>
> I've made the rounds of nearly all the emulators. No fallacious arguments
to
> say software emulation is easy or stable can hold up to scrutiny. take a
> close look at what you need to emulate a stock 8mhz ST on any PC, it isnt
the
> least bit realistic on anything less than a Pemtium2-200 and certainly
isn't
> stable. Risc processors have a better time with emulation but don't even
try
> to waste more of my time saying any intel processor can do a good job of
it.
> It simply isn't bact up by any fact, and likely never will be.

Crap. It emulates a spectrum just nicely.

D.

4922. Re: The winner of most borish newgroup is...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-03 09:23:25 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <ycsa7.246$bj4.161864@nnrp2.sbc.net>
Source record: 34938

Well I have to plug my SIO2PC cable into something......

Mo

```
,,,,
/'^'\
( o o )
-oOOO--(_)--OOOo-------------------------------------
| I stole this sig. from some |
| guy in the comp.sys.transputer |
| newsgroup- pretty cool huh? |
| .oooO |
| ( ) Oooo. |
---\
--( )-------------------------------------------------------------
\_) ) /
(_/
```

Paul Irvine wrote in message ...
>On Thu, 2 Aug 2001 00:07:11 -0700, "Mo" <mygranny@'nospam'swbell.net>
>wrote:
>
>>The July winner of most boring newsgroup is...
>>
>>COMP.SYS.IBM
>>
>>With a total of 9 postings for the month of July, over half of which was
>>spam. 8-)
>>
>>Mo
>>
>Bit worry that you frequent it tho ;-)
>

4923. Re: Searching: Atari Converters...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-03 11:28:08 UTC
From: mark@mkeates.f9.co.uk
Message-ID: <cVva7.92$NE.7969@wards>
Source record: 34943

Andreas Magenheimer wrote:

> 5) any BMP converter (also gr. 8,9,15; with save-routine)
> 6) a Degas converter (one that has a micropainter save-routine; the one

There's a great (free) PC app at: http://www.xnview.com

I've also got a couple of 'C' programs that I wrote
for the ST that converted a degas PI1 file to an A8
file (or byte data for inclusion in an assembler).
Basically you use a good paint program (e.g. PSP)
to reduce the palette to 4 colours and the picture
to half of a 320*200 image. Then the apps (run through
an ST emulator) can rip the screen as a screen or by
squares, i.e. for sprites.

Let me know if you want more details.

On a similar topic, I remember a STOS app (I think,
or it may have been crackart) that lets you look
for sprites within files by letting you scroll
through the data and letting you alter the display
width. Does anyone know of a a similar app for the
PC that might also let you alter the bit depth?

Thanks,

Mark

4924. 400/800 Technical Refference Notes

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-03 12:34:38 UTC
From: cj08758@yahoo.com
Message-ID: <3b6ab881.995241@news.csionline.net>
Source record: 34944

I have an original 400/800 Technical Refference Notes manual (all 5
puunds of it) for sale it includes:
Operating system user's manual
Operating system source code
Hardware Manual

Atari part #C016555

Will sell post paid for $15.00 (contintal US only)

email me cj@yahoo.com

CJ

4925. Re: Searching: Atari Converters...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-03 12:52:30 UTC
From: DCM01@USA.NET
Message-ID: <3b6a9e23.5653321@news.CIS.DFN.DE>
Source record: 34946

There is an amazing collection of utilities at this Polish site:

http://www.atari-area.net/

Look under "utilz." I don't know if specifically what you want is
there, but it looks like a great place to start searching.

On Thu, 02 Aug 2001 19:00:33 +0200, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>Hello folks,
>I am in search of the following ATARI-8 converters, if avaiable:
>1) a GIF to HIP (greyscale gr. 9+9 intl.) converter
>2) a GIF to RIP (color gr. 9+10 intl.) converter
>3) a JPG to RIP converter
>4) any TIF(F) converter (maybe gr. 8,9, 15 at least, with
>save-routine!!)
>5) any BMP converter (also gr. 8,9,15; with save-routine)
>6) a Degas converter (one that has a micropainter save-routine; the one
>from Jeff Potter supports gr. 8, 9, 15 but does not have a save-routine,
>arrggghh!)
>7) a Midiplayer (*.MID) that plays those Midis via pokey chip
>8) a MID to CMC converter
>9) a MID to AMS converter
>10) a MID to Softsynth converter
>11) a MOD/MD8 to Softsynth converter
>12) a softsynth to MOD/MD8 converter
>
>As far as I have read, some of these programs should be already
>avaiable. anyone knows where (XLSEARCH does not find any of them!) ???
>Or maybe this is a nice chance for programmers to write something new
>for the little Atari... -Andreas.

4926. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-03 14:53:53 UTC
From: russotto@wanda.pond.com
Message-ID: <5Wya7.6656$si.107830@e420r-atl3.usenetserver.com>
Source record: 34847
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <3B6A1D7D.5F95CFAD@home.com>,
James Alexander <james-m-alexander@home.com> wrote:
>Hey Dunny
>
>Don't waste our time. You have not proof. I've been programming and working
>in electronics for years not only as a hobby but also in my career. I am quite
>familiar with the intel, 6502 and other processors. You simply cannot
>effieciently emulate one cisc process on another. Its physically impossible.

Trivially false, because it has been done.

--
Matthew T. Russotto russotto@pond.com
=====
Get Caught Reading, Go To Jail!
A message from the Association of American Publishers
Free Dmitry Sklyarov! DMCA delenda est!
http://www.freedmitry.org

4927. Re: Anyone notice that "Zap!" is available from bookstores again?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-03 15:11:21 UTC
From: Oscar Fowler <oscar@justified.com>
Message-ID: <MPG.15d46c774564966c989687@news-east.newscene.com>
Source record: 34848

Thanks for the clarifications, John, and sorry for jumping to a few
conclusions.

I'm looking forward to my copy!

-Oscar

In article <3b6a5a88.15529482@news.pipeline.com>, jhardie@pipeline.com
says...
> Oscar,
>
> This is the CGE re-printed version. We weren't happy with what we were
> offering which was a bound printout of the .pdf file so we decided to
> use the Xlibris service to get the book back into the stores. We
> fixed some of the spelling errors and did a nice new cover for it.
>
> Please note that this has nothing to do with Scott Cohen. The rights
> are owned by McGraw-Hill and licensed to us in an exclusive 5-year
> deal.
>
> If anyone has picked up the new version, please let us know what you
> think.
>
> Thanks,
> John

4928. Re: Juegos ATARI 800XL * OFF-TOPIC* 2541105

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-03 15:16:09 UTC
From: "machf (a.k.a. JTKirk)" <no_me_j.j_t_kirk@geocities.com>
Message-ID: <mrflmt0p69c0vbca07q8vgot46ljvpm2l6@4ax.com>
Source record: 34849

On Thu, 2 Aug 2001 23:40:55 -0700, "Mo" <mygranny@'nospam'swbell.net> wrote:

>All the Atari 800XL and Emulators games
>In this page.
>
>-my computer translated this-
>Mo
>
>
>Scavenger wrote in message <3b6a1289@nova.entelchile.net>...
>> Todos los juegos del Atari 800XL y Emuladores
>> en esta pagina:
>>
>> http://www.atarichile.org
>> http://atari8bit.atari.org
>>
>> saludos..
>>
He should have written "Todos los juegos y emuladores del Atari 800XL"...
Your computer made a good translation, but as I see it, the phrase
would have been meant to be interpreted like "All the Atari 800XL games
and emulators"...

I remember the chileans used to have more interesting things for the A8 than
what we got here... Let's see what's there. Maybe even Gunship?

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Perï¿½
_H__/_/ http://members.nbci.com/machf
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

---< This article was posted through www.newzpig.com >---

4929. Re: Atari Facon 030 w/ BitBopperVideoGobos

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-03 15:52:59 UTC
From: CO <et@seti3.com>
Message-ID: <vNza7.52032$oh1.17869900@news2.rdc2.tx.home.com>
Source record: 34850
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.misc

The price is 475.00

"CO" <et@seti3.com> wrote in message
news:OTna7.49365$oh1.17100235@news2.rdc2.tx.home.com...
> Perfect condition.
> w/ Original box and manual.
>
> Atari Falcon 030 with 14MB ram and 80MB hard disc.
> Has VGA out adapter as well as atari monitor adapter.
>
> Also comes with a mouse.
>
>
>
> BitBopper VideoGobo installed.
> http://www.owonder.com/bitbopper/index.html
>
> email if interested.
>
> Located in Texas.
>
>

4930. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-03 17:12:56 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4AA4573193%news@youmustbejoking.demon.cu.invalid>
Source record: 34852
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I demand that James Alexander may or may not have written...

> Branko Badrljica wrote:
>> It can emulate it, probably much quicker than 1 or 2 MHz 6502 or Z-80H You
>> wait a year or two and Celeron will be cheaper than 6502 ;o)

> This is not the least bit factual. Intel processors are notoriously
> ineffecient. [...]

So... you're saying that the later StrongARMs are inefficient and that the
XScale is inefficient?

--
| Darren Salt anti-UCE | d youmustbejoking,demon,co,uk | nr. Ashington,
| Spec+3, Risc PC, A3010 | s zap,tartarus,org | Northumberland
| BBC M128, Linux PC | @ retrospec,co,uk | Toon Army
| Down with the Mackems!

Reading is thinking with someone else's head instead of one's own.

4931. ebay question about item i bought.

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-03 19:41:55 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B7904C92.F135%bobo_snyder@hotmail.com>
Source record: 34853

hi everyone.

this may sound like a really stupid question but i need a little bit of help.

basically i bid on something a little over a month ago.

i emailed the seller the day after i won the item. (it was an old atari computer)

he emailed me back.

i emailed him and said i would pay for it.

since that time (5 days after the action), my isp has gone to crap.

my old email acct no longer works. i pestered and pestered my isp for the last month, and basically they told me that they did away with the old domain (such as my email addy) email addresses and that there is nothing that they could do about the old emails. i don't have those emails since i accessed them with webmail (such as mail2web.com or equivilent).

anyway i am trying to contact the seller to let him know that i still want to try to pay for the item but i can't access my email and while at ebay i searched for "by bidder" and included completed items, however that only goes back 30 days.

how the heck do i contact this customer to let him know that i still want to buy this item before he gives me bad feedback???

thanks
bo

4932. Re: Juegos ATARI 800XL * OFF-TOPIC* 2541105

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-03 19:49:24 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <KnBa7.18$v56.2225@nnrp1.sbc.net>
Source record: 34851

Well that was all I could translate, My translator doesn't support chilean,
the closest I could get was spanish. I wasn't able to do their webpage at
all.

Mo

```
,,,,
/'^'\
( o o )
-oOOO--(_)--OOOo-------------------------------------
| I stole this sig. from some |
| guy in the comp.sys.transputer |
| newsgroup- pretty cool huh? |
| .oooO |
| ( ) Oooo. |
---\
--( )-------------------------------------------------------------
\_) ) /
(_/
```

machf (a.k.a. JTKirk) wrote in message ...
>On Thu, 2 Aug 2001 23:40:55 -0700, "Mo" <mygranny@'nospam'swbell.net>
wrote:
>
>>All the Atari 800XL and Emulators games
>>In this page.
>>
>>-my computer translated this-
>>Mo
>>
>>
>>Scavenger wrote in message <3b6a1289@nova.entelchile.net>...
>>> Todos los juegos del Atari 800XL y Emuladores
>>> en esta pagina:
>>>
>>> http://www.atarichile.org
>>> http://atari8bit.atari.org
>>>
>>> saludos..
>>>
>He should have written "Todos los juegos y emuladores del Atari 800XL"...
>Your computer made a good translation, but as I see it, the phrase
>would have been meant to be interpreted like "All the Atari 800XL games
>and emulators"...
>

>I remember the chileans used to have more interesting things for the A8
than
>what we got here... Let's see what's there. Maybe even Gunship?
>
>--
>_____ ____---____ Marco Antonio Checa Funcke
>_____D /-/---_----' Santiago de Surco, Lima, Per&#65533;
> _H__/_/ http://members.nbci.com/machf
> '-_____|(http://www.GeoCities.com/Hollywood/2645
>
>remove the "no_me_j." in front of the address when replying
>
>---< This article was posted through www.newzpig.com >---
>

4933. Re: If you could design a $300 homecomputer today, what would you

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-03 21:39:16 UTC
From: ankhor <ankhor@*remove*wanadoo.nl>
Message-ID: <9kf5k2$4j4$1@news1.xs4all.nl>
Source record: 34854
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
exploring.
>
> That's noble. Nobel was a man who invented dynamite. Useful for blowing up
> Wintel devices :-)

For the younger viewers, DON`T TRY THIS AT HOME. >=oD

> <snip>
>
>
> --
> Sattingers Law : It works better if you plug it in.
```

4934. Re: Microsoft woes

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-03 21:42:20 UTC
From: ankhor <ankhor@*remove*wanadoo.nl>
Message-ID: <9kf5pq$5ga$1@news1.xs4all.nl>
Source record: 34855
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Stephen Shaw" <xstephenx@apple2.org.za> schreef in bericht
news:9k1ce8$en1$1@venus.itns.co.za...
> Anyone who doesn't like Bill Gates read the copyright message on the U110
chip
> on the ROM01 motherboard and weep!

read any copyrights messages, they ussually all suck and you have to travel
all
over the world if you want to sue them, for all contain"according too (name
a country) law
and ..... will be held by .... courts." So you better like traveling. :o)

>
> --
> President George W. Bush : It's not what you know, it's who you know.

4935. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-03 23:45:01 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <6odmmtkvmht6utlj57p046lmsmb6ukeul4@4ax.com>
Source record: 34859
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Thu, 02 Aug 2001 00:21:09 GMT, "Alan Sharkis"
<asharkis@optonline.net> said:

>I guess I'm a total novice about DSL. I have cable, and my Linksys
>Router/Switch came with directions about setting up PPPoE, but seemed to
>imply that it's necessary for DSL. I certainly don't need it with cable.

How odd. This 'ere DSL works with Proper Protocols over Ethernet.

>Maybe that sheds some light on this sub-sub-sub-topic?

None whatsoever :-)

--
David Cantrell | http://www.cantrell.org.uk/david

4936. Does anyone have an Aprom to sell?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-04 02:03:20 UTC
From: "V. Longo" <vlongo@home.com>
Message-ID: <3B6C0117.F03E7672@home.com>
Source record: 34857

Hi!

I'd like to find the Aprom eprom programmer for the 800s 2nd slot. Does anyone have the complete kit?

Thanks,

Vincent

4937. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-04 02:21:10 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <a0nmmto8ndqf9cn1idfhfjm31t6tfhhhd4@4ax.com>
Source record: 34858
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Fri, 03 Aug 2001 03:47:47 GMT, James Alexander
<james-m-alexander@home.com> wrote:

>Bob,
>
>don't even try
>to waste more of my time saying any intel processor can do a good job of it.
>It simply isn't bact up by any fact, and likely never will be.
>

How about, YOU don't waste any more of OUR time telling us we don't do
what we obviously CAN do with emulators?

BobR

4938. Re: ebay question about item i bought.

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-04 11:11:00 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <mTOa7.588$TM5.164680@nnrp2.sbc.net>
Source record: 34860

You're talkin to an Ebay expert here, just ask all the others I've outbid here.8-) Chances are the sale has been ditched and relisted by now. One way you could do this, is to go to your feedback page- where you leave feedback to others all at once and it should show all of the unfeedbacked sales with ID names. If no luck, I have an atari 800 xl w/box, 1010 recorder w/box, 1027 printer, volksmodem 300baud. Make me an offer!
Mo

bo snyder wrote in message ...
>hi everyone.
>
>this may sound like a really stupid question but i need a little bit of
>help.
>
>basically i bid on something a little over a month ago.
>
>i emailed the seller the day after i won the item. (it was an old atari
>computer)
>
>he emailed me back.
>
>i emailed him and said i would pay for it.
>
>since that time (5 days after the action), my isp has gone to crap.
>
>my old email acct no longer works. i pestered and pestered my isp for the
>last month, and basically they told me that they did away with the old
>domain (such as my email addy) email addresses and that there is nothing
>that they could do about the old emails. i don't have those emails since i
>accessed them with webmail (such as mail2web.com or equivilent).
>
>anyway i am trying to contact the seller to let him know that i still want
>to try to pay for the item but i can't access my email and while at ebay i
>searched for "by bidder" and included completed items, however that only
>goes back 30 days.
>
>how the heck do i contact this customer to let him know that i still want
to
>buy this item before he gives me bad feedback???
>
>thanks
>bo
>
>

>

4939. Re: Does anyone have an Aprom to sell?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-04 11:12:32 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <NUOa7.589$TM5.164928@nnrp2.sbc.net>
Source record: 34861

If you find one- hold on to it tightly with both fists and don't let go!
Sounds pretty rare...
Mo

```
,,,,
/'^'\
( o o )
-oOOO--(_)--OOOo-------------------------------------
| I stole this sig. from some |
| guy in the comp.sys.transputer |
| newsgroup- pretty cool huh? |
| .oooO |
| ( ) Oooo. |
---\
--( )-------------------------------------------------------------
\_) ) /
(_/
```

V. Longo wrote in message <3B6C0117.F03E7672@home.com>...
>Hi!
>
>I'd like to find the Aprom eprom programmer for the 800s 2nd slot. Does
anyone
>have the complete kit?
>
>
>Thanks,
>
>Vincent
>

4940. Atari Microsoft Basic

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-04 11:45:16 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <unPa7.593$TM5.169253@nnrp2.sbc.net>
Source record: 34862

I got a hold of an UNOPENED Atari microsoft Basic package for the 400/800's. It's still shrinkwrapped with a pricetag of $79.99 on the front. Package says it includes diskette and manual, but feels pretty heavy. I'm not trying to brag, I just can't decide if I should open it- or leave it sealed. If I open it. I'll make an ATR and maybe a quick reference to post up on my webpage. If I do that do you think Bill Gates will sue me? I don't want to be pirating 'intellectual property' or anything. Not that I'd be hurting the sales of this product or anything...

Mo

4941. Ramlink for a commodore??

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-04 12:41:12 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <WbQa7.594$TM5.176414@nnrp2.sbc.net>
Source record: 34863

This looked pretty interesting so I thought I'd post it here. Something like this for an Atari would open up a world of possibilities with all of that RAM! Internet, email, quake, etc...

Mo
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1260066028

4942. Any places to buy Atari hardware?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-04 12:52:42 UTC
From: LosT LiL AlieN <crc@bigpond.net.au>
Message-ID: <ueSa7.87905$Xr6.439417@news-server.bigpond.net.au>
Source record: 34864

Apart from Ebay?

Thanks :)

4943. FS: Homevision Repro Carts

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-04 15:34:14 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3B6C15F6.188344B4@t-online.de>
Source record: 34865
Cross-posted to: rec.games.video.classic,comp.sys.atari.8Bit

Hello!

I have some Homevision Repro Carts for use with the Homevision Repro station for sale. New, boxed and unused. US$25 each piece.

Please note that I live in Germany - shipping costs to US will be around $8 (not insured, land/sea).

Thanks for your attention,

Andre

4944. Re: For Atari 2600

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-04 15:36:09 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3B6C1668.40A20D1@t-online.de>
Source record: 34866
Cross-posted to: rec.games.video.classic,comp.sys.atari.8Bit

Oops! I forgot: It's for the Atari 2600 console (PAL).

4945. Re: Any places to buy Atari hardware?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-04 15:51:28 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010804115128.28964.00004712@ng-ch1.aol.com>
Source record: 34867

Youl will have some hefty freifgt to pay...

Lance at Atarisales.com
B&C at myatari.com
Brad at http://www.best-electronics-ca.com

>"LosT LiL AlieN" crc@bigpond.net.au asked:

>Apart from Ebay?

-Ron

Experience is something you don't get until just after you need it.

4946. Re: What do you use your 8bit for?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-04 20:24:23 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b6c8fd0$0$1531$4c5ecdc7@news.erinet.com>
Source record: 34872

Mathy.
I've been out of town, so this response is late.
Yes, it is George Morrison from Alpha Systems.
He lives here in Ohio and wants to get his stuff over to PC.
Seems like a nice enough guy. He might share some of his
stuff, but I didn't get into that with him. I just showed him how
APE and cable work. He has 100s of disks and 1000s of files.
It'll take weeks to get his stuff over to PC.
Russg

4947. Basic XL Toolkit Question

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-04 20:26:42 UTC
From: llpwhite@cs.com
Message-ID: <20010804162642.15271.00002359@ng-ft1.news.cs.com>
Source record: 34868

This is a question for someone with a Basic XL 1.03 (black cart; not orange) *and* the Basic XL toolkit that was supplied with the black cart. Does your toolkit manual say what version(s) the toolkit is supposed to work with? I have both versions 1.02 (orange cart) and 1.03 (black cart). My original toolkit works fine with 1.02, but not with 1.03. I'm guessing that the new toolkit was tweaked, and doesn't work with 1.02. :-(The original toolkit would only work with 1.02 -- not 1.01 or 1.0 (if 1.0 was ever sold).
Thanks,
Larry

4948. Re: Any places to buy Atari hardware?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-04 21:18:14 UTC
From: ebaiz@skyenet.net
Message-ID: <qEZa7.269$iK.221014@newsfeed.slurp.net>
Source record: 34869

On 4 Aug 2001 12:52:42 G, "LosT LiL AlieN" wrote:
>Apart from Ebay?
>
>Thanks :)

Try these sites:

http://www.best-electronics-ca.com/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4949. Re: Atari Microsoft Basic

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-04 22:25:17 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010804182517.27072.00002343@mb-md.aol.com>
Source record: 34870

The one that I saw back in '83-'84 was on a copy protected disk, so the .ATR
may not execute without a little tweaking.

I wouldn't put anything past Bill...

>"Mo" mygranny@'nospam'swbell.net remarked:

>I got a hold of an UNOPENED Atari microsoft Basic package for the 400/800's.
>It's still shrinkwrapped with a pricetag of $79.99 on the front. Package
>says it includes diskette and manual, but feels pretty heavy. I'm not trying
>to brag, I just can't decide if I should open it- or leave it sealed. If I
>open it. I'll make an ATR and maybe a quick reference to post up on my
>webpage. If I do that do you think Bill Gates will sue me? I don't want to
>be pirating 'intellectual property' or anything. Not that I'd be hurting the
>sales of this product or anything...

-Ron

Experience is something you don't get until just after you need it.

4950. Re: Ramlink for a commodore??

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-05 00:11:50 UTC
From: Atari 8 Man <KMFerrante@cfl.rr.com>
Message-ID: <ab0b7.98644$o01.14300055@typhoon.tampabay.rr.com>
Source record: 34871

Yeah!

CMD makes great stuff for the C64, a device like this would be great for
running Atos or a BBS program. But for the everyday Atari user the standerd
130,320.512.576,1088k ramdisk seems to be enough.
It would be nice to have a 16 meg battery backup ramdisk :)

Atari8man

"Mo" <mygranny@'nospam'swbell.net> wrote in message
news:WbQa7.594$TM5.176414@nnrp2.sbc.net...
> This looked pretty interesting so I thought I'd post it here. Something
like
> this for an Atari would open up a world of possibilities with all of that
> RAM! Internet, email, quake, etc...
>
> Mo
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1260066028
>
>
>
>
>

4951. Atari Terminal Simulator 2.0 Uploaded

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-05 04:17:06 UTC
From: Microsoft Windows User <classics@nacs.net>
Message-ID: <MPG.15d692b4f7b72970989680@news.nacs.net>
Source record: 34873

Version 2.0 of ATS has been uploaded to my web site at:

http://www.atarimax.com/

ATS is a free ATASCII terminal for any PC running Windows.

ATS will also play ATASCII movies, and can be throttled to play them at
as low as 300bps.

Improvements to 2.0 include:

Ability to attach to a serial port for modem use, instead of TCP/IP.
Ability to specify destination port for a TCP/IP connection.
TCP/IP Cleanup
File downloads over serial and tcp/ip connections now available.

Supported protocols:

X-Modem CRC
X-Modem 1k CRC
Y-Modem Batch
F-Modem Batch

File transfers can be performed in serial or TCP/IP mode, including raw
socket connections.

Thanks

Steve

4952. Re: Help, Broken keyboard cable

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-05 06:36:49 UTC
From: Eric <white_knight_411@yahoo.com>
Message-ID: <tmsdkd323qh4d6@corp.supernews.com>
Source record: 34890

I'm back and working again.
If you're interested, here's how I did it.
First. I dug out some spare parts from a Trash 80 I disected a few years
ago.
In the box was a mylar connector very simmilar to the atari one.
I cut off the atari connector's bad leads back three inches from the end,
spliced in a portion of the trash cable, and VERY CAREFULLY soldered
jumper wires across the gap. It now boots fine, and I'm now looking
for an upgraded os to run my software from (preferably with a built in
ramdrive.)

Thanks for all the suggestions and offers guys.

Eric

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message
news:20010802121651.27111.00001616@mb-md.aol.com...
> I guess I don't fully visualize the situation... The XL mainboard has a 23
> connector thin edge card type receptor for the mylar from the keyboard
> assembly. Did some of the painted traces separate from the mylar?
>
> If so, and you cannot trim the mylar and still reach the connector, then
Best
> or Lance at Video61 or cannibalize the mylar or keyboard from another XL
may be
> the choices.
>
> >"Eric" white_knight_411@yahoo.com stated:
>
> >My newly aquired 800XL just got upgraded to a 60 meg IDE with 1 meg ram
> >using plans from the net, but during reassembly, two or three of the
leads
> >on the
> >keyboard connector came loose on the computer end, so now I cannot
> >reinsert the cable.
>
> >Anyone have any suggestions as to how I can fix the cable?
> >Should I try soldering wires to the cable and connector?
>
> -Ron
>
> Experience is something you don't get until just after you need it.
>

4953. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-05 08:26:39 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/vendev_996999984@rtfm.mit.edu>
Source record: 34874
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: May 26, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: Introduction

Conventions
-----------
All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" PD/freeware/shareware developers should also be listed.
Persons or entities holding rights to products, but not selling or supporting
them in any way, are NOT listed here.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, PD/freeware/
shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the
developer are listed. No product can be developed by more than one
developer. No prices are given.
```

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Super-Brief Copyright Primer

Commerical software - protected by copyright, may not be copied except for personal archival purposes
Shareware -protected by copyright, may be freely copied and distributed, shareware payment required for continued use
Freeware - protected by copyright, may be freely copied and distributed, no payment required for continued use
Public Domain software - NOT protected by copyright, anyone may do anything with it, period.

Software is protected by copyright from the moment of creation. No copyright notice is required for copyright protection. Software does not enter the Public Domain unless explicitly released to the PD *by the copyright owner*.

My article "Intellectual Property Protection for Computer Software" appeared in Atari Classics, 3(1), 1994, pp. 4-7, or see:
http://www.library.carleton.edu/staff/michael/acarticle.html

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

"Hi!" to Marek Tomczyk, who has supplied so much information from Germany.
"Hi!" to Alex Martin, who has done the same for the land of Poland.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen)
519 W. Fourth Street

Antioch, CA 94509
USA
(925) 777-1160
Store Hours: 11-6pm Tuesday thru Saturday
mailto:4jays@ccnet.com
http://www.4jays.com/
Vendor: used hardware and software

8-Bits Forever (book)
See: GFH Marketing

A-ONE Magazine - Atari Online News, Etc.
Dana P. Jacobson -- Editor
mailto:dpj@atarinews.org
http://www.AtariNews.org/
Publisher: A-ONE online magazine. weekly

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (718) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
USA
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair Shop.

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Associated Enterprises
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
mailto:DCBBERRY@aol.com (Dave Berry)
mailto:halling@silcom.com (Vic Halling)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari Bit Byter User Club e.V. (ABBUC)
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
Mailbox: +49 5439 92592
Online: Mon.-Fri.: 19.00h - 06.45h (MEZ)
Sat.+Sun.: 15.00h - 06:45h (MEZ)
mailto:wburger@cityweb.de
http://www.abbuc.de/
Developer: wide variety including: SIO2PC(SIO2ST)-Interface, PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply (SPS), 8-Channel dig. Voltmeter (DVM), XL Switching Interface, Speedy 1050 upgrade, RomDisk, QMEG+ 4.0.
Has obtained rights to many products including: KE-Soft, Klaus Peters Elektronik, AMC-Verlag
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

ATARIX (paper magazine)
See: Satantronic

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: PD/freeware/shareware

The Atari Warehouse
c/o Richard Smith
Barrie Ontario
Canada

mailto:rsmith@planeteer.com
http://toronto.planeteer.com/~rsmith/atari.htm
Vendor: commercial software, some hardware

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

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Subject: B

B&C ComputerVisions
5917 Stope Way
El Dorado, CA 95623-4716
USA
tel: (530) 295-9270
FAX: (530) 295-9271
mailto:myatari2@juno.com
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware.
MAJOR ATARI PARTS SOURCE

Krzysztof Balicki
mailto:kbalicki@univ.rzeszow.pl
http://www.a800win.atari-area.prv.pl/ (slow main site)
http://users.swing.be/Atari800winPL/ (fast mirror site)
Developer: Atari800Win Plus 2.7b

Ullrich von Bassewitz
mailto:mailto:uz@cc65.org
http://www.cc65.org/
Developer: cc65 2.6.0 - C crosscompiler / crossassembler combo for 6502
systems, including the 8-bit Atari

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
mailto:bestelec@concentric.net
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software)
Na Hrebenkach 42
15000 Praha
Czech Republic
mailto:olda@jrc.cz (c/o Oldrich Rezler)
Developer: BW-DOS 1.30, Multi Dash
(it is pronounced "Bay Vay Dos")

Adam Bienias
Poland
mailto:adam@nautilus.com.pl
http://www.try2emu.cavern.com.pl/sap/
Developer: SAP -- Slight's Atari Player

B.G. Micro
555 N. 5th St Suite 125
Garland, TX 75040
USA
orders: 1-800-276-2206
tech: 972-205-9427
fax: 972-205-9417
mailto:bgmicro@bgmicro.com
http://www.bgmicro.com/
Vendor: CX85 Keypad

Steve Birmanns and Matthias Belitz (3/00)
Germany
mailto:Stefan@Birmanns.de
mailto:Matthias.Belitz@gmx.de
http://www.birmanns.de/atari/

Developers: MSC IDE Harddisk-Controller

Bit Busters Computer Group
Poland
Aleksander Martin (Alex), Piotr Kielczyk (Pet), Pawel Szewczyk (Replay),
Tomasz Zdulski (Zulus), Pawel Sikorski (Sikor), Michal Szpilowski (Miker)
http://www.bitbusters.topnet.pl/
Developer: Bobsland (Intro), Extract (Graphic Collection), More! (Intro),
Sheol (Demo Disk), Timless Announcement (Demo), Waves (Intro)

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Bravo Sierra Computers (BSC) (Ben Smith)
USA
tel: (503) 256-9974 24hrs
mailto:atari@benjamin.net or mailto:atari@pacifier.com or
http://www.atari.benjamin.net/ or http://www.pacifier.com/~atari/
Vendor: used/new hardware/software/books/accessories

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals,

Mathematics, Fractals

Roland Buehler
Engelgasse 21
D-72348 Rosenfeld-Bickelsberg
Germany
tel: +49 -(0) 7428-1260
Developer: PC SLOT: Schematics + handler software, PC Herc Card,
ISA<->Atari interface card, Connector for above

B. Utschig
This address has been reported invalid. Confirmations???
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

A DIFFERENT ADDRESS TO TRY?:
B. Utschig (vendor)
Suite G-304
208 SW 319th Lane
Federal Way, WA 98023
USA

Subject: C

C&T ComputerActive (Rusty Cryer)
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: PD/freeware/shareware

Sidney Cadot
mailto:sidney@ch.twi.tudelft.nl
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software
USA
mailto:alicat@earthlink.net
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,

Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix: Battle
of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport, Strip Dice Blackjack, Lights Out

Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
mail: itayc at cs.huji.ac.il
http://www.cs.huji.ac.il/~itayc
Developer: Ice-T XE v2.72 (128K XL/XE), Ice-T 800 v1.1 (48K), The Wall,
Sirtoot, Joust patcher

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay Software Services
9127 Hwy 25 APT E
Monticello, MN 55362
USA
mailto:serflaten@usinternet.com
Developer: games, and other software, including Solitaire

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Classics
RR 1 Box 117
Cabool MO 65689-9504
USA
tel: (417) 469-4571
Vendor: used hardware
Repair Shop.

COMPUTER FLOHMARKT (print magazine / newspaper)
See: Verlag Thomas Eberle (in the "V" section)

Computer Games Plus
PO Box 6144
Orange, CA 92861

USA
tel: (714) 639-8189
mailto:cgp@digitaldeluge.com
http://www.digitaldeluge.com/gamesplus/
Vendor: commercial software

Computer Software Services (CSS) (Bob Puff)
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (716) 429-5639
mailto:nleaudio@nleaudio.com
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc, SuperArc, Disk Communicator, MYDOS 4.50,
BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Computer STudio (Sheldon H. Winick)
40 Westgate Parkway Suite H
Asheville, NC 28806
USA
tel: (704) 251-0201 / 800-253-0201
mailto:s.winick@worldnet.att.net
Vendor: hardware and software

Creative Micro Designs, Inc. (CMD)
P.O. Box 646
15 Benton Drive
East Longmeadow, MA 01028-0646
USA
Orders: 1-800-638-3263
Info/Support: 1-413-525-0023
FAX: 1-413-525-0147
mailto:support@cmdweb.com / mailto:sales@cmdweb.com
http://www.cmdweb.com/
Vendor: a major Commodore products vendor. Sells new Commodore brand
monitors, ideal for the 8-bit Atari

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711

USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyberpeeps (David Loughton)
United Kingdom
mailto:David@cyberpeeps.freeserve.co.uk
http://www.cyberpeeps.freeserve.co.uk/
Vendor: some hardware and software

Subject: D

Dadgum Games
P.O. Box 1154
Issaquah, WA 98027-1154
USA
tel: 1-888-313-4699 (orders only)
tel: 425-313-4699
mailto:sales@dadgum.com
http://www.dadgum.com/
Publisher: Halcyon Days: Interviews with Classic Computer and Video Game Programmers (software for Mac or PC)

D'Antiques (Dan Dotson and Marilyn Saul)
PO Box 40751
Tucson, AZ 85717-0751
USA
tel/FAX: (888) 860-0582 (toll-free, US only) or +1 (520) 881-0582
mailto:dand1@dantiques.com
http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

DATABYTE Hard- & Softwareservice / FAUST Internetservice
Bramfelder Chaussee 297
22177 Hamburg
Germany
Tel.: +49 40 63 29 58 55
Fax: +49 40 63 29 58 56
mailto:info@dbyte.de
http://www.dbyte.de/
Vendor: hardware and software

Developer: Wordprocessors Text-800 and Text-130, Briefkopf 1029 (Publishing Software), Makler & El Bordello (strategic games like Kaiser or Hanse)

DGS
See: Dean Garraghty

Digital Data Factory (Edward Williams)
200 Crestview Dr Apt 62
Jacksonville AR 72076-4068
USA
(501) 985-2082
Used hardware
Repair Shop.

Digital Force
Mario Trams
An der Eiche 1
D-09577 Lichtenwalde
Germany/Saxony
mailto:Mario.Trams@informatik.tu-chemnitz.de
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (a 65C816 Extension for the ATARI XL/XE)

Digital World (Sam Gunda)
711 W Army Trail Blvd
Addison IL 60101-3187
USA
tel: (630) 543-9000
Vendor: new hardware (very limited supply, includes XF551s, XDM121s)
Repair Shop.

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair Shop.

Dynacomp Inc
178 Phillips Rd Ste 1

Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
USA
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
USA
Developer: Digital Music System, PrintShop/Awardware graphics

Gene Ehrich - "Computer & Video Game Garage Sale"
P.O Box 3365
Spring Hill Florida 34611-3365
USA
mailto:gene@ehrich.com
http://www.voicenet.com/~generic/
Vendor: used hardware/software

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
USA
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Emulators Inc. (Derek Mihocka)
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
mailto:info@emulators.com
http://www.emulators.com/
Developer: ST Xformer 3.0, PC Xformer Classic, PC Xformer 2000, Xformer Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
USA

Vendor: commercial software

Raphael Espino
United Kingdom
mailto:rjespino@yahoo.com
http://rjespino.atari.org or http://rjespino.webhop.org
Developer: a8jdpeg 0.6 (JPEG viewer), JpegView,
Ramdrive v1.0 (DOS-independent ramdisk utility)

Evangelo's Wares (Angelo Vahatouras)
Elizabeth NJ 07208
USA
tel: (908) 558-0383
mailto:VangelisV@AOL.com
http://vangelisv.safeshopper.com/
Vendor: commercial software. "has over 1,000 titles for the Atari 8 & 16 bit
machines, IBM, Amiga, C-64-128 and Used Musical Instruments. Mailorder ONLY!
No Store front."

EXMINSY
Kubikova 1180
182 00 Praha 8
Czech Republic
tel+fax 02/859 2980
mailto:semecky@saul-is.cz
http://www.mujweb.cz/www/semecky
Vendor: commercial software, +

Subject: F

Far North Atari Computers (Frank Stallings)
515 Craig Avenue
Fairbanks, Alaska 99701
USA
tel: 907-456-3700
mailto:farnorth@ptialaska.net or mailto:farnorth@polarnet.com
Vendor: new and used hardware and software, PD/freeware/shareware

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

FIRMA MILENG
c/o W. Schul (?)
Gollinerstr. 37
D-12689 Berlin

Germany
Vendor: various 8-bit hardware and software

David Firth
United Kingdom
mailto:david@signus.demon.co.uk
http://www.signus.demon.co.uk/
Developer: Alien Encounter, Superman, Test Computer Language (TCL),
UltraSpeed Copier 2.3, 1050 Menu, Atari800 Emulator 0.8.6

Flashback Classic Video Games
See: Games + (Games Plus)

Ron Fries
USA
mailto:rfries@tcmail.frco.com
Developer: POKEYSND 2.0: POKEY Chip Sound Emulation Library
ftp://members.aol.com/atari800xl/pokey20.zip

Subject: G

Paul Gallier (Panther)
USA
mailto:panther@strangeworld.com
http://www.pacificnet.net/~panther/Atari/
Developer: ADIR.ZIP - Atari 8-bit ATR/DSK file viewer/extractor

Games + (Games Plus) / Flashback Classic Video Games (James Mitchell)
4501 E Thomas Rd 1216 W University
Phoenix AZ 85018 ** OR ** Mesa AZ 85201
USA USA
tel: (602) 840-8866 after 10:00 am (602) 890-0556
tel: 1-888-73-GAMES
FAX: (602) 840-8838
mailto:gamespls@micronerd.com
http://www.micronerd.com/
Vendor: new/used hardware, new/used software

Dean Garraghty Software (DGS) (all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone/Fax: +44-(0)-1302-855026 (9am - 7pm BST/GMT only please!)
mailto:dgs@clara.net
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast, Demo Maker
Publisher: News-Paper, News-Disk (back issues available)

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
Germany ?
Developer: XL-it! 0.20
A win95 frontend by mailto:e9326116@stud1.tuwien.ac.at (Roland Gimpl)
is located at http://stud1.tuwien.ac.at/%7Ee9326116/atari/
Another one is at http://opossum.ml.org/~atlan/emu/index.htm

GMG - Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian
Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan
Cmarko)
c/o Marek Chorvat
Polna 11
974 05 B.Bystrica
Slovakia
mailto:mchorvat@econ.umb.sk
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro,
HTML converter/viewer 1.3, Implosion demo, Quick formatter 1.0, Dynakillers,
Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor,
Mega Color Editor, Wanted megademo, Bristly hedgehog music collection,
Robot Assault intro, Risa Zla intro, Street fighter II demo

Roy Goldman
3440 Ramona, Apt 14
Palo Alto, CA 94306
USA
(650) 565-8113
FAX: (603) 676-3116 (efax)
mailto:royg@cs.stanford.edu
http://www-db.stanford.edu/~royg/
Developer: Daisy-Dot III

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
mailto:RGorexxx@aol.com
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE,
GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies,
Guntris, Tag!

Subject: H

Norbert HALEY
Poste Restante
P.O.Wellesley St.
Auckland
New Zealand
mailto:norb@kcbbs.gen.nz
http://members.tripod.com/~apd2/catweasl.htm
Developer: Catweasel Advanced Floppy Controller (8-bit ISA card for PC)

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HARD Software
H-1076 Budapest
Thokoly ut 25.
Hungary
mailto:hardsoftware@geocities.com
http://www.geocities.com/SiliconValley/Vista/6084/
Developer: Veronika, Blip!, Cool Emotion, ABBUC Magazine #36 Intro,
Joyride

Harmonic Research
40 Wiley Ln
Woodstock NY 12498-1228
USA
Developer: composite/S-Video ->15.75 KHz RGB decoder

John Harris
USA
mailto:jharris@poboxes.com
Developer: the MAE assembler 1.1 (also wrote: Jawbreaker, Frogger, Hackers)
ftp://ftp.pulsarinteractive.com/pub/

Highlander (Raimund Altmayer)
Konz,
Germany
mailto:highland@t-online.de
http://home.t-online.de/home/highland/
Developer: He has coded man utilities and nice little programms for many
tasks, IDE hard disk interface, 800XL-DJ (800XL-DeeJay)

Mike Hill
USA
mailto:mhill@one.net
http://w3.one.net/~mhill/
Developer: Pokey 0.62 (800/800XL/5200 emulator for MSDOS),
Printer Port Pokey Sound Card

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [ZIP CODE???]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Horizon Computers
3431 S Federal Blvd Ste G
Englewood CO 80110-1826
USA
tel: (303) 762-8080
Vendor: hardware and software
Repair Shop.

Howard W. Sams & Co.
2647 Waterfront Parkway, East Drive, Suite 100
Indianapolis, IN 46214-2041
USA
tel: (800) 255-6989
mailto:csmgr@hwsams.com
http://www.hwsams.com/
Developer: PHOTOFACTs (schematics) for the: 1025, 1050, 130XE, 400, 800,
800XL, 810

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

Tom Hunt (Closer To Home)
USA
http://cth.dtdns.net/
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
mailto:tomhunt@bright.net
Developer: The Armorizer, BBS Programs, Check CRC32,
Disk Fragmentation Utility, The Long Interger Library, M.T.O.S., RC4 Encryptor,
Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell,
Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler,
The PC-Gateway (allows you to use your old computer or dumb terminal to access
the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an
8-bit bbs on the internet), AT Term (ATASCII terminal emulator for Windows)

Subject: I

The Independent Eight Bit Association (IEBA)
Harrowden

39 High Street
Sutton-in-the-Isle
Ely
Cambridgeshire
CA6 2RA
United Kingdom
tel: 01353 777006
FAX: 01353 777766
mailto:ieba@spheroid.demon.co.uk (Brian Watson, Publicity Officer)
Publisher: The Independent Eight Bit Association Directory, Fourth Edition (revised) Winter 1997; IEBA Newsletter

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Subject: J

Jeff Jackson
USA
mailto:jeff@jeff-jackson.com
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

Jay Software (Jan Krupka and Stanislav Opichal)
Czech Republic
http://www.inf.upol.cz/~krupkaj/jay/
http://www.inf.upol.cz/~krupkaj/jay/atari8.htm
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
USA
Vendor: ????

JRC Interactive
Naskove 3
150 00 Praha 5
Czech Republic
Tel: + 420 2 57189515, +420 2 57189516
Fax: + 420 2 526424
mailto:Interactive@jrc.cz or mailto:atari@jrc.cz
http://www.jrc.cz/ or http://www.jrc.cz/atari/
Developer: Turbo Tape / Turbo 2000, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
USA
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
USA
Vendor: PD/freeware/shareware

K-Products (Bob Klaas)
4267 W. Midway Dr.
Salt Lake City, Ut. 84122
USA
tel: (801) 967-8738
mailto:bobkla19@sisna.com
Vendor: new and used hardware and software
Developer: Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM,
1050 US Doubler (USD), DK-Utilities for the Black Box and the MIO
Repair Shop. (computers, disk drives, MIO)

Nick Kennedy
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
mailto:nkennedy@cswnet.com
http://www.cswnet.com/~nkennedy/
Developer: SIO2PC 4.19

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
USA
Vendor: PD/freeware/shareware

Konrad M.Kokoszkiewicz (Draco)
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
+48 501 125 498
mailto:draco@mi.com.pl
http://www.atari.org.pl/~draco/
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol
description, A proposed standard for Atari executable relocatable file,
DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s,
CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX, TRACE,
XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo 2.0,
EmuXL v0.32 (emulator for Falcon030)

Jindrich Kubec (Jindroush)
Czech Republic

mailto:kubecj@asw.cz
http://www.asw.cz/~kubecj/
Developer: Acvt v1.04 (PC), Adir v0.62 (PC), AExt v1.00 (PC), AutoRBas v1.00 (ATARI), Bas2Boot v1.01 (PC+ATARI), BasLoad v1.00 (ATARI), Boot2Atr v0.96 (PC), ChkBas v1.04 (PC), ChkBoot v0.96 (PC), ChkExe v2.62 (PC), ChkRom v1.00 (PC), Exe2Tur v0.95 (PC), Rom2Exe v1.01 (PC+ATARI), SidLoad v1.06 (ATARI), Tur2Exe v0.95 (PC), Tur2Wav v0.95 (PC), Unix2Atr v0.95 (PC), Wav2Tur v0.95 (PC)

Subject: L

L&Y Electronics
14824 Build America Drive
Woodbridge, VA 22191
USA
tel: (703) 494-3444
Vendor: new/used hardware, new/used software

Chris Lam
United Kingdom
mailto:chris@chrislam.co.uk
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for the Apple Mac, Rainbow 1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000

Rich "Twist" Lawrence
USA
mailto:rich@kesmai.com
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.6c (Atari 8-bit emulator for Win9X/NT)

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Derek Ledbetter
USA
mailto:derekl@mail.serve.com
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari 800 Emulator for the Mac 0.9.9h, developement release 2

L.K. Avalon
Skrytka Pocztowa 66
35-959 Rzeszow 2
Poland
tel. (017) 856 99 12
mailto:office@lkavalon.com

http://www.lkavalon.com (send e-mail for current Atari XL/XE catalog)
more info: http://people.freenet.de/mrbacardi/LK_Avalon.html
Developer: A.D. 2044, Adax, Animator, Aurum, Automat Perkusyjny, Barahir, Barbarian, Captain Gather, Change, Constellation, Chaos Music Composer, Czaszki + Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money & Honky, Frank & Mark, Geometria, Global War, Gold Hunter, Hans Kloss, Hawkmoon, Hydraulik/Snowball, Kampania Wrze_niowa, Kernaw, Klatwa, Kurs Fizyki, Lasermania + Robbo Konstruktor, Lorien's Tomb, Major Bronx, Misja (Mission Shark) + Fred, Neron, Panther, Piekielko, Robbo, Rucu, Saper, Smus, Spy Master, Streets, Syn Boga Wiatru, Szperacz Dyskowy, The Jet Action, The Last Guardian, Trix, U 235, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Wloczykij, Zeus

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
USA
mailto:earl.halliwell@dyess.af.mil
mailto:e.halliwell@genie.com
http://www.atarihq.com/jeo/
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView, EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu, Link Basher, MazeWar 3D, Cliff Diver

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Subject: M

MacFalkner (Andre Bertram)
Germany
mailto:macfalkner@aol.com
http://www.macfalkner.de/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

Ivan Mackintosh
United Kingdom
mailto:ivan@rcp.co.uk
http://dales.rmplc.co.uk/ivan/atari/
Developer: ImageMan 0.3, Monitor 1.1, XFD2ATR, ADIR, ROBC2DOS

Charles Marslett
USA
mailto:cmarslett@excite.com
Developer: A65 (assembler), MYDOS 4.53

Alex Martin
Poland
mailto:alex6502@friko.onet.pl

phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static-memory expansion (backuped with lithium battery),
65c816 CPU exchange project, SIO2PC cables, MIDI interfaces, & the like

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for
SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine
c/o Freddy Offenga
Paardebloemstraat 53-3
6841 BT Arnhem
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
mailto:F.Offenga@student.kun.nl or mailto:taf_offenga@yahoo.com or
mailto:megazine@abbuc.de
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

Microcode Solutions
USA
mailto:msdei@ctaz.com
http://www.ctaz.com/~msdei
Developer: ACE (Atari Console Emulator - Amiga software), WACKE ("Weightless
Atari Computer Keepsake Emulator - Macintosh software)

Micro Discount (Derek Fern)
12/99-- Nir Dary wrote: i Called him and talked to him over the phone...
he said that after christmas he will put up a web site..
Micros discount had closed out but he still have lots of atari items
stocked...
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121-353-5730 (or international +44 021 353 5730) 4pm-8pm Mon-Fri
FAX: 0121-352-1669
Vendor: new/used hardware, commercial software
Developer: Print Works (text processor for 1029 printer), Tagalon,
Tube Baddies, The Last Guardian, Zybex (in POKEY/GUMBY Stereo),
G.M Transfer Cable (SIO2PC compatible), 1050-2-PC Cable
MAJOR ATARI PARTS SOURCE

Moonsoft
See: Black Moon Systems

David Moore
8023 N. Berkeley Ave #2
Portland, Ore 97203
USA
tel: (503) 289-9699
mailto:dwmoar@teleport.com
Repair Shop.

More Than Games (Rick Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
mailto:74766.1561@compuserve.com
mailto:rldetlefsen@delphi.com
http://people.delphi.com/rldetlefsen/
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MS-Software (Mirko Sobe)
H.-Jentsch.Str. 7
D-03172 Guben
Germany
mailto:atarixle@hotmail.com
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, BOSS-X v10.1

MTS Creations
P.O. Box 56762
Chicago, IL 60656
USA
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
USA
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
USA
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive

Farmingville, NY 11738
USA
Developer: Print Shop icons

New Breed Software
c/o William Kendrick
1509 Cypress Lane
Davis, CA 95616-1317
USA
FAX: 1 (530) 325-9588
mailto:bill@newbreedsoftware.com
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. XL Search (Internet search engine
for Atari files). utilities: Super-IRG Font Editor (SIFE), File Selector,
MuxChat, Colorizer, DigiPlay Menu

Nelson Nieves
USA
mailto:nelson@dropmail.com
http://www.celebritybase.net/atari8/
Developer: SpartaDOS tools: Undelete, DualTest, xErase, Delete Tree, xType,
Check Disk, Clear Memory (Main Bank only), Reset, SpartaDOS X On, Cls,
TS (Text Search)

No Frills Software
800 East 23rd St.
Kearney, NE 68847
USA
Developer: Converter, Converter Companion, P.S. Users Utility Disk,
PrintShop graphics

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
USA
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Subject: O

OMC Games (James Garvin)
P.O. Box 8107
Austin, TX 78713
USA
mailto:omcinfo@omcgames.com
http://www.omcgames.com/
Developer: The Assassin. Release Date: 3rd or 4th Quarter '99

Subject: P

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
USA
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
USA
tel: (815) 633-6300
Repair Shop.

James R. Parish
mailto:JRParish@J-Com.net
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

PD-Magazin / PD-Mag / PD World Versand / PD-World
c/o Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: various software (PD-MAG-CLUB), some hardware;
Power Per Post products and ATARImagazin rights
Publisher: PD-Magazin (disk magazine: 2 DS disks, 6 per year)

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
USA
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis

Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
USA
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

Burkhard Rau (HCRBurk)
Germany
mailto:BR@HCRBurk.de
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari), ATARI FileManagement 1.5 0128 (WIN 95/98/NT)

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
USA
tel: (504) 388-5248
FAX: (504) 388-5263
mailto:tom@ready.rsip.lsu.edu
http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software
systems design, developement, and coding; Media conversion from magnetic to
optical and imaging; Consulting on system purchases and requirements; Film
production from short to feature length

Redmond Cable
15331 N.E. 90th St.
Redmond, WA 98052

USA
Phone:(425) 882-2009
Fax: (425) 883-1430
mailto:info@redcab.com
http://www.redcab.com/pages/atari.html
Developer: new hardware: sells come Atari-specific cables

Matthias 'Hias' Reichl
mailto:hias@horus.com
http://www.horus.com/~hias/atari/
Developer: AtariDsk V1.2 (read, write and format DD 180K Atari disks on the PC), MyPDOS V2.1 (small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks)

Ronnie Riche
See: Dale F. Wooster for TextPRO documentation
1700 Aycock St.
Arabi, LA 70032
USA
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
USA
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
USA
Vendor: PD/freeware/shareware

Satantronic
Lubo ROBA
Poste restante
Posta 1
04001 Kosice
SLOVAKIA
mailto:xi@napri.sk (-XI-)
http://www.napri.sk/web/satantronic/
Developer: Demos: DRAGONS, IHL, FLY, BEAUTY, LIQUID, Te.mod. Games: Jurassic Park II, Magic World. Utilities: Lufa Half Code Packer 1.0, Font Animator 1.0, Rave Extra Packer 1.0, Paradox 0.92, Mad editor 0.98.
Publisher: ATARIX - paper magazin in Slovak language

Bo Schreurs
The Netherlands

mailto:stack@home.nl
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR), XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
mailto:ernest@wxs.nl
http://home.planet.nl/~ernest/
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm archive to SIO2PC archive converter), WAV2CAS (Digital Cassette Image system), CAS2WAV (Create a clean .wav file from a Digital Cassette Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Shadow Software (David Hunt, The Shadow)
16016 SE Division St PMB 19
Portland OR 97236-1999
USA
mailto:the_shadow@portland.cc (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
Developer: Carina BBS 2.6

Ken Siders
USA
mailto:atari8bit AT columbus DOT rr DOT com
http://jump.to/atari or http://home.columbus.rr.com/ksiders/atari.htm
Developer: Utilities: ATRUTILS.ZIP (PC utilities), AtrUtil.zip Ver 1.13(Win95 utility), ATRSRC.ZIP (PC utilities), ATRDir (PC utility), SortATR (PC utility), MakeATR (PC utility), UnMakATR (PC utility), ATRExtr (PC utility), FIXROM (PC Utility), High Speed Menu, DiskFormer, Flash40, Flash80, Flick80, A.Writer+ Super Menus. Development Software: KAsm65 V2.51, KLink65 1.51, KLink65 0.07 Cross Linker for MSDOS (PC Executable), KEdit, Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP). Games: Burger Boy, PacMunch Jr, Mr. Fish, Circle of Richness

Sikor Soft
c/o Pawel Sikorski
1-go Sierpnia 28 m. 64
02134 Warszawa
Poland
Developer: Cyborg, Fire Stone, Tekblast, Sexy Six, Mr. Proper

Mark Simonson
USA
mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

SINTECH
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033
mailto:sintech@online.de
http://www.sintech.onlinehome.de/
Vendor: commercial software

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

Len Spencer
2513 Healy Dr
Orlando FL 32818-3109
USA
mailto:lenspencer@aol.com
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black
Box interfaces), Forem-XE Pro 5.4 (BBS program)

ST Informer (online magazine)
See: MacDonald Associates

STAK, La Revista Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
mailto:at_kiwi@mailxoom.com
http://stak.atari.org/
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Petr Stehlik
Czech Republic
mailto:pstehlik@sophics.cz
http://joy.sophics.cz/a800.htm or http://atari800.atari.org/
Developer: Atari800 1.0.6 emulator source code, plus binaries:
Atari800 for TOS compatible machines (Falcon030, TT030, clones),
Atari800 for MS-DOS (Windows 9x, OS/2) v1.0.5,
Atari800 for Linux (both SVGAlib and X11) v1.0.4

Radek Sterba (Raster)
Czech Republic
mailto:raster@infos.cz
http://www.infos.cz/raster/atari/homepage.htm
Developer: LPTJOY (connect an Atari joystick to a PC), MULTIJOY (connect

8 joysticks to one Atari controller port), Cervi (Worms)-Tron lightcycles
type game for 8 players, Multris-Tetris like game for 4 players. also:
Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street,
Magnetit, Naturix. MPE (MIDI Pattern Editor) v2.3. HiLoader4.2,
CompressCopy4Hi, Tutodisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4.
Co-Developer: Android, Cityhawk, Imagine, Gunhead
Publisher: FLOP disk magazine,
http://www.infos.cz/raster/atari/flop.htm

SteveR's Classic Cartridges (Steve Reed)
USA
mailto:steverd@cet.com
http://prowlers.net/stever
BBS: Prowler's DOMAIN 509-327-8922 9-lines 18.0+GIGS
Vendor: used hardware and software

STeve's Computer Technology
405 Main Street
Woodland, CA 95695
USA
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
mailto:steves@woodland.net
http://www.atarionline.com/
Vendor: new/used hardware, new/used commercial software

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169
FAX: +61 7 54969056
mailto:sup8pdct@mail.cth.com.au
ftp://www.closer.brisnet.org.au/atari8cd/ (POOLDISK CD-ROM online)
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
USA
Vendor/Developer: education related

Telegames
Box 901
Lancaster, TX 75146
USA
Orders: (972) 224-7200
Cust Service: (972) 228-0690
FAX: (972) 228-0693
http://www.telegames.com/
Vendor: commcerial software

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527
Toronto, Ontario
Canada, M2N 6M2
tel: (416) CALL-TAF
BBS: (416) 421-8999
mailto:schrist@interlog.com (Stephen Christian)
http://www.interlog.com/~schrist/taf/
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
USA
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Triple SSS (William Moeller & Michael Schoedel)
720 Rennie Street
Hamilton, Ontario
Canada L8H 3R2
Vendor: PD/freeware/shareware

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven J. Tucker
9731 Sunrise Blvd Apt 33
North Royalton OH 44133-3445
USA
tel: (216) 237-5308
mailto:classics@nacs.net
http://www.nacs.net/~classics/
Developer: APE, the Atari Peripheral Emulator: Ape'98 and ProSystem'98 v1.20, Ape & ProSystem 1.17 DOS, APE Warp+ OS, Imagic 1.06 95/NT--the Atari Disk Image Conversion System for 9x/NT, Imagic 1.06 DOS--the Atari Disk Image Conversion System for DOS

TWAUG (Tyne & Wear Atari User Group)
c\o J. Matthewson
80 George Road
Wallsend
Tyne & Wear
NE28 6BU
England
mailto:max@gerum.freeserve.co.uk (Max Gerum)
mailto:a.b.t@zetnet.co.uk (Alan Turnbull)
mailto:jlmatt@twaug.freeserve.co.uk (John)
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson (book, in 2 volumes) #6.00 plus the following P&P:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print+disk magazine)
Newsletter and disk prices are as follows:-
Single Copy 6 Copies
UK 2.50 pounds 12.50 pounds
Europe 2.50 pounds 13.50 pounds
Overseas 3.50 pounds 16.00 pounds

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Verlag Thomas Eberle
Postfach 66
D-75433 Maulbronn
Germany
Publisher: COMPUTER FLOHMARKT (print magazine / newspaper) (bi?)monthly

Dan Vernon
mailto:danv@bitsofthepast.com
http://www.bitsofthepast.com/atari
Developer: Atari810Win Beta 1 -- emulate an 8-bit Atari floppy drive
under NT/2000

Video 61 & Atari Sales (Lance Ringquist)
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
FAX: (651) 449-0488
BBS: (651) 462-3680
mailto:Video61@webtv.net
http://www.atarisales.com/
http://cth.dtdns.net/pro/pro1.html (BBS Express! Pro)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): MYDOS 4.5, Ultra Translator,
Amazemaze, Hearts, Montana Solitaire, Checkers, Jailbreak, Ricochet,
Sharp Shoooter, My Jong, Paddle Wars, Bumpers, Lights Out, Puzzler,
Paddle Pack, Puzzled, Twin Pack:Battle Ship/Jump the Pegs, Solitaire,
Video Slots, Desmonds Dungeons, Dungeonlords, Maze War, Dan Strikes Back,
Elevator Man, Plaqueman, Zybex, Mah Jong, Monopoly, Mr. Robot & His Robot
Factory, Dinky Doo, Concentration, Tetris II, Clash of the Kings, Smush,
Midas Maze, Lord of the Orb, Rally Speedway, BBS Express! Professional 6.0b,
SpartaDOS 3.3c

Video Game Depot
130 Hoffman Lane
Islandia, NY 11722
USA
tel: 516-582-5663
FAX: 800-327-0455
mailto:Sales@videogamedepot.com
http://www.videogamedepot.com/
Vendor: new hardware and commercial software (small selection)

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (440) 843-8815 24hrs
mailto:vga2000@io.com
http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
tel: (412) 7841-2241 5pm-8pm eastern time only
mailto:vidgame@earthlink.net
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vintage Micro-Computers (Jon Lucas)
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
mailto:Vintage_Micro@yahoo.com
http://pw1.netcom.com/~jonart/VMC/
Vendor: hardware and software

Vogtlander (Helmut Weidner)
Otto-Nuschke Strabe 45
08485 Lengenfeld
GERMANY
tel: +49 37606 2688
Vendor: hardware and software

Subject: W

Wacko Software
The Netherlands
mailto:ellman@xs4all.nl
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, BobTerm 1.2 and several others

World of Atari
5920 Valley Vale Way
Sacramento, CA 95823

Phone: 916-422-7424
Fax: 815-377-8032
mailto:sales@worldofatari.com
http://www.worldofatari.com/
Vendor: new and used hardware and software

Subject: Z

Z Systems
USA
mailto:zsystem@freeyellow.com
http://www.freeyellow.com/members2/zsystem/
Vendor: new and used hardware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731-0240
USA
tel: (609) 971-5807
mailto:shamroc@webspan.net
http://www.webspan.net/~shamroc/
Vendor: commercial software (some L.K Avalon games), PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

4954. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-05 10:42:41 UTC
From: Andreas Micklei <nurgle@gmx.de>
Message-ID: <1v7jk9.2m1.ln@lealand.gmx.de>
Source record: 34882
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg <davidogg@nc.rr.com> wrote:
> This one's easy (although I wouldn't say Red Hat "sucks")
> For starters lets take a look at the included version of GCC.
> Can you even recompile the base kernel with it?

Recent kernels can be compiled with their version of GCC. When RedHat 7.0 came out this problem did exist indeed, but it has been resolved by now.

Gcc 2.9.6 was the most stupid thing they have done in years anyway. But apart from that I find RedHat quite usable, although not perfect. But who is?

4955. Re: Atari Microsoft Basic

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-05 10:48:48 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <wE7b7.306$rG5.134848@nnrp3.sbc.net>
Source record: 34875

Well of course! The copy protection could almost be assumed knowing Microsoft. But also looking at the date of 1981 on the pack, the protection is probably extremely 'light'. Perhaps a couple of short sectors. If anything I could do a PRO image instead, which would also map out the protection on the disk. Mo

RHamiIton5 wrote in message <20010804182517.27072.00002343@mb-md.aol.com>...
>The one that I saw back in '83-'84 was on a copy protected disk, so the
.ATR
>may not execute without a little tweaking.
>

4956. Re: A few items I have for sale here...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-05 10:53:51 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <eJ7b7.307$rG5.134921@nnrp3.sbc.net>
Source record: 34876

The cartridges, percom disk drive and acoustic coupler have all been sold. I still have however, the 800xl w/1984 olympic logo box, 1010 recorder w/box-no PSU, the 1027 printer which needs a printhead and inkroller and the Volksmodem - 300 baud DCM w/PSU.
Make me an offer I can't refuse! If you like TRS-80 stuff (and who doesn't?) check out the comp.sys.tandy or bit.listserv.coco for other stuff I'm clearing out at rock bottom prices!
8-)
Mo

Mo wrote in message <0O597.177$5o5.7602@nnrp1.sbc.net>...
>I've got to make some space before my girlfriend kicks me and my computers
>out

4957. Envision home page...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-05 17:40:37 UTC
From: Darren Schebek <dschebek@telus.net>
Message-ID: <pyfb7.30540$b_3.2451462@news0.telusplanet.net>
Source record: 34877

Hello, fellow Atarians. After many years I finally put up a page for Envision (anyone remember Envision?) I managed to get an SIO2PC cable (at last) and salvaged all my work from my decaying 5 1/4 inch disks.

It's at http://www3.telus.net/dschebek/envision.html

4958. Atari items for sell

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-05 18:21:11 UTC
From: ballbreaker <rlbreite@gte.net>
Message-ID: <nd3rmtgosn0j3hndq7t3bd9cks3ed15ld0@4ax.com>
Source record: 34878

Moving soon and have the following items for sell.

computers:
800 computer with basic cart.
800 XL without power adapter

games:
Missile Command CXL4012
Galaxian CXL4024
Ms. Pac-Man RX8043
Pac-Man CXL4022
DonkeyKong RX8031

sawadee93015@yahoo.com

4959. Re: Atari Microsoft Basic

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-05 22:18:41 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c11dfd$a8002e00$031ea8c0@p400>
Source record: 34881

Mo <mygranny@'nospam'swbell.net> wrote

: I got a hold of an UNOPENED Atari microsoft Basic package for the
400/800's.

: open it. I'll make an ATR and maybe a quick reference to post up on my
: webpage.

My version of the disk is copyprotected. Making an APE Pro image will
maybe do the job...

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

4960. FS Atari Mega 4 STE (willing to trade for PC)

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-05 22:56:01 UTC
From: Bullit <jamesreganmusic@hotmail.com>
Message-ID: <24jrmtk43t7nh7aqqo9c2un11f5dsprfl6@4ax.com>
Source record: 34883

Atari Mega 4 STE with 100meg HD, B&W Monitor, Monitor Master Switch
(for switching to colour monitor)
Panasonic Printer, Emagic Notator 3.164 SL and additional software.

$300.00 Canadian or $200 US+ shipping from Toronto, Ontario area.
Or will trade for PC computer

4961. some 8bit atari user magazines for sale on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-05 23:39:42 UTC
From: ejber Ozkan <ezz@NOSPAMozkan.co.uk>
Message-ID: <9kkleeknt2@newsg4.svr.pol.co.uk>
Source record: 34888

hi Just wanted to let you chaps know of an auction ,Im having a house clearance so this stuff has got to go.

The popular atari user magazine (uk) from volumes 1 to 11...

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=1262238596

4962. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-06 01:15:08 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tmrrqteds2eg80@corp.supernews.com>
Source record: 34884
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Otter" <otter@oz.net> wrote in message news:9k61t8squ0@216.39.130.4...
> David Ogg wrote:
>
> > They chose to buy a PC with Windows on it, they had a choice. If anyone
> > here can find me a PC they want, and they don't want Windows on it, I
> > guarantee I can find it somewhere else, with the same warranty, support,
> > and hardware, at the same price, with another OS on it.
>
> >
> > Do you really think that everyone with windows on their computer was
> > forced to use it? I guarantee if you take a poll and ask people buying
> > new machines, and ask them what OS they want on their new PC, it will be
> > Windows.
>
> I think the biggest reason for this is that most of the people (not the
> technogeeks like most of us here in these newsgroups) simply don't know
> about the alternatives. Your average computer user will most likely get
> their new overpriced system at one of the big retail chains such as
> Circuit City, or Fred Meyer, or whatever. When they walk into one of
> those places and look over the selections, they will see the stats on
> the display models, and it will most likely list some form of Windows,
> some form of MS-Office, and probably a trial subscription to MSN or
> AOHell (in addition to listing the hardware of course). At those
> mass-market chains, you never see systems with stats placards boasting
> Linux and Star-Office. And the sales rep most likely won't even
> consider mentioning those as a possibility (if he even knows what Linux
> is).
>
> As an example, only about 2 years ago, I was at the Base Exchange at
> McChord AFB, and was looking over the different computers in their
> electronics department. I asked the sales rep there if I would be able
> to buy one of their systems without any OS installed, since I was
> scouting out a system to become a Linux box). He just flat out
> refused. I don't remember the reason he gave, but if I wanted one of
> their computers for my Linux system, I would have to get it with
> Windows-98 preinstalled, which I wouldn't have been using anyway, so why
> would I want to pay extra for it?), reformat, and then do my Linux
> install.
>
> So, to cut this post short, since I nearly lost my train of thought
> here... What good is having choices in operating systems and other

> software packages, if the typical consumer doesn't know about those
> choices and the folks selling the systems won't volunteer that
> information?

Ok. look in your crystal ball... how many people will get a linux PC when they
walk in Fred Meyer over a Windows PC?
They get the PC, then ask to look at the software section, or maybe ask if
they can run the same software they saw at their friend house.

I'm sure it better today and you dont have to spend a week getting a dev environment
to get basic tool to work. But its still a far cry from the software you get under windows.

Like you hint, the guy probably dont know linux.... can you imagine the guy walking back
asking for basic question as to why his new directx game wont install, or how does he
setup the new usb scanner he just got... or import his digital camera images, etc.. etc..
etc..

We are talking about 0.000001% . Thats why Dell droped the ball on linux. They dont offer
this as an option anymore. They realized that linux market is super specialized server and
hacker.
And hackers build their own PC's :)

BTW, I beleive its possible to have API like directx working on linux... So 'pure' directx
dev
could be ported in a snap to linux, but who we spend that level or R&D for those linux
user?

Stephan

4963. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-06 01:21:57 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tmrs7loh08fn8e@corp.supernews.com>
Source record: 34885
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"David Ogg" <davidogg@nc.rr.com> wrote in message
news:MPG.15cecd7cc117cb829896a3@news-server.nc.rr.com...
> In article <67r0k9.qga.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk
> says...
> > David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> > > Ok, not a good example, I'll pick another one, what if Linux integrated a
> > > free web browser into it's interface? What if (hypothetically) this put
> > > someone out on the street. What could the government do? Should they do
> > > anything?
> >
> > Linux doesn't need to "incorporate it into its interface" in the way you
> > mean... There are several free web browsers included with every linux
> > distro. And yes, depending on which windowmanager/desktop environment you
> > choose, there are integrated ones. But not of them are forced on the user.
> >
> > And as the source code is free... It would be easily UNintegratable if
> > someone DID want to reassert their choices.
>
> Easily, maybe, I can also easily unintegrate IE from Win98 too, there is
> a way to do it ;) (Was quite an embarassment too, after MS said they
> couldn't!)

I think they took it like "Remove your network stack, bad bad boy! you are a monopoly
you can integrate a network stack!" and from a totaly stupid request they just said "no
cant do"
because giving a valid answer wouldn't have made a diference.
In my view MS is really down at many people like they are technologie moron.

Anyway, lets look in 5 year as to what OS WONT have an integrated HTML 'parser' in the OS
as a base API service.
Should the US gov (and tax payer) bring to court QNX, Beos, etc.. ?

BTW, what happen when you type a ftp or http address in an explorer windows?
If you install Netscape can you 'fix' the now broken desktop and allow for those space to
be browsed again?
Who make 'namespace' http support for windows?

Anyway... time will again prove MS right and linux will follow.

Stephan

4964. Johny's Trouble

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-06 03:01:14 UTC
From: Scavenger <Scavenger@nospam.com>
Message-ID: <mr1smt4dstbpdt5rmbbinqdk5oiof28n1f@4ax.com>
Source record: 34886

Hi everybody :

I am looking for years for a game called Johny's
Trouble from an polish software house named Mirage, if anybody has
this game in any format (.bin , xex, atr, etc ,etc) and can send-me to
this email please don't spam ctorres@netexplora.com
I apreciate a lot

Greets

4965. Re: What do you use your 8bit for?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-06 04:46:52 UTC
From: Calagan <no@spam.com>
Message-ID: <0jpb7.31949$b_3.2567885@news0.telusplanet.net>
Source record: 34889

I play from now and then, mainly with my cartridge games, but even when it's just sitting there, my Atari 800XL with its 1010 and 1050 looks gorgeous on top of the home theater.

Calagan

<thor@math.tu-berlin.de> wrote in message news:3b5d87ac@news.ivm.net...
> jeking@nospam.com wrote:
> > I'm very curios..
>
> > With the proliferation and inexpensiveness of todays PC's, what are you
> > using your 8bit to do?
>
> Not really anything except for nostalgic reasons, I'd say. Ok, I'm using
> it sometimes to burn EPROMs. The interface hardware of the Ataris is so
> simple, it's easy to extend it by some self-made hardware.
>
> So long,
> Thomas

4966. Re: Johny's Trouble

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-06 05:19:52 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <7Wnb7.80$Ko1.132789@nnrp2.sbc.net>
Source record: 34887

I would try abbuc or one of the german or polish groups.
Isn't it www.abbuc.com ? I'm not sure..
Mo

```
,,,,
/'^'\
( o o )
-oOOO--(_)--OOOo-------------------------------------
| I stole this sig. from some |
| guy in the comp.sys.transputer |
| newsgroup- pretty cool huh? |
| oooO |
| ( ) Oooo. |
---\
--( )-------------------------------------------------------------
\_) ) /
(_/
```

Scavenger wrote in message ...
>Hi everybody :
>
> I am looking for years for a game called Johny's
>Trouble from an polish software house

4967. Re: Johny's Trouble

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-06 07:12:46 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <Orrb7.895$5R2.78048@news01.chello.no>
Source record: 34891

http://www.abbuc.de

"Mo" <mygranny@'nospam'swbell.net> skrev i melding
news:7Wnb7.80$Ko1.132789@nnrp2.sbc.net...
> I would try abbuc or one of the german or polish groups.
> Isn't it www.abbuc.com ? I'm not sure..
> Mo
>
> ,,,,
> /'^'\
> (o o)
> -oOOO--(_)--OOOo-------------------------------------
> | I stole this sig. from some |
> | guy in the comp.sys.transputer |
> | newsgroup- pretty cool huh? |
> | oooO |
> | ( ) Oooo. |
> ---\
> --( )---
> _)) /
> (_/
>
> Scavenger wrote in message ...
> >Hi everybody :
> >
> > I am looking for years for a game called Johny's
> >Trouble from an polish software house
>
>

4968. FS: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-06 10:17:38 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <9klqs2kor1@korweta.task.gda.pl>
Source record: 34892
Cross-posted to: comp.sys.atari.8bit,pl.comp.sys.atari

http://www.ebaystores.com/j131

j131

4969. Paypal _How does this work

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-06 11:00:29 UTC
From: Nigel Turton <npt@dickinsondoncaster.fsworld.co.uk>
Message-ID: <9kltc6fd1@newsg3.svr.pol.co.uk>
Source record: 34893

Ive seen many on Ebay utilising Paypal how does this work, is it something to do with an intermediary for credit card payments, please advise what happens for buying and selling

--
Nigel P Turton
800/800XL/65XE/130XE(switchable OS's), 6 x 1050 + Happy/Lazer
4MB STE/1MB STFM, 540MB HD, 4 x CDROM
Falcon 14MB, FPU, 2 x 340HD,CDROM,VGA
Lynx handheld (New aquisition :oP)
Jaguar 64 + CD (What a machine)
2600 (New aquisition :oP)
(ATARI LIVES)

4970. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-06 11:58:48 UTC
From: Dunny <paul.dunn4@ntlworld.com>
Message-ID: <O4Ab7.14275$hs5.2508041@news2-win.server.ntlworld.com>
Source record: 34747
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Roy Miller <millers@inebraska.com> wrote in message
news:3B6EB10F.48B4D6B5@inebraska.com...
> Thanks a whole hell of a lot.
>
> Now we have THREE of these bandwidth-wasting, cross-posting
> threads-with-the-same-title that I am not interesting in reading.
>
> Roy

No probs - any time mate. If you need more, just ask.

D.

4971. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-06 14:23:50 UTC
From: graham@aledrinker.co.uk
Message-ID: <6172ee17.0108060623.59586e4f@posting.google.com>
Source record: 34894
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

> Why should they have to though? What extra power would my parents get (word
> processing, internet, dtp, spreadsheet) by using Linux over Windows or her
> Mac (actually my old Mac)?

None if they can use Office/Works already. I would give the Unix
Office applications a year to become functionally more useful than the
MSOffice equivalents. By more useful I don't mean that they will do
everything that the equivalent MS program would do, but it would do it
correctly. Office has so many bugs it is unbelievable. Still, large
software programs have bugs, so the Unix Office apps will get them as
well. I just hope that the emphasis for the Unix Office apps is going
to be stability and bug fixing over feature bloat.

The Windows interface is just as confusing to newbies as the Linux one
(say, KDE). Except that KDE comes with a whole pile of apps
preinstalled for free, KOffice, Konqueror, silly games, etc. Linux is
just a mess under the surface though, and the surface is dodgy. For a
home user desktop, it needs a single, consistent interface, easy to
configure printers, hardware, etc. MS is way ahead in these areas. QNX
is the best alternative desktop OS I have seen to date.

> What advantages would I have in using Linux over
> Windows as an application programmer using VB, C++ Builder, VC++, Jbuilder,
> SQL Server etc?

VB - MS Technology
C++ Builder - Borland
VC++ - MS
JBuilder - Borland
SQLServer - MS

You would get none, of course. What advantages would I have in Windows
over Linux as a server programmer using Perl, PHP, Python,
PostgresQL/Oracle/MySQL?

> And there are not dozens of known security holes in most Unix/Linux
> distributions? Every scanf(),gets(), sprintf(),strcpy in the OS is a
> potential security hazard.

Hence you should use the more secure alternatives with length
parameters to prevent buffer overflows, such as strncpy.

Graham

4972. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-06 15:00:34 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B6EB10F.48B4D6B5@inebraska.com>
Source record: 34895
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Thanks a whole hell of a lot.

Now we have THREE of these bandwidth-wasting, cross-posting
threads-with-the-same-title that I am not interesting in reading.

Roy

Bob Retelle wrote:

> On Fri, 03 Aug 2001 03:47:47 GMT, James Alexander
> <james-m-alexander@home.com> wrote:
>
> >Bob,
> >
> >don't even try
> >to waste more of my time saying any intel processor can do a good job of it.
> >It simply isn't bact up by any fact, and likely never will be.
> >
>
> How about, YOU don't waste any more of OUR time telling us we don't do
> what we obviously CAN do with emulators?
>
> BobR

4973. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-06 15:32:56 UTC
From: pausch@saaf.se
Message-ID: <9kmdb8$hi6$1@merope.saaf.se>
Source record: 34896
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <6172ee17.0108060623.59586e4f@posting.google.com>,
Graham <graham@aledrinker.co.uk> wrote:

>> And there are not dozens of known security holes in most Unix/Linux
>> distributions? Every scanf(),gets(), sprintf(),strcpy in the OS is a
>> potential security hazard.
>
> Hence you should use the more secure alternatives with length
> parameters to prevent buffer overflows, such as strncpy.

And in particular, scanf(), gets(), sprintf(), strcpy() are not OS
functions but C runtime library functions, and the security holes
within these functions are present in *all* C runtime libraries,
including those running under MS-Windoze....

scanf() in particular is useless for anything but quick'n'dirty
throw-away test programs, and should never be used in a real
application.

--

Paul Schlyter, Swedish Amateur Astronomer's Society (SAAF)
Grev Turegatan 40, S-114 38 Stockholm, SWEDEN
e-mail: pausch at saaf dot se or paul.schlyter at ausys dot se
WWW: http://hotel04.ausys.se/pausch http://welcome.to/pausch

4974. Re: What do you use your 8bit for?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-06 18:09:29 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <t3Bb7.5269$P15.55552@typhoon.sonic.net>
Source record: 34748

jeking@nospam.com wrote:
: I'm very curios..

: With the proliferation and inexpensiveness of todays PC's, what are you
: using your 8bit to do?

Sadly, not much at this point. I recently (about a year ago?) got some
additional hardware. A very heavy floppy drive, an 800, an 850, and tons
and tons of disks and some carts.

My 800XL is quietly sitting in a closet waiting to be hooked up as well.
I recently moved, and now have an entire room dedicated as an office/gaming
area (so my 2600, NES, SNES PSX, DreamCast, and two Jaguars are hooked up),
but am low on desk space, which is where I want my XL hooked up.

What I really need is a small desk somewhere to set up my router (once
I get friggin' DSL) and dump the scanner and printer on it (shared on the
network, of course :)), and that'll leave lots of room for my Commodore
monitor and XL.

Also, having all my odd serial peripherals (palm cradle, UPS data-line)
hooked up to the router frees them for an SIO2PC cable. :)

Speaking of that, is FEMUL any good these days? Or can SIO2PC or,
preferably, APE (the DOS flavor) run under DOSEMU on Linux?

Of course, what I'd REALLY like is my 1200XL, which Bob Woolley has been
tinkering with (much like Dr. Frankenstein, except the 1200XL wasn't dead :))
for, oh... YEARS? :)

-bill!

4975. DOSEMU and serial ports (for SIO2PC)

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-06 18:11:52 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <I5Bb7.5270$P15.55552@typhoon.sonic.net>
Source record: 34749
Cross-posted to: comp.os.linux.misc,comp.sys.atari.8bit

There's an excellent program I used to use on a DOS machine a few years ago which let me use the PC as a virtual disk drive for my Atari computers (thanks to a simple serial cable doo-hickey).

The current Linux-based clone of the software isn't quite as usable as the DOS software was, so I'm thinking of using it under DOSEMU.

My question is: How robust is DOSEMU when it comes to serial ports?

(For the longest time, people were told not to even try using these DOS programs under Windows 3.1 or Win95, so they're really timing-sensitiy.)

Thanks!

-bill!

4976. atari joystick converter for EMU

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-06 19:03:45 UTC
From: ryokoichiyo@aol.com
Message-ID: <20010806150345.28000.00000571@ng-ce1.aol.com>
Source record: 34750

my atari 2600 was stolen....and i want to use an emu...
i still have a controller but i need to convert it to ibm game port....
please email me a circuit that does this...
ryouko@bellsouth.net
this is a friends aol account , bellsouth does not support news groups any
more...
but the email address at bellsouth is mine
i dont expect any one would care, but im only 14 and i would like to play those
atari games again
i had about 100 of them. even if i have to download them now to play them thats
fine as long as i get to use my cool slim lined left/right handed low profile
atari stick i still have :)
it was in another box cuz the first had no room left...
so i put this joystick and my TV cord and system power supplie in this box...
i dont know how they will play all those games with no power supplie :)
but i know im never gettign it back

4977. Re: Johny's Trouble

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-06 21:32:41 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c11ec0$63d14de0$031ea8c0@p400>
Source record: 34751

Scavenger <Scavenger@nospam.com> wrote

: I am looking for years for a game called Johny's
: Trouble from an polish software house named Mirage,

Have it on original disk which has a copyprotection, so I can't make an
image of it. The game is also released as "Johny's Problem"...
And at last, it was also released by ANG software in the Netherlands (with
"Mirage" notification on the cover).

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

4978. Re: Paypal _How does this work

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-06 22:58:29 UTC
From: ebaiz@skyenet.net
Message-ID: <piFb7.183$432.133738@newsfeed.slurp.net>
Source record: 34752

On 6 Aug 2001 12:00:29 +, "Nigel Turton" wrote:
>Ive seen many on Ebay utilising Paypal how does this work, is it something
>to do with an intermediary for credit card payments, please advise what
>happens for buying and selling
>
>--
>Nigel P Turton

Hello Nigel....

I belong to Paypal and have used it when I need to. It is a system
where you can get or give money to almost anyone. It is a very secure
way of doing business. if someone has something to sell me and is also
a Paypal member, the procedure is easy. I just logon to Paypal and give
the system the email address of the other person. Then I type in how
much money I want to give him and how I want to give it to him (credit
card/checking acct). Then the money is sent. This has worked well for me.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4979. Re: Paypal _How does this work

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-06 23:06:04 UTC
From: ebaiz@skyenet.net
Message-ID: <wpFb7.194$432.137226@newsfeed.slurp.net>
Source record: 34753

On 6 Aug 2001 12:00:29 +, "Nigel Turton" wrote:
>Ive seen many on Ebay utilising Paypal how does this work, is it something
>to do with an intermediary for credit card payments, please advise what
>happens for buying and selling
>
>--
>Nigel P Turton

Hello Nigel....

I belong to Paypal and have used it when I need to. It is a system
where you can get or give money to almost anyone. It is a very secure
way of doing business. if someone has something to sell me and is also
a Paypal member, the procedure is easy. I just logon to Paypal and give
the system the email address of the other person. Then I type in how
much money I want to give him and how I want to give it to him (credit
card/checking acct). Then the money is sent. This has worked well for me.

Edward S. Baiz Jr.
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HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
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Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

Edward S. Baiz Jr.
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Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4980. Re: Want a copy of: Zap! The rise and fall of Atari

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-06 23:18:19 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010806191819.17622.00003334@ng-cn1.aol.com>
Source record: 34754

Alas, that file has apparently fallen victum to hard drive cleaning and recycle bin-ectomy.

> rhamiiton5@aol.comedy.com held out the possibility:

>Wow, six months to a year ago it was up; I think I have a copy of Zap on
>another system...

>>> If you just want to read it or download the .PDF and print your own copy,
>>>it was available here...
>>>
>>> http://www.pipeline.com/~jhardie/

-Ron

Experience is something you don't get until just after you need it.

4981. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-06 23:49:56 UTC
From: Dave <nada.nad.nada@spamtrap.com>
Message-ID: <9knaa9$qq5$1@uranium.btinternet.com>
Source record: 34755
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Roy Miller" <millers@inebraska.com> wrote in message
news:3B6EB10F.48B4D6B5@inebraska.com...
> Thanks a whole hell of a lot.
>
> Now we have THREE of these bandwidth-wasting, cross-posting
> threads-with-the-same-title that I am not interesting in reading.
>

Then kill file them or whatever then :)

4982. Re: My-DOS Utilities...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-06 23:56:49 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010806195649.17622.00003343@ng-cn1.aol.com>
Source record: 34756

That is a pretty big order... making them smart enough and versatile enough to suit your requirements involves too much coding; you quickly encounter the law of diminishing returns. Too much work to eliminate some minor inconvenience. How often do you actually need to undelete files and format hard drives? I use DiskTool or DiskMend for recovery; it is simpler to do it manually than code all of the possibilities into a suitable algorythm.

The beauty of a good gameDOS is getting it in 3 sectors so there are no conflicts in the VTOC, etc. when building the disk. This limits you to 384 bytes and puts density smartness and subdirectories very near, if not outside the realm of capability. Most I would attempt is a separate loader for 128 byte and 256 byte sectors.

I might consider working on the format utility. What do you know about the disk structure on the 720 & 1440K units? Does the Percom Data Block still operate at this level? What is the track sector count? the sector byte count? Where is the directory & VTOC... all that stuff.

>Andreas Magenheimer magea000@mail.uni-mainz.de requested:

>I am in search of the following tools for My-DOS:
>a) some Undelete + Recover program
> (undelete any deleted file/any density; recover any deleted
>Dir.+VTOC, deleted
> via Quickformat, Fastformat or Clear directory); should support
>subdirs!
>b) a file sorter program (any files, any density; sort by name, extender
>or
> size); should support subdirs!
>c) a "delete Directory" (deltree) program, that deletes any directory,
>no matter if it includes files or other subdirs; any density of course!
>d) a "rename" directory program, that renames any directory or
>subdirectory, no matter where it is or what it contains; any density;
>e) a Gamedos that supports any MyDOS density plus Subdirs; especially
>one that supports up to 65535 sectors but with 128 bytes per sector...
>f) a MyDOS filecounter; that counts all files in any dir/subdir and of
>course in any density (sometimes you want to know how many files you
>have on a whole partition or in a certain directory/subdir.)
>g) a "tree" lister that lists the whole directory/subdirectory tree(s)
>on a drive or partition...
>h) a highspeed or ultraspeed routine for various floppy speeders, that
>works correct under MyDOS and at least Single, Medium and Double density
>(most of all, a highspeed/ultraspeed routine that works with MyDOS and
>turboBasic XL!!)
>i) a new disk formatting utility, that only lists these 6 formats:

> 1) Single (90kbytes) 4) DSDD 40T. (360kbytes)
> 2) Medium (130kbytes) 5) DSDD 80T. (720kbytes)
> 3) Double (180kbytes) 6) High Density (1440kbytes)
> so there would be no need to use MyDOS options O, P and I together...
>j) a harddisk formatting utility, that only lists the following:
> - sectors (x-65535)
> - drive (1-8) since D9: is always Ramdisk!
> and as soon as you press return then,the HD is formatted in MyDOS
>format.
>k) a "move" file utility, that moves a file to another dir/subdir (and
>then deletes the source file); should work with any density...
>l) a "move" dir/subdir utility that moves a dir/subdir to another
>dir/subdir without the need of copying (just rewrite the links and
>such)...; should work with any density...
>
>Maybe these MyDOS tools already exist (at least they all exist for
>Sparta-DOS!!), if not I do hope someone is willing to program some of
>them soon...

-Ron

Experience is something you don't get until just after you need it.

4983. Re: DOSEMU and serial ports (for SIO2PC)

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-07 03:43:13 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <tBHb7.112$NU1.81218@nnrp3.sbc.net>
Source record: 34757
Cross-posted to: comp.os.linux.misc,comp.sys.atari.8bit

It's been my understanding (I haven't tried it) that DOSEMU and APE v.117
for DOS work well together.
Mo

William Kendrick wrote in message ...
>There's an excellent program I used to use on a DOS machine a few years
>ago

4984. Re: 3 synapse related questions...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-07 03:48:33 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <tGHb7.113$NU1.82139@nnrp3.sbc.net>
Source record: 34758

When you say sensor, are you refering to something like the "mindlink"? I've been looking for something like that, although I've never heard of the software you mentioned. I've played necromancer on my 8bit, I think you can find it at holmes and natties page

http://freehosting2.at.webjump.com/32fc323eb/at/atari-webjump/atari0.html

I think this link works, Mo.

4985. Shwrinkwrapped ANTIC 6th anniv edition

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-07 04:54:42 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <xEIb7.121$NU1.95299@nnrp3.sbc.net>
Source record: 34759

I've up for auction an absolutely perfect copy of ANTIC- The Atari Resource magazine. This is the 6th anniversary edition complete w/double sided ANTIC disk! It even has the original pricetag of $9.95 on the top. Check it out!
Mo

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1262653782

4986. Re: 3 synapse related questions...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-07 05:38:43 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <l7Lb7.2643$ww1.244197@news02.tsnz.net>
Source record: 34760

> software you mentioned. I've played necromancer on my 8bit, I think you
can
> find it at holmes and natties page
>
> http://freehosting2.at.webjump.com/32fc323eb/at/atari-webjump/atari0.html
>

Wow, thats a Very old Link to my homepage..... :-) I'd forgotten about
the files up there... (Dont even think I remember my ftp passwords for that
site)

The Current Webpages are at http://homepages.paradise.net.nz/atari/

Holmes

4987. Re: 3 synapse related questions...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-07 08:19:55 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <TELb7.382$HA3.11308@nnrp1.sbc.net>
Source record: 34761

Thank you, I'll update my links!
Mo

>Wow, thats a Very old Link to my homepage..... :-) I'd forgotten about
>the files up there... (Dont even think I remember my ftp passwords for that
>site)
>
>The Current Webpages are at http://homepages.paradise.net.nz/atari/
>
>Holmes
>
>
>
>

4988. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-07 12:02:17 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_997185698@rtfm.mit.edu>
Source record: 34762
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 28, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.nacs.net/~classics/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/

4989. I need an ST-Mouse Driver for the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-07 16:51:26 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <9kp6a1$4pi$1@wrath.news.nacamar.de>
Source record: 34763

I need an ST-Mouse Driver for the ATARI 8 Bit, that runs in the VBI. Can anyone give me the source-code of such a driver?

Mirko

4990. 1050 Disk Drives- common problems and solutions?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-07 20:14:16 UTC
From: Nigel Henry <nigel.henry@virgin.net>
Message-ID: <j0Yb7.23258$hs5.3752306@news2-win.server.ntlworld.com>
Source record: 34764

Hey there. My 1050 drive has just died on me, and I was wondering if there was any information out there to help me repair it. Since we are all dependant on this piece of essential hardware, and with replacements VERY hard to come by these days, it might be a good idea to try and put all the info about it in one place somewhere.

Maybe someone has done this already? I'd sure like to know where it is if they have!

Anyway, in case any of you have a solution for my specific problem, here it is:

The drive was working fine when I last used it about a month ago. Yesterday I set it up and the power light comes on. However, the drive mechanisim does not start at all, the busy light does not come on, and the stepper motor does not move the head at all. No mechanical activity from the drive mechanisim whatsoever.

Sounds pretty bad, huh?

Someone help...PLEASE!

4991. Re: What do you use your 8bit for?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-07 22:38:41 UTC
From: Chris Cox <cbcox@no.spam.com>
Message-ID: <9kpqlq$bm0$1@uranium.btinternet.com>
Source record: 34765

Fort Apocalypse, Boulderdash, Archon etc :)

"Calagan" <no@spam.com> wrote in message
news:0jpb7.31949$b_3.2567885@news0.telusplanet.net...
> I play from now and then, mainly with my cartridge games, but even when
it's
> just sitting there, my Atari 800XL with its 1010 and 1050 looks gorgeous
on
> top of the home theater.
>
> Calagan
>
> <thor@math.tu-berlin.de> wrote in message news:3b5d87ac@news.ivm.net...
> > jeking@nospam.com wrote:
> > > I'm very curios..
> >
> > > With the proliferation and inexpensiveness of todays PC's, what are
you
> > > using your 8bit to do?
> >
> > Not really anything except for nostalgic reasons, I'd say. Ok, I'm using
> > it sometimes to burn EPROMs. The interface hardware of the Ataris is so
> > simple, it's easy to extend it by some self-made hardware.
> >
> > So long,
> > Thomas
>
>

4992. Atari 1050 repair UK?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-07 22:40:25 UTC
From: Chris Cox <cbcox@no.spam.com>
Message-ID: <9kpqpi$is6$1@neptunium.btinternet.com>
Source record: 34766

Does anybody know where I could get a 1050 repaired in the UK for a sensible price?

The drive doesn't read any discs despite appearing to "go through the motions"

I get a timeout when formatting etc.

4993. Re: I need an ST-Mouse Driver for the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-07 23:38:02 UTC
From: NoOne@FakeEmail.com
Message-ID: <90F6C6247CTHEnterprises@205.212.123.11>
Source record: 34767

Hi Mirko,

Check out: ftp://ftp.spudster.org/pub/Atari/CTH/Utilities/Files/Mouse/
. Both mouseint.arc and mouse.arc contain information and programs for the
mouse that are interrupt driven.

Best,
Tom

atarixle@12move.de (Mirko Sobe) wrote in
<9kp6a1$4pi$1@wrath.news.nacamar.de>:

>I need an ST-Mouse Driver for the ATARI 8 Bit, that runs in the VBI. Can
>anyone give me the source-code of such a driver?
>
>Mirko
>
>
>
>

4994. Re: 1050 Disk Drives- common problems and solutions?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-08 00:49:56 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <9kq2bk$on4$1@mohawk.hwcn.org>
Source record: 34768

Nigel Henry (nigel.henry@virgin.net) wrote:
: Hey there. My 1050 drive has just died on me, and I was wondering if there
: was any information out there to help me repair it. Since we are all
: dependant on this piece of essential hardware, and with replacements VERY
: hard to come by these days, it might be a good idea to try and put all the
: info about it in one place somewhere.

: Maybe someone has done this already? I'd sure like to know where it is if
: they have!

: Anyway, in case any of you have a solution for my specific problem, here it
: is:

: The drive was working fine when I last used it about a month ago. Yesterday
: I set it up and the power light comes on. However, the drive mechanisim does
: not start at all, the busy light does not come on, and the stepper motor
: does not move the head at all. No mechanical activity from the drive
: mechanisim whatsoever.

: Sounds pretty bad, huh?

: Someone help...PLEASE!

Check the mech and see if the drive belt is broken. I have what I think is
a fully working drive which the belt has broken. If your drive electronics
is fried, I could sell you my beltless one for 10 bucks plus shipping.

4995. Final CGE Update, 7800 Encryption

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-08 02:01:19 UTC
From: jhardie@pipeline.com
Message-ID: <3b759d61.87244384@news.pipeline.com>
Source record: 34769

Classic Gaming Expo 2001 Update 8-7-01

This is the final update for Classic Gaming Expo 2001 as all of us are heading out to Vegas in the morning to get things set up.

Hope to meet many of you at the show and if you're having a party, watch out. We love to crash them. :)

****

Dragon's Lair 3-D Update!!!

Legendary animators and Dragon's Lair co-creators, Don Bluth & Gary Goldman, will be appearing at CGE 2001. They will be joining Rick Dyer and John Pomeroy, both of whom had already committed, for a video presentation and keynote speech.

This is the first time the four creators of Dragon's Lair have been together in the same room since 1983!

NOTE All CGE attendees will be eligible to win one of two signed animation cells provided by the guests. One will be from Dragon's Lair and the other from Shadoan (Thayer's Quest).

The guests will also be bringing movie size Dragon's Lair and Space Ace posters that they will be signing.

****

Atari 7800 Encryption Program Released!

We've decided to kick off the festivities early and get everyone into the CGE spirit by releasing the 7800 encryption generation program. This is the actual program used by Atari to encrypt 7800 games and came right off of the hard drive that they used for this purpose.

Stop by http://www.cgexpo.com to download your copy of the encryption programs. Now let's see some new games!

****

New Alumni Guests Signed On!

We've added some great new guests since the last update. Here's some of the new celebrities that have signed on:

Jay Smith - Creator of the Vectrex
Joe Decuir - Father of the Atari VCS
Dan Kramer - Father of the Atari 5200 trakball

Susan McBride - Graphics Artist for Atari coin-op, Lynx, and Jag
Mark Turmell - 2600 Fast Eddie, Arcade Smash TV, NBA Jam, NFL Blitz

...and many, many more.

Check out the latest list at:
http://www.cgexpo.com/guests.html

****

We're sad to announce that the Father of Videogames, Ralph Baer, has been taken ill and will not be able to attend CGE 2001. Ralph has been with us from the beginning and we will certainly miss him this year. Please join us in wishing him a speedy recovery!

****

As mentioned, we're on our way tomorrow morning. We look forward to meeting everyone at the show so please be sure to stop by and say "Hi" when you get to Vegas.

Have a safe trip and see you there!

Regards,
John, Sean, & Joe

4996. Re: My-DOS Utilities...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-08 02:41:24 UTC
From: llpwhite@cs.com
Message-ID: <20010807224124.11261.00003053@ng-fv1.news.cs.com>
Source record: 34770

>That is a pretty big order... making them smart enough and versatile enough to suit your requirements involves too much coding...<

This was also my first thought after reading the original post. One of the first things that would be needed is a list of the "magic" memory locations used within MyDos 4.5 (and hopefully the same in 4.53 and 4.54). They're in the source code, naturally, but has anyone ever seen a list (so it doesn't have to be gleaned again)? As I would view these utilities (probably more than one), they could be written in pretty much any language, although being able to invoke directly from the MyDos menu would weigh in toward stand-alone executables (Action!, ABC compiled Basic, Quick!, or maybe one of the Assembler toolkits). I would also think that some of the many Sparta Dos utilities could be modified rather than start-from-scratch code.
Larry

4997. Re: What do you use your 8bit for?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-08 02:44:27 UTC
From: jon <jon@nospam.com>
Message-ID: <MPG.15da711f3cb61f3d989680@news.epix.net>
Source record: 34771

In article <9kpqlq$bm0$1@uranium.btinternet.com>, cbcox@no.spam.com
says...
> Fort Apocalypse, Boulderdash, Archon etc :)

m*u*l*e
>
>

4998. Re: I need an ST-Mouse Driver for the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-08 06:29:48 UTC
From: twh1@gmx.de
Message-ID: <3b70db71.622720@news.dpn.de>
Source record: 34772

On Tue, 7 Aug 2001 18:51:26 +0200, "Mirko Sobe" <atarixle@12move.de>
wrote:

>I need an ST-Mouse Driver for the ATARI 8 Bit, that runs in the VBI. Can
>anyone give me the source-code of such a driver?

as I can remember, there was an articel in the famous german "ATARI
magazin" ... but please - I don't know anymore in which month. Well,
just look for the "Assemblerecke" and check out the atmas-II sources,
very well documentated and yes .. a very fast vbi implementation.

but wait... i think compy shop did a mouse-driver to, usable in basic
(as you will need it?) .. it's very fast too, and can be found on an
old compy-shop disc-magazine...

sorry, for the unprecise information, but could be a hint :-)

bye sayz:
-thomsen@munich

--
Thomas Havemeister Student of Business Computer Science
Technical University of Ilmenau

P.S.: Sturz des Zaren & Take those Atarian care!

4999. Re: I need an ST-Mouse Driver for the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-08 06:58:07 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <9kqnpslkf1@wrath.news.nacamar.de>
Source record: 34773

Yes, I know. From this magazine, I typed in my actually mouse driver (for BOSS-X). But this driver in not a VBI-Driver, this driver is a normal driver, that is called with USR and stops by clicking.

Mirko

"Thomas Havemeister" <twh1@gmx.de> schrieb im Newsbeitrag news:3b70db71.622720@news.dpn.de...
> On Tue, 7 Aug 2001 18:51:26 +0200, "Mirko Sobe" <atarixle@12move.de>
> wrote:
>
> >I need an ST-Mouse Driver for the ATARI 8 Bit, that runs in the VBI. Can
> >anyone give me the source-code of such a driver?
>
> as I can remember, there was an articel in the famous german "ATARI
> magazin" ... but please - I don't know anymore in which month. Well,
> just look for the "Assemblerecke" and check out the atmas-II sources,
> very well documentated and yes .. a very fast vbi implementation.
>
> but wait... i think compy shop did a mouse-driver to, usable in basic
> (as you will need it?) .. it's very fast too, and can be found on an
> old compy-shop disc-magazine...
>
> sorry, for the unprecise information, but could be a hint :-)
>
>
> bye sayz:
> -thomsen@munich
>
> --
> Thomas Havemeister Student of Business Computer Science
> Technical University of Ilmenau
>
> P.S.: Sturz des Zaren & Take those Atarian care!

5000. Re: I need an ST-Mouse Driver for the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-08 08:27:43 UTC
From: twh1@gmx.de
Message-ID: <3b70f7e6.7907392@news.dpn.de>
Source record: 34774

On Wed, 8 Aug 2001 08:58:07 +0200, "Mirko Sobe" <atarixle@12move.de>
wrote:

>Yes, I know. From this magazine, I typed in my actually mouse driver (for
>BOSS-X). But this driver in not a VBI-Driver, this driver is a normal
>driver, that is called with USR and stops by clicking.

the drive described in atari magazin?! Or the compy-shop thing?!

bye sayz:
-thomsen@munich

--
Thomas Havemeister Student of Business Computer Science
Technical University of Ilmenau

P.S.: Sturz des Zaren & Take those Atarian care!

5001. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-08 10:36:23 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9kr4n7$1g2$1@venus.itns.co.za>
Source record: 34775
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Try a British firm called Fast Forward they have a lot of old BBC stuff. I got Hitchhikes Guide to the Galaxy from them.

On Sun, 22 Jul 2001 22:53:36 +0000, spike1@freenet.co.uk wrote:

> Roy Miller <millers@inebraska.com> did eloquently scribble:
>> Can you fellows on the east side of the Atlantic help me with an early 80s
>> question?
>> When I was in grad school in Mississippi, I saw on the Public TV channel
>> (several times) two BBC series on micro computers.
>
>> One was called (I think) The Computer Program, and the other was (as I
recall)
>
>> Making the Most of the Micro.
>
>> Each was 12-13 episodes long.
>
>> I've tried here, through contacts with the Nebraska Public TV to see if
anyone
>
>> has copies, or where I could buy copies. Do any of you know anything about
>> getting old BBC programs on tape?
>
>> Both series had the same host (a Scottish surname as I recall)
>
> Ian McNaught Davies... With Chris Serl as his clueless "what's a computer"
> type sidekick on the computer programme...
>
> Alas. No. Can't gove you any pointers on getting copies. I don't know if
> the BBC even still have copies of it.
>
> You could always enquire to the BBC itself.

--
Microsoft Works ? What are we listing oxymorons?

5002. Re: Microsoft woes

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-08 10:36:24 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9kr4n8$1g4$1@venus.itns.co.za>
Source record: 34776
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I think it is the IIe emulationm chip. It says Copyright Microsoft 1978. Aaagh!

On Sun, 22 Jul 2001 18:48:04 +0100, Steve Sweet wrote:

> Hi Stephen.
>
> "Stephen Shaw" <xstephenx@apple2.org.za> wrote in message
> news:9jeivh$t5e$1@venus.itns.co.za...
>
>> Anyone who doesn't like Bill Gates read the copyright message on the U110
> chip
>> on the ROM01 motherboard and weep!
>
> Couldn't you just post it, there's not likely to be many peop's with access
> to that hardware.
>

--
Microsoft Works ? What are we listing oxymorons?

5003. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-08 10:37:22 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9kr4p2$1hh$1@venus.itns.co.za>
Source record: 34777
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
On Sat, 28 Jul 2001 02:37:45 GMT, David Ogg wrote:

> In article <c11tj9.mk3.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk
> says...
>> David Ogg <davidogg@nc.rr.com> did eloquently scribble:
>> > in the term "outa theyre arse" how come you didn't point out the other
>> > two words? "out of their ass" , happy? :-)
>>
>> Because outa is slang? And Arse is the correct spelling?
>> An ass is a beast of burden, not an anatomical feature.
>
> Context, you can hardly have your head up a "beast of burden" ;)

I don't know so much what about George W. Bush he seems to have his head up an
ass all the time? :-)

--
... Of course it's grounded! ...watch, ...YEEEEEAAAAAAAARRGGHHH!!!!
```

5004. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-08 12:46:22 UTC
From: Julian Jordan <jjordan@bioch.ox.ac.uk>
Message-ID: <9krcav$548$1@news.ox.ac.uk>
Source record: 34778
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Hi

Do "Fast Forward" have a website? Any details appreciated!

Julian

"Stephen Shaw" <xstephenx@apple2.org.za> wrote in message
news:9kr4n7$1g2$1@venus.itns.co.za...
> Try a British firm called Fast Forward they have a lot of old BBC stuff. I
got
> Hitchhikes Guide to the Galaxy from them.
>
> On Sun, 22 Jul 2001 22:53:36 +0000, spike1@freenet.co.uk wrote:
>
> > Roy Miller <millers@inebraska.com> did eloquently scribble:
> >> Can you fellows on the east side of the Atlantic help me with an early
80s
> >> question?
> >> When I was in grad school in Mississippi, I saw on the Public TV
channel
> >> (several times) two BBC series on micro computers.
> >
> >> One was called (I think) The Computer Program, and the other was (as I
> recall)
> >
> >> Making the Most of the Micro.
> >
> >> Each was 12-13 episodes long.
> >
> >> I've tried here, through contacts with the Nebraska Public TV to see if
> anyone
> >
> >> has copies, or where I could buy copies. Do any of you know anything
about
> >> getting old BBC programs on tape?
> >
> >> Both series had the same host (a Scottish surname as I recall)
> >
> > Ian McNaught Davies... With Chris Serl as his clueless "what's a
computer"
> > type sidekick on the computer programme...
> >

> > Alas. No. Can't gove you any pointers on getting copies. I don't know if
> > the BBC even still have copies of it.
> >
> > You could always enquire to the BBC itself.
>
> --
> Microsoft Works ? What are we listing oxymorons?

5005. Seeking recommendations for 8-bit Atari online info.

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-08 14:01:28 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0108080601.699a126f@posting.google.com>
Source record: 34779

Can anybody (or everybody) recommend good sources of information on
Atari 8-bit computers on the Internet. I recently bought an Atari 800
w/ 2 810 drives, for nostalgia sake. But, they came with virtually no
documentation.

I am looking for online information on:
(1) Online (printable) manuals
(2) Atari DOS
(3) Atari hardware users manuals
(4) Atari Basic/Assembler documentation
(5) Good sources to buy 8-bit hardware and accessories
(6) Any other sites you have found useful

Any suggestions would be appreciated.

Thanks,
John
john@jrcc.net

5006. Re: Seeking recommendations for 8-bit Atari online info.

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-08 15:48:51 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010808114851.21609.00003476@ng-fx1.aol.com>
Source record: 34780

Where do we start? Lot of links here:
http://werple.net.au/~lions/atarif3.htm

>john@jrcc.net (Jheitmuller) asked:

>Can anybody (or everybody) recommend good sources of information on
>Atari 8-bit computers on the Internet. I recently bought an Atari 800
>w/ 2 810 drives, for nostalgia sake. But, they came with virtually no
>documentation.
>
>I am looking for online information on:
>(1) Online (printable) manuals

http://members.xoom.com/Pairman/Ref.html
http://www.atariarchives.org/mapping/
http://www.atariworld.com/tech_info/manuals.html

>(2) Atari DOS

http://www.celebritybase.net/atari8/Index.shtml

>(3) Atari hardware users manuals

http://trident.mcs.kent.edu/~clisowsk/8bit/atrpref.html
http://www.dislerdesign.com/Atari
http://www7.ewebcity.com/atari/a8men.htm
http://www.rdrop.com/~dano/pc/atari8/pinouts.html
http://www.bitsofthepast.com/atari
http://members.nbci.com/_XMCM/atarimods/index.html

>(4) Atari Basic/Assembler documentation

http://www.atariland.com/members/oldatarian
http://www.en.com/users/russg/index.htm
http://www.telusplanet.net/public/pairman/Ref.html

>(5) Good sources to buy 8-bit hardware and accessories

http://www.atarisales.com/
http://www.best-electronics-ca.com/
http://www.myatari.com/

>(6) Any other sites you have found useful

http://www.newbreedsoftware.com/xlsearch/

5007. ZAP!.PDF

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-08 16:02:01 UTC
From: lbaeza@usa.net
Message-ID: <c860ca33.0108080802.7218c565@posting.google.com>
Source record: 34781

Hi
I've been looking for a html-ized or pdf-ized version of
ZAP! THE RISE AND FALL OF ATARI with no results.
Does anyone know a link where I can find it?
I think I'm not the only one interested on it.
Thanks for reading...

Dr. von Byte

5008. Re: 1050 Disk Drives- common problems and solutions?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-08 16:09:14 UTC
From: Nigel Henry <nigel.henry@virgin.net>
Message-ID: <_udc7.1590$tq.231244@news6-win.server.ntlworld.com>
Source record: 34782

> Check the mech and see if the drive belt is broken. I have what I think is
> a fully working drive which the belt has broken. If your drive electronics
> is fried, I could sell you my beltless one for 10 bucks plus shipping.
>
>
Thanks for the offer, but I am in the UK, so shipping could cost a LOT!
I have checked the mechanisim, and as far as I can tell it's in good shape.
The belt is fully intact. When I said that there was no activity from the
drive mechanisim when I power up, I meant NOTHING! The drive motor does not
spin, the stepper motor does not move, and the busy light does not come on.
The only indication that I turned on the drive at all is the power LED.

Still hopeful that there's an answer out there!

5009. Re: Atari 1050 repair UK?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-08 16:16:20 UTC
From: Nigel Henry <nigel.henry@virgin.net>
Message-ID: <CBdc7.1602$tq.236019@news6-win.server.ntlworld.com>
Source record: 34783

It sounds like your track zero sensor may be faulty. Take this link and see
if any of it sounds familiar:

http://www.atarihq.com/atcomp/1050fix.html

Good luck!

Chris Cox <cbcox@no.spam.com> wrote in message
news:9kpqpi$is6$1@neptunium.btinternet.com...
> Does anybody know where I could get a 1050 repaired in the UK for a
sensible
> price?
>
> The drive doesn't read any discs despite appearing to "go through the
> motions"
>
> I get a timeout when formatting etc.
>
>

5010. Re: ZAP!.PDF

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-08 16:18:40 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <9kroegtup1@brokaw.wa.com>
Source record: 34784

Hi Luis,

the book is still under copyright, however you can order a copy here:

http://www1.xlibris.com/bookstore/bookdisplay.asp?bookid=12003

-Dan

5011. Re: Searching: Atari Converters...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-08 17:49:53 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B717BC1.19751886@mail.uni-mainz.de>
Source record: 34785

Well,
at atari-area !! Sorry, I always use bookmarks, so I do not know the URL
at the moment (I must leave here to check...). But some atari-area guys
leave messages here from time to time. The sources can also be found at
atari area (right where you download the RIP pics!). To display RIP
pictures however, use Visage from MadTeam... -Andreas

P.S.: If all else fails, you can also get some RIP pics from me, plus
source plus viewer...

Andre schrieb:
>
> > 2) a GIF to RIP (color gr. 9+10 intl.) converter
> > 3) a JPG to RIP converter
>
> Where can I find RIP-pics or technical information about this format?
>
> Andre

5012. Re: Just for fun...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-08 17:53:37 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B717CA1.3F4817BF@mail.uni-mainz.de>
Source record: 34786

```
Yesss !!!!
thats it... (I think members of Jefferson Airplane also founded
Jefferson Starship and then Starship, but I am not absolutely sure about
it.) -Andreas

Sysop Fox-1 schrieb:
>
> Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote
>
> : > But the dormouse said: "Feed your Head"...
> : >
> : > (From the song "White Rabbit" by Jefferson Airplane / Grace Slick).
>
> : now I know. I am a fan of Starship (you know - the 80`s )
>
> Have a 12 inch vinyl laying around named "We built this city". Same
> Starship?
>
> , now I have to
> : get in touch with Jefferson Starship and Jefferson Airplane too (the
> : seventies)...
>
> 70's rulez! All good cars are built in the 70's (well, and 60's :-), and
> I'm glad the Atari 8-bit too was released just before the 80's :-))
>
> --
> Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
> Email: fox-1 AT aq DOT nl
>
> "Remember what the dormouse said"
>
> :
> :
> :
> : Sysop Fox-1 schrieb:
> : >
> : > Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote
> : >
> : > : Sysop Fox-1 wrote...
> : > : > "Remember what the dormouse said"
> : > :
> : > : Well,
> : > : actually what did it say ??? I merely remember something similar from
> : > : the song "You are in the army now", originally from Bolland & Bolland
```

> : > : and covered by Status Quo (and maybe others too). -Andreas
> : >
> : > Usually I reply: "Go ask Alice, I think she'll know" :-)
> : >
> :

5013. Re: Searching: Atari Converters...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-08 17:56:47 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B717D5F.9B6172CB@mail.uni-mainz.de>
Source record: 34787

Well,
since I am not at all a programmer, I would prefer a ready-to-use
application. The Program should run on the A8 of course... -Andreas

Mark Keates schrieb:
>
> Andreas Magenheimer wrote:
>
> > 5) any BMP converter (also gr. 8,9,15; with save-routine)
> > 6) a Degas converter (one that has a micropainter save-routine; the one
>
> There's a great (free) PC app at: http://www.xnview.com
>
> I've also got a couple of 'C' programs that I wrote
> for the ST that converted a degas PI1 file to an A8
> file (or byte data for inclusion in an assembler).
> Basically you use a good paint program (e.g. PSP)
> to reduce the palette to 4 colours and the picture
> to half of a 320*200 image. Then the apps (run through
> an ST emulator) can rip the screen as a screen or by
> squares, i.e. for sprites.
>
> Let me know if you want more details.
>
> On a similar topic, I remember a STOS app (I think,
> or it may have been crackart) that lets you look
> for sprites within files by letting you scroll
> through the data and letting you alter the display
> width. Does anyone know of a a similar app for the
> PC that might also let you alter the bit depth?
>
> Thanks,
>
> Mark

5014. Re: Johny's Trouble

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-08 18:03:53 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B717F09.33D8B6C0@mail.uni-mainz.de>
Source record: 34788

Yep,
but some guy from mirage told me officially, that all Atari-8 Bit Mirage
games are freeware now !!! (It was the "Mirage Production manager2,
since these guys still release games - for the PC!) Released this news
through ABBUC, so now everyone is allowed to make copies of mirage games
(if he know how to remove the copy protection). Of course you can also
find copies on many polish sites, try searching the game under the name
"Problem Jasia" (english: Johnny`s problem)... -Andreas

Sysop Fox-1 schrieb:
>
> Scavenger <Scavenger@nospam.com> wrote
>
> : I am looking for years for a game called Johny's
> : Trouble from an polish software house named Mirage,
>
> Have it on original disk which has a copyprotection, so I can't make an
> image of it. The game is also released as "Johny's Problem"...
> And at last, it was also released by ANG software in the Netherlands (with
> "Mirage" notification on the cover).
>
> --
> Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
> Email: fox-1 AT aq DOT nl
>
> "Remember what the dormouse said"

5015. Re: My-DOS Utilities...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-08 18:10:17 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B718089.CD11887D@mail.uni-mainz.de>
Source record: 34789

Well,
I do not want a universal tool that fits all these needs. Maybe some of these tools are already avaiable for MyDOS or maybe some existing DOS 2 tools can be upgraded in such a way, they will support higher MyDOS densities and subdirs too. You know, when you have deleted a file on a 16MB MyDOS partition, there is almost no tool to undelete, no tool to recover a whole directory, no tool to count all files in this 16MB partition, etc. etc. Ok, there is however SpartaDOS and all mentioned apps are avaiable for SpartaDOS. But I never worked much with SpartaDOS and I do not like it very much. I would like to stay with MyDOS, but having a harddisk now, I have quite some trouble because of the lack of good MyDOS harddisk apps., that support 16 Megabyte partitions and subdirs... -Andreas

RHamiIton5 schrieb:
>
> That is a pretty big order... making them smart enough and versatile enough to
> suit your requirements involves too much coding; you quickly encounter the law
> of diminishing returns. Too much work to eliminate some minor inconvenience.
> How often do you actually need to undelete files and format hard drives? I use
> DiskTool or DiskMend for recovery; it is simpler to do it manually than code
> all of the possibilities into a suitable algorythm.
>
> The beauty of a good gameDOS is getting it in 3 sectors so there are no
> conflicts in the VTOC, etc. when building the disk. This limits you to 384
> bytes and puts density smartness and subdirectories very near, if not outside
> the realm of capability. Most I would attempt is a separate loader for 128 byte
> and 256 byte sectors.
>
> I might consider working on the format utility. What do you know about the disk
> structure on the 720 & 1440K units? Does the Percom Data Block still operate at
> this level? What is the track sector count? the sector byte count? Where is the
> directory & VTOC... all that stuff.
>
> >Andreas Magenheimer magea000@mail.uni-mainz.de requested:
>
> >I am in search of the following tools for My-DOS:
> >a) some Undelete + Recover program
> > (undelete any deleted file/any density; recover any deleted
> >Dir.+VTOC, deleted
> > via Quickformat, Fastformat or Clear directory); should support
> >subdirs!
> >b) a file sorter program (any files, any density; sort by name, extender
> >or

> > size); should support subdirs!
> >c) a "delete Directory" (deltree) program, that deletes any directory,
> >no matter if it includes files or other subdirs; any density of course!
> >d) a "rename" directory program, that renames any directory or
> >subdirectory, no matter where it is or what it contains; any density;
> >e) a Gamedos that supports any MyDOS density plus Subdirs; especially
> >one that supports up to 65535 sectors but with 128 bytes per sector...
> >f) a MyDOS filecounter; that counts all files in any dir/subdir and of
> >course in any density (sometimes you want to know how many files you
> >have on a whole partition or in a certain directory/subdir.)
> >g) a "tree" lister that lists the whole directory/subdirectory tree(s)
> >on a drive or partition...
> >h) a highspeed or ultraspeed routine for various floppy speeders, that
> >works correct under MyDOS and at least Single, Medium and Double density
> >(most of all, a highspeed/ultraspeed routine that works with MyDOS and
> >turboBasic XL!!)
> >i) a new disk formatting utility, that only lists these 6 formats:
> > 1) Single (90kbytes) 4) DSDD 40T. (360kbytes)
> > 2) Medium (130kbytes) 5) DSDD 80T. (720kbytes)
> > 3) Double (180kbytes) 6) High Density (1440kbytes)
> > so there would be no need to use MyDOS options O, P and I together...
> >j) a harddisk formatting utility, that only lists the following:
> > - sectors (x-65535)
> > - drive (1-8) since D9: is always Ramdisk!
> > and as soon as you press return then,the HD is formatted in MyDOS
> >format.
> >k) a "move" file utility, that moves a file to another dir/subdir (and
> >then deletes the source file); should work with any density...
> >l) a "move" dir/subdir utility that moves a dir/subdir to another
> >dir/subdir without the need of copying (just rewrite the links and
> >such)...; should work with any density...
> >
> >Maybe these MyDOS tools already exist (at least they all exist for
> >Sparta-DOS!!), if not I do hope someone is willing to program some of
> >them soon...
>
> -Ron
>
> Experience is something you don't get until just after you need it.

5016. Re: I need an ST-Mouse Driver for the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-08 18:14:20 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B71817C.6B9F2CFF@mail.uni-mainz.de>
Source record: 34790

Well,
one VBI driver can be found on the Mega magazin of Freddy Offenga
(forgot which issue). I also found one on the old Compyshop magazin,
together with source !!!
(Don`t know, if the Mega-Mag driver has a source, the Compyshop driver
has an assembler source, coded in Bibo-Assembler/Compyshop-Assembler of
course). Maybe the KE mouse-tool-disk also has a VBI driver, I have to
take a look...
-Andreas.

Mirko Sobe schrieb:
>
> I need an ST-Mouse Driver for the ATARI 8 Bit, that runs in the VBI. Can
> anyone give me the source-code of such a driver?
>
> Mirko

5017. Re: I need an ST-Mouse Driver for the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-08 18:22:55 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B71837F.9061DDBB@mail.uni-mainz.de>
Source record: 34791

Well,
the atari magazin driver is a "normal" driver, whereas the Compyshop and
Megazine drivers are real VBI mouse drivers... -Andreas.

Thomas Havemeister schrieb:
>
> On Wed, 8 Aug 2001 08:58:07 +0200, "Mirko Sobe" <atarixle@12move.de>
> wrote:
>
> >Yes, I know. From this magazine, I typed in my actually mouse driver (for
> >BOSS-X). But this driver in not a VBI-Driver, this driver is a normal
> >driver, that is called with USR and stops by clicking.
>
> the drive described in atari magazin?! Or the compy-shop thing?!
>
> bye sayz:
> -thomsen@munich
>
> --
> Thomas Havemeister Student of Business Computer Science
> Technical University of Ilmenau
>
> P.S.: Sturz des Zaren & Take those Atarian care!

5018. New version of Atari JPEG viewers released

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-08 18:58:23 UTC
From: Raphael Espino <rjespino@yahoo.com>
Message-ID: <m3k80enzu8.fsf@islita.localdomain>
Source record: 34792

The latest versions of a8jdpeg and family are now available:
http://a8jdpeg.atari.org
http://a8jdpeg.webhop.org

Please note the new URLs and update your bookmarks! The nbci site has
NOT been updated and will probably disappear. a8jdpeg and family are
based on the C=64's Juddpeg (http://www.ffd2.com/fridge/), written by
Stephen L. Judd.

There are now 3 versions available:
a8jdpeg - Original Atari 8-bit greyscale JPEG viewer
JpegView - Friendlier version of a8jdpeg
JpegShow - New slideshow version

The changes made:
* Fixed HIP mode save bug
* Fixed Micropainter mode save bug
* Fixed decoder problem when a DRI segment with restart interval of 0 is found
* Fixed problem with right hand side of images being darker in some modes
* Improved SpartaDOS/BEWEDOS support (but see note):
- SpartaDOS style directories supported in directory list
- Added support for SpartaDOS '>' directory separator in filenames
- Fixed crash when returning to SpartaDOS
* Assorted minor bug fixes and improvements

Note:
The (64K) display modes use the RAM under the OS, and hence will crash most
versions of SpartaDOS. These should work fine with BEWEDOS though.

Comments, suggestions, bug reports, etc. are welcome. (Yes, the colour
version is coming =).

--
-- Raphael Espino - rjespino@yahoo.com - Ramdrive v1.0 ramdisk and a8jdpeg --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
---------------- Join The Atari 8-bit Computer WebRing at: ----------------
-------------- http://www.geocities.com/rjespino/a8ring.html --------------

5019. atari-area + RIP pics...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-08 19:54:12 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B7198E4.7E08F9FF@mail.uni-mainz.de>
Source record: 34793

URL:
www.atari-area.prv.pl (or was it ftp ??)
Once there (takes an hour or so), look for "Kolekcje" (Collection) right under this word you find RIP. Click onto RIP, wait another hour and then a new page comes up. Has a nice polish text (we do not read it!)... and some fat and underlined words (links!):

- Visage (RIP viewer) click here to download this viewer...
- Procedur (procedure) click here to download some source stuff
(get to know more about RIP; Sources ??? -looks like PC stuff...)
- RIP01...RIP09 click there to download one of nine (9!) avaiable RIP archives.

Good luck and enjoy !!! -Andreas.

5020. Re: Johny's Trouble

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-08 21:40:16 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <l8c3ntomuierqp6vonlnb0n2p2635r30la@4ax.com>
Source record: 34794

On Wed, 08 Aug 2001 20:03:53 +0200, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>Yep,
>but some guy from mirage told me officially, that all Atari-8 Bit Mirage
>games are freeware now !!! (It was the "Mirage Production manager2,
>since these guys still release games - for the PC!) Released this news
>through ABBUC, so now everyone is allowed to make copies of mirage games
>(if he know how to remove the copy protection). Of course you can also
>find copies on many polish sites, try searching the game under the name
>"Problem Jasia" (english: Johnny`s problem)... -Andreas
>
Who is after the game, I have it a demo and full game..

5021. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-08 22:01:14 UTC
From: John Sheehy <jsheehy@ix.netcom.com>
Message-ID: <3jd3nt09c2fc2pkve7f89icomubgb67mni@4ax.com>
Source record: 34795
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <9kr4n7$1g2$1@venus.itns.co.za>,
Stephen Shaw <xstephenx@apple2.org.za> wrote:

>Microsoft Works ? What are we listing oxymorons?

Do you have a list of things that don't work in MSWorks, or are you just
being an immature bandwagon-hopper?
--

<>>< ><<> ><<> <>>< ><<> <>>< <>>< ><<>
John P Sheehy <jsheehy@ix.netcom.com>
><<> <>>< <>>< ><<> <>>< ><<> ><<> <>>>

5022. Re: My-DOS Utilities...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-08 22:14:15 UTC
From: Atari 8 Man <KMFerrante@cfl.rr.com>
Message-ID: <XQic7.9778$eg1.2581898@typhoon.tampabay.rr.com>
Source record: 34796

Hi,

I too had these problem way back in 1987 after ordering a HD system from
CSS. A friend (Technoid Mutan) introduced me to Sparta dos and just a
short time I was in love with this dos. I even ram the Pro BBS system for
11 years. There are many version of Sparta dos these days and the version
I use all the time is X32gx.dos (not mux compatible) all other version work
with the multi-plexer.
I have 2 dos sub-dir on my first partion filled with over 200 external
commands like Xmove/Deltree/FTD/TDline/
Xtype/Cleanup plus the great files by Tom Hunt like Rcopy/Rdel and unzip.
To tell you the truth, I probley would not use my 8bit with out Sparta dos.
I still save a pratition on my HD's for Mydos (there are a few programs that
need it) So give Sparta dos a chance, you'll love it.

Atari8man

"Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message
news:3B718089.CD11887D@mail.uni-mainz.de...
> Well,
> I do not want a universal tool that fits all these needs. Maybe some of
> these tools are already avaiable for MyDOS or maybe some existing DOS 2
> tools can be upgraded in such a way, they will support higher MyDOS
> densities and subdirs too. You know, when you have deleted a file on a
> 16MB MyDOS partition, there is almost no tool to undelete, no tool to
> recover a whole directory, no tool to count all files in this 16MB
> partition, etc. etc. Ok, there is however SpartaDOS and all mentioned
> apps are avaiable for SpartaDOS. But I never worked much with SpartaDOS
> and I do not like it very much. I would like to stay with MyDOS, but
> having a harddisk now, I have quite some trouble because of the lack of
> good MyDOS harddisk apps., that support 16 Megabyte partitions and
> subdirs... -Andreas
>
>
>
> RHamiIton5 schrieb:
> >
> > That is a pretty big order... making them smart enough and versatile
enough to
> > suit your requirements involves too much coding; you quickly encounter
the law
> > of diminishing returns. Too much work to eliminate some minor
inconvenience.
> > How often do you actually need to undelete files and format hard drives?
I use

> > DiskTool or DiskMend for recovery; it is simpler to do it manually than
code
> > all of the possibilities into a suitable algorythm.
> >
> > The beauty of a good gameDOS is getting it in 3 sectors so there are no
> > conflicts in the VTOC, etc. when building the disk. This limits you to
384
> > bytes and puts density smartness and subdirectories very near, if not
outside
> > the realm of capability. Most I would attempt is a separate loader for
128 byte
> > and 256 byte sectors.
> >
> > I might consider working on the format utility. What do you know about
the disk
> > structure on the 720 & 1440K units? Does the Percom Data Block still
operate at
> > this level? What is the track sector count? the sector byte count? Where
is the
> > directory & VTOC... all that stuff.
> >
> > >Andreas Magenheimer magea000@mail.uni-mainz.de requested:
> >
> > >I am in search of the following tools for My-DOS:
> > >a) some Undelete + Recover program
> > > (undelete any deleted file/any density; recover any deleted
> > >Dir.+VTOC, deleted
> > > via Quickformat, Fastformat or Clear directory); should support
> > >subdirs!
> > >b) a file sorter program (any files, any density; sort by name,
extender
> > >or
> > > size); should support subdirs!
> > >c) a "delete Directory" (deltree) program, that deletes any directory,
> > >no matter if it includes files or other subdirs; any density of course!
> > >d) a "rename" directory program, that renames any directory or
> > >subdirectory, no matter where it is or what it contains; any density;
> > >e) a Gamedos that supports any MyDOS density plus Subdirs; especially
> > >one that supports up to 65535 sectors but with 128 bytes per sector...
> > >f) a MyDOS filecounter; that counts all files in any dir/subdir and of
> > >course in any density (sometimes you want to know how many files you
> > >have on a whole partition or in a certain directory/subdir.)
> > >g) a "tree" lister that lists the whole directory/subdirectory tree(s)
> > >on a drive or partition...
> > >h) a highspeed or ultraspeed routine for various floppy speeders, that
> > >works correct under MyDOS and at least Single, Medium and Double
density
> > >(most of all, a highspeed/ultraspeed routine that works with MyDOS and
> > >turboBasic XL!!)
> > >i) a new disk formatting utility, that only lists these 6 formats:

> > > 1) Single (90kbytes) 4) DSDD 40T. (360kbytes)
> > > 2) Medium (130kbytes) 5) DSDD 80T. (720kbytes)
> > > 3) Double (180kbytes) 6) High Density (1440kbytes)
> > > so there would be no need to use MyDOS options O, P and I together...
> > >j) a harddisk formatting utility, that only lists the following:
> > > - sectors (x-65535)
> > > - drive (1-8) since D9: is always Ramdisk!
> > > and as soon as you press return then,the HD is formatted in MyDOS
> > >format.
> > >k) a "move" file utility, that moves a file to another dir/subdir (and
> > >then deletes the source file); should work with any density...
> > >l) a "move" dir/subdir utility that moves a dir/subdir to another
> > >dir/subdir without the need of copying (just rewrite the links and
> > >such)...; should work with any density...
> > >
> > >Maybe these MyDOS tools already exist (at least they all exist for
> > >Sparta-DOS!!), if not I do hope someone is willing to program some of
> > >them soon...
> >
> > -Ron
> >
> > Experience is something you don't get until just after you need it.
>

5023. Re: FREE STUFF!

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-09 00:46:08 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B71DCF6.4299420C@home.com>
Source record: 34798
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.programmer

The 850 was essentially an interface box for the 8bits, it had 4 RS232
type serial ports and the usual centronics style parallel printer port.

G Swaine wrote:What is an "850 expander" ?

>
> The number 850 is familiar as an old 8 bit peripheral, but I cannot
> recall what it was.
>

5024. Re: 1050 Disk Drives- common problems and s

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-09 01:16:26 UTC
From: ebaiz@skyenet.net
Message-ID: <Kvlc7.482$GD3.141781@newsfeed.slurp.net>
Source record: 34799

On 7 Aug 2001 21:14:16 +, "Nigel Henry" wrote:
>Hey there. My 1050 drive has just died on me, and I was wondering if there
>was any information out there to help me repair it. Since we are all
>dependant on this piece of essential hardware, and with replacements VERY
>hard to come by these days, it might be a good idea to try and put all the
>info about it in one place somewhere.
>
>Maybe someone has done this already? I'd sure like to know where it is if
>Someone help...PLEASE!

Well I am not sure how it can be fixed, but try the sites below. They
are known to repair such items and maybe offer some advice:

http://www.vme.net/dvm/aty/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5025. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-09 01:30:41 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <5Jlc7.80510$uj2.11545197@news02.optonline.net>
Source record: 34800
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I'm not the originator of this message, and no, I don't have such a list. But there is one very annoying aspect to MS Works. To my knowledge, there are no other word processors or spreadsheets that can import files saved in the proprietary MS Works formats. True, you can export from MS Works if you know in advance which other program you will be using to work on Works files, and that program is on the list of "save" formats in MS Works. But it's darned inconvenient for people who start out with Works and then want to use something a little more elaborate.

But now we are WAY off topic!

"John Sheehy" <jsheehy@ix.netcom.com> wrote in message
news:3jd3nt09c2fc2pkve7f89icomubgb67mni@4ax.com...
> In message <9kr4n7$1g2$1@venus.itns.co.za>,
> Stephen Shaw <xstephenx@apple2.org.za> wrote:
>
> >Microsoft Works ? What are we listing oxymorons?
>
> Do you have a list of things that don't work in MSWorks, or are you just
> being an immature bandwagon-hopper?
> --
>
> <>>< ><<> ><<> <>>< ><<> <>>< <>>< ><<>
> John P Sheehy <jsheehy@ix.netcom.com>
> ><<> <>>< <>>< ><<> <>>< ><<> ><<> <>><

5026. Re: Atari 1050 repair UK?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-09 02:34:32 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <0Nkc7.299$GN6.5177@nnrp1.sbc.net>
Source record: 34797

If that were the case, the drive would spin and make a rapid clicking noise (the head banging against the sensor). I had a drive that did that and I used a sensor out of another drive that was presenting the same symptoms as mentioned here to fix it. I suspect that it's probably a broken trace or perhaps a chip that needs reseating.
Mo

Nigel Henry wrote in message ...
>It sounds like your track zero sensor may be faulty. Take this link and see
>if any of it sounds familiar:
>
>http://www.atarihq.com/atcomp/1050fix.html
>
>Good luck!
>
>Chris Cox <cbcox@no.spam.com> wrote in message
>news:9kpqpi$is6$1@neptunium.btinternet.com...
>> Does anybody know where I could get a 1050 repaired in the UK for a
>sensible
>> price?
>>
>> The drive doesn't read any discs despite appearing to "go through the
>> motions"
>>
>> I get a timeout when formatting etc.
>>
>>
>
>
>

5027. Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-09 04:25:48 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0108082118080.17071-100000@shell.pacifier.com>
Source record: 34802
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and Atari Jaguar Games. The Great Communicator once said, "It's a Recession when It's in your Neighbor's back yard. But when It's in your back yard, it's a Depression!". Usually Atari sales depend on Customers with extra income. Money over and above what it takes to pay bills. This has cut into my livelyhood. With the current economy as it has been. I'm looking for Atari Customers with extra income! Especially repeat customers familiar with the way I do Business! My Specials, Sales & Discounts still apply! So check my HotLinks below, E-Mail me at atari@pacifier.com or call Ben anytime at (503)256-9974!

http://www.pacifier.com/~atari/specials.htm Current Atari Specials.
http://www.pacifier.com/~atari/ Benjamin's WebSite.
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales
http://www.pacifier.com/~atari/free_cat.htm FREE Catalogs info.
http://www.pacifier.com/~atari/catalogs.htm FREE Catalogs area.
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/antispam.htm Spamming News!

Check HotLinks above for specials on my WebSite! Two 20% Atari Discounts! General 20% SoftWare Discount & Repeat Customer Discount! 20% off all SoftWare for Atari 8 Bit & ST! And if your a repeat customer, 20% off ST & 8 Bit Hardware/Accessories, Software/Games, Books & References. Discount does not cover Happy Drives, xf551 Drives, Monitors & Jaguar! Discounts are like coupons, redeem by requesting Discounts in E-Mail.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5028. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-09 04:26:46 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15dbd311ad0e5f859896ed@news-server.nc.rr.com>
Source record: 34801
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
In article <9kr4p2$1hh$1@venus.itns.co.za>, xstephenx@apple2.org.za
says...
> On Sat, 28 Jul 2001 02:37:45 GMT, David Ogg wrote:
>
> > In article <c11tj9.mk3.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk
> > says...
> >> David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> >> > in the term "outa theyre arse" how come you didn't point out the other
> >> > two words? "out of their ass" , happy? :-)
> >>
> >> Because outa is slang? And Arse is the correct spelling?
> >> An ass is a beast of burden, not an anatomical feature.
> >
> > Context, you can hardly have your head up a "beast of burden" ;)
>
> I don't know so much what about George W. Bush he seems to have his head up an
> ass all the time? :-)

Well at least so far he's not leaving protein stains on the employees.

ouch, OK, well, it's a bit of a change from the tabloid king we just got
rid of anyway ;)
```

5029. Re: 1050 Disk Drives- common problems and solutions?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-09 06:07:23 UTC
From: Microsoft Windows User <classics@atarimax.com>
Message-ID: <MPG.15dbf2aaa3990ed0989681@news.nacs.net>
Source record: 34805

In article <_udc7.1590$tq.231244@news6-win.server.ntlworld.com>,
nigel.henry@virgin.net says...
> > Check the mech and see if the drive belt is broken. I have what I think is
> > a fully working drive which the belt has broken. If your drive electronics
> > is fried, I could sell you my beltless one for 10 bucks plus shipping.
> >
> >
> Thanks for the offer, but I am in the UK, so shipping could cost a LOT!
> I have checked the mechanisim, and as far as I can tell it's in good shape.
> The belt is fully intact. When I said that there was no activity from the
> drive mechanisim when I power up, I meant NOTHING! The drive motor does not
> spin, the stepper motor does not move, and the busy light does not come on.
> The only indication that I turned on the drive at all is the power LED.

The 3 most common problems that cause this on the 1050 are in
order of frequency:

1. Bad 6810 SRAM
2. Bad FDC
3. Bad Regulator section component

Check the power pins of the components on the main board to see if
they are getting 5V+. If they are try swapping out the RAM and FDC in
that order.

The SRAM is still available cheap from a few mail order places,
the FDC will cost you $5 - $10 at a surplus electronics outlet like BG
Micro.

There are still some vendors like myself who will take 2 broken
units and return 1 working unit for the cost of shipping. Since your in
the UK you might want to check the Vendors FAQ to see if anyone offers
this in your area.

Steve

5030. Re: FREE STUFF!

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-09 06:47:19 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <_toc7.342$GN6.7819@nnrp1.sbc.net>
Source record: 34803
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.programmer

If it's in a black metal housing with white lettering on it, I'll give you
$10.00 +shipping ! 8-)
Mo

James Alexander wrote in message <3B71DCF6.4299420C@home.com>...
>The 850 was essentially an interface box for the 8bits, it had 4 RS232
>type serial ports and the usual centronics style parallel printer port.
>
>G Swaine wrote:What is an "850 expander" ?
>
>>
>> The number 850 is familiar as an old 8 bit peripheral, but I cannot
>> recall what it was.
>>
>

5031. Re: Atari Microsoft Basic

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-09 07:03:14 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <VIoc7.343$GN6.7858@nnrp1.sbc.net>
Source record: 34804

Well I couldn't stand it anymore and I opened it! The sweet smell of air from the eighties filled the room. Brought back memories of when I bought my software at Sears in the Atari section! After doing a pro image, I got the report of four bad sectors. Using my Happy drive to copy it four short sectors showed up. The Happy did make a nice copy though. Looking at the manual, it makes no qualms about telling you not to try to copy 'at the risk of destroying the data on the disk and voiding your warranty'. That's not the only inconvenience, to use the mem.sav on a work disk, it must first be 'prepared' by formatting,writting DOS files, creating a mem.sav, and then copying CIOUSR and DIR from the microsoft disk. Evidently this makes some kind of write to the mem.sav file. To run a program written in this language, you must first boot Atari Microsoft BASIC, and then switch to the program disk (if you only have one drive). That kind of makes it impossible to distribute programs written in this language if none of the recipients have the program disk. Probably why it wound up disappearing into the void of obsolescence.
Mo

Sysop Fox-1 wrote in message <01c11dfd$a8002e00$031ea8c0@p400>...
>
>
>Mo <mygranny@'nospam'swbell.net> wrote
>
>: I got a hold of an UNOPENED Atari microsoft Basic package for the
>400/800's.
>
>: open it. I'll make an ATR and maybe a quick reference to post up on my
>: webpage.
>
>My version of the disk is copyprotected. Making an APE Pro image will
>maybe do the job...
>
>
>--
>Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
> Email: fox-1 AT aq DOT nl
>
> "Remember what the dormouse said"
>
>
>

5032. Re: Johny's Trouble

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-09 07:26:58 UTC
From: Scavenger <Scavenger@nospam.com>
Message-ID: <joe4ntcuocok5e598qibgsrdp1r4ag3u9h@4ax.com>
Source record: 34806

Thanks Adreas finally i found an Atr copy of the game......

great support... ;-)

On Wed, 08 Aug 2001 20:03:53 +0200, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>Yep,
>but some guy from mirage told me officially, that all Atari-8 Bit Mirage
>games are freeware now !!! (It was the "Mirage Production manager2,
>since these guys still release games - for the PC!) Released this news
>through ABBUC, so now everyone is allowed to make copies of mirage games
>(if he know how to remove the copy protection). Of course you can also
>find copies on many polish sites, try searching the game under the name
>"Problem Jasia" (english: Johnny`s problem)... -Andreas
>
>
>
>Sysop Fox-1 schrieb:
>>
>> Scavenger <Scavenger@nospam.com> wrote
>>
>> : I am looking for years for a game called Johny's
>> : Trouble from an polish software house named Mirage,
>>
>> Have it on original disk which has a copyprotection, so I can't make an
>> image of it. The game is also released as "Johny's Problem"...
>> And at last, it was also released by ANG software in the Netherlands (with
>> "Mirage" notification on the cover).
>>
>> --
>> Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
>> Email: fox-1 AT aq DOT nl
>>
>> "Remember what the dormouse said"

5033. Re: Johny's Trouble

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-09 07:59:55 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <%prc7.1194$5R2.146636@news01.chello.no>
Source record: 34807

I would love to get it. I do think I have either the demo or the game myself, but it's been so long since I've looked at it. Maybe I only have the music too.

"Paul Irvine" <mclane.dellos@btinternet.com> skrev i melding news:l8c3ntomuierqp6vonlnb0n2p2635r30la@4ax.com...
> On Wed, 08 Aug 2001 20:03:53 +0200, Andreas Magenheimer
> <magea000@mail.uni-mainz.de> wrote:
>
> >Yep,
> >but some guy from mirage told me officially, that all Atari-8 Bit Mirage
> >games are freeware now !!! (It was the "Mirage Production manager2,
> >since these guys still release games - for the PC!) Released this news
> >through ABBUC, so now everyone is allowed to make copies of mirage games
> >(if he know how to remove the copy protection). Of course you can also
> >find copies on many polish sites, try searching the game under the name
> >"Problem Jasia" (english: Johnny`s problem)... -Andreas
> >
> Who is after the game, I have it a demo and full game..

5034. Re: Johny's Trouble

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-09 09:38:10 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <jfm4nts7r2o908fbflq3ib9nimh15gt3ak@4ax.com>
Source record: 34808

On Thu, 09 Aug 2001 07:59:55 GMT, "Vidar Olavesen" <olavese@online.no>
wrote:

>I would love to get it. I do think I have either the demo or the game
>myself, but it's been so long since I've looked at it. Maybe I only have the
>music too.

Check your mail box :-)

5035. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-09 10:00:00 UTC
From: chad_alberts@yahoo.com
Message-ID: <c703a79f.0108090159.31fb63c0@posting.google.com>
Source record: 34809
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"T.J.T van Kooten" <thomas@-nospam-worldonline.nl> wrote in message news:<9ikva3ple1@nereid.worldonline.nl>...

> For the sake of argument let's suppose you could design a next generation
> $300 homecomputer. The goal is to make a userfriendly machine for general
> use and for hobbyists. How would such a system look?

I would go for something very simple: a very compact hand held or palm pilot type machine with a 6502 or 65816 CPU, either 4 or 8 megs of RAM, 320x200 / 640x400 LED display, a GEOS or Palm OS type operation system: it would include both a kernal layer and a GUI layer so that the GUI can be shut down by a program. It would be a machine that could be used for something like a Gameboy
or a Palm Pilot but would include lot of IO ports for external extras like keyboard, mouse, TV/VGA output, disk drive, hard drive or CD-ROM, printer ect. and can be used as a simple home computer or web browser as well as a control module for other hobby projects.

I would also include a built in assembler and another simple high level languge like BasicX (which will allow inline asm like Turbo Pascal does).

Oh, yeah... if possible I would also include network support so that these hand held computers can be chained together. Maybe infrared IO too.

5036. Re: Atari 1050 repair UK?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-09 11:11:22 UTC
From: jerry_glenwright@hotmail.com
Message-ID: <2be33b6b.0108090311.751d2c74@posting.google.com>
Source record: 34810

Open the drive (carefully...), locate the pressure pad (wiggle the drive lock mechanism a few times while peering inside) and (even more carefully) rough up the surface of the pressure pad (but with material falling into the drive mech) or pry it out of its holder and replace it with one crafted from the pressure pad of an ordinary audio cassette with a tiny dab of superglue.

After many years use, these pressure pads become compacted and aren't able to press the material of the disk against the read/write heads sufficiently for the data to be read. Careful dressing of the pressure pad usually solves the problem.

Good luck!

5037. Re: Johny's Trouble

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-09 11:37:38 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <6Cuc7.1210$5R2.153470@news01.chello.no>
Source record: 34811

> Check your mail box :-)

I did! Yeeha! Thanks!

5038. Off to the CGE

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-09 12:04:50 UTC
From: ebaiz@skyenet.net
Message-ID: <C%uc7.62$h%3.96671@newsfeed.slurp.net>
Source record: 34812

Hello all,

Well I am off to the CGE in Vegas. Taking the kids with me. I know they
will have a blast as will I. I hope to buy some neat things as well
take alot of nice pictures. I hope B & C will be there again. They had
alot of nice things for the 8-bit computers. Take care....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5039. Re: atari-area + RIP pics...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-09 12:49:55 UTC
From: twh1@gmx.de
Message-ID: <3b7286c8.20873920@news.dpn.de>
Source record: 34813

On Wed, 08 Aug 2001 21:54:12 +0200, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>URL:
>www.atari-area.prv.pl (or was it ftp ??)
>Once there (takes an hour or so), look for "Kolekcje" (Collection) right
>under this word you find RIP. Click onto RIP, wait another hour and then
>a new page comes up. Has a nice polish text (we do not read it!)... and
>some fat and underlined words (links!):
>
>- Visage (RIP viewer) click here to download this viewer...
>- Procedur (procedure) click here to download some source stuff
> (get to know more about RIP; Sources ??? -looks like PC stuff...)
>- RIP01...RIP09 click there to download one of nine (9!) avaiable RIP
>archives.

hey andreas!!

thank you for the hint :-) I would never tryl&error on polish sites
:-)

bye sayz:
-thomsen@munich

--
Thomas Havemeister Student of Business Computer Science
Technical University of Ilmenau

P.S.: Sturz des Zaren & Take those Atarian care!

5040. Re: I need an ST-Mouse Driver for the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-09 13:10:30 UTC
From: twh1@gmx.de
Message-ID: <3b728b9b.22108096@news.dpn.de>
Source record: 34814

On Wed, 08 Aug 2001 20:14:20 +0200, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>Well,
>one VBI driver can be found on the Mega magazin of Freddy Offenga
>(forgot which issue). I also found one on the old Compyshop magazin,
>together with source !!!
>(Don`t know, if the Mega-Mag driver has a source, the Compyshop driver
>has an assembler source, coded in Bibo-Assembler/Compyshop-Assembler of
>course). Maybe the KE mouse-tool-disk also has a VBI driver, I have to
>take a look...

what can you do with the mouse-tool-disk?! Btw, are there any painting
programs supporting a mouse (besides the slow S.A.M. Paint) ?!

bye sayz:
-thomsen@munich

--
Thomas Havemeister Student of Business Computer Science
Technical University of Ilmenau

P.S.: Sturz des Zaren & Take those Atarian care!

5041. Re: ZAP!.PDF

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-09 13:43:35 UTC
From: Semecky <semecky@saul-is.cz>
Message-ID: <9ku428$2mf1$1@news.nextra.cz>
Source record: 34815

Yes, I too.

Atari XL/XE
semecky@saul-is.cz
http://go.to/semecky

"Luis Baeza" <lbaeza@usa.net> wrote in message
news:c860ca33.0108080802.7218c565@posting.google.com...
> Hi
> I've been looking for a html-ized or pdf-ized version of
> ZAP! THE RISE AND FALL OF ATARI with no results.
> Does anyone know a link where I can find it?
> I think I'm not the only one interested on it.
> Thanks for reading...
>
> Dr. von Byte

5042. Re: Seeking recommendations for 8-bit Atari online info.

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-09 14:03:47 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0108090603.452630dc@posting.google.com>
Source record: 34816

Thanks very much for the info 8-)

rhamiiton5@aol.comedy.com (RHamiIton5) wrote in message
news:<20010808114851.21609.00003476@ng-fx1.aol.com>...
> Where do we start? Lot of links here:
> http://werple.net.au/~lions/atarif3.htm
>
> >john@jrcc.net (Jheitmuller) asked:
>
> >Can anybody (or everybody) recommend good sources of information on
> >Atari 8-bit computers on the Internet. I recently bought an Atari 800
> >w/ 2 810 drives, for nostalgia sake. But, they came with virtually no
> >documentation.
> >
> >I am looking for online information on:
> >(1) Online (printable) manuals
>
> http://members.xoom.com/Pairman/Ref.html
> http://www.atariarchives.org/mapping/
> http://www.atariworld.com/tech_info/manuals.html
>
> >(2) Atari DOS
>
> http://www.celebritybase.net/atari8/Index.shtml
>
> >(3) Atari hardware users manuals
>
> http://trident.mcs.kent.edu/~clisowsk/8bit/atrpref.html
> http://www.dislerdesign.com/Atari
> http://www7.ewebcity.com/atari/a8men.htm
> http://www.rdrop.com/~dano/pc/atari8/pinouts.html
> http://www.bitsofthepast.com/atari
> http://members.nbci.com/_XMCM/atarimods/index.html
>
> >(4) Atari Basic/Assembler documentation
>
> http://www.atariland.com/members/oldatarian
> http://www.en.com/users/russg/index.htm
> http://www.telusplanet.net/public/pairman/Ref.html
>
> >(5) Good sources to buy 8-bit hardware and accessories
>
> http://www.atarisales.com/
> http://www.best-electronics-ca.com/

> http://www.myatari.com/
>
> >(6) Any other sites you have found useful
>
> http://www.newbreedsoftware.com/xlsearch/

5043. Getting disk images to 1050 disk...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-09 14:10:24 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <NniiyTGQnpc7EwG5@lovecraft.demon.co.uk>
Source record: 34817

Okay, I know about APE and such - but my Atari isn't remotely near a PC!
How can I make new disks for games from downloaded images? I seem to
have hundreds of unlabeled Multiboot disks, many of which don't work,
but I can't find MULE anywhere!

Can I just get one of my 1050s, a PC-SIO cable, and write disks using a
PC utility?

Richard
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, JD800, CZx3, CX5M, M1 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-925, Toshiba SD2109, PS2 '----''(_/--' `-'_)Morticia

5044. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-09 15:07:07 UTC
From: graham@aledrinker.co.uk
Message-ID: <6172ee17.0108090707.5d91759f@posting.google.com>
Source record: 34818
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

> I would go for something very simple: a very compact hand held or palm
> pilot type machine with a 6502 or 65816 CPU,

Or for $10 more, you could have a 200MHz StrongARM processor or similar in the device, along with easy, cheap support for the interfaces you list below.

I like ARM processors, and really want a fast XScale based laptop or computer. Not much chance of getting one soon though.

> either 4 or 8 megs of RAM,

For a handheld device, low power memory is essential. Hitachi just this week released an 8MB memory chip that uses 30% less power and is even faster. Given the cost of memory, it makes sense to hit the sweet spot in price rather than the cheap spot, and I imagine that could be 16MB or 32MB. Which is a lot for a handheld device unless you run WinCE. Which I wouldn't want at all. So lets spoil ourselves anyway.

> 320x200 / 640x400 LED display,

If you have a keyboard on the device (like a Psion palmtop) then a 640x240 half-height display (Psion 5) or 640x480 display (Psion 7) would be great.

Without a keyboard you would have a conventional palmtop display of 320x240.

> a GEOS or Palm OS type operation
> system: it would include both a kernal layer and a GUI layer so that
> the GUI can be shut down by a program. It would be a machine that
> could be used for something like a Gameboy

Palm do have a very good frontend for launching software on a palmtop device. The software choice is very good as well. The underlying OS is a bit didgy though, but they are moving to ARM, so hopefully they will sort these things out and get a solid OS in there under their GUI stuff.

> or a Palm Pilot but would include lot of IO ports for external extras
> like keyboard, mouse, TV/VGA output, disk drive, hard drive or CD-ROM,
> printer ect. and can be used as a simple home computer or web browser
> as well as a control module for other hobby projects.

Yikes, where to put the ports on the device! I suppose it could have one of those laptop bay-extender thingies, which could have a DVD/CD drive, HD, etc in it.

Wireless ethernet would be a very useful feature.

Mouse wouldn't be necessary with a touch-screen system. A small portable printer for the device would be neat though - an A5 printer :) Still "neat" is not "needed"! Audio recording and playing is necessary, as is decent video, which palmtops really need. How about some 80's style graphics hardware trickery! Sprites, hardware scrolling, block mode graphics, etc, but with a 16-bit screen :) - then again, the GameBoy Advance has that and more now... maybe some lowend 3D hardware instead!

> I would also include a built in assembler and another simple high
> level languge like BasicX (which will allow inline asm like Turbo
> Pascal does).

That would be fun.

Graham

5045. See you at CGE with some rare Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-09 15:30:45 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <9kus69$e88$1@nnrp1.phx.gblx.net>
Source record: 34822

If you are going to be at Classic Gaming Expo I will be auctioning off a Tooth Protectors Atari 2600 Cartridge and a super rare Atari sound/light special effects console (hooks to TV, kind of like VLM for Jaguar only 20 years earlier) from the 70's! I may even bring a couple of rare IDSI boxed 800 xl game cartridges to trade! (I need Tapper, Matterhorn and Zeppelin carts for 800 xl)

I have the most highly sought after game for Atari 800 xl up for auction this week, MULE, complete with packaging and tested and working on 2 of my 8-bit drives. I just had a guy e-mail me and offer me $125 for it and I turned him down just to give everyone a fair crack at it! Don't forget to check out the 59 other super rare items including Atari 800 xl Bounty Bob Strikes Back, Atari 2600 Malagai, Dice Puzzle, Tapper, Atari 5200 Zaxxon, and tons more! Search for Malagai on the most popular auction site on the internet , the click view other auctions for the rest.

Thanks a lot for reading my post! -Satcom2

5046. Re: I need an ST-Mouse Driver for the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-09 16:09:05 UTC
From: Itay Chamiel <itaycspam@cs.huji.ac.il>
Message-ID: <9ku8th$q41$1@news.huji.ac.il>
Source record: 34819

Will someone please explain to me how a mouse can be read in the VBI?

Each read of the mouse port can only detect movement of one pixel. There are only 50 or 60 VBI's per second, and the average mouse movement is much faster than that. When I implemented a little mouse driver according to an article in ANALOG (around '85, about connecting a mouse to the 8-bit), it required about 20 DLI's running down the screen in order to read the mouse properly.

The Atari mouse doesn't send its coordinates and it is basically a dumb device. If anyone can explain how a VBI-only driver works, I'd like to know too.

-itay

--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc

"Mirko Sobe" <atarixle@12move.de> wrote in message
news:9kp6a1$4pi$1@wrath.news.nacamar.de...
> I need an ST-Mouse Driver for the ATARI 8 Bit, that runs in the VBI. Can
> anyone give me the source-code of such a driver?
>
> Mirko
>
>
>

5047. Re: I need an ST-Mouse Driver for the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-09 17:24:30 UTC
From: thor@math.tu-berlin.de
Message-ID: <3b72ab2e@news.ivm.net>
Source record: 34820

Itay Chamiel <itaycspam@cs.huji.ac.il> wrote:
> Will someone please explain to me how a mouse can be read in the VBI?

You just run the VBI for half the complete frame and then return
to the main program, and keep the mouse polling within this long time span.
Obviously, this will slow down programs by about 50% if you use half the screen
for the polling, and the mouse becomes *slightly* inaccurate since you miss
the ticks that are generated in the lower half of the screen.

There are also smarter alternatives, like a simple additional hardware
that implements up/down counters to count the mouse "ticks".

So long,
Thomas

5048. Re: Getting disk images to 1050 disk...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-09 19:07:24 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010809150724.04369.00001732@mb-mh.aol.com>
Source record: 34821

There is a separate PC21050 cable and software for your purpose on the APE and SIO2PC pages.

>Richard Kilpatrick richard@lovecraft.demon.co.uk asks:

>Can I just get one of my 1050s, a PC-SIO cable, and write
>disks using a PC utility?

-Ron

Experience is something you don't get until just after you need it.

5049. Re: 1050 Disk Drives- common problems and solutions?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-09 21:14:03 UTC
From: Nigel Henry <nigel.henry@virgin.net>
Message-ID: <J2Dc7.21069$e%3.1986804@news2-win.server.ntlworld.com>
Source record: 34823

Thanks Steve, some good ideas there. I checked for +5V on the mainboard IC's, and it is present on most, so we can probably rule the voltage regulator out. The only problem I have now is that I don't have a "good" SRAM or FDC chip to swap out. Do you think Best electronics or another supplier would sell me just these components? It would be a very small order.

I would dearly love to swap 2 faulty drives for one good one- now my last working drive has died, that leaves me with 4 faulty ones!

Thanks, Nigel

> The 3 most common problems that cause this on the 1050 are in
> order of frequency:
>
> 1. Bad 6810 SRAM
> 2. Bad FDC
> 3. Bad Regulator section component
>
> Check the power pins of the components on the main board to see if
> they are getting 5V+. If they are try swapping out the RAM and FDC in
> that order.
>
> The SRAM is still available cheap from a few mail order places,
> the FDC will cost you $5 - $10 at a surplus electronics outlet like BG
> Micro.
>
> There are still some vendors like myself who will take 2 broken
> units and return 1 working unit for the cost of shipping. Since your in
> the UK you might want to check the Vendors FAQ to see if anyone offers
> this in your area.
>
> Steve

5050. Re: ZAP!.PDF

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-09 21:33:01 UTC
From: "David\\Julie Wilson" <cybrslider@home.com>
Message-ID: <hkDc7.1677$bc.2870@news1.rdc1.tx.home.com>
Source record: 34824

For those of you that frequent eBay, there is an auction with 4 books I believe, one of them being Zap. I don't have the link. It's under Computers/Other Hardware/Vintage.

David

"Semecky" <semecky@saul-is.cz> wrote in message news:9ku428$2mf1$1@news.nextra.cz...
> Yes, I too.
> _____________________
> Atari XL/XE
> semecky@saul-is.cz
> http://go.to/semecky
>
> "Luis Baeza" <lbaeza@usa.net> wrote in message
> news:c860ca33.0108080802.7218c565@posting.google.com...
> > Hi
> > I've been looking for a html-ized or pdf-ized version of
> > ZAP! THE RISE AND FALL OF ATARI with no results.
> > Does anyone know a link where I can find it?
> > I think I'm not the only one interested on it.
> > Thanks for reading...
> >
> > Dr. von Byte
>

5051. See you at CG Expo! :)

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-10 00:46:41 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <R9Gc7.6347$P15.64764@typhoon.sonic.net>
Source record: 34825
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.lynx

Well, I'll be off to my first CG Expo (and first trip to Las Vegas, and first trip to somewhere where there's noone waiting to pick me up :)) tomorrow evening, arriving in LV late.

I'll no doubt be bringing my Lynxes, and MIGHT be bringing my Jaguars and BattleSpheres (but I doubt it, since I'm NOT bringing TVs ;))

Anyway, see folks there! It'll be good to finally meet so many people and promptly forget the names I'll have attached to faces. ;)

-bill!

5052. Re: I need an ST-Mouse Driver for the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-10 00:55:02 UTC
From: NoOne@FakeEmail.com
Message-ID: <90F8D6F65CTHEnterprises@205.212.123.11>
Source record: 34826

itaycspam@cs.huji.ac.il (Itay Chamiel) wrote in
<9ku8th$q41$1@news.huji.ac.il>:

>Will someone please explain to me how a mouse can be read in the VBI?
>

It's actually accomplished with a combination of DLI's and some
additional VVBLKI code.

5053. Atari T-Shirt & merchandise

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-10 08:32:10 UTC
From: twh1@gmx.de
Message-ID: <3b739a89.6625664@news.dpn.de>
Source record: 34830

Howdy Atarians!

First of all, I don't get any money for that. It's just because I love *my* new Atari T-Shirt.

For all who are interested in buying atari merchandise, this is the only serious adress I found on net.

http://www.emerchandise.com/browse/ATARI/ALLPRODUCTS/

have fun with it!!

something else:

As I can remember, there was a list with movies, where atari products where placed. Where can I find it?!

And finally:

Are there other atari merchandise related retailers avail on net? I'm still looking for some cool posters with Road Trip movie and that guy who is wearing an orange t-shirt. ... of course an *real* atari nerd :-)

stay cool and play atari !!!

bye sayz:
-thomsen@munich

--
Thomas Havemeister Student of Business Computer Science
Technical University of Ilmenau

P.S.: Sturz des Zaren & Take those Atarian care!

5054. Re: 1050 Disk Drives- common problems and solutions?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-10 08:32:18 UTC
From: Microsoft Windows User <classics@atarimax.com>
Message-ID: <MPG.15dd661f52ab1302989682@news.nacs.net>
Source record: 34828

In article <J2Dc7.21069$e%3.1986804@news2-win.server.ntlworld.com>,
nigel.henry@virgin.net says...
> Thanks Steve, some good ideas there. I checked for +5V on the mainboard
> IC's, and it is present on most, so we can probably rule the voltage
> regulator out. The only problem I have now is that I don't have a "good"
> SRAM or FDC chip to swap out. Do you think Best electronics or another
> supplier would sell me just these components? It would be a very small
> order.

Sounds like something they should carry. If you cant find them
there try www.bgmicro.com, I believe they have no minimum order.

You could also try the chips from one or two of the dead units,
its unlikely that all 4 failed from the same fault.

> I would dearly love to swap 2 faulty drives for one good one- now my last
> working drive has died, that leaves me with 4 faulty ones!

It would cost about $50 US to send 2 1050's by Air Mail back to
the UK, and more than that to send 4 here. Probably a lot cheaper to
purchase the chips. =)

Good luck e-mail me if you need any help.

Steve

5055. Re: Getting disk images to 1050 disk...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-10 08:37:28 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.15dd6754c66a0548989683@news.nacs.net>
Source record: 34829

In article <NniiyTGQnpc7EwG5@lovecraft.demon.co.uk>,
richard@lovecraft.demon.co.uk says...
> Okay, I know about APE and such - but my Atari isn't remotely near a PC!
> How can I make new disks for games from downloaded images? I seem to
> have hundreds of unlabeled Multiboot disks, many of which don't work,
> but I can't find MULE anywhere!
>
> Can I just get one of my 1050s, a PC-SIO cable, and write disks using a
> PC utility?

Yes you can build a ProSystem interface and use the ProSystem
software on your PC to talk to the 1050 and make an image of the disk.

There is also a program called 1050-TO-PC by Nick Kennedy that
uses a slightly different cable to accomplish the same thing.

You can get the APE/ProSystem software at the URL below.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
*
* * * Turn your 8-bit Atari into a powerhouse with APE! * *
*
* * * Ape Homepage: http://www.atarimax.com/ * *
*
* * *** *
*

5056. Re: Getting disk images to 1050 disk...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-10 09:49:22 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <9VuO+sAi46c7EwTQ@lovecraft.demon.co.uk>
Source record: 34831

Once upon a time <MPG.15dd6754c66a0548989683@news.nacs.net>, Steven
Tucker <classics@atarimax.com> grabbed chalk and scrawled:
> Yes you can build a ProSystem interface and use the ProSystem
>software on your PC to talk to the 1050 and make an image of the disk.

Looks good. There are two cables, though - does that mean if I get a
ProSystem cable, I'd need to get another to use APE in the future? I
have a Compaq 386 Portable that would be ideal for leaving next to the
Atari...

Richard
--
Retrotech status: Atari XL, XE, Lynx, CompaqPort 386 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, JD800, CZx3, CX5M, M1 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-925, Toshiba SD2109, PS2 '----''(_/--' `-'_)Morticia

5057. Re: 1050 Disk Drives- common problems and solutions?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-10 10:16:50 UTC
From: thor@math.tu-berlin.de
Message-ID: <3b739872@news.ivm.net>
Source record: 34827

Nigel Henry <nigel.henry@virgin.net> wrote:

Hi Nigel,

> The drive was working fine when I last used it about a month ago. Yesterday
> I set it up and the power light comes on. However, the drive mechanisim does
> not start at all, the busy light does not come on, and the stepper motor
> does not move the head at all. No mechanical activity from the drive
> mechanisim whatsoever.

Please check the +5V and the +12V power supply. The +12V are generated by
a voltage-double circuit formed by the huge capacitors approximately in
the middle rear of the drive, and two diodes precisely between the
capacitors. These diodes are a bit too weak and like to "burn out" after a
while - they are IIRC 1A types, but you'd better go for 3A types. Except
that, no special type is required, a standard 3A silicium diode will do it.

The point is - this voltage doubling circuit feeds the drive motor and the
stepper.

So long,
Thomas

5058. Re: Getting disk images to 1050 disk...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-10 15:52:32 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010810115232.15125.00000023@mb-fv.aol.com>
Source record: 34832

Yep; two different and separate cables...

>Richard Kilpatrick richard@lovecraft.demon.co.uk asks:

>Looks good. There are two cables, though - does that mean if I get a
>ProSystem cable, I'd need to get another to use APE in the future? I
>have a Compaq 386 Portable that would be ideal for leaving next to the
>Atari...

-Ron

Experience is something you don't get until just after you need it.

5059. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-10 16:07:42 UTC
From: Lonny Pursell <syntax.error@line.22>
Message-ID: <Pine.MNT.4.31.0108101205060.111-100000@Hades060>
Source record: 34834

I decided to give Ben a try, what can I say? Great customer
service! How many Atari dealers would call you up long distance
with their own nickel, just to help?! Ben did.

I look forward to receiving my order. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5060. newbie question: How to transfer atari programs to my PC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-10 19:18:45 UTC
From: Stan Allen <homer@skinnynervousguys.com>
Message-ID: <psWc7.6475$_P1.16113@sjc-read.news.verio.net>
Source record: 34833

Hi, gang - sorry to drag you through this question again, but I'm wondering what cabling and software I'll need to transfer stuff from my original atari 800 w/1050 drive to a Win95/98 PC - I saw pretty pertinent-looking stuff on atarimax.com, but I need the basics of what the cable is, where to get it or how to build it, and what to do from there.

Anyone who doesn't mind giving me the overview again, I'd certainly appreciate it!

Many regards,

-Eric

5061. Re: newbie question: How to transfer atari programs to my PC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-10 20:17:45 UTC
From: dcm01@usa.net
Message-ID: <3b743f72.2949532@news.CIS.DFN.DE>
Source record: 34835

On Fri, 10 Aug 2001 19:18:45 GMT, "Stan Allen"
<homer@skinnynervousguys.com> wrote:

>Hi, gang - sorry to drag you through this question again, but I'm wondering
>what cabling and software I'll need to transfer stuff from my original atari
>800 w/1050 drive to a Win95/98 PC - I saw pretty pertinent-looking stuff on
>atarimax.com, but I need the basics of what the cable is, where to get it or
>how to build it, and what to do from there.

I was one of the people who learned to do it without a special cable.
I used an Atari 850 interface (other equipment might do) and ran a
serial-to -serial "null-modem" cable to a generic DOS PC. I used the
PC terminal program Telemate (demo version available) and the Atari
8bit software Diskformer, by Ken Siders.

Diskformer is halfway down the page at:
http://home.columbus.rr.com/ksiders/atari.htm

I found Diskformer to be a great program and have written out many
disk images to floppy with it, and vice versa. I would also recommend
Bobterm as a good file transfer program.

5062. Re: What do you use your 8bit for?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-10 20:25:52 UTC
From: MrShoujo@webtv.net
Message-ID: <23299-3B744350-116@storefull-102.iap.bryant.webtv.net>
Source record: 34836

I use my Atari 8-bit to translate Japanese song lyrics, manga, and other stuff. over 11 tankoubon and counting! Including all 7 books of manga for Wedding Peach!

I even wrote a program to teach people how to read hiragana and katakana characters!

ja ne nyo!

"Read this very carefully, I shall type this only once nyo!"
"There would be little point in typing it twice nyo!!" - 'Allo 'Allo nyo

5063. newbie question: How to transfer atari programs to my PC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-10 22:26:30 UTC
From: Stan Allen <short_grass@yahoo.com>
Message-ID: <3B745FBE.E9735E82@yahoo.com>
Source record: 34837

Hi, gang - sorry to drag you through this question again, but I'm
wondering
what cabling and software I'll need to transfer stuff from my original
atari
800 w/1050 drive to a Win95/98 PC - I saw pretty pertinent-looking stuff
on
atarimax.com, but I need the basics of what the cable is, where to get
it or
how to build it, and what to do from there.

Anyone who doesn't mind giving me the overview again, I'd certainly
appreciate it!

Many regards,

5064. Re: newbie question: How to transfer atari programs to my PC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-11 01:55:04 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <20010810215504.23098.00000084@mb-fw.aol.com>
Source record: 34838

Hey, Stan
If you do not have the 850, P:R: Connection or equivalent, then go to
Clarence's page:

http://members.nbci.com/_XMCM/atarimods/index.html

and check his articles on building the APE or SIO2PC cables and the links for
obtaining the software.

>"Stan Allen" homer@skinnynervousguys.com asked:

>Hi, gang - sorry to drag you through this question again, but I'm wondering
>what cabling and software I'll need to transfer stuff from my original atari
>800 w/1050 drive to a Win95/98 PC - I saw pretty pertinent-looking stuff on
>atarimax.com, but I need the basics of what the cable is, where to get it or
>how to build it, and what to do from there.
>
>Anyone who doesn't mind giving me the overview again, I'd certainly
>appreciate it!

-Ron

Experience is something you don't get until just after you need it.

5065. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-11 04:47:45 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <RN2d7.643$q9.154117@dfiatx1-snr1.gtei.net>
Source record: 34839
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg wrote in message ...

(in reference to GW Bush)
>Well at least so far he's not leaving protein stains on the employees.

Monica will get you for posting that! ;-)

5066. Re: Bravo Sierra want's Your Money! (You get your moneys worth!)

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-11 05:03:47 UTC
From: Curt Vendel <curt@atari-history.com>
Message-ID: <tn9f71nkfv6051@corp.supernews.com>
Source record: 34840

Ben has always come through on any order I've ever made with him, many times to call and ask me how I want something shipped or to let me know personally that my shipment is on its way, sure he could've sent me an email, but a phone call in this day and age is a nice personal touch.

Curt

"Lonny Pursell" <syntax.error@line.22> wrote in message news:Pine.MNT.4.31.0108101205060.111-100000@Hades060...
>
> I decided to give Ben a try, what can I say? Great customer
> service! How many Atari dealers would call you up long distance
> with their own nickel, just to help?! Ben did.
>
> I look forward to receiving my order. ;-)
>
> ____
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
>

5067. Re: newbie question: How to transfer atari programs to my PC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-11 09:07:34 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <oJ4d7.187$pZ6.135146@nnrp2.sbc.net>
Source record: 34841

Or if you're incredibly lazy like myself, you could goto Ebay and search for
it there, that's where I got mine. Very reasonable too!
Mo

RHamiIton5 wrote in message <20010810215504.23098.00000084@mb-fw.aol.com>...
>Hey, Stan
>If you do not have the 850, P:R: Connection or equivalent, then go to
>Clarence's page:
>
>http://members.nbci.com/_XMCM/atarimods/index.html
>
>and check his articles on building the APE or SIO2PC cables and the links
for
>obtaining the software.
>
>>"Stan Allen" homer@skinnynervousguys.com asked:
>
>>Hi, gang - sorry to drag you through this question again, but I'm
wondering
>>what cabling and software I'll need to transfer stuff from my original
atari
>>800 w/1050 drive to a Win95/98 PC - I saw pretty pertinent-looking stuff
on
>>atarimax.com, but I need the basics of what the cable is, where to get it
or
>>how to build it, and what to do from there.
>>
>>Anyone who doesn't mind giving me the overview again, I'd certainly
>>appreciate it!
>
>-Ron
>
>Experience is something you don't get until just after you need it.
>
>

5068. ATMAS II manual

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-11 14:52:25 UTC
From: Frank Schroeder-Hoeftmann <frank_sh@web.de>
Message-ID: <9l3gg6$338$1@olaf.komtel.net>
Source record: 34842

Hi all!

For some reason I need to revise some old assembler sources I wrote in the eighties. I used to create them with ATMAS II. Though I was familiar with the program back then, I can't remember how to work with it now! Honestly, for the life of me. (-: I can't even load a bloody file! *lol*

Does anyone have a discription of commands or can anyone point me to an online version of the ATMAS manual?

Thanks,
Frank

5069. Re: What do you use your 8bit for?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-11 15:19:22 UTC
From: raleigh345@aol.comQQQQ
Message-ID: <20010811111922.26319.00000258@mb-fy.aol.com>
Source record: 34843

I think mine is being used as a roach condo, somewhere in the back of the
attic.
* If you wake up and find me driving, you'll know you're in trouble
--Major Don West

5070. Re: Buy your Atari from Honest Ben Smith!

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-11 15:38:17 UTC
From: raleigh345@aol.comQQQQ
Message-ID: <20010811113817.26319.00000261@mb-fy.aol.com>
Source record: 34844

> bo snyder bobo_snyder@hotmail.com

wrote:

>
>Personally, i feel that ALL of here are a "little odd" since we all are
>still using and promoting 20 year old+ ancient technology!! i know that
>most of my friends will occasionally tease me or needle me when i start to
>glaze over and talk about my atari's.
>

I know what you mean. The only thing that brought me kicking and screaming into the 21st century was the inability to find a hard drive to run with my Atari 800xl. If I had a hard drive, I'd still be using it and talking about how cool it was that I could do anything on it that a 1990 IBM DOS machine would do, except 160% slower.

I got little benefit from Sparta-Dos on my XF-551's because I didn't know how to utilize nonAtari brand DOS.

I never knew that with Sparta Dos I could have loaded my 80-column fudge disk, and THEN loaded my Microbits modem cartridge to get 80-column telecommunications.I also didn't know how to load several 88k floppies onto one 360K disk and to keep them separate using directories (which DOS 2.5 didn't have).

Trying to find a way to access Atari BBS's brought me down. I couldn't download any 9600 bps modem drivers because the local Atari BBS rejected any inquiries slower than 2400 bps. Without the drivers on the BBS, I couldn't hook up a faster nonAtari modem to my 850 Interface module. Talk about Catch-22. I'd would have had to buy a PC anyway, just to get the stuff to make the Atari work. After I got the PC, I didn't want the Atari any more.

The Atari 8-bit is like your high school girlfriend. Sometimes you miss that old romance, but it is nice to be able to engage in adult behavior with your real wife (who is over 21).

Raleigh
* If you wake up and find me driving, you'll know you're in trouble
--Major Don West

5071. Re: Inexpensive VGA Convertors

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-11 16:53:28 UTC
From: waynet2NoSpaM@swbell.net
Message-ID: <3b75622f.64497855@news.swbell.net>
Source record: 34845

On 01 Jul 2001 03:01:58 GMT, llpwhite@cs.com (LLpwhite) wrote:

>Since the JAM!! came upon the scene, there have been a number of posts and
>questions about these devices. Today I was at an Electronics Botique. They
>are still trying to blow out DreamCasts, and I found two inexpensive VGA
>Convertors for the DC. One was called the "Blaze" and the other was called the
>"DC Box". I didn't buy one since I'm well stocked with JAM!!s, but these were
>$20 and $15 respectively, so the price was right. I couldn't open a package,
>so I asked a clerk (FWIW) and he told me that the standard DC outputs are
>composite video and stereo sound.

[snip]

Larry, trust someone who's using a Dreamcast that the sales clerk was a
moron. The Dreamcast motherboard has RGB outputs, H-Sync, V-Sync,
Composite video, Audio, Chroma & Luminance pins. The Blaze and all other
VGA boxes simply tap the RGB and SYNC outputs, jumper a couple of pins to
tell the DC that it's in VGA mode, and converts the signals to VGA
compatable signals.

You will not be able to convert your Atari to VGA using one of the
Dreamcast VGA adaptors. Sorry.

5072. Re: Atari T-Shirt & merchandise

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-11 17:30:39 UTC
From: waynet2NoSpaM@swbell.net
Message-ID: <3b766ab2.66676867@news.swbell.net>
Source record: 34846

I bought a navy Atari shirt with white logo from Target several weeks ago
and was disappointed that the ink they silkscreened it with started to
crack and flake after just the first wearing (no wash)..

I took matters into my own hands. I scanned the image, loaded it into
Photoshop and changed the colors from white on navy to black on white.
Then I modified it further into two different color schemes. One was royal
blue on white and the other was a black outlined rainbow on white.

I printed each to a T-shirt transfer and had my local T-shirt shop transfer
them to shirts for me. They look AWESOME! Especially my wife's Rainbow
Atari shirt!

Oh, the shirt I purchased at Target?? It was taken back and with the
refund ($11.99 plus tax) I purchased my white shirt that received the
transfer ($7.99).

On Fri, 10 Aug 2001 08:32:10 GMT, twh1@gmx.de (Thomas Havemeister) wrote:

>Howdy Atarians!
>
>First of all, I don't get any money for that. It's just because I love
>*my* new Atari T-Shirt.
>
>For all who are interested in buying atari merchandise, this is the
>only serious adress I found on net.
>
>http://www.emerchandise.com/browse/ATARI/ALLPRODUCTS/
>
[snip]

5073. WTT : Lynx II's brand new in box with game

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-11 22:22:57 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <5fid7.1454$5R2.215159@news01.chello.no>
Source record: 34647
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sega,uk.games.video.dreamcast

I have 3 brand new Lynx II's in boxes with World Class Soccer, boxed and shrinkwrapped (I think it's shrinked, it's new and not used with box and all)

Want to trade for Dreamcast games, Jaguar games or other stuff I don't have.

My pages is at : http://home.online.no/~olavese/

I am located in Norway, just so you can take that into consideration for shipping costs.

Thanks

5074. Re: ATMAS II manual

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-12 01:58:24 UTC
From: Chris <smiec@mediaone.net>
Message-ID: <4pld7.229855$Q9.62777825@news1.elmhst1.il.home.com>
Source record: 34648

For some strange reason I have a Hofacker book titled "Program Desriptions I", which contains a detailed desription of ATMASD...

Here is a few commands for starters. Let me know what else you need:

1. After loading ATMASD.OBJ hit K for Colstart. This will bring you into the Editor.
2. Hit ESC to switch to Command Mode.
3. Hit r to read text file. Format: R <DEVICE> [NAME] ESC
For example R D1 :FILE will read a source file "File" from Disk 1. The .SRC extension will be added automatically.

The best way, if you want, would be to send the book to you. I can ship it to you for free (you cover the shipping costs)

Regards,

Chris Kmiec

"Frank Schroeder-Hoeftmann" <frank_sh@web.de> wrote in message news:9l3gg6$338$1@olaf.komtel.net...
> Hi all!
>
> For some reason I need to revise some old assembler sources I wrote in the
> eighties. I used to create them with ATMAS II. Though I was familiar with
> the program back then, I can't remember how to work with it now! Honestly,
> for the life of me. (-: I can't even load a bloody file! *lol*
>
> Does anyone have a discription of commands or can anyone point me to an
> online version of the ATMAS manual?
>
> Thanks,
> Frank
>
>

5075. Re: Gender and the Internet

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-12 08:38:37 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <copd7.363$dh4.7642@nnrp1.sbc.net>
Source record: 34649

GIRLS NOT ALLOWED!! GET OUT!!

gender@ouwww.ou.edu wrote in message ...
>I am a researcher at the University of Oklahoma, USA,
>conducting a study about gender and the Internet.
>The study consists of an online survey. To learn
>more about the study, go to the research project
>web site:
>
>http://infoserv.ou.edu/gender
>
>Cheers!
>-Elaine Wittenberg
>gender@ouwww.ou.edu
>

5076. Atari Items on Ebay, C-380, Sears Tele-Games, 2800 Carts, 2800 Controllers

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-12 14:15:21 UTC
From: jay_northrop@yahoo.com
Message-ID: <187754fe.0108120615.3fd155b5@posting.google.com>
Source record: 34650
Cross-posted to: comp.sys.atari.8bit,rec.games.video.arcade.collecting,rec.games.video.classic,rec.games.video.atari

I'd like to see these get into the hands of a collector. Check them out

1. Atari C-380 (Woodgrain). Works perfectly, 1 sticker missing
2. Sears Tele-Games Hockey-Tennis II. Works perfectly.

Please check them out at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1262971802
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1262969469

Also some 2800 Controllers and Games (in original boxes w/ instructions)

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1262951539
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1262955505

Thanks!
Jay Northrop

5077. Re: Atari Items on Ebay, C-380, Sears Tele-Games, 2800 Carts, 2800 Controllers

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-12 16:25:25 UTC
From: Roagie <roagie@N_O_SP_AMhome.com>
Message-ID: <V5yd7.59541$A47.27842194@news1.rsm1.occa.home.com>
Source record: 34651
Cross-posted to: comp.sys.atari.8bit,rec.games.video.arcade.collecting,rec.games.video.classic,rec.games.video.atari

Just to calm everyone down... they are 2600 games and controllers, not 2800.

5078. For our "Polski bracia"

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-12 17:10:30 UTC
From: NoOne@FakeEmail.com
Message-ID: <90FB80370CTHEnterprises@205.212.123.11>
Source record: 34653

Widok ten Zamykaj&#65533;cy Wobec Ognisko domowe Atari 8-k&#65533;sek tkanina stronica po polsku przy zamierzac ten ogniwo:

http://www.tranexp.com:2000/InterTran?type=url&url=http://cth.dtdns.net/clear_stage.html&from=eng&to=pol

or:

http://www.tranexp.com:2000/InterTran?type=url&url=http://cth.dtdns.net/SiteIndex.html&from=eng&to=pol

==== English Translation ====

Subject: For our "Polish brothers"

View the Closer To Home Atari 8-bit web page in Polish by going to this link:

http://www.tranexp.com:2000/InterTran?type=url&url=http://cth.dtdns.net/clear_stage.html&from=eng&to=pol

or:

http://www.tranexp.com:2000/InterTran?type=url&url=http://cth.dtdns.net/SiteIndex.html&from=eng&to=pol

====

http://cth.dtdns.net

5079. Atari Users Network Merchandise

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-12 17:30:24 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <tndeeleiu3sb97@corp.supernews.com>
Source record: 34652

We now are offering T-Shirts and Mouse pads witht he Atari-Users.Net logo on them.
International Shipping is available.

Visit www.atari-users.net for more info.

Rob
webmaster@atari-users.net
http://www.atari-users.net

5080. Re: Atari Items on Ebay, C-380, Sears Tele-Games, 2800 Carts, 2800 Controllers

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-12 22:45:45 UTC
From: Genki <Genki.STOP@tds.net>
Message-ID: <9h1ent8ij6ttqqfv95h2uhite2tiqocflf@4ax.com>
Source record: 34654
Cross-posted to: comp.sys.atari.8bit,rec.games.video.arcade.collecting,rec.games.video.classic,rec.games.video.atari

On 12 Aug 2001 07:15:21 -0700, jay_northrop@yahoo.com (Jay Northrop)
smashed the keyboard with a hammer and typed:

>Also some 2800 Controllers and Games (in original boxes w/ instructions)
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1262951539
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1262955505

There's a typo in your posting. The auction pictures clearly shows
2600, not 2800.

(PS the first time I saw the post subject, I thought it literally
meant 2,800 controllers and 2,800 carts, not the model number 2800
which is exclusive to Japanese console.)

5081. Re: For our "Polski bracia"

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-13 06:40:37 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <9l7sp5$6pg$1@korweta.task.gda.pl>
Source record: 34656

In article <90FB80370CTHEnterprises@205.212.123.11>, NoOne@FakeEmail.com (Tom Hunt) wrote:
>
>
>Widok ten Zamykajďž˝cy Wobec Ognisko domowe Atari 8-kďž˝sek tkanina stronica po
>polsku przy zamierzac ten ogniwo:
>
>http://www.tranexp.com:2000/InterTran?type=url&url=http://cth.dtdns.net/cle
>ar_stage.html&from=eng&to=pol
>
>or:
>
>http://www.tranexp.com:2000/InterTran?type=url&url=http://cth.dtdns.net/Sit
>eIndex.html&from=eng&to=pol
>
>
>==== English Translation ====
>
>Subject: For our "Polish brothers"
>
>View the Closer To Home Atari 8-bit web page in Polish by going to this
>link:
>
>http://www.tranexp.com:2000/InterTran?type=url&url=http://cth.dtdns.net/cle
>ar_stage.html&from=eng&to=pol
>
>or:
>
>http://www.tranexp.com:2000/InterTran?type=url&url=http://cth.dtdns.net/Sit
>eIndex.html&from=eng&to=pol
>
>

Wow! Who translated it for you? It sure does not make any sense...

j131

5082. Re: newbie question: How to transfer atari programs to my PC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-13 06:42:55 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <9l7stf$6pg$2@korweta.task.gda.pl>
Source record: 34657

In article <3B745FBE.E9735E82@yahoo.com>, Stan Allen <short_grass@yahoo.com> wrote:
>Hi, gang - sorry to drag you through this question again, but I'm
>wondering
>what cabling and software I'll need to transfer stuff from my original
>atari
>800 w/1050 drive to a Win95/98 PC - I saw pretty pertinent-looking stuff
>on
>atarimax.com, but I need the basics of what the cable is, where to get
>it or
>how to build it, and what to do from there.
>
>Anyone who doesn't mind giving me the overview again, I'd certainly
>appreciate it!
>
>Many regards,
>
>
How about checking out this link:

http://www.ebaystores.com/j131

j131

5083. Shrinkwrapped 6th anniv. ANTIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-13 07:12:45 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <GdJd7.491$I%4.133122@nnrp3.sbc.net>
Source record: 34655

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1262653782&r=0&t=0&sh
owTutorial=0&ed=997756897&indexURL=0&rd=1

Less than a day to go and no bids, it's just $10.00!
Mo

5084. Re: newbie question: How to transfer atari programs to my PC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-13 08:29:33 UTC
From: Mat <Mat@email.com>
Message-ID: <bu3fntcep2viqi13iqphgsvdhik56fjb6a@4ax.com>
Source record: 34658

On Mon, 13 Aug 2001 06:42:55 GMT, webmaster@cbmpan.gdynia.pl wrote:

>In article <3B745FBE.E9735E82@yahoo.com>, Stan Allen <short_grass@yahoo.com> wrote:
>>Hi, gang - sorry to drag you through this question again, but I'm
>>wondering
>>what cabling and software I'll need to transfer stuff from my original
>>atari
>>800 w/1050 drive to a Win95/98 PC - I saw pretty pertinent-looking stuff
>>on
>>atarimax.com, but I need the basics of what the cable is, where to get
>>it or
>>how to build it, and what to do from there.
>>
>>Anyone who doesn't mind giving me the overview again, I'd certainly
>>appreciate it!
>>
>>Many regards,
>>
>>
>How about checking out this link:
>
>http://www.ebaystores.com/j131
>
>j131

How about making it $10.00

5085. Re: What do you use your 8bit for?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-13 09:41:19 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <9l87bv$3kk$1@plutonium.compulink.co.uk>
Source record: 34659

LOL

"George Williams" <raleigh345@aol.comQQQQ> wrote in message
news:20010811111922.26319.00000258@mb-fy.aol.com...
> I think mine is being used as a roach condo, somewhere in the back of the
> attic.
> * If you wake up and find me driving, you'll know you're in trouble
> --Major Don West

How long before the roaches up grade to a tower block :)

5086. Fonts

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-13 10:23:23 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9l89qrggt1@nets3.rz.RWTH-Aachen.DE>
Source record: 34660

Howdy folks

I'm looking for an Atari font (to replace the standard on screen font) that looks like the numbers/characters on LCD's (like watches etc.). Where can I find one?

BTW I was under the impression that changing fonts was one of those subjects every magazin had milked to the bone. When I checked my collection, I could hardly find an article. (I have all the ANTIC and ANALOG files)

CU Mathy van Nisselroy

5087. Re: Is the memory the only difference between 600XL and 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-13 10:28:24 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9l8a48ggt2@nets3.rz.RWTH-Aachen.DE>
Source record: 34661

Howdy Me, Ron, Fox, folks

>: The 600XL was described in official Atari releases as lacking the monitor
>jack.

>I have a few 600XL's laying around, all WITH a monitor-jack on the back.
>These are all PAL systems. I do know the jack is lacking one connection
>compared to the 800XL (composite chroma?).

One of those silly differences. Our 65XE's also have an ECI port. (Maybe
Atari liked us Europeans better than you Americans. :-)))))

In one of the Atari Classic magazines (from back when Ben Poehland still ran
AC. BTW I haven't seen a new issue of AC in YEARS) Ben Poehland explains in
great detail how to put that monitor jack back into the 600XL.

CU Mathy van Nisselroy

5088. Re: the RESET Key in my 130XE does not work. Is it difficult to fix it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-13 10:35:18 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9l8ah6ggt3@nets3.rz.RWTH-Aachen.DE>
Source record: 34662

Howdy Bung, Ron, folks

>test it on the bottom of the case first. Also some degreasers like
>trichloroethylene or trichloroethane.

Make sure this stuff doesn't contact your skin. It feels really cold, but you can get small wharts all over. It can also cause cancer.

>>How can I remove the plastic from the XE? It is connected to the
>>mainboard, I think it is glued to another one right at th connection.

>I have never seen one glued; the keyboard mylar usually plugs into the
friction
>connector on the main board sort of like a thin edge card type. The traces on
>the mylar often wear a little thin after a half dozen unplug/replug cycles so
>care is a must.

I couldn't agree more. If you need a new mylar, try Best Electronics. But make sure you order the right one (either single or double layer mylar, both are 22 US$)

CU Mathy van Nisselroy

5089. Re: the RESET Key in my 130XE does not work. Is it difficult to fix it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-13 10:39:01 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9l8ao5ggt4@nets3.rz.RWTH-Aachen.DE>
Source record: 34663

Howdy Bung, Ron, folks

>Have you verified that the Reset key itself is connecting the traces? Can you
>follow the traces and connect the correct two for testing Reset?

IIRC one of the traces you need for the Reset key are on the outside of the
mylar. You better check, as Ron suggests, that all the traces are inside the
connector. BTW have you tested the console keys? I knew the address to check
by heart, but I forgot. Damb, I shouldn't have bought new mylars.... :-)

CU Mathy van Nisselroy

5090. Re: Just for fun...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-13 10:41:53 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9l8athggt5@nets3.rz.RWTH-Aachen.DE>
Source record: 34664

Howdy Andreas, folks

>actually what did it say ??? I merely remember something similar from
>the song "You are in the army now", originally from Bolland & Bolland
>and covered by Status Quo (and maybe others too). -Andreas

B&B wrote it for SQ if I remember correctly.

CU Mathy van Nisselroy

5091. Re: The old GUI for the ATARI-8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-13 10:43:22 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9l8b0aggt6@nets3.rz.RWTH-Aachen.DE>
Source record: 34665

Howdy Fox

>We're in doubt about how we will travel. My van is for sale, and the
>current owner of the old Cadillac Hearse I want to buy is on a vacation and
>I'm not sure if I have that car in time.

Do you have pictures yet????
How old is the hearse?

CU Mathy van Nisselroy

5092. Re: Memory chip compatability

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-13 10:48:10 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9l8b9aggt7@nets3.rz.RWTH-Aachen.DE>
Source record: 34666

Howdy Douglas

>Are the 41464 chips found in the XEGS the same as 4464 chips used for 600xl
>memory upgrades?

Yes.

CU Mathy van Nisselroy

5093. Re: PAL color tuning

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-13 10:53:06 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9l8biiggt8@nets3.rz.RWTH-Aachen.DE>
Source record: 34667

Howdy Itay

>Problem 2 is annoying. I'm pretty sure my colors are off and I have no idea
>how to tune them.. There is no hole through which I can tune a color pot,
>and nothing to tune on the monitor, so what do I do?

Be sure top check the voltage comming from your power supply. My computer
showed a (spinach like) green screen with the occasional spike (white flash).
The green meant my transformer was not delivering 5 VDC, the spikes where the
result of the occasional 11 VDC (approx.) it would produce. Ough!!!

CU Mathy van Nisselroy

5094. Re: XL Disassembler on PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-13 10:56:11 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9l8bobggt9@nets3.rz.RWTH-Aachen.DE>
Source record: 34668

Howdy Andre

>I'm looking for a good Atari XL disassembler for the PC under Windows 98
>(loading ATR-files and disassemble them on PC). I know there exist at
>least one disassembler, but I forgot its name and URL. So, please help!

Try DASSI, which you can find on
http://members.aol.com/MacFalkner/atariindex.htm

CU Mathy van Nisselroy

5095. Re: My-DOS Utilities...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-13 11:24:50 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9l8de2jtt1@nets3.rz.RWTH-Aachen.DE>
Source record: 34669

Howdy Andreas

>again I am in search of the following tools for My-DOS:
>a) some Undelete + Recover program
> (undelete any deleted file/any density; recover any deleted
>Dir.+VTOC, deleted
> via Quickformat, Fastformat or Clear directory); should support
>subdirs!

This could be a tuff one.

IIRC systems that use a FAT will not overwrite deleted files untill the rest of the disk/partition is full. The Atari however looks for the first sector that's free. So deleted files are overwritten very soon.

Undelete would have to:
- set the filestatus byte to 'in use'
- check which sectors are still intact
- ask what to do if the file is no longer complete. Incomplete textfiles can still be used. Languages like BASIC often tokenise (encript) files to save memory (inside the computer and on disk), you'ld need special tools to recover these. Forget about incomplete ML stuff.
- built a new VTOC from scratch.

> b) a file sorter program (any files, any density; sort by name, extender
> or size); should support subdirs!

Sorry, MyDOS uses filenumbers when in single or enhanced density. Sorting them on screen would be easy. Sorting them on disk would mean that you not only change the order of the names in the directory, but also change one byte in every sector of every file which name has been moved from it's original position. In DD, MyDOS doesn't use filenumbers.

>c) a "delete Directory" (deltree) program, that deletes any directory,
>no matter if it includes files or other subdirs; any density of course!
>d) a "rename" directory program, that renames any directory or
>subdirectory, no matter where it is or what it contains; any density;

Those would come in handy. How about a MOVE command, that only moves the directory entry from one (sub)directory to the other, without the need to copy every sector?

>f) a MyDOS filecounter; that counts all files in any dir/subdir and of
>course in any density (sometimes you want to know how many files you
>have on a whole partition or in a certain directory/subdir.)

>g) a "tree" lister that lists the whole directory/subdirectory tree(s)
>on a drive or partition...

As long as we don't have this, try WHEREIS.COM (there is a MyDOS version. Try CSS or XLSearch) and enter *.* (to see them all) or some bogus name to see no names. It will tell you how many files and directories are on the disk/partition. But not how many files are in each individual directory.

>h) a highspeed or ultraspeed routine for various floppy speeders, that
>works correct under MyDOS and at least Single, Medium and Double density
>(most of all, a highspeed/ultraspeed routine that works with MyDOS and
>turboBasic XL!!)

Kay (grmmbl, I forgot his last name, he worked for ANG) once wrote a highspeed/ultraspeed routine for MyDOS. I know I have it somewhere. I've been looking for it myself. But I can not find it.

>i) a new disk formatting utility, that only lists these 6 formats:
> 1) Single (90kbytes) 4) DSDD 40T. (360kbytes)
> 2) Medium (130kbytes) 5) DSDD 80T. (720kbytes)
> 3) Double (180kbytes) 6) High Density (1440kbytes)
> so there would be no need to use MyDOS options O, P and I together...

Most harddisk interfaces have a menu like that.

>j) a harddisk formatting utility, that only lists the following:
> - sectors (x-65535)
> - drive (1-8) since D9: is always Ramdisk!
> and as soon as you press return then,the HD is formatted in MyDOS
>format.

NO, include D9: just in case.

>k) a "move" file utility, that moves a file to another dir/subdir (and
>then deletes the source file); should work with any density...
>l) a "move" dir/subdir utility that moves a dir/subdir to another
>dir/subdir without the need of copying (just rewrite the links and
>such)...; should work with any density...

A yes, I should have read all of this....

>Maybe these MyDOS tools already exist (at least they all exist for
>Sparta-DOS!!), if not I do hope someone is willing to program some of
>them soon... -Andreas.

You have some great idea's. Let me give you the advice I keep hearing over and over and over again. "Try learning Assembler". :-)

CU Mathy van Nisselroy

5096. Re: New version of Atari JPEG viewers released

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-13 11:39:15 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9l8e93jtt2@nets3.rz.RWTH-Aachen.DE>
Source record: 34670

Howdy Raphael

>The latest versions of a8jdpeg and family are now available:
>http://a8jdpeg.atari.org
>http://a8jdpeg.webhop.org

Thanks dude.

We need more guys like you!

CU Mathy van Nisselroy

PS we need girls too..... :-)

5097. "Atari BASIC" book by Bob Albrecht

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-13 16:06:22 UTC
From: Maury Markowitz <maury_markowitz@hotmail.com>
Message-ID: <07Qd7.9259$KG2.832395@news20.bellglobal.com>
Source record: 34671

I was poking about on abebooks.com looking for the Atari BASIC Sourcebook when I came across a couple of listings for another book called "Atari Basic" by Bob Albrecht and a few others. Has anyone out there heard of this book? If so, what's it all about?

Maury

5098. Re: Atari Items on Ebay, C-380, Sears Tele-Games, 2800 Carts, 2800 Controllers

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-13 16:43:29 UTC
From: jay_northrop@yahoo.com
Message-ID: <187754fe.0108130843.39b06d5e@posting.google.com>
Source record: 34672
Cross-posted to: comp.sys.atari.8bit,rec.games.video.arcade.collecting,rec.games.video.classic,rec.games.video.atari

"Roagie" <roagie@N_O_SP_AMhome.com> wrote:

> Just to calm everyone down... they are 2600 games and controllers, not 2800.

Oops. You're absolutely right. I apologize for the confusion. I
played a Gemini when I was a kid. ;-)

-J. Northrop

5099. Re: See you at CG Expo! :)

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-13 16:53:19 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B7805FF.2B14739B@mail.uni-mainz.de>
Source record: 34673
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.lynx

Well,
you wrote "Battlespheres" ??? You have more than one Battlesphere cart
???
ARRRGGGGHH !!! Those idiots did not sell any carts (officially) to
europe, allthough I ordered some (and many of my friends did too)...
Now, if we take a look at Ebay we have to pay some 500 or 1000 USD for
this game. Simply too much for me. Thats why I call the programmers
idiots - guess what happens, pirated ROM images will be avaiable (and
used) sooner or later. And when you cannot buy this game, you merely
have the chance to rip it... -Andreas

P.S.: They promised to do a second run of Battlesphere carts, but now I
am waiting already 3 years (ordered again!) and nothing seems to
happen...

William Kendrick schrieb:
>
> Well, I'll be off to my first CG Expo (and first trip to Las Vegas, and
> first trip to somewhere where there's noone waiting to pick me up :))
> tomorrow evening, arriving in LV late.
>
> I'll no doubt be bringing my Lynxes, and MIGHT be bringing my Jaguars
> and BattleSpheres (but I doubt it, since I'm NOT bringing TVs ;))
>
> Anyway, see folks there! It'll be good to finally meet so many people
> and promptly forget the names I'll have attached to faces. ;)
>
> -bill!

5100. Re: Fonts

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-13 16:58:54 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B78074E.4AE2CD1F@mail.uni-mainz.de>
Source record: 34674

Well,
I think demos like "Cool emotion", "Joyride" and lots of other polish
demos have LCD like fonts. they use it to tell you, how many sectors are
left to load (the next demo part)... -Andreas

Mathy Van Nisselroy schrieb:
>
> Howdy folks
>
> I'm looking for an Atari font (to replace the standard on screen font) that
> looks like the numbers/characters on LCD's (like watches etc.). Where can I
> find one?
>
> BTW I was under the impression that changing fonts was one of those
> subjects every magazin had milked to the bone. When I checked my collection, I
> could hardly find an article. (I have all the ANTIC and ANALOG files)
>
> CU Mathy van Nisselroy

5101. Re: My-DOS Utilities...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-13 17:20:52 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B780C74.E3AC8196@mail.uni-mainz.de>
Source record: 34675

Well,
I will comment your statements (again)...

Mathy Van Nisselroy schrieb:
>
> Howdy Andreas
>
> >again I am in search of the following tools for My-DOS:
> >a) some Undelete + Recover program
> > (undelete any deleted file/any density; recover any deleted
> >Dir.+VTOC, deleted
> > via Quickformat, Fastformat or Clear directory); should support
> >subdirs!
>
> This could be a tuff one.
>
> IIRC systems that use a FAT will not overwrite deleted files untill the rest of
> the disk/partition is full. The Atari however looks for the first sector
> that's free. So deleted files are overwritten very soon.
>
> Undelete would have to:
> - set the filestatus byte to 'in use'
> - check which sectors are still intact
> - ask what to do if the file is no longer complete. Incomplete textfiles can
> still be used. Languages like BASIC often tokenise (encript) files to save
> memory (inside the computer and on disk), you'ld need special tools to recover
> these. Forget about incomplete ML stuff.
> - built a new VTOC from scratch.
>

Check out the Diskfix.COM program of Turbo DOS (from Reitershan, i.e. a
german DOS). it does all this stuff very good and very fast. it even
checks if a file is text, tokenized basic, listed basic or ML file.
otherwise the file simply gets the extender .REC and you have to find
out yourself. Unfortunately this tool is limited to Turbo-DOS, thats
360k density max. !!

> > b) a file sorter program (any files, any density; sort by name, extender
> > or size); should support subdirs!
>
> Sorry, MyDOS uses filenumbers when in single or enhanced density. Sorting them
> on screen would be easy. Sorting them on disk would mean that you not only
> change the order of the names in the directory, but also change one byte in
> every sector of every file which name has been moved from it's original
> position. In DD, MyDOS doesn't use filenumbers.

>

Nope, MyDOS only uses sector links in Single density (90k) and double
density (180k). Thus, only single and Double are fully DOS 2 compatible,
all other formats do not have sector links. I do not know what sort of
"link" MyDOS uses, but it has to know which file or which Dir/Subdir
belongs to which sector...

> >c) a "delete Directory" (deltree) program, that deletes any directory,
> >no matter if it includes files or other subdirs; any density of course!
> >d) a "rename" directory program, that renames any directory or
> >subdirectory, no matter where it is or what it contains; any density;
>
> Those would come in handy. How about a MOVE command, that only moves the
> directory entry from one (sub)directory to the other, without the need to copy
> every sector? (=> see later ideas!)
>
> >f) a MyDOS filecounter; that counts all files in any dir/subdir and of
> >course in any density (sometimes you want to know how many files you
> >have on a whole partition or in a certain directory/subdir.)
>
> >g) a "tree" lister that lists the whole directory/subdirectory tree(s)
> >on a drive or partition...
>
> As long as we don't have this, try WHEREIS.COM (there is a MyDOS version. Try
> CSS or XLSearch) and enter *.* (to see them all) or some bogus name to see no
> names. It will tell you how many files and directories are on the
> disk/partition. But not how many files are in each individual directory.
>
> >h) a highspeed or ultraspeed routine for various floppy speeders, that
> >works correct under MyDOS and at least Single, Medium and Double density
> >(most of all, a highspeed/ultraspeed routine that works with MyDOS and
> >turboBasic XL!!)
>
> Kay (grmmbl, I forgot his last name, he worked for ANG) once wrote a
> highspeed/ultraspeed routine for MyDOS. I know I have it somewhere. I've been
> looking for it myself. But I can not find it.

It was Kaj de Vos (ANG ??? Pokey ??? SAG ???), he did not release this
tool officially, thus all ABBUC members were asked not to use it any
longer (well, Wolfgang put it on the ABBUC mag. thus more than 500
members have this tool!). But: this US-routine always asks for an adress
where it should run from, then returns to MyDOS. It surely does not work
together with Turbo-Basic XL. I have tried it, I also tried dozens of
other US-routines. Most of them seem to work at first, but as soon as TB
loads, these routines get turned off...

> >i) a new disk formatting utility, that only lists these 6 formats:
> > 1) Single (90kbytes) 4) DSDD 40T. (360kbytes)
> > 2) Medium (130kbytes) 5) DSDD 80T. (720kbytes)
> > 3) Double (180kbytes) 6) High Density (1440kbytes)

> > so there would be no need to use MyDOS options O, P and I together...
>
> Most harddisk interfaces have a menu like that.

Well, I have two interfaces (no black Box!), one being the MSC interface
and the other one from Sijmen Schouten. Both do not have such a menu
program !!! Not for MyDOS !!!

> >j) a harddisk formatting utility, that only lists the following:
> > - sectors (x-65535)
> > - drive (1-8) since D9: is always Ramdisk!
> > and as soon as you press return then,the HD is formatted in MyDOS
> >format.
>
> NO, include D9: just in case.

Afaik, D9: is always the Ramdisk (for both Sparta and MyDOS), have not
tried it with a drive/partition however... Maybe it works...

> >k) a "move" file utility, that moves a file to another dir/subdir (and
> >then deletes the source file); should work with any density...
> >l) a "move" dir/subdir utility that moves a dir/subdir to another
> >dir/subdir without the need of copying (just rewrite the links and
> >such)...; should work with any density...
>
> A yes, I should have read all of this....
>
> >Maybe these MyDOS tools already exist (at least they all exist for
> >Sparta-DOS!!), if not I do hope someone is willing to program some of
> >them soon... -Andreas.
>
> You have some great idea's. Let me give you the advice I keep hearing over and
> over and over again. "Try learning Assembler". :-)
>
> CU Mathy van Nisselroy

Well, if that would have been the only answer all over the years, I
would have left the Atari scene long ago. I even cannot program in
simple Atari Basic, how should I learn/understand Assembler then ???
-Andreas.

5102. Re: New version of Atari JPEG viewers released

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-13 17:23:43 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B780D1F.F27D5166@mail.uni-mainz.de>
Source record: 34676

Well,
we do have them on our computers, in GIF, JPG, HIP, MIC, PIC and other
picture shows... Ha ha ha -Andreas.

P.S.: Just converted some JPG girls to the little Atari with the help of
RAF`s converters...

Mathy Van Nisselroy schrieb:
>
> Howdy Raphael
>
> >The latest versions of a8jdpeg and family are now available:
> >http://a8jdpeg.atari.org
> >http://a8jdpeg.webhop.org
>
> Thanks dude.
>
> We need more guys like you!
>
> CU Mathy van Nisselroy
>
> PS we need girls too..... :-)

5103. Artical on Atari BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-13 18:35:47 UTC
From: Maury Markowitz <maury@remove_this.sympatico.ca.invalid>
Message-ID: <76Vd7.60222$Ok5.12120538@news3.rdc1.on.home.com>
Source record: 34677

I thought some of you might find this interesting.

http://www3.sympatico.ca/maury/other_stuff/atari_basic.html

Comments (pro or con) cheerfully accepted.

Maury

5104. Re: See you at CG Expo! :)

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-13 20:59:08 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <wcXd7.7432$P15.71808@typhoon.sonic.net>
Source record: 34678
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.lynx

In alt.games.lynx Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:
: Well,
: you wrote "Battlespheres" ??? You have more than one Battlesphere cart
: ???

I heard rumor that Carl Forhan has tried contacting them, with the idea of producing and shipping them out for 4Play. Supposedly, he hasn't got a response yet. Carl? Any truth to this?

Also, the sadest two things were:

1. I had two BattleSpheres up in my hotel room, but nobody I mentioned that two had either interest or Jaguars to play on. :(

2. Carl had two Jags, two BS's, and unfortunately the link cable didn't work between them. :(

-bill!
(also brought both Lynxes and sat around the Expo looking bored and lonely for a while, and nobody came to play with me :( )

(I DID have a good time, though, and met some cool folks! :))

5105. Arcade conversions I'd love to see...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-13 21:50:50 UTC
From: Anthony Ramos <aramos@ele-mental.org>
Message-ID: <B79D99CA.ED0F%aramos@ele-mental.org>
Source record: 34679

First up would be Crazy Climber:

http://www.ele-mental.org/~aramos/images/Crazy-Climber-8-bit.gif

And then:
Astro Blaster
Elevator Action
Venture

Okay all you 8-bit programmers, get to work! I want at least one ready to go
under my tree this Christmas ;-)

-Anthony (I'll write you one if you write me one) R.

--
Anthony Ramos________
600 SE 39th Ave., # 3 __ aramos@ele-mental.org .. aramos@hyperreal.org
Portland, OR 97214 ___ information design .. multimedia production
(503) 236-6303 ___________interactive art .. image synthesis

5106. Is possible to write an atari formatted disk to 5.25" disk drive in Windows PC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-13 22:13:41 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0108131413.31f93dc5@posting.google.com>
Source record: 34680

Hi,

I have an old PC with a 5.25" disk drive. Does anyone know if it
is possible to write an atari .ATR image file to a disk in that drive
so that I can then use that disk in my Atari 810 drive?

5107. Re: Fonts

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-13 22:16:07 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c12446$a6c7b0e0$031ea8c0@p400>
Source record: 34681

Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote

: I'm looking for an Atari font (to replace the standard on screen font)
that
: looks like the numbers/characters on LCD's (like watches etc.). Where
can I
: find one?

For the CD-player I guess :-)

You can just draw your own. It's not that hard, and there are plenty of
Charascter-Editors available. I do have a LCD font laying around. If I
only knew where...

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

5108. Re: My-DOS Utilities...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-13 22:20:44 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c12447$4c229fa0$031ea8c0@p400>
Source record: 34682

Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote

: Kay (grmmbl, I forgot his last name, he worked for ANG)

Kay de Vos (from the Fox-link SIO2ST interface)

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

5109. Re: My-DOS Utilities...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-13 22:33:34 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c12449$0e0f97c0$031ea8c0@p400>
Source record: 34683

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote

: > >i) a new disk formatting utility, that only lists these 6 formats:
: > > 1) Single (90kbytes) 4) DSDD 40T. (360kbytes)
: > > 2) Medium (130kbytes) 5) DSDD 80T. (720kbytes)
: > > 3) Double (180kbytes) 6) High Density (1440kbytes)
: > > so there would be no need to use MyDOS options O, P and I
together...

: > Most harddisk interfaces have a menu like that.

: Well, I have two interfaces (no black Box!), one being the MSC interface
: and the other one from Sijmen Schouten. Both do not have such a menu
: program !!! Not for MyDOS !!!

The BlackBox has :-)

If you can use those formats from Basic with a XIO# call, it should be no
big deal to write a quick hack into assembly (less then 400 bytes exe-file
I guess).

: > NO, include D9: just in case.

: Afaik, D9: is always the Ramdisk (for both Sparta and MyDOS), have not
: tried it with a drive/partition however... Maybe it works...

It works. The BlackBox, MSC and the KmK interface all support diskdrive
redirection. Some o.s. also do, and DOS 4.0 (QDos/AnticDOS) is also able
to redirect a drive ID.

: > You have some great idea's. Let me give you the advice I keep hearing
over and
: > over and over again. "Try learning Assembler". :-)

: Well, if that would have been the only answer all over the years, I
: would have left the Atari scene long ago. I even cannot program in
: simple Atari Basic, how should I learn/understand Assembler then ???

I can't really program in BASIC, but I do know some assembly. Too bad I'm
not that much of a My-Dos fanatic :-)

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

5110. Re: Is possible to write an atari formatted disk to 5.25" disk drive in Windows PC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-13 22:34:29 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b788bcb$0$1522$4c5ecdc7@news.erinet.com>
Source record: 34694

```
Probably not (write A8 disk on old PC).
Your 810 is single density and PCs can't do Atari sngl density.
Atari sngl dens. is FM, as I understand it and PCs can't do it.
Russg
```

5111. Re: The old GUI for the ATARI-8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-13 22:39:26 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c12449$e73669c0$031ea8c0@p400>
Source record: 34685

Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote

: >We're in doubt about how we will travel. My van is for sale, and the
: >current owner of the old Cadillac Hearse I want to buy is on a vacation
and
: >I'm not sure if I have that car in time.

: Do you have pictures yet????

Yes.

: How old is the hearse?

1966, 500ci V8 engine (from a '74 Fleetwood :-( )

Have not decided yet if there will be giant fuji's on it or not...

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

5112. [ANNOUNCE] Minigame competition update

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-13 22:43:50 UTC
From: gasman@raww.org.RemoveThisBit.invalid
Message-ID: <3b783576.26913481@news.ukonline.co.uk>
Source record: 34684
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

There are now a total of 6 entries up on the Minigame competition website, http://demo.raww.net/minigame/ - all for the Spectrum and C64 so far. (It'd be good to see some entries from the Amstrad / Atari sides, though!)

The closing date for entries has now been set - it's the 30th of September, so there's still plenty of time to get to work on an entry.

5113. Re: [ANNOUNCE] Minigame competition update

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 00:03:24 UTC
From: MagerValp <cl3polof@cling.gu.se>
Message-ID: <p14ae13a4oj.fsf@panini.cling.gu.se>
Source record: 34688
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

>>>>> "MW" == Matthew Westcott <gasman@raww.org.RemoveThisBit.invalid> writes:

MW> There are now a total of 6 entries up on the Minigame competition
MW> website, http://demo.raww.net/minigame/ - all for the Spectrum and
MW> C64 so far. (It'd be good to see some entries from the Amstrad /
MW> Atari sides, though!)

Now there's an idea. Maybe I should pick up an Atari emulator and som
crossdev tools :)

--
___ . . . . . + . . o
_|___|_ + . + . + . . Per Olofsson, konstnï¿½r
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/

5114. Re: For our "Polski bracia"

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 00:23:52 UTC
From: NoOne@FakeEmail.com
Message-ID: <90FCD7BC7CTHEnterprises@205.212.123.11>
Source record: 34690

webmaster@cbmpan.gdynia.pl wrote in <9l7sp5$6pg$1@korweta.task.gda.pl>:
>
>Wow! Who translated it for you? It sure does not make any sense...
>
http://www.tranexp.com . It's a machine translator which produces
"pigeon" english. There's nothing like a human for precise tranlations
though. Hatway oday ouyay expect orfay reefay? :)

5115. Re: See you at CG Expo! :)

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 00:46:10 UTC
From: J Parlee <lost_monkey@sympatico.ca>
Message-ID: <Cv_d7.12995$KG2.1272722@news20.bellglobal.com>
Source record: 34691
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.lynx

"Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message
news:3B7805FF.2B14739B@mail.uni-mainz.de...
> Well,
> you wrote "Battlespheres" ??? You have more than one Battlesphere cart
> ???
> ARRRGGGGHH !!! Those idiots did not sell any carts (officially) to
> europe, allthough I ordered some (and many of my friends did too)...

You "ordered" some? How did you do that? The game has never been available
for "order". When the carts were ready, Scatalogic made an announcement and
issued confirmation numbers to the first "x" number of responses. That was
it.

> Now, if we take a look at Ebay we have to pay some 500 or 1000 USD for
> this game. Simply too much for me. Thats why I call the programmers
> idiots - guess what happens, pirated ROM images will be avaiable (and
> used) sooner or later. And when you cannot buy this game, you merely
> have the chance to rip it... -Andreas
>
> P.S.: They promised to do a second run of Battlesphere carts, but now I
> am waiting already 3 years (ordered again!) and nothing seems to
> happen...

You've been waiting 3 years for the second run? The game was released for
sale for the FIRST time in March of 2000! Do the Math!

Since the first sale of carts, the game has been offered by Scatalogic 2x on
Atari.net auctions. The second set of auctions were cancelled when the site
went down for some time during the auction.

You are very confused...

5116. Re: Article on Atari BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 00:52:30 UTC
From: Itay Chamiel <itaycspam@cs.huji.ac.il>
Message-ID: <9l9p2k$m8k$1@news.huji.ac.il>
Source record: 34686

Hi,

There are two major errors in the article:

"Eventually Atari just left the [right cartridge] slot out of newer machines because no one was using it, permanently leaving an 8k hole of unusable memory in the machine."

This is simply not true. Assuming your machine has 48K or more RAM, if there is no cartridge in the right slot then its corresponding space in memory is free RAM, not unusable space.

"Three years later Atari was releasing a new machine called the 1200XL and decided to fix this problem while they were at it - along with a very few others."

This insinuates that the 1200XL has built in BASIC. It doesn't. Only the 600XL and 800XL had the built in BASIC which included the bugs you describe (known as "Rev. B Basic").

You also didn't mention that the BASIC shipped with the later XE's was fixed (Rev. C).

Good article though :)

-itay
--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc

"Maury Markowitz" <maury@remove_this.sympatico.ca.invalid> wrote in message news:76Vd7.60222$Ok5.12120538@news3.rdc1.on.home.com...
> I thought some of you might find this interesting.
>
> http://www3.sympatico.ca/maury/other_stuff/atari_basic.html
>
> Comments (pro or con) cheerfully accepted.
>
> Maury
>
>

5117. Re: Arcade conversions I'd love to see...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 01:04:16 UTC
From: Itay Chamiel <itaycspam@cs.huji.ac.il>
Message-ID: <9l9pommjt1@news.huji.ac.il>
Source record: 34687

Crazy Climber already exists for the Atari 8-bit...

-itay
--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc

"Anthony Ramos" <aramos@ele-mental.org> wrote in message
news:B79D99CA.ED0F%aramos@ele-mental.org...
> First up would be Crazy Climber:
>
> http://www.ele-mental.org/~aramos/images/Crazy-Climber-8-bit.gif
>
> And then:
> Astro Blaster
> Elevator Action
> Venture
>
> Okay all you 8-bit programmers, get to work! I want at least one ready to
go
> under my tree this Christmas ;-)
>
> -Anthony (I'll write you one if you write me one) R.
>
> --
> Anthony Ramos________
> 600 SE 39th Ave., # 3 __ aramos@ele-mental.org .. aramos@hyperreal.org
> Portland, OR 97214 ___ information design .. multimedia production
> (503) 236-6303 ___________interactive art .. image synthesis
>
>

5118. Re: PAL color tuning

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 01:14:19 UTC
From: Itay Chamiel <itaycspam@cs.huji.ac.il>
Message-ID: <9l9qbh$mr3$1@news.huji.ac.il>
Source record: 34689

"Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:9l8biiggt8@nets3.rz.RWTH-Aachen.DE...
> Howdy Itay
>
> >Problem 2 is annoying. I'm pretty sure my colors are off and I have no
idea
> >how to tune them.. There is no hole through which I can tune a color pot,
> >and nothing to tune on the monitor, so what do I do?
>
> Be sure top check the voltage comming from your power supply. [...]

Well, the power for my Atari is actually pulled from my PC's power supply
(they have 5V and 12V in there, so why the heck not use it?) so I assume
it's a proper 5V judging by the simple fact that my Windows machine is
working well with it..

I've since discovered that the color pot is accessible by opening up the
cover of the machine, and the colors are ok now. Thanks though :)

(Yes.. My PC computer is the power supply, disk drive, modem and display for
my Atari, when I use it.. The only actual Atari hardware I need is the
computer itself.)

:)

-itay
--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc

5119. Re: "Atari BASIC" book by Bob Albrecht

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 01:36:23 UTC
From: llpwhite@cs.com
Message-ID: <20010813213623.17667.00004070@ng-cn1.news.cs.com>
Source record: 34693

>...when I came across a couple of listings for another book called "Atari Basic" by Bob Albrecht and a few others.<

In the early days (when an 800 cost $1000 or so), Atari included this book with the Basic cartridge. Mine was right in the box with my 800. Can be found nearly every few weeks on eBay as "rare" or "extremely rare" :-)) An ok book on 8K Atari Basic, I suppose, but I still believe that "My Atari Computer" has two excellent chapters on Basic that would serve most folks very well, and the best book for the novice is "Inside Atari Basic" by Bill Carris. (IMO, anyway.)
Larry

5120. Re: Minigame competition update

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 01:56:31 UTC
From: Duncan Snowden <dss@exl.co.uk>
Message-ID: <Yam2NN.AmigaOS.3212BFB6.374B9921@tnt-11-221.easynet.co.uk>
Source record: 34692
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Monday, Matthew Westcott wrote:

> There are now a total of 6 entries up on the Minigame competition
> website, http://demo.raww.net/minigame/ - all for the Spectrum and C64
> so far. (It'd be good to see some entries from the Amstrad / Atari
> sides, though!)

Coo, I wish I had a decent C64 emulator.[1] That Tetris clone looks
good.

[1] No recommendations, ta. My machine's just not up to the job,
really (68030/50Mhz).

--
Duncan Snowden.

5121. Re: Is possible to write an atari formatted disk to 5.25" disk drive in Windows PC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 02:41:23 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <nd0e7.8120$KI2.779116@newsread1.prod.itd.earthlink.net>
Source record: 34695

Not unless the PC is really really old; most of those units for the last 16
years or so do not have a single density controller. Even if the hardware
was willing, I have not seen any PC software for the purpose. There are a
couple of double density apps for writing files to an atari DD floppy on a
PC 5.25 drive; the ones I have seen will format but not write DOS files...

"Jheitmuller" <john@jrcc.net> wrote in message
news:de16c5ec.0108131413.31f93dc5@posting.google.com...
> Hi,
>
> I have an old PC with a 5.25" disk drive. Does anyone know if it
> is possible to write an atari .ATR image file to a disk in that drive
> so that I can then use that disk in my Atari 810 drive?

5122. Re: "Atari BASIC" book by Bob Albrecht

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 02:54:53 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <1q0e7.8417$ZM2.774209@newsread2.prod.itd.earthlink.net>
Source record: 34696

We bought it separate (about $16) with the 400 in 1983. Satisfactory for starting out in A-8 Basic and it cannot be that rare as I now have about 4-5 copies. Poole's YAC is the better resource.

"LLpwhite" <llpwhite@cs.com> wrote in message news:20010813213623.17667.00004070@ng-cn1.news.cs.com...
> >...when I came across a couple of listings for another book called "Atari
> Basic" by Bob Albrecht and a few others.<
>
> In the early days (when an 800 cost $1000 or so), Atari included this book with
> the Basic cartridge. Mine was right in the box with my 800. Can be found
> nearly every few weeks on eBay as "rare" or "extremely rare" :-)) An ok
> book on 8K Atari Basic, I suppose, but I still believe that "My Atari Computer"
> has two excellent chapters on Basic that would serve most folks very well, and
> the best book for the novice is "Inside Atari Basic" by Bill Carris. (IMO,
> anyway.)

5123. Re: "Atari BASIC" book by Bob Albrecht

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 03:13:34 UTC
From: llpwhite@cs.com
Message-ID: <20010813231334.01503.00000079@mb-ci.news.cs.com>
Source record: 34697

> but I still believe that "My Atari Computer" has two excellent chapters on Basic that would serve most folks very well..."

Argh! I meant "Your Atari Computer", of course. I guess I should also mention that the Weber books (XL User's Handbook and XE User's Handbook" are pretty decent, but still not as good as YAC.
Larry

5124. Re: Article on Atari BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 03:29:30 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <uW0e7.8246$Kl2.782846@newsread1.prod.itd.earthlink.net>
Source record: 34698

```
And at least 2 more...
1. "This even had another advantage, a numeric constant would always take up
6 bytes of memory, but a string representing that constant only took up the
number of chars it was long."

Variables used one byte for each time used plus the length of the definition
plus the 6 byte value of the contents.

2. "... strings were indexed at 0 instead of 1, so you had to change all of
the offsets."

Atari Basic strings always start at position 1: A$(0) gives an error every
time. Their format was different but basically simpler and more general. You
had to rethink string arrays:
1020 PRINT A$(R)
became
1020 PRINT A$((R-1)*LENGTH+1,R*LENGTH)
and did not require the laundry list of print statements with line # math.

"Itay Chamiel" <itaycspam@cs.huji.ac.il> wrote in message
news:9l9p2k$m8k$1@news.huji.ac.il...
> Hi,
>
> There are two major errors in the article:
(snip)
> Good article though :)
>
> Itay Chamiel
> http://www.cs.huji.ac.il/~itayc
>
> "Maury Markowitz" <maury@remove_this.sympatico.ca.invalid> wrote in
message
> > I thought some of you might find this interesting.
> >
http://www3.sympatico.ca/maury/other_stuff/atari_basic.html
```

5125. @@@ VINTAGE COMPUTER FESTIVAL 5.0 @@@

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 05:30:48 UTC
From: vcf@vintage.org
Message-ID: <cl2e7.17$Wm3.11275@news1.rdc1.sfba.home.com>
Source record: 34700

Vintage Computer Festival 5.0
September 15th and 16th, 2001
Parkside Hall - San Jose Convention Center
San Jose, California
http://www.vintage.org/2001/main/

Mark your calendar! The fifth annual Vintage Computer Festival is scheduled for the weekend of September 15th and 16th at Parkside Hall in San Jose, California.

The Vintage Computer Festival is a celebration of computers and their history. The event features speakers, a vintage computer exhibition, and a vintage computer marketplace. We showcase all different types of computers for all differents kinds of platforms in all different shapes and sizes.

EXHIBIT YOUR VINTAGE COMPUTER

Vintage Computer Collectors: we want you! Exhibit your favorite computer in the Vintage Computer Exhibition. First, Second and Third place prizes will be awarded in 13 categories, including the coveted Best of Show.

For complete details on the VCF 5.0 Exhibition, visit:

http://www.vintage.org/2001/main/exhibit.php

BUY/SELL/TRADE AT THE VINTAGE COMPUTER MARKETPLACE

Do you have some vintage computer items you'd like to sell? Whether you rent a booth or sell on consignment, the Vintage Computer Festival Marketplace is the premier venue for selling old computers and related items. If you would like to rent a booth or inquire about consignment rates, please send e-mail to <vendor@vintage.org> for more information or visit:

http://www.vintage.org/2001/main/vendor.php

TELL A FRIEND! TELL A FRIEND! TELL A FRIEND!

We really hope to see you at the VCF 5.0! And remember, tell your friends!!

A printable flyer in Word format can be downloaded here:

http://www.vintage.org/2001/main/vcf50.doc

Vintage Computer Festival 5.0
September 15th and 16th, 2001

Parkside Hall - San Jose Convention Center
San Jose, California
http://www.vintage.org/2001/main/

5126. Re: "Atari BASIC" book by Bob Albrecht

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 06:07:21 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <km1e7.126$cx4.132442@nnrp2.sbc.net>
Source record: 34699

Are you talking about "Your Atari Computer"? I swear by that book! It is the Atari Bible! I also have the "Atari Basic" book, it has the pulpy paper pages that make me sneeze everytime I open it. 8-)

Mo

LLpwhite wrote in message
<20010813213623.17667.00004070@ng-cn1.news.cs.com>...
>>...when I came across a couple of listings for another book called "Atari
>Basic" by Bob Albrecht and a few others.<
>
>In the early days (when an 800 cost $1000 or so), Atari included this book
with
>the Basic cartridge. Mine was right in the box with my 800. Can be found
>nearly every few weeks on eBay as "rare" or "extremely rare" :-)) An ok
>book on 8K Atari Basic, I suppose, but I still believe that "My Atari
Computer"
>has two excellent chapters on Basic that would serve most folks very well,
and
>the best book for the novice is "Inside Atari Basic" by Bill Carris. (IMO,
>anyway.)
>Larry
>
>
>

5127. Re: [ANNOUNCE] Minigame competition update

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 06:48:11 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.SUN.3.96.1010813234445.26718A-100000@compass.oregonvos.net>
Source record: 34701
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Although I have reviewed the rules, I remain a little bit puzzled
if it is acceptable to embed machine language instructions inside
of the arguments to a PRINT statement, and then have them executed
in screen memory after printing? And how much mangling of the BASIC
is permitted? Is it acceptable to have lines that approach 255
bytes in length?

5128. WTB - Atari 800 or similar.

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 07:07:56 UTC
From: Paul <paulprout@hotmail.com>
Message-ID: <3b78ce49$0$19624@echo-01.iinet.net.au>
Source record: 34702

Anyone out there have the above system and peripherals for sale? Prefer Australian seller, but would consider overseas.

5129. SIO2IDE interface for 8bit ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 08:30:33 UTC
From: Marek M <marekm@aritech.com.pl>
Message-ID: <9laoi9$1ej6$1@news2.ipartners.pl>
Source record: 34703

I would like to introduce my SIO2IDE interface for 8bit ATARI.

Interface has the following features:
- standard SIO speed 19200 baud
- emulates ATARI disks D1 to D15
- max 16 partitions, each 16MB
- easy to build and install inside your ATARI
- interface software and utilities are available for FREE

Please look at: http://www.atari.cuprum.com.pl/ (SIO2IDE), only in
Polish, sorry.

English version of the SIO2IDE will be available soon.

P.S. PCBs for the SIO2IDE will be available in September.

Regards,
Marek Mikolajewski
Gdansk Poland

5130. Re: Minigame competition update

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 10:59:09 UTC
From: MagerValp <cl3polof@cling.gu.se>
Message-ID: <p14wv469abm.fsf@panini.cling.gu.se>
Source record: 34704
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
>>>>> "DS" == Duncan Snowden <dss@exl.co.uk> writes:

DS> Coo, I wish I had a decent C64 emulator.[1] That Tetris clone
DS> looks good.

Well it does beat the original C64 tetris, but that's nothing to brag
about :P

DS> [1] No recommendations, ta. My machine's just not up to the job,
DS> really (68030/50Mhz).

misc/emu/MagiC64.lha should run at an acceptable frame rate on your
machine, either 12 or 17 fps.

--
___ . . . . . + . . o
_|___|_ + . + . + . . Per Olofsson, konstnï¿½r
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/
```

5131. Re: Is possible to write an atari formatted disk to 5.25" disk drive in Windows PC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 11:15:53 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b793e3e$0$1519$4c5ecdc7@news.erinet.com>
Source record: 34713

(Dang, why do I do that, I responded to Jheitmuller instead of group.)
From: Russ Gilbert <russg@en.com>
To: Jheitmuller <john@jrcc.net>
Subject: Re: Is possible to write an atari formatted disk to 5.25" disk drive in Windows PC?
Date: Tuesday, August 14, 2001 11:13 AM

As far as I know, I'm the only person to write a PC program that
will format A8 and write DOS files to a PC disk drive. Dbl dens.
(Oh heck, Who wrote MyDOS? Charles Marshand) Anyway
the guy who wrote MyDOS wrote 'Myutil' which will format
dbl dens disk in PC and write MyDOS style files to it.
One thing I know, format the disk using the PC, Don't use a previously
formatted disk, unless it is totally erased with a magnet. Use only
Dbl Density disks (usually with hub ring), HD (1.2 meg) disks will
not work. I have a lot of experience with writing A8 stuff using PC.
My program will write either MyDOS or SpartaDOS boot disk
using a PC. It is still somewhat 'iffy', but I have done it and
successfully
booted from a 1050.
Much better to get a dbl dens A8 drive (that works), US dblr 1050, Indus,
Rana. And even better yet to use a APE or SIO2PC cable.
Russg

5132. Re: The old GUI for the ATARI-8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 13:08:23 UTC
From: Ed <ewilliams1@jam.rr.com>
Message-ID: <B79E8CB6.50C7%ewilliams1@jam.rr.com>
Source record: 34705

in article 01c12449$e73669c0$031ea8c0@p400, Sysop Fox-1 at fox-1@home.nl
wrote on 8/13/01 5:39 PM:

>
> Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote
>
> : >We're in doubt about how we will travel. My van is for sale, and the
> : >current owner of the old Cadillac Hearse I want to buy is on a vacation
> and
> : >I'm not sure if I have that car in time.
>
> : Do you have pictures yet????
>
> Yes.
>
> : How old is the hearse?
>
> 1966, 500ci V8 engine (from a '74 Fleetwood :-( )
>
> Have not decided yet if there will be giant fuji's on it or not...
>
Go Go Go Fuji-Busters

5133. Re: Is possible to write an atari formatted disk to 5.25" disk drive in Windows PC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 13:37:32 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0108140537.17bee622@posting.google.com>
Source record: 34706

Ron,

What are the names of the apps have you seen that will allow me to
write to an Atari DD disk in a PC 5.25 drive? I can always just buy a
Atari 1050 on eBay.

Thanks for the input,
John
John@jrcc.net

"Ron Hamilton" <ronandjudyh@earthlink.net> wrote in message
news:<nd0e7.8120$Kl2.779116@newsread1.prod.itd.earthlink.net>...
> Not unless the PC is really really old; most of those units for the last 16
> years or so do not have a single density controller. Even if the hardware
> was willing, I have not seen any PC software for the purpose. There are a
> couple of double density apps for writing files to an atari DD floppy on a
> PC 5.25 drive; the ones I have seen will format but not write DOS files...
>
> "Jheitmuller" <john@jrcc.net> wrote in message
> news:de16c5ec.0108131413.31f93dc5@posting.google.com...
> > Hi,
> >
> > I have an old PC with a 5.25" disk drive. Does anyone know if it
> > is possible to write an atari .ATR image file to a disk in that drive
> > so that I can then use that disk in my Atari 810 drive?

5134. Re: Article on Atari BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 14:29:44 UTC
From: Maury Markowitz <maury@remove_this.sympatico.ca.invalid>
Message-ID: <sBae7.4546$hO5.874276@news3.rdc1.on.home.com>
Source record: 34707

"Itay Chamiel" <itaycspam@cs.huji.ac.il> wrote in message
news:9l9p2k$m8k$1@news.huji.ac.il...
> This is simply not true. Assuming your machine has 48K or more RAM, if
there
> is no cartridge in the right slot then its corresponding space in memory
is
> free RAM, not unusable space.

I worded that poorly it seems.

> This insinuates that the 1200XL has built in BASIC. It doesn't. Only the
> 600XL and 800XL had the built in BASIC which included the bugs you
describe
> (known as "Rev. B Basic").

Ahhh, thanks. This difference does not appear clearly in any of the
existing stories.

> Good article though :)

Thanks!

Maury

5135. Re: Article on Atari BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 14:32:55 UTC
From: Maury Markowitz <maury@remove_this.sympatico.ca.invalid>
Message-ID: <rEae7.4550$hO5.876519@news3.rdc1.on.home.com>
Source record: 34708

"Ron Hamilton" <ronandjudyh@earthlink.net> wrote in message
news:uW0e7.8246$Kl2.782846@newsread1.prod.itd.earthlink.net...
> 1. "This even had another advantage, a numeric constant would always take
up
> 6 bytes of memory, but a string representing that constant only took up
the
> number of chars it was long."
>
> Variables used one byte for each time used plus the length of the
definition
> plus the 6 byte value of the contents.

Same statement. The issue here is the difference betweem numeric variables
and numeric constants.

> 2. "... strings were indexed at 0 instead of 1, so you had to change all
of
> the offsets."
>
> Atari Basic strings always start at position 1: A$(0)

Did MS start at 0 then? I remember converting all the offsets, did I just
get it the wrong way around?

> and did not require the laundry list of print statements with line # math.

Wazza?

Maury

5136. Re: "Atari BASIC" book by Bob Albrecht

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 14:34:37 UTC
From: Maury Markowitz <maury@remove_this.sympatico.ca.invalid>
Message-ID: <1Gae7.4552$hO5.878116@news3.rdc1.on.home.com>
Source record: 34709

"LLpwhite" <llpwhite@cs.com> wrote in message
news:20010813213623.17667.00004070@ng-cn1.news.cs.com...
> >...when I came across a couple of listings for another book called "Atari
> Basic" by Bob Albrecht and a few others.<
>
> In the early days (when an 800 cost $1000 or so), Atari included this book
with
> the Basic cartridge. Mine was right in the box with my 800. Can be found
> nearly every few weeks on eBay as "rare" or "extremely rare" :-)) An
ok
> book on 8K Atari Basic

So I assume this was more like "learn basic" rather than the Atari BASIC
sourcebook?

Maury

5137. Re: "Atari BASIC" book by Bob Albrecht

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 14:35:08 UTC
From: Maury Markowitz <maury@remove_this.sympatico.ca.invalid>
Message-ID: <wGae7.4553$hO5.878701@news3.rdc1.on.home.com>
Source record: 34710

"Mo" <mygranny@'nospam'swbell.net> wrote in message
news:km1e7.126$cx4.132442@nnrp2.sbc.net...
> Are you talking about "Your Atari Computer"? I swear by that book! It is
the
> Atari Bible! I also have the "Atari Basic" book, it has the pulpy paper
> pages that make me sneeze everytime I open it. 8-)

What is this book? I don't know this one.

Maury

5138. Questions about add-ons : new OS's

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 14:42:32 UTC
From: Maury Markowitz <maury@remove_this.sympatico.ca.invalid>
Message-ID: <sNae7.4560$hO5.885030@news3.rdc1.on.home.com>
Source record: 34711

I've suddenly become interested in the Atari again (it waxes and wanes) and started poking about on the 'net. Too bad we didn't have that in the 80's...

Anyway in my BASIC article I talk about the math functions sucking so bad, and express my interest in the fact that they never got upgraded. So I was reading the hardware FAQ and noticed that there are a whole bunch of OS upgrades out there. I have some questions about them.

In general the upgrades can be divided into a couple of main functions:

1) replacement math routines
2) replacement graphics routines
3) an ML monitor
4) extended RAM support
5) support for faster disk I/O

I was wondering if anyone can expand on these?

1) Did the FP routines use a trap table? If not, did the replacement routines have to be exactly as large as the originals? In the FAQ some of the OS's have the fast math and some don't, is this expected? What sort of performance boost do you get from these upgrades?

2) I have basically no information on this. Anyone?

3) I would have loved a ML monitor on the Atari, I consider it to be one of the flaws of the system that it didn't include it. Does anyone have any dox for any of these (Omnimon or XL Boss).

5) what exactly happened with these? With something like the US Doubler you needed to use Sparta to get the speed. May I assume in UltraSpeed + they simply moved those routines into the OS? If so, did that mean you got the high speed support on all of the DOS's?

Maury

5139. What exactly changed in XL OS to break it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 14:44:17 UTC
From: Maury Markowitz <maury@remove_this.sympatico.ca.invalid>
Message-ID: <5Pae7.4566$hO5.886808@news3.rdc1.on.home.com>
Source record: 34712

I've read (and written) on the failure of the 1200XL, but I have yet to find anything other than really vague mentions of the problems in the XL OS that made it incompatible. Does anyone have anything more in-depth?

Maury

5140. FA: Antic Magazines

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 15:09:33 UTC
From: stevekulpa@yahoo.com
Message-ID: <ee336853.0108140709.51be2140@posting.google.com>
Source record: 34714

Greetings,
I have 4 complete volumes and 1 almost complete volume of Antic
Magazines up for auction on eBay. All issues are in execellent
condition. If you're interested, please take a look.

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=stevekulpa

Thanks,
Steve

5141. Re: @@@ VINTAGE COMPUTER FESTIVAL 5.0 @@@

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 16:38:14 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-OB8md3dzKzoP@draco.ames.pacbell.net>
Source record: 34716

On Tue, 14 Aug 2001 05:30:48, vcf@vintage.org wrote:

>
>
> Vintage Computer Festival 5.0
> September 15th and 16th, 2001
> Parkside Hall - San Jose Convention Center
> San Jose, California
> http://www.vintage.org/2001/main/
>
>
> Mark your calendar! The fifth annual Vintage Computer Festival is
> scheduled for the weekend of September 15th and 16th at Parkside Hall
> in San Jose, California.
>
> The Vintage Computer Festival is a celebration of computers and their
> history. The event features speakers, a vintage computer exhibition,
> and a vintage computer marketplace. We showcase all different types
> of computers for all differents kinds of platforms in all different
> shapes and sizes.
>
>
> EXHIBIT YOUR VINTAGE COMPUTER
>
> Vintage Computer Collectors: we want you! Exhibit your favorite
> computer in the Vintage Computer Exhibition. First, Second and
> Third place prizes will be awarded in 13 categories, including the
> coveted Best of Show.
>
> For complete details on the VCF 5.0 Exhibition, visit:
>
> http://www.vintage.org/2001/main/exhibit.php
>
>
> BUY/SELL/TRADE AT THE VINTAGE COMPUTER MARKETPLACE
>
> Do you have some vintage computer items you'd like to sell? Whether
> you rent a booth or sell on consignment, the Vintage Computer Festival
> Marketplace is the premier venue for selling old computers and
> related items. If you would like to rent a booth or inquire about
> consignment rates, please send e-mail to <vendor@vintage.org> for more
> information or visit:
>
> http://www.vintage.org/2001/main/vendor.php

>
>
> TELL A FRIEND! TELL A FRIEND! TELL A FRIEND!
>
> We really hope to see you at the VCF 5.0! And remember, tell your
> friends!!
>
> A printable flyer in Word format can be downloaded here:
>
> http://www.vintage.org/2001/main/vcf50.doc

you should also provide the flyer in other formats, StarOffice comes
to mind as it is available for most platforms and does not lmply that
an event such as this is for windows users.

Ken

>
>
> Vintage Computer Festival 5.0
> September 15th and 16th, 2001
> Parkside Hall - San Jose Convention Center
> San Jose, California
> http://www.vintage.org/2001/main/
>

--

5142. Re: SIO2IDE interface for 8bit ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 16:38:17 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-XNkWYCrGu42y@draco.ames.pacbell.net>
Source record: 34717

This sounds real good but I will wait for the english version, soon I
hope.

Ken

On Tue, 14 Aug 2001 08:30:33, "Marek M" <marekm@aritech.com.pl> wrote:

> I would like to introduce my SIO2IDE interface for 8bit ATARI.
>
> Interface has the following features:
> - standard SIO speed 19200 baud
> - emulates ATARI disks D1 to D15
> - max 16 partitions, each 16MB
> - easy to build and install inside your ATARI
> - interface software and utilities are available for FREE
>
> Please look at: http://www.atari.cuprum.com.pl/ (SIO2IDE), only in
> Polish, sorry.
>
> English version of the SIO2IDE will be available soon.
>
> P.S. PCBs for the SIO2IDE will be available in September.
>
> Regards,
> Marek Mikolajewski
> Gdansk Poland
>
>
>

--

5143. Re: "Atari BASIC" book by Bob Albrecht

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 17:11:38 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <eZce7.9539$ZM2.882361@newsread2.prod.itd.earthlink.net>
Source record: 34718

Your Atari Computer by Lon Poole with Martin McNiff & Steven Cook from
Osborne/McGraw-Hill (c)1982 blue cover; there was also an updated edition
including an XL section.

"Maury Markowitz" <maury@remove_this.sympatico.ca.invalid> wrote in message
> "Mo" <mygranny@'nospam'swbell.net> wrote in message
> Are you talking about "Your Atari Computer"? I swear by that book! It is
> the
> > Atari Bible! I also have the "Atari Basic" book, it has the pulpy paper
> > pages that make me sneeze everytime I open it. 8-)
>
> What is this book? I don't know this one.

5144. Trade and FA list: MULE Complete, Ultima 4, Zombies, Bounty Bob cart, +more 8-bit rarities

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 17:54:03 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <9lborq$4p1$1@nnrp1.phx.gblx.net>
Source record: 34719

I think this is my best auction yet for Atari 8-bit games, I have lots of games that are avalable at no dealer on the web, and many are boxed and complete. Bounty Bob Strikes Back cartridge, Mario Bros. for Atari XE, Ultima 4 with box, tested and working, MULE in beautiful condition complete (the original sim-game!), Zombies boxed with mint disk and manual, Diamond Mine cartridge, Temple of Apshai complete boxed, and lastely Telengard boxed (Telengard has a NON working disk though).

Here is the link for MULE:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1263277493

TRADE LIST!!!

I need the following game cartridges for Atari 800 xl : Gyruss, HERO, Megamania, Decathlon, the Designers Pencil, Keystone Kapers, Pitfall, River Raid, Zone Ranger.

I have these FOR trade, only for games on the above list and only using common sense as far as value. Here is what I have:

Pool 400 boxed complete cart, Survival of the Fittest boxed complete, Return of the Jedi cartridge shrinkwrapped boxed, or use the above games that I have in my want list for credit towards any of my auctions! I will give a very fair amount for them, and yes I know which ones are hard to find (Gyruss, HERO) and give much more credit for those compared to, say, Pitfall.

Thanks a lot for reading my post! -Satcom2

5145. Re: WTB - Atari 800 or similar.

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 17:55:25 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <8Kbe7.2$hf1.3122@nnrp3.sbc.net>
Source record: 34715

I've an 800 XL w/box - no power supply. You'd need a 240 volt PSU anyway.
Also have 1010 recorder w/box no PSU and a volksmodem 300 baud DCM w/PSU.
I'll let it all go for $50.00 US + shipp.

Mo

Paul wrote in message <3b78ce49$0$19624@echo-01.iinet.net.au>...
>Anyone out there have the above system and peripherals for sale? Prefer
>Australian seller, but would consider overseas.
>
>
>

5146. Re: Arcade conversions I'd love to see...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 18:29:38 UTC
From: Anthony Ramos <aramos@ele-mental.org>
Message-ID: <B79EBC21.EE29%aramos@ele-mental.org>
Source record: 34720

Yeah, but that one is lousy. I meant a *good* conversion, like the one in
the picture ;-)

Thanks anyway, though...

-Anthony R.

in article 9l9pommjt1@news.huji.ac.il, Itay Chamiel at
itaycspam@cs.huji.ac.il wrote on 13 08 01 18.04:

> Crazy Climber already exists for the Atari 8-bit...
>
> -itay
> --
> Itay Chamiel
> http://www.cs.huji.ac.il/~itayc
>
> "Anthony Ramos" <aramos@ele-mental.org> wrote in message
> news:B79D99CA.ED0F%aramos@ele-mental.org...
>> First up would be Crazy Climber:
>>
>> http://www.ele-mental.org/~aramos/images/Crazy-Climber-8-bit.gif
>>
>> And then:
>> Astro Blaster
>> Elevator Action
>> Venture
>>
>> Okay all you 8-bit programmers, get to work! I want at least one ready to
> go
>> under my tree this Christmas ;-)
>>
>> -Anthony (I'll write you one if you write me one) R.
>>
>> --
>> Anthony Ramos________
>> 600 SE 39th Ave., # 3 __ aramos@ele-mental.org .. aramos@hyperreal.org
>> Portland, OR 97214 ___ information design .. multimedia production
>> (503) 236-6303 ___________interactive art .. image synthesis
>>
>>
>
>

--
Anthony Ramos________

600 SE 39th Ave., # 3 __ aramos@ele-mental.org .. aramos@hyperreal.org
Portland, OR 97214 ___ information design .. multimedia production
(503) 236-6303 ___________interactive art .. image synthesis

5147. Re: @@@ VINTAGE COMPUTER FESTIVAL 5.0 @@@

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 19:01:31 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <fAee7.8061$P15.74425@typhoon.sonic.net>
Source record: 34721

kenames@pacbell.net wrote:
:>
:> A printable flyer in Word format can be downloaded here:
:>
:> http://www.vintage.org/2001/main/vcf50.doc

: you should also provide the flyer in other formats, StarOffice comes
: to mind as it is available for most platforms and does not lmply that
: an event such as this is for windows users.

Welll.... one could argue that SO can load DOC files well enough.
However, the best format would be HTML or PostScript, as those are
fairly accessible.

A PPM/PGM/PBM file might be good, too... one could generate a converter to
push it out into something loadable by vintage computers (such as GR8 or
Micropainter formats on the Atari ;))

-bill!

5148. Re: My-DOS Utilities...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 19:09:53 UTC
From: Vasco <vasco@owl.au.poznan.pl>
Message-ID: <9lc6o5$92s$1@news.tpi.pl>
Source record: 34730

```
>
> What do you know about the disk
> structure on the 720 & 1440K units? Does the Percom Data Block still
operate at
> this level? What is the track sector count? the sector byte count? Where
is the
> directory & VTOC... all that stuff.

On polish TOMS 720 Drive percom is correct: 80 tracks/256B/2 sides. All is
this
same as 360KB (XF-551) format, but is 80 tracks :) Directory is on sectors
(MyDos) $168 and $167 sectors. Contain:

04 33 0b 33 0b 00 00 00
00 00 0f ff ff ff ff ff ... rest of sector $168 = ff

sector $167:

ff ff ff ff ff ff ff ff - x14 times
ff ff 80 00 00 00 00 00 and rest=00

is 2867 free sectors

Vasco/Tristesse
```

5149. Re: If you could design a $300 homecomputer today, what would you

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 19:52:49 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9lbvihjfs1@venus.itns.co.za>
Source record: 34722
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
On Mon, 30 Jul 2001 04:25:26 +0000, TJ Edmister wrote:

>> On 18 Jul 2001 18:41:16 GMT, Byron Desnoyers Winmill wrote:
>>
>> > helgetu (h.schaefer@tu-bs.de) wrote:
>> >: What might be the purpose of this $300 machine?
>> >
>> > It was originally targeted for computer hobbiests. Given the groups we
are
>> > posting to, it would share some of the characteristics of the 8 and 16 bit
>> > machines of the 80's, or would suit the tastes of the current users of
>> > these machines.
>> >
>> > I was thinking of something easy enough for an amateur to understand the
>> > electronics, and low level programmaming of the device. (My view is that
>> > modern machines are too complex and too poorly documented to fit this
>> > market.)
>> >
>
> This right here is what I am thinking. A lot of other posts in this thread
> have talked about PC components. Come on people! PCs are no fun! We all
> like our obsolete computers (whether you consider them obsolete or not, I
> personally couldn't find anything useful to do on my Atari if I tried)
> right? We just want something a little more powerful so we can do all the
> things we need to do and throw out those stupid PCs which are just a bunch
> of parts sloppily thrown together. Even if there were an OS for PC that we
> liked it wouldn't matter much because PC hardware just sucks. Maybe you
> don't agree but this is certainly my opinion. I'm an assembly language
> person and I find C++ (the language that "everyone" uses now) to be
> completely unnatural. It isn't practical to program PCs in assembler
> because there is so much different hardware (can't find programming info
> for most of it either) and because most of it looks like it was designed by
> crazy people.
>
> Sooo... I use my PCs for internet access, for games (just emulators and
> Doom network games actually), for playing music, the occasional school
> assignment, and for programming (for non-PC systems of course, like the
> Turbo Grafx 16 for which I've written half of an RPG in Hu6280 (like a
> 6502) assembly). One of the many things I like about my Atari is the fact
> the motherboard is not too dense, I can go in and unsolder stuff and solder
> other stuff on. There is no way to do that with a PC motherboard (at least
> on anything newer than a 286) because of all those tiny little pins on the
> chips and the four-layer construction. Taking all of this into account, my
```

> system would look like this:
>
> 1. nice, simple CPU (since I'm a fan of the 6502 I'd use one of those great
> Western Design Center 65816's. one of those eZ80s that I've heard about
> would be good I guess. 80x86 chips are out of the question of course), with
> a clock speed in the double digits (decimal digits, not hex :))
>
> 2. 2 MB or so of RAM would be fine for what I'm doing
>
> 3. A cool video chip like old computers had, that means something other
> than just a frame buffer and a DAC, something with sprites and layers and
> maybe polygons. I would like something with 256 colors at 640x480 (the
> V9990 chip used in the 3DO would be great, the chips from the later MSX
> computers would be OK)
>
> 4. A likewise sound chip, something with 16-bit stereo PCM but also with
> some good old FM channels or square waves or something
>
> 5. an EIDE interface

There is a FREE IDE interface for the Apple II being planned on
comp.sys.apple2. It uses 7 74 series chips in the prototype. The prototype
works. People are now trying to improve it to automatically recognise tracks,
sectors, heads etc. So the rationale is sound for a niche computer.

>
> 6. built-in ethernet
>
> 7. some REAL joystick ports (the kind where you read a register and each
> button is represented by a bit)
>
> 8. expansion slots
>
> 9. An OS which isn't bloated and slow, which includes a command line
> interface, and which isn't designed to protect idiot users from themselves
>
> Perhaps within the next year or two, when I have some money and some time,
> I'll build something out of a 65816 development board. Then again, I might
> spend all my money on mods/paint for my BMW (which is around the same age
> as my Atari 8-bitter of course).
>
> ---
> http://www.geocities.com/six_five_o_two/index.htm
> manual transmissions and assembly language - the most fun, the best control
> JMP ($FFFE)

--
All extremists should be taken out and shot!

5150. 800XL Electronics help

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 19:57:07 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <ch0jntcaoesenatl0girtvafujbm2ds9lf@4ax.com>
Source record: 34723

Hi!

I've got an 800XL that appears to be almost functional. There is a
capacitor burnt out, C28, near the basic rom.

Unfortunately it is so crispy I can't make out what type/value it is,
can anybody help me?

Thanks,

--
Shawn Jefferson

5151. Re: Article on Atari BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 20:29:14 UTC
From: stevekulpa@yahoo.com
Message-ID: <ee336853.0108141229.568cb171@posting.google.com>
Source record: 34726

> "Maury Markowitz" <maury@remove_this.sympatico.ca.invalid> wrote in message
> news:76Vd7.60222$Ok5.12120538@news3.rdc1.on.home.com...
> I thought some of you might find this interesting.
>
> http://www3.sympatico.ca/maury/other_stuff/atari_basic.html
>
> Comments (pro or con) cheerfully accepted.
>
> Maury
>
>

Thanks Maury for such a nice article. Reading it brough back a lot of memories.

steve

5152. Re: What exactly changed in XL OS to break it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 21:23:05 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <ZEge7.10120$ZM2.925550@newsread2.prod.itd.earthlink.net>
Source record: 34727

The major alteration was moving the Screen Editor Get One Byte (EGETCH) and Put One Byte (EOUTCH) routines during revamp of the OS. Many coders (including some at Atari) had done JSRs to these, so called 'illegal', hard addresses in lieu of properly referencing the Editor vector table at $E400. This table of pointers was at a fixed location while their contents were subject to update. An early Analog details more as does the XL/XE addendum to Mapping the Atari on Kevin's site.

"Maury Markowitz" <maury@remove_this.sympatico.ca.invalid> wrote in message news:5Pae7.4566$hO5.886808@news3.rdc1.on.home.com...
> I've read (and written) on the failure of the 1200XL, but I have yet to find
> anything other than really vague mentions of the problems in the XL OS that
> made it incompatible. Does anyone have anything more in-depth?

5153. Re: Artical on Atari BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 21:52:04 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <84he7.10156$ZM2.929703@newsread2.prod.itd.earthlink.net>
Source record: 34729

Now much better... and BTW, the reason Atari Basic could not use the "go back 10 bytes" during loops was its ability to alter the statement table on the fly as it executed by the POKE 842,13 dynamic editor or an entry like ENTER"D2:NEWLINES.LST". This was a creative and powerful use of extending the normally immediate mode commands.
"Maury Markowitz" <maury_markowitz@hotmail.com

> A newer version of the article is up, including the additions and
> clarifications noted here. Thanks!

5154. Re: What exactly changed in XL OS to break it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 22:28:14 UTC
From: Itay Chamiel <itaycspam@cs.huji.ac.il>
Message-ID: <9lc502$4cd$1@news.huji.ac.il>
Source record: 34728

Let's show a simple example.

In "The Atari Assembler", there is a program listing that prints a string to the screen via the standard "E:" device. It directly calls the OS routine for doing this rather than opening a channel via CIO - Basically you load a character into the accumulator and JSR $F6A4 ("gosub" to the routine at that address), load the next character and so on until the string ends.

This is one example of a program that will work on the Atari 800 but won't work on newer machines, because that address was undocumented. The "legal" way to do this was to look up the "putchar" vector in the E: device vector table, which was in a known, published location, and then use that found adderss (which reall was $F6A4 on an 800, but something else on other machines). The authors of The Atari Assembler, as well as authors of some programs, simply looked up the address on their machine and then used it in their programs - and therefore the programs broke on the 1200XL and newer machines.

This is of course, just an example, there are more: Writing values to PORTB that meant nothing on the 800 but which swapped the OS ROM with RAM on the newer machines, crashing the system, is another example that comes to mind.

-itay
--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc

"Maury Markowitz" <maury@remove_this.sympatico.ca.invalid> wrote in message news:5Pae7.4566$hO5.886808@news3.rdc1.on.home.com...
> I've read (and written) on the failure of the 1200XL, but I have yet to find
> anything other than really vague mentions of the problems in the XL OS that
> made it incompatible. Does anyone have anything more in-depth?
>
> Maury
>
>

5155. Re: Artical on Atari BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 23:29:54 UTC
From: Maury Markowitz <maury_markowitz@hotmail.com>
Message-ID: <SHfe7.26369$zg6.2003051@news20.bellglobal.com>
Source record: 34724

A newer version of the article is up, including the additions and clarifications noted here. Thanks!

Maury

5156. Re: Article on Atari BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-14 23:30:53 UTC
From: Maury Markowitz <maury_markowitz@hotmail.com>
Message-ID: <NIfe7.26373$zg6.2003447@news20.bellglobal.com>
Source record: 34725

"Itay Chamiel" <itaycspam@cs.huji.ac.il> wrote in message
news:9l9p2k$m8k$1@news.huji.ac.il...
> This insinuates that the 1200XL has built in BASIC. It doesn't. Only the
> 600XL and 800XL had the built in BASIC which included the bugs you
describe
> (known as "Rev. B Basic").

Re-reading this portion I have to disagree, I don't think this implies the
BASIC was built in.

Maury

5157. Re: Artical on Atari BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-15 02:29:25 UTC
From: Night Hawk <tbedwell1@home.com>
Message-ID: <98le7.41866$O8.6387277@news1.busy1.on.home.com>
Source record: 34731

Good article. But you left out one BASIC..."Microsoft Basic". Yes, there was a "Microsft" basic. It shipped on disk for the 800, and as I remember, it left a whole 12k for code. I used to have a copy. I don't remember it being that fast either. Thanks

The Night Hawk

"Maury Markowitz" <maury@remove_this.sympatico.ca.invalid> wrote in message news:76Vd7.60222$Ok5.12120538@news3.rdc1.on.home.com...
> I thought some of you might find this interesting.
>
> http://www3.sympatico.ca/maury/other_stuff/atari_basic.html
>
> Comments (pro or con) cheerfully accepted.
>
> Maury
>
>

5158. Re: 800XL Electronics help

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-15 02:50:48 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <csle7.10164$Kl2.989746@newsread1.prod.itd.earthlink.net>
Source record: 34732

Basic is U4 and the schematic I have shows C28 between pin 28/+5V of U5 and ground/pin 14 of U5. It is marked the same as C27 on pin 24/+5V of U4; both are listed as "100nF". I thought the "n" was an upside down mu, but C19, C20 & C22 list as "4,7uF" and a lot of others like C16, C17 & C21 have the "n"..? I could try to send you the .TIF file; it is about 2 MB.

"Shawn Jefferson" <sjeffers@home.com> wrote:

> I've got an 800XL that appears to be almost functional. There is a
> capacitor burnt out, C28, near the basic rom.
>
> Unfortunately it is so crispy I can't make out what type/value it is,
> can anybody help me?

5159. Re: My-DOS Utilities...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-15 03:31:13 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <52me7.10227$KI2.998238@newsread1.prod.itd.earthlink.net>
Source record: 34733

It is the sector count and not the sector size which determines file number mode in MyDos; on a 180K DD single sided disk, it does use file position numbers in each sector. Only when the forward pointers would exceed 1023 does it dispense with file numbers. Enhanced has 1040 sectors, so no file numbers... Also, on a single density double sided (1440 sectors) disk, there are no file numbers. You would need 2 algorithms smart enough to detect the mode and utilize the correct proceduress.

"Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote:
>
> Sorry, MyDOS uses filenumbers when in single or enhanced density. Sorting
them
> on screen would be easy. Sorting them on disk would mean that you not
only
> change the order of the names in the directory, but also change one byte
in
> every sector of every file which name has been moved from it's original
> position. In DD, MyDOS doesn't use filenumbers.

5160. Re: My-DOS Utilities...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-15 03:45:07 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <7fme7.10249$Kl2.1001233@newsread1.prod.itd.earthlink.net>
Source record: 34734

MyDOS uses a 16 bit link to the next absolute sector of the file in bytes
$7D (MSB) and $7E (LSB) (.. I know this is backwards!). It relies totally on
the Dir/Subdir for the location of the first sector and cannot refer back to
a directory entry from any data sector. It can't know which files belong to
a sector without reading all of the sector chains; I think that is what
VTOCFix utility does...

"Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote:
>
> Nope, MyDOS only uses sector links in Single density (90k) and double
> density (180k). Thus, only single and Double are fully DOS 2 compatible,
> all other formats do not have sector links. I do not know what sort of
> "link" MyDOS uses, but it has to know which file or which Dir/Subdir
> belongs to which sector...

5161. Re: My-DOS Utilities...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-15 03:55:20 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <lome7.10258$Kl2.1003173@newsread1.prod.itd.earthlink.net>
Source record: 34735

The only drive configuration you can control with XIO from Basic is Enhanced
using that 254 business, and it depends on the drive supporting the format.
Otherwise your format will be in the current status of the drive and not one
of your six choices. It will require SIO using the "N" and "O" commands
along with status and error checking to give you control and flexibility.

"Sysop Fox-1" <fox-1@home.nl> wrote:
>
> : > >i) a new disk formatting utility, that only lists these 6 formats:
> : > > 1) Single (90kbytes) 4) DSDD 40T. (360kbytes)
> : > > 2) Medium (130kbytes) 5) DSDD 80T. (720kbytes)
> : > > 3) Double (180kbytes) 6) High Density (1440kbytes)
> : > > so there would be no need to use MyDOS options O, P and I
> together...
>
> If you can use those formats from Basic with a XIO# call, it should be no
> big deal to write a quick hack into assembly (less then 400 bytes exe-file
> I guess).

5162. Collection of 84 Antic Magazines, BASIC XL on eBay + a few other items.

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-15 05:22:55 UTC
From: Microsoft Windows User <classics@atarimax.com>
Message-ID: <MPG.15e3d121bf2285f1989684@news.nacs.net>
Source record: 34737

Antic Magazine Collection
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1265266375

9 ANTIC Magazine Disks
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1264817820

OSS Basic XL Cartridge
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1264778906

Atari 130XE Users Manuals
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1264883617

Assembler Editor Carts
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1264816912
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1264817120

Jungle Hunt Cart
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1264874921

Collection of User Group Disks
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1264468780

Atari 8-Bit Game Manuals
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1264467739

5163. for SALE Survival of the Fittest CIB and Pool 400 CIB cartridges!

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-15 05:46:33 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <9ld2iq$pe4$1@nnrp2.phx.gblx.net>
Source record: 34738

I have 2 super rare ISDI boxed games, Survival of the Fittest and Pool 400 boxed! Both boxes show light shelf wear but are still solid looking enough and contents are near mint, both include manuals! Don't see these very often complete like this! Make me an offer, keeping in mind that Pool 400 is pretty rare boxed, and a loose Survival of the Fittest can be worth $40 - $60 on Ebay,not to mention what this complete one would go for! No fair offer will be refused (unless I already sold it to someone) -Satcom2

PS if I get no offers that are good I will put these on Ebay next week

5164. Space Invader saver

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-15 06:25:35 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <oJme7.208$TV1.8000@nnrp1.sbc.net>
Source record: 34736

My girlfriend found this for me- it's a space invader screen saver that uses the actual game rom. Here's the link for those interested-

http://come.to/invadersaver

Mo

5165. Re: "Atari BASIC" book by Bob Albrecht

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-15 06:54:54 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B7A1C5C.83F5D5CA@home.com>
Source record: 34739

One book I always liked even though its not strictly for basic is "Mapping the atari", still very useful for 8bit programmers.

Maury Markowitz wrote:

> "
> > >...when I came across a couple of listings for another book called "Atari
> > Basic" by Bob Albrecht and a few others.<
> >
> > In the early days (when an 800 cost $1000 or so), Atari included this book
> with
> > the Basic cartridge. Mine was right in the box with my 800. Can be found
> > nearly every few weeks on eBay as "rare" or "extremely rare" :-)) An
> ok
> > book on 8K Atari Basic
>
> So I assume this was more like "learn basic" rather than the Atari BASIC
> sourcebook?
>
> Maury

5166. Re: SIO2IDE interface for 8bit ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-15 07:08:33 UTC
From: Atari 8 Man <KMFerrante@cfl.rr.com>
Message-ID: <Rdpe7.12208$g9.1371964@typhoon.tampabay.rr.com>
Source record: 34740

Nice interface, when formated with Sparta Dos the sio speed should be
around 54000 baud. Have you tried this?
I also need english version.

Thanks

Atari8man

"Marek M" <marekm@aritech.com.pl> wrote in message
news:9laoi9$1ej6$1@news2.ipartners.pl...
> I would like to introduce my SIO2IDE interface for 8bit ATARI.
>
> Interface has the following features:
> - standard SIO speed 19200 baud
> - emulates ATARI disks D1 to D15
> - max 16 partitions, each 16MB
> - easy to build and install inside your ATARI
> - interface software and utilities are available for FREE
>
> Please look at: http://www.atari.cuprum.com.pl/ (SIO2IDE), only in
> Polish, sorry.
>
> English version of the SIO2IDE will be available soon.
>
> P.S. PCBs for the SIO2IDE will be available in September.
>
> Regards,
> Marek Mikolajewski
> Gdansk Poland
>
>
>
>

5167. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-15 10:14:54 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_997870453@rtfm.mit.edu>
Source record: 34742
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: August 7, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/

5168. Re: What exactly changed in XL OS to break it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-15 10:20:05 UTC
From: thor@math.tu-berlin.de
Message-ID: <3b7a30b5@news.ivm.net>
Source record: 34741

Itay Chamiel <itaycspam@cs.huji.ac.il> wrote:
> Let's show a simple example.

> This is of course, just an example, there are more: Writing values to PORTB
> that meant nothing on the 800 but which swapped the OS ROM with RAM on the
> newer machines, crashing the system, is another example that comes to mind.

Here's another interesting one: The XL OS shadow register for GTRIG3 which
is used in the XL machines for the cartridge slot management (it's pulled
if a cart is inserted). The Os VBI checks the shadow register (uh, at $3fa,
maybe? Sorry, I forgot!) and compares it to TRIG3, and if both are not equal,
it executes an infinite loop. Unfortunately, this shadow register used to be
part of the printer output buffer in the old Os releases and some programs
used this buffer for their own purposes. Well, net effect is that the program
will "lock up" simply because the Os finds that the shadow register is no
longer equal to the hardware register...

So long,
Thomas

5169. Re: If you could design a $300 homecomputer today, what would you

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-15 12:22:18 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <p4qknts44evgmk1hr48bds88hj3k8ei4p5@4ax.com>
Source record: 34743
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Wasn't it sticky last night...

Don't you find that those sticky nights makes your pants stick right
up between the cheeks?

Oh, and have you seen the price of milk these days..Bloody outrageous!

Btw, the cost of getting an annorak cleaned must be right dear..

5170. FS/T: Atari 8-bit computer items and more... [08/15/2001]

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-15 12:32:06 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <3uqkntsk9qq5p89vds1ibaicc6rmfndtnv@4ax.com>
Source record: 34744
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 08/15/2001

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site, including 52 for the Atari 8-bit computers!

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari 8-bit computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection list for this system is currently on-line!

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 2.00 Missile Command
$ 1.50 Space Invaders
$ 3.00 2-pack: Missile Command and Space Invaders

Box and manual only, no cartridge:
$ 2.00 Millipede

Manual only, no cartridge or box:
$ 1.00 Galaxian

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 4.00 Atari 1010 Program Recorder Owner's Guide (16 pages)
$ 4.00 Atari 1200XL Home Computer Owner's Guide (20 pages)
$ 7.00 Atari 65XE Personal Computer Owner's Manual (138 pages)
$ 4.00 Atari 800XL Home Computer Owner's Guide (24 pages)
$ 4.00 Atari BASIC Reference Guide: For Experienced Programmers
(16 pages)
$ 2.50 Atari Home Computers: The Next Generation catalog
(32 pages)
$ 7.00 2-pack: Atari Disk Operating System Reference Manual:
DOS 3 (112 pages). Lot also includes An Introduction
to the Atari Disk Operating System: DOS 3 (32 pages)
$ 7.00 Inside Atari BASIC [Atari / Reston] (196 pages)

[Pictures of the items listed below will be available soon]

HARDWARE:

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1050 (127K) DISK DRIVE.

This disk drive does not include the power supply, or Molex
connector cable.

NOTE: Light comes on, and drive tries to read disk, but drive will
not boot up. Sold as non-working item, possibly repairable, for
parts only!

$ 2.00

*****

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for
something that isn't listed, please don't ask (because if I
had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and
systems have been tested and are in working order. I very
rarely sell items that aren't working, but if I do, they are
clearly labeled as such.

3) Trade offers, in particular for items that I need, will be
considered (especially if the trade offer overwhelms me). I

collect for over 50 different systems, so please feel free
to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping
costs. Shipping cost depends on both the weight of the order
and the distance that the order must travel, unless a set
amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't
serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly
listed. There is no minimum order.

7) If you have a problem with the listed price, please remember
that nobody is forcing you to buy from me. I have been in
business since 09/05/93, so I have a good idea how to price
items. My personal philosophy is that something is only worth
what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order
-drawn from a U.S. bank branch-, or cash. Orders from outside
the U.S. are also accepted (also, please check out my want
lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your
order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in
(please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this
information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@io.com

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130

(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

5171. Re: 800XL Electronics help

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-15 16:11:07 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <sl7lnts0po02s8r5k91hc5glcuk4licusq@4ax.com>
Source record: 34745

On Wed, 15 Aug 2001 02:50:48 GMT, "Ron Hamilton"
<ronandjudyh@earthlink.net> wrote:

>Basic is U4 and the schematic I have shows C28 between pin 28/+5V of U5 and
>ground/pin 14 of U5. It is marked the same as C27 on pin 24/+5V of U4; both
>are listed as "100nF". I thought the "n" was an upside down mu, but C19, C20
>& C22 list as "4,7uF" and a lot of others like C16, C17 & C21 have the
>"n"..? I could try to send you the .TIF file; it is about 2 MB.

Yes, it is just below the basic, so it would be right beside U5.

I'd love to get the schematic, I looked around the net and couldn't
find anything to download.

Thanks for the information!

--
Shawn Jefferson

5172. The CGE Was Great

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-15 17:56:07 UTC
From: ebaiz@skyenet.net
Message-ID: <XIye7.15$SN.8900@newsfeed.slurp.net>
Source record: 34746

Hello All...

Just got back from the CGE in Vegas. Had a great time and so did my kids. I was able to be there both days and I must say the show was a hit. It was so crowded I hardly was able to play any of the arcade games that were there. I stopped by the SongBird booth and talked to Carl. I bought 2 copies of the Lynx version of Raiden. My kids and I loved the com-link support feature and were able to play together as I brought two of my Lynxes with me. I then went to the Good Deal Games booth and talked with Mike. He remembered me as I wrote the 800XLDJ article that his site has posted. He was real nice and chatted with me a long while. I also went by the B&C booth and noticed a new space game for the Jag being demoed. It was great and had great effects. They only had about 4-5 carts for sale, so I bought one for $60. The name of the game was Space Wars. Nice game and just as much fun as Battlesphere, just not the spectacular graphics. My 11 year old son won one of the competetions, namely the Dragon Spirit competition. He was the yougest winner as most of the others were at least 20-30 years of age. I also attended the Dragon's Lair lecture with Don Bluth and company. I even was lucky to get an autographed posted with Don's signature. I am going to frame that and hang it some where. All in all I had an excellent time and took alot of pictures. It was nice to see all those Atari T-shirts. I was wearing an original Atari shirt with "Atari" written accross it. I just cannot wait until the next I will be able to go. Probably in about 2-3 years. It you did not go, you missed out.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5173. Kaboom!

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-15 18:00:52 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <oNye7.8387$P15.77348@typhoon.sonic.net>
Source record: 34597

I picked up "Kaboom!" for the 8-bit at CGExpo (for about, err... $6 or $10)
and have to say, it kicks butt! :)

I mean, it's pretty much the same as the 2600 version (which was awesome),
it just has a spiffier interface (since it has the capabilities of a
full computer available ;)). The 'music' is amusing, too. :)

(although, I wonder... is there a way to turn it off?)

(hoping to get some 2player Kaboom!'ing in with his girlfriend soon)

-bill!

5174. Re: Atari Microsoft Basic

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-15 18:13:02 UTC
From: phantomm@bellsouth.net
Message-ID: <OYye7.1703$7K5.26759@e3500-atl2.usenetserver.com>
Source record: 34598

On 9 Aug 2001 00:03:14 -, "Mo" wrote:
>Well I couldn't stand it anymore and I opened it! The sweet smell of air
>from the eighties filled the room. Brought back memories of when I bought my
<snipped>

Just wondering if the version you have is Version 2?

I have the Atari Microsoft Basic II package which includes a Cartridge,
a Extension Disk to use with the Cartridge and a 142 page manual, also a
quick reference manual.

Has anyone tried making a Image copy of this cartridge?

phantomm@bellsouth.net

5175. Impersonator

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-15 18:13:05 UTC
From: phantomm@bellsouth.net
Message-ID: <RYye7.1704$7K5.26759@e3500-atl2.usenetserver.com>
Source record: 34599

I have the Impersonator package by ALPHA Systems for the Atari 8-bits.

The software allows you to save Cartridges out to files on disk which can
then be ran by using the included DUMMY cartridge.

The Dummy cart is small and seems to have only a single IC on the PCB board.
The PCB board is covered with a white coating. Does anyone happen to know
what IC is used on the Dummy Cartridge?

Also, is there any software that will allow me to modify the saved cartridge
files so they will run without having to use the DUMMY Cartridge?

Has anyone else used the Impersonator lately? If so, will it work with
cartridges that are more than 16K?

I bought the package used years ago and it came with some disks that had
cartridge files saved out. One of the files is Bounty Bob Strikes Back!!
I was never able to get this file to run.

Was Bounty Bob Strikes Back a 16K cartridge?
And would it work on XL/XE machines?

Any tips or hints about using the Impersonator would be appreciated.

phantomm@bellsouth.net

5176. Re: Juegos ATARI 800XL * OFF-TOPIC* 2541105

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-15 19:28:33 UTC
From: "machf (a.k.a. JTKirk)" <no_me_j.j_t_kirk@geocities.com>
Message-ID: <n2jlntgmdk08s7j3npe99jg7837jl1d2sj@4ax.com>
Source record: 34600

On Fri, 3 Aug 2001 12:49:24 -0700, "Mo" <mygranny@'nospam'swbell.net> wrote:

>Well that was all I could translate, My translator doesn't support chilean,
>the closest I could get was spanish.

I never meant it was your fault... That may be a problem with Spanish, it's
gramatically correct to place words in a phrase in several different possible
orders, but sometimes the meaning becomes harder to realize...

> I wasn't able to do their webpage at
>all.
>
Well, nothing extraordinary... it seems he/they just collected various files
from other sites and placed them together. I had hopes of finding the file
version of Spy vs. Spy 3, or tha A8 version of Gunship, but...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Perï¿½
_H__/_/ http://members.nbci.com/machf
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

---< This article was posted through www.newzpig.com >---

5177. Re: Impersonator

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-15 21:10:24 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <4zBe7.11566$KI2.1126257@newsread1.prod.itd.earthlink.net>
Source record: 34601

I am not familiar with that product, but Cart Clone appears exactly the same; that cart can make the RAM writable (normal) or look like ROM. If the code writes to itself and then reads to compare, it can spot a pirated file in RAM and crash. Essentially, you insert the cart, turn off the switch, boot the system, load your file, and turn on the switch.

The Cart Clone uses a 74LS04 in a simple circuit with a DPDT switch.

Any sector editor will let you look at the files, or a good disassembler, or ML monitor; the trick is finding the protecting code. Clever addressing modes can make it hard to identify:

```
LDA #$AF
STA $CB
STA $CC
LDY #0
STA ($CB),Y
```

That last instruction is actually writing to address $AFAF in the cart space using indirection.

It almost certainly will not work with carts larger than 16K, since most of them are bank switching more than 16K of code into parts of the 16K space.

I believe BBSB was a 40K cart so see paragraph above. The file would be about 320 sectors and require lots of patching. I believe it works only on the XL/XE series and not on the 400/800 OS. Anyone know for sure?

"Phantomm" <phantomm@bellsouth.net> wrote:

> I have the Impersonator package by ALPHA Systems for the Atari 8-bits.
>
> The software allows you to save Cartridges out to files on disk which can
> then be ran by using the included DUMMY cartridge.
>
> The Dummy cart is small and seems to have only a single IC on the PCB
board.
> The PCB board is covered with a white coating. Does anyone happen to know
> what IC is used on the Dummy Cartridge?
>
> Also, is there any software that will allow me to modify the saved
cartridge
> files so they will run without having to use the DUMMY Cartridge?
>
> Has anyone else used the Impersonator lately? If so, will it work with
> cartridges that are more than 16K?
>
> I bought the package used years ago and it came with some disks that had

> cartridge files saved out. One of the files is Bounty Bob Strikes Back!!
> I was never able to get this file to run.
>
> Was Bounty Bob Strikes Back a 16K cartridge?
> And would it work on XL/XE machines?
>
> Any tips or hints about using the Impersonator would be appreciated.

5178. ISO: 800 Logo..

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-15 21:49:07 UTC
From: Vinnie Rinaldi <vinrin57@optonline.net>
Message-ID: <n7Ce7.10303$Kf4.2425626@news02.optonline.net>
Source record: 34602

Anyone have an extra "Fuji" Logo sitting around from an 800???????

--
B'rgds,
Vinnie

5179. Re: "Atari BASIC" book by Bob Albrecht

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-15 22:19:46 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <6ACe7.11842$Kl2.1136787@newsread1.prod.itd.earthlink.net>
Source record: 34605

Yep, a great resource and Kevin Savetz has the revised edition with the
XL/XE appendices on one of his pages.

"James Alexander" <james-m-alexander@home.com> wrote:
> One book I always liked even though its not strictly for basic is "Mapping
the
> atari", still very useful for 8bit programmers.

5180. Re: My-DOS Utilities...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-15 23:48:27 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <fTDe7.12136$Kl2.1153403@newsread1.prod.itd.earthlink.net>
Source record: 34606

Or in DD 256 byte sectors the 16 bit forward pointer links are in bytes $FD
(MSB) and $FE (LSB) of allocated file sectors.

"Ron Hamilton" <ronandjudyh@earthlink.net> wrote:
> MyDOS uses a 16 bit link to the next absolute sector of the file in bytes
> $7D (MSB) and $7E (LSB) (.. I know this is backwards!).

5181. Re: What exactly changed in XL OS to break it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-16 00:40:26 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <_DEe7.12641$KI2.1163891@newsread1.prod.itd.earthlink.net>
Source record: 34608

Nope, the 800XL has the 1200XL OS; all Atari did was release the Translator disk which turns off the XL ROMs and loads a 400/800 type OS into the underlying RAM.

"Maury Markowitz" <maury_markowitz@hotmail.com> wrote:
> "Itay Chamiel" <itaycspam@cs.huji.ac.il> wrote:
> > This is one example of a program that will work on the Atari 800 but won't
> > work on newer machines
>
> So then what did they do to the 800XL in order to make it more compatible?
> Roll back the changes?

5182. Re: Artical on Atari BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-16 01:11:32 UTC
From: Maury Markowitz <maury_markowitz@hotmail.com>
Message-ID: <6hCe7.34736$zg6.2914424@news20.bellglobal.com>
Source record: 34603

"Night Hawk" <tbedwell1@home.com> wrote in message
news:98le7.41866$O8.6387277@news1.busy1.on.home.com...
> Good article. But you left out one BASIC..."Microsoft Basic". Yes, there
was
> a "Microsft" basic. It shipped on disk for the 800, and as I remember, it
> left a whole 12k for code. I used to have a copy. I don't remember it
being
> that fast either. Thanks

It also later came on a cart, called Microsoft BASIC II. I have few
details other than that.

Maury

5183. Re: Artical on Atari BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-16 01:12:52 UTC
From: Maury Markowitz <maury_markowitz@hotmail.com>
Message-ID: <niCe7.34739$zg6.2915180@news20.bellglobal.com>
Source record: 34604

"Ron Hamilton" <ronandjudyh@earthlink.net> wrote in message
news:84he7.10156$ZM2.929703@newsread2.prod.itd.earthlink.net...
> Now much better... and BTW, the reason Atari Basic could not use the "go
> back 10 bytes" during loops was its ability to alter the statement table
on
> the fly as it executed by the POKE 842,13 dynamic editor or an entry like
> ENTER"D2:NEWLINES.LST". This was a creative and powerful use of extending
> the normally immediate mode commands.

Now what did MS BASIC do in these loops? Did it push the address of the
start of the line, instead of the line number?

Maury

5184. Re: Envision home page...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-16 02:09:26 UTC
From: seagtgruff@aol.com
Message-ID: <20010815220926.13113.00001346@mb-ms.aol.com>
Source record: 34609

Darren Schebek (dschebek@telus.net) wrote:

> Hello, fellow Atarians. After many years I finally put up a page for
> Envision (anyone remember Envision?) I managed to get an SIO2PC cable (at
> last) and salvaged all my work from my decaying 5 1/4 inch disks.
>
> It's at http://www3.telus.net/dschebek/envision.html

Thank you for putting Envision out there! I had it (still have it) and loved it, although my disk drives died, and my computer got sick (but still lives). Now if I could only find a way to read my old 5-1/4" diskettes and recover all the work I put into those screens, I might be able to use Atari800Win to finish the graphic RPG I was working on all those years ago! :-)

Michael Rideout

5185. Re: What exactly changed in XL OS to break it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-16 02:31:46 UTC
From: llpwhite@cs.com
Message-ID: <20010815223146.01508.00000390@mb-cj.news.cs.com>
Source record: 34610

>Nope, the 800XL has the 1200XL OS; all Atari did was release the Translator<

They are quite similar, but a number of the vectors were changed (again!) from the 1200XL to the 800XL. I don't have a 1200 to verify this, but there was an article published in AIM back around 1990 or so that listed a number of vectors that were common causes of program crashes. It listed the vectors for the 800, 1200XL, and 800XL. (I remember the article, but have no idea where it is -- probably somewhere in my garage...)
Larry

5186. Re: What exactly changed in XL OS to break it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-16 03:01:41 UTC
From: Maury Markowitz <maury_markowitz@hotmail.com>
Message-ID: <nUDe7.34829$zg6.2991856@news20.bellglobal.com>
Source record: 34607

"Itay Chamiel" <itaycspam@cs.huji.ac.il> wrote in message
news:9lc502$4cd$1@news.huji.ac.il...
> This is one example of a program that will work on the Atari 800 but won't
> work on newer machines

So then what did they do to the 800XL in order to make it more compatible?
Roll back the changes?

Maury

5187. Re: My-DOS Utilities...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-16 03:03:52 UTC
From: llpwhite@cs.com
Message-ID: <20010815230352.01508.00000391@mb-cj.news.cs.com>
Source record: 34611

A formatter might be a good starting point.
Conceptually something like this--
* Formatter is invoked from the MyDos menu.
* Program asks which drive to format.
* Program checks the Percom Block.
* Program displays the Percom Block data.
* Program displays the formatting options.
* User chooses the desired option.
* Program checks to see if the desired option agrees with current drive parameters.
* If different, program writes new Percom block to the drive. (I think there is a problem here, since MyDos will not know that the drive has been changed. IIRC, jumping through the warmstart vector (reset) will force MyDos to update its drive tables.)
* Program asks user to verify that he wants to format the drive to the current parameters.
* Program completes format and displays success or failure of format.
* Program asks if the user wants to format another disk/drive or exit to MyDos menu.
* Program brannches to beginning or exits back to Dos.
What errors are there in the logic? I also wonder about High Density formatting (as was mentioned before.)
Larry

5188. Re: Atari Microsoft Basic

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-16 07:33:55 UTC
From: Mo <mygranny'nospam'@'nospam'swbell.net>
Message-ID: <qPIe7.85$3O6.190783@nnrp2.sbc.net>
Source record: 34612

No the package I have looks like version one. It has just a disk, disk holder sleeve for a binder, a reference card that sticks in the top of the comp. and a rather thick hole-punched manual. I must say the manual is very well done w/ high quality paper.

Mo

5189. Re: Artical on Atari BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-16 07:39:14 UTC
From: Mo <mygranny'nospam'@'nospam'swbell.net>
Message-ID: <pUIe7.86$3O6.191706@nnrp2.sbc.net>
Source record: 34613

When running MSBASIC on my 800 w/48K, It reports around 22000 bytes of
'free' memory. The manual seems to imply that it's designed to increase
portability between different systems like the TRS-80 and the Commodore PET.

Mo

Maury Markowitz wrote in message
<6hCe7.34736$zg6.2914424@news20.bellglobal.com>...
>"Night Hawk" <tbedwell1@home.com> wrote in message
>news:98le7.41866$O8.6387277@news1.busy1.on.home.com...
>> Good article. But you left out one BASIC..."Microsoft Basic". Yes, there
>was
>> a "Microsft" basic. It shipped on disk for the 800, and as I remember, it
>> left a whole 12k for code. I used to have a copy. I don't remember it
>being
>> that fast either. Thanks
>
> It also later came on a cart, called Microsoft BASIC II. I have few
>details other than that.
>
>Maury
>
>
>

5190. Re: [ANNOUNCE] Minigame competition update

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-16 12:00:48 UTC
From: chad_alberts@yahoo.com
Message-ID: <c703a79f.0108160400.3b43e44@posting.google.com>
Source record: 34614
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

gasman@raww.org.RemoveThisBit.invalid (Matthew Westcott) wrote in message news:<3b783576.26913481@news.ukonline.co.uk>...

> There are now a total of 6 entries up on the Minigame competition
> website, http://demo.raww.net/minigame/ - all for the Spectrum and C64
> so far. (It'd be good to see some entries from the Amstrad / Atari
> sides, though!)

Okay, cool! I have one underway for the C64 (but I will probably wait until the last moment to enter).

Hey, aren't the Amstrad guys are bragging who much superior their machine is compared to the C64? So where are they now?

- Chad

5191. Re: [ANNOUNCE] Minigame competition update

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-16 12:31:25 UTC
From: Andy Cadley <ac@sys.uea.ac.uk>
Message-ID: <Pine.GSO.4.10.10108161328550.1739-100000@zen.sys.uea.ac.uk>
Source record: 34615
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On 16 Aug 2001, Chad Alberts wrote:

> Okay, cool! I have one underway for the C64 (but I will probably wait
> until the last moment to enter).
>
> Hey, aren't the Amstrad guys are bragging who much superior their
> machine is compared to the C64? So where are they now?

Working. Busy looking for a job. Blah, blah, blah, etc...

I'll try and do something this weekend. Something so outstanding that
C64 owners will be forced to weep and that will undoubtedly change the
face of gaming forever. Or re-write Pong. Er, or something.

AndyC

5192. Re: Buy your Atari from Honest Ben Smith!

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-16 12:36:03 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0108160525140.26702-100000@shell.pacifier.com>
Source record: 34616

If anyone wants a Hard Drive for the Atari 8 Bit? Bob Puff of CSS still
makes and supports the Black Box which nicely supports SCSI Hard Drives.

http://www.nleaudio.com/css
css@nleaudio.com or call Bob Puff at: (716)429-5639

==Thanx==
===Ben===

On 11 Aug 2001, George Williams wrote:

> I know what you mean. The only thing that brought me kicking and screaming
> into the 21st century was the inability to find a hard drive to run with my
> Atari 800xl. If I had a hard drive, I'd still be using it and talking about how
> cool it was that I could do anything on it that a 1990 IBM DOS machine would
> do, except 160% slower.
>
> I got little benefit from Sparta-Dos on my XF-551's because I didn't know
> how to utilize nonAtari brand DOS.
>
> I never knew that with Sparta Dos I could have loaded my 80-column fudge
> disk, and THEN loaded my Microbits modem cartridge to get 80-column
> telecommunications.I also didn't know how to load several 88k floppies onto one
> 360K disk and to keep them separate using directories (which DOS 2.5 didn't
> have).
>
> Trying to find a way to access Atari BBS's brought me down. I couldn't
> download any 9600 bps modem drivers because the local Atari BBS rejected any
> inquiries slower than 2400 bps. Without the drivers on the BBS, I couldn't hook
> up a faster nonAtari modem to my 850 Interface module. Talk about Catch-22. I'd
> would have had to buy a PC anyway, just to get the stuff to make the Atari
> work. After I got the PC, I didn't want the Atari any more.
>
> The Atari 8-bit is like your high school girlfriend. Sometimes you miss
> that old romance, but it is nice to be able to engage in adult behavior with
> your real wife (who is over 21).
>
> Raleigh
> * If you wake up and find me driving, you'll know you're in trouble
> --Major Don West
>

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit,

ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5193. Re: "Atari BASIC" book by Bob Albrecht

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-16 12:47:18 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0108160544570.26702-100000@shell.pacifier.com>
Source record: 34617

I don't know if anyones interested, but I sell this Book for $5 each plus
postage & handling.

==Thanx==
===Ben===

On Mon, 13 Aug 2001, Maury Markowitz wrote:

> I was poking about on abebooks.com looking for the Atari BASIC Sourcebook
> when I came across a couple of listings for another book called "Atari
> Basic" by Bob Albrecht and a few others. Has anyone out there heard of this
> book? If so, what's it all about?
>
> Maury
>
>
>

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5194. Re: @@@ VINTAGE COMPUTER FESTIVAL 5.0 @@@

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-16 15:16:28 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-cNHNnxgIdnle@draco.ames.pacbell.net>
Source record: 34619

Yes there are import filters but you know M$ does keep changing things
and Word is a frequent offender and keeps changing from version to
version. There are also some formatting problems with doc imports. A
postscript document would actually be best but PDF is really OK too.

Ken

On Tue, 14 Aug 2001 19:01:31, William Kendrick <nbs@bolt.sonic.net>
wrote:

> kenames@pacbell.net wrote:
> :>
> :> A printable flyer in Word format can be downloaded here:
> :>
> :> http://www.vintage.org/2001/main/vcf50.doc
>
> : you should also provide the flyer in other formats, StarOffice comes
> : to mind as it is available for most platforms and does not lmply that
> : an event such as this is for windows users.
>
> Welll.... one could argue that SO can load DOC files well enough.
> However, the best format would be HTML or PostScript, as those are
> fairly accessible.
>
> A PPM/PGM/PBM file might be good, too... one could generate a converter to
> push it out into something loadable by vintage computers (such as GR8 or
> Micropainter formats on the Atari ;))
>
> -bill!
>

--

5195. Re: What exactly changed in XL OS to break it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-16 15:20:13 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-ofH8d0mPdsHV@draco.ames.pacbell.net>
Source record: 34620

Hi,
Actually, the $E400 is not a good vector. Remember, ther is the
HATABS table where new handlers are added or even replace existing
ones. That would be the correct place to get any vector pointers from.

Ken

On Tue, 14 Aug 2001 21:23:05, "Ron Hamilton"
<ronandjudyh@earthlink.net> wrote:

> The major alteration was moving the Screen Editor Get One Byte (EGETCH) and
> Put One Byte (EOUTCH) routines during revamp of the OS. Many coders
> (including some at Atari) had done JSRs to these, so called 'illegal', hard
> addresses in lieu of properly referencing the Editor vector table at $E400.
> This table of pointers was at a fixed location while their contents were
> subject to update. An early Analog details more as does the XL/XE addendum
> to Mapping the Atari on Kevin's site.
>
> "Maury Markowitz" <maury@remove_this.sympatico.ca.invalid> wrote in message
> news:5Pae7.4566$hO5.886808@news3.rdc1.on.home.com...
> > I've read (and written) on the failure of the 1200XL, but I have yet to
> find
> > anything other than really vague mentions of the problems in the XL OS
> that
> > made it incompatible. Does anyone have anything more in-depth?
>
>
>

--

5196. 800XL schematics online

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-16 17:22:31 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3B7C0156.A7A4F65D@t-online.de>
Source record: 34621

Hello!

A schematics for the 800xl can be found at:

http://www-user.tu-chemnitz.de/~sgl/atari/schematics/

Hope this helped,

Andre

Shawn Jefferson schrieb:

> On Wed, 15 Aug 2001 02:50:48 GMT, "Ron Hamilton"
> <ronandjudyh@earthlink.net> wrote:
>
> >Basic is U4 and the schematic I have shows C28 between pin 28/+5V of U5 and
> >ground/pin 14 of U5. It is marked the same as C27 on pin 24/+5V of U4; both
> >are listed as "100nF". I thought the "n" was an upside down mu, but C19, C20
> >& C22 list as "4,7uF" and a lot of others like C16, C17 & C21 have the
> >"n"..? I could try to send you the .TIF file; it is about 2 MB.
>
> Yes, it is just below the basic, so it would be right beside U5.
>
> I'd love to get the schematic, I looked around the net and couldn't
> find anything to download.
>
> Thanks for the information!
>
> --
> Shawn Jefferson

5197. Re: What exactly changed in XL OS to break it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-16 17:45:25 UTC
From: Maury Markowitz <maury_markowitz@hotmail.com>
Message-ID: <RQQe7.40097$zg6.3497938@news20.bellglobal.com>
Source record: 34618

"Ron Hamilton" <ronandjudyh@earthlink.net> wrote in message
news:_DEe7.12641$Kl2.1163891@newsread1.prod.itd.earthlink.net...
> Nope, the 800XL has the 1200XL OS; all Atari did was release the
Translator
> disk which turns off the XL ROMs and loads a 400/800 type OS into the
> underlying RAM.

Wow. So it seems they could have done that on the 1200 too. It's like they
tried really hard to screw that machine up.

Maury

5198. Re: "Atari BASIC" book by Bob Albrecht

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-16 20:39:36 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <ccWe7.807$D4.70038@newsread1.prod.itd.earthlink.net>
Source record: 34622

It is this one:
http://www.atariarchives.org/mapping/

"Ron Hamilton" <ronandjudyh@earthlink.net> wrote:
> Yep, a great resource and Kevin Savetz has the revised edition with the
> XL/XE appendices on one of his pages.
>
> "James Alexander" <james-m-alexander@home.com> wrote:
> > One book I always liked even though its not strictly for basic is
"Mapping
> the
> > atari", still very useful for 8bit programmers.
>
>
>
>

5199. Re: My-DOS Utilities...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-16 21:26:42 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <mUWe7.889$D4.77610@newsread1.prod.itd.earthlink.net>
Source record: 34623

I was thinking more of:
1Formatter is a .COM/.EXE file
2Requests drive # and code letter from a menu like:
S) SSSD (90kbytes) Q) DSDD 40T. (360kbytes)
E) Enhance (130kbytes) M) DSDD 80T. (720kbytes)
D) SSDD (180kbytes) H) High Density (1440kbytes)
X-exit
3Attempts to configure and format selected drive.
4Reports success or error condition
5Wait for another request or exit.
The response of "1S" or "3D" is parallel to the set density; we now just have Single, Enhanced, Double, Quad, Medium, and High densities.
I am not sure how you would patch it into the Dup.Sys menu..? And yes you just JSR to a JMP($000C), the DOSINIT vector, and MyDos checks any drives it knows about. That means we have to do a CIO call to the selected drive before the JSR, maybe a status request, in case the drive was not accessed since boot time or before DOS was written. After that we can do a CIO format so the FMS can do the VTOC, Directory, and Boot sectors.

"LLpwhite" <llpwhite@cs.com> wrote in message news:20010815230352.01508.00000391@mb-cj.news.cs.com...
> A formatter might be a good starting point.
> Conceptually something like this--
> * Formatter is invoked from the MyDos menu.
> * Program asks which drive to format.
> * Program checks the Percom Block.
> * Program displays the Percom Block data.
> * Program displays the formatting options.
> * User chooses the desired option.
> * Program checks to see if the desired option agrees with current drive
> parameters.
> * If different, program writes new Percom block to the drive. (I think
there
> is a problem here, since MyDos will not know that the drive has been
changed.
> IIRC, jumping through the warmstart vector (reset) will force MyDos to
update
> its drive tables.)
> * Program asks user to verify that he wants to format the drive to the
current
> parameters.
> * Program completes format and displays success or failure of format.
> * Program asks if the user wants to format another disk/drive or exit to
MyDos

> menu.
> * Program brannches to beginning or exits back to Dos.
> What errors are there in the logic? I also wonder about High Density
> formatting (as was mentioned before.)

5200. Anybody know of a hard drive available for the Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-16 21:37:25 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0108161337.4b753c5c@posting.google.com>
Source record: 34624

Hi,

Anybody know if a hard drive was ever manufactured for (or
compatible with)the Atari 800 (Original 800, not the XL)? If so, does
anybody know where I might be able to get one now?

Thanks,
John
john@jrcc.net

5201. Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-16 22:40:35 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0108161534440.12149-100000@shell.pacifier.com>
Source record: 34625
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and Atari Jaguar Games. The Great Communicator once said, "It's a Recession when It's in your Neighbor's back yard. But when It's in your back yard, it's a Depression!". Usually Atari sales depend on Customers with extra income. Money over and above what it takes to pay bills. This has cut into my livelyhood. With the current economy as it has been. I'm looking for Atari Customers with extra income! Especially repeat customers familiar with the way I do Business! My Specials, Sales & Discounts still apply! So check my HotLinks below, E-Mail me at atari@pacifier.com or call Ben anytime at (503)256-9974!

http://www.pacifier.com/~atari/specials.htm Current Atari Specials.
http://www.pacifier.com/~atari/ Benjamin's WebSite.
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales
http://www.pacifier.com/~atari/free_cat.htm FREE Catalogs info.
http://www.pacifier.com/~atari/catalogs.htm FREE Catalogs area.
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/antispam.htm Spamming News!

Check HotLinks above for specials on my WebSite! Two 20% Atari Discounts! General 20% SoftWare Discount & Repeat Customer Discount! 20% off all SoftWare for Atari 8 Bit & ST! And if your a repeat customer, 20% off ST & 8 Bit Hardware/Accessories, Software/Games, Books & References. Discount does not cover Happy Drives, xf551 Drives, Monitors & Jaguar! Discounts are like coupons, redeem by requesting Discounts in E-Mail.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5202. Re: Anybody know of a hard drive available for the Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-16 22:46:10 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0108161544220.12149-100000@shell.pacifier.com>
Source record: 34626

On 16 Aug 2001, Jheitmuller wrote:

> Hi,
>
> Anybody know if a hard drive was ever manufactured for (or
> compatible with)the Atari 800 (Original 800, not the XL)? If so, does
> anybody know where I might be able to get one now?
>
> Thanks,
> John
> john@jrcc.net

On Thu, 16 Aug 2001, Bravo Sierra Computers wrote:
>
> Date: Thu, 16 Aug 2001 05:36:03 -0700
> From: Bravo Sierra Computers <atari@pacifier.com>
> To: George Williams <raleigh345@aol.comQQQQ>
> Newsgroups: comp.sys.atari.8bit
> Subject: Re: Buy your Atari from Honest Ben Smith!
>
> If anyone wants a Hard Drive for the Atari 8 Bit? Bob Puff of CSS still
> makes and supports the Black Box which nicely supports SCSI Hard Drives.
>
> http://www.nleaudio.com/css
> css@nleaudio.com or call Bob Puff at: (716)429-5639
>
>
> ==Thanx==
> ===Ben===

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5203. Re: Anybody know of a hard drive available for the Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-16 23:19:52 UTC
From: dcm01@usa.net
Message-ID: <3b7c5464.38928886@news.CIS.DFN.DE>
Source record: 34627

On Thu, 16 Aug 2001 15:46:10 -0700, Bravo Sierra Computers
<atari@pacifier.com> wrote:

>On 16 Aug 2001, Jheitmuller wrote:

>> Anybody know if a hard drive was ever manufactured for (or
>> compatible with)the Atari 800 (Original 800, not the XL)? If so, does
>> anybody know where I might be able to get one now?

>On Thu, 16 Aug 2001, Bravo Sierra Computers wrote:

>> If anyone wants a Hard Drive for the Atari 8 Bit? Bob Puff of CSS still
>> makes and supports the Black Box which nicely supports SCSI Hard Drives.

>Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/
>Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
>SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
>Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8
Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

John was asking about ***Atari 800*** hard-drives and my understanding
is the Black Box doesn't support the 800. If you have something at
your Atari store you didn't say so!

The Corvus system supports Atari 800.

5204. Re: Inexpensive VGA Convertors

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-16 23:33:23 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <7LYe7.1180$D4.98214@newsread1.prod.itd.earthlink.net>
Source record: 34628

I saw something today called a DreamCast RFU converter, that takes the Sega output thru a USB looking plug and generates a 75 ohm coaxial cable F-connector to a TV signal.

1) Will it run in reverse to make a complete RGB from the TV signal?

2) And could you drive an old CGA monitor with it?

"Waynet2" <waynet2NoSpaM@swbell.net> wrote in message news:3b75622f.64497855@news.swbell.net...
> On 01 Jul 2001 03:01:58 GMT, llpwhite@cs.com (LLpwhite) wrote:
>
> >Since the JAM!! came upon the scene, there have been a number of posts and
> >questions about these devices. Today I was at an Electronics Botique. They
> >are still trying to blow out DreamCasts, and I found two inexpensive VGA
> >Convertors for the DC. One was called the "Blaze" and the other was called the
> >"DC Box". I didn't buy one since I'm well stocked with JAM!!s, but these were
> >$20 and $15 respectively, so the price was right. I couldn't open a package,
> >so I asked a clerk (FWIW) and he told me that the standard DC outputs are
> >composite video and stereo sound.
>
> [snip]
>
> Larry, trust someone who's using a Dreamcast that the sales clerk was a
> moron. The Dreamcast motherboard has RGB outputs, H-Sync, V-Sync,
> Composite video, Audio, Chroma & Luminance pins. The Blaze and all other
> VGA boxes simply tap the RGB and SYNC outputs, jumper a couple of pins to
> tell the DC that it's in VGA mode, and converts the signals to VGA
> compatable signals.
>
> You will not be able to convert your Atari to VGA using one of the
> Dreamcast VGA adaptors. Sorry.

5205. Re: Anybody know of a hard drive available for the Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-16 23:51:58 UTC
From: Ryzome <lawncare@weedcontrol.org>
Message-ID: <r4nontoh7re4lqogotuk1qn11asgvls18a@4ax.com>
Source record: 34629

Was Corvus the one that connect through the four joy stick ports?

On Thu, 16 Aug 2001 15:46:10 -0700, Bravo Sierra Computers
<atari@pacifier.com> wrote:

>On 16 Aug 2001, Jheitmuller wrote:
>
>> Hi,
>>
>> Anybody know if a hard drive was ever manufactured for (or
>> compatible with)the Atari 800 (Original 800, not the XL)? If so, does
>> anybody know where I might be able to get one now?
>>
>> Thanks,
>> John
>> john@jrcc.net
>
>On Thu, 16 Aug 2001, Bravo Sierra Computers wrote:
>>
>> Date: Thu, 16 Aug 2001 05:36:03 -0700
>> From: Bravo Sierra Computers <atari@pacifier.com>
>> To: George Williams <raleigh345@aol.comQQQQ>
>> Newsgroups: comp.sys.atari.8bit
>> Subject: Re: Buy your Atari from Honest Ben Smith!
>>
>> If anyone wants a Hard Drive for the Atari 8 Bit? Bob Puff of CSS still
>> makes and supports the Black Box which nicely supports SCSI Hard Drives.
>>
>> http://www.nleaudio.com/css
>> css@nleaudio.com or call Bob Puff at: (716)429-5639
>>
>>
>> ==Thanx==
>> ===Ben===
>
>Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/
>Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
>SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
>Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8
Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5206. Re: Inexpensive VGA Convertors

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-16 23:56:30 UTC
From: "machf (a.k.a. JTKirk)" <no_me_j.j_t_kirk@geocities.com>
Message-ID: <95nontcu2lp2u34o0mkmeh9b5ajk381ic4@4ax.com>
Source record: 34630

On Thu, 16 Aug 2001 23:33:23 GMT, "Ron Hamilton" <ronandjudyh@earthlink.net>
wrote:

>I saw something today called a DreamCast RFU converter, that takes the Sega
>output thru a USB looking plug and generates a 75 ohm coaxial cable
>F-connector to a TV signal.
>
>1) Will it run in reverse to make a complete RGB from the TV signal?
>
I doubt it. Combining signals is easier than splitting them. Besides,
you'd have to demodulate the TV signal to a baseband video (composite)
signal first, _then_ split it into R, G and B components... A device
that works both ways can be built, but I seriously doubt that one works
like that.

>2) And could you drive an old CGA monitor with it?
>
How? I suppose Question #2 depends on Answer #1 being "Yes", otherwise
I don't get it...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Perï¿½
_H__/_/ http://members.nbci.com/machf
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

---< This article was posted through www.newzpig.com >---

5207. Re: Anybody know of a hard drive available for the Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-17 01:14:40 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3B7C7000.E802FF6B@pcisys.net>
Source record: 34631

Actually connected through joystick ports 3 & 4.

And there was one other system that supported the 800 for hard
drives. The SWP-8000 interface. It gave you the capability of
hooking up to four floppy drives, printer interface, and RS232
interface. And also the ability to run CP/M software (before
DOS existed).

There was an add on card that gave it a SASI interface (Shugart
Associates System Interface; pre-dated SCSI).

And there was even a PC card to add to it that enable you to run
IBM PC XT software and CP/M 86 software. The interface came
with a 8088 microprocessor and 128k of RAM. Expandable to
640k of RAM.

The SWP-8000 was a very good add on device. But they are
hard to find. And the add on cards I mention are even more
rare.

I used to have all of that, but I sold it years ago. But I still have
my schematics for it (just the SWP-8000 only)!

Glenn Bruner
glenn_b18@yahoo.com

Ryzome wrote:

> Was Corvus the one that connect through the four joy stick ports?
>
> On Thu, 16 Aug 2001 15:46:10 -0700, Bravo Sierra Computers
> <atari@pacifier.com> wrote:
>
> >On 16 Aug 2001, Jheitmuller wrote:
> >
> >> Hi,
> >>
> >> Anybody know if a hard drive was ever manufactured for (or
> >> compatible with)the Atari 800 (Original 800, not the XL)? If so, does
> >> anybody know where I might be able to get one now?
> >>
> >> Thanks,
> >> John
> >> john@jrcc.net
> >
> >On Thu, 16 Aug 2001, Bravo Sierra Computers wrote:
> >>

> >> Date: Thu, 16 Aug 2001 05:36:03 -0700
> >> From: Bravo Sierra Computers <atari@pacifier.com>
> >> To: George Williams <raleigh345@aol.comQQQQ>
> >> Newsgroups: comp.sys.atari.8bit
> >> Subject: Re: Buy your Atari from Honest Ben Smith!
> >>
> >> If anyone wants a Hard Drive for the Atari 8 Bit? Bob Puff of CSS still
> >> makes and supports the Black Box which nicely supports SCSI Hard Drives.
> >>
> >> http://www.nleaudio.com/css
> >> css@nleaudio.com or call Bob Puff at: (716)429-5639
> >>
> >>
> >> ==Thanx==
> >> ===Ben===
> >
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> >SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
> >Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5208. Re: Anybody know of a hard drive available for the Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-17 02:48:04 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <EB%e7.16228$ZM2.1427225@newsread2.prod.itd.earthlink.net>
Source record: 34632

Glenn;
Any chance those are in some type of machine readable format? I have a unit
and would love to see the plans.

"Glenn Bruner" <brunergs@pcisys.net> wrote:
> And there was one other system that supported the 800 for hard
> drives. The SWP-ATR8000 interface. It gave you the capability of
> hooking up to four floppy drives, printer interface, and RS232
> interface. And also the ability to run CP/M software (before
> DOS existed).
>
> There was an add on card that gave it a SASI interface (Shugart
> Associates System Interface; pre-dated SCSI).
>
> And there was even a PC card to add to it that enable you to run
> IBM PC XT software and CP/M 86 software. The interface came
> with a 8088 microprocessor and 128k of RAM. Expandable to
> 640k of RAM.
>
> The SWP-ATR8000 was a very good add on device. But they are
> hard to find. And the add on cards I mention are even more
> rare.
>
> I used to have all of that, but I sold it years ago. But I still have
> my schematics for it (just the SWP-ATR8000 only)!

5209. Windows Break Movie Screensaver Updated

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-17 03:45:27 UTC
From: Microsoft Windows User <classics@atarimax.com>
Message-ID: <MPG.15e65d615d1f19d989686@news.nacs.net>
Source record: 34633

A new version of the Break Movie Screensaver has been posted.
This version fixes a few bugs that caused some escape characters to
be displayed incorrectly.

You can download the Break Movie Screensaver free at:

http://www.atarimax.com/

Thanks

Steve

5210. Atari Terminal Simualtor for Windows Updated

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-17 03:46:07 UTC
From: Microsoft Windows User <classics@atarimax.com>
Message-ID: <MPG.15e65d89a0c06336989687@news.nacs.net>
Source record: 34634

A new version of the Atari Terminal Simulator has been posted.
This version fixes a few bugs that caused some escape characters to
be displayed incorrectly.

You can download ATS free at:

http://www.atarimax.com/

Thanks

Steve

5211. How Much a happy enhancement worth? What about an XF551?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-17 07:52:19 UTC
From: M <M@mail.com>
Message-ID: <88jpntkmfj9ojelr04vvk0p5mhc45th9t4@4ax.com>
Source record: 34635

How Much a happy enhancement worth? What about an XF551?

5212. Video on 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-17 16:45:40 UTC
From: phantomm@bellsouth.net
Message-ID: <USbf7.9407$VE1.259023@e3500-atl2.usenetserver.com>
Source record: 34636

Was there ever a device that allowed any type of video to be grabbed using an Atari 8-bit computer?

I know that there were a few devices that allowed single pictures to be grabbed, but not sure about video.

Also, has anyone created a program that will display any video made from a ST-Falcon or PC such video formats like FLM, FLI, FLC, MOV, AVI, MPEG on an Atari 8-bit?

phantomm@bellsouth.net

5213. Re: Anybody know of a hard drive available for the Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-17 16:47:55 UTC
From: bostone1@aol.com
Message-ID: <20010817124755.08433.00002380@nso-fw.aol.com>
Source record: 34637

I love the old 800. I connect mine to an old 386 running DOS and APE with that SIO2PC cable. The old 80 Meg hard disk inside is plenty big enough and it's cheap. :)

Bob Stone
Gilroy, CA
Home of the World Famous
Gilroy Garlic Festival

5214. Battlesphere...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-17 18:37:33 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B7D646D.4ADC99F0@mail.uni-mainz.de>
Source record: 34638
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.lynx

Well,
as said before: I would buy Battlesphere (I ordered it two times !!), if
I get the chance to buy it at a reasonable price (50-100 USD). Since I
am not a millionaire (and I am not hunting for a blue or red Mauritius
stamp), I will not buy it from anyone at Ebay... -Andreas.

Glenn Saunders schrieb:
>
> On Mon, 13 Aug 2001 20:59:08 GMT, William Kendrick
> <nbs@bolt.sonic.net> wrote:
> >I heard rumor that Carl Forhan has tried contacting them, with the
> >idea of producing and shipping them out for 4Play. Supposedly, he hasn't
> >got a response yet. Carl? Any truth to this?
>
> Carl is a businessman. He wants to make a profit. 4Play won't sell
> Battlesphere unless any profits are donated to charity.
>
> So the only way anyone other than 4Play will make carts is if they
> agree to do it non-profit. And I think 4Play won't compromise on the
> packaging either, which makes it difficult to manufacture these in a
> way that even breaks even. The BS carts are nearly indistinguishable
> from mass-produced Jag carts where economy of scale helps a great deal
> more.

5215. Re: See you at CG Expo! :)

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-17 18:53:03 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B7D680F.4BD52573@mail.uni-mainz.de>
Source record: 34639
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.lynx

J Parlee schrieb:
>
> "Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message
> news:3B7805FF.2B14739B@mail.uni-mainz.de...
> > Well,
> > you wrote "Battlespheres" ??? You have more than one Battlesphere cart
> > ???
> > ARRRGGGGHH !!! Those idiots did not sell any carts (officially) to
> > europe, allthough I ordered some (and many of my friends did too)...
>
> You "ordered" some? How did you do that? The game has never been available
> for "order". When the carts were ready, Scatalogic made an announcement and
> issued confirmation numbers to the first "x" number of responses. That was
> it.
>

Ok, thats exactly how I did it. I "ordered" 3 carts via this
confirmation page. (Sorry, I am german, thus the word "order" easily
came to mind. Try to express it in german language if you can !!) After
the first carts were delivered, I did not get any reply, no info, no
carts, just nothing. So I waited. After quite a while, I could read that
there should be a second run. So I "ordered" or confirmed these 3 carts
again. Still waiting for them...
Finally I do hope, it does not take as long for the second run as it
took to program and finish the game (5-6 years if I remember correctly).
And yes, Atarians are always confused... -Andreas.

P.S.: Jaguar Rom images are avaiable through many polish homepages.
Since Battlesphere has not been delivered to Europe, it is not avaiable
there...

5216. Re: What exactly changed in XL OS to break it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-17 19:16:35 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B7D6D93.1B187B38@mail.uni-mainz.de>
Source record: 34640

Well,
the Atari 400/800 had 10k ROM-OS, the 1200XL 12-14K ROM-OS (??? dont`t know!) and the XL/XE computers had 16k ROM-OS. so there is even a difference in size... -Andreas.

LLpwhite schrieb:
>
> >Nope, the 800XL has the 1200XL OS; all Atari did was release the Translator<
>
> They are quite similar, but a number of the vectors were changed (again!) from
> the 1200XL to the 800XL. I don't have a 1200 to verify this, but there was an
> article published in AIM back around 1990 or so that listed a number of
> vectors that were common causes of program crashes. It listed the vectors for
> the 800, 1200XL, and 800XL. (I remember the article, but have no idea where it
> is -- probably somewhere in my garage...)
> Larry

5217. Re: My-DOS Utilities...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-17 19:21:06 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B7D6EA2.E69BF01B@mail.uni-mainz.de>
Source record: 34641

Well,
ABBUC floppydoc Erhard Puetz once designed the HDI (High-Density
Interface), which could use up to 4 floppies, each with up to
1440kbytes. He said, that MyDOS does merely work with 720kbytes and it
has to be patched in some way to use High Density also. But I do not
know, how MyDOS has to be patched to do so...
-Andreas.

LLpwhite schrieb:
>
> A formatter might be a good starting point.
> Conceptually something like this--
> * Formatter is invoked from the MyDos menu.
> * Program asks which drive to format.
> * Program checks the Percom Block.
> * Program displays the Percom Block data.
> * Program displays the formatting options.
> * User chooses the desired option.
> * Program checks to see if the desired option agrees with current drive
> parameters.
> * If different, program writes new Percom block to the drive. (I think there
> is a problem here, since MyDos will not know that the drive has been changed.
> IIRC, jumping through the warmstart vector (reset) will force MyDos to update
> its drive tables.)
> * Program asks user to verify that he wants to format the drive to the current
> parameters.
> * Program completes format and displays success or failure of format.
> * Program asks if the user wants to format another disk/drive or exit to MyDos
> menu.
> * Program brannches to beginning or exits back to Dos.
> What errors are there in the logic? I also wonder about High Density
> formatting (as was mentioned before.)
> Larry

5218. Re: My-DOS Utilities...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-17 19:31:33 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B7D7115.A7F79908@mail.uni-mainz.de>
Source record: 34643

Well,
there is one silly/funny thing: Here in Germany (or maybe in whole
europe) we use the name "Medium" for a Dual/130k Atari formatted disk.
Whereas "enhanced" is a PC format - it is bigger/higher than High
Density (i.e. you need at least a 32mhz crystal), formatting at
2.88megabytes... Ok, it never became a standard, since most (or all?) PC
3,5" floppy drives still format with 1.44 Megabytes... -Andreas.

P.S.: It is really silly, maybe atarians need not to care about it...

Ron Hamilton schrieb:
>
> I was thinking more of:
> 1Formatter is a .COM/.EXE file
> 2Requests drive # and code letter from a menu like:
> S) SSSD (90kbytes) Q) DSDD 40T. (360kbytes)
> E) Enhance (130kbytes) M) DSDD 80T. (720kbytes)
> D) SSDD (180kbytes) H) High Density (1440kbytes)
> X-exit
> 3Attempts to configure and format selected drive.
> 4Reports success or error condition
> 5Wait for another request or exit.
> The response of "1S" or "3D" is parallel to the set density; we now just
> have Single, Enhanced, Double, Quad, Medium, and High densities.
> I am not sure how you would patch it into the Dup.Sys menu..? And yes you
> just JSR to a JMP($000C), the DOSINIT vector, and MyDos checks any drives it
> knows about. That means we have to do a CIO call to the selected drive
> before the JSR, maybe a status request, in case the drive was not accessed
> since boot time or before DOS was written. After that we can do a CIO format
> so the FMS can do the VTOC, Directory, and Boot sectors.
>
> "LLpwhite" <llpwhite@cs.com> wrote in message
> news:20010815230352.01508.00000391@mb-cj.news.cs.com...
> > A formatter might be a good starting point.
> > Conceptually something like this--
> > * Formatter is invoked from the MyDos menu.
> > * Program asks which drive to format.
> > * Program checks the Percom Block.
> > * Program displays the Percom Block data.
> > * Program displays the formatting options.
> > * User chooses the desired option.
> > * Program checks to see if the desired option agrees with current drive
> > parameters.
> > * If different, program writes new Percom block to the drive. (I think
> there

> > is a problem here, since MyDos will not know that the drive has been
> changed.
> > IIRC, jumping through the warmstart vector (reset) will force MyDos to
> update
> > its drive tables.)
> > * Program asks user to verify that he wants to format the drive to the
> current
> > parameters.
> > * Program completes format and displays success or failure of format.
> > * Program asks if the user wants to format another disk/drive or exit to
> MyDos
> > menu.
> > * Program brannches to beginning or exits back to Dos.
> > What errors are there in the logic? I also wonder about High Density
> > formatting (as was mentioned before.)

5219. Re: Anybody know of a hard drive available for the Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-17 21:31:47 UTC
From: Mo <mygranny'nospam'@'nospam'swbell.net>
Message-ID: <Saef7.164$ZF1.23464@nnrp2.sbc.net>
Source record: 34642

Same here, I just took an old 486 w/540 meg HD and painted Atari hard drive
on it's case. No one knows the difference!
Mo

Bob Stone wrote in message <20010817124755.08433.00002380@nso-fw.aol.com>...
>I love the old 800. I connect mine to an old 386 running DOS and APE with
that
>SIO2PC cable. The old 80 Meg hard disk inside is plenty big enough and it's
>cheap. :)
>
>Bob Stone
>Gilroy, CA
>Home of the World Famous
>Gilroy Garlic Festival
>
>

5220. Re: Battlesphere...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-17 23:22:53 UTC
From: Smith-Perricone <sslp@NOSPAMenter.net>
Message-ID: <tnr9h44jiplra7@news.supernews.com>
Source record: 34644
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.lynx

Am I the ONLY one who doesn't really enjoy Battlesphere? Just wondering.

5221. Re: Anybody know of a hard drive available for the Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-18 02:45:22 UTC
From: llpwhite@cs.com
Message-ID: <20010817224522.01906.00001236@mb-fu.news.cs.com>
Source record: 34645

>I love the old 800. I connect mine to an old 386 running DOS and APE with that SIO2PC cable. <

Can you run at APE WARP (~3X SIO speed)? Certainly even at regular 19.2K SIO speed, it is very fast since all of the normal disk latency is eliminated. But 2X or 3X is truly impressive. If the new SIO IDE interface is successful, then putting an IDE drive inside an 800 should be pretty easy, and maybe even using a Compact Flash Card. (Notice how cheap they are now?) Also, IIRC, there is supposed to be another interface being developed that would work with 800's. (?)
Larry

5222. Re: Battlesphere...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-18 03:50:21 UTC
From: I've Got a Loverly Bunch of Coconuts <Slartibartfast@hugh.jass.org>
Message-ID: <9lkove$hst@netaxs.com>
Source record: 34646
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.lynx

"Smith-Perricone" <sslp@NOSPAMenter.net> wrote in message
news:tnr9h44jiplra7@news.supernews.com...
> Am I the ONLY one who doesn't really enjoy Battlesphere? Just wondering.

No, I'm with you. I LIKE space shooters, and had been looking forward to it for a LONG time. The real thing just didn't do it for me when it finally arrived ... too little too late. I really wanted to like it -- it's fully buzzword-compliant, and the hidden JUGS stuff is somewhat intruiging as well, though much much much less than it would have been five years ago.

I guess I'm over the Jag in every way. Too bad that Defender 2000 doesn't seem to be coming to any other platforms (the new 3D remake doesn't count). And it's too bad that the NUON is destined for irrelevance as well. I bought the Tempest 3000 DVD but can't bring myself to get the buggy Samsung N-501 to play it.

5223. Re: What exactly changed in XL OS to break it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-18 05:05:49 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tnrteqbv88u73f@corp.supernews.com>
Source record: 34497

It wasn't the always OS, it was mostly the crack/pirate program that caused the problem. The crack usually modified ramtop then opened the screen by jumping directly to the vector JSR $B6B3<or somewhere around there like $B3B6>. The proper way to do it would have been to set up the DCB and JSR CIOV.

Just about all the software the directly brokem like the Roklen cartridges, just did the same thing within their cart. They did stupid stuff like jumped directly to the put byte routines of the 800 OS vs use CIOV.``````````
Andreas Magenheimer wrote in message
<3B7D6D93.1B187B38@mail.uni-mainz.de>...
>Well,
>the Atari 400/800 had 10k ROM-OS, the 1200XL 12-14K ROM-OS (??? dont`t
>know!) and the XL/XE computers had 16k ROM-OS. so there is even a
>difference in size... -Andreas.
>
>
>LLpwhite schrieb:
>>
>> >Nope, the 800XL has the 1200XL OS; all Atari did was release the
Translator<
>>
>> They are quite similar, but a number of the vectors were changed (again!)
from
>> the 1200XL to the 800XL. I don't have a 1200 to verify this, but there
was an
>> article published in AIM back around 1990 or so that listed a number of
>> vectors that were common causes of program crashes. It listed the
vectors for
>> the 800, 1200XL, and 800XL. (I remember the article, but have no idea
where it
>> is -- probably somewhere in my garage...)
>> Larry

5224. Re: Anybody know of a hard drive available for the Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-18 06:01:54 UTC
From: Chuck Skinner <cinema@gte.net>
Message-ID: <Xns910114A003249cinemagtenet@24.129.135.49>
Source record: 34499

Glenn Bruner <brunergs@pcisys.net> wrote in
news:3B7C7000.E802FF6B@pcisys.net:

> Actually connected through joystick ports 3 & 4.
>
> And there was one other system that supported the 800 for hard
> drives. The SWP-8000 interface. It gave you the capability of
> hooking up to four floppy drives, printer interface, and RS232
> interface. And also the ability to run CP/M software (before
> DOS existed).

Jeez, this is wierd. Just a few days ago I discovered that a review I
wrote of the SWP-80000 for Antic magazine is on the web, and now here
it comes up again!

--
Chuck Skinner -- web.tampabay.rr.com/skinner

-Seen on alt.binaries.3d.poser:
"> I'm not too literate"
"That's ok; it's only Usenet."

5225. Re: Battlesphere...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-18 06:59:07 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <%mof7.2040$5R2.398314@news01.chello.no>
Source record: 34500
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.lynx

"Smith-Perricone" <sslp@NOSPAMenter.net> skrev i melding
news:tnr9h44jiplra7@news.supernews.com...
> Am I the ONLY one who doesn't really enjoy Battlesphere? Just wondering.

Honestly ? I think the game was a big letdown, but it might be because I found it much more difficult to get into than Star Raiders. So, Star Raiders is STILL one of my fave games and scores above Battlesphere. Other games I'd like to see a good Jag port of, would be Lucasfilms' Rescue on Fractalus. That would rock on the Jag, if it's coded properly and keeps the same gameplay. Only better graphics and sounds. Oh, baby, that would I pay $300 for.

5226. Re: How Much a happy enhancement worth? What about an XF551?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-18 07:57:22 UTC
From: Mo <mygranny'nospam'@'nospam'swbell.net>
Message-ID: <klnf7.228$ZF1.112130@nnrp2.sbc.net>
Source record: 34498

If it's just the enhancement with no drive I'd give you $20.00, if complete w/docs $25.00. If it's an upgraded and working drive make it $40.00 - $45.00 I've seen them sell for $75.00 but not very fast.
Mo

M wrote in message <88jpntkmfj9ojelr04vvk0p5mhc45th9t4@4ax.com>...
>How Much a happy enhancement worth? What about an XF551?
>

5227. Re: Battlesphere...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-18 10:09:18 UTC
From: rsmac@t-online.de
Message-ID: <1eybt16.1r73at41m7x710N%rsmac@t-online.de>
Source record: 34501
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.lynx

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:

> as said before: I would buy Battlesphere (I ordered it two times !!), if

Same as here. No chance to get a module.
Regards, Robert
--
-= Home of DOIT-Archives =-

Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

5228. Re: Anybody know of a hard drive available for the Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-18 10:44:47 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b7e7cf2$0$1532$4c5ecdc7@news.erinet.com>
Source record: 34505

(Wants know if 800 and 386 pc running APE can do 3x SIO speed.)
I don't know this question, but generally I use 'STUPID' to slow
APE down. I think my cable is too long and some may get reliable
3x 'Ape Warp' speed. The APE docs say SpDOS won't do
Warp speed unless it is the 3.2g version, which is my experience.
It is neat to hear the 3.2g boot at the high speed, but I can live
with 1x SIO speed. Also, my 256k and 130xe can't do the
3x speed, only my 64k machine.
I think APE could be more 'SMART' and be able to detect that
the 3x speed isn't working and fall back, but it doesn't it just
buzzes and doesn't work. I think James King reported his APE
setup was having troubles, and setting slow 'STUPID' mode fixed it
for him.
I consider APE Warp speed to be sorta a nice extra that really
doesn't work too well.
Russg

5229. http://cth.hn.org - new alternate URL for CTH

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-18 13:28:40 UTC
From: NoOne@FakeEmail.com
Message-ID: <91016E930CTHEnterprises@205.212.123.11>
Source record: 34502

The Closer To Home Atari 8-bit web site has a new alternate URL -
http://cth.hn.org . If you have problems connecting to
http://cth.dtdns.net then try the alternate URL.

Thanks,
Tom

5230. Re: How Much a happy enhancement worth? Wha

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-18 13:36:17 UTC
From: ebaiz@skyenet.net
Message-ID: <lbuf7.340$6r1.86470@newsfeed.slurp.net>
Source record: 34503

On 17 Aug 2001 07:52:19 , M wrote:
>How Much a happy enhancement worth? What about an XF551?

Well the softwar is about $30 and a guy from B&C told me the hardware
was about $125. I am thinking about getting that also...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5231. Re: Battlesphere...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-18 14:04:53 UTC
From: I've Got a Loverly Bunch of Coconuts <Slartibartfast@hugh.jass.org>
Message-ID: <9llslh$56g@netaxs.com>
Source record: 34504
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.lynx

"Vidar Olavesen" <olavese@online.no> wrote in message
news:%mof7.2040$5R2.398314@news01.chello.no...

> gameplay. Only better graphics and sounds. Oh, baby, that would I pay $300
> for.

QUIET ---- Songbird will hear you! <g>

5232. FS: Atari Apple Commodore Stuff

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-18 15:30:57 UTC
From: Rory & Ryan McMahon <ryan4468@earthlink.net>
Message-ID: <B7A3F447.3106%ryan4468@earthlink.net>
Source record: 34507

Hi folks,

Summer clean up - this stuff must go. If you dont see what your looking for,
just ask.

Atari 8 bit - ST - TT - Falcon - Apple II - Apple Mac - Commodore 64

http://www.atariuniverse.com/forsale

Location: Elburn, IL 45 miles west of Chicago

Contact: fujiman@netzero.net

5233. Re: Battlesphere...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-18 15:36:01 UTC
From: rsmac@t-online.de
Message-ID: <1eycfuj.1fi62ntoshnayN%rsmac@t-online.de>
Source record: 34506
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.lynx

> QUIET ---- Songbird will hear you! <g>

He also should hear the voices they never get Battleshpere.
Money alone makes not happy..

--
-= Home of DOIT-Archives =-
_____
Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

5234. Re: Battlesphere...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-18 16:07:36 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <cpwf7.2077$5R2.415361@news01.chello.no>
Source record: 34508
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.lynx

> > gameplay. Only better graphics and sounds. Oh, baby, that would I pay
$300
> > for.
>
> QUIET ---- Songbird will hear you! <g>

Let Carl come out and play! Please Mr. Forhan, make this for me ;-)

5235. Re: Battlesphere...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-18 16:09:08 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <Eqwf7.2079$5R2.415106@news01.chello.no>
Source record: 34509
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.lynx

BS is not the best 1-player game in the world although I haven't played Alone vs. the Empire very much.

BS is really designed for multiplayer, but I doubt many BS owners have two carts and two jags and two eager players that often, let alone catboxen, etc....

I do actually have four Jags, two Catboxes, two Battlesphere, but I do not have anybody to play with :-(I'll have to play with myself (oops, what was that ?)

;-)

5236. Re: 800XL Electronics help

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-18 16:54:24 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <45xf7.19726$ZM2.1794349@newsread2.prod.itd.earthlink.net>
Source record: 34510

I *know* "n" is short for nano; I just didn't expect to see nanoFarad level capacitors in a circuit from 1983 and thought it must be either a misprint or some other meaning...

"Brad Rogers" <brad@pianosa.freeserve.co.uk> wrote in a message:
> >are listed as "100nF". I thought the "n" was an upside down mu, but C19, C20
> >& C22 list as "4,7uF" and a lot of others like C16, C17 & C21 have the
> >"n"..? I could try to send you the .TIF file; it is about 2 MB.
>
> In this context, n is short for nano or 10^-9.
>
> You know, of course, u (mu) is for micro, and = 10^-6.
>
> In short, 100nF is a valid item.

5237. Re: My-DOS Utilities...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-18 17:07:17 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <9hxf7.6364$D4.448968@newsread1.prod.itd.earthlink.net>
Source record: 34511

Well, what would you prefer as the menu choices? We can't use "D" for dual *and* for double, plus I went for some semblance of logic rather than A, B, C... It seems that Atari and Antic referred to 130K as "Enhanced" or "Dual" density; most of us called it @#$%&*(.

"Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote:
> there is one silly/funny thing: Here in Germany (or maybe in whole
> europe) we use the name "Medium" for a Dual/130k Atari formatted disk.
> Whereas "enhanced" is a PC format - it is bigger/higher than High
> Density (i.e. you need at least a 32mhz crystal), formatting at
> 2.88megabytes... Ok, it never became a standard, since most (or all?) PC
> 3,5" floppy drives still format with 1.44 Megabytes...
>
> Ron Hamilton schrieb:
> >
> > I was thinking more of:
> > 1Formatter is a .COM/.EXE file
> > 2Requests drive # and code letter from a menu like:
> > S) SSSD (90kbytes) Q) DSDD 40T. (360kbytes)
> > E) Enhance (130kbytes) M) DSDD 80T. (720kbytes)
> > D) SSDD (180kbytes) H) High Density (1440kbytes)
> > X-exit
> > 3Attempts to configure and format selected drive.
> > 4Reports success or error condition
> > 5Wait for another request or exit.
> > The response of "1S" or "3D" is parallel to the set density; we now just
> > have Single, Enhanced, Double, Quad, Medium, and High densities.
> > I am not sure how you would patch it into the Dup.Sys menu..?

5238. FS: Atari 8-bit disks, tapes, cartridge and book

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-18 18:22:57 UTC
From: pjr <pjr@yep#NOSPAM#.com>
Message-ID: <6nyf7.1649$in6.478987@news6-win.server.ntlworld.com>
Source record: 34512

FOR SALE - see list below.

All items are originals with full packaging unless stated otherwise. The prices shown are in GB Pounds and Pence, please add postage cost to your location (I am happy to ship worldwide).

Please e-mail: pjr@#NOSPAM#yep.com (remove #NOSPAM# to send).

** Cartridges **

DAVID'S MIDNIGHT MAGIC Atari 4.00

** Disks **

ACE OF ACES US Gold 2.50
BOMB Ke-Soft 2.00
BOMBI Power-Per-Post 2.00
BOP 'N WRESTLE Mindscape 5.00
DIGI-STUDIO DGS (4 disks) 4.00
EUREKA ANG Software 2.00
FIRST XLENT WORD PROCESSOR Ke-Soft (German Inst.) 2.50
GLAGGS IT Power-Per-Post 2.00
HUMANOID Sonix 2.00
KE-COMMANDER Ke-Soft 2.00
LITTLE DEVIL Red Rat 2.50
LIZARD Tiger Dev 2.00
MINES ANG 2.00
MINESWEEPER Power-Per-Post 2.00
ROBOMASH TWAUG 2.00
ROCKMAN Mirage 2.00
RUBBER BALL Power-Per-Post 2.00
SAM BUDGET Power Per Post (Requires SAM) 2.00
SAM DESIGNER Power Per Post (Requires SAM) 2.00
SAM UTILITY EXTENSIONS 1 Power Per Post (Requires SAM) 2.00
SAPER Ke-Soft 2.00
SAPER CONSTRUCTOR ANG 2.00
SARGON III CHESS Hayden 5.00
SPINDIZZY Electric Dreams 3.00
STAR RAIDERS II Atari (Tatty Box) 1.00
TAIPEI R&E Software 2.00
THINKER ANG 2.00
THINX ANG 2.00
VAGABOND Avalon 2.00
WHOOPS 2 ANG 2.00
ZAXXON Datasoft 3.00

** "APX" Disks ** (note these do not include printed documentation)
All @ 30p each

BLACKJACK TUTOR 2.0
BLIS 2.0
COUNTER
FAMILY CASH FLOW
GRAPHICS/SOUND DEMO

** Full Price Cassettes **

COLOSSUS CHESS 3.0 English 2.50
HEARTACHE Atari (case cracked) 1.50
POLE POSITION US Gold 2.00
SOLO FLIGHT US Gold 2.00

** Budget Price Cassettes **
All @ 50p each

180 Mastertronic
BMX SIMULATOR Codemasters
BOMBFUSION Mastertronic
CRACK-UP Atlantis
DESPATCH RIDER Mastertronic
EXPLODING WALL Byte Back (2)
FEUD Bulldog
GREEN BERET Hit Squad
GUN LAW Mastertronic
HENRY'S HOUSE Mastertronic (2)
INVASION Bulldog
JET-BOOT JACK Byte Back
KIKSTART Mastertronic
LASER HAWK Byte Back
LOS ANGELES SWAT Mastertronic (2)
MILK RACE Mastertronic (2)
MISSING... ONE DROID Bug-Byte
NINJA COMMANDO Zeppelin
ONE MAN AND HIS HIS DROID Mastertronic
PANTHER Mastertronic
POGOTRON Gamebusters
PROTECTOR Mastertronic
REVENGE II Mastertronic
ROULETTE SIMULATOR Byte Back
SPEED ZONE Mastertronic
SPY VS SPY III Hi Tec
TITAN Atlantis
UNIVERSAL HERO Mastertronic

** "APX" Cassettes **
(note these do not include any printed documentation)
All @ 30p each

BLACKJACK CASINO
BLOCK 'EM
CODECRACKER
COUNTER 1
DECISION MAKER
DICE POKER
DSEMBLER
EXTENDED WSFN (TURTLE)
INSTEDIT 2.0
MEMORY MATCH
MORSE CODE TUTOR
PHOBOS
SOUND EDITOR
T: TEXT DISPLAY DEVICE
TACK TREK
TERMINAL EMULATOR
TYPO ATTACK 1.1
ULTIMATE RENUMBER UTILITY

** Atari Book **

Computer Animation Primer
By David Fox and Mitchell Waite
McGraw-Hill
(book about computer graphics with Atari 8-bit examples) - 20.00

5239. FS: WARGAME CONSTRUCTION $10

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-18 21:20:19 UTC
From: markreed@ptd.net
Message-ID: <n_Af7.9352$an2.213357@nnrp1.ptd.net>
Source record: 34513

I have one copy (5.25 disk) in original box with manual of Strategic
Simulations, Inc. "Wargame Construction Set". 48K req. Also includes
Scenario disk. For sale only $10.00 plud 3.00 shipping. If interested,
contact me at : markreed@postoffice.ptd.net
Thank you, Mark.

5240. Re: Anybody know of a hard drive available for the Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-18 22:04:59 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c12832$edc26360$031ea8c0@p400>
Source record: 34514

LLpwhite <llpwhite@cs.com> wrote

: >I love the old 800. I connect mine to an old 386 running DOS and APE
with
: that SIO2PC cable. <

: Also, IIRC, there is
: supposed to be another interface being developed that would work with
800's.
: (?)

Yes, Sijmen Schouten from the Netherlands developed a cheap way to connect an IDE harddisk to an XL/XE machine (a bit the way Bob Woolley did it), and is now busy to do build such a thing into an Atari 800. Read all about it on http://www.atari.myweb.nl/

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

5241. Re: Anybody know of a hard drive available for the Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-18 22:16:00 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c12834$675c57c0$031ea8c0@p400>
Source record: 34515

Russ Gilbert <russg@en.com> wrote

: (Wants know if 800 and 386 pc running APE can do 3x SIO speed.)
: I don't know this question, but generally I use 'STUPID' to slow
: APE down. I think my cable is too long and some may get reliable
: 3x 'Ape Warp' speed.

There are other factors involved. I've used APE at 3*SIO on 8086/8088 systems (old UARTs) with up to 7 meter of cable (shielded, that is) without problems, but other people reported they can't, even on 286 and 386 machines.

: I consider APE Warp speed to be sorta a nice extra that really
: doesn't work too well.

It's nice for booting-up a My-Dos games/demos image, but not when you want work with it when using Sparta-Dos. I have use the highspeed routines of my BlackBox and can use any version of Sparta-Dos at 3*SIO, which works o.k. when reading data with keyboard buffer disabled, but causes trouble on my 486 when writing to higher sectors on a large image. This is with the registered v1.18d.

I'm not to worried about it, since I use the BlackBox with SCSI HD for programming and such, and only use APE to transfer files between Atari 8-bit and PC system...

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

5242. Looking to trade Antic Magazines for other Antic Magazines

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-19 00:57:03 UTC
From: rosborn <rosborn@geocities.com>
Message-ID: <n43unts7e41k50a5jr17c270cgt6676f7q@4ax.com>
Source record: 34516

I have several duplicate Antic Magazines that I would like to trade
for other Antic's that I need to complete my collection. Let me know
if you are interested in trading.

What I have to trade:

Volume 3: 1, 11, 12
Volume 4: 2, 8, 9, 10, 11, 12
Volume 5: 1, 2, 4, 5, 6, 8, 9
Volume 6: 3, 4, 5, 6, 7, 8, 9, 10, 11, 12
Volume 7: 3, 4, 8
STart Magazines with Antic sections:
Volume 5: 4

Most are in fair to good condition. I'll provide details when a deal
is in the works.

Here's what I need:

Best of Volume 1
Volume 1: 1, 2, 3, 4, 5, 6
Volume 2: 1, 2, 3, 4, 6, 7, 8, 9, 10
Volume 9: 1, 2
STart Magazines with Antic sections:
Volume 5: 3, 7

Thanks.

--
Ryan Osborn

5243. Re: Kaboom!

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-19 01:49:18 UTC
From: JJ <jj@nospam.com>
Message-ID: <yWEf7.4805$5d4.1471341@monger.newsread.com>
Source record: 34517

That was a great game, especially with the paddle controllers.

If I remember correctly (I was about 13 or 14 when the 2600 was popular), you could "finish" the game. I did it once. The instructions said you would get something if you finished it and took a picture of the screen and sent it in. I took a picture of the screen, but you couldn't read it on the picture.

"William Kendrick" <nbs@bolt.sonic.net> wrote in message news:oNye7.8387$P15.77348@typhoon.sonic.net...
>
> I picked up "Kaboom!" for the 8-bit at CGExpo (for about, err... $6 or $10)
> and have to say, it kicks butt! :)
>
> I mean, it's pretty much the same as the 2600 version (which was awesome),
> it just has a spiffier interface (since it has the capabilities of a
> full computer available ;)). The 'music' is amusing, too. :)
>
> (although, I wonder... is there a way to turn it off?)
>
> (hoping to get some 2player Kaboom!'ing in with his girlfriend soon)
>
>
> -bill!
>

5244. Re: What do you use your 8bit for?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-19 08:10:08 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <002bde93@fmlynet.org>
Source record: 34521

FamilyNet Newsgate

Whoa! This was the most unique application I've ever heard with the Atari
8-bits. :) Works for me.

As for me, I use my Atari 800 (and "890 ST Interface") to access local
BBS's for hanging out, and checking E-mail, newsgroups, and telnetting to Lynx
sites to surf the internet.
Every once in a while I load up games, which tend to be...

Archon
Spy Hunter
Star Raiders
Joust
Return of Heracles

A fun computer that I use on a daily basis. :)

Doctor Clu

> From: MrShoujo@webtv.net (Andrew Floyd)

> I use my Atari 8-bit to translate Japanese song lyrics, manga, and other
> stuff. over 11 tankoubon and counting! Including all 7 books of manga
> for Wedding Peach!

> I even wrote a program to teach people how to read hiragana and katakana
> characters!

> ja ne nyo!

> "Read this very carefully, I shall type this only once nyo!"
> "There would be little point in typing it twice nyo!!" - 'Allo 'Allo nyo

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5245. Arcade conversions I'd love to see...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-19 08:15:08 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <002bde94@fmlynet.org>
Source record: 34520

FamilyNet Newsgate

Yeh, I'm surprised that none of these were done.

I would have to agree on Venture. :)

Doctor Clu

> From: Anthony Ramos <aramos@ele-mental.org>

> First up would be Crazy Climber:

> http://www.ele-mental.org/~aramos/images/Crazy-Climber-8-bit.gif

> And then:
> Astro Blaster
> Elevator Action
> Venture

> Okay all you 8-bit programmers, get to work! I want at least one ready to go
> under my tree this Christmas ;-)

> -Anthony (I'll write you one if you write me one) R.

> --
> Anthony Ramos________
> 600 SE 39th Ave., # 3 __ aramos@ele-mental.org .. aramos@hyperreal.org
> Portland, OR 97214 ___ information design .. multimedia production
> (503) 236-6303 ___________interactive art .. image synthesis

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5246. Re: Is possible to write an atari formatted disk to 5.25" disk drive in

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-19 08:17:38 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <002bde95@fmlynet.org>
Source record: 34522

FamilyNet Newsgate

Wait a minute guys, I believe there IS a program called something like
"magic disk" that will allow you to write in the Atari format on a PC. I never
was able to get the program to write disk correctly, but it is out there.

Doctor Clu

> From: "Ron Hamilton" <ronandjudyh@earthlink.net>

> Not unless the PC is really really old; most of those units for the last 16
> years or so do not have a single density controller. Even if the hardware
> was willing, I have not seen any PC software for the purpose. There are a
> couple of double density apps for writing files to an atari DD floppy on a
> PC 5.25 drive; the ones I have seen will format but not write DOS files...

> "Jheitmuller" <john@jrcc.net> wrote in message
> news:de16c5ec.0108131413.31f93dc5@posting.google.com...
>> Hi,
>>
>> I have an old PC with a 5.25" disk drive. Does anyone know if it
>> is possible to write an atari .ATR image file to a disk in that drive
>> so that I can then use that disk in my Atari 810 drive?

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5247. Re: Atari 8-bit disks, tapes, cartridge and book

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-19 10:36:44 UTC
From: pjr <pjr@#NOSPAM#imob.co.uk>
Message-ID: <1EMf7.3889$in6.892949@news6-win.server.ntlworld.com>
Source record: 34519

whoops, just realised that "yep" email isn't working.
Please use pjr@imob#NOSPAM#.co.uk instead (remove #NOSPAM# to send)

Cheers
Paul

"pjr" <pjr@yep#NOSPAM#.com> wrote in message
news:6nyf7.1649$in6.478987@news6-win.server.ntlworld.com...
> FOR SALE - see list below.
>
> All items are originals with full packaging unless stated otherwise. The
> prices shown are in GB Pounds and Pence, please add postage cost to your
> location (I am happy to ship worldwide).
>
> Please e-mail: pjr@#NOSPAM#yep.com (remove #NOSPAM# to send).
>
> ** Cartridges **
>
> DAVID'S MIDNIGHT MAGIC Atari 4.00
>
> ** Disks **
>
> ACE OF ACES US Gold 2.50
> BOMB Ke-Soft 2.00
> BOMBI Power-Per-Post 2.00
> BOP 'N WRESTLE Mindscape 5.00
> DIGI-STUDIO DGS (4 disks) 4.00
> EUREKA ANG Software 2.00
> FIRST XLENT WORD PROCESSOR Ke-Soft (German Inst.) 2.50
> GLAGGS IT Power-Per-Post 2.00
> HUMANOID Sonix 2.00
> KE-COMMANDER Ke-Soft 2.00
> LITTLE DEVIL Red Rat 2.50
> LIZARD Tiger Dev 2.00
> MINES ANG 2.00
> MINESWEEPER Power-Per-Post 2.00
> ROBOMASH TWAUG 2.00
> ROCKMAN Mirage 2.00
> RUBBER BALL Power-Per-Post 2.00
> SAM BUDGET Power Per Post (Requires SAM) 2.00
> SAM DESIGNER Power Per Post (Requires SAM) 2.00
> SAM UTILITY EXTENSIONS 1 Power Per Post (Requires SAM) 2.00
> SAPER Ke-Soft 2.00
> SAPER CONSTRUCTOR ANG 2.00
> SARGON III CHESS Hayden 5.00

> SPINDIZZY Electric Dreams 3.00
> STAR RAIDERS II Atari (Tatty Box) 1.00
> TAIPEI R&E Software 2.00
> THINKER ANG 2.00
> THINX ANG 2.00
> VAGABOND Avalon 2.00
> WHOOPS 2 ANG 2.00
> ZAXXON Datasoft 3.00
>
> ** "APX" Disks ** (note these do not include printed documentation)
> All @ 30p each
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> BLACKJACK TUTOR 2.0
> BLIS 2.0
> COUNTER
> FAMILY CASH FLOW
> GRAPHICS/SOUND DEMO
>
> ** Full Price Cassettes **
>
> COLOSSUS CHESS 3.0 English 2.50
> HEARTACHE Atari (case cracked) 1.50
> POLE POSITION US Gold 2.00
> SOLO FLIGHT US Gold
2.00
>
> ** Budget Price Cassettes **
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> 180 Mastertronic
> BMX SIMULATOR Codemasters
> BOMBFUSION Mastertronic
> CRACK-UP Atlantis
> DESPATCH RIDER Mastertronic
> EXPLODING WALL Byte Back (2)
> FEUD Bulldog
> GREEN BERET Hit Squad
> GUN LAW Mastertronic
> HENRY'S HOUSE Mastertronic (2)
> INVASION Bulldog
> JET-BOOT JACK Byte Back
> KIKSTART Mastertronic
> LASER HAWK Byte Back
> LOS ANGELES SWAT Mastertronic (2)
> MILK RACE Mastertronic (2)
> MISSING... ONE DROID Bug-Byte
> NINJA COMMANDO Zeppelin
> ONE MAN AND HIS HIS DROID Mastertronic
> PANTHER Mastertronic
> POGOTRON Gamebusters

> PROTECTOR Mastertronic
> REVENGE II Mastertronic
> ROULETTE SIMULATOR Byte Back
> SPEED ZONE Mastertronic
> SPY VS SPY III Hi Tec
> TITAN Atlantis
> UNIVERSAL HERO Mastertronic
>
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> EXTENDED WSFN (TURTLE)
> INSTEDIT 2.0
> MEMORY MATCH
> MORSE CODE TUTOR
> PHOBOS
> SOUND EDITOR
> T: TEXT DISPLAY DEVICE
> TACK TREK
> TERMINAL EMULATOR
> TYPO ATTACK 1.1
> ULTIMATE RENUMBER UTILITY
>
> ** Atari Book **
>
> Computer Animation Primer
> By David Fox and Mitchell Waite
> McGraw-Hill
> (book about computer graphics with Atari 8-bit examples) - 20.00
>
>
>

5248. Re: Looking to trade Antic Magazines for other Antic Magazines

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-19 10:47:31 UTC
From: Mo <mygranny'nospam'@'nospam'swbell.net>
Message-ID: <VWKf7.229$J_.7724@nnrp1.sbc.net>
Source record: 34518

I've got Vol 7 No. 1 the 6th anniversary edition up for auction right now.
It's got about a day left to go.

Mo

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1264930377

rosborn wrote in message ...
>
> I have several duplicate Antic Magazines that I would like to trade
>for other Antic's that I need to complete my collection. Let me know
>if you are interested in trading.
>
>What I have to trade:
>
>Volume 3: 1, 11, 12
>Volume 4: 2, 8, 9, 10, 11, 12
>Volume 5: 1, 2, 4, 5, 6, 8, 9
>Volume 6: 3, 4, 5, 6, 7, 8, 9, 10, 11, 12
>Volume 7: 3, 4, 8
>STart Magazines with Antic sections:
>Volume 5: 4
>
>Most are in fair to good condition. I'll provide details when a deal
>is in the works.
>
>
>Here's what I need:
>
>Best of Volume 1
>Volume 1: 1, 2, 3, 4, 5, 6
>Volume 2: 1, 2, 3, 4, 6, 7, 8, 9, 10
>Volume 9: 1, 2
>STart Magazines with Antic sections:
>Volume 5: 3, 7
>
>
>Thanks.
>
>--
>Ryan Osborn
>

5249. Atari items for sale

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-19 21:45:35 UTC
From: ballbreaker <rlbreite@gte.net>
Message-ID: <nvc0ot04g30nc6jmvvdabgmuea3qugmld8@4ax.com>
Source record: 34523

```
Have the following Atari items for sale:

Computers

800 with basic cart.
800 XL

Games

Missile Command
Galaxian
Ms. Pac-Man
Pac-Man
DonkeyKong

All items like new.

E-mail sawaudee@yahoo.com
```

5250. Re: Artical on Atari BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-20 06:28:30 UTC
From: nj_toothenbecker@hotmail.com
Message-ID: <i62g7.41454$c8.15303780@news1.denver1.co.home.com>
Source record: 34524

In article <98le7.41866$08.6387277@news1.busy1.on.home.com>,
tbedwell1@home.com says...
>
>
>Good article. But you left out one BASIC..."Microsoft Basic". Yes, there was
>a "Microsft" basic. It shipped on disk for the 800, and as I remember, it
>left a whole 12k for code. I used to have a copy. I don't remember it being
>that fast either. Thanks
>
I have/had M$ BASIC II sitting around here somewhere. It was supposedly 20%
faster than AtariBASIC. I bought a copy and soon found out I didn't care much
for the M$ flavor.

5251. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-20 06:42:22 UTC
From: nj_toothenbecker@hotmail.com
Message-ID: <ij2g7.41473$c8.15313780@news1.denver1.co.home.com>
Source record: 34525
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <MPG.15cd31c7b6520f2598969c@news-server.nc.rr.com>,
davidogg@nc.rr.com says...
>
>
>In article <tm5c7r80efvu17@corp.supernews.com>, sands@cableone.com
>says...
>> but if you use windows a Pc maker can not use ANY OTHER OS
>> or they lose their lic. from microsoft that why Gateway owns Amiga
>> you do not put out an Amiga computer because they would lose Windows..
>
>Not true, We sell other OS's, give us a call for a quote, and I'll prove
>it. Microsoft doesn't impose those restrictions on us.
>
>David Ogg (919)468-6365 (919)468-6366 fax (919)468-6367
>Registered Microsoft OEM Partner
>PC Warehouse
>1777 NW Maynard Rd
>Cary, NC 27513
>
>Gateway had other motivations for wanting Amiga.
>
>Compaq puts out other OS's, ones that compete squarely with NT/2000!
>Dell, IBM offer Linux.
>Not to mention SGI offers unix.
>
>Not sure where this rumor started, but I've heard it before.

Perhaps that statement was worded poorly. The situation referred to is often called "M$ tax." Will M$ let you install a second OS along with theirs?

Be found out the hardway about all this when they tried to license their OS to other hardware venders. (Dell and IBM probably smell blood with M$ recent problems with the DOJ).

5252. Re: What exactly changed in XL OS to break it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-20 07:03:38 UTC
From: nj_toothenbecker@hotmail.com
Message-ID: <eD2g7.41499$c8.15329329@news1.denver1.co.home.com>
Source record: 34526

In article <RQQe7.40097$zg6.3497938@news20.bellglobal.com>,
maury_markowitz@hotmail.com says...
>
>
>"Ron Hamilton" <ronandjudyh@earthlink.net> wrote in message
>news:_DEe7.12641$Kl2.1163891@newsread1.prod.itd.earthlink.net...
>> Nope, the 800XL has the 1200XL OS; all Atari did was release the
>> Translator disk which turns off the XL ROMs and loads a 400/800 type
>> OS into the underlying RAM.
>
> Wow. So it seems they could have done that on the 1200 too. It's like they
>tried really hard to screw that machine up.
>
Not really, the fault is with the programmer. The Atari OS used several
vectors. That way, if routines get moved (which would happen in any
revision), the programs still works. Instead of using the vectors, some
programmers hit the routines directly. If you revise the OS, then these
programs are broken.

The 1200 XL came out at a pretty high price (c. $900) so it was quite a
shock when your programs don't work anymore.

I had both the old 800 and the XL, so I had all the bases covered.

5253. Re: My-DOS Utilities...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-20 13:04:12 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B810ACC.DBDC4801@mail.uni-mainz.de>
Source record: 34527

Well,
the name "enhanced" is ok for 130kbytes. The info was just a reminder
(as said: silly...) that PC floppies also have enhanced density
avaiable... -Andreas.

Ron Hamilton schrieb:
>
> Well, what would you prefer as the menu choices? We can't use "D" for dual
> *and* for double, plus I went for some semblance of logic rather than A, B,
> C... It seems that Atari and Antic referred to 130K as "Enhanced" or "Dual"
> density; most of us called it @#$%&*(.
>
> "Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote:
> > there is one silly/funny thing: Here in Germany (or maybe in whole
> > europe) we use the name "Medium" for a Dual/130k Atari formatted disk.
> > Whereas "enhanced" is a PC format - it is bigger/higher than High
> > Density (i.e. you need at least a 32mhz crystal), formatting at
> > 2.88megabytes... Ok, it never became a standard, since most (or all?) PC
> > 3,5" floppy drives still format with 1.44 Megabytes...
> >
> > Ron Hamilton schrieb:
> > >
> > > I was thinking more of:
> > > 1Formatter is a .COM/.EXE file
> > > 2Requests drive # and code letter from a menu like:
> > > S) SSSD (90kbytes) Q) DSDD 40T. (360kbytes)
> > > E) Enhance (130kbytes) M) DSDD 80T. (720kbytes)
> > > D) SSDD (180kbytes) H) High Density (1440kbytes)
> > > X-exit
> > > 3Attempts to configure and format selected drive.
> > > 4Reports success or error condition
> > > 5Wait for another request or exit.
> > > The response of "1S" or "3D" is parallel to the set density; we now just
> > > have Single, Enhanced, Double, Quad, Medium, and High densities.
> > > I am not sure how you would patch it into the Dup.Sys menu..?

5254. Re: Atari 5200 memory chips

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-20 14:22:26 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b8152fb$0$1529$4c5ecdc7@news.erinet.com>
Source record: 34533

Nigel.
Generally, Best Electronics has the biggest selection of Atari
related parts.
http://best-electronics-ca.com

I hear their catalog is well worth the expense.

Russg

5255. CTH time/date line program

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-20 14:26:42 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b8153f5$0$1527$4c5ecdc7@news.erinet.com>
Source record: 34532

Tom Hunt has fixed the bug in SpartaDOS TDLINE.COM.
The bug gave the wrong day of the week (mon,tue,etc) after 12-31-99.
The new time/date line installer for SpartaDOS is available at:
http://www.en.com/users/russg about half way down the page.
It's the only Y2K related problem that I know of. Now it is fixed.

The new program is called CTHTDL.COM.

Russg

5256. Re: My-DOS Utilities...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-20 15:34:41 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <l6ag7.190$ZN5.33162@newsread1.prod.itd.earthlink.net>
Source record: 34528

I always thought it was odd that MyDos used "A" for the response selecting
130K which was incompatible with Atari "dual/enhanced" 130K density,
presuming the "A" referred to Atari...

"Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message:
> Well,
> the name "enhanced" is ok for 130kbytes. The info was just a reminder
> (as said: silly...) that PC floppies also have enhanced density
> avaiable... -Andreas.
>
>
>
> Ron Hamilton schrieb:
> >
> > Well, what would you prefer as the menu choices? We can't use "D" for
dual
> > *and* for double, plus I went for some semblance of logic rather than A,
B,
> > C... It seems that Atari and Antic referred to 130K as "Enhanced" or
"Dual"
> > density; most of us called it @#$%&*(.

5257. Re: Battlesphere...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-20 16:22:36 UTC
From: jns-bond@home.comHORMEL
Message-ID: <9lrdfk$496$1@tron.alex1.va.home.com>
Source record: 34529
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.lynx

In article <9lkove$hst@netaxs.com>,
I've Got a Loverly Bunch of Coconuts <Slartibartfast@hugh.jass.org> wrote:

>I guess I'm over the Jag in every way. Too bad that Defender 2000 doesn't
>seem to be coming to any other platforms (the new 3D remake doesn't count).
>And it's too bad that the NUON is destined for irrelevance as well. I
>bought the Tempest 3000 DVD but can't bring myself to get the buggy Samsung
>N-501 to play it.

Huh? Details on bugs please! I picked up T3K and a pad on a lark,
figureing down the road I would pick up the 501 on clearout as a 2nd DVD
deeck. It "seems" the best feature wise, with the expanded VLM and
ability to play MP3 CDRs. What bugs???

--
~~~~~~
Red Hat Linux 6.2 + Cable + OpenSSH + Pine + TRN4 = Global 24x7 Shell
~~~~~~

5258. Re: Battlesphere...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-20 16:25:52 UTC
From: jns-bond@home.comHORMEL
Message-ID: <9lrdlk$49q$1@tron.alex1.va.home.com>
Source record: 34530
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.lynx

In article <104tntg86asrd7s1ue03199pb1n7u19j3f@4ax.com>,
Glenn Saunders <cybpunks@hotmail.com> wrote:

>BS is not the best 1-player game in the world although I haven't
>played Alone vs. the Empire very much.
>
>BS is really designed for multiplayer, but I doubt many BS owners have
>two carts and two jags and two eager players that often, let alone
>catboxen, etc....

That's what ticks me off about the "poor" way in which it was finally
rolled out. I DO have all of these things inhouse (save the eager
player, and sub a JagLink for Catboxes since Tom Harker still has mine).
Sigh.

--
~~~~~~
Red Hat Linux 6.2 + Cable + OpenSSH + Pine + TRN4 = Global 24x7 Shell
~~~~~~

5259. Atari 5200 memory chips

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-20 17:26:58 UTC
From: Nigel Henry <nigel.henry@virgin.net>
Message-ID: <GLbg7.12194$in6.1794496@news6-win.server.ntlworld.com>
Source record: 34531

Hi All, I recently got a 5200 (bought from the USA to the UK at great expense!). I built a composite output circuit for it so that I could use it on a monitor. When I tried it all I got was a black screen. I opened it up to investigate, and I found that one of the memory chips was missing! The chips are MK4516N-15, and are practically impossible to find (none of the usual suppliers such as BG micro, RS components, Maplin, etc. stock them).

I tried some 4116-15 chips that I do have, but it still didn't work. What is the difference between 4516 and 4116 anyway?

Getting to the point then, does anybody have, or know where I can get MK4516N-15 RAM chips?

Thanks

Nigel

5260. 3D Defender? [Was Re: Battlesphere...]

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-20 18:52:14 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <y%cg7.853$Ch1.15115@typhoon.sonic.net>
Source record: 34534
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.lynx

In alt.games.lynx I've Got a Loverly Bunch of Coconuts <Slartibartfast@hugh.jass.org>
wrote:

: "Smith-Perricone" <sslp@NOSPAMenter.net> wrote in message
: news:tnr9h44jiplra7@news.supernews.com...
<snip>
: Too bad that Defender 2000 doesn't
: seem to be coming to any other platforms (the new 3D remake doesn't count).

What's this? Tell me more! :)

-bill!

5261. Re: 800XL Electronics help

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-20 19:04:38 UTC
From: ajpalacios@netscape.net
Message-ID: <6f45253f.0108201104.67f4a7b@posting.google.com>
Source record: 34535

"Ron Hamilton" <ronandjudyh@earthlink.net> wrote in message
news:<csle7.10164$Kl2.989746@newsread1.prod.itd.earthlink.net>...
> Basic is U4 and the schematic I have shows C28 between pin 28/+5V of U5 and
> ground/pin 14 of U5.

To the very best of my knowledge, and I design hardware, any capacitor
connected between Vcc and Ground pins in a chip with a value of 100,
even if it is not marked with units, refers to nanofarads. "nF". No
greater cap should be used close to the chip since the charging time
constant could make the chip to turn off later and start a system
erratically. And remember the Atari was one of the best designs back
then!

Hope this helps!

Slash

5262. What do you use your 8bit for?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-20 19:35:32 UTC
From: ajpalacios@netscape.net
Message-ID: <6f45253f.0108201135.6158def@posting.google.com>
Source record: 34536

Around 1994, I got a fever for getting an Atari. So I bought two units for $10 USDlls. I started playing around with them. At the college, I used my 65XE to test my digital designs, connecting the inputs of the circuit to the joystick ports and writing a routine to use them as outputs. Also at the college it helped me to graph some math functions so I could observe nonlinearities in sensors (I studied Electronics Engineering).

Now, I'm trying to interface to a prototype EPROM programmer, so I can burn my ROMs without investing a hundred dollars in a commercial, Windows controlled programmer. I also connected sensors to make a simple demo alarm, a green house monitor, a passage detector/counter for rats (in a lab), a robot controller and a weather station.

So, I think my Atari computers will last enough to teach my son BASIC programming, as soon as he learns to read and write. Well, that's what I'm using my Atari for. Simple, no fuss no mess computing, no MS-DOS memory barriers, no memory-hungry MS-Windows, instant boot, etc., etc.

5263. Re: Kaboom!

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-20 19:54:30 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <WVdg7.15$kN3.427@typhoon.sonic.net>
Source record: 34537

JJ <jj@nospam.com> wrote:
: That was a great game, especially with the paddle controllers.

: If I remember correctly (I was about 13 or 14 when the 2600 was popular),
: you could "finish" the game. I did it once. The instructions said you
: would get something if you finished it and took a picture of the screen and
: sent it in. I took a picture of the screen, but you couldn't read it on the
: picture.

When you get past 10,000 points, the Mad Bomber looks surprised
(and continues looking that way until the game ends - he doesn't smile
or frown any more :))

I spent a sweaty evening trying to get to that score so that I could
find out what happened (all I know was "10,000 points, something happened")
so I could add it to my Kaboom! clone I was writing for Linux & Windows
(http://www.newbreedsoftware.com/madbomber/)

Take care!

-bill!

5264. If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-20 20:55:46 UTC
From: ajpalacios@netscape.net
Message-ID: <6f45253f.0108201255.7fed298d@posting.google.com>
Source record: 34538
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I really wouldn't design a $300 home computer. Way too many models of home and "productivity" (read Palm) computers out ther. Let's focus on the hobby computer. Why is the hobbist so underestimated and underpriced today?

The Ideal Hobbist computer would be an Atari-like portable computer. CPU? maybe Z80 or 6502 derivative. A low power RISC or CISC Chip, but powerful enough to avoid the flickers and glimpses in audio and video. And it must have a modest enough memory space for you to write neat apps that don't need 3 CD's to install, but cartridges or Smart Cards.

Since no HD or CD is desired, SmartCard or PCMCIA or FlashCards are desirable as storage media. Also, the back panel must have serial, parallel, and "user" ports. User port should be an Atari, CBM or Apple flavor. So every pin of the CPU and every usable signal in the system is available.

Language? If BASIC is not allowed as the main language, then it should be the rapid prototyping language option, accesible thru software commands or a small switch. But BASIC MUST be included. The main language could be Pascal, but remember that rapid prototyping means no time for detecting every single variable to declare.

Video? Well, since our system is intended to be a field-usable system, an LCD is mandatory. I don't think an SVGA resolution is needed. But a VGA is desirable, and a quarter-VGA is good enough. We want to test system parameters, sensor response, GPS tracking, missile trajectory plotting, or just fish bank detection to be instant represented with our supercharged Game Boy, right?
But remember, we are planning a Hobby Computer, so most of the graphics could be displayed in a TV. Composite Video and VGA outputs are the only two choices.

Audio? Well, it must be CD-quality. No more, no less. Remember we cannot hear beyond 20kHz, so why should I buy a computer able to emit a supersonic or subsonic sound I can't detect? Well... Maybe for Dog training or Subwoofer testing! But anyway, CD is just what we need. And complete control over the waveform thru software.

Internet? Yes! A 10/100 base T interface so I can connect my hobby computer to the local net and download any data I gathered in the field. Just like an internet "appliance". But this could be added with a PCMCIA card.

Maybe what we're trying to figure out is a new, VGA, networkable version of the Radio Shack Portable Computer sold in the early eighties, with an open, well-documented architecture. I can see it: in one hand my hobby computer with a bunch of cables attached and a piece of custom hardware sending codes to the machine. Or maybe, a credit card interface attached to an electronic cashier just like in Terminator 2. Ooops, there are some disadvantages, but just don't see 'em.

I think I'll start designing it, since a computer like that is for us, the inhabitants of the dark, underground world of electronic hobbists. A customizable, in-house expandable, easy programmable box that can be instantly attached to any project just to test or diagnose or in-system emulate. But then again, it sounds like my old Atari!

5265. Info on the Cartridge Slot Wanted!

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-20 21:13:59 UTC
From: ajpalacios@netscape.net
Message-ID: <6f45253f.0108201313.35e1e085@posting.google.com>
Source record: 34539

I'm designing an EPROM programmer that uses the Atari 65XE as the "brain". I plan to interface the programmer board thru the cartridge slot, since it has Address, data, R/W signals. But I see it also has some other signals I cannot figure out what they're used for (except RD that I discovered is Rom Detect). I need to know which memory space is addressed to the cartridge port. I found somewhere that it is allocated between $8000 and $C000, but I found it to be in a different location. Does anyone knows how to use the cartridge slot? Is there an Atari Interfacing Expert out there?

5266. FS 2 Atari joysticks Boxed

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-20 22:57:17 UTC
From: Russ <russ@mytholme.freeserve.co.uk>
Message-ID: <9ls4enhdl1@news6.svr.pol.co.uk>
Source record: 34540

Click on the link

-- http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=1266965675
Regards
Russ Green

5267. Your Atari Computer

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-21 01:30:14 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <GQig7.14$5I1.3035@newsread2.prod.itd.earthlink.net>
Source record: 34541

There is a photo of the Lon Poole book next to the 400 on this auction page:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1265886388

I think it is even included in the package...

5268. XEGS Hardware Hackers

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-21 04:10:38 UTC
From: Douglas Berlier <douglas.berlier@verizon.net>
Message-ID: <2blg7.698$EW6.231842@dfiatx1-snr1.gtei.net>
Source record: 34542

I am wondering if anyone can direct me to hacks for the XEGS machine.

5269. Yogi's BBS quick question..

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-21 09:05:39 UTC
From: Mo <mygranny'nospam'@'nospam'swbell.net>
Message-ID: <dDng7.120$3b4.7378@nnrp1.sbc.net>
Source record: 34544

Hey all, I dusted off my old rotary phone and my acoustic coupler and tried to connect to Yogi's Jellystone BBS. I got the number off of his cracked version of Master of the lamps. I couldn't get any response, the phone answered with the carrier signal but I couldn't get anything on my screen using Telelink I. His little ad said it was 300/1200 baud, has anyone else tried it? This was the first BBS attempt I've made in about 15 years so I'm probably doing something wrong.

Mo

5270. Big Five Software site

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-21 09:58:16 UTC
From: Mo <mygranny'nospam'@'nospam'swbell.net>
Message-ID: <yoog7.145$3b4.7529@nnrp1.sbc.net>
Source record: 34545

It seems that Big Five Software now has a website check it out...
www.bigfivesoftware.com

5271. Re: Kaboom!

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-21 10:22:39 UTC
From: Anthony Ramos <aramos@ele-mental.org>
Message-ID: <B7A7847F.F4FF%aramos@ele-mental.org>
Source record: 34546

You mean you got 999,999 points? The game freezes at that point (I know, I did it.)

Unusual, since most other Activision games change the score to !!!!!!

in article yWEf7.4805$5d4.1471341@monger.newsread.com, JJ at jj@nospam.com wrote on 18 08 01 18.49:

> That was a great game, especially with the paddle controllers.
>
> If I remember correctly (I was about 13 or 14 when the 2600 was popular),
> you could "finish" the game. I did it once. The instructions said you
> would get something if you finished it and took a picture of the screen and
> sent it in. I took a picture of the screen, but you couldn't read it on the
> picture.
>
> "William Kendrick" <nbs@bolt.sonic.net> wrote in message
> news:oNye7.8387$P15.77348@typhoon.sonic.net...
>>
>> I picked up "Kaboom!" for the 8-bit at CGExpo (for about, err... $6 or
> $10)
>> and have to say, it kicks butt! :)
>>
>> I mean, it's pretty much the same as the 2600 version (which was awesome),
>> it just has a spiffier interface (since it has the capabilities of a
>> full computer available ;)). The 'music' is amusing, too. :)
>>
>> (although, I wonder... is there a way to turn it off?)
>>
>> (hoping to get some 2player Kaboom!'ing in with his girlfriend soon)
>>
>>
>> -bill!
>>
>
>

--
Anthony Ramos________
600 SE 39th Ave., # 3 __ aramos@ele-mental.org .. aramos@hyperreal.org
Portland, OR 97214 ___ information design .. multimedia production
(503) 236-6303 ___________interactive art .. image synthesis

5272. IRC #atari8

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-21 13:46:53 UTC
From: twh1@gmx.de
Message-ID: <3b8265b4.22329792@news.dpn.de>
Source record: 34547

Howdy *.*!

As I discovered the irc #atari8 channel I would like to see anytime
another chat meeting (as it was sometimes pronounced in this group).

It would be great to chat with some populair atarians :-)

any suggestions?

bye sayz:
-thomsen@munich

--
Thomas Havemeister Student of Business Computer Science
Technical University of Ilmenau

P.S.: Sturz des Zaren & Take those Atarian care!

5273. Re: 800XL Electronics help

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-21 15:15:54 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <3mu4ot8kj6u3skqvm09fponj9lvorkr94f@4ax.com>
Source record: 34548

On Wed, 15 Aug 2001 02:50:48 GMT, "Ron Hamilton"
<ronandjudyh@earthlink.net> wrote:

>Basic is U4 and the schematic I have shows C28 between pin 28/+5V of U5 and
>ground/pin 14 of U5. It is marked the same as C27 on pin 24/+5V of U4; both
>are listed as "100nF". I thought the "n" was an upside down mu, but C19, C20
>& C22 list as "4,7uF" and a lot of others like C16, C17 & C21 have the
>"n"..? I could try to send you the .TIF file; it is about 2 MB.
>
>"Shawn Jefferson" <sjeffers@home.com> wrote:
>
>> I've got an 800XL that appears to be almost functional. There is a
>> capacitor burnt out, C28, near the basic rom.

Whoohoo! I soldered in a new 100nF cap at C28 and this 800XL is
working perfectly now. I did the supervideo mod just for fun at the
same time.

I guess I'll have to do a burn-in test to see if it will continue
operating. Are there any test programs available (not on cart.) for
download somewhere?

--
Shawn Jefferson

5274. Re: Questions about add-ons : new OS's

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-21 20:01:15 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <to3qgjdhvo535c@corp.supernews.com>
Source record: 34543

"Maury Markowitz" <maury@remove_this.sympatico.ca.invalid> wrote in message news:sNae7.4560$hO5.885030@news3.rdc1.on.home.com...
> I've suddenly become interested in the Atari again (it waxes and wanes) and
> started poking about on the 'net. Too bad we didn't have that in the 80's...
>
> Anyway in my BASIC article I talk about the math functions sucking so bad,
> and express my interest in the fact that they never got upgraded. So I was
> reading the hardware FAQ and noticed that there are a whole bunch of OS
> upgrades out there. I have some questions about them.
>
> In general the upgrades can be divided into a couple of main functions:
>
> 1) replacement math routines
> 2) replacement graphics routines
> 3) an ML monitor
> 4) extended RAM support
> 5) support for faster disk I/O
>
> I was wondering if anyone can expand on these?
>
> 1) Did the FP routines use a trap table? If not, did the replacement
> routines have to be exactly as large as the originals? In the FAQ some of
> the OS's have the fast math and some don't, is this expected? What sort of
> performance boost do you get from these upgrades?

The replacement routines use the same entry points. I have never had a program that ran on the existing routines that didn't run on the fast ones.

The FP routines only speed up things that use FP of course. PacMan still runs at the same speed for instance.

If you program in BASIC, you will notice about a 30% increase in speed depending on your program.
>
> 2) I have basically no information on this. Anyone?

They were only for the standard OS calls. IIRC, things like clear screen and scrolling worked much faster. Of course if you wrote your own screen scroll routines in ML, they would be an order of magnitude faster yet.

The fast FP and screen routines were quite nice for doing things like programming a telecomunication terminal in BASIC. I think you could actually get a pretty decent 1200 baud terminal out of the combination with no tricks.

>
> 3) I would have loved a ML monitor on the Atari, I consider it to be one
of
> the flaws of the system that it didn't include it. Does anyone have any
dox
> for any of these (Omnimon or XL Boss).

Heaven. Ominmon is the best purchase I ever made for my Atari. Built in
disassembler/assembler, some disk I/O, easy entry from any envirionment. I
use it instead of MAC/65 DDT, I like it that much. Great compatibility and
built in fast FP routines too.
>
> 5) what exactly happened with these? With something like the US Doubler
you
> needed to use Sparta to get the speed. May I assume in UltraSpeed + they
> simply moved those routines into the OS? If so, did that mean you got the
> high speed support on all of the DOS's?

Replaced the vectors in RAM with a vector pointing to their routines in RAM.

5275. FS/T: Atari 8-bit computer items and more... [08/21/2001]

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-21 20:09:30 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <kvf5otcq4942st7j45onmkb0heh9k90i6f@4ax.com>
Source record: 34550
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 08/15/2001

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site, including 52 for the Atari 8-bit computers!

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari 8-bit computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection list for this system is currently on-line!

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 2.00 Missile Command
$ 1.50 Space Invaders
$ 3.00 2-pack: Missile Command and Space Invaders

Box and manual only, no cartridge:
$ 2.00 Millipede

Manual only, no cartridge or box:
$ 1.00 Galaxian

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 4.00 Atari 1010 Program Recorder Owner's Guide (16 pages)
$ 4.00 Atari 1200XL Home Computer Owner's Guide (20 pages)
$ 7.00 Atari 65XE Personal Computer Owner's Manual (138 pages)
$ 4.00 Atari 800XL Home Computer Owner's Guide (24 pages)
$ 4.00 Atari BASIC Reference Guide: For Experienced Programmers
(16 pages)
$ 2.50 Atari Home Computers: The Next Generation catalog
(32 pages)
$ 7.00 2-pack: Atari Disk Operating System Reference Manual:
DOS 3 (112 pages). Lot also includes An Introduction
to the Atari Disk Operating System: DOS 3 (32 pages)
$ 7.00 Inside Atari BASIC [Atari / Reston] (196 pages)

[Pictures of the items listed below will be available soon]

HARDWARE:

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1050 (127K) DISK DRIVE.

This disk drive does not include the power supply, or Molex
connector cable.

NOTE: Light comes on, and drive tries to read disk, but drive will
not boot up. Sold as non-working item, possibly repairable, for
parts only!

$ 2.00

*****

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for
something that isn't listed, please don't ask (because if I
had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and
systems have been tested and are in working order. I very
rarely sell items that aren't working, but if I do, they are
clearly labeled as such.

3) Trade offers, in particular for items that I need, will be
considered (especially if the trade offer overwhelms me). I

collect for over 50 different systems, so please feel free
to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping
costs. Shipping cost depends on both the weight of the order
and the distance that the order must travel, unless a set
amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't
serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly
listed. There is no minimum order.

7) If you have a problem with the listed price, please remember
that nobody is forcing you to buy from me. I have been in
business since 09/05/93, so I have a good idea how to price
items. My personal philosophy is that something is only worth
what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order
-drawn from a U.S. bank branch-, or cash. Orders from outside
the U.S. are also accepted (also, please check out my want
lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your
order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in
(please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this
information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@io.com

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130

(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

5276. Re: Info on the Cartridge Slot Wanted!

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-21 20:39:36 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B82C708.4CC731F1@asw.cz>
Source record: 34567

> I need to know which memory space
> is addressed to the cartridge port. I found somewhere that it is
> allocated between $8000 and $C000, but I found it to be in a different
> location. Does anyone knows how to use the cartridge slot?

Look at my homepage. There's info about cartridges at
http://www2.asw.cz/~kubecj/acarts.htm

Jindroush (kubecj@asw.cz)
http://www2.asw.cz/~kubecj

5277. Atari 400/800 BIOS lisitng

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-21 20:44:04 UTC
From: Ronen Habot <rhabot@globespan.net>
Message-ID: <9luh8hnqi1@news.monmouth.com>
Source record: 34551

Hi,
I'm looking for the Atari 400/800 and Atari 5200 BIOS assembler listings
(preferably with comments and meaningful labels).
Any idea where can these files be found?

Thank you in advance,
Ronen.

5278. Re: Artical on Atari BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-21 22:11:35 UTC
From: NoOne@FakeEmail.com
Message-ID: <9104B6642CTHEnterprises@205.212.123.11>
Source record: 34553

MS BASIC for the 8-bit had something that to my knowledge none of the other versions of BASIC had- a functional COMmon keyword. Atari BASIC has it as a keyword, but it is diverted to code that makes it work like a DIM (or something similar, can't remember now...). In MS BASIC declaring a variable or constant using COM made it so that it preserved it's contents for other MS BASIC program modules to use. This functions just like it's big brothers QB and QB45. Alas, no one seemed to take advantage of this feature on the A8, where-as on the PC huge modularized applications were written using it. I think even the newest RBBS-PC 17.4 uses this still. It used to use it, but I haven't looked over the source for quite a while now.

Best,
Tom

====
http://cth.dtdns.net
http://cth.hn.org

5279. A800 Emulator Enhancement

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-21 22:56:36 UTC
From: Mark Keates <mark@mkeates.f9.co.uk>
Message-ID: <TKBg7.7850$NE.540918@wards>
Source record: 34554

I've added support for XE Super Carts (64K) on the
A800Win PLus emulator and wanted to know who to
mail the changes to? Also, I've added to the debugger
the ability to trace to a file but this uses a fixed name
and should be changed to use a file dialog.

Regards,

Mark.

5280. Re: Yogi's BBS quick question..

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-22 00:14:09 UTC
From: Mo <mygranny'nospam'@'nospam'swbell.net>
Message-ID: <%WAg7.422$9N5.3625@nnrp1.sbc.net>
Source record: 34552

Probably because it took a second or two for the CD light to light up on my coupler and by the time it did, I was disconnected.

Mo

Rick Cortese wrote in message ...
>"Mo" <mygranny'nospam'@'nospam'swbell.net> wrote in message
>news:dDng7.120$3b4.7378@nnrp1.sbc.net...
>> Hey all, I dusted off my old rotary phone and my acoustic coupler and
>tried
>> to connect to Yogi's Jellystone BBS. I got the number off of his cracked
>> version of Master of the lamps. I couldn't get any response, the phone
>> answered with the carrier signal but I couldn't get anything on my screen
>> using Telelink I. His little ad said it was 300/1200 baud, has anyone
else
>> tried it? This was the first BBS attempt I've made in about 15 years so
>I'm
>> probably doing something wrong.
>
>I don't know if this is it: 90% of the time I get a carrier signal on a
>misdial or dialing an old BBS number, it is a fax machine.
>
>
>

5281. Re: A800 Emulator Enhancement

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-22 01:03:25 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <3B8304DD.5B44C850@earthlink.net>
Source record: 34555

http://www.atari-area.net/PLus/index_us.htm is the web page (you
probably already knew that), but I don't see any contact info there.
Sounds like good work - I look forward to the next version!

Mike

Mark Keates wrote:
>
> I've added support for XE Super Carts (64K) on the
> A800Win PLus emulator and wanted to know who to
> mail the changes to? Also, I've added to the debugger
> the ability to trace to a file but this uses a fixed name
> and should be changed to use a file dialog.
>
> Regards,
>
> Mark.

--
oOOOOOo Mike Kohary Seattle, WA http://www.kohary.com
,| oO
//| | "I'm in 9 leagues - I'm kind of an addict."
\\| | - M. Zaiem Beg
`-----`

5282. Re: A800 Emulator Enhancement

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-22 02:46:22 UTC
From: KS <someone@somewhere.com>
Message-ID: <22Fg7.31079$Iq4.12677780@typhoon.columbus.rr.com>
Source record: 34556

The "about" screen on the latest Atari 800Win PLus version has an email address I believe.

--Ken

"Mike Kohary" <mkohary@earthlink.net> wrote in message news:3B8304DD.5B44C850@earthlink.net...
> http://www.atari-area.net/PLus/index_us.htm is the web page (you
> probably already knew that), but I don't see any contact info there.
> Sounds like good work - I look forward to the next version!
>
> Mike
>
> Mark Keates wrote:
> >
> > I've added support for XE Super Carts (64K) on the
> > A800Win PLus emulator and wanted to know who to
> > mail the changes to? Also, I've added to the debugger
> > the ability to trace to a file but this uses a fixed name
> > and should be changed to use a file dialog.
> >
> > Regards,
> >
> > Mark.
>
> --
> oOOOOOo Mike Kohary Seattle, WA http://www.kohary.com
> ,| oO
> //| | "I'm in 9 leagues - I'm kind of an addict."
> \\| | - M. Zaiem Beg
> `-----`

5283. Re: Battlesphere...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-22 04:53:08 UTC
From: I've Got a Loverly Bunch of Coconuts <Slartibartfast@hugh.jass.org>
Message-ID: <9lvdr0$glp@netaxs.com>
Source record: 34557
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.lynx

"Sean Connery" <jns-bond@home.comHORMEL> wrote in message
news:9lrdfk$496$1@tron.alex1.va.home.com...
> In article <9lkove$hst@netaxs.com>,
> I've Got a Loverly Bunch of Coconuts <Slartibartfast@hugh.jass.org> wrote:
>
> >I guess I'm over the Jag in every way. Too bad that Defender 2000
doesn't
> >seem to be coming to any other platforms (the new 3D remake doesn't
count).
> >And it's too bad that the NUON is destined for irrelevance as well. I
> >bought the Tempest 3000 DVD but can't bring myself to get the buggy
Samsung
> >N-501 to play it.
>
> Huh? Details on bugs please! I picked up T3K and a pad on a lark,
> figureing down the road I would pick up the 501 on clearout as a 2nd DVD
> deeck. It "seems" the best feature wise, with the expanded VLM and
> ability to play MP3 CDRs. What bugs???

hey Bond ...

I agree that the N-501 "seems" like the one to get, but check out the
Samsung forums on www.nuon-dome.com , where more than a few people complain
of skipping and sound sync problems with the N-501.

then again, maybe being broke after getting a $299 Cassiopeia at Best Buy
has something to do with it...

5284. Re: Big Five Software site

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-22 04:58:13 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3B833BE5.E253634@pcisys.net>
Source record: 34558

I have to admit. That is one cool site.

Just needs to add one more thing to it. What happen to them that caused
them to close their doors?

Glenn

Iain Laskey wrote:

> In article <yoog7.145$3b4.7529@nnrp1.sbc.net>,
> mygranny'nospam'@'nospam'swbell.net (Mo) wrote:
>
> > It seems that Big Five Software now has a website check it out...
> > www.bigfivesoftware.com
> Interesting that he has written yet another Atari 400/800 emulator so
> people can play the old games again..

5285. Re: 3D Defender? [Was Re: Battlesphere...]

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-22 05:05:46 UTC
From: I've Got a Loverly Bunch of Coconuts <Slartibartfast@hugh.jass.org>
Message-ID: <9lveik$ip2@netaxs.com>
Source record: 34559
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.lynx

"William Kendrick" <nbs@bolt.sonic.net> wrote in message
news:y%cg7.853$Ch1.15115@typhoon.sonic.net...
> In alt.games.lynx I've Got a Loverly Bunch of Coconuts
<Slartibartfast@hugh.jass.org> wrote:
>
> : "Smith-Perricone" <sslp@NOSPAMenter.net> wrote in message
> : news:tnr9h44jiplra7@news.supernews.com...
> <snip>
> : Too bad that Defender 2000 doesn't
> : seem to be coming to any other platforms (the new 3D remake doesn't
count).
>
> What's this? Tell me more! :)

Midway Reinvents Arcade Classic With Next-Generation Remake of Defender® for the PlayStation®2 Computer Entertainment System
LOS ANGELES - May 17, 2001 (E3 Booth # 600, South Hall) - Midway Games Inc. (NYSE: MWY), a leading software industry publisher and developer, announced today that a remake of the arcade classic Defender® is in development for the PlayStation®2 computer entertainment system. Defender is scheduled to ship in 2002.

Prepare for an out-of-this-world flying experience with Defender, the ultimate action-and-strategy videogame. The Defender player's task of protecting the human race from an alien invasion has never been more challenging, as players man the controls of a powerful and impressive new Defender ship. As a Defender pilot, players must carry out a wide array of dangerous missions in an ongoing battle to protect the human race and the entire solar system from alien annihilation.

"Defender takes the classic idea of defending humans against alien attacks, and totally remakes the game to allow for a next-generation gameplay experience," said Helene Sheeler, vice president of marketing, Midway. "The new 3D version of this timeless classic will offer players an incredible mix of action and strategy, non-stop gameplay and crisp visuals."

Midway Games Inc. is a leading developer, publisher and marketer of interactive software. Midway games are available for play on all major home game platforms, including the PlayStation®2 computer entertainment system and PlayStation® game console, Nintendo® 64 and Game Boy® Color, and Sega DreamcastTM.

# # #

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This press release contains certain forward looking statements concerning future business conditions and the outlook for Midway Games Inc. (the "Company") based on currently available information that involve risks and uncertainties. The Company's actual results could differ materially from those anticipated in the forward looking statements as a result of certain risks and uncertainties, including, without limitation, the financial strength of the amusement games industry, dependence on new product introductions and the ability to maintain the scheduling of such introductions, technological changes, dependence on major platform manufacturers and other risks more fully described under "Business - Risk Factors'' in the Company's Annual Report on Form 10-K and the other filings made by the Company with the Securities and Exchange Commission.

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5286. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-22 10:39:40 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_998476744@rtfm.mit.edu>
Source record: 34560
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: August 7, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/

5287. Re: Yogi's BBS quick question..

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-22 11:02:12 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <to5fa1gqgqiha1@corp.supernews.com>
Source record: 34549

"Mo" <mygranny'nospam'@'nospam'swbell.net> wrote in message
news:dDng7.120$3b4.7378@nnrp1.sbc.net...
> Hey all, I dusted off my old rotary phone and my acoustic coupler and
tried
> to connect to Yogi's Jellystone BBS. I got the number off of his cracked
> version of Master of the lamps. I couldn't get any response, the phone
> answered with the carrier signal but I couldn't get anything on my screen
> using Telelink I. His little ad said it was 300/1200 baud, has anyone else
> tried it? This was the first BBS attempt I've made in about 15 years so
I'm
> probably doing something wrong.

I don't know if this is it: 90% of the time I get a carrier signal on a
misdial or dialing an old BBS number, it is a fax machine.

5288. Re: IRC #atari8

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-22 11:44:27 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b83d0ed$0$1521$4c5ecdc7@news.erinet.com>
Source record: 34563

I responed yesterday, but my news server puked.
There has been a atari8 chat on tue nites, 10PM EDT I think (4AM
Deutch time?, bad time.) It is at ftp.whiterose.net, join #atari8.
I don't know if it still meets.
Then there is Thur. nite chats, via browser, at stargate.cs.swau.edu/atari
http://startgate.cs.swau.edu/atari

Time is 9 Central 10pm Eastern (same time problem).
Then there is a Sunday morning chat, hoping to get Europeans at the
same URL (don't know time 10AM EDT?, about 4PM European).

Finally, you announce a time and place and maybe some people will
show up. Like irc (shoot IRC, NOT FTP above) irc.whiterose.net
join #atari8.

Russg

5289. Re: Info on the Cartridge Slot Wanted!

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-22 11:46:19 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b83d15c$0$1532$4c5ecdc7@news.erinet.com>
Source record: 34562

I'm pretty sure the FAQ for this group has the pin outs for
the cart slot, with names. See 'Welcome to comp.sys.atari.8bit'
by Michael Current. Or maybe Rick Cortese will reply.

5290. Check this out

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-22 12:34:31 UTC
From: Ed <ewilliams1@jam.rr.com>
Message-ID: <B7A910C4.61CB%ewilliams1@jam.rr.com>
Source record: 34561

I found this on ebay
item=1267507979
Thanks

5291. Re: Big Five Software site

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-22 15:19:44 UTC
From: Video61@webtv.net
Message-ID: <8120-3B83CD90-30@storefull-175.iap.bryant.webtv.net>
Source record: 34564

bill is a funny guy, he would not give me permssion to rerelease both
of his fine games, and he hinted that i did not understand what it took
to do them, and that i would not have the right equipment.
he also hinted that he wants to keep control of his product even when i
offered to pay a royalty.
so if you want it for free just download it, but if you really want the
real thing like bounty bob strikes back on a real atari computer
cartridge sorry no go.
we can reproduce them here, and i am sure everyone knows this, so if
you want a real copy of bounty bob strikes back for a real atari
computer, how about asking bill to give me permission, then i will do it
wih a neat label, and these fine games can becme availible again,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

5292. Re: Battlesphere...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-22 17:29:10 UTC
From: jns-bond@home.comHORMEL
Message-ID: <9m0q58$79n$1@tron.alex1.va.home.com>
Source record: 34565
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.lynx

In article <9lvdr0$glp@netaxs.com>,
I've Got a Loverly Bunch of Coconuts <Slartibartfast@hugh.jass.org> wrote:

>I agree that the N-501 "seems" like the one to get, but check out the
>Samsung forums on www.nuon-dome.com , where more than a few people complain
>of skipping and sound sync problems with the N-501.

hrmm...thanks, will check it out! uunfotunately, site is very laggy and
not around at the moment..

>then again, maybe being broke after getting a $299 Cassiopeia at Best Buy
>has something to do with it...

hehe. I keep waffling between working a deal and getting a free Palm VIIx
or shelling out for a Cassiopeia for color and emulating old consoles :)

--
~~~~~~
Red Hat Linux 6.2 + Cable + OpenSSH + Pine + TRN4 = Global 24x7 Shell
~~~~~~

5293. Re: Battlesphere...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-22 17:39:44 UTC
From: jns-bond@home.comHORMEL
Message-ID: <9m0qpc$7ag$1@tron.alex1.va.home.com>
Source record: 34566
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.lynx

In article <9m0q58$79n$1@tron.alex1.va.home.com>,
Sean Connery <jns-bond@home.comHORMEL> wrote:

>>I agree that the N-501 "seems" like the one to get, but check out the
>>Samsung forums on www.nuon-dome.com , where more than a few people complain
>>of skipping and sound sync problems with the N-501.

OK, got thru. And it seems there is a recent firmware patch to address
this problem! Now to read if it works...

What is more distressing is the apparent broken Logitech pad...another
reason for me to hate them, great...

--
~~~~~~
Red Hat Linux 6.2 + Cable + OpenSSH + Pine + TRN4 = Global 24x7 Shell
~~~~~~

5294. Re: Battlesphere...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-22 23:50:18 UTC
From: I've Got a Loverly Bunch of Coconuts <Slartibartfast@hugh.jass.org>
Message-ID: <9m1gf2$178@netaxs.com>
Source record: 34568
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.lynx

"Sean Connery" <jns-bond@home.comHORMEL> wrote in message
news:9m0q58$79n$1@tron.alex1.va.home.com...
> In article <9lvdr0$glp@netaxs.com>,
> I've Got a Loverly Bunch of Coconuts <Slartibartfast@hugh.jass.org> wrote:
>
> >I agree that the N-501 "seems" like the one to get, but check out the
> >Samsung forums on www.nuon-dome.com , where more than a few people
complain
> >of skipping and sound sync problems with the N-501.
>
> hrmm...thanks, will check it out! uunfotunately, site is very laggy and
> not around at the moment..
>
>
> >then again, maybe being broke after getting a $299 Cassiopeia at Best Buy
> >has something to do with it...
>
> hehe. I keep waffling between working a deal and getting a free Palm VIIx
> or shelling out for a Cassiopeia for color and emulating old consoles :)

duhhhhhhhhhhhh .... do the irresponsible thing, of course!

5295. Re: Battlesphere...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-23 02:21:32 UTC
From: ddockery@earthlink.net
Message-ID: <3b8486cb.86868651@news.earthlink.net>
Source record: 34569
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.lynx

I've used the firmware upgrade myself and it fixed all of the issues I had noticed. I was ready to sell the damn thing off completely before the update.

Drew

On Wed, 22 Aug 2001 17:39:44 GMT, jns-bond@home.comHORMEL (Sean Connery) wrote:

>In article <9m0q58$79n$1@tron.alex1.va.home.com>,
>Sean Connery <jns-bond@home.comHORMEL> wrote:
>
>>>I agree that the N-501 "seems" like the one to get, but check out the
>>>Samsung forums on www.nuon-dome.com , where more than a few people complain
>>>of skipping and sound sync problems with the N-501.
>
>OK, got thru. And it seems there is a recent firmware patch to address
>this problem! Now to read if it works...
>
>What is more distressing is the apparent broken Logitech pad...another
>reason for me to hate them, great...

5296. Copy program

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-23 05:22:20 UTC
From: Marvin <nospam@atodos.cl>
Message-ID: <kk49ot4fljcm5dlordac9utjs0e8s4cmc0@4ax.com>
Source record: 34570

Years ago i have a copy program which could copy from disk to tape
games and programs anybody has any idea where i can find a similar
tool for the atari...

Greets

5297. Circuit Diagram

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-23 09:11:08 UTC
From: mark@mkeates.f9.co.uk
Message-ID: <MM3h7.8042$NE.566256@wards>
Source record: 34571

Is there a circuit diagram avaiable
for the XE Super Cart? It'll save a
freind of mine reverse engineering it!

Thanks,

Mark

5298. Re: 3D Defender? [Was Re: Battlesphere...]

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-23 10:00:04 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <pDir7fHkQNh7Ewly@lovecraft.demon.co.uk>
Source record: 34572
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.lynx

Once upon a time <9lveik$ip2@netaxs.com>, I've Got a Loverly Bunch of
Coconuts <Slartibartfast@hugh.jass.org> grabbed chalk and scrawled:
>"Defender takes the classic idea of defending humans against alien attacks,
>and totally remakes the game to allow for a next-generation gameplay
>experience," said Helene Sheeler, vice president of marketing, Midway. "The
>new 3D version of this timeless classic will offer players an incredible mix
>of action and strategy, non-stop gameplay and crisp visuals."

3D Defender? Sounds like Rescue on Fractalus! I am /so/ there...

Richard
--
Computers: XL, 386 & M300, iMac SE 600, Dell P410 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, JD800, CZx3, CX5M, M1 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-925, Toshiba SD2109, PS2 '----''(_/--' `-'_)Morticia

5299. Seeking recommendations for a new monitor for my Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-23 12:25:30 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0108230425.6d2687aa@posting.google.com>
Source record: 34573

Hi,

The Commodore 1084 monitor on my Atari 800 finally died last night in the middle of a game of M.U.L.E. Alas… I now must buy a new monitor.

Has anybody had any luck using large monitors (17 inch+) with their Atari 800? I would like a larger picture. But, I have found that computer monitors produce sharper pictures than a TV.

I am looking at a device called a Cheese Video Box from tvOne Media Solutions to connect my Atari 800 to a VGA monitor.

http://tvone.com/vd-300.htm

Anybody have any feedback on this solution? Anybody got any other ideas?

Getting a sharp clear picture is my primary concern. Cost, within reason, is secondary.

Thanks,
John
john@jrcc.net

5300. Re: Questions about add-ons : new OS's

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-23 14:50:21 UTC
From: Maury Markowitz <maury@remove_this.sympatico.ca.invalid>
Message-ID: <ix8h7.35945$Nc3.3391109@news20.bellglobal.com>
Source record: 34574

"Rick Cortese" <ricortes@netmagic.net> wrote in message
news:to3qgjdhvo535c@corp.supernews.com...

Thanks for the reply Rick...

> If you program in BASIC, you will notice about a 30% increase in speed
> depending on your program.

Wow! All the more shocking that one of these didn't end up in the 1200XL
then. I'm sure if your BASIC programs suddenly ran 30% faster that would
have gone some way to offset the problems people were having.

> They were only for the standard OS calls. IIRC, things like clear screen
and
> scrolling worked much faster. Of course if you wrote your own screen
scroll
> routines in ML, they would be an order of magnitude faster yet.

Ahhh. So were the graphics routines in BASIC similar to the math routines,
in that they were stored in the OS ROM instead of the BASIC?

> The fast FP and screen routines were quite nice for doing things like
> programming a telecomunication terminal in BASIC. I think you could
actually
> get a pretty decent 1200 baud terminal out of the combination with no
> tricks.

Wow.

> Heaven. Ominmon is the best purchase I ever made for my Atari.

Geez. I wish I actually had money back in those days. I never even had a
disk. I always wanted to get Omnimon, but such is life.

> > needed to use Sparta to get the speed. May I assume in UltraSpeed + they
> > simply moved those routines into the OS? If so, did that mean you got
the
> > high speed support on all of the DOS's?
>
> Replaced the vectors in RAM with a vector pointing to their routines in
RAM.

I'm still not terribly clear on this, but that's because I'm not totally
clear on how the OS worked with DOS. If you don't mind...

So when I did a call to talk to the disk, was that code in the OS, or was
that code loaded as a part of the DOS? IE, what does that vector point to?

Either way, what did the code in question change? Did they simply re-write some I/O routines with faster versions? Or was this code just for the disk access itself? And if it was the later, would it speed up everything when talking to the disk, or did you need hardware in the drive too?

To put it another way, was this change similar to the changes for the graphics and math routines in that it replaced existing slow code, or were they adding new code to talk to specific hardware?

Maury

5301. Modem/Network Games for A8?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-23 14:54:49 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3B851939.A27E6236@ti.com>
Source record: 34575

Does anyone know what games exist for the 8bit that use the modem or
some sort of network (like MultiDash) to connect to another player ?

I think I remember a Chess Program that allowed you to connect to the
other player via the modem, but I am not sure.

Thanks,
Chris
--
JYBOLAC Stargate BBS telnet://jybolac.dyndns.org:520
Atari Archives: http://jybolac.virtualave.net

5302. Re: Atari 5200 memory chips

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-23 17:33:38 UTC
From: ajpalacios@netscape.net
Message-ID: <6f45253f.0108230933.1ab4f61a@posting.google.com>
Source record: 34578

If you tell me how many pins it has, the width (0.3 or 0.6 inches),
and all the numbers in the chip, I could find one for you along with
the specs. All for free man! Atari Rules!!!

5303. Re: Questions about add-ons : new OS's

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-23 17:51:01 UTC
From: Maury Markowitz <maury@remove_this.sympatico.ca.invalid>
Message-ID: <Afbh7.43870$wZ3.3606795@news20.bellglobal.com>
Source record: 34579

<thor@math.tu-berlin.de> wrote in message news:3b852ad7@news.ivm.net...
> Well, lemme clean up a little bit here: The standard floating point
routines
> are in the "math pack", which is not really part of the Os. It's used by
> the BASIC, though. If you want to see a basic with a math pack
replacement,
> I'd recommend "Turbo Basic" by Frank Ossowsky (sp?). One of the major
> speed improvements was due to the faster math routines that got used
within
> the basic - instead of calling the Os routines.

I'm fairly familiar with this, at least at a first glance sort of fashion.
I still consider these routines to be a part of the OS for this thread
simply because they were physically located there.

> The DOS just installs a D: entry in HATABS and that's it.

Ok, here's where I get confused. Since the DOS was on disk, how could it
be loaded into memory for handling the disk if the disk driver code wasn't
already in the OS?

Thus the question about how the disk worked. When I called commands into
the disk (say XIO's) was the code that got called located primarily in the
OS, or loaded from the DOS. IE, exactly what did the DOS do, provide all of
the I/O for the disk (and if so, how did you boot from it?) or was it more a
collection of programs for use with the disk.

Note the problem: I never had a disk drive...

> Partially. The DOS is "just" required to add a "link" between CIO and SIO
> which are both in ROM. This link is the administrational unit that
> organizes raw disk sectors into files.

So then what did these OS's do? Did they replace the SIO code? And if they
did that, didn't the disk drive also have to be upgraded?

> the screen administration) by a custom S: that would do things like
> plotting and line drawing faster than the Os routines - all the basic
> "DRAWTO" and "PLOT" are, in fact, XIO-commands that go to a handler by
> the Os CIO routine.

Ahhhhhh, that's interesting!

Maury

5304. Re: Questions about add-ons : new OS's

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-23 17:55:28 UTC
From: Maury Markowitz <maury@remove_this.sympatico.ca.invalid>
Message-ID: <Ljbh7.43883$wZ3.3607886@news20.bellglobal.com>
Source record: 34580

"Rick Cortese" <ricortes@netmagic.net> wrote in message
news:toab492m6fjm74@corp.supernews.com...
> > Ahhh. So were the graphics routines in BASIC similar to the math
> routines,
> > in that they were stored in the OS ROM instead of the BASIC?
>
> Right.

Got it.

> Bill Wilkinson said one of the reasons they were able to fit so much
> into an 8k BASIC was because of the all the features in the OS.

Actually as the story was told to me, they ran out of room on the cart so
he asked Atari people to put the routines into the OS ROM instead. Either
way...

> The OS routines only had some really primative routines to start a boot as
> part of its cold start procedure.

Ok, now it's all becoming clear.

> They added handshaking code to the modified disk drives<via a new ROM>. I
> could be wrong on this, but I think the code tries to set the drive in
high
> speed mode. If the drive grunts and returns an error, DOS stays in normal
> mode for disk I/O. If the drive acks the high speed mode, then the
software
> reprograms POKEY's serial rate register to reflect a higher rate, i.e.
38.4k
> baud or 57k baud.

Got it. So this seems really really useful then, because if the problem is
in the SIO code and this OS is replacing that with the new code, then it
should be able to work with any DOS at all and still get the same benefit -
assuming you have the drive upgraded of course.

> I'm kind of a vocal advocate about how Atari drives were concieved badly.
> They only have 256 bytes of RAM between a RIOT chip and a 6810 RAM. What
> they should have done is use a 2k RAM and allow for the drives to be
> reprogrammed on the fly. It would have given us IBM compatibility<single
> sided anyway>, adaptive HS I/O, limited buffering, etcetera.

Neat. Of course there were no IBM drives to be compatible with at the
time. Also remember that RAM was terribly expensive at the time, although
that changed by the time of the 1050.

Maury

5305. Re: Questions about add-ons : new OS's

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-23 18:09:59 UTC
From: thor@math.tu-berlin.de
Message-ID: <3b852ad7@news.ivm.net>
Source record: 34576

Maury Markowitz <maury@remove_this.sympatico.ca.invalid> wrote:

Hi,

>> They were only for the standard OS calls. IIRC, things like clear screen
> and
>> scrolling worked much faster. Of course if you wrote your own screen
> scroll
>> routines in ML, they would be an order of magnitude faster yet.

> Ahhh. So were the graphics routines in BASIC similar to the math routines,
> in that they were stored in the OS ROM instead of the BASIC?

Well, lemme clean up a little bit here: The standard floating point routines
are in the "math pack", which is not really part of the Os. It's used by
the BASIC, though. If you want to see a basic with a math pack replacement,
I'd recommend "Turbo Basic" by Frank Ossowsky (sp?). One of the major
speed improvements was due to the faster math routines that got used within
the basic - instead of calling the Os routines.

>> Replaced the vectors in RAM with a vector pointing to their routines in
> RAM.

> I'm still not terribly clear on this, but that's because I'm not totally
> clear on how the OS worked with DOS. If you don't mind...

> So when I did a call to talk to the disk, was that code in the OS, or was
> that code loaded as a part of the DOS? IE, what does that vector point to?

You'd jump into the Os, it scanned the HATABS for you - which is in RAM -
fetches the jump vectors from there and called the handler - which is also
in RAM. By a similar technique, one could replace the S: handler (for
the screen administration) by a custom S: that would do things like
plotting and line drawing faster than the Os routines - all the basic
"DRAWTO" and "PLOT" are, in fact, XIO-commands that go to a handler by
the Os CIO routine.

I wrote quite a while ago an S: handler that drew on an extra-wide 384x231
pixel screen, and by its specialized I/O routines got faster than the Os.
I might still have it somewhere...

> Either way, what did the code in question change? Did they simply re-write
> some I/O routines with faster versions? Or was this code just for the disk
> access itself? And if it was the later, would it speed up everything when
> talking to the disk, or did you need hardware in the drive too?

The DOS just installs a D: entry in HATABS and that's it. The Os uses this
vector for talking to the D: device. The matter of the D: handler is to

organize data on the disk, and to boil it down to loading and writing
entire sectors of the disk. This is, however, again an Os feature and need
not to be done within the handler. (This is the SIO routine). The main speed
brake here is neither the handler, nor the SIO, nor the disk drive, but
rather the serial communication between the main system and the drive, and
the lack of any caching logik within the drive.

Ok, let's make a drawing:

user program->CIO->HATABS->D: handler->SIO->serial port->disk drive.

Of these entries, CIO and SIO are programs within ROM, HATABS and the D:
handler are in RAM, and the serial port and the disk drive
are hardware. (-;

> To put it another way, was this change similar to the changes for the
> graphics and math routines in that it replaced existing slow code, or were
> they adding new code to talk to specific hardware?

Partially. The DOS is "just" required to add a "link" between CIO and SIO
which are both in ROM. This link is the administrational unit that
organizes raw disk sectors into files.

Hope this helps,

Thomas

5306. Re: Modem/Network Games for A8?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-23 18:14:51 UTC
From: Curt Vendel <curt@atari-history.com>
Message-ID: <3B85481B.72C42144@atari-history.com>
Source record: 34581

Chris,

I've got a copy of modem-combat. It was from 1982 or so.... never could get it to work properly and there were never any docs on it, would always lockup, I haven't looked at it in years, if you want a copy I can send you a copy of the disk.

Curt

Chris Martin wrote:

> Does anyone know what games exist for the 8bit that use the modem or
> some sort of network (like MultiDash) to connect to another player ?
>
> I think I remember a Chess Program that allowed you to connect to the
> other player via the modem, but I am not sure.
>
> Thanks,
> Chris
> --
> JYBOLAC Stargate BBS telnet://jybolac.dyndns.org:520
> Atari Archives: http://jybolac.virtualave.net

5307. Where to get PILOT ROM?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-23 18:26:12 UTC
From: Stan Allen <homer@skinnynervousguys.com>
Message-ID: <8Vbh7.202$ck.13724@sjc-read.news.verio.net>
Source record: 34582

Hey, gang - anyone ever seen this one posted somewhere?
I've seen just about every game/rom/cartridge/language for Atari 8-bit, but
I can never find this particular (and admittedly obscure) item for download!
I've even got the original; I just want it so I can transfer my one good
adventure game from the 800 to the PC.....

Thanks for your time.

-Eric

5308. Re: XE Super carts / Circuit Diagram

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-23 18:38:15 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B854D97.BFF90FFA@asw.cz>
Source record: 34583

Mark Keates wrote:
> I've added support for XE Super Carts (64K) on the
> A800Win PLus emulator and wanted to know who to
> mail the changes to? Also, I've added to the debugger
> the ability to trace to a file but this uses a fixed name
> and should be changed to use a file dialog.

Piotr Fusik has working all XE supercarts, OSS carts and SDX clones in his experimental emulator. As he is using the 'standard' dev tree, he will include this code sooner or later into Atari800 (and thus into Plus emu).

Shameless plug: his code was derived from my emulators' code and all the info is described on my carts page here: http://www2.asw.cz/~kubecj/acarts.htm. My cartridge dumping project is here: http://www2.asw.cz/~kubecj/acartdp.htm

I'm still looking for XE cart dumps of: Choplifter, Crystal Castles, Learning Phone and Mario Bros. Also protos: Midi Maze, Mean 18.

> Is there a circuit diagram avaiable
> for the XE Super Cart? It'll save a
> freind of mine reverse engineering it!

This is also available on my page.

Bye,
Jindroush (kubecj@asw.cz)

5309. Re: 3D Defender? [Was Re: Battlesphere...]

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-23 20:13:42 UTC
From: crymad <crymad@xprt.net>
Message-ID: <3B8563F6.7D44F92F@xprt.net>
Source record: 34584
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.lynx

Glenn Saunders wrote:
>
> The new Spy Hunter looks great, though.

Yes, it does. So great, in fact, that I may see past my classic gaming ways and actually buy a PS2. I've been wrapped up in the Tomb Raider library this past month on a PSX a friend has lent me, and the news that Lara Croft will make an appearance on the PS2 makes that system even more attractive. Plus, reading the reviews for a new adventure game in the works, Ico, has me intrigued.

The last new gaming system I purchased was a Super NES in 1991, and I returned it to Target after completing Super Mario World, a feat I accomplished well within their 30-day return policy. Haven't bothered with newly released systems ever since.

--crymad

5310. Re: Questions about add-ons : new OS's

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-23 20:17:08 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B8564C4.18C86013@asw.cz>
Source record: 34463

Maury Markowitz wrote:
> Ok, here's where I get confused. Since the DOS was on disk, how could it
> be loaded into memory for handling the disk if the disk driver code wasn't
> already in the OS?

It's same from the beginning of the computers: Small code in rom of
computer (or entered thru panel switches ;) loads few sector long boot
code which loads another few next sectors. The the dos is initialized
and uses the filesystem.

> Thus the question about how the disk worked. When I called commands into
> the disk (say XIO's) was the code that got called located primarily in the
> OS, or loaded from the DOS. IE, exactly what did the DOS do, provide all of
> the I/O for the disk (and if so, how did you boot from it?) or was it more a
> collection of programs for use with the disk.

SIO is sector, sector, sector.
CIO is file, byte, etc.

When you issue a CIO call, it goes to the D: handler which has some info
about disk structure, loads FAT etc. It the loads the corresponding
physical sector from disk thru SIO and returns the few bytes you asked
for.

> Note the problem: I never had a disk drive...

It's same in all computers/oses. Even WinNT does the same stuff ;)

Jindroush (kubecj@asw.cz)

5311. Re: Seeking recommendations for a new monit

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-23 20:48:07 UTC
From: ebaiz@skyenet.net
Message-ID: <b_dh7.33$nS4.34347@newsfeed.slurp.net>
Source record: 34585

On 23 Aug 2001 05:25:30 , Jheitmuller wrote:
>Hi,
>
> The Commodore 1084 monitor on my Atari 800 finally died last night in
>the middle of a game of M.U.L.E. Alas… I now must buy a new
>monitor.
>
> Has anybody had any luck using large monitors (17 inch+) with their
>Atari 800? I would like a larger picture. But, I have found that
>computer monitors produce sharper pictures than a TV.

Yes, I have had such luck. I bought the VGA-801 for about $80 and it
lets me hook up my 8-bit to my SVGA 17 in monitor. Try the site below:

http://www.mat-co.com/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5312. Re: Atari 5200 memory chips

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-23 21:05:44 UTC
From: Nigel Henry <nigel.henry@virgin.net>
Message-ID: <Jeeh7.37039$0L6.5999307@news2-win.server.ntlworld.com>
Source record: 34586

Thanks Russ, Best Electronics did have the chip I was after. I've ordered their catalog too- should be interesting.

Nigel

5313. Re: Big Five Software site

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-23 21:23:09 UTC
From: ejber Ozkan <ezz@NOSPAMozkan.co.uk>
Message-ID: <9m3s64vdv2@newsg4.svr.pol.co.uk>
Source record: 34589

Yes , I got an email from the man himself.
Seems he forgot some of the codes for strikes back that took bobs hat of and
stuff.
Thought Id remind him!
"Mo" <mygranny'nospam'@'nospam'swbell.net> wrote in message
news:yoog7.145$3b4.7529@nnrp1.sbc.net...
> It seems that Big Five Software now has a website check it out...
> www.bigfivesoftware.com
>
>
>

5314. Re: Where to get PILOT ROM?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-23 21:39:00 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <UJeh7.5666$OG4.601709@newsread1.prod.itd.earthlink.net>
Source record: 34587

Never seen it; how could it facilitate transfer of another app to the PC?

What prevents from just dumping your cart to disk?

"Stan Allen" <homer@skinnynervousguys.com> wrote in message:
> Hey, gang - anyone ever seen this one posted somewhere?
> I've seen just about every game/rom/cartridge/language for Atari 8-bit,
but
> I can never find this particular (and admittedly obscure) item for
download!
> I've even got the original; I just want it so I can transfer my one good
> adventure game from the 800 to the PC.....

5315. Re: Modem/Network Games for A8?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-23 21:42:21 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <1Neh7.5629$XY4.594715@newsread2.prod.itd.earthlink.net>
Source record: 34588

We have something called "Cross Town Crazy Eight"; it was a card game for
two players via modem.

"Chris Martin" <cmartin@ti.com> wrote in message:
>
> Does anyone know what games exist for the 8bit that use the modem or
> some sort of network (like MultiDash) to connect to another player ?
>
> I think I remember a Chess Program that allowed you to connect to the
> other player via the modem, but I am not sure.

5316. SuperVideo 2.1 or ClearPic for 1200XL?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-23 21:54:25 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <3nuaot8tt7rhtcb0tke0rbrn019nk1lgep@4ax.com>
Source record: 34590

Which is "better", the SuperVideo 2.1 or ClearPic mod for the 1200XL?

I have done two 800XL SV2.1 upgrades and like the result, would the
1200XL SV2.1 mod be similiar?

Thanks,

--
Shawn Jefferson

5317. Re: Seeking recommendations for a new monitor for my Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-23 22:21:23 UTC
From: dcm01@usa.net
Message-ID: <3b8580a3.3525532@news.CIS.DFN.DE>
Source record: 34591

On 23 Aug 2001 05:25:30 -0700, john@jrcc.net (Jheitmuller) wrote:

> I am looking at a device called a Cheese Video Box from tvOne
>Media Solutions to connect my Atari 800 to a VGA monitor.

> http://tvone.com/vd-300.htm

I see the periodic thread of articles here about various VGA
connectors, but no-one has definitively gone out and bought something
and come back and said "This product works great." So if you get the
Cheese Box, please review it for us!

> Getting a sharp clear picture is my primary concern. Cost,
>within reason, is secondary.

I get an excellent picture on my 800 with C= 1702 monitor, really
top-notch. But I think you are correct in wanting to get a VGA monitor
solution, because everything else is just getting very old and hard to
find.

5318. Re: Questions about add-ons : new OS's

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-23 22:41:31 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <vEfh7.5734$OG4.614361@newsread1.prod.itd.earthlink.net>
Source record: 34592

"Maury Markowitz" <maury@remove_this.sympatico.ca.invalid> wrote in message:
> > The DOS just installs a D: entry in HATABS and that's it.
>
> Ok, here's where I get confused. Since the DOS was on disk, how could it
> be loaded into memory for handling the disk if the disk driver code wasn't
> already in the OS?

1st, the drive is semi intelligent with a little RAM and a processor chip;
2nd the ROM OS has a routine for sending commands (write sector w/ & w/o
verify, read one, do raw disk format, & get status);
3rd the ROM OS has a boot routine to poll for a drive #1 and read sector #1
and check for some specific syntax in that data, and follow the instructions
to load and execute an application.

DOS is only one possible app (majority of others are games); it first loads
the File Management System and puts the D: device in HATABS RAM, checks for
an AUTORUN.SYS app and then for a cart. If the autorun returns control to
DOS and there is no cart, DUP.SYS loads which is your menu of disk
operations aka disk utility package. The DOS FMS is your disk houskeeper; it
organizes groups of sectors into named files, monitors which sectors are
free for use and moves data to and from RAM and the files using SIO (in ROM
OS) to read/write a block of RAM to/from a specific sector.

> Thus the question about how the disk worked. When I called commands into
> the disk (say XIO's) was the code that got called located primarily in the
> OS, or loaded from the DOS. IE, exactly what did the DOS do, provide all
of
> the I/O for the disk (and if so, how did you boot from it?) or was it more
a
> collection of programs for use with the disk.

XIO is just Basic's version of CIO; the code it calls for disk access is
predominately in RAM (the file management stuff) from calls to ROM CIO which
looks in RAM HATABS for the RAM DOS FMS code location which uses ROM SIO for
actual communication w/ the drive.

> Note the problem: I never had a disk drive...
>
> > Partially. The DOS is "just" required to add a "link" between CIO and
SIO
> > which are both in ROM. This link is the administrational unit that
> > organizes raw disk sectors into files.
>
> So then what did these OS's do? Did they replace the SIO code? And if
they
> did that, didn't the disk drive also have to be upgraded?

AFIK, most of the custom OSs made little alteration of CIO & SIO routines;
exceptions are the CSS one by Bob Puff and the one from the APE guy.

5319. Yet to transfer anything

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-23 23:28:37 UTC
From: Stan Allen <homer@skinnynervousguys.com>
Message-ID: <Fkgh7.218$ck.14547@sjc-read.news.verio.net>
Source record: 34593

Oh, heck; I haven't even made the connection to the PC yet...I'm just trying to figure out how I'll (eventually) run my one good program written in Atari Pilot on my pc - I want to get it from the original 5-1/4" floppy before it dies, and transfer it into a more permanent format.
I guess I was assuming that Pilot would just be another ROM file for the PC emulator (running Atari800Win), like BASIC, or whatever.

Thanks for the input,

-Stan

"Ron Hamilton" <ronandjudyh@earthlink.net> wrote in message news:UJeh7.5666$OG4.601709@newsread1.prod.itd.earthlink.net...
> Never seen it; how could it facilitate transfer of another app to the PC?
>
> What prevents from just dumping your cart to disk?
>
> "Stan Allen" <homer@skinnynervousguys.com> wrote in message:
> > Hey, gang - anyone ever seen this one posted somewhere?
> > I've seen just about every game/rom/cartridge/language for Atari 8-bit,
> but
> > I can never find this particular (and admittedly obscure) item for
> download!
> > I've even got the original; I just want it so I can transfer my one good
> > adventure game from the 800 to the PC.....
>
>
>

5320. Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-24 01:34:12 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0108231828330.563-100000@shell.pacifier.com>
Source record: 34594
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and Atari Jaguar Games. The Great Communicator once said, "It's a Recession when It's in your Neighbor's back yard. But when It's in your back yard, it's a Depression!". Usually Atari sales depend on Customers with extra income. Money over and above what it takes to pay bills. This has cut into my livelyhood. With the current economy as it has been. I'm looking for Atari Customers with extra income! Especially repeat customers familiar with the way I do Business! My Specials, Sales & Discounts still apply! So check my HotLinks below, E-Mail me at atari@pacifier.com or call Ben anytime at (503)256-9974!

http://www.pacifier.com/~atari/specials.htm Current Atari Specials.
http://www.pacifier.com/~atari/ Benjamin's WebSite.
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales
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http://www.pacifier.com/~atari/catalogs.htm FREE Catalogs area.
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Check HotLinks above for specials on my WebSite! Two 20% Atari Discounts! General 20% SoftWare Discount & Repeat Customer Discount! 20% off all SoftWare for Atari 8 Bit & ST! And if your a repeat customer, 20% off ST & 8 Bit Hardware/Accessories, Software/Games, Books & References. Discount does not cover Happy Drives, xf551 Drives, Monitors & Jaguar! Discounts are like coupons, redeem by requesting Discounts in E-Mail.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5321. Re: Questions about add-ons : new OS's

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-24 07:20:50 UTC
From: Mark Keates <mark@mkeates.f9.co.uk>
Message-ID: <Bjnh7.8365$NE.582877@wards>
Source record: 34595

> DOS is only one possible app (majority of others are games);

One thing that impressed me was the games converted
to disk from multi-load tapes. The boot sector(s) had
a short set of code to re-map the C: handler such that
a sector load would come from the next sector on the
disk. Ingeneous! It sickened me when I first saw this
as I used to map the individual tape parts to disk and
then write a modified loaded to read it in :-(Still, I
had the advantage of adding a menu to get more than
one game per disk ;-)

Regards,

Mark

5322. Re: XE Super carts / Circuit Diagram

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-24 07:24:58 UTC
From: Mark Keates <mark@mkeates.f9.co.uk>
Message-ID: <tnnh7.8366$NE.582838@wards>
Source record: 34596

Hi Jindroush,

> Piotr Fusik has working all XE supercarts, OSS carts and SDX clones in
> his experimental emulator. As he is using the 'standard' dev tree, he
> will include this code sooner or later into Atari800 (and thus into Plus
> emu).

OK

> > Is there a circuit diagram avaiable
> > for the XE Super Cart? It'll save a
> > freind of mine reverse engineering it!
>
> This is also available on my page.

Got it, thanks!

Regards,

Mark

5323. Re: Anybody know of a hard drive available for the Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-24 08:25:20 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <002d0bef@fmlynet.org>
Source record: 34453

FamilyNet Newsgate

I have two other options to mention along with this, since the idea of
having a hard drive with my Atari 800 has always intriged me, and I found a few
solutions. :)

As mentioned below, the APE WARP and other software lets a junker PC become
a great hard drive for the Atari 800 via the SIO2PC cable.

Along with that, you can use the same cable for connecting a Atari 800 to
an Atari ST using a program called "800xldj" which a few of us in JYBOLAC use
and love.

And then there is a new option on the horizon being put together by Mr.
Atari in the Netherlands. A clever little thing called "800 MyIDE Interface"
that he is currently working on. Check it out at...

http://www.atari.myweb.nl/DrClusproject.htm

Take care and talk soon,

Doctor Clu

> From: llpwhite@cs.com (LLpwhite)
>> I love the old 800. I connect mine to an old 386 running DOS and APE with
> that SIO2PC cable. <
> Can you run at APE WARP (~3X SIO speed)? Certainly even at regular 19.2K SIO
>speed, it is very fast since all of the normal disk latency is eliminated. Bu
>2X or 3X is truly impressive. If the new SIO IDE interface is successful, the
>putting an IDE drive inside an 800 should be pretty easy, and maybe even using
> a Compact Flash Card. (Notice how cheap they are now?) Also, IIRC, there is
> supposed to be another interface being developed that would work with 800's.
> (?)
> Larry

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5324. Re: SuperVideo 2.1 or ClearPic for 1200XL?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-24 11:58:09 UTC
From: Atari 8 Man <KMFerrante@cfl.rr.com>
Message-ID: <ljrh7.63077$2d6.10587607@typhoon.tampabay.rr.com>
Source record: 34447

Nothing is better than the SuperVideo upgrade, The Clear pic has some problems.

Atari8man

"Shawn Jefferson" <sjeffers@home.com> wrote in message news:3nuaot8tt7rhtcb0tke0rbrn019nk1lgep@4ax.com...
> Which is "better", the SuperVideo 2.1 or ClearPic mod for the 1200XL?
>
> I have done two 800XL SV2.1 upgrades and like the result, would the
> 1200XL SV2.1 mod be similiar?
>
> Thanks,
>
> --
> Shawn Jefferson
>

5325. Where can i get an Emulator and games...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-24 13:57:13 UTC
From: Falko Nasser <kcocaep@gmx.de>
Message-ID: <9m5mlr$hekh$1@ID-102837.news.dfncis.de>
Source record: 34448

for PC?

thanx, falko

5326. Re: Modem/Network Games for A8?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-24 14:48:05 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3B866925.E74A4746@ti.com>
Source record: 34449

Thanks for the help guys. I am having visions of a Classic Gaming LAN Party here
in Dallas sometime. The more games the better!

I found a game called modem pinball. Does anyone knwo anything about this? I haven't tried it yet.

Thanks,
Chris

Chris Martin wrote:

> Does anyone know what games exist for the 8bit that use the modem or
> some sort of network (like MultiDash) to connect to another player ?
>
> I think I remember a Chess Program that allowed you to connect to the
> other player via the modem, but I am not sure.
>
> Thanks,
> Chris
> --
> JYBOLAC Stargate BBS telnet://jybolac.dyndns.org:520
> Atari Archives: http://jybolac.virtualave.net

5327. Re: Questions about add-ons : new OS's

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-24 14:52:55 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <toab492m6fjm74@corp.supernews.com>
Source record: 34577

"Maury Markowitz" <maury@remove_this.sympatico.ca.invalid> wrote in message
news:ix8h7.35945$Nc3.3391109@news20.bellglobal.com...
> "Rick Cortese" <ricortes@netmagic.net> wrote in message
> news:to3qgjdhvo535c@corp.supernews.com...
> > They were only for the standard OS calls. IIRC, things like clear screen
> and
> > scrolling worked much faster. Of course if you wrote your own screen
> scroll
> > routines in ML, they would be an order of magnitude faster yet.
>
> Ahhh. So were the graphics routines in BASIC similar to the math
routines,
> in that they were stored in the OS ROM instead of the BASIC?

Right. Bill Wilkinson said one of the reasons they were able to fit so much
into an 8k BASIC was because of the all the features in the OS.
<snip>
> > > needed to use Sparta to get the speed. May I assume in UltraSpeed +
they
> > > simply moved those routines into the OS? If so, did that mean you got
> the
> > > high speed support on all of the DOS's?
> >
> > Replaced the vectors in RAM with a vector pointing to their routines in
> RAM.
>
> I'm still not terribly clear on this, but that's because I'm not totally
> clear on how the OS worked with DOS. If you don't mind...
>
> So when I did a call to talk to the disk, was that code in the OS, or
was
> that code loaded as a part of the DOS? IE, what does that vector point to?

The OS routines only had some really primative routines to start a boot as
part of its cold start procedure. Typically on boot the OS initializes the
POKEY chip, Atari's combination sound, keyboard, and UART chip, polls the
serial chain for any devices attached<that grunting sound>, and loads the
first few sectors from the disk drive. The OS then transfers control to the
code snippet where it takes over the loading process.

The basic routines for all serial devices are in the OS. What the DOS does
is just use them to layout and interpret disk structure. The OS doesn't know
the directory in Atari DOS starts at sector ~360 for instance, that type
disk structure is determined by the program loaded in the boot process.

The POKEY chips function is analogous to the IBM type UARTs. It has a 16 bit divisor register that divides the system clock, 1.79 MHz, to determine the serial rate. Our serial rates are just a bit off, being derived from 1.79 MHz vs 1.84 MHz. You could theoretically get ~115k baud out of an Atari. 115k baud is a bit too fast for pratical purposes.
>
> Either way, what did the code in question change? Did they simply re-write
> some I/O routines with faster versions? Or was this code just for the disk
> access itself? And if it was the later, would it speed up everything when
> talking to the disk, or did you need hardware in the drive too?

They added handshaking code to the modified disk drives<via a new ROM>. I could be wrong on this, but I think the code tries to set the drive in high speed mode. If the drive grunts and returns an error, DOS stays in normal mode for disk I/O. If the drive acks the high speed mode, then the software reprograms POKEY's serial rate register to reflect a higher rate, i.e. 38.4k baud or 57k baud.

The interrogation and handshaking will be different for each DOS and drive. For instance, I think the Indus drives came with their own DOS and didn't support any other highspeed drives, so lower level of handshaking necessary. Sparta DOS supports several disk drive modifications so it probably does a bit more handshaking.

For that matter, you could in theory make a single density drive a HS drive by replacing only the ROM vs adding RAM.

I'm kind of a vocal advocate about how Atari drives were concieved badly. They only have 256 bytes of RAM between a RIOT chip and a 6810 RAM. What they should have done is use a 2k RAM and allow for the drives to be reprogrammed on the fly. It would have given us IBM compatibility<single sided anyway>, adaptive HS I/O, limited buffering, etcetera.

On the bright side, they were so bad it allowed after market disk drive modifications and manufacturers to flourish.
>
> To put it another way, was this change similar to the changes for the
> graphics and math routines in that it replaced existing slow code, or were
> they adding new code to talk to specific hardware?

Specific hardware.

5328. Re: XE Super carts / Circuit Diagram

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-24 15:31:24 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-d8EiUikqROew@draco.ames.pacbell.net>
Source record: 34450

Hi,
Just a quick note to let you everyone know the XE cart code for SDX,
Express, Diamond carts support has been added to the Atari800 cvs tree
source code. Happy coding.

Ken

On Thu, 23 Aug 2001 18:38:15, Jindrich Kubec <kubecj@asw.cz> wrote:

> Mark Keates wrote:
> > I've added support for XE Super Carts (64K) on the
> > A800Win PLus emulator and wanted to know who to
> > mail the changes to? Also, I've added to the debugger
> > the ability to trace to a file but this uses a fixed name
> > and should be changed to use a file dialog.
>
> Piotr Fusik has working all XE supercarts, OSS carts and SDX clones in
> his experimental emulator. As he is using the 'standard' dev tree, he
> will include this code sooner or later into Atari800 (and thus into Plus
> emu).
>
> Shameless plug: his code was derived from my emulators' code and all the
> info is described on my carts page here:
> http://www2.asw.cz/~kubecj/acarts.htm. My cartridge dumping project is
> here: http://www2.asw.cz/~kubecj/acartdp.htm
>
> I'm still looking for XE cart dumps of: Choplifter, Crystal Castles,
> Learning Phone and Mario Bros. Also protos: Midi Maze, Mean 18.
>
> > Is there a circuit diagram avaiable
> > for the XE Super Cart? It'll save a
> > freind of mine reverse engineering it!
>
> This is also available on my page.
>
> Bye,
> Jindroush (kubecj@asw.cz)

--

5329. 5-pin Atari 800 monitor output to S-video converter cable?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-24 15:49:21 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0108240749.27ef8bb7@posting.google.com>
Source record: 34452

Hi,

Anybody know where I can get a cable to convert 5-pin Atari 800
monitor output to S-video?

Thanks,
John
john@jrcc.net

5330. The Goonies cassette version as ATR

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-24 15:50:26 UTC
From: Frank Schroeder-Hoeftmann <frank_sh@web.de>
Message-ID: <9m5sop$tk0$1@olaf.komtel.net>
Source record: 34451

Hello!

Does anyone have an ATR file of "The Goonies"? cassette version? The reason I'm asking is that it used to have a different title tune which was quite nice and I haven't heard since I've sold my tape.

Frank

(now playing: ELP's "Love Beach", which is of course highly underrated, but I digress....)

5331. Re: The Goonies cassette version as ATR

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-24 16:29:58 UTC
From: twh1@gmx.de
Message-ID: <3b8680c5.31457472@news.dpn.de>
Source record: 34454

On Fri, 24 Aug 2001 17:50:26 +0200, "Frank Schroeder-Hoeftmann"
<frank_sh@web.de> wrote:

>Hello!
>
>Does anyone have an ATR file of "The Goonies"&#65533; cassette version? The reason
>I&#65533;m asking is that it used to have a different title tune which was quite
>nice and I haven&#65533;t heard since I&#65533;ve sold my tape.

well I think you should not look for an ATR file, because it's an
image of a disk. What you need is a .bin or .xex file(as used by the
atari800win plus).

bye sayz:
-thomsen@munich

--
Thomas Havemeister Student of Business Computer Science
Technical University of Ilmenau

P.S.: Sturz des Zaren & Take those Atarian care!

5332. Re: Questions about add-ons : new OS's

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-24 16:52:32 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <kDvh7.567$434.54524@newsread2.prod.itd.earthlink.net>
Source record: 34455

That would be pretty impressive intelligent code. I worked, manually with a sector editor, on the triple boot Zaxxon cassette for a while and never got it working from a boot disk or binary file.

"Mark Keates" <mark@mkeates.f9.co.uk> wrote in message:
> > DOS is only one possible app (majority of others are games);
>
> One thing that impressed me was the games converted
> to disk from multi-load tapes. The boot sector(s) had
> a short set of code to re-map the C: handler such that
> a sector load would come from the next sector on the
> disk. Ingeneous! It sickened me when I first saw this
> as I used to map the individual tape parts to disk and
> then write a modified loader to read it in :-(Still, I
> had the advantage of adding a menu to get more than
> one game per disk ;-)

5333. Re: Yet to transfer anything

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-24 16:58:56 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <kJvh7.582$434.54472@newsread2.prod.itd.earthlink.net>
Source record: 34456

I used to have a binary executable of the cart around; it should work fine
on the emulator if I can locate it.

"Stan Allen" <homer@skinnynervousguys.com> wrote in message:
> Oh, heck; I haven't even made the connection to the PC yet...I'm just
trying
> to figure out how I'll (eventually) run my one good program written in
Atari
> Pilot on my pc - I want to get it from the original 5-1/4" floppy before
it
> dies, and transfer it into a more permanent format.
> I guess I was assuming that Pilot would just be another ROM file for the
PC
> emulator (running Atari800Win), like BASIC, or whatever.

5334. Percom stuff

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-24 17:10:24 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <4Uvh7.710$lb.93140@newsread1.prod.itd.earthlink.net>
Source record: 34457

Part 1 of the Atari Classic article by Ben Poehland is completed and on:

http://www.atariland.com/members/oldatarian

part 2 is in progress with the diagrams and additional technical content.
Any constructive comments solicited plus your experiences and insights with
this hardware.

I requested permission from Ben and (AC Editor) Bob Woolley with no
response; valid objections considered also.

5335. Re: Big Five Software site

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-24 17:34:56 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B869040.511A4EF6@mail.uni-mainz.de>
Source record: 34458

Well,
I already asked him !!! Allthough I own both game carts in their
original form, I am pretty sure, there are enough Atarians out there,
who would be interested in a re-release (not the collectors of course,
but the real-gamers). He told me, he will be thinking about it. Maybe
more Atarians should write him an e-mail about the re-release idea.
maybe he will then change his mind soon... -Andreas.

Lance Ringquist schrieb:
>
> bill is a funny guy, he would not give me permssion to rerelease both
> of his fine games, and he hinted that i did not understand what it took
> to do them, and that i would not have the right equipment.
> he also hinted that he wants to keep control of his product even when i
> offered to pay a royalty.
> so if you want it for free just download it, but if you really want the
> real thing like bounty bob strikes back on a real atari computer
> cartridge sorry no go.
> we can reproduce them here, and i am sure everyone knows this, so if
> you want a real copy of bounty bob strikes back for a real atari
> computer, how about asking bill to give me permission, then i will do it
> wih a neat label, and these fine games can becme availible again,
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com

5336. Re: The Goonies cassette version as ATR

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-24 17:52:53 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B869475.E0B49F96@mail.uni-mainz.de>
Source record: 34459

Well,
you can of course also convert Tapes to Disk and then convert the disk
to ATR image. Thats the way I do it (since I am not a hacker, I use a
C-Simulator or Howfen-DOS or something like that). -Andreas.

Thomas Havemeister schrieb:
>
> On Fri, 24 Aug 2001 17:50:26 +0200, "Frank Schroeder-Hoeftmann"
> <frank_sh@web.de> wrote:
>
> >Hello!
> >
> >Does anyone have an ATR file of "The Goonies"´ cassette version? The reason
> >I´m asking is that it used to have a different title tune which was quite
> >nice and I haven´t heard since I´ve sold my tape.
>
> well I think you should not look for an ATR file, because it's an
> image of a disk. What you need is a .bin or .xex file(as used by the
> atari800win plus).
>
> bye sayz:
> -thomsen@munich
>
> --
> Thomas Havemeister Student of Business Computer Science
> Technical University of Ilmenau
>
> P.S.: Sturz des Zaren & Take those Atarian care!

5337. Atari Assembler Editor versions

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-24 18:17:32 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0108241017.2465e6e2@posting.google.com>
Source record: 34460

Are there different versions of the Atari Assembler Editor cart?

Recently, bought a cart:

http://www.geocities.com/ejgnandt/EditorAssembler.jpg

Case is all brown plastic (no metal back). No spring mechanism for the edge connector and no CXL number. Seen mention of a Rev A and B somewhere, but don't know how to tell the difference.

Gene

5338. Re: The Goonies cassette version as ATR

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-24 19:52:33 UTC
From: Frank Schroeder-Hoeftmann <frank_sh@web.de>
Message-ID: <9m6auf$32j$1@olaf.komtel.net>
Source record: 34461

Either way, meine Herren, I�m just searching for that different tune. Maybe
it even was on some of the disk versions. An SAP would do fine as well...
(-:

```
It differs not that much from the common version as it is based on the same
theme of course, yet it has this distictive "rocky-ness". In other words: it
rocks! (-:
```

5339. Re: Modem/Network Games for A8?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-24 20:29:22 UTC
From: Video61@webtv.net
Message-ID: <1912-3B86B922-8@storefull-175.iap.bryant.webtv.net>
Source record: 34462

curt,
i still have one copy left somewhere new in its original packaging. if
i remember right its a scott adams adventure international game. i only
sold a few back then because it was way ahead of its time.
i wonder if its doable on cart?
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

5340. FS: ATARI 400/800/XL/XE CAPTAIN BEEBLE

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-24 21:11:26 UTC
From: aleks@cs.yorku.ca
Message-ID: <6e0f29c6.0108241311.12165316@posting.google.com>
Source record: 34464

ATARI 400/800/XL/XE CAPTAIN BEEBLE for sale

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1268249307

5341. Re: Anybody know of a hard drive available for the Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-25 00:43:24 UTC
From: llpwhite@cs.com
Message-ID: <20010824204324.01503.00001927@mb-ci.news.cs.com>
Source record: 34466

>And then there is a new option on the horizon being put together by Mr. Atari in the Netherlands. A clever little thing called "800 MyIDE Interface"<

Looks to be very clever, but is not the one I was thinking of. If the 800 MyIDE bears fruit (and a PCB) I'll very llikely do one. I'm much less inclinded to do a point-to-point wiring job...
Larry

5342. Re: 5-pin Atari 800 monitor output to S-video converter cable?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-25 00:49:52 UTC
From: mcurrent@carleton.edu
Message-ID: <todthgoi98dpf0@news.supernews.com>
Source record: 34467

In article <de16c5ec.0108240749.27ef8bb7@posting.google.com>, john@jrcc.net says...

> Anybody know where I can get a cable to convert 5-pin Atari 800
>monitor output to S-video?

Hi John, I'm doing the project you're thinking about. I bought an s-video to separate chroma/luma on RCA connectors adapter, and two RCA F-F adapters, and my atari Monitor cable with separate chroma/luma RCA-M connectors is on the way from B&C. Yes, this is the Video Cheese Box I bought. It does the composite video signal pretty well, but I'm hoping for even better results with s-video.

If this works I'll be lobbying B&C to get some of these cables made, there really should be a bit of a market for Atari 5-pin DIN to s-video cables.

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

5343. Re: Anybody know of a hard drive available for the Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-25 05:57:52 UTC
From: "Rick D." <rickd@a8maestro.com>
Message-ID: <3B873E60.F4465FC7@a8maestro.com>
Source record: 34468

Glenn Bruner wrote:

snip...

> The SWP-8000 was a very good add on device. But they are
> hard to find. And the add on cards I mention are even more
> rare.
>
> I used to have all of that, but I sold it years ago. But I still have
> my schematics for it (just the SWP-8000 only)!
>
> Glenn Bruner
> glenn_b18@yahoo.com
>
>

I have several ATR-8000, and I have newsletters mostly on CPM that I have scanned and OCRed, and am still cleaning up. One has the copower board for msdos in it.

I would like to create an ide hard drive board, and am getting some info for generic z80, but would really like the schematics if they are avaiable.

Rick D.

5344. Re: Circuit Diagram

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-25 06:08:31 UTC
From: "Rick D." <rickd@a8maestro.com>
Message-ID: <3B8740DF.E0499375@a8maestro.com>
Source record: 34469

Mark Keates wrote:

> Is there a circuit diagram avaiable
> for the XE Super Cart? It'll save a
> freind of mine reverse engineering it!
>
> Thanks,
>
> Mark

I have a reprint from a User Group newsletter that explains the OSS
super cart.
The link is>http://www.a8maestro.com/atari/info/osscart.txt.

Rick D.

5345. Re: IRC #atari8

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-25 06:14:49 UTC
From: "Rick D." <rickd@a8maestro.com>
Message-ID: <3B874258.AF1A2215@a8maestro.com>
Source record: 34470

Thomas Havemeister wrote:

> Howdy *.*!
>
> As I discovered the irc #atari8 channel I would like to see anytime
> another chat meeting (as it was sometimes pronounced in this group).
>
> It would be great to chat with some populair atarians :-)

As Russ mentioned about the chats...

I stop logging into the Tues #atari8 irc chat as is had been deserted
again for some time.

The Thurs web chat is at 8PM CST, the Sunday Eurochat is at 10AM
CST(About 6PM in the Netherlands I think).
(Make sure to click on reload after getting to the site, or choose
frameless in dark text at the top)

And there is a Tuesday night 9PM CST telnet BBS chat.

Rick D.

5346. Re: Modem/Network Games for A8?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-25 06:21:48 UTC
From: "Rick D." <rickd@a8maestro.com>
Message-ID: <3B8743FC.4B3225C1@a8maestro.com>
Source record: 34471

Chris Martin wrote:

> Does anyone know what games exist for the 8bit that use the modem or
> some sort of network (like MultiDash) to connect to another player ?
>
> I think I remember a Chess Program that allowed you to connect to the
> other player via the modem, but I am not sure.
>
> Thanks,
> Chris
>

There is Maze of Agdagon using Gamelink II, others are being written.

I converted Modem battleship to Gamelink I.

I have Modem chess I was going to convert to GL I.

I think there was an adventure game that was modem, but can't remember.

Rick D.

5347. Re: Video on 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-25 06:25:05 UTC
From: "Rick D." <rickd@a8maestro.com>
Message-ID: <3B8744C1.D053DCA2@a8maestro.com>
Source record: 34472

Phantomm wrote:

> Was there ever a device that allowed any type of video to be grabbed using
> an Atari 8-bit computer?
>

The only thing I know of for the A8 was Computer Eyes, and it was single pic
only.

Problem is, too slow and not enough memory or disk space to make such a thing
really workable. Today however there are options, but no capture
hardware/software.

Rick D.

5348. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-25 06:26:56 UTC
From: Troy Parker <tpbs72@nc.rr.com>
Message-ID: <MPG.15f0f82f82868cc298969a@news-server.nc.rr.com>
Source record: 34473
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <ij2g7.41473$c8.15313780@news1.denver1.co.home.com>, Nearl J Toothenbecker,nj_toothenbecker@hotmail.com says...

>Perhaps that statement was worded poorly. The situation referred to is often
>called "M$ tax." Will M$ let you install a second OS along with theirs?

Microsoft's EULA only restricts how OEM's install Windows, and software "into Windows", and has no control over the rest of the product. They can't tell us not to install Linux alongside it.

--
The above is not necessarily the opinion of IBM
but it should be!

5349. Website address has changed

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-25 06:28:49 UTC
From: "Rick D." <rickd@a8maestro.com>
Message-ID: <3B8745A1.1BA604B1@a8maestro.com>
Source record: 34474

Please note that my website address has changed.

The old one was:http://people.delphi.com/rldetlefsen

The new one is:http://www.a8maestro.com

Thanks

Rick D.

5350. Re: Atari Assembler Editor versions

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-25 11:43:53 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3B878F79.E572DD25@t-online.de>
Source record: 34475

Page not available.

Andre

5351. Re: FS: ATARI 400/800/XL/XE CAPTAIN BEEBLE

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-25 12:10:51 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3B8795CA.D2BAE22D@t-online.de>
Source record: 34476

For Auction - not For Sale!!!

Aleks schrieb:

> ATARI 400/800/XL/XE CAPTAIN BEEBLE for sale
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1268249307

5352. Re: Questions about add-ons : new OS's

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-25 20:04:08 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <todho8feda2je2@corp.supernews.com>
Source record: 34465

"Maury Markowitz" <maury@remove_this.sympatico.ca.invalid> wrote in message news:Ljbh7.43883$wZ3.3607886@news20.bellglobal.com...
> "Rick Cortese" <ricortes@netmagic.net> wrote in message
<snip>
> > I'm kind of a vocal advocate about how Atari drives were concieved badly.
> > They only have 256 bytes of RAM between a RIOT chip and a 6810 RAM. What
> > they should have done is use a 2k RAM and allow for the drives to be
> > reprogrammed on the fly. It would have given us IBM compatibility<single
> > sided anyway>, adaptive HS I/O, limited buffering, etcetera.
>
> Neat. Of course there were no IBM drives to be compatible with at the
> time. Also remember that RAM was terribly expensive at the time, although
> that changed by the time of the 1050.

Relative thing. By the time the 1050 came out there were a large number of disk intensive systems<CP/M> and I believe the first IBM PCs were ~1981. I replaced my circa 1977 RCA 1802 SuperElf RAM with some Intel 256X4 bits! low power CMOS devices. I am pretty sure it was only ~$10 for the two chips. I'm sure Atari could have gotten a much better deal on chips and they didn't have to use the CMOS/Intel versions which were kind of pricy.

There was also some pretty good competition, Indus/Future drives for instance came with 16k RAM and were only ~$25 more then 1050s at the time I was buying them. If Indus could do it, it is a shame Atari with its 100s of millions in sales couldn't do it.

5353. Re: ATARI 400/800/XL/XE CAPTAIN BEEBLE

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-25 23:59:09 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <9m9dqr$22tn$1@msunews.cl.msu.edu>
Source record: 34477

Is it just me or have there been a ton of these lately? Did someone find a stash? Same thing with BBSB, after years of seeing one or two I see four a month on ebay.

Tempest

"Aleks" <aleks@cs.yorku.ca> wrote in message
news:6e0f29c6.0108241311.12165316@posting.google.com...
> ATARI 400/800/XL/XE CAPTAIN BEEBLE for sale
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1268249307

5354. Re: Atari Assembler Editor versions

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-26 00:03:01 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <9m9e21$23ok$1@msunews.cl.msu.edu>
Source record: 34478

I've read stories that the very first run of them was called Editor Assembler (instead of Assembler Editor). I don't know if there's any program difference, but I've never seen one of these until know.

Andrew Krieg has it listed as an ER on his list so it must be rare (and by Atari Inc.). There's apperently a BASIC cart like that as well. I know I'd like to get my hands on it.

Tempest

"Haywood Ubeegoode" <ejgnandt@netzero.net> wrote in message news:4d2debfd.0108241017.2465e6e2@posting.google.com...
> Are there different versions of the Atari Assembler Editor cart?
>
> Recently, bought a cart:
>
> http://www.geocities.com/ejgnandt/EditorAssembler.jpg
>
> Case is all brown plastic (no metal back). No spring mechanism for the
> edge connector and no CXL number. Seen mention of a Rev A and B
> somewhere, but don't know how to tell the difference.
>
>
> Gene

5355. Re: Atari Assembler Editor versions

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-26 03:08:48 UTC
From: Greg Menke <gregm-news@mindspring.com>
Message-ID: <m3r8tzplfj.fsf@europa.pienet>
Source record: 34480

> I don't know what the differences between REV A and B were, but I can't
> imagine it was because REV A was too fast. Compiling from memory with the
> sucker was like doing a 110 BAUD compile from BBS.
>
> Even with a MAC/65 cart I still mostly used the old REV A ASM/ED. It was
> perfect tor teaching me some discipline vs "Add a single line of code and
> see if it still assembles." I got to the point where I would only compile
> maybe once and hour when I was ready to take a bathroom or substinance
> break. I stopped doing the wishful programming "I don't know what this
> routine does, but maybe it will do something good".

Pretty sweet. I started w/ Atari assembly with some version of a
macro assembler (I still have it around somewhere). I typed the
program & assembled it. I thought it was supposed to list all the
instructions, like any self-respecting programming language, so
proceeded to modify all the lines so the assembler printed them when
compiling. Ack. Then I wondered why I didn't end up with an
executable.. but the manual didn't say.

I found asm/ed to be a lots easier way to do 8 bit assembly. But more
to the point, up until a couple years ago I <still> ended up viewing
assembly language with a some of the assumptions and ideas I developed
by accident or otherwise from the Assembler/Editor.

I owe whoever wrote that program a substantial debt.

Gregm

5356. Re: Paypal _How does this work

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-26 04:21:22 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <3B887942.3CB49C4@sisna.com>
Source record: 34481

Pay Pal and Billpoint, are available. Both charge both the sended and the receiver a fee. It is a secure transaction. Requires sign-up on both, and advantages? Can have a Credit Card customer when you don't accept them, or a check customer when you don't accept them. They will both do one of two things, they will transfer the money to your checking account, or keep it online for future use, (they will pay interest if you leave it online in their account for you!). Transfer to checking takes 2-3 days depending upon your bank, but it does show up for the reduced amount both companies tell you that your are receiving.

Hope this helps clear it up.
bob

5357. Re: Atari 1050 repair UK?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-26 04:30:05 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <3B887B4D.59CEDD20@sisna.com>
Source record: 34482

By now you have probably opened the drive. Look at the Rails that the Head travels on, get some alcohol and clean these up both forward and reverse of the head, Now look at the head itself. If you see clean lines from right to left its ok, if you see black specks then clean the lower with alcohol removing the black dot build up. While you are there just clean it anyway. Look now to the Pressure pad which is on the top bar. You should see a gray pad in the center, with a little bit sticking down, if not then the pad is worn out and needs replaced. You can buy felt material in any yard good store? In England Dress Makers shop? When you find the felt just cut a small circle to fit glue it in and will work. Here I use Leather Punch has right size to make new pressure pads.

Hope this helps
bob

5358. Re: How Much a happy enhancement worth? What about an XF551?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-26 04:41:07 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <3B887DE3.28F117E6@sisna.com>
Source record: 34483

Tell you what, take your item to E-Bay auction, sign up list it but put
a reserve price on it and if it does not meet your reserve price you
still own it. I never thought I would like E-Bay, but it has made me
look at what I have lost in this base in the past three years. I have
sold many items here for much, much lower than the bidders on E-Bay,
including shipping and handling. What is an Indus Disk Drive in good
working order worth here? Just completed an auction on one and it went
for $71.01
plus $10.00 s/h. So do not take the first offer you receive, try
something different
and you will profit from it?

bob

5359. Re: How Much a happy enhancement worth? What about an XF551?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-26 04:42:39 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <3B887E3F.48B9FA12@sisna.com>
Source record: 34484

Besides that do you actually know how hard it is to come by a Happy
Original Chip set or enhanced drive? How about a Happy Clone? I have
both but won't part with them.

bob

5360. Re: Paypal _How does this work

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-26 06:36:11 UTC
From: Don <dons@qnet.com>
Message-ID: <3B8898DB.CD434D22@qnet.com>
Source record: 34485

Paypal does not charge personal accounts to send or receive money if the
personal account doesnt do over $100 per month.

Don

Bob Klaas wrote:

> Pay Pal and Billpoint, are available. Both charge both the sended and
> the receiver a fee. It is a secure transaction. Requires sign-up on
> both, and advantages? Can have a Credit Card customer when you don't
> accept them, or a check customer when you don't accept them. They will
> both do one of two things, they will transfer the money to your checking
> account, or keep it online for future use, (they will pay interest if
> you leave it online in their account for you!). Transfer to checking
> takes 2-3 days depending upon your bank, but it does show up for the
> reduced amount both companies tell you that your are receiving.
>
> Hope this helps clear it up.
> bob

5361. assembly arithmetic

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-26 09:00:57 UTC
From: asdf <asdf@sdf.com>
Message-ID: <3B88BAC9.9A08D5D2@sdf.com>
Source record: 34486

```
Anyone have some fast 6502 arithmetic source?
So far I found a 38 cycles 8bit unsigned mult and a 105 cycle 8 bit
divide, is there faster, and also 16 bit versions?
Thanks
-------
8 bit unsigned divide

ldx #8
lda dividend
div cmp divisor
bcs s
sbc divisor
s rol quotient
rol
dex
bne div

timing in cycles:
overhead 5
"0" bit 20
"1" bit 18
range 148 to 164
average 156
unrolled, with dividend in A register, and last iteration optimized: 105

average of 14 cycles per bit.
dividend, quotient, and divisor are 8 bit values stored in zero page.
The remainder is left in A.
note: dividend/divisor must be < 2.
```

5362. Re: Atari Assembler Editor versions

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-26 09:28:13 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b88f6fe$0$1528$4c5ecdc7@news.erinet.com>
Source record: 34487

(Gregm owes who wrote ASMED a debt).
I think you're talking about ASMED.
ASMED was written by Kathleen O'Brien, Paul Laughton's wife.
You can see info about the development of Atari BASIC and
ASMED at http://www.laughton.com under the software engineering
area.
Russg

5363. Re: Atari Assembler Editor versions

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-26 14:57:50 UTC
From: Maury Markowitz <maury@remove_this.sympatico.ca.invalid>
Message-ID: <F78i7.2556$zP.188598@news20.bellglobal.com>
Source record: 34488

"Rick Cortese" <ricortes@netmagic.net> wrote in message
news:togkm8ccidg77@corp.supernews.com...
> stuff, spend 4 hours looking at neat stuff you never intended to buy, then
> walk out with equipment purchased with this months grocery money.

At least you had grocery money. Ok, my turn for a pointless story...

Once Christmas my mom asks me what I'd like, so I say I really want a copy of a book called The Atari Assembler. We spend Christmas at my gandparents in Timmins, and on the day I grab my mom's gift (clearly a book) and start opening it. Sound and Graphics on Your Atari. Ummm, thanks mom. After some more clearing away of gifts I see I have another book, and sure enough...

Now it's too cold in Timmins to leave the house, so I basically had a week to myself. At some point during that week my brain went "click" and I suddenly understood computers. Now keep in mind I don't actually HAVE Assembler/Editor (no money) and my machine is 450 miles away at this point. But nevertheless the combo of great writing and the wonderful 6502 made it a snap.

Never looked back.

Maury

5364. Re: IRC #atari8

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-26 16:21:16 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3B89221B.FDCCF48F@optonline.net>
Source record: 34491

"Rick D." wrote:
>
> Thomas Havemeister wrote:
>
> > Howdy *.*!
> >
> > As I discovered the irc #atari8 channel I would like to see anytime
> > another chat meeting (as it was sometimes pronounced in this group).
> >
> > It would be great to chat with some populair atarians :-)
>
> As Russ mentioned about the chats...
>
> I stop logging into the Tues #atari8 irc chat as is had been deserted
> again for some time.
>
> The Thurs web chat is at 8PM CST, the Sunday Eurochat is at 10AM
> CST(About 6PM in the Netherlands I think).
> (Make sure to click on reload after getting to the site, or choose
> frameless in dark text at the top)
>
> And there is a Tuesday night 9PM CST telnet BBS chat.
>
> Rick D.

All,
I have started a #Atari8 room on undernet. I can be found there usually
between 5:30PM Eastern Time (NJ,US) 'til about 9PM. The room is
available all the time.

--
Robert S Ely
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954

5365. Re: Atari Assembler Editor versions

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-26 16:47:38 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0108260847.1b7159e6@posting.google.com>
Source record: 34492

Andre <Chrodegang@t-online.de> wrote in message news:<3B878F79.E572DD25@t-online.de>...
> Page not available.
>
> Andre

Copy and paste the link into your browser address bar. File exists but
there is some weird problem with Geocities.

Really enjoying the stories on this thread!

Gene

5366. Re: assembly arithmetic

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-26 17:04:32 UTC
From: thor@math.tu-berlin.de
Message-ID: <3b891000@news.ivm.net>
Source record: 34489

asdf <asdf@sdf.com> wrote:
> Anyone have some fast 6502 arithmetic source?
> So far I found a 38 cycles 8bit unsigned mult and a 105 cycle 8 bit
> divide, is there faster, and also 16 bit versions?

16 bit versions are pretty much obvious, you just use the carry and
two memory registers instead of one.

Multiplication: If you want to multiply with a fixed factor, you can
get away with shifts and addition only, this will be pretty fast.

If you only need a subset of possible operands, you can get away with
pre-calculated look-up tables which will gain even more speed.

In some cases, you may replace a multiplication in an inner loop by
an iterated addition.

Conclusion is: It pretty much depends. A *generic* multiplication
cannot be made much faster. But depedent where exactly you need this
multiplication, you can avoid it in first place.

So long,
Thomas

5367. Re: Battlesphere...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-26 17:46:25 UTC
From: I've Got a Loverly Bunch of Coconuts <Slartibartfast@hugh.jass.org>
Message-ID: <9mbdcm$1oj@netaxs.com>
Source record: 34493
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.lynx

Drew, where do you get the firmware update?

"Drew" <ddockery@earthlink.net> wrote in message
news:3b8486cb.86868651@news.earthlink.net...
> I've used the firmware upgrade myself and it fixed all of the issues I
> had noticed. I was ready to sell the damn thing off completely before
> the update.
>
> Drew
>
> On Wed, 22 Aug 2001 17:39:44 GMT, jns-bond@home.comHORMEL (Sean
> Connery) wrote:
>
> >In article <9m0q58$79n$1@tron.alex1.va.home.com>,
> >Sean Connery <jns-bond@home.comHORMEL> wrote:
> >
> >>>I agree that the N-501 "seems" like the one to get, but check out the
> >>>Samsung forums on www.nuon-dome.com , where more than a few people
complain
> >>>of skipping and sound sync problems with the N-501.
> >
> >OK, got thru. And it seems there is a recent firmware patch to address
> >this problem! Now to read if it works...
> >
> >What is more distressing is the apparent broken Logitech pad...another
> >reason for me to hate them, great...
>

5368. Re: Battlesphere...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-26 18:46:54 UTC
From: J Parlee <lost_monkey@sympatico.ca>
Message-ID: <8sbi7.6643$_8.313013@news20.bellglobal.com>
Source record: 34494
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,alt.atari-jaguar.discussion,alt.games.lynx

http://www.nuon.tv/updates.html

I updated mine and haven't had any audio problems..

"I've Got a Loverly Bunch of Coconuts" <Slartibartfast@hugh.jass.org> wrote
in message news:9mbdcm$1oj@netaxs.com...
> Drew, where do you get the firmware update?
>
> "Drew" <ddockery@earthlink.net> wrote in message
> news:3b8486cb.86868651@news.earthlink.net...
> > I've used the firmware upgrade myself and it fixed all of the issues I
> > had noticed. I was ready to sell the damn thing off completely before
> > the update.
> >
> > Drew
> >
> > On Wed, 22 Aug 2001 17:39:44 GMT, jns-bond@home.comHORMEL (Sean
> > Connery) wrote:
> >
> > >In article <9m0q58$79n$1@tron.alex1.va.home.com>,
> > >Sean Connery <jns-bond@home.comHORMEL> wrote:
> > >
> > >>>I agree that the N-501 "seems" like the one to get, but check out the
> > >>>Samsung forums on www.nuon-dome.com , where more than a few people
> complain
> > >>>of skipping and sound sync problems with the N-501.
> > >
> > >OK, got thru. And it seems there is a recent firmware patch to address
> > >this problem! Now to read if it works...
> > >
> > >What is more distressing is the apparent broken Logitech pad...another
> > >reason for me to hate them, great...
> >
>
>

5369. Who wanted Bellcom?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-26 19:11:39 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <LRbi7.5690$Ib.673029@newsread1.prod.itd.earthlink.net>
Source record: 34495

I just inherited a box of Antics, ST Informer, Page 6, multiple diskettes, miscellaneous documentation and a Canadian Bellcom catalog. The cover letter is dated Oct '87 and the disk listing extends to #240. Anyone is welcome to it for the postage, probably around 75 cents.

5370. Re: Atari Assembler Editor versions

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-27 00:12:37 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <togkm8ccidg77@corp.supernews.com>
Source record: 34479

"Tempest" <reicher6@pilot.msu.edu> wrote in message
news:9m9e21$23ok$1@msunews.cl.msu.edu...
> I've read stories that the very first run of them was called Editor
> Assembler (instead of Assembler Editor). I don't know if there's any
> program difference, but I've never seen one of these until know.
>
> Andrew Krieg has it listed as an ER on his list so it must be rare (and by
> Atari Inc.). There's apperently a BASIC cart like that as well. I know
I'd
> like to get my hands on it.

I have revision A I believe. Way to long of story and pointless warning.

Back when there was a San Jose Computer I used to hang there. Normal nerd stuff, spend 4 hours looking at neat stuff you never intended to buy, then walk out with equipment purchased with this months grocery money.

SJC was one of the better ~odd stuff that must of fell off a truck or grown legs and walked out of Atari<For our readers outside the USA, these are euphenisms for items garnered by questionable means>. I think they had a combination of dumpster diver and repairman tag team. If Atari ever threw something in their dumpster, if it was repairable you would eventually see it at SJC.

So one day while perusing the shelves of parts I see a cardboard box full of what are labled as "ASM/ED Revision A $2". I bought a couple since and installed them in a old 2x4k ROM game cart. Worked! For some reason, one of the ROMs started going bad. Could have been a broken pin I soldered a piece of hook up wire to. Anyway, after about 7 tries I got a good copy of the ROM with my Thompson EBurner. I wrote a short program to combine the two files into a single file suitable for burning a 2764 ROM and commited it to silicon.

I don't know what the differences between REV A and B were, but I can't imagine it was because REV A was too fast. Compiling from memory with the sucker was like doing a 110 BAUD compile from BBS.

Even with a MAC/65 cart I still mostly used the old REV A ASM/ED. It was perfect tor teaching me some discipline vs "Add a single line of code and see if it still assembles." I got to the point where I would only compile maybe once and hour when I was ready to take a bathroom or substinance break. I stopped doing the wishful programming "I don't know what this routine does, but maybe it will do something good".

5371. Re: assembly arithmetic

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-27 01:23:45 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3B89BCBA.1FFF4DD8@ev1.net>
Source record: 34496

```
asdf wrote:
>
> Anyone have some fast 6502 arithmetic source?
> So far I found a 38 cycles 8bit unsigned mult and a 105 cycle 8 bit
> divide, is there faster, and also 16 bit versions?
>
There was an article in a Kilobaud magazine circa 20 years ago on
Booth's Algorithm for multiplication. It had a source listing of
a 6502 code implementation of Booth's Algorithm, IIRC. Would you
be interested in this???

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

5372. Re: Big Five Software site

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-27 01:37:23 UTC
From: Curlyfry <commodore@vic20mail.zzn.com>
Message-ID: <nvhi7.109213$B37.2409327@news1.rdc1.bc.home.com>
Source record: 34397

Glenn,
Its in their you just didnt read far enough :)

--
As soon as your through changing, you're through. -Jack Tramiel
"Glenn Bruner" <brunergs@pcisys.net> wrote in message
news:3B833BE5.E253634@pcisys.net...
> I have to admit. That is one cool site.
>
> Just needs to add one more thing to it. What happen to them that caused
> them to close their doors?
>
> Glenn
>
>
> Iain Laskey wrote:
>
> > In article <yoog7.145$3b4.7529@nnrp1.sbc.net>,
> > mygranny'nospam'@'nospam'swbell.net (Mo) wrote:
> >
> > > It seems that Big Five Software now has a website check it out...
> > > www.bigfivesoftware.com
> > Interesting that he has written yet another Atari 400/800 emulator so
> > people can play the old games again..
>

5373. Re: assembly arithmetic

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-27 02:03:18 UTC
From: asdf <asdf@sdf.com>
Message-ID: <3B89AA66.B9913AE3@sdf.com>
Source record: 34398

sounds great!
yep

Charles Richmond wrote:

> asdf wrote:
> >
> > Anyone have some fast 6502 arithmetic source?
> > So far I found a 38 cycles 8bit unsigned mult and a 105 cycle 8 bit
> > divide, is there faster, and also 16 bit versions?
> >
> There was an article in a Kilobaud magazine circa 20 years ago on
> Booth's Algorithm for multiplication. It had a source listing of
> a 6502 code implementation of Booth's Algorithm, IIRC. Would you
> be interested in this???
>
> --
> +---+
> | Charles and Francis Richmond <richmond@plano.net> |
> +---+

5374. Re: Video on 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-27 05:45:18 UTC
From: Anthony Ramos <aramos@ele-mental.org>
Message-ID: <B7AF2C7E.FB64%aramos@ele-mental.org>
Source record: 34399

in article 3B8744C1.D053DCA2@a8maestro.com, Rick D. at rickd@a8maestro.com
wrote on 24 08 01 23.25:

>
>
> Phantomm wrote:
>
>> Was there ever a device that allowed any type of video to be grabbed using
>> an Atari 8-bit computer?
>>
>
> The only thing I know of for the A8 was Computer Eyes, and it was single pic
> only.
>
> Problem is, too slow and not enough memory or disk space to make such a thing
> really workable. Today however there are options, but no capture
> hardware/software.
>
> Rick D.
>
I made a couple of digitised video clips on the Atari 8-bit. One was the
"MTV News" rotating cube animation, another was a pair of Tron recognizers.
Theyp require bank-switched RAM (Atari 130XE) to run.

Making the clips:

I paused a videotape, slow-scanned the image with ComputerEyes at 160x192,
four grey levels, single-line resolution. I then stepped forward a few
frames and repeated, collecting between 25 and 32 images.

I wrote custom software to reduce each frame to 128 x 64, double-line
resolution. This shrunk the file size of each from 8KB to 2KB, enough to put
32 frames in extended memory.

Playing the clips:

I opened a Gr. mode 5 text screen, printed out the full character set twice,
then used DLIs to point each set to its half of the data for 1/2 of each
frame. Instant video!

I still have them on a disk image somewhere...if there's enough interest
I'll dig it up.

-Anthony R.

--
Anthony Ramos_____

600 SE 39th Ave., # 3 __ aramos@ele-mental.org .. aramos@hyperreal.org
Portland, OR 97214 ___ information design .. multimedia production
(503) 236-6303 ___________interactive art .. image synthesis

5375. Questions & Interesting Atari Facts

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-27 06:06:47 UTC
From: vinny <vinnyc@jps.net>
Message-ID: <1248B56946C80E06.E30E8DE1892D2373.755EA4DEE240E59F@lp.airnews.net>
Source record: 34400

Hello everyone,

I'm really happy to see this newsgroup around.
I used to have the original 800 (growing up in Santa Cruz) in junior high and remember mostly playing all the bootleg games (you know the ones on disk with the menu) that we use to get from some connection my friend and i had over the hill in San Jose.

Unfortunately I sold the hole lot of it a few years later when I could still get some money out of it (you know when your a kid that kind of money meant alot).

Lately I've been picking up Atari computers here and there and wanted to ask you guys your opinion.

Questions:

I basicaly want the easiest most efficient setup for bringing back all those old games I had.
My first choice is to use my newly acquired 800 but the keyboard doesn't work.
What is the difference as far as compatibility, memory of the other models? (i think i have the 600xl 800xl and 1200xl) are these as good or better than the 800? Is the xl series memory upgradeable? If so where does the memory go? How much memory do you recomend?

Also I bought and received the sio2pc cable from the guy in poland.
Do you guys think this is the best way for me to go to play all those old games?

Are there other sites aside from the links I found on the Ape web site to find more game roms? I didn't seem to find all the ones I was looking for? Are there some forbidden to be posted on an FTP?

FACTS:

My father was one of the lead mold makers that worked on the 400 and 800 casing as well as the xl cartridge mold. He told me once he was given a design for a cartridge (by atari engineers) that ended up not fitting the console! I believe Atari had to scrap the mold!

It's a shame as far as I know these molds are gone.

Another story I heard was from an associate of mine that went to the atari auction to buy furniture. He ended up buying a whole office with filing cabinets filled with original atari cartridge and manual artwork which him and his colleagues quickly threw away! What a shame!

Anyway,
I have been reading some of the messages here and was wondering. I run a plastic injection molding company (about 1 mile from the old atari building actualy) I could build a mold for a cartridge cover, I could probably copy the original exactly. I know there would be no profit in it. But maybe for a hobby if there is a real need for it. Like I heard some people talking about reproducing "Bounty Bob" for instants. What do you guys think?

5376. Re: assembly arithmetic

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-27 13:55:54 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <toi4u4p2csne6b@corp.supernews.com>
Source record: 34490

"asdf" <asdf@sdf.com> wrote in message news:3B88BAC9.9A08D5D2@sdf.com...
> Anyone have some fast 6502 arithmetic source?
> So far I found a 38 cycles 8bit unsigned mult and a 105 cycle 8 bit
> divide, is there faster, and also 16 bit versions?
> Thanks

You may want to see if you can find a public domain Action! run time package that includes the MAC/65 source code. I don't think I have one at the momment, but I seem to recall the one on CIS came with the .ASM or .M65 files.

5377. FS: ATARI 400/800/XL/XE CAPTAIN BEEBLE

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-27 15:11:27 UTC
From: aleks@cs.yorku.ca
Message-ID: <6e0f29c6.0108270711.108b3d6f@posting.google.com>
Source record: 34401

My last ATARI 400/800/XL/XE CAPTAIN BEEBLE for sale at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1268249307

5378. Re: Questions & Interesting Atari Facts

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-27 15:34:41 UTC
From: possiblespam@fyyff.com
Message-ID: <IMti7.14596$Up.401616@sea-read.news.verio.net>
Source record: 34402

vinny <vinnyc@jps.net> wrote:
:>My father was one of the lead mold makers that worked on the 400 and
:>800 casing as well as the xl cartridge mold. He told me once he was
:>given a design for a cartridge (by atari engineers) that ended up not
:>fitting the console! I believe Atari had to scrap the mold!
:>
:>It's a shame as far as I know these molds are gone.

not unusual. i once saw atari turf $250,000 worth of bad ROMs; they
hadn't bothered to Q/A them ("one last modification, nothing can
possibly go wrong!") and they turned out to be org'd at the wrong
start address. oops

:>Another story I heard was from an associate of mine that went to the
:>atari auction to buy furniture. He ended up buying a whole office
:>with filing cabinets filled with original atari cartridge and manual
:>artwork which him and his colleagues quickly threw away! What a
:>shame!

when you lay off thousands of employees, and there is no one left at
the company who cares (or who has time to go through all the stuff
left behind), this happens :-/

when the tramiels bought the company, they sold some lab furniture,
including some cabinets that contained the masters of many cartridge
games. The surplus place in the east bay was NOT happy when the
tramiels came back for the contents.

-landon

5379. Re: Questions & Interesting Atari Facts

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-27 22:03:20 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.15f48da870284b8998968e@news.nacs.net>
Source record: 34403

In article
<1248B56946C80E06.E30E8DE1892D2373.755EA4DEE240E59F@lp.airnews.net>,
vinnyc@jps.net says...
> Hello everyone,
>
> I'm really happy to see this newsgroup around.
>
> I basicaly want the easiest most efficient setup for bringing back all
> those old games I had.
> My first choice is to use my newly acquired 800 but the keyboard
> doesn't work.
> What is the difference as far as compatibility, memory of the other
> models? (i think i have the 600xl 800xl and 1200xl) are these as good
> or better than the 800? Is the xl series memory upgradeable? If so
> where does the memory go? How much memory do you recomend?

For best compatibility with games I would recommend a 800XL or
even a 130XE. I really like the 800 but I occasionally find a use
for the extra 64k of memory in the 130XE.

The 130xe is also very easy to upgrade to 320k. Just add one
chip, some 256kx1 rams and your set. The 800XL upgrade is a little
more involved, and the 1200XL is a nightmare.

The 800XL and 1200XL upgrades are trivial if you can lay
your hands on a Rambo type board that has the upgrade already wired
and ready to plug in.

Memory upgrades are pretty hard to find for the 800.

> Also I bought and received the sio2pc cable from the guy in poland.
> Do you guys think this is the best way for me to go to play all those
> old games?

If you want to actually use the computer then yes its the easiest
way. You can skip moving all the files and images to real floppies. If
you really want to get immersed and miss the smell of an overheated 1050
baking a Infocom disk inside, you might be missing something. =)

> Are there other sites aside from the links I found on the Ape web site
> to find more game roms? I didn't seem to find all the ones I was
> looking for? Are there some forbidden to be posted on an FTP?

There are a few Atari disk archives around that have all the old
commercial software. The best one is down at the moment, but if you
do a search in google you should turn something up.

If your looking for something special the people in this group
can probably help.

> FACTS:
>
> My father was one of the lead mold makers that worked on the 400 and
> 800 casing as well as the xl cartridge mold. He told me once he was
> given a design for a cartridge (by atari engineers) that ended up not
> fitting the console! I believe Atari had to scrap the mold!

Did the original engineering specs on the 800 case specify that it
should be able to deflect small calibur weapon fire? =) My 800 has
taken 20 years of abuse and still looks great.

> Another story I heard was from an associate of mine that went to the
> atari auction to buy furniture. He ended up buying a whole office
> with filing cabinets filled with original atari cartridge and manual
> artwork which him and his colleagues quickly threw away! What a
> shame!

=(Reminds me of the story of Atari dumping tons and tons of
unsold Atari 2600 games in a hole in the desert some place, just to
be rid of them.

> Anyway,
> I have been reading some of the messages here and was wondering. I
> run a plastic injection molding company (about 1 mile from the old
> atari building actualy) I could build a mold for a cartridge cover, I
> could probably copy the original exactly. I know there would be no
> profit in it. But maybe for a hobby if there is a real need for it.
> Like I heard some people talking about reproducing "Bounty Bob" for
> instants. What do you guys think?

I would love to have some cartridge casings that were copies of
the BasicXL or SpartaDOS type cartridges. They are real easy to open,
can you can fit a pretty large PCB into them.

If you copied the SpartadosX cart, people could make thier own
pass-through carts again. Clock cartridges, etc. I'm not a big fan
of the original Atari cartridge design though.

I believe Video 61 still makes new Atari carts, conversions of
old disk games and such. You could probably liquidate a stock of
good casings pretty quick if the price was right for hobbyists.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
*
* * * Turn your 8-bit Atari into a powerhouse with APE! * *
*
* * * Ape Homepage: http://www.atarimax.com/ * *
*

```
* * ********************************************************** *
*
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+
Items !!
```

5380. Re: Who wanted Bellcom?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-28 00:36:39 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <3B8AE797.59885D6F@earthlink.net>
Source record: 34404

Me me me, that was me!!! :) E-mail me your mailing info and I'll send
you a couple of dollars. Thanks!

Mike

Ron Hamilton wrote:
>
> I just inherited a box of Antics, ST Informer, Page 6, multiple diskettes,
> miscellaneous documentation and a Canadian Bellcom catalog. The cover letter
> is dated Oct '87 and the disk listing extends to #240. Anyone is welcome to
> it for the postage, probably around 75 cents.

--
oOOOOOo Mike Kohary Seattle, WA http://www.kohary.com
,| oO
//| | "I'm in 9 leagues - I'm kind of an addict."
\\| | - M. Zaiem Beg
`-----`

5381. Re: Percom stuff

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-28 03:33:08 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <UhEi7.236$aC1.24554@newsread1.prod.itd.earthlink.net>
Source record: 34405

Part 2 of Percom disk drive care and feeding is complete and up now in two
places; the Atariland link below or:
http://www.powow.com/oldatarian

"Ron Hamilton" <ronandjudyh@earthlink.net> wrote in message:
> Part 1 of the Atari Classic article by Ben Poehland is completed and on:
>
> http://www.atariland.com/members/oldatarian
>
> part 2 is in progress with the diagrams and additional technical content.

5382. Re: Copy program

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-28 03:50:09 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <RxEi7.273$aC1.27971@newsread1.prod.itd.earthlink.net>
Source record: 34406

Marvin;

I found my cassette utilities; zap me an address and will forward as
attachment.

"Marvin" <nospam@atodos.cl> wrote in message
news:kk49ot4fljcm5dlordac9utjs0e8s4cmc0@4ax.com...
> Years ago i have a copy program which could copy from disk to tape
> games and programs anybody has any idea where i can find a similar
> tool for the atari...

5383. FS/T: Atari 8-bit computer items and more... [08/28/2001]

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-28 08:00:46 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <tmjmotccupb0plhg443ifcbuli026jg7lh@4ax.com>
Source record: 34407
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 08/28/2001

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site, including 52 for the Atari 8-bit computers!

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari 8-bit computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection list for this system is currently on-line!

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 2.00 Missile Command
$ 1.50 Space Invaders
$ 3.00 2-pack: Missile Command and Space Invaders

Box and manual only, no cartridge:
$ 2.00 Millipede

Manual only, no cartridge or box:
$ 1.00 Galaxian

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 4.00 Atari 1010 Program Recorder Owner's Guide (16 pages)
$ 4.00 Atari 1200XL Home Computer Owner's Guide (20 pages)
$ 7.00 Atari 65XE Personal Computer Owner's Manual (138 pages)
$ 4.00 Atari 800XL Home Computer Owner's Guide (24 pages)
$ 4.00 Atari BASIC Reference Guide: For Experienced Programmers
(16 pages)
$ 2.50 Atari Home Computers: The Next Generation catalog
(32 pages)
$ 7.00 2-pack: Atari Disk Operating System Reference Manual:
DOS 3 (112 pages). Lot also includes An Introduction
to the Atari Disk Operating System: DOS 3 (32 pages)
$ 7.00 Inside Atari BASIC [Atari / Reston] (196 pages)

[Pictures of the items listed below will be available soon]

HARDWARE:

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1050 (127K) DISK DRIVE.

This disk drive does not include the power supply, or Molex
connector cable.

NOTE: Light comes on, and drive tries to read disk, but drive will
not boot up. Sold as non-working item, possibly repairable, for
parts only!

$ 2.00

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.95 for the first
game and $1.25 for each additional game. Shipping for hardware and
accessories depends on weight/distance. Large orders will be weighed
as a package, to reduce shipping costs. Foreign orders welcome.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for
something that isn't listed, please don't ask (because if I
had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and
systems have been tested and are in working order. I very

rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed. There is no minimum order.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order -drawn from a U.S. bank branch-, or cash. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in (please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@io.com

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

5384. Re: Questions & Interesting Atari Facts

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-28 12:48:53 UTC
From: postmaster@mkeates.f9.co.uk
Message-ID: <VqMi7.10962$NE.712881@wards>
Source record: 34408

Steven Tucker wrote:

> I believe Video 61 still makes new Atari carts, conversions of
> old disk games and such. You could probably liquidate a stock of
> good casings pretty quick if the price was right for hobbyists.

> Steve

True, I was thinking about that recently.
Although work on Elite has stopped whilst I
complete a paying project during the evenings,
I am looking to have both a disk version and
64K ROM version (maybe cassette too?).
I have the facilities to make the boards but
would need some casings, preferably XE Super cart.
Based on board and component costs the $19.99
U.S. price tag for a cart seems about right.
Do Video 61 have a mold or do they recycle
casings from other games? How much would a
bulk job cost, say per 100?

The disk would be freely available as an ATR but
not the ROMs which would be limited edition ;-)

Regards,

Mark

5385. Re: Questions & Interesting Atari Facts

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-28 14:59:04 UTC
From: Video61@webtv.net
Message-ID: <3172-3B8BB1B8-185@storefull-171.iap.bryant.webtv.net>
Source record: 34409

vinny, mark,
i am interested, please take this to private e-mail,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

5386. Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-28 16:00:32 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0108280800.43befc38@posting.google.com>
Source record: 34410
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Hi,

I am looking for ideas for a challenging Atari 8-bit assembler
programming project. I would like to write something that would be
useful to a lot of 8-bit users. Is there something out there that
would genuinely be useful, but has been just too tough a nut to crack
for anyone to take the effort?
I have about a year of x86 assembler experience and 14+ years
of C/C++ experience on the PC platform. I can handle difficult
complex programming projects.
I am new to Atari 8-bit computers. As a hobby I have recently
started piecing together the Atari system I always wanted has a
teenager. I have been having a lot of fun with games, but now I want
to start exploring the Atari at a programming level.

8-)
John
john@jrcc.net

5387. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-28 17:35:44 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <QDQi7.1375$Fv3.141829@newsread2.prod.itd.earthlink.net>
Source record: 34411
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

You might consider the MyDos utilities that Andreas requested a couple of
weeks back; it's definitely big and challenging.

"Jheitmuller" <john@jrcc.net> wrote in message:
> Hi,
>
> I am looking for ideas for a challenging Atari 8-bit assembler
> programming project. I would like to write something that would be
> useful to a lot of 8-bit users. Is there something out there that
> would genuinely be useful, but has been just too tough a nut to crack
> for anyone to take the effort?
> I have about a year of x86 assembler experience and 14+ years
> of C/C++ experience on the PC platform. I can handle difficult
> complex programming projects.
> I am new to Atari 8-bit computers. As a hobby I have recently
> started piecing together the Atari system I always wanted has a
> teenager. I have been having a lot of fun with games, but now I want
> to start exploring the Atari at a programming level.

5388. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-28 18:45:24 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <8FRi7.3075$5R2.643350@news01.chello.no>
Source record: 34412
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

A web browser perhaps ?

"Jheitmuller" <john@jrcc.net> skrev i melding
news:de16c5ec.0108280800.43befc38@posting.google.com...
> Hi,
>
> I am looking for ideas for a challenging Atari 8-bit assembler
> programming project. I would like to write something that would be
> useful to a lot of 8-bit users. Is there something out there that
> would genuinely be useful, but has been just too tough a nut to crack
> for anyone to take the effort?
> I have about a year of x86 assembler experience and 14+ years
> of C/C++ experience on the PC platform. I can handle difficult
> complex programming projects.
> I am new to Atari 8-bit computers. As a hobby I have recently
> started piecing together the Atari system I always wanted has a
> teenager. I have been having a lot of fun with games, but now I want
> to start exploring the Atari at a programming level.
>
> 8-)
> John
> john@jrcc.net

5389. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-28 20:27:57 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <9mlfch$31b0$1@wrath.news.nacamar.de>
Source record: 34439
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

an 100% in machine-code written version of the BOSS-X-GUI would be
usefull...

Mirko

"Jheitmuller" <john@jrcc.net> schrieb im Newsbeitrag
news:de16c5ec.0108280800.43befc38@posting.google.com...
> Hi,
>
> I am looking for ideas for a challenging Atari 8-bit assembler
> programming project. I would like to write something that would be
> useful to a lot of 8-bit users. Is there something out there that
> would genuinely be useful, but has been just too tough a nut to crack
> for anyone to take the effort?
> I have about a year of x86 assembler experience and 14+ years
> of C/C++ experience on the PC platform. I can handle difficult
> complex programming projects.
> I am new to Atari 8-bit computers. As a hobby I have recently
> started piecing together the Atari system I always wanted has a
> teenager. I have been having a lot of fun with games, but now I want
> to start exploring the Atari at a programming level.
>
> 8-)
> John
> john@jrcc.net

5390. Re: 130XE: Reset Key Not Working

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-28 23:35:06 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <KUVi7.2235$Fv3.198169@newsread2.prod.itd.earthlink.net>
Source record: 34413

Seems like we just went through this; check the archives or dejanews.com for
"Help, Broken Keyboard cable.."

Possible causes:
weak spring in keyboard assembly
grain of dust between mylars
crack in trace on mylar
abraded trace on mylar at main board connector
bad keyboard cable connector (not usually)
problem in Pokey chip (not very likely)

You sound very technically savy; have you checked the ribbon cable traces to
help isolate the trouble? Can you 'light' that indicator by (very carefully)
shorting the proper traces? Did you clean between the mylars for the
function keys? The key mechanics just squeeze the mylars to complete a
circuit on those inner traces.

If you cannot restore the contacts or correct a broken cable trace or
replace the mylars, then as a last resort, you can wire in a switch to the
pads on the bottom of the main board below the cable connector. It is just a
matter of running that reset key signal to ground to 'read' the key press.

"Marko Borsic" <mborsic@t-online.de> wrote in message:
> Hi,
>
> I recently acquired a mint condition 130XE with some cartridge games and
an
> XC12 Datassette. The 130XE looks like new and was in original packaging,
but
> neither a PSU nor manuals were included. I converted an Amiga 600 PSU and
> built a cable to connect the Atari to my Commodore 1084S monitor. It all
> works fine, except for one thing: the reset key doesn't work. I tried
> cleaning the keyboard connectors and the reset key contacts with isopropyl
> alcohol, I even resoldered the keyboard connector, to no avail. In the
> self-test mode, the reset key doesn't light up when pressed. Any ideas?

5391. [Question] 8 bit dilemma...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-29 00:05:44 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <002e34c9@fmlynet.org>
Source record: 34424

FamilyNet Newsgate

Received this message from a friend of mine in Tuscon and wanted to see if
anyone here would have an idea. If you do, post it here to the newsgroup and
to Tony Cianfaglione. Thanks in advance!

Greg / Doctor Clu

@>-->------------------

> To: Greg.Goodwin@fmlynet.org (Greg Goodwin)
> From: dacklam@gci-net.com (David M. Acklam)
> Hi Greg,
> Here's a question that I couldn't answer but thought you may be able to help.
> Regards,
> David

> P.S. I'll try to make this Thursdays chat session.

> The following is from: atari@chebucto.ns.ca (Tony Cianfaglione)
> Hi 8 bitters on the list,

> How does someone transfer XL/XE software to the PC using MyUtils and
> Ataridsk? I tried both with absolutely no success whatsoever.
> With MyUtil, I typed UTIL and it gives me an option list. I tried
> every possible combination of options and it just keeps giving me
> the options list and doing nothing else.

> With Hiassoft's Ataridsk, I succeed in formatting a 180k disk and
> copying all the files over onto the disk. Booting the resultant disk in
> my XE gives the Ataridsk 1.15 title screen and an instruction to press
> SELECT to boot. Pressing select just brings up the tile repeatedly and no
> further booting. Email to the author has resulted in no reply.

> Is anyone familar with this software and can tell me what I'm doing
> wrong? I'm running a 130XE, 2 - XF551's and MyDOS 4.53. I'm attempting
> to transfer Ice-T 2.72 over from the PC I used to download the shareware
> zipfile and am trying to bring it over to the XE using the FAQ's advised
> method of writing to 180k disks.

> No luck yet.

> Suggestions?

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5392. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-29 00:29:50 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0108281629.356c97a3@posting.google.com>
Source record: 34414
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Ron,

I checked out Andreas's MyDos posting. That looks like a realy
good idea. Thanks for the imput.

Thanks,
John

"Ron Hamilton" <ronandjudyh@earthlink.net> wrote in message
news:<QDQi7.1375$Fv3.141829@newsread2.prod.itd.earthlink.net>...
> You might consider the MyDos utilities that Andreas requested a couple of
> weeks back; it's definitely big and challenging.
>
> "Jheitmuller" <john@jrcc.net> wrote in message:
> > Hi,
> > >
> > I am looking for ideas for a challenging Atari 8-bit assembler
> > programming project. I would like to write something that would be
> > useful to a lot of 8-bit users. Is there something out there that
> > would genuinely be useful, but has been just too tough a nut to crack
> > for anyone to take the effort?
> > I have about a year of x86 assembler experience and 14+ years
> > of C/C++ experience on the PC platform. I can handle difficult
> > complex programming projects.
> > I am new to Atari 8-bit computers. As a hobby I have recently
> > started piecing together the Atari system I always wanted has a
> > teenager. I have been having a lot of fun with games, but now I want
> > to start exploring the Atari at a programming level.

5393. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-29 06:24:54 UTC
From: "news.netvision.net.il" <ndary@bigfoot.com>
Message-ID: <9mhucovk1@news.netvision.net.il>
Source record: 34415
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

What About TCP/IP, Dailup & Browser utilities for the ATARI???

Nir

"Ron Hamilton" <ronandjudyh@earthlink.net> wrote in message
news:QDQi7.1375$Fv3.141829@newsread2.prod.itd.earthlink.net...
> You might consider the MyDos utilities that Andreas requested a couple of
> weeks back; it's definitely big and challenging.
>
> "Jheitmuller" <john@jrcc.net> wrote in message:
> > Hi,
> >
> > I am looking for ideas for a challenging Atari 8-bit assembler
> > programming project. I would like to write something that would be
> > useful to a lot of 8-bit users. Is there something out there that
> > would genuinely be useful, but has been just too tough a nut to crack
> > for anyone to take the effort?
> > I have about a year of x86 assembler experience and 14+ years
> > of C/C++ experience on the PC platform. I can handle difficult
> > complex programming projects.
> > I am new to Atari 8-bit computers. As a hobby I have recently
> > started piecing together the Atari system I always wanted has a
> > teenager. I have been having a lot of fun with games, but now I want
> > to start exploring the Atari at a programming level.
>
>
>

5394. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-29 08:19:30 UTC
From: Liam Busey <buseyl@yahoo.com>
Message-ID: <9mjcfb$e53$2@bob.news.rcn.net>
Source record: 34418
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

news.netvision.net.il wrote:
>
> What About TCP/IP, Dailup & Browser utilities for the ATARI???
>

Telnet would be great. It's a key to all the other services.

Liam Busey

5395. Re: assembly arithmetic

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-29 09:36:43 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3B8CD343.B4F3AEAC@ev1.net>
Source record: 34416

```
asdf wrote:
>
> sounds great!
> yep
>
> Charles Richmond wrote:
>
> > asdf wrote:
> > >
> > > Anyone have some fast 6502 arithmetic source?
> > > So far I found a 38 cycles 8bit unsigned mult and a 105 cycle 8 bit
> > > divide, is there faster, and also 16 bit versions?
> > >
> > There was an article in a Kilobaud magazine circa 20 years ago on
> > Booth's Algorithm for multiplication. It had a source listing of
> > a 6502 code implementation of Booth's Algorithm, IIRC. Would you
> > be interested in this???
> >
> > --
> > +-----------------------------------------------------------+
> > | Charles and Francis Richmond <richmond@plano.net> |
> > +-----------------------------------------------------------+
>
Hey...top posting is *not* good!!! Anyway...anyone who is interested
in this article, please email me...

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

5396. ZAP! Re-release

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-29 18:04:33 UTC
From: jhardie@pipeline.com
Message-ID: <3b8e2dc8.10789425@news.pipeline.com>
Source record: 34417
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Zap! The Rise and Fall of Atari, has been re-released and is available
directly from the publishing company at:

http://www1.xlibris.com/bookstore/bookdisplay.asp?bookid=12003

Also, I just got notice from Xlibris that they'll be raising their
prices starting Sept. 1, so if you plan on ordering this book I would
do it now.

Take care,
John

5397. Re: ZAP! Re-release

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-29 19:09:20 UTC
From: Dave <Noone@noplace.com>
Message-ID: <B5bj7.6730$TI6.4519442@typhoon.snet.net>
Source record: 34419
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Got the 1st printing of that book, good book, read it about 5 times, but,
not in at least 2 years, time to dig it up and reread it....

--
-Dave

Dave "AT" AnyWhereCool "Dot" Com
AIM: DavidinRI / ICQ: 10640235
http://www.AnyWhereCool.com
"John Hardie" <jhardie@pipeline.com> wrote in message
news:3b8e2dc8.10789425@news.pipeline.com...
> Zap! The Rise and Fall of Atari, has been re-released and is available
> directly from the publishing company at:
>
> http://www1.xlibris.com/bookstore/bookdisplay.asp?bookid=12003
>
> Also, I just got notice from Xlibris that they'll be raising their
> prices starting Sept. 1, so if you plan on ordering this book I would
> do it now.
>
> Take care,
> John
>

5398. Re: ZAP! Re-release

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-29 19:28:52 UTC
From: jns-bond@home.comHORMEL
Message-ID: <9mjfrh$b5t$1@tron.alex1.va.home.com>
Source record: 34420
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

In article <B5bj7.6730$TI6.4519442@typhoon.snet.net>,
Dave <Noone@noplace.com> wrote:

Anyone know if the Amazon copy is the first edition or this new one? ANy
diffs at all other than 2nd printing? They're the same price...

http://www1.xlibris.com/bookstore/bookdisplay.asp?bookid=12003
http://www.amazon.com/exec/obidos/ASIN/0738868833/qid=999113164/sr=2-1/002-0817151-7340804

--
~~~~~~
Red Hat Linux 6.2 + Cable + OpenSSH + Pine + TRN4 = Global 24x7 Shell
~~~~~~

5399. REPOST: Russian NAPSTER-PORN: free and intense! 9698

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-29 19:47:17 UTC
From: borwtt@webtv.net
Message-ID: <9mjgs5qfg148@news.ilink.net>
Source record: 34430
Cross-posted to: comp.sys.apple2,comp.sys.apple2.gno,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att

```
Do you want free access to the most intense Porn?
This new Russian-developed program is AWESOME!
http://Napster-Porn.devil.ru/
http://Napster-Porn.devil.ru/
http://Napster-Porn.devil.ru/

ylojluhvdmisrpdg
```

5400. Re: ZAP! Re-release

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-29 19:52:04 UTC
From: Mark Androvich <markandrovich@home.com>
Message-ID: <EJbj7.28240$sa.14183515@news1.rdc1.sfba.home.com>
Source record: 34421
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

I believe they are the same, even though the Amazon listing gives the
original publishing date and doesn't have a picture of the cover.

Why do I think this? Because the ISBN on my original hardcover of ZAP! is
0-07-011543-5, which doesn't match the ISBN on the Xlibris and Amazon sites.
Also, both sites indicate the book is a paperback. IIRC, the original was
hardcover only. At least, I don't recall ever seeing it in paperback form.

Mark

BTW, I'm still kicking myself for not buying the entire stock of ZAP! when I
found it years ago on the bargain book table--marked down to $1.88!

"Sean Connery" <jns-bond@home.comHORMEL> wrote in message
news:9mjfrh$b5t$1@tron.alex1.va.home.com...
> In article <B5bj7.6730$TI6.4519442@typhoon.snet.net>,
> Dave <Noone@noplace.com> wrote:
>
> Anyone know if the Amazon copy is the first edition or this new one? ANy
> diffs at all other than 2nd printing? They're the same price...
>
> http://www1.xlibris.com/bookstore/bookdisplay.asp?bookid=12003
>
http://www.amazon.com/exec/obidos/ASIN/0738868833/qid=999113164/sr=2-1/002-0
817151-7340804
>
> --
> ~~~~~~
> Red Hat Linux 6.2 + Cable + OpenSSH + Pine + TRN4 = Global 24x7 Shell

5401. Convert Atari 8-Bit Disk Images to Actual Disks...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-29 23:05:11 UTC
From: Mighty Echidna <cowman777@hotmail.com>
Message-ID: <3B8D74AB.D3487CBF@hotmail.com>
Source record: 34422

I'm sure you guys get this question all the time, but I can't seem to find any real discussion about it here, so here it goes...

Is there any way I can convert ATR/XFD disk images to an actual DS/DD Atari diskette for use with my Atari 130XE and 1050 Disk Drive? I have a 5&1/4" disk drive for my IBM, and no kind of formatting seems to work... (I didn't really expect it to, but I figured I'd try since I can easily transfer Atari ST images of Atari disks without any problems.) Is there some software I can get to make the computer read/write Atari diskettes, or is there some cable I can get to hook my 1050 to my IBM?

Thanks a lot
Matt

5402. Re: Video on 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-29 23:14:22 UTC
From: Atari 8 Man <KMFerrante@cfl.rr.com>
Message-ID: <iHej7.3259$8c3.437778@typhoon.tampabay.rr.com>
Source record: 34423

Hi

Most Atari users users these days have Hard Drives and BIG ramdisk, Its possible to do a lot more these days.

Atari8man

"Anthony Ramos" <aramos@ele-mental.org> wrote in message news:B7AF2C7E.FB64%aramos@ele-mental.org...
> in article 3B8744C1.D053DCA2@a8maestro.com, Rick D. at rickd@a8maestro.com
> wrote on 24 08 01 23.25:
>
> >
> >
> > Phantomm wrote:
> >
> >> Was there ever a device that allowed any type of video to be grabbed using
> >> an Atari 8-bit computer?
> >>
> >
> > The only thing I know of for the A8 was Computer Eyes, and it was single pic
> > only.
> >
> > Problem is, too slow and not enough memory or disk space to make such a thing
> > really workable. Today however there are options, but no capture
> > hardware/software.
> >
> > Rick D.
> >
> I made a couple of digitised video clips on the Atari 8-bit. One was the
> "MTV News" rotating cube animation, another was a pair of Tron recognizers.
> Theyp require bank-switched RAM (Atari 130XE) to run.
>
> Making the clips:
>
> I paused a videotape, slow-scanned the image with ComputerEyes at 160x192,
> four grey levels, single-line resolution. I then stepped forward a few
> frames and repeated, collecting between 25 and 32 images.
>
> I wrote custom software to reduce each frame to 128 x 64, double-line
> resolution. This shrunk the file size of each from 8KB to 2KB, enough to

put
> 32 frames in extended memory.
>
> Playing the clips:
>
> I opened a Gr. mode 5 text screen, printed out the full character set
twice,
> then used DLIs to point each set to its half of the data for 1/2 of each
> frame. Instant video!
>
> I still have them on a disk image somewhere...if there's enough interest
> I'll dig it up.
>
> -Anthony R.
>
> --
> Anthony Ramos________
> 600 SE 39th Ave., # 3 __ aramos@ele-mental.org .. aramos@hyperreal.org
> Portland, OR 97214 ___ information design .. multimedia production
> (503) 236-6303 ___________interactive art .. image synthesis
>
>
>

5403. Re: Convert Atari 8-Bit Disk Images to Actual Disks...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-29 23:38:31 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <X1fj7.1257$mN2.419925053@newssvr11.news.prodigy.com>
Source record: 34425

Quick and easy answer, get a 1050-2-PC or SIO2PC cable and hook your atari drive up to the serial of your PC. Use the APE software by Steven Tucker to read and write to it!
Mo

Mighty Echidna wrote in message <3B8D74AB.D3487CBF@hotmail.com>...
>I'm sure you guys get this question all the time, but I can't seem to
>find any real discussion about it here, so here it goes...
>
>Is there any way I can convert ATR/XFD disk images to an actual DS/DD
>Atari diskette for use with my Atari 130XE and 1050 Disk Drive? I have
>a 5&1/4" disk drive for my IBM, and no kind of formatting seems to
>work... (I didn't really expect it to, but I figured I'd try since I
>can easily transfer Atari ST images of Atari disks without any
>problems.) Is there some software I can get to make the computer
>read/write Atari diskettes, or is there some cable I can get to hook my
>1050 to my IBM?
>
>Thanks a lot
>Matt
>

5404. Re: ZAP! Re-release

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-29 23:58:12 UTC
From: Tony Jones <tony_jones@no.spam>
Message-ID: <Vffj7.1666$Kf.1096720@e3500-chi1.usenetserver.com>
Source record: 34426
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Hmmn.

I looked long and hard for a copy 5+ years ago, eventually got a copy on loan from the library.

Realize this is cross posted to several groups. As an coin-op collector (with minimal interest in home/consoles)
I found the book to be dull dull DULL. Minimal coverage of arcade, lots of pages dedicated to home/consoles.

If you're into the home Atari games, it's probably more interesting.

Tony [tony -at- tonyjones -dot- com]

"John Hardie" <jhardie@pipeline.com> wrote in message
news:3b8e2dc8.10789425@news.pipeline.com...
> Zap! The Rise and Fall of Atari, has been re-released and is available
> directly from the publishing company at:
>
> http://www1.xlibris.com/bookstore/bookdisplay.asp?bookid=12003
>
> Also, I just got notice from Xlibris that they'll be raising their
> prices starting Sept. 1, so if you plan on ordering this book I would
> do it now.
>
> Take care,
> John
>

5405. Re: ZAP! Re-release

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-30 01:40:00 UTC
From: Crackers <bcracknell@sympatico.ca>
Message-ID: <qLgj7.31436$_8.3090918@news20.bellglobal.com>
Source record: 34427
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

"John Hardie" <jhardie@pipeline.com> wrote in message
news:3b8e2dc8.10789425@news.pipeline.com...
> Zap! The Rise and Fall of Atari, has been re-released and is available
> directly from the publishing company at:

Except to me it's always seemed like it should be:

The Rise and Fall, and Rise and Fall, and Rape of Atari.

Crackers
(Accuracy from hell!!!)

--
CrAB - http://www.hwcn.org/~ad329/crab.html
The Official Bira Bira Webpage - http://birabira.chaosmagic.com
Ghastly's Ghastly Comic - http://ghastly.keenspace.com

5406. Re: [Question] 8 bit dilemma...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-30 02:44:16 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1010829234319.19326B-100000@halifax.chebucto.ns.ca>
Source record: 34428

It should read 'from the PC' not 'to the PC'. Typo on my part.

On Tue, 29 Aug 2001, Greg Goodwin wrote:

> > The following is from: atari@chebucto.ns.ca (Tony Cianfaglione)
> > Hi 8 bitters on the list,
>
> > How does someone transfer XL/XE software to the PC using MyUtils and
> > Ataridsk? I tried both with absolutely no success whatsoever.
> > With MyUtil, I typed UTIL and it gives me an option list. I tried
> > every possible combination of options and it just keeps giving me
> > the options list and doing nothing else.
>
> > With Hiassoft's Ataridsk, I succeed in formatting a 180k disk and
> > copying all the files over onto the disk. Booting the resultant disk in
> > my XE gives the Ataridsk 1.15 title screen and an instruction to press
> > SELECT to boot. Pressing select just brings up the tile repeatedly and no
> > further booting. Email to the author has resulted in no reply.
>
> > Is anyone familar with this software and can tell me what I'm doing
> > wrong? I'm running a 130XE, 2 - XF551's and MyDOS 4.53. I'm attempting
> > to transfer Ice-T 2.72 over from the PC I used to download the shareware
> > zipfile and am trying to bring it over to the XE using the FAQ's advised
> > method of writing to 180k disks.
>
> > No luck yet.
>
> > Suggestions?
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>
>
>

5407. Re: Convert Atari 8-Bit Disk Images to Actual Disks...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-30 03:41:48 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.15f7800bb42faf7f98968f@news.nacs.net>
Source record: 34429

In article <3B8D74AB.D3487CBF@hotmail.com>, cowman777@hotmail.com says...
> I'm sure you guys get this question all the time, but I can't seem to
> find any real discussion about it here, so here it goes...
>
> Is there any way I can convert ATR/XFD disk images to an actual DS/DD
> Atari diskette for use with my Atari 130XE and 1050 Disk Drive? I have
> a 5&1/4" disk drive for my IBM, and no kind of formatting seems to
> work... (I didn't really expect it to, but I figured I'd try since I
> can easily transfer Atari ST images of Atari disks without any
> problems.) Is there some software I can get to make the computer
> read/write Atari diskettes, or is there some cable I can get to hook my
> 1050 to my IBM?

If your 1050 is a stock 1050, you will need disks written in a
format your PC cant produce. You will need to build or buy a serial
cable to attach your 1050 to the serial port of the PC, then transfer
disks directly to the 1050.

You can find information about APE/ProSystem at the URL below. You
can also try searching for SIO2PC on the internet, its similar software.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
*
* * * Turn your 8-bit Atari into a powerhouse with APE! * *
*
* * * Ape Homepage: http://www.atarimax.com/ * *
*
* * *** *
*
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+
Items !!

5408. The phantom edited--pre-order

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-30 04:15:13 UTC
From: Anthony L Smith <iktarr@hot.rr.com>
Message-ID: <l5jj7.187936$g_3.35469181@typhoon.austin.rr.com>
Source record: 34431

http://toxixcomix.iwarp.com/index.html

ssshhhhhhhhhh!!!! its a secret!!

5409. Re: The phantom edited--pre-order

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-30 04:52:16 UTC
From: Rhindle The Red <Not@This.time>
Message-ID: <9mkgvf$a89$1@slb7.atl.mindspring.net>
Source record: 34432

And this concerns Atari 8-Bit computers in what way?

--
-Rhindle The Red

"...and there is Rhindle, the Red Dragon, who is the most ferocious of all."

Anthony L Smith <iktarr@hot.rr.com> wrote in message
news:l5jj7.187936$g_3.35469181@typhoon.austin.rr.com...
> http://toxixcomix.iwarp.com/index.html
>
> sshhhhhhhhhh!!!! its a secret!!
>
>

5410. Re: Convert Atari 8-Bit Disk Images to Actual Disks...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-30 05:48:01 UTC
From: Mighty Echidna <cowman777@hotmail.com>
Message-ID: <3B8DD315.B2DD80F2@hotmail.com>
Source record: 34433

Wow, thanks for your help guys... I'm very excited to learn that it IS possible to play the games that have been previously restricted to my emulator on the Atari. Be expecting an order from me, Mr. Tucker! :-)

Thanks again,
Matt

Steven Tucker wrote:

> In article <3B8D74AB.D3487CBF@hotmail.com>, cowman777@hotmail.com says...
> > I'm sure you guys get this question all the time, but I can't seem to
> > find any real discussion about it here, so here it goes...
> >
> > Is there any way I can convert ATR/XFD disk images to an actual DS/DD
> > Atari diskette for use with my Atari 130XE and 1050 Disk Drive? I have
> > a 5&1/4" disk drive for my IBM, and no kind of formatting seems to
> > work... (I didn't really expect it to, but I figured I'd try since I
> > can easily transfer Atari ST images of Atari disks without any
> > problems.) Is there some software I can get to make the computer
> > read/write Atari diskettes, or is there some cable I can get to hook my
> > 1050 to my IBM?
>
> If your 1050 is a stock 1050, you will need disks written in a
> format your PC cant produce. You will need to build or buy a serial
> cable to attach your 1050 to the serial port of the PC, then transfer
> disks directly to the 1050.
>
> You can find information about APE/ProSystem at the URL below. You
> can also try searching for SIO2PC on the internet, its similar software.
>
> Steve
>
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
> *
> * * * Turn your 8-bit Atari into a powerhouse with APE! * *
> *
> * * * Ape Homepage: http://www.atarimax.com/ * *
> *
> * * *** *
> *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+
> Items !!

5411. Re: ZAP! Re-release

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-30 07:12:30 UTC
From: omastroi@jupiter.scs.Ryerson.CA
Message-ID: <9mkp0u$b54$1@ns2.ryerson.ca>
Source record: 34434
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Who published the hardcover edition?

Was it published by McGraw-Hill?

Mark Androvich (markandrovich@home.com) wrote:
: I believe they are the same, even though the Amazon listing gives the
: original publishing date and doesn't have a picture of the cover.
:
: Why do I think this? Because the ISBN on my original hardcover of ZAP! is
: 0-07-011543-5, which doesn't match the ISBN on the Xlibris and Amazon sites.
: Also, both sites indicate the book is a paperback. IIRC, the original was
: hardcover only. At least, I don't recall ever seeing it in paperback form.
:
: Mark
:
: BTW, I'm still kicking myself for not buying the entire stock of ZAP! when I
: found it years ago on the bargain book table--marked down to $1.88!
:
:
: "Sean Connery" <jns-bond@home.comHORMEL> wrote in message
: news:9mjfrh$b5t$1@tron.alex1.va.home.com...
: > In article <B5bj7.6730$TI6.4519442@typhoon.snet.net>,
: > Dave <Noone@noplace.com> wrote:
: >
: > Anyone know if the Amazon copy is the first edition or this new one? ANy
: > diffs at all other than 2nd printing? They're the same price...
: >
: > http://www1.xlibris.com/bookstore/bookdisplay.asp?bookid=12003
: >
: http://www.amazon.com/exec/obidos/ASIN/0738868833/qid=999113164/sr=2-1/002-0
: 817151-7340804
: >
: > --
: > ~~~~~~
: > Red Hat Linux 6.2 + Cable + OpenSSH + Pine + TRN4 = Global 24x7 Shell

5412. Re: ZAP! Re-release

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-30 08:42:34 UTC
From: Sydtech <NOSPAM_sydtech@sydtech.com>
Message-ID: <torv3rjfunsh66@news.supernews.com>
Source record: 34435
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

"Tony Jones" <tony_jones@no.spam> wrote in message
news:Vffj7.1666$Kf.1096720@e3500-chi1.usenetserver.com...
> Realize this is cross posted to several groups. As an coin-op collector
(with minimal interest in home/consoles)
> I found the book to be dull dull DULL. Minimal coverage of arcade, lots of
pages dedicated to home/consoles.
>
> If you're into the home Atari games, it's probably more interesting.
>

Agreed.

And, although it seems to be reasonably well-researched and is certainly
valuable as a treasure trove of information on Atari's home video games
division, it's very poorly written; the writing style is reminiscient of a
high school sophomore's term paper.

5413. Page 6 magazine

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-30 09:28:33 UTC
From: Alan Stratton <alan@nospam.strat1.freeserve.co.uk>
Message-ID: <999163723.25547.0.nnrp-08.d4f07ca8@news.demon.co.uk>
Source record: 34436

Does anyone remember Page 6 magazine? I thought it was brilliant.

I want to find a 3d graphics animation program that was published as a type in. Does anyone know of an archive site for Page 6?

Alan Stratton

5414. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-30 09:55:16 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_999165253@rtfm.mit.edu>
Source record: 34437
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: August 7, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/

5415. Re: ZAP! Re-release

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-30 13:12:17 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3B8E3BB1.92E827BB@pcisys.net>
Source record: 34438
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Orazio,

McGraw-Hill is the original publisher. The reprint is just a copy of the original text. No updates.

Glenn

Orazio Mastroianni - CSCI/P2001 wrote:

> Who published the hardcover edition?
>
> Was it published by McGraw-Hill?
>
> Mark Androvich (markandrovich@home.com) wrote:
> : I believe they are the same, even though the Amazon listing gives the
> : original publishing date and doesn't have a picture of the cover.
> :
> : Why do I think this? Because the ISBN on my original hardcover of ZAP! is
> : 0-07-011543-5, which doesn't match the ISBN on the Xlibris and Amazon sites.
> : Also, both sites indicate the book is a paperback. IIRC, the original was
> : hardcover only. At least, I don't recall ever seeing it in paperback form.
> :
> : Mark
> :
> : BTW, I'm still kicking myself for not buying the entire stock of ZAP! when I
> : found it years ago on the bargain book table--marked down to $1.88!
> :
> :
> : "Sean Connery" <jns-bond@home.comHORMEL> wrote in message
> : news:9mjfrh$b5t$1@tron.alex1.va.home.com...
> : > In article <B5bj7.6730$TI6.4519442@typhoon.snet.net>,
> : > Dave <Noone@noplace.com> wrote:
> : >
> : > Anyone know if the Amazon copy is the first edition or this new one? ANy
> : > diffs at all other than 2nd printing? They're the same price...
> : >
> : > http://www1.xlibris.com/bookstore/bookdisplay.asp?bookid=12003
> : >
> : http://www.amazon.com/exec/obidos/ASIN/0738868833/qid=999113164/sr=2-1/002-0
> : 817151-7340804
> : >
> : > --
> : > ~~~~~~
> : > Red Hat Linux 6.2 + Cable + OpenSSH + Pine + TRN4 = Global 24x7 Shell

5416. Re: Where to get PILOT ROM?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-30 16:18:00 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <YGtj7.7006$aC1.598064@newsread1.prod.itd.earthlink.net>
Source record: 34440

Hey Stan,

I found it; zap me real addy and will send attachment. It is a binary file ORG'd at $6000 followed by some short page 6 code to relocate it to $A000 and execute it. You could make ROM code by stripping the 1st 6 bytes and taking the next 8192 as code for $A000-BFFF.

"Stan Allen" <homer@skinnynervousguys.com> wrote in message:
> Hey, gang - anyone ever seen this one posted somewhere?
> I've seen just about every game/rom/cartridge/language for Atari 8-bit, but
> I can never find this particular (and admittedly obscure) item for download!
> I've even got the original; I just want it so I can transfer my one good
> adventure game from the 800 to the PC.....

5417. Re: [Question] 8 bit dilemma...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-30 16:44:36 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <U3uj7.7427$Fv3.593925@newsread2.prod.itd.earthlink.net>
Source record: 34441

You cannot boot the Hiassoft disk on the A8; it only transfers files.

Boot the XE with a MyDos type or Sparta (>=2.3) and then insert the Hiassoft disk and copy the file(s) to wherever you like.

MyUtil uses command line switches from that option list; I found it awkward & confusing at first. The transfers were also unrelaible on my 1.2 drive, so I stick with Hiassoft.

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message:
> Received this message from a friend of mine in Tuscon and wanted to see if
> anyone here would have an idea. If you do, post it here to the newsgroup and
> to Tony Cianfaglione. Thanks in advance!
>
> Greg / Doctor Clu
>
> @>-->------------------
>
> > To: Greg.Goodwin@fmlynet.org (Greg Goodwin)
> > From: dacklam@gci-net.com (David M. Acklam)
> > Hi Greg,
> > Here's a question that I couldn't answer but thought you may be able to help.
> > Regards,
> > David
>
> > The following is from: atari@chebucto.ns.ca (Tony Cianfaglione)
> > Hi 8 bitters on the list,
>
> > How does someone transfer XL/XE software to the PC using MyUtils and
> > Ataridsk? I tried both with absolutely no success whatsoever.
> > With MyUtil, I typed UTIL and it gives me an option list. I tried
> > every possible combination of options and it just keeps giving me
> > the options list and doing nothing else.
>
> > With Hiassoft's Ataridsk, I succeed in formatting a 180k disk and
> > copying all the files over onto the disk. Booting the resultant disk in
> > my XE gives the Ataridsk 1.15 title screen and an instruction to press
> > SELECT to boot. Pressing select just brings up the tile repeatedly and no
> > further booting. Email to the author has resulted in no reply.
>
> > Is anyone familar with this software and can tell me what I'm doing

> > wrong? I'm running a 130XE, 2 - XF551's and MyDOS 4.53. I'm attempting
> > to transfer Ice-T 2.72 over from the PC I used to download the shareware
> > zipfile and am trying to bring it over to the XE using the FAQ's advised
> > method of writing to 180k disks.

5418. Re: Page 6 magazine

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-30 17:25:14 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <_Fuj7.7475$Fv3.599242@newsread2.prod.itd.earthlink.net>
Source record: 34442

Hey Alan;

I have searched, (unsuccessfully so far..) for such an archive; the *good*
news is that I have about 75% of their issues. Do you know approximately
when it was printed or what it was called or other salient features? Could
mail you a scan maybe.

"Alan Stratton" <alan@nospam.strat1.freeserve.co.uk> wrote in message:
> Does anyone remember Page 6 magazine? I thought it was brilliant.
>
> I want to find a 3d graphics animation program that was published as a
type
> in. Does anyone know of an archive site for Page 6?

5419. Re: Page 6 magazine

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-30 19:12:09 UTC
From: Mark Watson <newsAfoftDfsnetD@co.uk>
Message-ID: <9mm2r6$lm1$1@news6.svr.pol.co.uk>
Source record: 34443

> > Does anyone remember Page 6 magazine? I thought it was brilliant.
> >
> > I want to find a 3d graphics animation program that was published as a
> > type in. Does anyone know of an archive site for Page 6?

> I have searched, (unsuccessfully so far..) for such an archive; the *good*
> news is that I have about 75% of their issues. Do you know approximately
> when it was printed or what it was called or other salient features? Could
> mail you a scan maybe.

Sorry, don't remember the animation program. I could look it up, except my copies are several hundred miles away ATM!

I have Page 6 from Issue 9 on, just missed the last few after the A5 change:-(Does anyone have the early ones? Also does anyone know what the last issue no was?

In any case I agree that it is a truly great magazine. An archive would be great, but guess Les Ellingham would have to be contacted about that. Does anyone know what he is up to since the demise of Page 6?

(s/X/Y/g -> replace all X with Y in e-mail addr)
s/@//g; s/D/./g; s/A/@/g;

5420. Error 21 When Loading From Tape

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-30 19:43:03 UTC
From: David Williams <Dave@darkstar64.freeserve.co.uk>
Message-ID: <3B8E974E.93892080@darkstar64.freeserve.co.uk>
Source record: 34444

Hi Folks,

Just aqquired my first 8bit Atari, a 65XE. However, I am having some trouble when trying to load games from tape. No matter what game I try and load, I keep getting and error 21. Any ideas as to how to solve this? It will happily save a program I have entered and then load it again but no luck when it comes to loading one of the tapes that came with it.
It is a standard 65XE with an XC12 tape deck

Cheers,
Dave

PS. There are over 40 games that came with it. I doubt that all of them are faulty

5421. Re: Error 21 When Loading From Tape

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-30 19:46:42 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <CKwj7.3304$5R2.662944@news01.chello.no>
Source record: 34445

You probably enter CLOAD, yes ? Don't. Try to turn the console off, then hold down START and OPTION and turn it on. You'll hear the same beep. Press PLAY on the XC12 and RETURN to start loading.

If it's a basic program, it might also run without the OPTION key (which disables the built in BASIC)

Good luck.

"David Williams" <Dave@darkstar64.freeserve.co.uk> skrev i melding news:3B8E974E.93892080@darkstar64.freeserve.co.uk...
> Hi Folks,
>
> Just aqquired my first 8bit Atari, a 65XE. However, I am having some
> trouble when trying to load games from tape. No matter what game I try
> and load, I keep getting and error 21. Any ideas as to how to solve
> this? It will happily save a program I have entered and then load it
> again but no luck when it comes to loading one of the tapes that came
> with it.
> It is a standard 65XE with an XC12 tape deck
>
> Cheers,
> Dave
>
> PS. There are over 40 games that came with it. I doubt that all of them
> are faulty
>

5422. Re: [ANNOUNCE] Minigame competition update

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-30 20:05:40 UTC
From: Richard Wilson <bitwise_sys@hotmail.com>
Message-ID: <3B8E9C94.61899E61@hotmail.com>
Source record: 34446
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Andy Cadley wrote:

> > Hey, aren't the Amstrad guys are bragging who much superior their
> > machine is compared to the C64? So where are they now?
>
> Working. Busy looking for a job. Blah, blah, blah, etc...
>
> I'll try and do something this weekend. Something so outstanding that
> C64 owners will be forced to weep and that will undoubtedly change the
> face of gaming forever. Or re-write Pong. Er, or something.

Hows it going with the game Andy. I managed to submit a 2K version of
Space Invaders today.

Cheers,
Richard

5423. FS: Brand New Atari Jaguar Items - New Game Titles Added

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-30 21:05:26 UTC
From: Jim Lazarenko <jim_l@NO.SPAM.telusplanet.net>
Message-ID: <qUxj7.7251$JH4.1139348@news1.telusplanet.net>
Source record: 34347
Cross-posted to: alt.atari-jaguar,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,re

Please use the enclosed email link within this post rather than your reply button, email not properly addressed may not be able to be responded to.

Last Updated 8/30/2001
- Sold/Traded Items Removed

I have a limited amount of brand new (sealed) Atari Jaguar items for sale or trade. These packages are ideal for new collector's or somebody wanting to start or add to their Atari collection. If you have any questions, please feel free to ask. I am also willing to trade for certain items, please see my list at the end of this post. All prices quoted are in U.S. funds with the buyer paying shipping. Overseas shipping is available.

Due to all the game titles being in short supply, all titles with the exception of CyberMorph are available only with the purchase of a Jaguar game system.

If you are interested in any of these items, please respond to me by using this automated link jim_l@NO.SPAM.telusplanet.net?subject=Classics.Atari.Jaguar (removing the NO.SPAM. first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

** Atari Jaguar Packages - Brand New (with controller, RF Box & AC adapter)**
==========
-.Atari Jaguar with CyberMorph cartridge and Composite Video Cable $45
- Atari Jaguar with CyberMorph cartridge $35
- Atari Jaguar (No Cart) $25

** Atari Jaguar Accessories - New**
==========
- Team Tap (4 Player adapter) $20 - (Limited Supplies)
- Jaguar unit alone (No power supply, controller or accessories) $20
- Composite Video Cable $10
- Spare Controller $15 (Limited Supplies)
- AC Power Supply $10 (Limited Supplies)
- RF Switch Box $5 (Limited Supplies)

** Atari Jaguar Games - New/Shrink-wrapped**
==========
Due to all the game titles being in short supply, all titles with the exception of CyberMorph are available only with the purchase of a Jaguar

game system.
- Checkered Flag $15
- CyberMorph $5 (No Box)
- Kasumi Ninja $30
- Tempest 2000 $40
- Troy Aikman Football $30
- Wolfenstein 3D $30

Atari Force Comics Please make an offer
==========
All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

5424. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-30 22:00:09 UTC
From: Keith Olson <spamtrap007@yahoo.com>
Message-ID: <totecalv8olrb9@corp.supernews.com>
Source record: 34348

How about a complete IR-based entertainment center controller?
Oooops! Sorry. That involves *hard*ware. <G>

"Vidar Olavesen" <olavese@online.no> wrote in message
news:8FRi7.3075$5R2.643350@news01.chello.no...
> A web browser perhaps ?
>
> "Jheitmuller" <john@jrcc.net> skrev i melding
> news:de16c5ec.0108280800.43befc38@posting.google.com...
> > Hi,
> >
> > I am looking for ideas for a challenging Atari 8-bit assembler
> > programming project. I would like to write something that would
be
> > useful to a lot of 8-bit users. Is there something out there that
> > would genuinely be useful, but has been just too tough a nut to
crack
> > for anyone to take the effort?
> > I have about a year of x86 assembler experience and 14+
years
> > of C/C++ experience on the PC platform. I can handle difficult
> > complex programming projects.
> > I am new to Atari 8-bit computers. As a hobby I have recently
> > started piecing together the Atari system I always wanted has a
> > teenager. I have been having a lot of fun with games, but now I
want
> > to start exploring the Atari at a programming level.
> >
> > 8-)
> > John
> > john@jrcc.net
>
>
--

Keith Olson

| For the memory of the uncompromisingly righteous is a blessing. |
| Proverbs 10:7a |

5425. Re: Error 21 When Loading From Tape

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-30 22:37:19 UTC
From: David Williams <Dave@darkstar64.freeserve.co.uk>
Message-ID: <3B8EC01F.94FCC3A4@darkstar64.freeserve.co.uk>
Source record: 34349

> You probably enter CLOAD, yes ? Don't. Try to turn the console off, then
> hold down START and OPTION and turn it on. You'll hear the same beep. Press
> PLAY on the XC12 and RETURN to start loading.
>
> If it's a basic program, it might also run without the OPTION key (which
> disables the built in BASIC)

Excellent - Thanks for that - Now loading fine :)

Cheers,
Dave

5426. Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-30 22:48:21 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0108301542170.15425-100000@shell.pacifier.com>
Source record: 34350
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and Atari Jaguar Games. The Great Communicator once said, "It's a Recession when It's in your Neighbor's back yard. But when It's in your back yard, it's a Depression!". Usually Atari sales depend on Customers with extra income. Money over and above what it takes to pay bills. This has cut into my livelyhood. With the current economy as it has been. I'm looking for Atari Customers with extra income! Especially repeat customers familiar with the way I do Business! My Specials, Sales & Discounts still apply! So check my HotLinks below, E-Mail me at atari@pacifier.com or call Ben anytime at (503)256-9974!

http://www.pacifier.com/~atari/specials.htm Current Atari Specials.
http://www.pacifier.com/~atari/ Benjamin's WebSite.
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales
http://www.pacifier.com/~atari/free_cat.htm FREE Catalogs info.
http://www.pacifier.com/~atari/catalogs.htm FREE Catalogs area.
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/antispam.htm Spamming News!

Check HotLinks above for specials on my WebSite! Two 20% Atari Discounts! General 20% SoftWare Discount & Repeat Customer Discount! 20% off all SoftWare for Atari 8 Bit & ST! And if your a repeat customer, 20% off ST & 8 Bit Hardware/Accessories, Software/Games, Books & References. Discount does not cover Happy Drives, xf551 Drives, Monitors & Jaguar! Discounts are like coupons, redeem by requesting Discounts in E-Mail.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5427. Re: ZAP! Re-release

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-30 23:49:49 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <xiAj7.8182$Fv3.652682@newsread2.prod.itd.earthlink.net>
Source record: 34351
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

I think it is the same; that was my big disappointment with it.. it stops
around 1980.

"Ken Arromdee" <arromdee@rahul.net> wrote in message:
> Does this have the same contents as the book from 1981 or has it been
updated?

5428. Re: Convert Atari 8-Bit Disk Images to Actual Disks...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-30 23:55:25 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <NnAj7.8206$Fv3.653656@newsread2.prod.itd.earthlink.net>
Source record: 34352

I omitted the page URL...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Ron Hamilton" <ronandjudyh@earthlink.net> wrote in message:
> Hey, Matt;
>
> *IF* your 1050 is *really* double density, then AtariLink (also called
> AtariDisk) by HiasSoft can read/write A8 single sided double density disks
> on the PC 5.25 drive. I have written a utility for converting the .ATRs
and
> .XFDs to SSSD disks to run on my XL. The .ATR version is on my Atariland
> page and currently needs 2 drives or a RAMdisk; a one drive 'swapping
> prompt' version could also be done.
>
> "Mighty Echidna" <cowman777@hotmail.com> wrote in message:
> > I'm sure you guys get this question all the time, but I can't seem to
> > find any real discussion about it here, so here it goes...
> >
> > Is there any way I can convert ATR/XFD disk images to an actual DS/DD
> > Atari diskette for use with my Atari 130XE and 1050 Disk Drive? I have
> > a 5&1/4" disk drive for my IBM, and no kind of formatting seems to
> > work... (I didn't really expect it to, but I figured I'd try since I
> > can easily transfer Atari ST images of Atari disks without any
> > problems.) Is there some software I can get to make the computer
> > read/write Atari diskettes, or is there some cable I can get to hook my
> > 1050 to my IBM?

5429. Re: Page 6 magazine

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-31 00:00:54 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <WsAj7.8242$Fv3.654647@newsread2.prod.itd.earthlink.net>
Source record: 34353

Last I ever saw was #69 Jan 1995
--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Mark Watson" <newsAfoftDfsnetD@co.uk> wrote in message
news:9mm2r6$lm1$1@news6.svr.pol.co.uk...
> > > Does anyone remember Page 6 magazine? I thought it was brilliant.
> > >
> > > I want to find a 3d graphics animation program that was published as a
> > > type in. Does anyone know of an archive site for Page 6?
>
> > I have searched, (unsuccessfully so far..) for such an archive; the
good
> > news is that I have about 75% of their issues. Do you know approximately
> > when it was printed or what it was called or other salient features?
Could
> > mail you a scan maybe.
>
> Sorry, don't remember the animation program. I could look it up, except my
> copies are several hundred miles away ATM!
>
> I have Page 6 from Issue 9 on, just missed the last few after the A5
> change:-(Does anyone have the early ones? Also does anyone know what the
> last issue no was?
>
> In any case I agree that it is a truly great magazine. An archive would be
> great, but guess Les Ellingham would have to be contacted about that. Does
> anyone know what he is up to since the demise of Page 6?

5430. Can someone post a “Hello World” assembler listing?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-31 00:17:53 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0108301617.79061b87@posting.google.com>
Source record: 34354
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Hi,

I just started working with the Atari Macro Assembler and the
Atari Program-Text Editor. I am new to Atari Assembler. Every time I
try to assemble my test source file I get an error on every line.
Obviously, I'm missing a concept somewhere 8-).

If someone could post a simple hello world source listing it
would help me a lot. I could at least know that the source code was
correct and focus on the mechanics of the assembler.

Thanks,
John
john@jrcc.net

5431. Re: ZAP! Re-release

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-31 00:51:57 UTC
From: MrRetroGamer <MrRetroGamer@++no_spam++Hotmail.com>
Message-ID: <NcBj7.191$kR5.63067@typhoon.nyc.rr.com>
Source record: 34355
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Well, the only problem is that I came across a BOAT LOAD of typos, spelling, grammar and punctuation errors in the reprint! I have both copies, the original and the new one, and whoever proofed the new version should get whipped with a wet noodle!!! How did they let this out like that???

Glenn Bruner wrote:

> Orazio,
>
> McGraw-Hill is the original publisher. The reprint is just a copy of the original
> text. No updates.
>
> Glenn
>
> Orazio Mastroianni - CSCI/P2001 wrote:
>
> > Who published the hardcover edition?
> >
> > Was it published by McGraw-Hill?
> >
> > Mark Androvich (markandrovich@home.com) wrote:
> > : I believe they are the same, even though the Amazon listing gives the
> > : original publishing date and doesn't have a picture of the cover.
> > :
> > : Why do I think this? Because the ISBN on my original hardcover of ZAP! is
> > : 0-07-011543-5, which doesn't match the ISBN on the Xlibris and Amazon sites.
> > : Also, both sites indicate the book is a paperback. IIRC, the original was
> > : hardcover only. At least, I don't recall ever seeing it in paperback form.
> > :
> > : Mark
> > :
> > : BTW, I'm still kicking myself for not buying the entire stock of ZAP! when I
> > : found it years ago on the bargain book table--marked down to $1.88!
> > :
> > :
> > : "Sean Connery" <jns-bond@home.comHORMEL> wrote in message
> > : news:9mjfrh$b5t$1@tron.alex1.va.home.com...
> > : > In article <B5bj7.6730$TI6.4519442@typhoon.snet.net>,
> > : > Dave <Noone@noplace.com> wrote:
> > : >
> > : > Anyone know if the Amazon copy is the first edition or this new one? ANy
> > : > diffs at all other than 2nd printing? They're the same price...
> > : >
> > : > http://www1.xlibris.com/bookstore/bookdisplay.asp?bookid=12003

> > : >
> > : http://www.amazon.com/exec/obidos/ASIN/0738868833/qid=999113164/sr=2-1/002-0
> > : 817151-7340804
> > : >
> > : > --
> > : > ~~~~~~
> > : > Red Hat Linux 6.2 + Cable + OpenSSH + Pine + TRN4 = Global 24x7 Shell

5432. Re: Page 6 magazine

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-31 02:13:56 UTC
From: llpwhite@cs.com
Message-ID: <20010830221356.23130.00003179@mb-fw.news.cs.com>
Source record: 34356

> Also does anyone know what the
last issue no was? <

The last issue I received was #85, Autumn, 1998. I had just renewed and was
due 5 more issues/disks on my subscription, so I remember it very well.
Larry

5433. Re: ZAP! Re-release

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-31 03:17:37 UTC
From: jhardie@pipeline.com
Message-ID: <3b8f0150.474214@news.pipeline.com>
Source record: 34357
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Since I haven't seen the reprint done by Xlibris, I can't comment. The typos were supposed to be fixed, but if you say they weren't I'll check into it.

John

On Fri, 31 Aug 2001 00:51:57 GMT, MrRetroGamer <MrRetroGamer@++no_spam++Hotmail.com> wrote:

>Well, the only problem is that I came across a BOAT LOAD of typos, spelling, grammar >and punctuation errors in the reprint! I have both copies, the original and the new >one, and whoever proofed the new version should get whipped with a wet noodle!!! How >did they let this out like that???

5434. Re: Can someone post a “Hello World” assembler listing?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-31 04:01:54 UTC
From: itzjustmike@aol.comomomom
Message-ID: <20010831000154.20402.00003451@mb-fb.aol.com>
Source record: 34358

```
> If someone could post a simple hello world source listing it
>would help me a lot. I could at least know that the source code was
>correct and focus on the mechanics of the assembler.

Well I'm rusty as heck .. but it's not like I'll get voted out of the
bigbrother house for being wrong :)

ICCOM = $0342
ICBLL = $0348
ICBLH = $0349
ICBAL = $0344
ICBAH = $0345
ICAX1 = $034A
ICAX2 = $034B

CIOV = $E456
;
ORG $3000
;
OPEN
LDX #$10
LDA #$03
STA ICCOM,X
LDA #<DEV
STA ICBAL,X
LDA #>DEV
STA ICBAH,X
LDA #$08
STA ICAX1,X
LDA #$00
STA ICAX2,X
JSR CIOV
RTS
;
CLOSE
LDX #$10
LDA #$0C
STA ICCOM,X
JSR CIOV
RTS

PRINT
LDX #$10
STA ICBAH,X
TYA
```

```
STA ICBAL,X
LDA #$09
STA ICCOM,X
LDA #$FF
STA ICBLL,X
STA ICBLH,X
JSR CIOV
RTS
;
START JSR OPEN
;
LDA #>HELLO
LDY #<HELLO
JSR PRINT
;
LDA #>HELLO1
LDY #<HELLO1
JSR PRINT
;
LDA #>HELLO2
LDY #<HELLO2
JSR PRINT
JSR CLOSE
;
END RTS
;
HELLO BYTE $9B
HELLO1 BYTE "Hello World!",$9B
HELLO2 BYTE "Version 1.0"
STOP BYTE $9B
;
DEV BYTE "E:",$9B
;
ORG $02E0
WORD START
END
```

5435. programs from Compute's Book of Atari Graphics?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-31 04:17:59 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-882659.21175930082001@corp-radius.supernews.com>
Source record: 34359

If anyone has a disk with the type-in programs from Compute's
{First,Second,Third} Book of Atari Graphics -- heck, any of the Compute
books, I would like to hear from you.

Thanks
Kevin Savetz
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- http://www.atarimagazines.com
& Atariarchives.org -- http://www.atariarchives.org
Moderator of news:comp.sys.atari.announce -- Atari computer news

5436. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-31 06:15:24 UTC
From: davehall@escape.ca
Message-ID: <touappd9e5274c@corp.supernews.com>
Source record: 34360

Build a Beowulf Cluster. :-P

--
"The reason we use adults...is that grown-ups are generally better
actors than kids are, and it's legal to get drunk with them after
the show."
--Matt Groening

5437. All Music Players?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-31 07:42:13 UTC
From: twh1@gmx.de
Message-ID: <3b8f3eed.2494848@news.dpn.de>
Source record: 34361

Howdy *.*!

I've found this wonderfull chipmusic site on net: www.chiptune.com,
and our most loved 8-bit atari was present with a small SAP archive.

Now the question: could *we* do a list containing all player avail on
8-bit atari (as native xl/xe binaries, not win32 software!!)?
Trackers, Players, Formats and so on... It would be great to start a
xl/xe-music FAQ - Project..

Please help me!!

bye sayz:
-thomsen@munich

--
Thomas Havemeister Student of Business Computer Science
Technical University of Ilmenau

P.S.: Sturz des Zaren & Take those Atarian care!

5438. Re: Page 6 magazine

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-31 08:07:30 UTC
From: Alan Stratton <alan@nospam.strat1.freeserve.co.uk>
Message-ID: <999245256.16750.0.nnrp-10.d4f07ca8@news.demon.co.uk>
Source record: 34362

I don't remember what the article was called or which issue it was that had the 3D animation article in. All I remember was that the article was a cover feature and it had quite a lot of machine code in it. It had something like three modules, one which was the object creation tool which allowed you to create a wireframe sphere with a defined number of sections, one which rendered frames which allowed you to define the angle of rotation per frame in one or all of three directions, and another which displayed the animation. If you rotated an object at about 4 degrees per frame for 90 frames you could make a really smooth continuous animation. I was impressed anyway. I want to try it on an emulator on my PC.

I got rid of three great systems 14 years ago which included a 256K upgraded 800 (which I bought for £5 before upgrading), a 256K RAMBO upgraded 800XL, a 327K RAMBO upgraded 130XE, a Lazer (Happy) 1050 drive, a US Doubler 1050 drive and tons of Page 6 and other magazines. They were the days.

Alan Stratton

"Ron Hamilton" <ronandjudyh@earthlink.net> wrote in message
news:_Fuj7.7475$Fv3.599242@newsread2.prod.itd.earthlink.net...
> Hey Alan;
>
> I have searched, (unsuccessfully so far..) for such an archive; the *good*
> news is that I have about 75% of their issues. Do you know approximately
> when it was printed or what it was called or other salient features? Could
> mail you a scan maybe.
>
> "Alan Stratton" <alan@nospam.strat1.freeserve.co.uk> wrote in message:
> > Does anyone remember Page 6 magazine? I thought it was brilliant.
> >
> > I want to find a 3d graphics animation program that was published as a
> type
> > in. Does anyone know of an archive site for Page 6?
>
>
>

5439. Re: [ANNOUNCE] Minigame competition update

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-31 09:04:18 UTC
From: Andy Cadley <ac@sys.uea.ac.uk>
Message-ID: <Pine.GSO.4.10.10108311001590.14957-100000@zen.sys.uea.ac.uk>
Source record: 34363
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Thu, 30 Aug 2001, Richard Wilson wrote:

> Andy Cadley wrote:

> > I'll try and do something this weekend. Something so outstanding that
> > C64 owners will be forced to weep and that will undoubtedly change the
> > face of gaming forever. Or re-write Pong. Er, or something.
>
> Hows it going with the game Andy. I managed to submit a 2K version of
> Space Invaders today.

I haven't actually done anything yet, mainly due to several members of
c.s.s plying me with alchohol on Monday (clearly a devious ploy on their
behalf)

I'll do something this weekend. Definately. Well, almost definately....

AndyC

5440. Re: ZAP! Re-release

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-31 10:11:10 UTC
From: MrRetroGamer <MrRetroGamer@++no_spam++Hotmail.com>
Message-ID: <2pJj7.813$kR5.188412@typhoon.nyc.rr.com>
Source record: 34364
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Yes, I've had that on pre-order for months now myself! It should be any day
now!!

Glenn Saunders wrote:

> On Thu, 30 Aug 2001 01:42:34 -0700, "Sydtech"
> >And, although it seems to be reasonably well-researched and is certainly
> >valuable as a treasure trove of information on Atari's home video games
> >division, it's very poorly written; the writing style is reminiscient of a
> >high school sophomore's term paper.
>
> I know I'm really looking forward to Supercade...

5441. Re: Page 6 magazine

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-31 12:51:20 UTC
From: Nigel Turton <npt@dickinsondoncaster.fsworld.co.uk>
Message-ID: <9mo144$da8$1@news5.svr.pol.co.uk>
Source record: 34365

I have all Page 6 if you could give me more details I'll scan it for you

"Alan Stratton" <alan@nospam.strat1.freeserve.co.uk> wrote in message
news:999163723.25547.0.nnrp-08.d4f07ca8@news.demon.co.uk...
> Does anyone remember Page 6 magazine? I thought it was brilliant.
>
> I want to find a 3d graphics animation program that was published as a
type
> in. Does anyone know of an archive site for Page 6?
>
> Alan Stratton
>
>
>

5442. Re: Paypal _How does this work

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-31 14:51:52 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <3B8FA488.A5E7AD4A@sisna.com>
Source record: 34366

Sorry to disillusion you but they do charge the sender and the receiver! Want copies of my invoices from both? I can provide them. It cost the sender to send an amount and cost me on the receiver end to receive. Last payment was for $81.01 my amount received was into my account $78.36, a $2.65 charge. I know the sender paid a similar amount. Not a big deal for guaranteed money.

The only time you have a problem is when E-Bay screws up and gives your credit card number to a company that accepts them. You get a notice you have won the bid, and asked how you want to pay? You notify the company you wish BillPoint or PayPal, and E-Bay has already sent your credit card number to the company, and they have already charged you and shipped. You send your payment by BillPay or Pay Pal, they get double payment. They contact you and ask how you want the refund. I said just refund it to PayPal, well they discounted the refund to reflect the PayPal charges, should have just told them to refund it to the CC. Screwed up cost me to have them refund it and PayPal charged me to put it back into an account.

Your theory of $100 doesn't compute!

bob

5443. Re: Video on 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-31 14:57:27 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <3B8FA5D6.C5F9C78E@sisna.com>
Source record: 34367

Video Eyes, was the forunner of the PC Grabit, It consisted of a small box that plugged into the joystick ports and you could attach a b/w or whatever camera to it and pull images off to your h/d or disk? I do have the Box it came in and the hardware, do not have the software, should be available on the internet somewhere for download? Open to offers on this item.?

bob

5444. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-31 15:01:57 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <3B8FA6E4.B944DDA6@sisna.com>
Source record: 34368
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Contact me off this site, I have a program you may be interested in perusing.

bob

5445. Re: Can someone post a Hello World assembler listing?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-31 15:04:29 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0108310704.27b7a153@posting.google.com>
Source record: 34370

Mike,

Thanks, this will be a biig help. I appreciate you taking the time to respond.

8-)
john

5446. Re: 130XE: Reset Key Not Working

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-31 15:06:16 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <3B8FA7E8.423475FF@sisna.com>
Source record: 34369

There is an upgrade to fix the problem you have, it requires a 3600 ohm resistor from pin 3 on the bottom of the keyboard slot to your selected pin, in fact it takes in the help start selection keys, from memory but don't quote me pin 23, 24 25,possibly 26. find the upgrade text and solder in the resistors and your problem will disappear.

bob

5447. Re: Modem/Network Games for A8?

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-31 15:15:17 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B8FAA05.4EA0F7B3@mail.uni-mainz.de>
Source record: 34371

Well,
whats the difference between GL 1 and GL 2 ??? Is one version only for
two players (modified SIO cable) and the other one for 2-8 players or
whats the big difference ??? Finally, can you send me Modem chess and
modem battleship (if they are PD/Freeware/Shareware) ?? As an ATR, XFD
or DCM image. Would like to test them with my 2-player gamelink
adapter.. -andreas

"Rick D." schrieb:
>
> Chris Martin wrote:
>
> > Does anyone know what games exist for the 8bit that use the modem or
> > some sort of network (like MultiDash) to connect to another player ?
> >
> > I think I remember a Chess Program that allowed you to connect to the
> > other player via the modem, but I am not sure.
> >
> > Thanks,
> > Chris
> >
>
> There is Maze of Agdagon using Gamelink II, others are being written.
>
> I converted Modem battleship to Gamelink I.
>
> I have Modem chess I was going to convert to GL I.
>
> I think there was an adventure game that was modem, but can't remember.
>
> Rick D.

5448. Re: Video on 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-31 15:20:39 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B8FAB47.2CF8F125@mail.uni-mainz.de>
Source record: 34372

Well,
if you remember that videos or films are merely animated pics (25 per second in PAL countries, 30 per second in NTSC countries), than of course all animated pict. shows count as videos. That way put, graphic animations, like the smurf demo, Max Headroom demo, etc. and of course all movie maker animations are some kind of video stuff. Very simple video stuff of course... (mostly described as graphic animations, not videos however). -Andreas.

"Rick D." schrieb:
>
> Phantomm wrote:
>
> > Was there ever a device that allowed any type of video to be grabbed using
> > an Atari 8-bit computer?
> >
>
> The only thing I know of for the A8 was Computer Eyes, and it was single pic
> only.
>
> Problem is, too slow and not enough memory or disk space to make such a thing
> really workable. Today however there are options, but no capture
> hardware/software.
>
> Rick D.

5449. Re: Video on 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-31 15:29:22 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B8FAD52.D0087F5C@mail.uni-mainz.de>
Source record: 34373

Well,
wanna have these disks !!! Er, interested in getting a copy of these...
anything else, I don`t know/have from Ramos ?? My collection contains
Ramos Discape, Ramos AMS sounds, Ramos-pictures, Ramos Xmas card (+
digitized sound), DIG players and probably a few more programs. anything
forgotten ??? -Andreas.

Anthony Ramos schrieb:
>
> in article 3B8744C1.D053DCA2@a8maestro.com, Rick D. at rickd@a8maestro.com
> wrote on 24 08 01 23.25:
>
> >
> >
> > Phantomm wrote:
> >
> >> Was there ever a device that allowed any type of video to be grabbed using
> >> an Atari 8-bit computer?
> >>
> >
> > The only thing I know of for the A8 was Computer Eyes, and it was single pic
> > only.
> >
> > Problem is, too slow and not enough memory or disk space to make such a thing
> > really workable. Today however there are options, but no capture
> > hardware/software.
> >
> > Rick D.
> >
> I made a couple of digitised video clips on the Atari 8-bit. One was the
> "MTV News" rotating cube animation, another was a pair of Tron recognizers.
> Theyp require bank-switched RAM (Atari 130XE) to run.
>
> Making the clips:
>
> I paused a videotape, slow-scanned the image with ComputerEyes at 160x192,
> four grey levels, single-line resolution. I then stepped forward a few
> frames and repeated, collecting between 25 and 32 images.
>
> I wrote custom software to reduce each frame to 128 x 64, double-line
> resolution. This shrunk the file size of each from 8KB to 2KB, enough to put
> 32 frames in extended memory.
>
> Playing the clips:

> I opened a Gr. mode 5 text screen, printed out the full character set twice,
> then used DLIs to point each set to its half of the data for 1/2 of each
> frame. Instant video!
>
> I still have them on a disk image somewhere...if there's enough interest
> I'll dig it up.
>
> -Anthony R.
>
> --
> Anthony Ramos________
> 600 SE 39th Ave., # 3 __ aramos@ele-mental.org .. aramos@hyperreal.org
> Portland, OR 97214 ___ information design .. multimedia production
> (503) 236-6303 ___________interactive art .. image synthesis

5450. Re: Video on 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-31 15:30:16 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B8FAD88.8A22FFC9@mail.uni-mainz.de>
Source record: 34374

Well,
wanna have these disks !!! Er, interested in getting a copy of these...
anything else, I don`t know/have from Ramos ?? My collection contains
Ramos Discape, Ramos AMS sounds, Ramos-pictures, Ramos Xmas card (+
digitized sound), DIG players and probably a few more programs. anything
forgotten ??? -Andreas.

Anthony Ramos schrieb:
>
> in article 3B8744C1.D053DCA2@a8maestro.com, Rick D. at rickd@a8maestro.com
> wrote on 24 08 01 23.25:
>
> >
> >
> > Phantomm wrote:
> >
> >> Was there ever a device that allowed any type of video to be grabbed using
> >> an Atari 8-bit computer?
> >>
> >
> > The only thing I know of for the A8 was Computer Eyes, and it was single pic
> > only.
> >
> > Problem is, too slow and not enough memory or disk space to make such a thing
> > really workable. Today however there are options, but no capture
> > hardware/software.
> >
> > Rick D.
> >
> I made a couple of digitised video clips on the Atari 8-bit. One was the
> "MTV News" rotating cube animation, another was a pair of Tron recognizers.
> Theyp require bank-switched RAM (Atari 130XE) to run.
>
> Making the clips:
>
> I paused a videotape, slow-scanned the image with ComputerEyes at 160x192,
> four grey levels, single-line resolution. I then stepped forward a few
> frames and repeated, collecting between 25 and 32 images.
>
> I wrote custom software to reduce each frame to 128 x 64, double-line
> resolution. This shrunk the file size of each from 8KB to 2KB, enough to put
> 32 frames in extended memory.
>
> Playing the clips:

>
> I opened a Gr. mode 5 text screen, printed out the full character set twice,
> then used DLIs to point each set to its half of the data for 1/2 of each
> frame. Instant video!
>
> I still have them on a disk image somewhere...if there's enough interest
> I'll dig it up.
>
> -Anthony R.
>
> --
> Anthony Ramos________
> 600 SE 39th Ave., # 3 __ aramos@ele-mental.org .. aramos@hyperreal.org
> Portland, OR 97214 ___ information design .. multimedia production
> (503) 236-6303 ___________interactive art .. image synthesis

5451. Re: Video on 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-31 15:30:33 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B8FAD99.EF2DB4A8@mail.uni-mainz.de>
Source record: 34375

Well,
wanna have these disks !!! Er, interested in getting a copy of these...
anything else, I don`t know/have from Ramos ?? My collection contains
Ramos Discape, Ramos AMS sounds, Ramos-pictures, Ramos Xmas card (+
digitized sound), DIG players and probably a few more programs. anything
forgotten ??? -Andreas.

Anthony Ramos schrieb:
>
> in article 3B8744C1.D053DCA2@a8maestro.com, Rick D. at rickd@a8maestro.com
> wrote on 24 08 01 23.25:
>
> >
> >
> > Phantomm wrote:
> >
> >> Was there ever a device that allowed any type of video to be grabbed using
> >> an Atari 8-bit computer?
> >>
> >
> > The only thing I know of for the A8 was Computer Eyes, and it was single pic
> > only.
> >
> > Problem is, too slow and not enough memory or disk space to make such a thing
> > really workable. Today however there are options, but no capture
> > hardware/software.
> >
> > Rick D.
> >
> I made a couple of digitised video clips on the Atari 8-bit. One was the
> "MTV News" rotating cube animation, another was a pair of Tron recognizers.
> Theyp require bank-switched RAM (Atari 130XE) to run.
>
> Making the clips:
>
> I paused a videotape, slow-scanned the image with ComputerEyes at 160x192,
> four grey levels, single-line resolution. I then stepped forward a few
> frames and repeated, collecting between 25 and 32 images.
>
> I wrote custom software to reduce each frame to 128 x 64, double-line
> resolution. This shrunk the file size of each from 8KB to 2KB, enough to put
> 32 frames in extended memory.
>
> Playing the clips:

> I opened a Gr. mode 5 text screen, printed out the full character set twice,
> then used DLIs to point each set to its half of the data for 1/2 of each
> frame. Instant video!
>
> I still have them on a disk image somewhere...if there's enough interest
> I'll dig it up.
>
> -Anthony R.
>
> --
> Anthony Ramos________
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> Portland, OR 97214 ___ information design .. multimedia production
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5452. Re: Questions & Interesting Atari Facts

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-31 15:38:31 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B8FAF77.5AF76E8@mail.uni-mainz.de>
Source record: 34376

So,
I would be interested in getting the ROM version, as soon as it gets
avaiable. maybe you wanna make a list of Atarians, who are willing to
buy one...
-Andreas.

Mark Keates schrieb:
>
> Steven Tucker wrote:
>
> > I believe Video 61 still makes new Atari carts, conversions of
> > old disk games and such. You could probably liquidate a stock of
> > good casings pretty quick if the price was right for hobbyists.
>
> > Steve
>
> True, I was thinking about that recently.
> Although work on Elite has stopped whilst I
> complete a paying project during the evenings,
> I am looking to have both a disk version and
> 64K ROM version (maybe cassette too?).
> I have the facilities to make the boards but
> would need some casings, preferably XE Super cart.
> Based on board and component costs the $19.99
> U.S. price tag for a cart seems about right.
> Do Video 61 have a mold or do they recycle
> casings from other games? How much would a
> bulk job cost, say per 100?
>
> The disk would be freely available as an ATR but
> not the ROMs which would be limited edition ;-)
>
> Regards,
>
> Mark

5453. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-31 15:40:24 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B8FAFE8.8ADD704D@mail.uni-mainz.de>
Source record: 34377
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Yep,
help me (help us), if you can !! Greetings, Andreas.

Ron Hamilton schrieb:
>
> You might consider the MyDos utilities that Andreas requested a couple of
> weeks back; it's definitely big and challenging.
>
> "Jheitmuller" <john@jrcc.net> wrote in message:
> > Hi,
> >
> > I am looking for ideas for a challenging Atari 8-bit assembler
> > programming project. I would like to write something that would be
> > useful to a lot of 8-bit users. Is there something out there that
> > would genuinely be useful, but has been just too tough a nut to crack
> > for anyone to take the effort?
> > I have about a year of x86 assembler experience and 14+ years
> > of C/C++ experience on the PC platform. I can handle difficult
> > complex programming projects.
> > I am new to Atari 8-bit computers. As a hobby I have recently
> > started piecing together the Atari system I always wanted has a
> > teenager. I have been having a lot of fun with games, but now I want
> > to start exploring the Atari at a programming level.

5454. Re: [Question] 8 bit dilemma...

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-31 15:46:41 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B8FB161.EB6B573F@mail.uni-mainz.de>
Source record: 34378

Well,
use Ataridsk from hiassoft to copy files from PC to Atari or from Atari
to PC. However, Ataridsk will format a disk and copy some files, but it
will not write a DOS, thats why you merely see the strange boot screen.
Just boot up any DD DOS 2 type and then do a disk directory of the
Ataridsk disk. With your DD DOs you can now access all the files on the
Ataridsk disk (and make them bootable if you wish, i.e. write DOs or a
Gamedos onto that disk). Note: ataridsk uses sector skewing, some DOs
versions might not like that (or load/boot very slow). Besides, if you
use a HD 5,25" PC drive for formatting, you might get problems reading
the Ataridsk disk... -Andreas

Greg Goodwin schrieb:
>
> FamilyNet Newsgate
>
> Received this message from a friend of mine in Tuscon and wanted to see if
> anyone here would have an idea. If you do, post it here to the newsgroup and
> to Tony Cianfaglione. Thanks in advance!
>
> Greg / Doctor Clu
>
> @>-->------------------
>
> > To: Greg.Goodwin@fmlynet.org (Greg Goodwin)
> > From: dacklam@gci-net.com (David M. Acklam)
> > Hi Greg,
> > Here's a question that I couldn't answer but thought you may be able to help.
> > Regards,
> > David
>
> > P.S. I'll try to make this Thursdays chat session.
>
> > The following is from: atari@chebucto.ns.ca (Tony Cianfaglione)
> > Hi 8 bitters on the list,
>
> > How does someone transfer XL/XE software to the PC using MyUtils and
> > Ataridsk? I tried both with absolutely no success whatsoever.
> > With MyUtil, I typed UTIL and it gives me an option list. I tried
> > every possible combination of options and it just keeps giving me
> > the options list and doing nothing else.
>
> > With Hiassoft's Ataridsk, I succeed in formatting a 180k disk and
> > copying all the files over onto the disk. Booting the resultant disk in

> > my XE gives the Ataridsk 1.15 title screen and an instruction to press
> > SELECT to boot. Pressing select just brings up the tile repeatedly and no
> > further booting. Email to the author has resulted in no reply.
>
> > Is anyone familar with this software and can tell me what I'm doing
> > wrong? I'm running a 130XE, 2 - XF551's and MyDOS 4.53. I'm attempting
> > to transfer Ice-T 2.72 over from the PC I used to download the shareware
> > zipfile and am trying to bring it over to the XE using the FAQ's advised
> > method of writing to 180k disks.
>
> > No luck yet.
>
> > Suggestions?
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

5455. Re: ZAP! Re-release

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-31 15:50:06 UTC
From: llpwhite@cs.com
Message-ID: <20010831115006.00882.00004787@mb-fx.news.cs.com>
Source record: 34379

>I know I'm really looking forward to Supercade...<
What is Supercade?

I still hope that someone writes a book about the "computer era" at Atari.
There are bits and pieces, but nothing that tells the story.

Larry

5456. Re: Video on 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-31 15:52:41 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B8FB2C9.E65E4319@mail.uni-mainz.de>
Source record: 34380

Ok,
then do it - use Gr. 9 or better Gr. 9 interlaced (HIP !!) and try to
load/view (or convert) some videos, like AVI, MOV, MPEG-1, MPEG-2,
MPEG-3, MPEG-4, FLI, AIV (or AIF?), Cinepak, etc. etc. If you have any
success, come back and tell us... -Andreas.

Atari 8 Man schrieb:
>
> Hi
>
> Most Atari users users these days have Hard Drives and BIG ramdisk, Its
> possible to do a lot more these days.
>
> Atari8man
>

> "Anthony Ramos" <aramos@ele-mental.org> wrote in message
> news:B7AF2C7E.FB64%aramos@ele-mental.org...
> > in article 3B8744C1.D053DCA2@a8maestro.com, Rick D. at rickd@a8maestro.com
> > wrote on 24 08 01 23.25:
> >
> > >
> > >
> > > Phantomm wrote:
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> > >> Was there ever a device that allowed any type of video to be grabbed
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> > >> an Atari 8-bit computer?
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> > > Problem is, too slow and not enough memory or disk space to make such a
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> > > really workable. Today however there are options, but no capture
> > > hardware/software.
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> > > Rick D.
> > >
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> recognizers.
> > Theyp require bank-switched RAM (Atari 130XE) to run.

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> > 32 frames in extended memory.
> >
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> >
> > I still have them on a disk image somewhere...if there's enough interest
> > I'll dig it up.
> >
> > -Anthony R.
> >
> > --
> > Anthony Ramos________
> > 600 SE 39th Ave., # 3 __ aramos@ele-mental.org .. aramos@hyperreal.org
> > Portland, OR 97214 ___ information design .. multimedia production
> > (503) 236-6303 ____________interactive art .. image synthesis
> >
> >
> >

5457. Re: Page 6 magazine

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-31 15:58:59 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B8FB443.47D31A46@mail.uni-mainz.de>
Source record: 34381

Well,
I do not have many Page 6 /NAU mags. But it looks like I have the last
issues in A5 size (I subscribed and paid for the last six issues in -er,
1998, 1999, 2000 ??? Unfortunately, they were never released!), thus the
last issue I have is number 85 or 86 (have to take a look at home).
-Andreas.

Mark Watson schrieb:
>
> > > Does anyone remember Page 6 magazine? I thought it was brilliant.
> > >
> > > I want to find a 3d graphics animation program that was published as a
> > > type in. Does anyone know of an archive site for Page 6?
>
> > I have searched, (unsuccessfully so far..) for such an archive; the *good*
> > news is that I have about 75% of their issues. Do you know approximately
> > when it was printed or what it was called or other salient features? Could
> > mail you a scan maybe.
>
> Sorry, don't remember the animation program. I could look it up, except my
> copies are several hundred miles away ATM!
>
> I have Page 6 from Issue 9 on, just missed the last few after the A5
> change:-(Does anyone have the early ones? Also does anyone know what the
> last issue no was?
>
> In any case I agree that it is a truly great magazine. An archive would be
> great, but guess Les Ellingham would have to be contacted about that. Does
> anyone know what he is up to since the demise of Page 6?
>
> -----
> (s/X/Y/g -> replace all X with Y in e-mail addr)
> s/@//g; s/D/./g; s/A/@/g;

5458. Re: ZAP! Re-release

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-31 16:36:23 UTC
From: jns-bond@home.comHORMEL
Message-ID: <9moegn$ea8$1@tron.alex1.va.home.com>
Source record: 34382
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

In article <419uot8409oldhvsj64l92m7ukkuhat5vq@4ax.com>,
Glenn Saunders <cybpunks@hotmail.com> wrote:

>I know I'm really looking forward to Supercade...

What's that?

It makes me think of Starcade, the early 80s arcade game show on cable
that was soooooooo cool. Heck, I just Googled it and check it out, and
entire "official" site from the producers of the show!

http://www.jmpc.com/Starcade/starframe.htm

The contestant (then & now) bios are a kick, the whole site is...

--
~~~~~~
Red Hat Linux 6.2 + Cable + OpenSSH + Pine + TRN4 = Global 24x7 Shell
~~~~~~

5459. Re: [ANNOUNCE] Minigame competition update

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-31 16:49:04 UTC
From: MagerValp <cl3polof@cling.gu.se>
Message-ID: <p1466b4yy2n.fsf@panini.cling.gu.se>
Source record: 34383
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
>>>>> "RW" == Richard Wilson <bitwise_sys@hotmail.com> writes:

RW> Hows it going with the game Andy. I managed to submit a 2K version
RW> of Space Invaders today.

Heeheehe B)

--
___ . . . . . + . . o
_|___|_ + . + . + . . Per Olofsson, konstnï¿½r
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/
```

5460. Re: ZAP! Re-release

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-31 17:13:53 UTC
From: Mark Androvich <markandrovich@home.com>
Message-ID: <lBPj7.34978$sa.17991152@news1.rdc1.sfba.home.com>
Source record: 34384
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

It stops in the fall of 1983, and the book was published in 1984.

"Ron Hamilton" <ronandjudyh@earthlink.net> wrote in message
news:xiAj7.8182$Fv3.652682@newsread2.prod.itd.earthlink.net...
> I think it is the same; that was my big disappointment with it.. it stops
> around 1980.
>
> "Ken Arromdee" <arromdee@rahul.net> wrote in message:
> > Does this have the same contents as the book from 1981 or has it been
> updated?
>
>
>

5461. S: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-31 17:46:17 UTC
From: FerFemNemBem <Jannn@T-Online.de>
Message-ID: <9moiha$jh2$01$1@news.t-online.com>
Source record: 34385

Hi,

where can i buy such a cable in germany?

Thanks, Jan.

5462. Re: ZAP! Re-release

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-31 18:33:26 UTC
From: MrRetroGamer <MrRetroGamer@++no_spam++Hotmail.com>
Message-ID: <WLQj7.1100$kR5.254940@typhoon.nyc.rr.com>
Source record: 34386
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.arcade.collecting,comp.sys.atari.8bit

Supercade is "a visual history of the videogame age 1971-1984" coffee
table book soon to be published.

Sean Connery wrote:

> In article <419uot8409oldhvsj64l92m7ukkuhat5vq@4ax.com>,
> Glenn Saunders <cybpunks@hotmail.com> wrote:
>
> >I know I'm really looking forward to Supercade...
>
> What's that?
>
> It makes me think of Starcade, the early 80s arcade game show on cable
> that was soooooooo cool. Heck, I just Googled it and check it out, and
> entire "official" site from the producers of the show!
>
> http://www.jmpc.com/Starcade/starframe.htm
>
> The contestant (then & now) bios are a kick, the whole site is...
>
> --
> ~~~~~~
> Red Hat Linux 6.2 + Cable + OpenSSH + Pine + TRN4 = Global 24x7 Shell

5463. Re: S: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-08-31 22:34:33 UTC
From: ebaiz@skyenet.net
Message-ID: <ZhUj7.40$jo2.35180@newsfeed.slurp.net>
Source record: 34387

On 31 Aug 2001 19:46:17 , "FerFemNemBem" wrote:
>Hi,
>
>where can i buy such a cable in germany?
>
>Thanks, Jan.

Try this site:

http://home.t-online.de/home/tgrasel/restarte.htm

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

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Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5464. Re: Video on 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-01 01:29:06 UTC
From: Anthony Ramos <aramos@ele-mental.org>
Message-ID: <B7B587F2.10103%aramos@ele-mental.org>
Source record: 34388

in article 3B8FAD52.D0087F5C@mail.uni-mainz.de, Andreas Magenheimer at magea000@mail.uni-mainz.de wrote on 31 08 01 8.29:

> Well,
> wanna have these disks !!! Er, interested in getting a copy of these...
> anything else, I don`t know/have from Ramos ?? My collection contains
> Ramos Discape, Ramos AMS sounds, Ramos-pictures, Ramos Xmas card (+
> digitized sound), DIG players and probably a few more programs. anything
> forgotten ??? -Andreas.
>

Ah, the Bellcom disks! Good thing I sent them that stuff, or it might not all be around anymore.

There are a few more things I did...someday, when I make an Atari website, they will all be there for downloading.

Soon,
Anthony R.

--
Anthony Ramos_____
600 SE 39th Ave., # 3 __ aramos@ele-mental.org .. aramos@hyperreal.org
Portland, OR 97214 ___ information design .. multimedia production
(503) 236-6303 ___________interactive art .. image synthesis

5465. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-01 02:58:53 UTC
From: gozarcollins.hotmail@NoSpam.com
Message-ID: <t7Ek7A+8AkqZ092yn@NoSpam.com>
Source record: 34250

In article <touappd9e5274c@corp.supernews.com>,
davehall@escape.ca (Dave Hall) wrote:
>Build a Beowulf Cluster. :-P

Me and a friend had that same idea several years ago. I was thinking that you could hook the cartridge ports of several 8-bits together, and setup some sort of shared 16K RAM space. You would then have to write software for each machine that could take a job and split it up, with the results and any info that needs to be shared in the 16K of shared Ram.

--
Ryan 'Gozar' Collins

5466. Re: Paypal _How does this work

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-01 03:04:57 UTC
From: gozarcollins.hotmail@NoSpam.com
Message-ID: <ZBFk7A+8AoJb092yn@NoSpam.com>
Source record: 34251

In article <3B8FA488.A5E7AD4A@sisna.com>, Bob Klaas <bobkla19@sisna.com> wrote:
>Sorry to disillusion you but they do charge the sender and the
>receiver! Want copies of my invoices from both? I can provide them.
>It cost the sender to send an amount and cost me on the receiver end to
>receive. Last payment was for $81.01 my amount received was into my
>account $78.36, a $2.65 charge. I know the sender paid a similar
>amount. Not a big deal for guaranteed money.

I've bought several items paying with PayPal, and haven't had to pay fees. In fact
their fees page at:
http://www.paypal.com/cgi-bin/webscr?cmd=p/gen/fees-outside

States that:

-Fees for U.S. Accounts
-
-PayPal only charges Premier and Business accounts to receive payments. Fees are
-the same for receiving international payments.
-
-It is always FREE to:
-
-Open an account
-Send money
-Add funds
-Withdraw money to a bank account

>Your theory of $100 doesn't compute!

A personal account is allowed to receive up to $100 per month without any fees.

--
Ryan 'Gozar' Collins

5467. announcing speedo the disk drive rpm checker

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-01 03:09:14 UTC
From: Video61@webtv.net
Message-ID: <21260-3B90515A-2@storefull-177.iap.bryant.webtv.net>
Source record: 34389

video 61 is pleased to announce the newest utility cartridge for the
atari personal home computer, SPEEDO the disk drive rpm checker.
this is a handy utility tool for diagnosing disk drive speed problems.
thanks to the crew at video 61 for this 100% machine language program,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

5468. announcing matt trimby's crystal raiders now on cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-01 03:15:07 UTC
From: Video61@webtv.net
Message-ID: <21258-3B9052BB-7@storefull-177.iap.bryant.webtv.net>
Source record: 34392

matt trimby's crystal raiders is now available on cartridge for your
atari personal home computer.
this amazing one, or two player cooperative adventure style arcade game
will run on all atari personal home computers with as little as 16k.
thanks to matt trimby of mastertronics fame for permission, and the
gang at video 61 for the conversion,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

5469. announcing space shot pinball now on cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-01 03:18:06 UTC
From: Video61@webtv.net
Message-ID: <21257-3B90536E-31@storefull-177.iap.bryant.webtv.net>
Source record: 34391

one of the better pinball construction games spaceshot is now available
on cartridge, 1-4 player pinball fun on any 48k or more atari personal
home computers.
thanks to the gang at video 61 for the conversion,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

5470. announcing cosmos pinball game now on cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-01 03:20:01 UTC
From: Video61@webtv.net
Message-ID: <21258-3B9053E1-8@storefull-177.iap.bryant.webtv.net>
Source record: 34390

one of the better pinball construction games cosmos is now on cart.
this 1-4 player pinball game will run on any 48k or better atari
personal home computer.
thanks to the gang at video 61 for the conversion,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

5471. Disk Tool Versions

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-01 04:03:22 UTC
From: llpwhite@cs.com
Message-ID: <20010901000322.09059.00002890@mb-ct.news.cs.com>
Source record: 34393

Over the years, I have seen several versions of Disk Tool (from Analog 8 and 9 originally). Those I have seen:

The original and slight mods in the Analog Compendium
Double Density Disk Tool
Disk Tool IV
DISKTOOL.EXE (compiled)
The DISK MEND Versions

Any others that anyone has seen?

5472. Atari 1020 plotter

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-01 11:51:30 UTC
From: cj08758@yahoo.com
Message-ID: <3b90eae0.341194@news.csionline.net>
Source record: 34394

NEED PARTS!

I have two Atari 1020 plotters - found while cleaning the shead.
condition unknoiwn
no power supplies
one missing cover
1 cassett "joystick sketchpad"
3 pen sets in original package
no cables
I think I can ship these for post paid $7 cont US only

email CJ08758@yahoo.com

5473. Re: Page 6 magazine

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-01 14:06:43 UTC
From: Paul Rixon <mail@SPAMNOTprixon.co.uk>
Message-ID: <LW5k7.27097$Nb2.4393421@news2-win.server.ntlworld.com>
Source record: 34395

I remember Page 6 magazine pretty well, in fact I wrote the 8-bit games reviews from issue 29 onwards (and even got paid for them!)

I have a complete set of the mag from issue 1 to 85 and have thought about getting them on the internet, if there's enough interest then I might seriously follow this up.

For the record, the history is:

Issue 1: Dec 1982 - first issue, available by subscription only
Issue 29: Sep/Oct 1987 - first issue available via newsstand distribution
Issue 36: Feb/Mar 1989 - Page 6 buys the "Atari User" title from Database Publications. Magazine is renamed "Page 6 Atari User"
Issue 38: Jun/Jul 1989 - Magazine is renamed "New Atari User"
Issue 69: Dec 1994 - Magazine changes to A5 'booklet' format
Issue 85: Autumn 1998 - Final issue

As to the article you mentioned, I think you may be referring to the "Solid Modelling" program by Philip Robinson, which is on pages 12 to 16 of issue 26. Unfortunately my scanner isn't working right now, so maybe someone can help out?

Cheers
Paul Rixon

"Alan Stratton" <alan@nospam.strat1.freeserve.co.uk> wrote in message news:999163723.25547.0.nnrp-08.d4f07ca8@news.demon.co.uk...
> Does anyone remember Page 6 magazine? I thought it was brilliant.
>
> I want to find a 3d graphics animation program that was published as a type
> in. Does anyone know of an archive site for Page 6?
>
> Alan Stratton
>

5474. Re: Page 6 magazine

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-01 18:03:11 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <zp9k7.3558$l8.283974@newsread1.prod.itd.earthlink.net>
Source record: 34396

Hey, Paul;

Congrats on being part of a great resource! I considered "Solid Modelling" from #26, but decided he was probably referring to "3D Animation" from #30. It could be either; they both have a fair amount of machine code in data statements.

And, I want to go on record as personally having sufficient interest.
--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Paul Rixon" <mail@SPAMNOTprixon.co.uk> wrote in message:
> I remember Page 6 magazine pretty well, in fact I wrote the 8-bit games
> reviews from issue 29 onwards (and even got paid for them!)
>
> I have a complete set of the mag from issue 1 to 85 and have thought about
> getting them on the internet, if there's enough interest then I might
> seriously follow this up.
>
> For the record, the history is:
>
> Issue 1: Dec 1982 - first issue, available by subscription only
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> Publications. Magazine is renamed "Page 6 Atari User"
> Issue 38: Jun/Jul 1989 - Magazine is renamed "New Atari User"
> Issue 69: Dec 1994 - Magazine changes to A5 'booklet' format
> Issue 85: Autumn 1998 - Final issue
>
> As to the article you mentioned, I think you may be referring to the
"Solid
> Modelling" program by Philip Robinson, which is on pages 12 to 16 of issue
> 26. Unfortunately my scanner isn't working right now, so maybe someone can
> help out?

5475. Re: Disk Tool Versions

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-01 18:47:10 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <O2ak7.3655$l8.290435@newsread1.prod.itd.earthlink.net>
Source record: 34247

Hi Larry;

I never saw the first 3 you mention; did they redo the VTOC stuff in the ML code for DD file recovery?

DiskMend was not *really* a version since it was completely rewritten with minimal ML code to have a similar look and capabilities. It does not correct the VTOC in file recovery, just the directory entry!

My personal DiskTool started with the CIO mods from Analog #13 (cut 8 minutes of POKE to 11 seconds of binary load) and then access to 1040 sectors; someone from PSAN sent me his VTOC fix for DOS 2.5 enhanced file recovery, but it never worked (I suspect a lost bit in the mail).

I had also added a speedy ML printer screen dump, a patch to display all characters except the $9B, a G colon device screen dump, a hex number conversion, a disassembler, an option to write sectors to a new position, a sector block relocation routine and minor tweaks here & there.

My proudest moment was early on making it run from the Ready prompt without re-booting for the Autorun.sys; I had only an executable of the Basic ROM (they were $45) and no cart so initially I had just appended files.
--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"LLpwhite" <llpwhite@cs.com> wrote in message:
> Over the years, I have seen several versions of Disk Tool (from Analog 8 and 9
> originally). Those I have seen:
>
> The original and slight mods in the Analog Compendium
> Double Density Disk Tool
> Disk Tool IV
> DISKTOOL.EXE (compiled)
> The DISK MEND Versions

> Any others that anyone has seen?

5476. Joe Decuir's CGEXPO presentation slides online

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-01 19:31:42 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-08880A.12314201092001@corp-radius.supernews.com>
Source record: 34248

The PowerPoint presentations that Joe Decuir used to accompany his talks at the Classic Gaming Expo are available at atariarchives.org. You can view the slides online or download the PowerPoint files for offline viewing.

The presentations available are:

1999: 3 Generations of Game Machine Architecture
2000: Atari 2600: Stella Console Hardware & Combat Sample Game Software
2001: Atari 2600 Program Development

It's all at: http://www.atariarchives.org/dev/
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- http://www.atarimagazines.com
& Atariarchives.org -- http://www.atariarchives.org
Moderator of news:comp.sys.atari.announce -- Atari computer news

5477. Re: Can someone post a Hello World assembler listing?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-02 02:39:30 UTC
From: itzjustmike@aol.comomomom
Message-ID: <20010901223930.01580.00003421@mb-cf.aol.com>
Source record: 34249

>Thanks, this will be a biig help

Actually the first bit of code I'd noodled out was sort of a goof. Rather than open IOCB's or use Illegal calls, I just used a display list to dump the text on the screen ... what the heck, it's not clean code .. but it should be worth a laugh ...

```
ORG $3000
;
START
;-----------------------------
;SAVE EXISTING DISPLAY LIST
;ADDRESS
;-----------------------------
LDA $230
STA $80
LDA $231
STA $81
;-----------------------------
;INSTALL NEW DISPLAY LIST
;AS A GOOF LETS USE THE
;SETVBV VECTOR TO INSTALL
;-----------------------------
LDA #$0D
LDY #<TDLIST
LDX #>TDLIST
JSR $E45C
;-----------------------------
;START LOOP SO WE'RE ABLE TO
;SEE THE SCREEN - CHECK TO SEE
;IF CONSOLE KEY WAS PRESSED
;-----------------------------
LOOP LDA $D01F
CMP #$07
BEQ LOOP
;-----------------------------
;RESTORE ORIGINAL DISPALAYLIST
;ADDRESS AND EXIT
;-----------------------------
OUT LDA $80
STA $230
LDA $81
STA $231
RTS
;-------------------------------
```

```
;TEXT TO PUT ON SCREEN
;--------------------------------
HELLO1 SBYTE "Hello World "
HELLO2 SBYTE "Version 1.2 "
EXIT SBYTE "Press OPTION to Exit"
;--------------------------------
;NOT A COMPLETE DISPLAY LIST
;JUST ENOUGH TO PLAY AROUND
;WITH
;--------------------------------
TDLIST BYTE $70 $70 $70
BYTE $47
WORD HELLO1
BYTE $70
BYTE $47
WORD HELLO2
BYTE $70 $70
BYTE $47
WORD EXIT
BYTE $70
BYTE $41
WORD TDLIST
;
ORG $02E0
WORD START
END
```

5478. Terminal connection problem...

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-02 03:43:56 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1010902003835.2333A-100000@halifax.chebucto.ns.ca>
Source record: 34252

I'm attempting to connect via Ice-T terminal program (vt100) to my local freenet. Upon connection, I get the usual 'M\V42bis' line at the top along with 'CONNECT 14,400bps' but then nothing.

The freenet is sending out its usual login screen but I'm not receiving it. Turning echo on doesn't help. I'm so close yet so far.

I'm running Ice-T on a 130XE, 2 - XF551 drives and a US Robotics 14,400bps external modem. I had a successful connection with XE Term but the freenet requires 80 columns and XE Term only had 40 and no vt100 but the data came through from the freenet even though it was somewhat scrambled.

What am I doing wrong with Ice-T?

Thanks...

5479. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-02 03:56:45 UTC
From: Greg Menke <gregm-news@mindspring.com>
Message-ID: <m33d66tfcy.fsf@europa.pienet>
Source record: 34253

gozarcollins.hotmail@NoSpam.com (Ryan Collins) writes:

> In article <touappd9e5274c@corp.supernews.com>,
> davehall@escape.ca (Dave Hall) wrote:
> >Build a Beowulf Cluster. :-P
>
> Me and a friend had that same idea several years ago. I was thinking that
> you could hook the cartridge ports of several 8-bits together, and setup
> some sort of shared 16K RAM space. You would then have to write software
> for each machine that could take a job and split it up, with the results
> and any info that needs to be shared in the 16K of shared Ram.

This would require careful work on address/data bus issues, long cable runs (in the several foot range) can be problematic from a induced noise standpoint. Even a run of a foot or two can allow significant EMI to be coupled in. Depending on local conditions, this could make a system unstable or unusable. Managing contention is a bit troublesome as well, quite possible degenerating into essentially a token ring system. This begins to obviate the performance gains that shared memory can offer. Not that the apporoach is automatically bad or undesirable, only that it can get complicated.

It might be easier to hook up octal uarts to form an interconnect where each machine talks to its "nearest" 8 neighbors, then implement a message passing alogorithm. Alternatively, the 8390 and variants make good small system ethernet controllers, though the software might be a little heavier.

Gregm

5480. Re: Terminal connection problem...

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-02 19:20:49 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b92bc5c$0$1520$4c5ecdc7@news.erinet.com>
Source record: 34255

(Using Ice-T with 14.4 modem).
Your modem is connected too fast for the Atari.
14.4 with compression yields speeds of 3 or 4 times 14.4.
Turn off compression and I'd suggest setting your modem speed to
9600.
Actually I use 4800, but some places don't allow that slow.
I use the following modem commands: Hope you can talk to your
modem.
at&q0 makes modem speed have to be same as computer speed
at%m0 turns off data compression
at&k0 turn off flow control
ats37=9 set 9600 baud or s37=8 for 4800
atn0 requires modem to use the s37 value

if you can't get an 'OK' with a 'at return' then you aren't talking to your
modem.
set translation to ASCII if for all of this, half duplex while you're
messing
with modem commands so you can see what you're typing, full duplex
once connected.

I think that's it.

Russg

5481. Help ! Lynx problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-02 22:43:49 UTC
From: Newsgroup <honeydripper_@hotmail.com>
Message-ID: <Xwyk7.2282$ii3.33407@news1-hme0>
Source record: 34254

Hi

I know this is not absolutely the right group, but I need some help.

I just got an Atari Lynx from a yard sale. It didn't seem to work, the power on button was a bit loose, so I took it to bits. One of the ribbon cables was slightly torn, so I repaired it using conductive paint.

At any rate, when I power up, the machine flashes briefly then switched itself off. However, I have to press the 'off' button before I can get the machine to do this again. I don't have any games to test it with, so I'm not even sure if this is actually what is supposed to happen. I think the machine should stay on, but I don't know.

Anyone got any ideas about how to repair this much underrated machine ??

Allan

5482. Get the truth about Emulators Inc. SoftMac

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-03 01:22:10 UTC
From: softmacxp@yahoo.com
Message-ID: <90322cf0.0109021722.4188113c@posting.google.com>
Source record: 34256

You have have heard of a product called SoftMac 2000 or Gemulator from Emulators, Inc. This program is a scam. Get the facts before you buy:

http://www.geocities.com/softmacxp/

5483. Atari Manuals for sale

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-03 01:49:44 UTC
From: cj08758@yahoo.com
Message-ID: <3b930172.908679@news.csionline.net>
Source record: 34257

Have the following Atari manuals and manual copies for sale:

400-800 HOME COMPUTER FIELD SERVICE MANUAL
ATARI PART # FD100001
VCS POP FIELD SERVICE MANUAL
ATARI PART # FD100030 (SCHMATICS MISSING)
BOTH FOR $12.00 POST PAID CONT. US ONLY

DOS XL (ZEROX COPY) MANUAL
ATARI 400/800 DISK OPERATING SYSTEM II MANUAL
ATARI PART # C016347 REV 1
SMART DOS MANUAL (ZEROX COPY)
MY DOS 3.0 USER GUIDE (ZEROX COPY)
ATARI WRITER PLUS MANUAL (ZEROX COPY)
ATARI DOS 2.5 MANUAL (PARTIAL ZEROX COPY)
ALL FOR $5.00 POST PAID CONT. US ONLY
(THIS SHOULD JUST ABOUT COVER POSTAGE)

STUDENT PILOT REFERENCE GUIDE
ATARI PART # C017811 REV 1
PICTURE THIS! PILOT TURTLE GEOMETRY
DAVID D. THORNBURG (ZEROX COPY)
BOTH FOR $5.00 POST PAID CONT. US ONLY
(THIS SHOULD JUST ABOUT COVER POSTAGE)

ATARI 850 INTERFACE MODULE OPERATOR MANUAL
ARATI PART # C015953 REV 1
ATARI MICROSOFT BASIC MANUAL
ATARI PART # CO16083-26 REV A
ATARI 400/800 BASIC REFERENCE MANUAL
ATARI PART #CO15307 REV 1
ALL FOR $12.00 POST PAID CONT. US ONLY

ATARI 850 INTERFACE MODULE OPERATOR MANUAL
ARATI PART # C015953 REV 1
ATARI 130 XE OWNERS MANUAL
ATARI PART #CO25951-001 REV A
ATARI 850 INTERFACE - NO POWER SUPPLY OR CABLES
(NOTE SINCE I FOUND THIS TUCKED AWAY OVER ONE OF THE
WORKBENCHES IN THE GARAGE IT PROBABLY IS NOT
WORKING AND SHOULD BE CONSIDERD PARTS ONLY)
ALL FOR $12.00 POST PAID CONT. US ONLY

ATARI EXPLORER JAN/FEB ISSUE 1990

I MUST HAVE SAVED THIS BECAUSE OF THE 8 BIT HACKING
YOUR ATARI ARTICLE
$3.00 POST PAID CONT. US ONLY

NOTE: NONE OF THE ABOVE CONTAIN ANY CARTS., DISKS,
OR TAPES AND ARE SOLD "AS IS". ANY THING THAT HAS
NOT BEEN SOLD WITHIN THREE WEEKS OF POSTING "WILL BE DISPOSED OF",
I NEED THE SPACE.

I CAN ONLY ACCEPT CHECK OR MONEY ORDERS.

CJ

EMAIL CJ08758@YAHOO.COM

5484. Slow TRAKing

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-03 02:34:16 UTC
From: llpwhite@cs.com
Message-ID: <20010902223416.09113.00006738@mb-mp.news.cs.com>
Source record: 34258

Here's one for all the TRAK owners out there (both of you!) :-)
I made one good TRAK AT-D2 out of two not-so-good ones, but after transplanting IC's, displays, mechs, etc., the drive still encountered far too many random read errors. TRAKs use regular IBM-type mechs, and mine both had Teac 55-A single-sided mechs. To make a long story short, I found the drive speed to be 280-282 rpm's. There is a speed adjustment pot on the bottom of the mech, and was no problem to get it set to 288. Instantly -- no read errors, not even in DD. I have never seen a drive go from so many errors to no errors from 6-8 RPM's. Incidently, this drive has the "Turbo" feature (track buffer) and the track buffer is activated by booting Dos 2.0S or Smart Dos. Some other Dos's might also open it, but in particular MyDos will not. Anyone have any info about this feature?
Larry

5485. 1050 disk drive in UK

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-03 03:57:25 UTC
From: Newsgroup <honeydripper_@hotmail.com>
Message-ID: <W6Dk7.12651$Bp3.177931@news2-hme0>
Source record: 34259

Hi

Anyone looking for a replacement 1050 drive ?? I have one for sale. Email me an offer for a boxed one in great condition, UK only.

Allan

(high.riseNOSPAM@virgin.net) (delete the NOSPAM, obviously)

5486. Enhanced Percom?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-03 06:21:03 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <jjFk7.2966$IP6.314561@newsread2.prod.itd.earthlink.net>
Source record: 34260

My Percom AT88-S1 is SSSD only and its generic slave drive is SSSD or DSSD; neither will read enhanced diskettes with any (Atari, Sparta, Top, Smart, My) DOS.

The AT88-S1PD is double density capable and the slave is double sided.

Now, here is the starnge and the question. I put an unbeknownst enhanced disk in the S1PD for a directory and it read giberish like a Sparta disk. When I checked with DiskMend, I discovered it was DOS 2.5 and the Percom was getting the wrong sectors. After setting sectors per track to 26 with the SIO "O" command, it reads the correct sectors, provides a formatted directory, but generates FNMM error 164 reading the file because it thinks it is double density and the bottom half of the sector is missing to get the link and file number.

I tried the reconfigure trick with 2.0, 2.5, Top, Smart & Sparta with no results; the drive just grinds and quits with an error. The slave drive on the same controller grinds and fails to read with any DOS and either configuration.

How is the controller mistaking the density and what is the difference in the DOSes. Also, DiskMend does an SIO request for 256 bytes when it discerns a DD disk; how does it avoid an error on the 128 byte enhanced disk?

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

5487. Re: S: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-03 06:27:25 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <9mv7so$fc7$1@korweta.task.gda.pl>
Source record: 34261

In article <9moiha$jh2$01$1@news.t-online.com>, "FerFemNemBem" <Jannn@T-Online.de> wrote:
>Hi,
>
>where can i buy such a cable in germany?
>

http://www.ebaystores.com/j131

5488. Atari 8-Bit Computers: Frequently Asked Questions

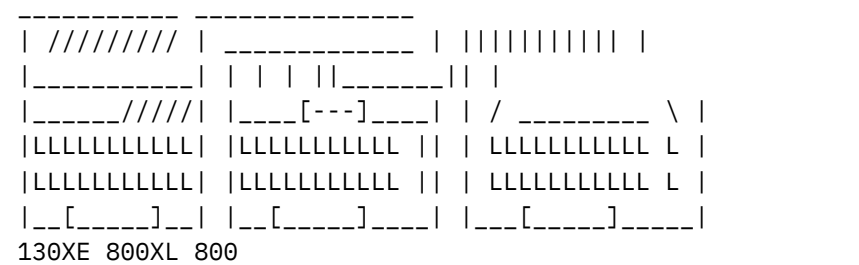
Newsgroup: comp.sys.atari.8bit
Date: 2001-09-03 08:13:24 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/faq_999504779@rtfm.mit.edu>
Source record: 34262
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: August 7, 2001

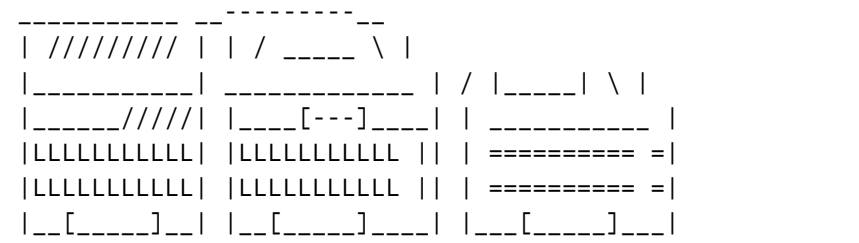
Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

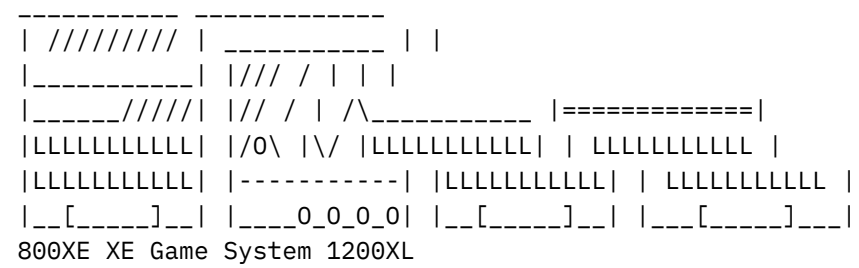
Frequently Asked Questions List



130XE 800XL 800



65XE 600XL 400



800XE XE Game System 1200XL

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu

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This FAQ list is in a constant state of development and comes with no
guarantees. If you see any problems, I need to hear from you!

Please refer to the latest version of this FAQ list whenever possible!
Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/faq/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

****
For other 8-bit Atari related FAQs
(vendors/developers, new users, emulators, BBS's, hardware mod's, disk images)
please follow the links contained in:

http://www.faqs.org/faqs/atari-8-bit/welcome/

which is also posted to news:comp.sys.atari.8bit every 7 days.
****

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0.1) Table of contents

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Subject: 1.1) What is an Atari 8-bit computer?

Based in Silicon Valley in the U.S.A., the company known as Atari produced
a line of home computers from 1979 to 1992 often referred to collectively as
the "Atari 8-bits," the "8-bit Ataris," the "400/800/XL/XE series," etc.

The computers included the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE,
and the XE Game System.

These machines competed in the marketplace with the likes of the Commodore 64
series, the Apple II series, the Texas Instruments TI99/4A, and the Radio
Shack Color Computer. Of these, the 8-bit Atari is most similar to the
Commodore 64.

The 8-bit Atari computers are not software compatible with other Atari
platforms, such as the 2600 Video Computer System (VCS), the 5200 SuperSystem,
the 7800 ProSystem, or the ST/TT/Falcon computers. All of these but the 5200,
however, do share the same joystick/controller hardware port.

Here are some of the performance specifications of the 8-bit Atari:

(Some of this text by Bill Kendrick.)

CPU: 6502 (MOS Technology)
CPU CLOCK SPEED:
NTSC machines: 1.7897725 MHz
PAL machines: 1.773447 MHz

SCREEN REFRESH RATE:
59.94 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines

GRAPHICS MODES:
ANTIC CIO/BASIC Display Resolution Number of
Mode # Graphics # Type (full screen) Colors
---
2 0 Char 40 x 24 1 *
3 - Char 40 x 19 1 *
4 12 ++ Char 40 x 24 5
5 13 ++ Char 40 x 12 5
6 1 Char 20 x 24 5
7 2 Char 20 x 12 5

8 3 Map 40 x 24 4
9 4 Map 80 x 48 2
A 5 Map 80 x 48 4
B 6 Map 160 x 96 2
C 14 ++ Map 160 x 192 2
D 7 Map 160 x 96 4
E 15 ++ Map 160 x 192 4
F 8 Map 320 x 192 1 *
F 9 + Map 80 x 192 1 **
F 10 + Map 80 x 192 9
F 11 + Map 80 x 192 16 ***
* 1 Hue; 2 Luminances
** 1 Hue; 16 Luminances
*** 16 Hues; 1 Luminance
+ require the GTIA chip. 1979-1981 400/800's shipped with CTIA
++ Not available via the BASIC GRAPHICS command in 400/800's.

GRAPHICS INDIRECTION (COLOR REGISTERS AND CHARACTER SETS):
Nine color registers are available. Each color register holds any of 16 luminances x 16 hues = 256 colors. (Four registers are for player-missile graphics.

Character sets of 128 8x8 characters, each with a normal and an inverse video incarnation, are totally redefinable.

PLAYER-MISSILE GRAPHICS:
Four 8-bit wide, 128 or 256 byte high single color players, and four 2-bit wide, 128 or 256 byte high single color missiles are available. A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection.

DISPLAY LIST INTERRUPTS (DLI's):
Screen modes can be mixed (by lines) down the screen using the Display List - a program which is executed by the ANTIC graphics chip every screen refresh:

All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via DLI's.

SCROLLING:
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.

SOUND:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution, 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.

A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was (fortunately!) rerouted through the normal audio output, and the keyclick can be disabled.

Subject: 1.2) What is the Atari 400?

Released along with the 800 in 1979, the 400 was the low-end model of the two. The only 8-bit Atari with a membrane keyboard rather than a full-stroke keyboard. One of the few 8-bit Ataris lacking a composite monitor port. Originally released with just 8K RAM, but most were sold with 16K RAM. There was also a factory-authorized 48K upgrade available through dealers.

Only the 400 and 800 8-bit Atari models have four controller (joystick) ports.

Early 400 units include the CTIA chip; later units include the GTIA chip, also present in all later 8-bit Ataris.

The 1982 Atari catalog calls the 400 "The Basic Computer".

The 400 was discontinued in 1983.

During development the 400 was known internally as "Candy."

Subject: 1.3) What is the Atari 800?

Released along with the 400 in 1979, the 800 was the high-end model of the two. The 800 is the only 8-bit Atari with a Right Cartridge slot, in addition to the Left Cartridge slot as present on all 8-bit Ataris. Originally released with just 8K RAM, many were sold with 16K, later on 48K was standard.

The 800 is also the only 8-bit Atari with a four-slot modular design, where the first slot holds the CX801 (CX801-P for PAL machines) 10K ROM module, and the other three slots hold combinations of CX852 8K or CX853 16K RAM modules.

Only the 400 and 800 8-bit Atari models have four controller (joystick) ports.

Early 800 units include the CTIA chip; later units include the GTIA chip, also present in all later 8-bit Ataris.

The 800 was discontinued in 1983.

During development the 800 was known internally as "Colleen."

Subject: 1.4) What is the Atari 1200XL?

Released as a big brother to the 400/800 in 1982, the 1200XL now uses Atari's slightly customized 6502C microprocessor, and includes a full 64K RAM. The 1200XL was the first 8-bit Atari with just 2 controller ports. In addition, the 1200XL includes 4 programmable Function keys and a Help key, 4 LEDs, built-in diagnostic and graphics demonstration programs, and probably the

favorite keyboard of any 8-bit Atari computer. Clicks previously outputted through the built-in speaker are now heard from the television or monitor's speaker. The revised 16K Operating System offers many new features, including an alternate International Character Set.

The 1200XL was the biggest single step forward in development of the 8-bit Atari platform, but the corresponding software compatability problems hurt its popularity.

The 1200XL lacks separate chroma video signal, and also lacks the +5 Volts power on pin 10 of the SIO port.

The 1200XL was discontinued in 1983.

Subject: 1.5) What is the Atari 600XL?

Released in 1983 as a replacement for the 400, the 600XL is the low-end version of the 800XL. The 600XL/800XL include most of the features of the 1200XL minus the Function keys and the demo program. But both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Bus Interface (PBI), providing fast parallel access to the heart of the computer. The 600XL has 16K RAM.

The 600XL can be expanded from 16K to 64K with the Atari 1064 Memory Module.

Normally boots with Atari BASIC (Revision B) enabled;
Hold down [Option] on startup to boot without BASIC.

The 600XL lacks separate chroma video signal.

The 600XL was discontinued in 1985.

Subject: 1.6) What is the Atari 800XL?

Released in 1983 as a replacement for the 800 and 1200XL, the 800XL is the high-end version of the 600XL. The 600XL/800XL include most of the features of the 1200XL minus the Function keys and the demo program. But both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Bus Interface (PBI), providing fast parallel access to the heart of the computer. The 800XL contains 64K RAM.

Normally boots with Atari BASIC (Revision B) enabled;
Hold down [Option] on startup to boot without BASIC.

The 800XL lacks separate chroma video signal.

There was a late version of the 800XL in Europe, called 800XLF. The 800XLF includes a redesigned motherboard (a la the XE computers) and contains FREDDIE for memory management and has chroma output. BASIC is Revision C.

Though Atari never disclosed sales figures, the 800XL was likely the most-sold of all 8-bit Atari computer models.

The 800XL was discontinued in 1985.

Subject: 1.7) What is the Atari 65XE?

Released in 1985 as a replacement for the 600XL, the 65XE is the low-end version of the 130XE. The 65XE is nearly identical to the 800XL in features, minus the PBI. European 65XE's include the ECI port, present only on the 130XE in North America. All XE computers also include the FREDDIE memory management chip.

Normally boots with Atari BASIC (Revision C) enabled;
Hold down [Option] on startup to boot without BASIC.

The 65XE was discontinued in 1992.

Subject: 1.8) What is the Atari 130XE?

Released in 1985 as a replacement for the 800XL, the 130XE is the high-end version of the 65XE. The 130XE offers 128K RAM, plus the FREDDIE memory management chip, supporting the unique (but rarely used) ability for the 6502 and the ANTIC to independently access RAM banks. In addition, the 130XE replaces the PBI port with the Enhanced Cartridge Interface (ECI), continuing the powerful feature of a fast parallel port.

Normally boots with Atari BASIC (Revision C) enabled;
Hold down [Option] on startup to boot without BASIC.

The 130XE was discontinued in 1992.

Subject: 1.9) What is the Atari 800XE?

Unseen and unknown in North America, the 800XE was sold in eastern Europe. The 800XE is identical in features to the European version of the 65XE (which was sold in western Europe). The 800XE could also be described as a 64K version of the 130XE.

Normally boots with Atari BASIC (Revision C) enabled;
Hold down [Option] on startup to boot without BASIC.

Jindrich Kubec writes, "The problematic Chinese 800XEs with GTIA problems were manufactured in 1992."

The 800XE was discontinued in 1992.

Subject: 1.10) What is the Atari XE Game System?

In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system. It offers the convenience of a detachable keyboard and built-in

Missile Command game (hold down Select at startup), while offering 64K RAM
and full compatibility with the 65XE. It was packaged with the Light Gun,
and the Flight Simulator II and Bug Hunt cartridges.

James Bradford offers:
With the keyboard connected and no cart, basic boots, with out a
keyboard connected and no cart, the built in game runs.
There is only 1 32K ROM in the XEGS, it has the OS, BASIC (Rev C) and
Missile Command on it.

The XE Game System was discontinued in 1992.

Subject: 1.11) What are the ANTIC, CTIA/GTIA, POKEY, and FREDDIE chips?

The following four paragraphs were written by Chris Crawford and appear in De
Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc.,
1981-1982. The text been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different
from other systems. It of course has a microprocessor (a 6502), RAM,
ROM, and a PIA. However, it also has three special-purpose (LSI) chips
known as ANTIC, GTIA, and POKEY. These chips were designed by Atari
engineers primarily to take much of the burden of housekeeping off of the
6502, thereby freeing the 6502 to concentrate on computations. While
they were at it, they designed a great deal of power into these chips.
Each of these chips is almost as big (in terms of silicon area) as a
6502, so the three of them together provide a tremendous amount of
power. Mastering the Atari 8-bit computers is primarily a matter of
mastering these three chips.

ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor
dedicated to the television display. It is a true microprocessor; it has an
instruction set, a program (called the display list), and data. The display
list and the display data are written into RAM by the 6502. ANTIC retrieves
this information from RAM using direct memory access (DMA). It processes the
higher level instructions in the display list and translates these instructions
into a real-time stream of simple instructions to GTIA.

CTIA ("Color Television Interface Adapter") / GTIA ("George's Television
Interface Adapter") is a television interface chip. ANTIC directly controls
most of GTIA's operations, but the 6502 can be programmed to intercede and
control some or all of GTIA's functions. GTIA converts the digital
commands from ANTIC (or the 6502) into the signal that goes to the
television. GTIA also adds some factors of its own, such as color
values, player-missile graphics, and collision detection.

POKEY (means "POT and KEY" as in the paddles and keyboard) is a digital
input/output (I/O) chip. It handles such disparate tasks as the serial I/O
bus, audio generation, keyboard scan, and random number generation. It also
digitizes the resistive paddle inputs and controls maskable interrupt (IRQ)
requests from peripherals.

All four of these LSI chips function simultaneously. Careful
separation of their functions in the design phase has minimized conflicts
between the chips. The only hardware level conflict between any two
chips in the system occurs when ANTIC needs to use the address and data
buses to fetch its display information. To do this, it halts the 6502
and takes control of the buses."

6502--MORE:
While the 400/800 models contain a generic 6502B CPU (a faster version of the
original 6502A microprocessor), all of the XL/XE models contain Atari's
customized 6502C chip.

On the Atari, there are two microprocessors, ANTIC and the 6502. To
allow them to coexist, ANTIC must shut off the 6502, a process called
DMA. The 6502B supports DMA, but in Atari's implementation, it required 4
chips. The 6502C has an extra line called HALT. It is controlled by ANTIC
which uses it whenever it needs the data/address bus. The HALT line is on pin
35 of the Atari 6502C and must be pulled high for the chip to work.

FREDDIE:
The 65XE/130XE/800XE/XEGS contain a small additional LSI called FREDDIE, a RAM
address multiplexer. According to James Bradford, "FREDDIE is a type of
memory controller. It takes the address and clock from the CPU and
multiplexes it with the appropriate timings and signals to use DYNAMIC memory.
FREDDIE also buffers the system clock crystal and divides it down then feeds
that to GTIA. The XEGS has a FREDDIE but it doesn't have the extended RAM.
Even if it did, you would still need the chip that does the REAL bank
switching. It is a small 16-pin chip (Atari/Best Electronics catalog number
CO25953: rev9/page 42). It gets RAS from FREDDIE, the bank select bits from
PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS
goes to. A14 and A15 then go to FREDDIE for the address range of the extra
memory bank (or normal address range with no bank switching). The ANTIC/6502
select bits in combination with the 6502 halt line, control the switching of
the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why
people say FREDDIE does the bank switching is beyond me. An 800XL can look
like a 130XE with that 16-pin chip installed (That's right NO FREDDIE) and an
extra 8 RAM chips."

And more recently James Bradford has written:
FREDDIE is just a memory decoder and timer. It replaces several chips in the
800xl The small chip near FREDDIE does all the bank selection.CO25953. One line
from FREDDIE , Ras (or is it cas?) goes to this chip, Halt and the bank
/processor select lines go into this same chip and ras (cas?) comes out. a pin
for each bank. If i remember correctly, refresh also goes into this small chip.
It would be quite easy to make an 800xl work just like a 130xe with this chip
since Ras (Cas?) is required by ALL dynamic ram.

GTIA--MORE:
In BASIC, type POKE 623,64 [RETURN] and if the screen blackens, you have the
GTIA chip. If it stays blue, you have the old CTIA chip.

By the way, apparently no CTIA-equipped Ataris were shipped to Europe.

Clay Halliwell provides this tidbit:
A bit of trivia: CTIA 400/800s artifacted in blue/green, GTIA 400/800s artifacted in green/blue, and all XL/XEs artifact in red/blue.

Jerry Jessop explains why French Ataris produce fewer colors:

"I will tell you why it only has monochrome out, because it's SECAM and a SECAM GTIA was never produced. The PAL GTIA is used in France and the Lum outputs are run into an onboard encoder to produce a "psudo" color depending on the Luminance output, composite only. This is why a SECAM VCS or 800 has nowhere near the same number of colors (16) availible as a PAL or NTSC unit (256).

> Jindrich Kubec interjects: (5/12/01)
> This is questionable. There's at least one SECAM computer with SECAM
> GTIA part no. C020120. On the other hand it's maybe prototype. (Curt
> Vendel has it on his site).

The FGTIA was never completed as the market size did not warrant the expense. The largest SECAM market is not France but the Soviet Union (former) and in 80-84 sales of these items there were not possible."

Andreas Magenheimer writes:
All of these newer and buggy GTIA`s were built with the "eastern european" XE computers. they were made in China. Although Atari knew about this, they did not change them. so you have to replace them with older XL/XE GTIA chips...

But one more thing to GTIA and ANTIC chips: All PAL versions of these chips have a color bug, since gr. 11 produces 16 colors, but merely 15 different colors (one color: brown at the beginning and end of the palette is absolutely the same; normally there should be a red tone here !); with gr. 9 you will see 16 shades, but merely 15 different shades (the same as gr. 11, one shade is doubled!).

Strange enough, I also found this color bug to appear in PAL ANTIC chips, there is also the red tone missing (and the brown one doubled !). This color bug appears in all PAL ANTIC and especially GTIA chips. Atari never fixed it, so you find it inside any GTIA equipped PAL Atari 800 and also the later XL and XE models. Since PAL users have to live with this bug, they sometimes do programs which look absolutely strange on NTSC and vice versa (not to mention the different Herz frame 50/60 hz and higher PAL line resolution/overscan).

Imagine the following: a PAL GTIA has 15 colors in gr. 11
a NTSC GTIA has 16 colors in gr. 11
a PAL GTIA has 15 shades in gr. 9
a NTSC GTIA has 16 shades in gr. 9

Thus, a combination of gr. 9 and 11 gives:
16x16 = 256 colors on NTSC
15x15 = 225 colors on PAL

And - as said before, the bug seems also to appear with ANTIC...
Bad luck, we PAL users... Greets - Andreas Magenheimer.

Jindrich Kubec provides another opinion: (5/12/01)
"ANTIC has nothing to do with colors. So it can't have any color bug.

The colors are generated in this way: color 0 is not a color. So it leaves us with 15 colors. Imagine it as a color circle. And each color is generated with some shift. (360 / 15 degrees). It seems that the value was selected incorrectly for PAL so that the first (color 1) and last (color 15) are same or almost same.

I haven't noticed any problems with shades in graphics 9.

Thomas Richter interjects: (5/12/01)
> I did, happens on my (PAL) 800XL in Gr.9. Grey shapes 7 and 8 are
> identically. I would guess the problem is a poorly adjusted D/A converter.

Jindrich:
> I should test this. But the luminance circuits should be same for PAL &
> NTSC.

Thomas:
> Other strange effects happen if you place a shape 7 pixel near a shape 8
> pixel, it looks like a faint vertical line of a slightly darker shape.
> Most likely a capicity/charge problem in the D/A converter (note that the
> output of every single bit gets reversed!)

Jindrich:
> Yes, I notified this many times.
>
> But there is nothing like adjustable D/A converter ;) There are four
> outputs of GTIA called LUM0-LUM3. They are amplified, run thru four
> different resistors (36k, 18k, 9k1, 4k7) and the lines are then
> connected together with CSYNC. The output goes to some analog circuit
> (amplifier?) and out goes the luminance signal.

Thomas:
> This *IS* the D/A converter. (-;

Jindrich:
> But it's not adjustable ;)

Greg Menke:
> Sure it is, just change the resistors- 10 turn pots with the center
> values more or less equivalent to the respective resistors would
> probably do it.

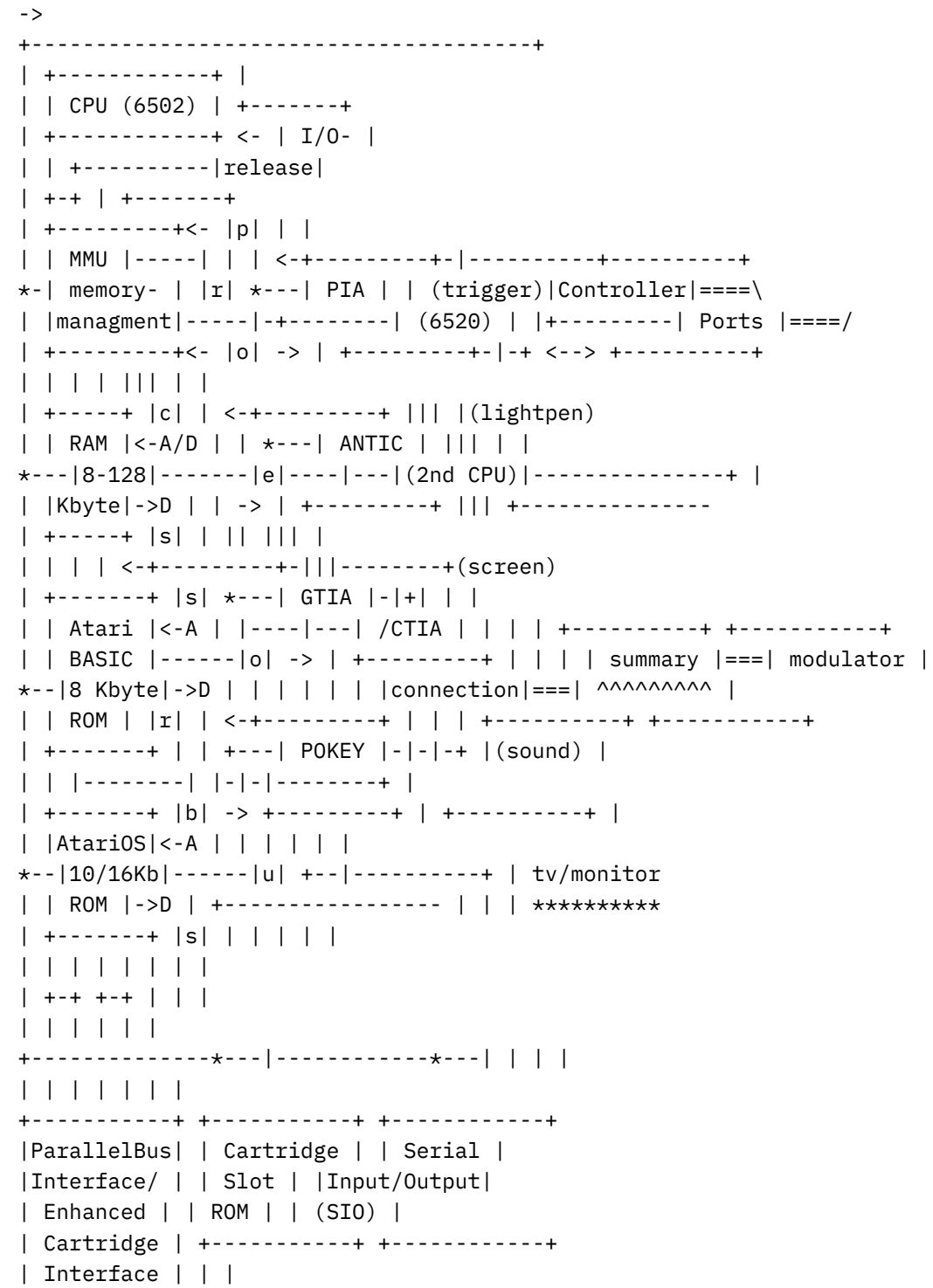
Jindrich Kubec adds:
"The other thing is real existing GTIA problem in latest revisions of China produced XEs, where GTIA modes have problem that 2 of 4 subpixels of pixel have invalid luminance."

Technical data and schematics for the ANTIC, GTIA, and POKEY chips are available on Curt Vendel's web site, thanks to permission from Hasbro's

Atari Interactive Divisions release of this data. See:
http://www.atari-history.com/articles.html

Subject: 1.12) What is the internal layout of the 8-bit Atari?

ASCII art by Thomas Havemeister.



+-----------+ | |
| | |
- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos) - modem

NOTES
* RAM: 400/800: 8K, 16K or 48K standard
600XL:16K standard
1200XL/800XL/65XE/800XE/XEGS: 64K standard
130XE:128K standard
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502B, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE/European 65XE only
* Some late XE's use a 68B21 for PIA; PIA is 6520/6520A on all others

The following are most of the team who originally designed the 400/800.
Credit for providing this information for the FAQ goes to:
Doug Neubauer (by way of James Finnegan), Jerry Jessop, Scott Emmons

VLSI HARDWARE:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators - Partner in "Cyan Engineering"
Lawrence D. Emmons - Also one of the creators - Partner in "Cyan Engineering"
Joe Decuir - ANTIC and system and creator
???A French guy - ANTIC logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - POKEY logic design
Mark Shieu - POKEY chip design
Steve Stone - POKEY layout design
Steve Smith - Technician for ANTIC and GTIA
Delwin Pearson - Technician for POKEY

Subject: 1.13) What are the pinouts for the various ports on the Atari?

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
CX22 trackball meanings from Steve
Wallace:
1. (Joystick) Forward Input X Direction
2. (Joystick) Back Input X Motion
3. (Joystick) Left Input Y Direction
4. (Joystick) Right Input Y Motion
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400

7. +5V
8. Ground
9. A Potentiometer Input

Serial I/O (SIO) Port (all machines):
2 12
o o o o o o
o o o o o o o
1 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready (not on 1200XL)
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Monitor Jack (all but 400, N. American 600XL, XE Game System, SECAM systems):
3 1
5 4
2
1. Composite Luminance
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Monitor Jack, SECAM systems: (thanks Jer Sobola)
V

5 1
3
4 2

6
1 +12V DC 5mA max
2 Audio 1 output
3 Audio 2 output
4 Video output
5 GND
6 +5V 100mA max
Amplitude Audio 2 is about 6 times closer than Audio 1

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

Enhanced Cartridge Interface (ECI) (130XE, 800XE and European 65XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Keyboard Port (XE Game System only):
1 8
o o o o o o o o
o o o o o o o
9 15
1. KR2 Keyboard Response 8. K2 Keyboard Scan
2. K3 Keyboard Scan 9. Ground
3. K4 Keyboard Scan 10. Not Connected
4. K5 Keyboard Scan 11. Ground
5. KR1 Keybaord Response 12. Not Connected
6. K0 Keyboard Scan 13. Trigger 2
7. K1 Keyboard Scan 14. 5 VDC
15. 5 VDC

Subject: 2.1) What kinds of monitors can I use with my Atari?

In general, you either need a Composite Video monitor, or a standard TV.

Standard Television:
You'll need an RF (radio frequency--video and audio signals in the same line) video cable (not detachable on the 400/800), and a TV Switch Box which allows connection either to the VHF input or to the cable input on the TV. Used with VHF Channel 2 or 3.

Monitor:
The 8-bit Atari produces a color Composite Video signal, plus separate chroma (color) and luminance (brightness) signals which the best composite video monitors can take advantage of. Popular examples of such monitors include the family of monitors produced by Commodore.

Gotcha's:

-the 400 and North American 600XL lack a monitor port entirely. They can only be used with a TV.

-the XE Game System provides an RCA-style jack in place of the Monitor port; so it provides Composite Video but lacks separate chroma\luma signals

-the 600XL, 800XL and 1200XL lack separate chroma signal (can be added via hardware modification)

-the XEP80 Interface Module produces a monochrome Composite Video signal via an RCA-style jack. This higher-resolution signal produces crisp, clear 80 column text on 80-column monochrome composite video monitors.

The pinout of the Monitor port is in the pinout section of this FAQ list. The monitor connector on the back of the Atari can be utilized using a 4-pin DIN to RCA converter. You don't need to build a separate cable.

Brent Buescher, Jr. writes:

"The best monitor for an Atari 8 bit that is readily available today would be a television with an S-video input---these tend to be large and high-quality, so the s-video input is the deciding factor there. You'll have to build the cable yourself, and if you have an XL you'll want to do the Super Video upgrade that Ben Poehland published in Atari Classics a few years ago---this puts the chroma signal back on the pin that it should be and cleans up the video signal enormously. It's really more of a fix than an upgrade.

I use a commodore split-video monitor. They work great and are cheap-to-reasonable when you can find them."

Bryan Edewaard writes:

"Yes, the best choices are monitors that support "Separated Video" (sometimes called Commodore video on Commodore monitors), or S-Video. These monitors have separate color and luminance video inputs, which give a sharper picture without cross-color artifacts - such as the colored fringes on text when viewed on a TV (although some games use these artifacts to get additional colors). If you have an XL computer, then it needs an upgrade to support these monitors due to the omission of chroma from the monitor port. the 800 and XE computers don't have this problem.

The 2nd best choice is a TV or monitor that has a "Composite Video" (usually called just "Video" or "Aux") input. This is a signal that has the color and luminance information combined into one signal. The picture will be a little less sharp, but still much better than using the "Channel 3" output.

>Where might I find one?

I've seen them a flea markets, garage sales, swap meets, ham fests, and in newsgroups like this one. Plus, many new TV's support S-Video and Composite video inputs.

>What are the advantages of using one of these rather than a TV?

Well, it's all a matter of how many stages the signal must go through.

1. The Atari generates video as a color signal and a brightness (luminance) signal. These are passed to the monitor port as Chroma and Luma signals (XL's have no Chroma output from the factory).

2. The signals are mixed together to make a standard video signal which is also passed to the monitor port as Composite Video.

3. Then the mixed video signal (along with audio) goes through the process of being "modulated" into a TV radio signal (channel 3 or 4). This step involves removing high frequencies from the video (blurring it) and sending it to the TV in a fragile broadcast form that's suseptable to all kinds of interference. Then the TV must (1) extract the video signal from the radio signal, (2) separate the Chroma and Luma components as best it can, then (3) divide the Chroma in R, G, and B. Any of these steps that you can eliminate will help your picture.

>Are there any other composite video monitors that anyone would recommend
>(and where might I find one)?

The most common one is probably the Commodore 1702 which has a very good picture and is quite reliable.

If you plan to use an XL (which I do), upgrading the video circuitry makes as big a difference as what monitor you choose. Ben Poehland has some excellent articles in Atari Classics magazines for improving the quality of the XL's video, as well as restoring the missing Chroma output."

Lonnie McClure has the last word on Commodore monitors:

Comodore models: 1701, 1702, 1802, CM-141, 1080, 2002, 1902, 1902A*, 1084**, 1084S**.

* The 1902A used a DIN connector for chroma/luma, which makes cabling a bit more of a problem. The composite and audio connectors are standard RCA jacks, however.

** The 1084 and 1084S had more than one version. Some used the a DIN connector for chroma/luma connections, like the 1902A, while some used standard RCA jacks.

The 1902 and 1902A are very different in appearance. The original 1902 shares the same slightly rounded front case design as the 1080 and 2002, while the 1902A is has a rather square case design, and was manufactured by Magnavox (as were some of the 1084 and 1084S versions).

Subject: 2.2) What is the difference between NTSC and PAL machines?

Software written for NTSC (North America) will always work on PAL machines, but software designed on PAL machines (Europe) won't necessarily work on NTSC machines.

Wayne Booth writes:

The differences with PAL and NTSC have to do with the number of lines displayed on the screen and whether they are using 50 or 60 Hertz.

If I remember correctly, I believe PAL has 625 lines/screen and they refresh the screen 50 times a second doing 1/2 the lines each refresh so they effectively repaint the screen 25 times a second. NTSC is

525 lines/screen with a 60 times a second refresh - again only half
the lines each refresh so a 30 times a second frame rate. This
would change the amount of time available during vertical sync pulse,
and the number of lines that need to be redrawn each time.

Graham Thornton adds:

I use both a real PAL Atari 800 and a PAL-ANTIC 1200XL here in the US.

Replacing the ANTIC chip with a PAL version changes the screen refresh rate
to 50Hz which allows most of the PAL-only European software to run. Your
system will still report itself as a NTSC machine, unless you change the
ROM (see the Nir Dary upgrade), but most software doesn't care.

But James Bradford responds: (7/19/00)
Not true. the PAL Flag is in the GTIA chip, not in ROM. The NTSC and
PAL roms are the same. Only Rev A ROM was had different versions. I am
not sure if Rev B ROMs had seperate versions.

Graham continues:
The one problem you might run into is your monitor. Replacing the ANTIC
will mean your North-American Atari is now generating an NTSC signal at
50Hz, instead of the usual 60Hz. Some people will tell you that modern TVs
and monitors don't care but that isn't actually true. My brand-new Sony
Trinitron 15" colour TV/monitor goes bezerk with the upgraded 1200XL, but
my 15-year old 10" Texas Instruments color monitor (designed for the
TI-99/4A) is fine.

You can also use real European equipment here in North America, provided
that you have a PAL-compatible TV/monitor. The frequency of the power
system is irrelevant, as I use my 800 with a 110V/60Hz 1050 power supply.

Subject: 2.3) Is the software for the Atari 8-bit computers "TV-standard
dependent?"

(some PAL demos flicker, or won't run at all on NTSC machines)

Brent Buescher, Jr. writes:

This is because PAL machines have a vertical refresh frequency of 50hz
(NTSC use 60hz) which translates into more vertical blanking time for
demos and other computation-intensive graphics software. So PAL demos
that won't work on NTSC machines are usually returning from a VBI
(vertical blanking interrupt) too late. Some also attempt to use more
vertical resolution ("longer" display lists) than an NTSC display can
handle.

Thomas Richter adds:

Yes, it is. Mostly because the frequency of the vertical blank interrupt
is different (60Hz for NTSC, 50Hz for PAL). The old OS A was not clever enough
to notice the difference, so all system timings like the keyboard auto-repeat

function depend on the TV system. These parts of the OS have been corrected
with OSB and the XL versions of the OS. However, as most games install a
VBI, their timing does still depend on the frequency -> they will run
slightly slower for PAL versions.

Another point is that the popular pseudo-colors used in the ANTIC-F
(Graphics 8) mode are not colorful at all when displayed on a PAL TV, because
of differences in the color encoding for the TV. The schematics of
the XL computers include however a hack how to change the PAL version to
the NTSC version (the PAL versions include two crystals, one with 5/4th of
the frequency of the other. One is used for the system clock, the other for
the color clock), but I never dared to apply it.

Subject: 2.4) What are the PAL, NTSC and SECAM video broadcast standards?

Here are several links on the topic.

http://www.ee.washington.edu/conselec/CE/kuhn/ntsc/95x4.htm
http://www.alkenmrs.com/video/standards.html
http://www.ee.surrey.ac.uk/Contrib/WorldTV/
http://www3.3dresearch.com/video/Countries2.html
http://www3.3dresearch.com/video/Conversion2.html

Subject: 3.1) What are the Atari 410, 1010, and XC12 Program Recorders?

The Atari Program Recorders provide storage and retrieval of programs
and data on cassette tape. In addition to the digital track that stores
computer data, a second audio track is provided to play music or voice
as the program runs.

Data transmission rate: 600 bits per second.
Data storate capacity: 100,000 bytes per 60-minute cassette.
Track configuration: 4 track, 2 channel (digital data and audio track)

410 Program Recorder
- early Japan version had a carrying handle
- most versions made in Hong Kong
- 410a--Taiwan version
- permanent SIO cable - must end SIO daisy chain
- power - plugs directly into wall

1010 Program Recorder
- Chelco version has Stop/Eject, then Pause buttons
- Sanyo version has Pause, then Stop/Eject buttons
- two SIO ports

XC11 Program Recorder
XC12 Program Recorder
XCA12 Program Recorder -in same case as XC12...Poland
CA12 Program Recorder -in same case as XC12...Poland

image: http://romualdl.multimania.com/images/atari/ca12.jpg
XL12 Program Recorder -XC12 w/slight changed design. Czech/Slovak/Poland
XC13 Program Recorder -XC12 which was "T2000 ready". Czech/Slovak/Poland

---

Subject: 3.2) How do I run a program from cassette?

To run an Atari BASIC program from cassette:

1. Place the cassette in the recorder.
2. Press REWIND of FORWARD, if necessary, to bring the tape to the position
where the program is located.
3. Boot the computer to the Atari BASIC READY prompt.
4. There are several possibilities for the next step, depending on how the
program was saved, and whether you want to run the program or just load
it into RAM. Enter one of the following four commands:
a. CLOAD loads programs saved with CSAVE
b. LOAD "C:" loads programs saved with SAVE "C:"
c. ENTER "C:" loads programs saved with LIST "C:"
d. RUN "C:" loads&runs programs saved with SAVE "C:"

] Relative efficiency of the three cassette tape recording techniques:
] CSAVE/CLOAD - most efficient - fastest saves/loads - tokenized files
] SAVE "C:"/LOAD "C:" - middle efficiency - middle speed - tokenized files
] LIST "C:"/ENTER "C:" - least efficient - slowest - straight ATASCII

5. The computer will "beep" as a signal for you to press PLAY on the recorder.
6. Press the RETURN key on the computer keyboard, and the program will load
into the computer.
7. Press STOP on the recorder when loading has finished.
8. Unless you entered RUN "C:" above, now enter the command: RUN

To run an Atari BASIC or machine language program from cassette upon startup:

1. Place the cassette in the recorder
2. Press REWIND of FORWARD, if necessary, to bring the tape to the position
where the program is located.
3. Turn on the computer while holding down the START key.
But if your computer has Atari BASIC built-in and you're running a machine
language program, hold down both the START key and the OPTION key.
4. The computer will "beep" as a signal for you to press PLAY on the recorder.
5. Let go of the START/OPTION button(s).
6. Press the RETURN key on the computer keyboard, and the program will load
into the computer.
7. Press STOP on the recorder when loading is complete and the program is
running.

Subject: 3.3) What are the Atari 810, 1050, and XF551 Disk Drives?

==> Atari 810 --- a 5.25" floppy disk drive
The least common denominator for the Atari. Single-Sided, Single-Density:

FM 40 tracks x 18 sectors/track x 128 byte/sector = 90K capacity
19.2Kbps transfer rate. 288RPM.
The 810 includes a 6507 microprocessor.
Shipped with DOS I (very early) or DOS II Version 2.0S
earlier MPI version- push button door opening for disk access
later Tandon version- lift door, like a garage door disk access
two SIO ports
accessories from Atari:
CX8100 Atari 810 Blank Diskettes (5 per box)
CX8111 Atari 810 Formatted Diskettes II (5 per box)
CX8202 Atari 810/815 Blank Diskettes (5 per box, certified for double density)

Third-party upgrades for the 810:
810 Archiver -- copy many copy-protected programs
Happy 810 -- Happy Backup, Warp Speed 52Kbps, 18 sector buffer
810 Fast Chip by Binary 10%-40% faster
810 Turbo by Neanderthal Computer Things (NCT) -- double-density
see: http://www.qnet.com/~dons/810T.html

==> Atari 1050 --- a 5.25" floppy disk drive
Same as the 810, plus Dual-Density capability:
Single-Sided, Single-Density, 810 compatible
Single-Sided, Dual-Density, otherwise known as "Enhanced Density" because it
is not true double-density:
MFM 40 tracks x 26 sectors/track x 128 bytes/sector = 128K capacity
19.2Kbps transfer rate. 288RPM
The 1050 includes a 6507 microprocessor.
Shipped with DOS II v2.0S, DOS III, or DOS 2.5
DIP switches: Black & white left: Drive 1
Black right, white left: Drive 2
Black left, white right: Drive 3
Black & white right: Drive 4
Third-party upgrades for the 1050:
ICD US Doubler SS SD/ED/DD UltraSpeed (US) 54Kbps, sector skewing
Happy 1050 SS SD/ED/DD Warp Speed 52Kbps, 36 sector buffer,
Happy Backup. also read/write 180K 5.25" MS-DOS floppies
CSS Super Archiver SS SD/ED/DD UltraSpeed 54Kbps (US Doubler clone)
CSS Super Archiver II SS SD/ED/DD UltraSpeed 54Kbps (US Doubler clone)
Cheer-Up 1050 SS SD/ED/DD Warp Speed 52Kbps (Happy clone)
Speedy 1050 SS SD/ED/DD Warp Speed 55-57Kbps (Happy clone)
Super Speedy 1050 SS SD/ED/DD Warp Speed 55-57Kbps (Happy clone),w/180K RAM
SuperMax 1050 SS SD/ED/DD UltraSpeed 52Kbps (US Doubler clone)
Lazer 1050 SS SD/ED/DD Warp Speed and UltraSpeed 54Kbps

Rich Mier professes:
You've been plugging and unplugging the SIO cable with the 1050 power pack
plugged in, right? That's a no-no. Most of the time it's Okay, but about 1
in 10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C. at the right,
rear of the main board. A 14 pin DIL chip. Actually it is an array of 5
transistors.

Unplug the power pack from the 1050, then unplug the SIO cable. Power can be ON on the CPU. The problem has to do with the secondary winding of the Power Pack. Remember, the problem only occurs 1 out of 10 - 20 times that you do it, not all the time.

It doesn't really matter if the 1050 Transformer has power on or off, it 'Might' happen if plugged into the 1050. It is really bad on 810's.

One thing, if the system has been turned off for, oh say, 5 - 10 minutes it won't matter. By then all the capacitors should be bled(sc?) to 0 volts.

==> Atari XF551 --- a 5.25" floppy disk drive
Single-Sided, Single-Density, 810 compatible
Single-Sided, Enhanced-Density, 1050 compatible
Single-Sided, Double-Density:
MFM 80 tracks x 18 sectors/track x 256 bytes/sector = 360K capacity
Writes "backwards" to the second side of the disk, rendering it incompatible with existing third-party 180K formats on the reverse side of the disk.
High speed 38400 bps burst mode usable only with SpartaDOS X, SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2.
Rotaton rate: 300RPM.
Shipped with DOS 2.5 or DOS XE.
DIP switches: Both dips down: Drive 1
Left down, right up: Drive 2
Left up, Right down: Drive 3
Left and Right up: Drive 4
Chinon-built XF551-cannot read/write/format backside if no timing hole
Mitsumi-built XF551--can read/write backside if to timing hole, if formatted
Third-party upgrades for the XF551:
CSS XF Single Drive Upgrade--3.5", 720K floppy drive replacement
also read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFsingdrup.htm
CSS XF Dual Drive Upgrade--add 3.5" drive w/o losing the 5.25" drive
also read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFdualdrup.htm
CSS XF551 Enhancer--overcomes sensor for index hole, create flippy disks
see http://www.nleaudio.com/css/products/XF551enh.htm
CSS XF Update--replace drive OS, adds UltraSpeed
see http://www.nleaudio.com/css/products/XFupdate.htm

Subject: 3.4) What floppy disk drives can I use with my Atari?

Major contributors to this section: Glenn M. Saunders, Tomasz M. Tatar, James Bradford, Konrad M. Kokoszkiewicz, Don Schoengarth, Andreas Magenheimer

SS=Single-Sided SD=Single-Density, 90K/disk side
DS=Double-Sided ED=Enhanced-Density, 128K/disk side
DD=Double-Density, 180K/disk side

Printer port=has a standard Centronics printer port,+ maybe a print buffer
Master=includes drive controller, can add additional,non-Atari-specific drives

Top transfer rate=19.2Kbps unless stated otherwise

Atari 810 SS SD
Atari 1050 SS SD/ED
Atari XF551 DS SD/ED/DD, 38.4Kbps burst mode
Access Unlimited ATAR88-1 SS SD master
Access Unlimited ATAR40-1 SS SD/DD master
Amdek AMDC I SS SD/DD uses flippy Amdisk III 3" disk/carts,printer port,master
Amdek AMDC II SS SD/DD dual drives, printer port, master
AS SN-360 DS SD/ED/DD
Astra 1620 SS SD/DD dual drives
Astra 2001 SS SD/DD dual drives
Astra Big-D DS SD/DD dual drives
Astra The One DS SD/DD, printer port
B&C 810 SS SD, optional Happy Warp Speed 52Kbps
Concorde C-221M SS SD/DD master
Concorde C-222M DS SD/DD master
CSS Floppy Board, for the Black Box, master, support PC 720K and 1.44MB 3.5"
drives, support PC 1.2MB and 360kB 5.25" drives,
also read/write 5.25" and 3.5" MS-DOS disks
see: http://www.nleaudio.com/css/products/floppy.htm
High-Density Disk Interface (HDI) a PCB master,connect up to 4 standard drives
Indus GT SS SD/ED/DD, Synchromesh mode usable with SpartaDOS X
and DOS XL only. 72Kbps under SpartaDOS X, 37Kbps under DOS XL. Z-80 cpu
RAM-Charger--expansion card contains 64K RAM + software, for CP/M support
KARIN MAXI DS SD/ED/DD/QD
L.E. Systems LEDS5-01 SS SD/DD master, 134.4Kbps, 800 only
CP/M expansion: 4MHz Z80, 64K RAM
L.E. Systems LEFDC-04 SS SD Four drives, copies a disk in 22 secs, 800 only
L.E. Systems LEFDC-08 SS SD Eight drives, copies a disk in 22 secs, 800 only
LDW Super 2000 SS SD/DD, 19.2Kbps or 67Kbps
image: http://romualdl.multimania.com/images/atari/super2000.jpg
LDW CA2001 SS SD/DD, 19.2Kbps or 38.4Kbps "California Access"
image: http://romualdl.multimania.com/images/atari/ca2001.jpg
LDW CA2002 DS SD/ED/DD,19.2Kbps,70Kbps w/SpartaDOS. "Calif. Access"
Micro MainFrame MF-1681 SS SD/DD, printer port, 4K to 54K printer buffer,
hard disk firmware included, master, Z-80 CPU w/ 16K to 64K RAM for CP/M,
TRSDOS, MaxiDOS A, and OASIS. see: http://www.qnet.com/~dons/mmf.html
Micro MainFrame MF-1682 dual drives version of MF-1681
Percom RFD40-S1 SS SD/DD, master
Percom RFD40-S2 SS SD/DD dual drives, master
Percom RFD44-S1 DS SD/DD, master
Percom RFD44-S2 DS SD/DD dual drives, master
(80-track RFDs hinted at http://www.atarimagazines.com/v1n2/newproducts.html
Percom AT88 SS SD, master
Percom AT88-S1 PD SS SD/DD, printer port, master
Percom AT88-S2 PD SS SD/DD dual drives, printer port, master
Rana 1000 SS SD/ED/DD, stand alone disk formatting
RCP 810 SS SD
San Jose Computer Special Edition 810 SS SD, optional Happy Warp Speed 52Kbps
SWP ATR8000 4MHz Z80, 16K RAM, RS232, master, printer port

or 4MHz Z80, 64K RAM, RS232, master, printer port, CP/M 2.2
options: 128K or 256K CO-POWER-88 with MS-DOS; CP/M-86
TOMS 720 DS SD/ED/ID/DD/QD/ID printer port, MYDOS 4.50 on ROM, 70Kbps
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
TOMS 710 DS SD/ED/ID/DD/QD/ID printer port, MYDOS 4.50 on ROM, 67Kbps
one more format: double sided, 80 tracks, IBM (720 KB)
also TOMS Navigator on ROM (like Norton Commander).
Trak AT-1 SS SD/DD master.upgrade: printer port+4K/16K buffer
Trak AT-D1 SS SD master, printer port, 4K print buffer.upgrade:16K
Trak AT-D2 SS SD/DD master, printer port, 4K print buffer.upgrade:16K
Trak AT-D4 DS SD/DD, printer port, print buffer
Trak Champ SS SD master
Trak Champ2 SS SD/DD master
Trak AT-S1 SS SD/DD slave
XFD601B DS SD/ED/DD 70kbps,Top Drive,Synchromesh,UltraSpeed,XF551 compat.
XFD602B dual DS SD/ED/DD 70kbps,Top Drive,Synchromesh,UltraSpeed,XF551 compat

While any standard "slave" drive will work with "master" drives listed above,
the following are slave drives marketed specifically to Atari users:
Access Unlimited ATAR88-A1 SS SD slave
Access Unlimited ATAR40-A1 SS SD/DD slave
Concorde C-221S SS SD/DD slave
Concorde C-222S DS SD/DD slave
Percom RFD40-A1 SS SD/DD slave
Percom AT88-A1 SS SD/DD slave
RCP 100 DS SD/DD, slave
RCP 200 DS SD/DD dual drives, slave

Subject: 3.5) What kinds of 5.25" floppy disks can I use with my Atari drives?

Russ Gilbert writes:
If you're talking standard computer store, you can't use those 5 1/4" disks. I
mean you can't use high density disks. They must be double density to use
with the 1050. Almost all double density 5 1/4" disks have a hub ring, high
density disks don't have the hub ring.

RHamiIton5 elaborates: (5/12/01)
The Atari 8 drives do not have write heads and circuity which can handle the
type of oxide coating used on the high density floppy media; they cannot write
reliably to them. The hub ring has just become a sort of marker to distinguish
the high density from the standard double density diskettes.

Way back in your apple days of '79-'82, most disks were hubless and only the
really premium brands offered hubs to prevent slippage and out of round

problems; you could even buy little kits for adding you own hub rings.

When the home computer swell really hit around '83 and price wars began, hub rings became common on good disks and eventually became standard down to include most generic bargain diskettes.

The introduction of high density 5.25's required a different coercivity (= magnetizability) to get more bits in a smaller space and suitable electronics to do it. These disks were produced hubless; was it a differentiating label or just unnecessary because of stronger mylar construction? Anyone?

Subject: 3.6) What do I need to connect a hard drive to my 8-bit Atari?

==> Corvus hard drive (10 megabytes)
Fast but still relatively slow I/O, kludge through joystick ports for 800 only

==> K-Products/Supra Hard Disk Drive Interface
by K-Products (Bob Klaas)
Some limitations on drive type and size and total number of drives in sys.

==> Multi I/O (MIO) (formerly from ICD)
from Fine Tooned Engineering (FTe) (Mike Hohman)
256 byter per sector restriction. 256K and 1 meg ramdisk models.
Printer and modem, modem will handle 19.2Kbps

==> CSS Black Box
RS-232 Serial Modem Port (19.2Kbps) w/ hardware flow control,
Parallel Printer Port,SASI/SCSI Hard Disk Port, Operating System Enhancements,
optional 64K printer buffer. Supports drives with 512-byte sectors.
see http://www.nleaudio.com/css/products/black.htm

==> IDE Hard Drive Interface
from Konrad M. Kokoszkiewicz and Jacek Zuk
(see http://www.orient.uw.edu.pl/~conradus/docs/ide_eng.html)
o Maximum drive capacity: 16777215 physical blocks on each device.
o Maximum number of partitions: 16
o Maximum capacity of a partition: 16777215 logical sectors
o Logical sector length: 256 or 512 bytes
o Average speed (in kilobytes per second, WDC 130AB drive):
- Native mode, sequence of sectors (R): 75
- Emulation mode, sequence of sectors (R): 43
- Emulation mode, back sequence (R): 28
- Emulation mode, random sectors (R): 13
- Emulation mode, same sector (R): 29
- Emulation mode, DOS file (W): 7
- Emulation mode, DOS file (R): 36
o Booting from any partition (on the standard XL OS)
o Write protection capability
o 8 jumpers to set the device number for the operating system
o Sweet 16 compatibility

==> Fine Tooned Engineering Multi I/O II
An IDE interface. Released?

==> MSC IDE Harddisk-Controller
created by Steve Birmanns and Matthias Belitz
http://www.birmanns.de/
* real device for the parallel-port of the Atari XL-Series
* up to 240 partitions per harddisk supported
* emulates D1: until D9: of disk devices (access to 9 partitions at one time)
* full bootable from any partition (with standard XL-OS)
* write protectition capability
* supports master/slave configuration
* more than 30 KB/s file access with SPARTA-DOS 3.2 gx (reading)
* more than 10 KB/s file access with SPARTA-DOS 3.2 gx (writing)
* access of ATAPI-CDROM with additional software

==> BTL Hard Disk System
BTL 2001 Connector for 600XL/800XL PBI
BTL 2002 Connector for 130XE/800XE/European 65XE ECI
BTL 2004 SASI Hard Disk Adapter
More info at http://www.atarimagazines.com/v5n12/BTLHardDisk.html

==> Gary Morton's BadSector"A" Project
Wants to connect his IDE drive to the SIO bus.
http://www.alma.demon.co.uk/Atari/AtariProjects.html

==> MyIDE, by Mr Atari
http://www.atari.myweb.nl/hardware.htm

Subject: 4.1) What are the Atari 820, 822, and 825 Printers?

Atari 820 Printer:
- 40-column impact printer
- 5x7 dot matrix
- 40 characters per line, upper & lower case alpha
- horizontal and vertical alphanumeric characters
- 6507 microprocessor, 6532 RAM I/O chip, 2K ROM
- 40 characters per second
- uses Standard Roll Paper/adding machine paper

Atari 822 Thermal Printer:
- 37 characters per second
- 10 characters per inch
- 40 characters per line, upper/lower case and point graphics
- 5x7 dot matrix

Atari 825 80-Column Printer (= Centronics 737)
- 3 character sets:
monospaced 7x8 dot matrix at 10 characters per inch
monospaced condensed at 16.7 cpi
proportionately spaced Nx9 dot matrix at avg of 14 cpi (N=6..18)
- all characters can be elongated (printer double width)

- characters per line: 80 at 10 cpi; 132 at 16.7 cpi
- speed: 50 cps at 10 cpi; 83 cps at 16.7 cpi; 79 cps avg. proportional
- print buffer: 1200 dot columns
- paper: roll, fanfold, or cut sheets
- requires Atari 850 Interface Module or equivalent

Subject: 4.2) What are the Atari 1020, 1025, 1027, and 1029 Printers?

Atari 1020 Color Printer:
- 4-color graphics: (black, red, blue, green). optional 8-pen rainbow package
- alphanumberics and X,Y plotting capability
- 10 cps (40-column mode)
- 20, 40 and 80-column modes
- horizontal and vertical alphanumerics, English and International chr sets
- water soluble ink pen technology
- 4-pen barrel print head
- microprocessor
- paper: standard roll paper (40 column width)
- AtariGraphics cassette software included
Frank McKenney writes: The printer/plotter mechanism for the Atari 1020 is (I believe) the same one used in the Tandy/Radio Shack CGP series and the Commodore 1520(?), and was made by a company named ALPS.

Atari 1025 80-Column Printer: (= Okidata ML80)
- 40 cps (80-column 10 cpi mode)
- 5 cpi expanded (40 col), 10 cpi (80 col), 16.7 cpi condensed (132-col)
- 5x7 character dot matrix
- buffer: 132 chrs at 16.7 cpi, 80 chrs at 10 cpi
- paper: roll,fanfold,single sheets. optional:roll paper holder, tractor feed

Atari 1027 Letter Quality Printer: (= Mann-Tally Riteman LQ.)
- fully formed characters, prestige elite 12)
- 12 characters per inch (80 columns)
- 20 characters per second
- single sheets or roll paper

1029 Programmable Printer (by Seikosha)
- 7-pin dot matrix, same as Commodore MPS-801
- Released for Europe only

Subject: 4.3) What are the Atari XMM801 and XDM121 Printers?

Atari XMM801 Printer:
- 80 columns, dot matrix
- friction feed or pin feed
- pica 10 cpi, double width pica 5 cpi, elite 12 cpi,double width elite 6 cpi, condensed 16.5 cpi, double width condensed 8.25 cpi
- Ribbon: Commodore 1526 and the Mannesman-Tally Spirit 80

Atari XDM121 Printer:
- 80 column, daisy wheel--letter quality
- underlining, subscripts, superscripts
- friction feed paper
- Ribbon: Silver Reed CF130, Olivetti ET201,ET221,Nu-Kote NK136

Subject: 5.1) What are the Atari 830, 835, 1030, XM301, and SX212 Modems?

A MODulator/DEModulator translates digital information from your computer into
acoustic tones that can be sent and received via standard telephone lines.

Atari 830 Acoustic Modem: (= Novation 'CAT')
- a stand-alone, acoustically coupled, frequency shift keying (FSK) modem
- up to 300 bits per second
- Bell 103/113 modem compatible
- requires Atari 850 Interface Module or equivalent

Atari 835 Direct Connect Modem:
- 300 bps
- Bell 103/113 modem compatible

Atari 1030 Direct Connect Modem:
- 300 bps
- Bell 103/113 modem compatible
- built-in ModemLink software.
- 2 SIO ports

Atari XM301 Modem:
- direct-connect
- 300 bps
- Bell 103/113 modem compatible
- with XE Term disk software
- permanent SIO cable, must be at end of SIO chain
- draws its power from the computer via SIO

Atari SX212 Modem:
- SIO & DB25 RS232 serial ports, must be at end of SIO chain
- 1200 baud
- Bell 103/113/212A modem compatible
- rarely with SX-Express! disk software.

Subject: 5.2) What should I know about modems and the Atari?

Thanks to Bob Puff and Clay Halliwell for helping me with this section.
But I'm still not real confident about the accuracy here. I'd love for
anyone to help me fix up this section!

There are three types of modem protocols: modulation protocols, error
correction protocols, and compression protocols. The international
standards for these protocols are laid down by the branch of the United
Nations known as the ITU-TSS (formerly the CCITT). ITU standards are

known by their "V-Dot" names. They're only names, don't try to apply
any meaning to the names.

Modulation protocol standards, the major ones
(bits per second)
300 bps - V.21 (103J is used instead in the USA)
1200 bps - V.22 (212A is used instead in the USA)
2400 bps - V.22bis
9600 bps - V.32
14.4 Kbps - V.32bis
28.8 Kbps - V.34

Error Correction standard:
V.42 - requires either software or hardware flow control

Compression standard:
V.42bis - requires V.42, and hardware flow control.

If your modem is capable of V.42bis compression, set your communications
software to enable hardware flow control. If your terminal interface
allows you to set the terminal<->modem (DTE) and modem<->modem (DCE)
baud rates separately, you should set the DTE rate to the maximum
allowed. If the DTE and DCE cannot be set separately, set the terminal
baud rate at four times the maximum actual data rate of your modem
(V.42bis achieves a compression ratio of up to 4:1). Examples: If a
V.22bis/V.42bis modem is used, set the terminal for 9600 baud. If a
V.32/V.42bis modem is used, set the terminal for 38400 baud. If a
V.32bis/V.42bis modem is used, set the terminal for 57600 baud.

Let's define a "high-speed" modem as a modem capable of V.42bis compression.
(Some 2400 bps modems, and all modems faster than that)

Using high-speed modems on the Atari

Unless you're using a CSS Black Box or a patched MIO, the 8-bit Atari
RS232 interfaces do not support hardware flow control. (I have heard
that the P:R: Connection does too, but it can't be controlled in
software.) So we must send the modem a command to tell the modem not to
use it. Using a Hayes-compatible modem, the modem command AT &K4 will
enable software flow control, and disable hardware flow control. AT &K0
will disable all flow control.

The MIO patch, HyperSpeed by Len Spencer, is available at:
http://members.aol.com/lenspencer/atari8.htm

Question. Why does my modem report V.42bis is used even when my terminal it
set for the same speed as my modem?

Cause the modem will do what you tell it. You've configged it to talk at the
highest speed, using LAP/M, and compression. Even if you connect modem to
modem at 14.4k, you can be talking to the modem at 300 baud, and it will still
use everything. You'll undoubtedly drop bytes, but hey...

Question. Why does V.42bis compression appear to function after I have sent the modem the AT &K4 or AT &K0 commands? And knowing the Atari doesn't support hardware flow control?

Compression doesn't have to have flow control to work. Same as above - its just an added step that the data goes through. Note that if the modem's input buffer is small, you can overrun it easily if you send it data faster than it can digest and send. That's why you -really should- be using flow control with compression... But it's not a necessity.

Question. Why does V.42 error correction appear to work even when I have disabled flow control with the AT &K0 command?

Question. Why don't I have problems performing binary downloads when I have software flow control enabled? (flow control characters could appear in data stream accidentally)

Depends on the protocol. Zmodem accounts for spurious XON/XOFFs. Xmodem and Ymodem don't. Also, you are able to digest the data as fast as the modem is giving it to you, hence no flow control is happening. I suspect it would be a different case if you were uploading using a streaming protocol like Ymodem G.

More tips, from Clay Halliwell:
On 11 Feb 1996, Marc G. Frank said:

> I'm having problems getting a modem attached to my Atari 850 to
> communicate at 9600 baud. When I set my communications program to 2400
> baud, everything works fine. However, when I set it to 9600 baud, the
> modem echoes my characters but doesn't act on them. That is, at 2400,

The problem with the 850 is that some of them (like mine) don't produce a PERFECT 9600 baud signal. As a result modems can't train on it, and while they will echo characters back, for some nitpicky reason they won't pick up on the "AT" attention code.

The solution is to do all your dialing at 2400 baud, but set the S37 register to force the modem to try to connect at 9600. Then switch your Atari to 9600 after connecting.

Jon Melbo responded to me in 1997:

>I have a Zoom 2400bps V.42bis modem, connected through a P:R:Connection. I
>need to do the
>at&k4 no matter what I'm dialing into, and no matter what comm program I'm
>running.
>
>Nobody's ever really been able to explain it to me, but I know it has helped a
>few other people. Try it!

What &K4 does is select XON/XOFF flow control. Apparently, all/most atari serial interfaces or at least R: handler software does not support hardware (CTS/RTS) handshaking (selected on the modem via &K3 which is also a default). Anyway, that's why the &K4 setting helps a lot.

Glenn Saunders responded to other writing of Jon's, 4/5/97:
: 28.8 CARRIER connects are possible BB or no, it's just that there is
: no point in having your modem do data faster than your puter can.

It simplifies modem configuration to let the modems connect at their
native speeds.

: Right! But you should never have your DCE to DCE speed exceed your
: DTE to DCE speed. Never, unless you like errors and strange behavior.
: With a BB, one should use CTS/RTS flow control, and force the modem to
: operate at a maximum of 19.2 PERIOD (this means disable compression).

It doesn't really matter. CTS/RTS can throttle the I/O down as much as it
needs to. The faster modem will wait for I/O without any complaints.
Disabling compression isn't a good idea because it will disable it for ALL
calls including 9600 or 14.4 users in which it could do some good even on
an 8-bit BBS. Software flow control is pretty much dead in
telecommunication, and has been dead as long as data compression has been
standard since the stop and start commands take way too long to register
that way.

: If using some other serial interface, I would use software flow
: control, disable data compression on the modem, force the modem to a
: max speed of 9600bps, and experiment with error correction. Does

This combination is deadly for most modern users unless they degrade their
modem via reconfiguration. And if users have to do this, odds are they
will stay away rather than futz with AT settings to get a reliable
connect. That's why I think the MIO essentially died as a viable BBS
interface when 14.4s became standard. They won't work well unless the
"mythical" hardware flow control of the thing is enabled in some way.

An explanation of XON/XOFF from Eric Sokolowsky, 4/11/97:

I looked in my modem manual, and the at&k4 command enables XON/XOFF
flow control, which is a form of software flow control. As I understand
it, when a XOFF is sent by the receiving end of a line, the sending
end holds off sending for a little while to give the receiving end
a chance to catch up. When the receiving end catches up, it can
send a XON which tells the sending end to continue sending. Using this
should reduce the liklihood of dropped characters. It's not as good as
hardware (RTS/CTS -- check out the FC light on most high-speed external
modems on fast transfers) flow control (enabled by default or the
at&k3 command), but it's good enough for the Atari, which as I
understand, doesn't normally allow hardware flow control, unless using
such a device as the Black Box.

to which Robert Ely responded:

Just a quick addition. If you are using a modem at 9600bps or faster,
don't use xon/xoff, use the RTS/CTS. Since you can do this with the MI/O
and BlackBox, use it for all it's worth. If you are on an 850 or
P:R:Connection, you won't be able to deal with it and probably won't be
going at or above 9600bps anyway.

Subject: 6.1) What is the Atari 850 Interface Module?

Atari 850 Interface Module:
- early design all metal (black) case
- most in plastic beige case
- four 9-pin serial EIA RS232C ports
- One 15-pin 8-bit parallel Centronics-type port
- programmable baud rate on any port, including:
75, 110, 134.5, 150, 300, 600, 1200, 1800, 2400, 4800, and 9600 bps;
baudot speeds of 60, 66, 75, 100 words per minute
- uses standard ASCII. Baudot support for radio-teletype (RTTY).

850 R1: Serial port DB9P:
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

850 R2: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

850 R3: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

850 R4: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

850 P: Parallel port DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4
5. D3 + 5
6. D4 + 6
7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +
10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

Subject: 6.2) What is the Atari XEP80 Interface Module?

This text written by Thomas Raukamp.

Since the development of the Atari 8-bit line of computers in 1979, users wanted better text displays than the default 40x24. There has been some attempts to satisfy this need, like the Austin-Franklin board or the Ace 80/80xl cartridge. For more informations about these modifications read The Atari 8-bit Hardware Upgrade FAQ from David A. Paterson.

The Atari XEP80 Interface Module is Atari's entry to the 80 column field. It lets a XL, XE, 400 or 800 computer system display a full 80 columns across your monitor screen. The XEP80 provides a 256-character wide by 25-line display window. Up to 80 characters are displayed horizontally at once, and you can scroll horizontally all the way to the 256th character, depending on the application you're running. The XEP80 is connected to your system via a joystick port.

The XEP80 Module interprets commands from the computer for screen display or output to a printer. The module is supplied with an industry-standard 8-bit parallel port so you can connect a parallel printer to your Atari 8-bit (I even use a HP LaserJet IV on my 130XE ;)).

All programs that use the standard screen call (E:) should be compatible with the XEP80 Module. The software provided by Atari supports a 320x200 graphics mode - this mode only support direct bit images. Note that you can't use all of the standard graphic capabilities of the Atari anymore.

Although Atari recommends a monochrome monitor for usage with the XEP80, it runs fine with any type of composite monitor. The output looks great on my Commodore 1084 for example.

Along with the module comes a software-package containing an AUTORUN.SYS file,
which is the XEP80 handler. If you want to use the module with an application
that is compatible with the XEP80, which has it's own AUTORUN.SYS file, you
can append the application's AUTORUN.SYS on the module's AUTORUN.SYS.
****
Editors for the XEP80:
AtariWriter 80 by Atari
TurboWord by MicroMiser
emacs subset by Stan Lackey
MAE and its previous standalone editor ED

XEP80 P: Parallel port:
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 6.3) What accessories did Atari produce for their 8-bit computers?

This should be a complete list of Atari "CX" accessories, two or three digit
numbers, marketed for use with the 8-bit computers.

CX30-04 Paddle Controller Pair
CX40-04 Joystick Controller Pair
CX40 Single Joystick Controller
CX41 Joystick Repair Kit
CX22 Trak-Ball
CX23 Kid's Controller
CX24 Pro-Line Joystick
CX42 Remote Control Wireless Joysticks
CX50 Keyboard Controller Pair
CX70 Light Pen (beige; the original Atari light pen)
CX75 Light Pen (+ Atarigraphics cartridge)
CX77 Touch Tablet (+ AtariArtist cartridge)
CX78 Joypad (shipped with the 7800 in Europe)
CX80 Trak-Ball
CX81 I/O Data Cord (5 ft)
CX82 Monitor Cable (Black and White Monitor)
CX85 Numerical Keypad (+ software Handler on diskette)
CX86 Printer Cable (included with 825 Printer)
CX87 Interface/Modem Cable (included with 830 Acoustic Modem)
CX88 Interface/Terminal Cable (null modem)
CX89 Monitor Cable (Color Monitor)
CX418 The Home Manager Kit (Personal Financial Management, Home Filing Manager
-or- Family Finances, The Home Filing Manager)
CX419 The Bookkeeper Kit/Atari Accountant (The Bookkeeper disk, CX85 keypad)
CX481 The Entertainer (Star Raiders, (Missile Command or Pac-Man), 2 joysticks)

CX482 The Educator (410, BASIC cart., States & Capitals cassette)
CX483 The Programmer (BASIC, BASIC Ref. Manual, BASIC Self-Teaching Guide)
CX484 The Communicator (850, 830, TeleLink I cart.)
CX488 The Communicator II (835, TeleLink II cart.)
????? The Arcade Champ (Pac-Man, Qix, 2 joysticks, cartridge storage case)
????? The BASIC Tutor I (Inside Atari BASIC book,Invitation to Programming 2&3)
CX852 8K RAM Memory Module (for 800 computer)
CX853 16K RAM Memory Module (for 800 computer)
XG-1 Light Gun (+ Bug Hunt cart.)

Subject: 6.4) What "vaporware" computers/peripherals were never released?

For definitive information on unreleased Atari products, see:

Atari Historical Society, http://www.atari-history.com/ (Curt Vendel)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
800D (Developers Bus System)
1000 Sweet 16 Project, lower end model. Became the 1200XL
1000-X Sweet 16 Project, higher end model. Became the 1200XL
1200 1200XL internally, many slight cosmetic differences
1200XLS 1200XL Show prototype, top-mounted cartridge slot
600 early 600XL, all black case, joyports on the left, missing PBI
800XL brown prototype
800XLD low-cost 1450XLD,no modem&speech,include disk drive controller&FREDDIE
900XLF early name for 65XE
1250XLD Earlier name for the 1450XLD
1400XL brown prototype
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL 1400XL plus room for 2 internal 5.25" drives (controller not included)
1450XLD 1400XL plus 5.25" floppy drive (Epson SD521 360K disk drives)
1600XL Amiga/Amiga-like.Now appears that 1850XLD was the model name for this
1650XLD to use 1450XLD case and 1200XL keyboard
1850XLD "Mickey" Atari clone of the Amiga Lorraine
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMY sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D. some were produced!
1027 PLUS -daisy-wheel, 80 columns
1053 -looks like a 1050, but supports DS/DD 360K format
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1060 CP/M Add-On Module -"SweetPea" Z-80 CPU, 64K RAM, CP/M 2.2, 80 col display
1090 XL Expansion System-5 PBI slots, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor (Goldstar)
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XF351 -a 3.5" drive.
XC35 -an XF551 with a 3.5" mechanism
XTM201 -non-impact printer

XTC201 -XE Thermal Color Printer

Subject: 6.5) What are the power requirements for my Atari components?

Thanks to Matthias Belitz for the European
data in this section. I need more international help!

As with the rest of this FAQ list, please let me know if any of this
information conflicts with the units you have.

The most important information is the voltage (in volts) required, and
whether you need a transformer (AC output) or an adapter (DC output).
The power (in voltamps or watts) and current (in amperes) specifications
of the original equipment as presented here should be regarded as
minimum values. Higher-than-specified power and current capacities are
entirely usable, and often preferable because such supplies run cooler
and last longer.

Direct Current (DC):
Power (in watts) = current (in amps) * voltage (in volts)

Alternating Current (AC):
Apparent Power (in voltamps) = current (in amps) * voltage (in volts)
Effective/True Power (in watts) = current (in amps) * voltage (in volts)
* (cosine of the angle of lag)

N O R T H A M E R I C A: INPUT = 115-120 V AC, 50/60Hz
==========
9 V AC 5.4 VA (600 mA) Atari#CO62195/CO17539 transformer:
1030
9 V AC 4.5 VA (500 mA) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748/CA016804 transformer:
400,800,822,850,1010,1200XL,810
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,822,850,1010,1200XL,810,1020,1050,XF551
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,822,850,1010,1200XL,810,1020,1050,XF551
9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027,1090XL
20 V AC 6.6 VA (330 mA) Atari#CO60479/CA060535 transformer:
835
24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
600XL,65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982/CA024814 adapter:
600XL,800XL,65XE,130XE,800XE,XE Game System

6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P" (vaporware)
9 V DC 200 mA (1.8 W) adapter:
MPP1000C (the modem from MPP, interfaces via a joystick port)
9 V DC 500 mA (4.5 W) Atari#CO16353/CA014034/CO10472/CX261 adapter:
XEP80,SX212,2600 (center positive)
9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200
5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297/DV1450 adapter:
1400XL,1450XLD

E U R O P E (and elsewhere?) INPUT = 220/240 V AC, 50 Hz
==========
9 V AC 4.5 VA (0.5 A) Atari#CO61516/34 transformer (UK):
1010
9.3 V AC 15.44 VA (1,66 A) (Atari# not printed), FW 6799 transformer:
400,800,822,850,1010,1200XL
9 V AC 27 VA (3.0 A) Atari#CO60592-34 transformer (UK):
400,800,822,850,1010,1200XL,810,1020,1050,XF551

5 V DC 1.8 A (9.0 W) Atari#CO61763-107 adapter:
600XL,800XL,65XE,130XE,800XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61763-34 adapter (UK):
600XL,800XL,65XE,130XE,800XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61763-11 adapter:
600XL,800XL,65XE,130XE,800XE,XE Game System
two ones with the same part number, but different cases and different
input Values :#1, 65XE (Poland, made in Taiwan), Input 22 VA
#2, 800XL, Input 26 VA
8.5 V DC Atari#CO61605 adapter:
600XL,800XL,65XE,130XE,800XE,XE Game System

These draw their power from the SIO +5 V:
XM301 (60 mA),XC11,XC12,ICD/FTe P:R:Connection,Wizztronics MidiMax,RVerter

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

OTHER:
The ICD/FTe Multi I/O (MIO), all versions, can use both AC and DC supplies.
But stick to voltages of at least 6.2-7.2 V.

Subject: 7.1) What versions of the Atari Operating System (OS) are there?

Most of this section by permission from:
http://www.student.kun.nl/f.offenga/atari.htm

Atari 8-bit Operating Systems
~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Version 3.3, 6/27/1999.
By Freddy Offenga (mailto:F.Offenga@student.kun.nl)

400/800 10kB OS roms
~~~~~~~~~~~~~~~~~~~~

Rev.	TV	Date	CRC-32	Part Nr(s)
A	NTSC	(?)	(?)	(?)
A	PAL	(?)	0x72b3fed4	CO15199, CO15299, CO12399B
B	NTSC	(?)	0x0e86d61d	CO12499B, CO14599B, 12399B
B	PAL	(?)	(?)	(?)

XL/XE 16kB OS roms
~~~~~~~~~~~~~~~~~~

Rev.	System	Date	CRC-32	Part Nr(s)
10	1200XL	10/26/1982	0xc5c11546	CO60616A, CO60617A
11	1200XL	12/23/1982	(?)	CO60616B, CO60617B
1	600XL	03/11/1983	0x643bcc98	CO62024
2	XL/XE	05/10/1983	0x1f9cd270	CO61598B
3	800XE	03/01/1985	0x29f133f7	C300717
4	XEGS	05/07/1987	0x1eaf4002	C101687

(?) This information is missing. If someone can supply this info,
please write me an e-mail.

NOTES:
The 400/800 O.S's consist of three ROMs (two 4kB and one 2kB).
The 1200XL contains two ROMs for the OS (8k each), XL/XE's use a single
16k ROM and the 16k XEGS OS is stored in a 32k ROM (together with 8k
BASIC and 8k for Missile Command).

Origins of ROM information
~~~~~~~~~~~~~~~~~~~~~~~~~~
400/800 rev.A NTSC Could exist, since the PAL version exists and
rev.A is mentioned in the rev.B source code.
400/800 rev.A PAL All info found in two Atari 400's and Atari 800
ROM module CX801.P
400/800 rev.B NTSC Information from a ROM dump and the rev.B source
listing. The part numbers were listed in the
catalog from 'Best Electronics'. According to
'Mapping the Atari' rev.B ROMs have a 'B' at the
end of the part number, therefore I figure these
part numbers are from rev.B.
400/800 rev.B PAL Could exist, since the NTSC version exists and
there's some conditional PAL/NTSC assembly in
the rev.B source code
1200XL rev.10 PAL/NTSC All info found in an Atari 1200XL. The XL/XE
rev.2 source code refers to it as rev.10.

'Best Electronics' calls it rev.A.
1200XL rev.11 PAL/NTSC Refered to rev.11 by the XL/XE source code.
'Best Electronics' calls it rev.B.
XL/XE rev.1 All info found in an Atari 600XL
XL/XE rev.2 All info found in an Atari 800XL
XL/XE rev.3 All info found in an 800XE
XL/XE rev.4 All info found in an Atari XE Game System

O.S. Authors and dates
~~~~~~~~~~~~~~~~~~~~~
The following info is from the Atari XL/XE rev.2 source code.

Revision A (400/800)
D.Crane / A.Miller / L.Kaplan / R.Whitehead

Revision B (400/800)
Fix several problems.
M.Mahar / R.S.Scheiman

Revision 10 (1200XL)
Support 1200XL, add new features.
H.Stewart / L.Winner / R.S.Scheiman /
Y.M.Chen / M.W.Colburn 10/26/82

Revision 11 (1200XL)
Fix several problems.
R.S.Scheiman 12/23/82

Revision 1 (600XL/800XL)
Support PBI and on-board BASIC.
R.S.Scheiman / R.K.Nordin / Y.M.Chen 03/11/83

Revision 2 (600XL/800XL)
Fix several problems.
R.S.Scheiman 05/10/83
Bring closer to coding standard (object unchanged)
R.K.Nordin 11/01/83

Vapour-ware
~~~~~~~~~~~
The following OS roms originate from rare Atari 8-bit systems.
Since I don't own any of these (unfortunately), I don't have much
information about these roms. Who can help me?

I've got two 16K rom dumps from the 1450XLD. Both ID's are rev.3.
The first dated 3/23/1984 comes from the 'Pooldisk Too' CD-ROM
(filename: 1540os3.v0) and the second dated 6/21/1984 was send to
me by Nir Dary (filename: os1450.128). Main differences between
these two are in the first 3K ($C000 - $CBFF).

The XL/XE OS rev.3B is from an Atari from Arabia. It's probably based
on rev.3. There are changes in the fonts (Arab characters) and several
patches in the code. More info at:

http://www.savetz.com/vintagecomputers/arabic65xe/

Rev. Found in Size CRC-32 Date
~~~~ ~~~~~~~~ ~~~~~ ~~~~~~~~~~ ~~~~~~~~~~
3 1450XLD 16kB 0x0d477aa1 3/23/1984
3 1450XLD 16kB 0xd425a9cf 6/21/1984
3B 65XE 16kB 0xf0a236d3 7/21/1984

References
~~~~~~~~~~
- The modified september Atari 400/800 computer operating system
listing, revision B, (c)1982 Atari.
- The Atari O.S. source code rev.2, (c)1984 Atari.
- Atari XL addendum Atari home computer system operating system
manual: supplement to Atari 400/800 technical reference notes.
- Best Electronics, catalog of Atari 8-bit parts.
- Mapping the Atari, revised edition, Ian Chadwick, Compute! books
publication, 1985.

Credits
~~~~~~~
Special thanks to Nir Dary for the rev.2 source code, rom dumps and
the 1200XL. It's in good hands.

~~~~~~
More info on what is maybe either the 1985 or 1987 XL/XE OS versions listed
above. From ST*ZMAGAZINE #36, Sept. 1, 1989 (as reprinted in PSAN Nov 89):
by Mark Elliot, Innovative Concepts
The following changes have been incorporated in the 130XE computer.

The O.S. has minor changes like:
A) The MEMORY TEST (from SELF TESTS) tests the extra 64K now! (in 4 squares)
B) Also, the MEMORY TEST checks the first 48K over TWICE as fast as before!
C) The KEYBOARD TEST has the F1-F4 keys missing on top. (function keys),
although the code that interprets them is probably there (like XEGS).
D) Also, it types out "COPYRIGHT 1985 ATARI" at the keyboard test, when all
tests are done. (compared to COPYRIGHT 1983 ATARI, before)
E) And, the O.S. chip itself, is on a 27256 EPROM, but only half of it is
used! (comprared to the original, which was on a 16K x 8 ROM, 27128 comp.
~~~~~~
james adds (3/8/01):
Your faq, regarding OS Rev A, states:
Origins of ROM information
~~~~~~~~~~~~~~~~~~~~~~~~~~
400/800 rev.A NTSC Could exist, since the PAL version exists and
rev.A is mentioned in the rev.B source code.

Did exist! My parents bought me an Atari 400 w/ 410 back in 1981 for
entertainment when I was badly injured in a motorcycle accident. A
year or so later I paid good money ($40 USD or so?) to have the OS A
upgraded to OS B.

Subject: 7.2) What versions of Atari BASIC are there?

There were three versions of Atari BASIC produced: A, B, and C.

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Freddy Offenga adds:
You can also take a look at the part numbers on the IC's
inside your Atari and compare them with the numbers from
the following table:

Part# Version
~~~~~~~~~~~~~~~~~~~~ ~~~~~~~~
CO12402 + CO14502 A
CO60302A B
CO24947A C

On versions A, B, and C, Greg Miller writes:

"Rev A had a number of bugs, not just the commonly
described crash bug. Rev B fixed most (maybe all, I don't remember) of
these, but in the process, they added a new bug. You see, the crashes
were caused by a bug in one of OSS's memory move routines. When the bug
was fixed, the fix mistakenly applied to a routine that actually worked
in Rev A, causing the new lockup problem.

Rev C differs in only a few bytes. AFAIK, the only change was to remove
the alteration made to the routine that was broken by Rev B.

You can get more details from the annotated source listing published by
Compute! books. Bill Wilkinson described many of the problems in detail.
He also talked about it in his column in Compute! magazine."

Wally Lang adds:

--- Warner's Atari issued Rev B in two formats:
(1) As a built-in Basic on 600XL and 800XL computers.
(2) As a special request order item for 400/800 and 1200XL computers.

--- Tramiel's Atari issued Rev C in both formats for XE series computers and
ALL previous Atari 8-Bit Computers.

Subject: 7.3) What are Atari DOS I, DOS II v2.0S, DOS III, DOS 2.5, and DOS XE?

Here are short descriptions of the various Disk Operating Systems (DOS)
versions produced by Atari for use with their 8-bit computers.
~~~~~~~~~~~~~~~~~~~~

The original Atari DOS shipped with all 810 disk drives from 1979-1981. It consists of a single file, DOS.SYS, which is loaded into memory from disk on startup.
At the top of the menu screen it reads:
DISK OPERATING SYSTEM 9/24/79
COPYRIGHT 1979 ATARI
Unless you are a collector, you probably have no reason to work with DOS I. The DOS I disk is labeled: Atari 810 Master Diskette (CX8101).

DOS II Version 2.0S was shipped with all 810 disk drives, and early 1050 disk drives, from 1981-1983. It consists of two files:
DOS.SYS is loaded into memory from disk on startup
DUP.SYS, which contains the DOS menu, is loaded only when needed.
MEM.SAV can be employed to preserve the contents of memory to disk when DUP.SYS is loaded, so that the data can be restored to memory when exiting from the DOS menu. DOS 2.0S supports Atari's proprietary single-sided, single density 90K 5.25" floppy disk format only. DOS 2.0S represents the lowest common denominator of Atari DOS versions--you can be assured than any Atari disk drive for the 8-bit Atari can work with disks formatted with DOS 2.0S. The DOS 2.0S disk is labeled: Atari 810 Master Diskette II (CX8104).

DOS II Version 2.0D was shipped with the rare Atari 815 Dual Disk Drive. This is the double density version of DOS 2.0S.
The DOS 2.0D disk is labeled: Atari 815 Master Diskette (CX8201).

DOS III shipped with 1050 disk drives from 1983-1985. It was created in part to take advantage of the 1050's Dual-Density capability, by employing a single-sided, enhanced-density 128K 5.25" floppy disk drive format. Atari called this format "dual-density," but the Atari community quickly came to refer to this format as "enhanced-density" to better differentiate it from widely available 3rd-party truly double density disk drives and supporting versions of DOS. DOS III uses a disk format incompatible with DOS 2.0S. It included a utility to convert files from DOS 2.0S to DOS III, but not back again. It used disk space less efficiently than DOS 2.0S. For these reasons and others, DOS III was not widely accepted by the Atari community, and like DOS I is not generally used except for curiosity's sake.

DOS 2.5 shipped with 1050 disk drives and early XF551 disk drives from 1985-1988. DOS 2.5 represented Atari's relenting to the masses, returning to DOS 2.0S compatability. DOS 2.5 very closely resembles DOS 2.0S, with just a few features added. It supports both DOS 2.0S single-density 90K formats, as well as an enhanced density 128K format for use with the 1050 disk drive. DOS 2.5 also includes a RAMdisk utility for use with the 128K 130XE computer, a utility to convert files from DOS III disks back to DOS 2.5, and other disk utilities. DOS 2.5 is just about as universal among Atari users as DOS 2.0S.

DOS XE shipped with XF551 disk drives from 1988-1992. Like DOS III, DOS XE introduced a whole new format for Atari floppy disks; but unlike DOS III, DOS XE also preserved general compatability with DOS 2.0S/2.5. DOS XE supports the full capabilities of the double-sided, double density 360K per 5.25" floppy disk XF551 disk drive, including that drive's high-speed burst mode. DOS XE also fully supports the 90K SS/SD capability of the 810 disk drive, the 128K SS/ED capability of the 1050 disk drive, the 180K SS/DD capability of

most 3rd-party disk drives for the Atari, and a RAMdisk for use with the 130XE. Date-stamping of files is supported. DOS XE requires an XL or XE computer; it is not compatable with the 400/800 computer models. Even though DOS XE was critically well-received, and represented a substantial jump in capabilities over DOS 2.5, its arrival came so late in the crouded realm of Atari and 3rd-party DOS versions that it never achieved much acceptance among real users, and is now relegated to the same status as DOS I and DOS III before it. Before its release, DOS XE was widely known as "ADOS."

Subject: 7.4) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system.

Either MYDOS or SpartaDOS will work with almost any disk drive, up to 8 drives or hard disk partitions, and ramdisk.

MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum. Complete documentation about the disk formats and commands, as well as the source code, is available. MyDOS 4.53/3 was released by David R. Eichel on 12/31/89.

SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g and 3.2gx are disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS 3.3a and 3.3b were rewritten by Stephen J. Carden for use with BBS Express PRO!. SpartaDOS 3.3c is produced on a 16K ROM cartridge from Video 61.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2g)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Another popular, powerful DOS is BW-DOS, freeware by Jiri Bernasek.
(it is pronounced "Bay Vay Dos")

Carolyn Hoglin adds:
I didn't see TOP-DOS mentioned anywhere. This superior DOS was written by R. K. Bennett of Eclipse Software in Sunnyvale, CA. It was based on Atari DOS, but with many, many more features. It fully supports my double-density, double-sided Astra drives, automatically sensing the proper density and sidedness of both drives 1 and 2. (MYDOS only seemed

to do that on drive 1.) Also supported are large ramdisks for Axlon,
Mosaic, etc. The latest version was TOP-DOS 1.5+, which came with an
excellent manual explaining how to use its powerful capabilities.

Any other versions of DOS all 8-bit Atari users should be aware of??
- SuperDOS 5.1
- BiboDOS 5.x

Subject: 7.5) How do I modify Atari DOS to support more than two drives?

Russ Gilbert writes:

DOS 2 type DOSes default to two drives.
Boot DOS and BASIC.
? PEEK(1802)
if it is 3 then you only recognize two drives.
To get the 3rd drive, poke 1802,7. Then go to dup.sys (type DOS)
and write system files. Next time you boot that DOS, you'll recognize
3 drives.
If you want four drives, poke 1802,15.

Subject: 7.6) Are there Graphical User Interfaces (GUIs) for the Atari?

Contributors: Andreas Magenheimer (5/12/01), Mathy van Nisselroy (5/12/01)

- Diamond GOS version 1 (PD disk version), version 2 (cart), version 3 (cart);
plus some applications (painter program, text program, etc.); Diamond GOS has
been made freeware by the author Alan Reeve;

- G.O.S., the Graphic operating system by Total Control systems; two different
versions are avaiable (I call them GOS 1 and GOS 2) and they are PD;

- G.O.E., the Graphic Operating Environment also by Total Control Systems
(this one merely works under Sparta DOS, not with Bewe-DOS and not at all with
DOS 2.x); so far I have found 3 different versions (GOE 1,2,3) with some
applications (graphic/painting program, etc.); PD;

- S.A.M., the Screen Aided Management (unfortunately it has the same name as
SAM, the software aided mouth) from PPP/Germany. It is avaiable in two
different versions: a) the type-in listing from Atari magazin and/or the Lazy
finger disks (which are PD!) or b) the commercial version 2.0 which has many
add-ons and can still be bought from Dean Garaghty/UK or
PD-World-Versand/Germany; This GUI merely works correct under DOS 2.5 and
Medium/dual density, however...

- BOSS-XL, the XL-Desktop from Mirko Sobe; written in Turbo-Basic; freeware;
http://www.atarixle.de/

- BOSS-XE, the XE-Desktop from Mirko Sobe; written in Turbo-Basic;freeware,
http://www.atarixle.de/

- BOSS-X the newest desktop version from Mirko Sobe, needs an 128k+ Computer (128k or more memory), supports MyDOS up to 16MB and MyDOS subdirs...; still written in Turbo-Basic; many applications and drivers; freeware; http://www.atarixle.de/

- XL-TOS a small and "cheap" GUI version from Atari magazin (i.e. a type-in listing; the basic file, which consists of many data lines creates a short object code file); unfortunately this GUI only looks good, it loads almost nothing... PD;

- ST-TOS a small basic program, that looks like a GUI; it can merely load Basic files and do a few DOS commands, like lock, unlock, delete and such... (PD)

- Basic desktop, a GUI written in Basic just as a sample, what can be done with an 8-bit computer; this one loads basic and text files (maybe also ML files); PD;

- DCS, the desktop construction set from Tom Hunt; there are 3 different versions avaiable, a) for DOS 2.5, b) for MyDOS andc) for Sparta-DOS; I have tested the Sparta DOS version, which worked with batchfiles and could easily load some ML files, text files and basic files (which were already on the DCS disk); it also works with high densities and/or hard disk partitions up to 16MB and supports subdirs of course; hmm, freeware or shareware ?!?

- ATOS - GUI by Tom Hunt, it's being Beta tested

- there are a lot more GUI programs, however many of them are written in Basic or Turbo Basic and are very restricted; most of them merely look like a GUI but need to much memory for everyday use. Thats why most users still prefer those DOS or Gamedos (Gameloader, Multiloader, etc.) programs...

Subject: 8.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal programs available.

Ice-T XE v2.72 (128K XL/XE) or Ice-T 800 v1.1 (48K)
shareware by Itay Chamiel
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: X/Y/ZMODEM download
Autodial: Yes (2.72) or No (1.1)
Backscroll buffer: Yes--8 screens (2.72) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.72) or No (1.1)
Summary: Outstanding flicker-free high-speed VT100 emulation.Recommended!
http://www.cs.huji.ac.il/~itayc

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No

Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus

BobTerm 1.22, shareware by Bob Puff
(There's also a 1.23 that's specific to PC XFormer)
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; best for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Only option combining VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Only option for VT100 emulation on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

Subject: 8.2) What BBS software can be used on the Atari?

This section mostly by Winston Smith.
Credit for AMIS to MACE by Steven Sturza.

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
The AMIS BBS was written in BASIC by people from the
Michigan Atari Computer Enthusiasts. It included designs for a ring-detector.
You needed a sector editor and had to allocate message space by hand, hex byte
by hex byte.

Steven Sturza adds:
The AMIS BBS was written by people from the Michigan Atari Computer
Enthusiasts.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string"

rather than an R-Time 8 cartridge in order to retrieve the current time.
It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE
cartridge in order to run. It is in the public domain and can import and
export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only,
control ATASCII graphics are reserved for message data-structure bytes).
FOREM-XE BBS is still currently in use as we speak, and may be reached via
the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in
effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM
terminal program of days gone by. I am not familiar with this program. I
think that it is written in Action! and only supports XMODEM Checksum
transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and
comes with a "dial out" screen so that the Sysop can use the BBS as a
terminal program to call and fetch files without having to bring the BBS
down and reload a terminal program. OASIS supports "Door programs" which
it refers to as "OASIS PAL modules". This OASIS demo module comes with an
excellent message system. The OASIS file system is one of the most
complicated that I have ever seen. It consists of "file libraries" with
suites of "file types". There is quite a bit of overhead involved in
performing a download (which may be a good thing, as it discourages file
hogs). There is a commercial version of OASIS called "OASIS IV" that
performs networking. There was an OASIS network between Boston,
Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word
of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank
Walters wrote it.

o Carina BBS -- a shareware product of Shadow Software.

o BBS Express! Professional -- a product of Video 61, www.atarisales.com

o OASIS IV -- a product of ???

o Forem-XE Pro -- by Len Spencer. http://members.aol.com/lenspencer/

Subject: 8.3) What programming languages are available for the Atari?

This section also kept at http://www.student.kun.nl/f.offenga/atari.htm

Revision : 1.3
Date.... : 4/19/1999

```
============================================================
!!!! This section is under construction - HELP WANTED !!!!
------------------------------------------------------------
The goal is to give information about all available languages
for the Atari 8-bit computer. This information will include:
title, last version, author, date and a short description.
It would also be nice to know how to get it and where to get
more information (like reference cards, reviews and such).

Freddy Offenga, mailto: F.Offenga@student.kun.nl
============================================================

There are quite a lot! To get some structure in this section it's
divided into the following categories;

a) ASSEMBLER
b) BASIC
c) C
d) PASCAL
e) LISP
f) FORTH
g) PILOT
h) LOGO
i) All the rest

The following format is used:

- Language titel (medium)
version, year : version, year
author/company : author/company
available..... : where/how to get it
package....... : programs, documentation
features...... : main features
Description.

The question marks (?) indicate that more information is
required about that topic.

Definitions:
umich University of Michigan Atari archive

Some resources:
- The Multi-lingual Atari, Analog magazine 45, August 1986
- A bunch of manuals
- Some copy-pasted lines from the Atari 8-bit newsgroup

a) ASSEMBLER

- 130XE+ Makro Assembler (disk)
version, year : 2.2, 1992
author/company : Torsten Karwoth
available..... : freeware, ?
package....... : assembler, editor, menu, monitor,
batch enhancement, linker/packer
```

features..... : macros
Two pass 6502 assembler with integrated menu, editor
and monitor shell. Needs extra RAM banks. Source
format is derived from Atmas Makroassembler.

- A65 (disk)
version, year : ?, 1989
author/company : Charles Marslett, WORDMARK Systems
available..... : freeware, ?
package..... : assembler, manual
features..... : source include
Two pass 6502 assembler. Source format is based on the
Atari Macro Assembler. Assembler source included.

- Alfasm, Turbo-Assembler/16 (disk)
version, year : 1.0, 1990
author/company : Jeff Williams, DataQue Software
available..... : ?
package..... : assembler, docs
features..... : source include
Two pass 6502/65816 assembler.

- Atari Assembler/Editor (cart)
version, year : ?, 1981
author/company : Atari
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : -
Two pass 6502 assembler with integrated editor/monitor

- Atari Macro Assembler (disk)
version, year : 1.0C, 1981
author/company : Atari, APX
available..... : ?
package..... : assembler, editor, debugger, manual
features..... : macros, source include
Two pass 6502 assembler.

- Atmas Makroassembler (disk)
version, year : 2, 1985
author/company : Peter Finzel, Hofacker
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : macros
Two pass 6502 assembler with integrated editor/monitor.

- Bibo Assembler (disk)
version, year : ?, 1986
author/company : Compy-shop
available..... : ?
package..... : assembler, editor, monitor
features..... : source include, data include

Two pass 6502/65c02 assembler with integrated editor/
monitor.

- Datasm/65 assembler (disk)
version, year : 2.0, 1981
author/company : DataSoft Inc.
available..... : ?
package..... : assembler, editor, menu, manual
features..... : -
Two pass 6502 assembler.

- EASMD (disk)
version, year : 1.0, 1981
author/company : OSS
available..... : ?
package..... : assembler, editor, monitor
features..... : ?
Two pass 6502 assembler with integrated editor/monitor.

- Fast Assembler (disk)
version, year : 1.5, 1995
author/company : MMMG Soft
available..... : ?
package..... : assembler, editor, disassembler
features..... : ?

- Kasm65 (disk)
version, year : 2.41, 1994
author/company : Ken Siders
available..... : shareware, umich
package..... : assembler, editor, linker, docs
features..... : macros, relocation, source include,
conditional assembly
Two pass 6502 assembler. Relocatable object files are
compatible with ra65. Source format is derived from
the Atari Macro Assembler.

- MAC/65 Macro Assembler (disk|cart)
version, year : 2.00, 1982
author/company : Stephen D. Lawrow, OSS
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : macros, source include
Two pass 6502 assembler with integrated editor/monitor.
Mac/65 is a direct descendant of the Atari Assembler/
Editor (via EASMD).

- MAE (disk)
version, year : .96, 1996
author/company : John Harris
available..... : umich
package..... : assembler, menu, editor, monitor, docs

features..... : macros, source include, data include,
conditional assembly
Two pass 6502/65816 assembler with integrated editor/
monitor. Extra RAM supported.

- NASM65 (disk)
version, year : ?, 1992
author/company : Nat!
available..... : ?
package..... : assembler, linker, librarian
features..... : macros, relocation, source include
One pass 6502 portable cross assembler (initially for
the ST). Highly compatible with MAC/65.

- PC-65 (disk)
version, year : 1.0 beta, 1996
author/company : Jan Feenstra & Freddy Offenga
available..... : mailto: F.Offenga@student.kun.nl
package..... : assembler
features..... : macros, source include, data include,
boundary directive
Two pass 6502 cross assembler for the PC. The source
format is highly compatible with the ST-65 assembler.

- Quick Assembler (disk)
version, year : 1.0, 1990?
author/company : JBW, Avalon?
available..... : ?
package..... : assembler, editor, menu, debugger
features..... : source include
Two pass 6502 cross assembler with integrated editor.
Very user friendly menu environment.

- Ra65 (disk)
version, year : 1.0, 1989
author/company : John R. Dunning
available..... : public domain, umich
package..... : assembler, linker, librarian
part of cc65 (c-compiler)
features..... : ?

- Synassembler (disk|cart)
version, year : ?, 1982
author/company : Steve Hales, Synapse Soft
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : source include
Two pass 6502 assembler.

- ST-65 (disk)
version, year : ?, 1991
author/company : A. Stauffenberg, F. Offenga

available..... : mailto: F.Offenga@student.kun.nl
package....... : assembler, menu shell, manual
features...... : macros, conditional assembly,
source include, data include,
boundary directive
Two pass 6502/65c02 cross assembler for the Atari ST
written in 68000 assembly. As far as I know this is
the first assembler with the boundary directive.

b) BASIC

- A BASIC Compiler (?)
version, year : 1.03, ?
author/company : Monarch Data Systems
available..... : ?
package....... : BASIC compiler
features...... : ?

- Advan BASIC (disk)
version, year : ?, ?
author/company : Advan Language Designs
available..... : ?
package....... : BASIC compiler
features...... : ?

- Atari 800 Basic (disk)
version, year : 1.0, 1981
author/company : Microsoft
available..... : ?
package....... : ?
features...... : ?

- Atari BASIC (cart)
version, year : Rev.C, 1983
author/company : Atari
available..... : standard ROM in Atari XL/XE
package....... : BASIC interpreter, manual
features...... : pretty plain BASIC implementation

- Atari Microsoft BASIC II (cart)
version, year : ?, 1991
author/company : Atari
available..... : ?
package....... : BASIC interpreter
features...... : ?

- BASIC A+ (disk)
version, year : 3.05, 1981
author/company : OSS
available..... : ?
package....... : BASIC interpreter
features...... : ?

- BASIC XL (cart)
version, year : ?, ?
author/company : OSS
available..... : ?
package....... : BASIC interpreter
features...... : ?

- BASIC XE (cart)
version, year : ?, 1985
author/company : OSS
available..... : ?
package....... : BASIC interpreter
features...... : ?

- Turbo Basic XL (disk)
version, year : 1.5, 1985
author/company : Frank Ostrowski, Happy Computer
available..... : ?
package....... : BASIC interpreter, compiler (V1.1)
features...... : ?
Published in the German magazine "Happy Computer".

c) C

- ACE C (disk)
version, year : ?
author/company : John Palevich & Ralph Walden
available..... : ?
package....... : ?
features...... : ?
This is a newer version of 'Deep Blue C'.

- C/65 (?)
version, year : ?
author/company : OSS
available..... : ?
package....... : ?
features...... : ?
Probably derived from Dr.Dobbs "Small C". Compiles to 6502
code which emulates the 8080 instruction set.

- C65 (?)
version, year : ?
author/company : Keith Ledbetter
available..... : ?
package....... : ?
features...... : good macro assembler
This compiler does not support structs.

- CC65 (disk)
version, year : 1989
author/company : John R. Dunning
available..... : www.cc65.org

package..... : compiler, linker, assembler, librarian
features..... : ?
Public domain compiler. Also used as cross compiler.
Relocatable object linkage files, and the most thorough
K&R C for the 8-bit. Comes with an relocatable assembler.

- CC8 (disk)
version, year : 2.3
author/company : John Palevich & Steve Kennedy
available..... : ?
package..... : Compiler
features..... : ?
ACE C with more "real" C support (e.g. arrays of pointers
to structs). Requires ACE C runtime libs and linker.

- Deep Blue C (disk)
version, year : 1.2, 1982
author/company : John Palevich, APX
available..... : ?
package..... : Compiler, Linker
features..... : ?
Deep Blue C was originally an independent product, but it
then became available from APX. It converts C to pseudo-
code and then interprets the pseudo code (8080 instruction
set emulation).
Drawn from Ron Cain's public domain C-compiler (Small-C).

- DVC C (disk)
version, year : 1.05, 1985
author/company : Ralph E. Walden
available..... : ?
package..... : Editor, Compiler, Optimizer, Linker
features..... : Quite user friendly program
The compiler generates special object files (.CCC)
which can be optimized and linked. The package uses a
special DOS called DVC DOS which contains runtime stuff.

- LightSpeed C (disk)
version, year : 1.08, 1986
author/company : Clearstar Softechnology
available..... : ?
package..... : Compiler, Optimizer, Linker
features..... : ?
Runs under CLI DOS's and MENU DOS's.

- Tiny-C
version, year : ?
author/company : OSS
available..... : ?
package..... : ?
features..... : ?
First sold C compiler by OSS. This compiler was used to

compile itself! First true language "bootstrap" on any
8-bit machine (it was also available for Apple and CP/M
machines). Derived from Dr.Dobbs "Small C". Compiles to
6502 code which emulates the 8080 instruction set.

d) PASCAL

- Atari Pascal (disk)
version, year : 1.0, 1982
author/company : APX
available..... : APX-20102
package....... : ?
features...... : ?

- Draper Pascal (disk)
version, year : 2.1, 1989
author/company : Norm Draper
available..... : ?
package....... : ?
features...... : ?

- Kyan Pascal (disk)
version, year : 1986
author/company : Kyan Software, APX
available..... : ?
package....... : editor, compiler, linker, macro-assembler
and manual
features...... : ?
Kyan Pascal would run off a single floppy. The Atari (APX)
version needs two drives. A version which runs entirely in
128k should be available too.

e) LISP

- INTER-LISP/65 (disk)
version, year : 2.1, 1981
author/company : Special Software Systems, DataSoft
available..... : ?
package....... : ?
features...... : ?

f) FORTH

- ValForth (?)
version, year : ?
author/company : Valpar International
available..... : ?
package....... : ?
features...... : ?

- Extended fig-Forth (?)
version, year : ?
author/company : APX

available..... : APX-20029
package....... : ?
features...... : ?

- fig-Forth (disk)
version, year : 1.4s
author/company : ?
available..... : ?
package....... : ?
features...... : ?

- fun-Forth (?)
version, year : ?
author/company : APX
available..... : APX-20146
package....... : ?
features...... : ?

- Grafik-FORTH
version, year : ?
author/company : ?
available..... : ?
package....... : ?
features...... : ?

- QS Forth (?)
version, year : ?
author/company : Quality Software
available..... : ?
package....... : ?
features...... : ?

g) PILOT

- Atari PILOT (cart)
version, year : 1980
author/company : Atari
available..... : ?
package....... : ?
features...... : ?

h) LOGO

- Atari LOGO (cart)
version, year : 1983
author/company : LCSI, Atari
available..... : ?
package....... : ?
features...... : ?

i) All the rest

- Action! (cart)
version, year : 1983
author/company : OSS
available..... : ?
package..... : compiler, editor, monitor and library
features..... : fast compiler which generates good code
Needs cartridge for runtime procedures. A PD runtime
library is also available.
All variables are static, so recursive routine calls
are not possible. No floating point type (though a
PD library should make this possible). No arrays of
objects (arrays of POINTERS to objects are possible).

- Quick (disk)
version, year : 2.0, 1990
author/company : Raindorf Soft
available..... : ?
package..... : ?
features..... : ?
This is the "poor man's Action!". Same restrictions as
Action! apply also to Quick. Further restrictions are:
only simple assignment expressions, no records and no
pointers.

- Test Computer Language (disk)
version, year : 2.2, 1985-1990
author/company : D.Firth
available..... : public domain, ?
package..... : compiler and editor
features..... : ?

Subject: 8.4) What cartridges were released for the Right Slot of the 800?

Contributors: Gene, Larry White, others

Austin Franklin Austin 80 Console Software
Eastern House KISS
Eastern House Monkey Wrench
Eastern House Monkey Wrench II
Geminisoft/Sar-An Magic Dump
Geminisoft Magic Dump II
Radical Systems Cartridge Maker (eprom burner)
Block (first right cart/first "backup" program hardware device)
R-Time 8 ICD (battery-backed clock, for left or right cart slots)

Subject: 8.5) What games support 4 or more simultaneous players?

contributors to this section:
Jeff M Lodoen, Vidar \"Hawk\" Olavesen, Pat Mulvey,
Steven E. Posey (Party Quiz controllers description), Andreas Magenheimer

The following games support 4 player head-to-head play. Remember, only the 400 and 800 computer models sport 4 controller ports.

Asteroids, Basketball, Dandy, M.U.L.E., Maze War, Silicon Warrior, Survivor, Thorn EMI Soccer, Major League Hockey

The following support 8 players on the 400/800 or 4 on the other computer models, using the 2 controllers-per-port CX30 Paddle controllers:

Super Breakout, Worms?

The following supports 4 players on all machines, using special 4-button keypad controllers linked together with RJ-11 jacks (standard phone jacks) to a box with 2 joystick port connectors.

Party Quiz by Suncom

Andreas Magenheimer contributes the following:
- Networking 1-8 players/computers games:
Dataque once (1989-1992) developed a Network game+cable which lets you connect 1-8 A8 computers together. The cable (octagon or so) could be selfmade or bought. The game avaiable was Maze of Agdagon (shareware from the Agda Group/Dataque). Maze of Agdagon worked on all 8Bit Ataris with a minimum of 48k RAM. In 1999/2000 Bewesoft discovered this and developed the game Multidash which is network-compatible to the previous game, i.e. it can use the same network cable. But, because of its interlaced grapic mode Multidash will only run on XL/XE computers. Therfore Jiri included a good Gr. 8 picture how to built an easy network cable for 2 players/computers (using a SIO cable as a nullmodem cable!) and an -not so easy - network cable for 2-8 players/computers. The game and its text+picture was released as freeware; it can be found on the internet or the abbuc magazine...

in short: networking games with 1-8 players: a) Maze of Agdagon
b) Multidash

- more multi-joystick games:
MULTIJOY device by Radek Sterba (Raster), supports 8 joysticks attached to one controller port.
Two games by Raster supporting this device: Cervi, Multris.
http://www.infos.cz/raster/atari

Subject: 8.6) What programs run only on the 400 and 800 models, and why?

The following are reported as incompatable with models other than the original Atari 400/800. Most probably do work on XL/XE's if you use a translator to run the original 400/800 OS on your XL/XE.

Apple Panic Broderbund
Aquatron Sierra On-Line
Astro Chase First Star Software / Parker
Atlantis Imagic
Attack at EP-CYG-4 (by Bram) Romox

Bandits
BearJam Chalkboard Inc.
Boulders And Bombs CBS
Chicken Synapse
Demon Attack Imagic
Disk 50
Dreadnaught Factor, The Activision
Drelbs Synapse
Forbidden Forest Cosmi
Fort Apocalypse Synapse
Galahad And The Holy Grail APX
Go Hayden
Gorf Roklan
Jawbreaker II
Jet Boot Jack English
Juggler IDSI
K-Razy Antiks K-Byte
K-razy Kritters CBS Software
K-razy Kritters K-Byte
Kangaroo Atari prototype
KoalaPainter Koala
Leo's 'Lectric Paintbrush Chalkboard Inc.
Leo's Links Chalkboard Inc.
LogicMaster Chalkboard Inc.
Lunar Leeper
Mario Bros. ('83) Atari
Maze Epyx
MicroMaestro Chalkboard Inc.
Monkey Wrench
Monster Maze Epyx
Ms. Pac-Man Atari [some problems
M.U.L.E.(early release only)Electronic Arts
Nautilus Synapse
Pac-Man Jr. Atari prototype
Picnic Paranoia Synapse
Pool 1.5 IDSI
Pool 400 IDSI
Protector II Synapse
Rack 'Em Up Rocklan
Shamus Synapse
Slime Synapse
Snapper Silicon Valley Systems
Space Dungeon Atari
Squish 'Em Sirius
Super Pac-Man Atari prototype

Konrad M.Kokoszkiewicz writes:

XL/XE software won't work on 400/800 if:

1) it uses shadow RAM at $C000-$CFFF and $D800-$FFFF
2) it uses RAM expansions at $4000-$7FFF controlled by PORTB $D301
3) it uses specific XL OS functions (like JNEWDEVC)
4) it uses illegal XL OS addresses.
5) it uses European Charset :)

Subject: 8.7) What programs make use of the Light Gun or a light pen?

Bertrand M. (LEXX) writes:

Bug Hunt, Barnyard Blaster, Crossbow, Crimebuster, Operation Blood, Operation Blood II - Special Forces (not completely sure about that one), Light Gun Blaster (PD), Gangsterville (Italian game written in BASIC), maybe a couple more...

James Bradford mentions:
"On the 400, the light gun /pen will only work in joystick port 4." This renders much light gun and light pen software unusable on the 400.

Andreas Magenheimer adds:
all Lightgun games can be used with a lightpen (which is not as accurate as a Lightgun however). And: all lightpen games can be used with lightgun. thus add:
- Atari Graphics (Atari) Lightpen graphic software
- 5 Matrix or Matrix 5, a PD game...
- Alien Invaders (DGS) a Space Invaders clone from the brits...
- Bembelwo (Thorsten Butschke) a sort of golf/minesweeper game, written in Quick and PD!
- Sharp Shooter (Mat*Rat) a PD game from Analog, also avaiable on cart from Video 61/Lance Ringquist
- Lightgun Shooter (ABBUC mag.) a simple shooter game, at least PD!
- Flyshot (or Flyshoot) a Turbo Basic game (PD) from ZONG, the KE Soft mag.

More:
Geisterschloss by KE Soft, 1992

Subject: 8.8) What programs have a track ball mode or support a mouse?

Contributors: Andreas Magenheimer, Mirko Sobe

Title Keystroke Required
-------------- ----------------------
Missile Command (Atari) CTRL-T
Slime (Synapse) [T]
Shanghai (Activision) choose controller type: ST mouse !
(plug it into port 2; if you do not
have one, you have to reboot!!)
Bombdown (Roemer of Uno) choose between Joystick, Amiga
mouse, ST mouse or CX85 numeric
keypad (use port 2 for any mice)
Minesweeper (PPP/PD-World Versand) use an ST mouse in port 2

The Brundles (KE-Soft/Kaisersoft) use an ST mouse in port 2
The Brundles Editor (KE-Soft, PD) use an ST mouse in port 2
Geisterschloss/Ghost Castle (KE-Soft, PD) choose Lightgun (port 1) or ST
mouse (port 2)
10-12 games from ZONG magazine ST mouse games !! (they use port 2
(KE SOFT, now PD) and a driver
called KEMAUS.COM)
Multi-Mouse manager (PD/shareware) drivers for mice, TB, etc.
Unriagh I (german PD adventure) has drivers for ST mouse+Joystick
(stick=port 1, mouse=port2)
Unriagh II (german PD adventure) has drivers for ST mouse+joystick
(stick=port 1, mouse=port 2)
little Calculator (AMC-Verlag, PD) uses mouse only (port 2)
big UPN calculator (PD) uses ST mouse, TB, Touch tab. and
joystick; (there are different COM
files, rename the one you wish to
use to *.EXE; all drivers use port
1 - if I remember correctly)
Operation Blood (ANG/Mirage) press mouse fire or Select to start
in ST mouse mode (port 2)
Operation Blood 2 / Special Forces press mouse fire or Select to start
(ANG/Mirage) in ST mouse mode
Sprint XL (ABBUC Jahresgabe 1992) uses an ST mouse in port 2
M.O.S. (ABBUC magazine) uses an ST mouse in port 2
Multi-(Tasking-)Operating-System,
Diamond GOS (Reeve software) Version 1.0 (disk), 2.0 & 3.0
(cart.)
support an ST mouse in port 2
S.A.M. (Power per Post) german GUI, supports an ST mouse in
port 2
G.O.E. (TCS) supports an ST mouse in port 1
BOSS-X (MS-Software, Mirko Sobe) supports ST-Mouse in Port 2

RE: Missile Command, Andreas writes:
there are many different versions avaible... I know the old Atari 800
cart version, which works correct with Joystick and Trakball, but not at
all with a mouse. The newer XL version works with Mouse, trackball and
Joystick, also the newest (built-in) XEGS version of MC. But, there is
also a tape version (and maybe a disk version) of MC avaiable. I am not
sure if this tape version behaves like the old 800 version or like the
newer XL and XE/XEGS versions...

And about mice, Andreas adds:
Maybe you did not know, there is a little difference between Trackball
and ST-mouse. Although MC works with both input devices does not mean,
they are the same. they are not !! Connect the TB to an ST computer and
you see: it does not work at all !! You have to do a small conversion to
convert the TB to an ST mouse. (Plans are avaiable from ABBUC, germany).
maybe somebody already did this with Harvey`s TB (and to make things
worse: the old Atari 800 version does not support a mouse; so if the TB
has been converted to a mouse this MC version will not work with it!).

Subject: 8.9) What programs have a paddle(s) or Koala Pad mode?

Andreas Magenheimer contributes:

- Super Breakout (Atari) breakout clone
- Live Wire (Analog) tempest clone
- Live wire 2 (Analog) tempest clone
- Planetary Defense (Analog)
- Pong (Antic) Pong clone
- Pong (Analog) Pong clone
- Super Ball (Compy Shop Magazin) Breakout clone
- Arkanoid (Taito/Imagic) Breakout clone
- Koala/Micro-Illustrator (Island graphics/Koala Ware) graphics program
- Chiseler (Antic or Analog) a breakout clone
- Slime (Synapse) a slimy shooter...
- Chicken (Synapse) catch the chicken eggs...
- many more dozens of Pong and Breakout clones
(forgot their names, maybe someone can help here!)
- many more programs (which I do not remember right now!)

Subject: 8.10) What programs have a CX85 mode?

Andreas Magenheimer writes:

- Multi mouse Management (PD)
- UPN calculator (PD)
- the Bookkeeper (published by ???)
- Bombdown (Roemer of Uno)
- many games from KE-Soft and Powersoft
(forgot their names, help needed!)

Subject 8.11) What programs have a Touch tablet mode?

Andreas Magenheimer writes:

- Atari Artist (Atari) graphics program
- Pixel Artist Deluxe 1.3 (PD) graphics program
- The Brundles (KE-Soft) Lemmings clone
- many more (which I do not remember right now!)

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The archives contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: superarc.arc - both Super Un-Arc & Super Arc
suprarc2.arc - Super Arc
supunarc.com - Super Un-Arc
supunarc.uue - Super Un-Arc
location: http://www.umich.edu/~archive/atari/8bit/Archivers/Arc/

Subject: 9.3) What are the .DCM, .ATR, .XFD, .SCP, and .DI disk image formats?

These are all filename extensions used to name files containing entire 8-bit
Atari floppy disk images.

DCM - Image format invented by Bob Puff, for his Disk Communicator 3.2 utility.
Used when working with native Atari hardware.
DCM specs at: http://home.planet.nl/~ernest/diskcomm.zip

ATR - Image format invented by Nick Kennedy, for his SIO2PC project.
Used with most 8-bit Atari emulators running on other computer platforms.

XFD - Image format invented by Emulators Inc, for their ST Xformer emulator.
Identical to ATR except without the 16 byte header.
Used with ST Xformer and PC Xformer emulators.

PRO - Image format invented by Steven Tucker, for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.

SCP - SpartaDOS SCOPY image file.

DI - Image format invented by Kolja Koischwitz & Christian Kruger for their
800XL DJ emulator for the Atari ST.

One tool for converting among all of these disk image formats is:
Acvt v1.06 by Jindrich Kubec

Latest version can be found at http://www.asw.cz/~kubecj

Subject: 9.4) What are the .XMO and .BIN file formats?

XMO stands for XMODEM. The idea was that the file was not plain text, but was a binary file. As a binary file, it had to be downloaded using a file transfer protocol such as XMODEM. The use of ".xmo" as a filename extender was popular once, but has been discouraged for years.

BIN - another filename extension sometimes used to designate binary-load files. Like .xmo, use of .bin is discouraged.

Subject: 9.5) How can I make my commercial boot disk (tape, cart) into a load file or disk image?

Russ Gilbert writes:

The disk image part is a matter of taking a copyable boot disk and making an atr, xfd, dcm or other disk image type file out of it, usually for use with an emulator. Before emulators, the Bob Puff .dcm format was used to store/archive/retrieve boot disk images.

Almost all commercial software for the A8 is/was copy protected. For boot disks, this usually involved a large number of special formatting that couldn't be copied using ordinary sector copiers. Usually the boot process involved checking to see if a certain sector error occurred, then proceeding. If the error did not occur, the disk was a copy and would not work.

For carts, usually the method of protection was to write to the cart area of memory and see if the value changed. If the value changed, the cart program was in RAM, not ROM and would fail to operate.

For tapes, again a fair number of schemes were used. Some varied the speed at which the tape loaded. I'm not familiar with tape protection schemes.

With all software media (cart, tape, disk), there may be program encryption, which must be decrypted before the program can run. This to make more difficult disassembly of the program.

There were/are a number of products to defeat copy protection/allow copying of protected software for the A8. The most common way to defeat copy protection was to disassemble the software and revise sections of code so that the copy protection was defeated. A software with defeated

copy protection is called a 'cracked' software. The basic procedure is to understand how cart/tape/disk software initializes, loads and runs. Usually make a file out of the software and 'follow the code', starting with loading of the program, to decryption to the actual running of the program. Today, it is unnecessary to copy original commercial A8 software because it has already been defeated and may be found at a few ftp sites. (Note umich archive has no commercial/non-shareware software.)

Besides 'cracking' software, there were/are hardware devices to copy commercial protected software. The Happy 1050 and the Archiver, and probably other modifications to the 810, or 1050 allowed 'bit image' copying and reproduction of the special formatting that copy protected disks had. Using these archiving disk drives, a copy of the original disk, including all special formatting and the original code is copied, thus making a copy protected copy, not cracked, just like the original.

For carts, copying could involve cracking or again there were/are products to reproduce the cart and simulate a ROM. Or the cart might be copied and burned on the correct type of eprom, to make a plug in cart. 'The Impersonator', the 'Pill' are two cart copy schemes copy the cart to a file, then don't change the code, but use a 'dummy cart' to fool the software into thinking there is a ROM present.

Basic tools for copying, then cracking, carts and disks are a sector editor and disassembler. Carts are usually most easily dumped using a special OS, like Omnimon, to interrupt the cart and dump memory to disk. There are a few pd cart copiers that have the user plug the cart in when the program is running, I don't believe these pd cart copiers are very good or very wise to use.

So, the basic answer to 'how do I make a copy of my copy protected commercial software' is don't bother. Find it on the net.

There is one exception, in that this 'solution' involves a minimum of effort and is relatively safe. I refer to 'Chipmunk' and 'Black Patch' software to make cracked boot disk copy of commercial disks. HOWEVER, even if you use these two commercial archival tools, be sure you write protect your originals, and be careful not to accidentally write to the original disk.

Finally, I'll mention a very modern (I mean 1997) product. The APE Pro system, by Steven Tucker, in the registered version of this shareware allows making disk images called 'Pro' images. APE (Atari Peripheral Emulator) requires a

cable, called the SIO2PC cable, that connects the A8 13 pin
serial port to a serial port on the IBM PC clone. To make
'Pro' images, a special adapter cable is needed, not just
the 'standard' SIO2PC cable. The 'Pro' image can 'capture'
the copy protection of an original commercial disk. The
'Pro' image can then be loaded into an A8 using the APE
registered version software, thus backing up your original
disk software. Note the 'Pro' image will only be of use to
person(s) owning registered APE software and 'Pro' adapter
cable.

Subject: 9.6) How can I convert my commercial boot tape into a cassette
image file?

Ernest R. Schreurs writes:

For those of you that like ALL classic Atari software, there is now a
way to store all software that has been recorded on cassette tapes on
the hard disk of your PC. I have written a program that is similar to
the SIO2PC utility written by Nick Kennedy. But this one is intended
for use with cassette software. You will need the following items:

Any PC equipped with a sound card and about 50 to 100 Megs of free
disk space to work with. The sound card should be able to sample sound
at a sample rate of 44.100 Hz mono. The sample must be recorded into
a .wav file.
You need the wav2cas program to convert the .wav file to a .cas file.
The .cas file is a digital cassette image file that only contains the
data that is on the cassette tape. Once you have that, you can throw
away the .wav file. The .cas files are typically 16 to 64K, so they
are relatively small.

To load cassette files into your Atari (i.e. boot a digital cassette
image) you do not need a sound card. You do need a SIO2PC cable or
similar device. You also need the cas2sio program.

The wav2cas and cas2sio programs should be available from the archives
of Umich by now. They have been put together in one zip file
wav2cas.zip, along with the documentation and the 'C' source code.
You can download it through the web interface at the URL
http://www.umich.edu/~archive/atari/8bit/Emulators/Peripherals/wav2cas.zip
Note the capital in Emulators and in Peripherals.
Thanks to William Kendrick for helping me get it uploaded there!
You can also try the gopher stuff:
gopher://gopher.archive.umich.edu:7055/11/atari/8bit/Emulators/Peripherals/

Steven Tucker, the author of APE, has added support for this file
format as of version 1.15 of APE. It looks real neat, so try that out
too! Thanks to Steven for adding a nice user interface for these
cassette images. He did a nice job. I am hoping other using are
willing to write some programs to get more enjoyment out of this

underrated storage medium.

My stuff is available totally free for personal use, so I hope you
enjoy it. Read the docs about the conditions.

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

Ataridsk V1.2 (c) 95-12-09 by HiassofT (Matthias Reichl)
http://www.horus.com/~hias/atari/

MyUTIL and the XF551 - tips from JTKIRK:

]MyUtil works fine with the XF551. The XF551's speed is 300 rpm (sometimes even
]up to 303 rpm). I've got two XF551s and can read/write disks written on a PC
]with MyUtil on both with no problems. MyUtil even can write to a DS/DD disk,
]for a total of 360 K, BUT: the ATARI disks not only have the bits inverted,
]the second side is also read BACKWARDS respect to PC disks. That is, when
]MyUtil on the PC writes to what it thinks is sector 721, it really is writing
]to sector 1440! Worse, if you take an ATARI disk with a file whose sectors
]get past sector 720, MyUtil will attempt to read the sector 2161-n instead of
]'n', and you'll get a 'truncated record' error. The solution is simply to
]rewrite the code to take into account this (if sec>720 then sec=2161-sec).
]Let me know if you modify this. You don't know how frustrating it is to have
]to use only 180 K of a 360 K disk! I'm going to analyze the source code, but
]I don't know if I will be able to modify it properly. If someone does it
]before, please email me and send me an uuencoded copy or tell me where to get
]it.

Here's some advice on using the above utilities from Hans Breitenlohner:

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad Kokoszkiewicz answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

Jon D. Melbo sums it up this way:
So a basic rule of themb when sharing 360KB floppies among 360KB &
1.2MB drives is: Never do any writes with a 1.2MB drive to a disk that
has been previously written to in a 360KB drive....UNLESS... you only
plan on ever using that disk in the 1.2Mb drive from then on out. Of
course a disk can be reformated in a particular drive any time for use
in that drive. As long as you follow that rule, you can utilize the
backwards compatible 360KB modes that most 1.2MB drives offer.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Apparently 2.07 is buggy.
Anadisk 2.06 is available at: http://ch.twi.tudelft.nl/~sidney/atari/

Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to Preston Crow:
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) How do I transfer files using a null modem cable?

This section by Russ Gilbert.

Q: How do I connect two cmputers using a null modem cable?

A: You need a term program and RS 232 ports on both
computers. The RS 232 ports need to be connected
together using a 'null modem cable'.

For up to 4800 baud, no flow control lines need be
connected. Just cross the transmit and receive lines
and join the grounds together. Transmit is pin #2,
receive is pin #3 and ground is pin #7 on the 25 pin
port. 25 pin #2 goes to Atari #4 (XMT to RCV), 25 pin
#3 goes to #3 on Atari (RCV to XMT) and #5 of 850 goes
to #7 of 25 pin (GND to GND).

The right hand pin on the 'long' side of a female 'D'
connector is #1. There are 13 holes on this 'long'
side, 12 holes on the 'short' side. The numbers go
to the left 1 to 13 then #14 is under #1 and left again
so that #25 is under #13.

Most term programs allow a null connection, without a
carrier detect. Notably, 'Express 850' does not. I have
only used 'Procomm 2.4.3' (the last shareware version of
Procomm) on the PC and Bob Term on the Atari, but other
term programs may work.

To check your null modem connection, start both PC and
Atari term programs, set baud to 2400 or 4800 on both
computers. No parity, 8 data bits, 1 stop bit on the PC.
Be sure to use the correct COM port on the PC. Go to
'terminal' mode and you should now be able to type on
either computer and see it on the other screen. To
accomplish a file transfer, use Y-modem probably from
Bob Term, rather than X-modem. X-modem will often append
bytes to a file transfer, an undesirable event. There is
also a very nice Z-modem recieve program for the Atari,
called AtarZmodem by Larry Black for the Atari.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors (Radio Shack) some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modems and plugging in the null modem cable into the two modem cables. This also avoids the confusion of variations in the computer ports. Most computers connect into the modem end via a standard RS232 DB25 connection. With this both ends 25 pin cable, you would cross pins 2 and 3 and connect the #7s together to make a null modem cable.

The SIO port on the Atari cannot be used directly. An 850, P:R: connection, MIO, Black Box or similar device that provides an RS232 port must be used.

Following are pin assignments for a DB25 pin RS 232 C port.
1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

For higher speed connections, above 4800 or 9600, you need the flow control lines and Atari term software that has flow control built in. You also need an MIO or Black Box, which uses the PBI (parallel bus). A high speed cable would need not only XMT, RCV, and GND, but also flow control lines. I suggest a commercial null modem from computer store to ensure correct lines. A null modem is a small adapter with the correct lines already crossed. I don't know how to correctly connect the CTS, RTS, DTR, DSR, CRX lines for a high speed null modem. With a null modem, you just plug it into the 25 pin connectors of the two modem cables you might already have connected to your Atari and PC or Mac. You may need a straight thru 25 pin gender changer also.

Following is in this FAQ elsewhere, but I summarize here: (Figure out or look for pin numbers on the ports.) Note that these are pin assignments, and NOT null modem connections with the XMT, RCV crossed and GND straight thru.

Atari 8-bit PC AT 25 PC AT 9 pin
---
1. DTR 20 4*
2. CRX 8 1*
3. XMT 2 3

4. RCV 3 2*
5. GND 7 5
6. DSR 6 6
7. RTS 4 7
8. CTS 5 8
9. No connect? shield RI
22 RI

Note: * above indicates the difference between an AT 9 pin
and a Atari 8-bit 9 pin cable connector. eg. If you check
continuity from pin 3 of 25 pin end and it goes to pin
4 of nine pin end, you have an Atari serial cable. If pin
3 of 25 pin goes to pin 2 of 9 pin end, you have a PC
serial cable.
(updated 3/1/99)
(DTE = Data Terminal Equipment ie. your computer.
DCE = Data Communications Equipment ie. your modem.)

Subject: 11.4) What is SIO2PC?

From the SIO2PC home page, written by Nick Kennedy:

SIO2PC is a hardware & software package interfacing the 8-bit Atari to PC
compatible computers.

The original idea was to have the PC emulate Atari disk drives so Atari
programs could be stored on the PC's hard (or floppy) drives. It turned out to
be quite successful. About 95% of my work was in the software, but a hardware
device to convert logic levels was also necessary. This device is now commonly
referred to as an SIO2PC cable.

Features:

Emulates 1 to 4 Atari disk drives

Store your Atari files on PC hard or floppy drives

Boot from the PC, real drive not needed to start-up

No software or drivers required for the Atari;
no conflicts: use your favorite DOS

Twice as fast as an Atari 810 drive and more reliable

Co-exists with real drives in the Atari daisy chain

Compatible down to the hardware level: use sector copiers, etc.

Print-Thru captures Atari print-out and routes to PC's printer

Convert Atari files to PC files and vice versa

1050-2-PC version connects PC directly to Atari disk drive

Nick Kennedy
http://www.cswnet.com/~nkennedy/

Another source for building SIO2PC cables is Clarence Dyson's page at
http://www.redshift.com/~cdyson/atari.html

Subject: 11.5) What is the Atari Peripheral Emulator (APE)?

David A. Paterson writes:

"Steven J. Tucker took SIO2PC one better and wrote new software. The Atari Peripheral Emulator (APE for short) lets your PC act as high-speed drives. It lets you print to your PC printer. And it lets you use your PC modem on the 8-bit."

The APE ProSystem goes even further. The ProSystem has two components:

- The program PROSYS.EXE is used to create the protected and unprotected disk images which are then used by APE.

- The ProSystem hardware is a device designed to allow direct connection of a stock 1050 disk drive directly to a PC for use by the PROSYS.EXE software.

APE home page: http://www.atarimax.com/

Subject: 13.19) What's the difference between ASCII and ATASCII?

David Moeser produced this nice translation table.

ASCII TRANSLATION TABLE -- IBM & ATARI 8-BIT (ATASCII)
==

SECTION ONE: CONTROL CHARACTERS
===============================

DECIMAL ATARI IBM <----> ATARI ASCII
-HEX NAME KEY GRAPHICS CHARACTER FUNCTION
======= ==== === ===================== ========
0 00 NUL ^, none heart Null
1 01 SOH ^A smiley |- Start of header
2 02 STX ^B [smiley] right | Start of text
3 03 ETX ^C heart (9:00) End of last text
4 04 EOT ^D diamond -| End of transmission
5 05 ENQ ^E club (8:30) Enquiry
6 06 ACK ^F spade / Acknowledge (handshake)
7 07 BEL ^G rain dot \ Bell
8 08 BS ^H doorbell L triangle Backspace
9 09 HT ^I o low-R-sq. Horizontal tab
10 0A LF ^J [doorbell] R triangle Line feed
11 0B VT ^K Mars hi-R-sq. Vertical tab
12 0C FF ^L Venus hi-L-sq. Form feed

13 0D CR ^M note high bar Carriage return
14 0E SO ^N 2 notes low bar Shift out
15 0F SI ^O sun low-L-sq. Shift in
16 10 DLE ^P R pennant club Data link escape (break)
17 11 DC1 ^Q L pennant (3:30) Device #1 (P:)
18 12 DC2 ^R V arrows -- Device #2
19 13 DC3 ^S !! cross Device #3 (deselects P:)
20 14 DC4 ^T paragraph cloudy Device #4 (stop)
21 15 NAK ^U section low block Negative acknowl. (error)
22 16 SYN ^V short - left | Synchronous idle
23 17 ETB ^W base-V-arrs.low T End of block
24 18 CAN ^X up arrow hi perp. Cancel memory (in buffer)
25 19 EM ^Y DN arrow left half End medium (tape drive)
26 1A SUB ^Z R arrow (3:00) Substitute
27 1B ESC EE L arrow escape Escape
28 1C FS E^- (3:00) up arrow File separator
29 1D GS E^= ice needles DN arrow Group separator
30 1E RS E^+ up triangle L arrow Record separator
31 1F US E^* DN triangle R arrow Unit separator
32 20 SPC bar space space Space

SECTION TWO: SPECIAL CHARACTERS
==============================
127 7F DEL ETB home plate R pennant Deleted
155 9B EOL RETURN box, etc. Atascii end of line
(only at end of paragraphs or last column for data)
13,10 EOL ENTER ^M^J IBM end of line
(at end of every 80-column screen line)
13 EOL ENTER ^M (or ^M and null) Unix end of line

KEY TO ABBREVIATIONS:
====================
^ = control key L = left hi = upper
S = shift key R = right low = lower
E = escape key UP = points up [ ] = inverse
BS = backspace DN = points down V = vertical
TB = tab key sq = square perp = perpendicular
(time) = position of hands on a clockface

Where possible, descriptions of graphics characters are taken
from standard symbols used in mathematics, weather, astronomy, etc.
Note: Different computer platforms, operating systems, programs,
printers, etc. will produce different graphics characters.

SECTION THREE: KEYBOARD CHARACTERS
==================================

DECIMAL IBM ATARI DECIMAL IBM ATARI
-HEX KEY CHAR. KEY CHAR. -HEX KEY CHAR. KEY CHAR.
======= === ==== === ==== ======= === ==== === ====
32 20 bar space bar space 80 50 P P P P
33 21 S1 ! S1 ! 81 51 Q Q Q Q

```
34 22 S' " S2 " 82 52 R R R R
35 23 S3 # S3 # 83 53 S S S S
36 24 S4 $ S4 $ 84 54 T T T T
37 25 S5 % S5 % 85 55 U U U U
38 26 S7 & S6 & 86 56 V V V V
39 27 ' ' S7 ' 87 57 W W W W
40 28 S9 ( S9 ( 88 58 X X X X
41 29 S0 ) S0 ) 89 59 Y Y Y Y
42 2A S8 * * * 90 5A Z Z Z Z
43 2B S= + + + 91 5B [ [ S, [
44 2C , , , , 92 5C \ \ S+ \
45 2D - - - - 93 5D ] ] S. ]
46 2E . . . . 94 5E S6 ^ S* ^
47 2F / / / / 95 5F S- _ S- _
48 30 0 0 0 0 96 60 ` ` ^. `
49 31 1 1 1 1 97 61 a a a a
50 32 2 2 2 2 98 62 b b b b
51 33 3 3 3 3 99 63 c c c c
52 34 4 4 4 4 100 64 d d d d
53 35 5 5 5 5 101 65 e e e e
54 36 6 6 6 6 102 66 f f f f
55 37 7 7 7 7 103 67 g g g g
56 38 8 8 8 8 104 68 h h h h
57 39 9 9 9 9 105 69 i i i i
58 3A S; : S; : 106 6A j j j j
59 3B ; ; ; ; 107 6B k k k k
60 3C S, < < < 108 6C l l l l
61 3D = = = = 109 6D m m m m
62 3E S. > > > 110 6E n n n n
63 3F S/ ? S/ ? 111 6F o o o o
64 40 S2 @ S8 @ 112 70 p p p p
65 41 A A A A 113 71 q q q q
66 42 B B B B 114 72 r r r r
67 43 C C C C 115 73 s s s s
68 44 D D D D 116 74 t t t t
69 45 E E E E 117 75 u u u u
70 46 F F F F 118 76 v v v v
71 47 G G G G 119 77 w w w w
72 48 H H H H 120 78 x x x x
73 49 I I I I 121 79 y y y y
74 4A J J J J 122 7A z z z z
75 4B K K K K 123 7B S[ { ^; spade
76 4C L L L L 124 7C S\ | S= |
77 4D M M M M 125 7D S] } E^< left-turn
78 4E N N N N 126 7E S` ~ EBS L pennant
79 4F O O O O 127 7F none house ETB R pennant
```

Subject: 15.1) How did Atari get it's name?

Graham Thornton types:

This article was published in "I/O - The Magazine of the Atari Home Computer Club" in issue 3 - Summer 1983. The magazine was the official mouthpiece of Atari UK. The article was not attributed to any one person. The words are theirs, not mine.

How Atari Got It's Name

The name Atari actually comes from Japan. And yet the company is most definitely American. Every wondered why? It's an interesting story and one well worth telling.

In 1972 three friends decided to invent and market the first commercially feasible video game. They were Nolan Bushnell, Ted Dabney and Larry Bryan.

To become a partner each man had to submit $100 to the project - a remarkably small sum when you consider the company's success! The next step was to find a name.

Drinking beer and thumbing through the dictionary one day, the three friends came across an interesting entry under "S". The word was Syzygy, or "the straight-line configuration between three celestial bodies". What a perfect name they thought, for three such astronomically talented people!

Now they could get on with the business of inventing games. Their first, Computer Space, was produced and all seemed to be going well.

But then things started to get a little shaky. Larry Bryan decided not to ante up his $100 and pulled out, leaving Bushnell and Dabney to go it alone.

The set up a shop in Santa Clara, California, and incorporated the business. A little later they invented Pong(r).

Busnell and Dabney applied for the name Syzygy to the Office of the California Secretary of State, which regulates Californian corporations, but were told that they were too late. The name was already taken.

Following unsuccessful attempts to buy the rights to the name from the first Syzygy corporation, which appeared to be inactive, the friends' solicitor pressed them to think up an alternative.

This proved difficult. BD Inc and DB Inc were tested and then rejected in turn: the first bore too close a resemblance to Black & Decker, the second to Dunn and Bradstreet.

Inspiration occurred at last, once again in an informal atmosphere. Bushnell and Dabney were both keen players of Go, a Japanese strategy game, and their best brainstorming always occurred over a good game and a bottle of beer.

This time, they decided to make a list of several Go words to see if one of them would fly as the new corporate name.

First choice was "Sente", which means "the upper hand" - something that greatly appealed. Second and third choices were "Atari", which has a similar meaning to the English word "check", and "Hanne", an acknowledgement of an over-taking move.

Busnell and Dabney submitted the list once again to the Office of the Californian Secretary of State, which approved "Atari". The rest is history.

When the company name changed, Bushnell and Dabney decided to update the logo too. They incorporated the "S" from Syzygy and the "A" from Atari into the new design.

It was not until later, as the company became increasingly successful, that an advertising agency designed the slicker and now famous Atari logo - the "fuji" or stylised "A" design.

Subject: 15.2) What is the History of Atari?

Here is a very condensed history of Atari, centered around their 8-bit computers.

1972
Atari Inc. is formed by Nolan Bushnell, incorporated on Tuesday, June 27. Atari created the first coin-operated arcade video game with the introduction of Pong. The video game industry was launched and has shaped pop culture ever since.

1976
Warner Communications acquires Atari Inc.

1977
Atari launches the Video Computer System (VCS), later known as the 2600, giving birth to home video game systems.

1978
In December, Atari announces the Atari 400 and 800 personal computers, using the 6502 microprocessor.

ATARI BASIC: (according to Atari BASIC Sourcebook)
Paul Laughton and Kathleen O'Brien - Most of Atari Basic
Paul Krasno - Helped with Trnscendental routines
Bill Wilkinson - Designed Floating Point Scheme
Bob Shepardson - Modified IMP-16 Assembler to accept special syntax tables
Paul invented
Mike Peters - Key punching and operating

1979
The Atari 400 and Atari 800 Home Computers debut at the Winter Consumer Electronics Show (CES) in early January.

Jerry Jessop writes:
"The first official small shipment of the 400/800 was on August 29th 1979.

These were hand built pilot run units to Sears that needed to be in stock by Sept. 1 so they could be placed in the big fall catalog. The units were placed in the Sears warehouse and then immediatly returned to Atari after the "in stock" requirment had been meet.

The first "real" consumer units were shipped in Nov. of 79 and were 400's to Sears followed very shortly by 800's."

This extremely long URL leads to Atari's patent for the 8-bit Atari computer: (thanks Rick Cortese)
http://164.195.100.11/netacgi/nph-Parser?Sect1=PTO2&Sect2=HITOFF&p=2&u=/netahtml/search-bool.html&r=94&f=G&l=50&co1=AND&d=pall&s1=atari.ASNM.&OS=AN/atari&RS=AN/atari

All Atari computers are tested at the factory by a master computer called the Atari Sentinel System.

1981
November: 400/800's begin shipping with the new GTIA chip in place of CTIA, increasing the palette of simultaneously displayable colors to 256 and adding 3 new graphics modes. CTIA is totally phased out by the end of the year.

Jerry Jessop adds:
"The very first proto systems did have the GTIA, but it had some problems and was not released in the consumer version until 1981. The GTIA was completed before the CTIA."

1982
The introduction of the 1200XL in late 1982 marks the single largest advance in the 8-bit Atari system.

1983
In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL.

1984
Warner Communications sells Consumer Electronics and Home Computer divisions of Atari Inc. to Tramiel Technologies on Monday, July 2.

Atari Corporation is formed by Tramiel Technologies and its products marketed under the Atari brand.

(
Atari Games Corporation is also formed from the former coin-op division and markets coin-operated games under the Atari Games brand.

Atari Games inherits Atari copyrights/trademarks/patents for use in the coin-operated arcade video game market only.

Atari Games was acquired by Midway Games on March 29, 1996.

January 2000: Atari Games is renamed Midway Games West, and games produced by the group will sport the Midway Games brand. The last coin-op game with the Atari Games logo: San Francisco Rush 2049, released in 1999.

June 22, 2001: Midway Games announces it is exiting the coin-operated arcade video game market; its game development efforts will now be focused on games for home game platforms.
)

1985
The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985.

1987
In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system.

1992
Atari (US) officially dropped all remaining support of their 8-bit computer line on January 1, 1992. (Some 800XE's were still being manufactured in China in 1992.)

1996
On July 31, 1996, Atari Corp. became a JTS subsidiary. JTS Corp., with headquarters in San Jose, Calif., was founded in 1994 to design, manufacture and supply enhanced-capacity hard disk drives for the notebook and desktop personal computer markets.

1998
On February 23, 1998, JTS sold its Atari Division to HIACXI Corp., a wholly-owned subsidiary of Hasbro Interactive, Inc., which is a subsidiary of Hasbro, Inc., for $5 million in cash.

(JTS filed for Chapter 11 Bankruptcy Protection on December 11, 1998, and then converted it to Chapter 7 on February 28, 1999)

Hasbro Interactive produced games for several platforms, including PCs running MS-Windows. Some of Hasbro's games, including several re-makes of classic Atari titles, were marketed under the Atari label. The Atari Interactive brand was termed "a Hasbro Affiliate."

2001
On January 29, 2001 Infogrames Entertainment announced completion of its acquisition of Hasbro Interactive from Hasbro. The purchase included the Atari titles and intellectual properties.

TODAY
Atari is a label of Infogrames Entertainment.

Founded in 1983, France-based Infogrames Entertainment SA (IESA) is a global publisher and distributor of video games for consoles (Sony, Sega, Nintendo, and Microsoft), personal computers and Macintosh systems, as well as interactive digital television, mobile smart devices (WAP, HDML) and in-flight entertainment systems. The company's award-winning franchises include Alone In The Dark, Driver, Deer Hunter, Test Drive, and Unreal. Infogrames Inc.'s Humongous Entertainment division is a leader in children's entertainment software and its Macintosh publishing label, MacSoft, is the number one publisher of Macintosh entertainment software. IESA recently acquired

Infogrames Interactive, Inc. (formerly Hasbro Interactive), including its line
of software based on well-known licenses such as Monopoly, Jeopardy, Tonka,
and Atari.

Corporate web home: http://www.infogrames.com/

The Atari website: http://www.atari.com/

Atari currently (9/00) markets:
Atari Arcade Hits 1 & 2
Breakout
Centipede
Frogger
Glover
H.E.D.Z. - Head Extreme Destruction Zone
Missile Command
Nerf ArenaBlast
Pong
Q*Bert
The Next Tetris

Infrogrames' first Atari release: Atari Anniversary Edition (7/01)

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End of atari-8-bit/faq
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5489. Re: Paypal _How does this work

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-03 16:56:13 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <tp7e0d9dr37667@news.supernews.com>
Source record: 34263

I've been using Paypal personal account for ebay items for a year now.
Until now, I haven't been charged anything to send money, even when paying
for items in the $170+ range.

Bob Klaas wrote in message <3B8FA488.A5E7AD4A@sisna.com>...
>Sorry to disillusion you but they do charge the sender and the
>receiver! Want copies of my invoices from both? I can provide them.

5490. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-03 21:06:12 UTC
From: me <me@home.net>
Message-ID: <3B93F0C4.5C987838@home.net>
Source record: 34264
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Jheitmuller wrote:

> Hi,
>
> I am looking for ideas for a challenging Atari 8-bit assembler
> programming project.

I think it would be really useful to make a library of useful routines, like disk i/o, setup graphics mode, plot, return model #, cpu speed, fetch ram pages (including several K amounts of continuous memory), extended and expanded memory accessed (that is, dma based and i/o page based), sound access, keyboard read, joystick read, and zero page location request (again, request several zp in a row).
the reason I say this is cross model and platform compatibility, which can lead to a C standard library for the cc65.org compiler so that you can make a nice project and all 8bitters can use it. There are so few 6502 programmers left that we have to gather the strengths of all 8 bit platforms to proceed as a community.
Just my idea.
I can tell you for sure we would need:
fetchkeyraw - return raw keycode for this machine (atari ascii or whatever)
raw2ascii - convert (as closely as possible) atari ascii to standard ascii

raw2xtra - convert atascii to some kind of standardized extra keys, like F keys which commodore/atari have, cursor keys, etc.
getpage - reserve 256 bytes of memory anywhere and return pointer like $60 means $6000-$60ff
getpages - get N pages continuous (for those who need 1k tables etc.)
getfar - read ram under rom, or ram expansions etc
storefar
howmanyjoy - return # joysticks
readjoyN - read a joystick
readpaddleN - read paddle
writefile - open a standard temp file - call it anything - and close it
readfile - read the file back (can be used as bare minimum to save prefs, highscores etc.)
should save an area of memory, save as 8bit bytes
cpuspeed - return cpu speed in cycles/sec
settimer - start a cycle timer if possible
stoptimer
settimeraddress - where the interrupt starts exectuing
getzp

This is nothing fancy but I know from experience that the bare minimum of routines to make any decent program is access to memory #1, access to timers and input/output, then files, then sound (sound is probalby not essential for most things).
Text modes can be almost exactly the same on good enough platforms - comoodore/atari can have 40x25 text screen, and 80 column text screen can be simulated with this (or real 80 column for commodre 128).
Bare minimum graphics are also compatible, saw black plotting on white in 320x200, this is enough for graphs and so on, but I don't expect this to be amultiplatform gaming thing - though even games can make use of standard joystick/paddle/keyboard/ram access.

5491. Re: New to SpartaDOS.....

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-03 21:26:46 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b942b5f$0$1529$4c5ecdc7@news.erinet.com>
Source record: 34266

I' m not familiar with 1050-2-PC. I take it is a cable to allow transfer
from PC to 1050. Your 3.2f must be a .dcm or .atr, it can't just
be the files. Any boot disk has to have the boot sectors written.
I don't know where I can find some info on 1050-2-PC.
Russg

5492. New to SpartaDOS.....

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-03 22:38:48 UTC
From: Nigel Henry <nigel.henry@virgin.net>
Message-ID: <hETk7.37979$wX5.4795794@news6-win.server.ntlworld.com>
Source record: 34265

Hi again all. I recently got a 1050 with a US doubler fitted, but without any software or manuals. Now, I never had a US doubler in the "good old days", so I was anxious to see what it could do when I finally got one. Anyway, I downloaded SpartsDOS 3.2f from one of the ftp's and transfered it to floppy with 1050-2-PC. But the produced disk doesn't work- when I boot up it reads the first few sectors and then just stops. Am I doing somthing wrong? Is there somthing special I'm supposed to do to run SpartaDOS, or is it not possible to copy this program? The drive seems to function OK otherwise.

Thanks for the help

Nigel

5493. Re: New to SpartaDOS.....

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-04 02:07:01 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.15fe0155ea616380989690@news.nacs.net>
Source record: 34267

In article <hETk7.37979$wX5.4795794@news6-win.server.ntlworld.com>,
nigel.henry@virgin.net says...
> Hi again all. I recently got a 1050 with a US doubler fitted, but without
> any software or manuals. Now, I never had a US doubler in the "good old
> days", so I was anxious to see what it could do when I finally got one.
> Anyway, I downloaded SpartsDOS 3.2f from one of the ftp's and transfered it
> to floppy with 1050-2-PC. But the produced disk doesn't work- when I boot up
> it reads the first few sectors and then just stops. Am I doing somthing
> wrong? Is there somthing special I'm supposed to do to run SpartaDOS, or is
> it not possible to copy this program? The drive seems to function OK
> otherwise.

You may have formatted the disk incorrectly, or used a non-working
image. Did you download the disk image by FTP? Make sure you used the
binary transfer mode.

If all else fails just e-mail me your address and I will post you
a working 3.2f and DOS 2.5 diskette.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
*
* * * Turn your 8-bit Atari into a powerhouse with APE! * *
*
* * * Ape Homepage: http://www.atarimax.com/ * *
*
* * *** *
*
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+
Items !!

5494. Warp40 E: Handler

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-04 10:12:44 UTC
From: davehall@escape.ca
Message-ID: <tp9a61fvksc33c@corp.supernews.com>
Source record: 34268

Here's something I wrote eight years ago. I wrote a slightly larger,
faster version, but I have misplaced that source code. Though if
anyone is actually interested in this kind of stuff and requests
it, I might manage to recreate the source for the faster version.

(BTW the reason for the TSR flag is to prevent SpartaDos from
installing the program twice.)

```
OPT NO LIST
;Warp40 v1.0f
;Copyrighted (c) 1993 David Hall
;
DOSINI = $0C ;
BRKKEY = $11 ;
RMARGN = $53 ;
ROWCRS = $54 ;
COLCRS = $55 ;
DINDEX = $57 ;
SAVMSC = $58 ;
OLDCHR = $5D ;
OLDADR = $5E ;
LOGCOL = $63 ;
MLTTMP = $66 ; Temporary storage for open
BUFCNT = $6B ; Number of characters in E: input buffer
BASE = 203 ;
MEMLO = $02E7 ;
SSFLAG = $02FF ;
HATABS = $031A ;
;
*= $4000
;
INSTALL LDY TSR
BEQ INSTALL2
RTS
;
INSTALL2 LDY #15
INLOP LDA $E400,Y
STA MYTABLE,Y
DEY
BPL INLOP
LDA DOSINI
STA INIT+1
LDA DOSINI+1
STA INIT+2
LDA MEMLO
```

```
STA BASE
STA DOSINI
CLC
ADC # <ENDPGM-INIT
STA D1+1
LDA MEMLO+1
STA BASE+1
STA DOSINI+1
ADC # >ENDPGM-INIT
STA D2+1
; Fix real E: get, and put routines
;
INC MYTABLE+4
BNE IN2
INC MYTABLE+5
IN2 INC MYTABLE+6
BNE IN3
INC MYTABLE+7
;
; Fix e: get routine
;
IN3 LDA MYTABLE+4
STA REALGET+1
LDA MYTABLE+5
STA REALGET+2
LDA # <[GET-1]-INIT
CLC
ADC BASE
STA MYTABLE+4
LDA # >[GET-1]-INIT
ADC BASE+1
STA MYTABLE+5
;
; Fix putbye routine
;
IN4 LDA MYTABLE+6
STA REALPUT+1
LDA MYTABLE+7
STA REALPUT+2
LDA # <[PUT-1]-INIT
CLC
ADC BASE
STA V1+1
STA MYTABLE+6
LDA # >[PUT-1]-INIT
ADC BASE+1
STA V2+1
STA MYTABLE+7
;
; Fix D3&D4 references
```

```
;
LDA # <MYTABLE-INIT
CLC
ADC BASE
STA D3+1
LDA # >MYTABLE-INIT
ADC BASE+1
STA D4+1
;
; Move handler down to memlo (up to 512 bytes)
;
LDX #1
LDY #0
IN5 LDA INIT,Y
STA (BASE),Y
INY
BNE IN5
INC BASE+1
INC IN5+2
DEX
BPL IN5
JSR D1
INC TSR ;update install flag
PRNT LDA # <CREDIT ;display vain credit & exit
STA 832+4
LDA # >CREDIT
STA 832+5
LDA #ENDCR-CREDIT
STA 832+8
LDX #0
STX 832+9
LDA #11
STA 832+2
JMP $E456
;---------------------------------------------------------------
;
; Warp40 handler
;
;---------------------------------------------------------------
INIT JSR $FFFF
D1 LDA #$FF
STA MEMLO
D2 LDA #$FF
STA MEMLO+1
D3 LDA #$FF
STA HATABS+7
D4 LDA #$FF
STA HATABS+8
V1 LDA #$FF
STA $0346
```

```
V2 LDA #$FF
STA $0347
LDY #1
RTS
;---------------------------------------------------------------
;
; Get byte routine
;
;---------------------------------------------------------------
GET LDY BUFCNT
BNE REALGET
LDA (OLDADR),Y
ORA #128
STA (OLDADR),Y
REALGET JMP $FFFF
;---------------------------------------------------------------
;
; E: put routine
;
; ~83 machine cycles (John Harris's hyper E: mod was 173)
;
;---------------------------------------------------------------
PUT LDY 87
BNE REALPUT
PUT2 LDX BRKKEY
BEQ REALPUT
LDX SSFLAG
BNE PUT2
LDX COLCRS
CPX RMARGN
BCS REALPUT
TAX
AND #127
CMP #125
BCS REALPUT2
CMP #96
BCS PUT3
ADC #224
BPL PUT3
CMP #251
BCS REALPUT2
ADC #96
PUT3 INX
BPL PUT4
ORA #128
PUT4 STA (OLDADR),Y
INC OLDADR
BNE PUT5
INC OLDADR+1
PUT5 INC COLCRS
```

```
INC LOGCOL
LDA (OLDADR),Y
STA OLDCHR
INY
RTS
;---------------------------------------------------------------
REALPUT2 TXA
REALPUT JMP $FFFF
;---------------------------------------------------------------
MYTABLE .DS 16
ENDPGM
;
CREDIT .BYTE "Warp40 v1.0b (beta)",155
.BYTE "Copyright (C) 1993 by David Hall",155,155
.BYTE "Small version installed.",155
ENDCR
TSR .BYTE 0
;
*= $02E2
.WORD INSTALL
```

5495. Re: Fonts

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-04 10:55:07 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9n2bubncf1@nets3.rz.RWTH-Aachen.DE>
Source record: 34269

Howdy Fox, folks

>: I'm looking for an Atari font (to replace the standard on screen font)
>: that looks like the numbers/characters on LCD's (like watches etc.).
>: Where can I find one?
>
>For the CD-player I guess :-)

No comment. :-)

>You can just draw your own. It's not that hard, and there are plenty of
>Charascter-Editors available. I do have a LCD font laying around. If I
>only knew where...

You wouldn't happen to have it on your BBS (BTW is that still on-line?)?
I could draw it myself. But why reinvent the wheel? If have more things
planned at the moment than I can finish as it is.

CU Mathy van Nisselroy

5496. Re: My-DOS Utilities...

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-04 10:59:04 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9n2c5oncf2@nets3.rz.RWTH-Aachen.DE>
Source record: 34270

Howdy Ron (new address?......new girl? :-))

>It is the sector count and not the sector size which determines file number
>mode in MyDos; on a 180K DD single sided disk, it does use file position
>numbers in each sector. Only when the forward pointers would exceed 1023
>does it dispense with file numbers. Enhanced has 1040 sectors, so no file
>numbers...

That makes sence.

>Also, on a single density double sided (1440 sectors) disk, there
>are no file numbers. You would need 2 algorithms smart enough to detect the
>mode and utilize the correct proceduress.

That doesn't make sence. The single density double sided that is. IIRC the
XF551 won't even support that.

CU Mathy van Nisselroy

5497. Re: My-DOS Utilities...

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-04 11:08:46 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9n2cnuncf3@nets3.rz.RWTH-Aachen.DE>
Source record: 34271

Howdy Andreas, folks

> But I do not know, how MyDOS has to be patched to do so...

Since this would be a .COM file you load from DOS, you can 'by pass' MyDOS if
you need to and have the file do what MyDOS can't handle by itself.

If there is room left, maybe you guys could stuff in some kind of copy utility.

CU Mathy van Nisselroy

5498. Re: The old GUI for the ATARI-8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-04 11:14:03 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9n2d1rncf4@nets3.rz.RWTH-Aachen.DE>
Source record: 34272

Howdy Ed, folks

>Go Go Go Fuji-Busters

Yeh, but where is he gonna get the ....%&ï¿½$#, I've watched so many american police series on TV and still can't come up with the name. Is it called a sirene???

CU Mathy van Nisselroy

PS maybe if somebody has a Ghostbusters sound file (WAV or DIG or...) he can connect an Atari to so huge speakers....

5499. Re: SIO2IDE interface for 8bit ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-04 11:17:30 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9n2d8ancf5@nets3.rz.RWTH-Aachen.DE>
Source record: 34273

Howdy Marek, folks

>Interface has the following features:
>- standard SIO speed 19200 baud
>- emulates ATARI disks D1 to D15
>- max 16 partitions, each 16MB
>- easy to build and install inside your ATARI
>- interface software and utilities are available for FREE

Does your interface support 16 bit mode? If not, it will not work with a Cd
ROM player.

CU Mathy van Nisselroy

PS the D1 to D15 idea is great. Keep up the good work.

5500. Re: Video on 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-04 11:32:16 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9n2e40ncf6@nets3.rz.RWTH-Aachen.DE>
Source record: 34274

Howdy Anthony, folks

>Ah, the Bellcom disks! Good thing I sent them that stuff, or it might not
>all be around anymore.

I guess that means you don't have the Pedrokko disks?
I screwed up one of mine (disk 5) while preparing them to be send to Bo
Schreurs to put on the Pooldisk CD. Now sides a and b are the same.

CU Mathy van Nisselroy

5501. Re: XEGS Hardware Hackers

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-04 11:40:15 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9n2eivncf7@nets3.rz.RWTH-Aachen.DE>
Source record: 34275

Howdy Douglas, folks

>I am wondering if anyone can direct me to hacks for the XEGS machine.

Check out http://www.holyoak.com/atari/ click on 400/800/XL/XE
You will find a schematic and a description of my 1MB Memory upgrade there. It works 100% OK on my XEGS (but not yet on my 800XL and 800XE). And is 100% 130XE compatible, including separate ANTIC and CPU banking, NO switches, NO data loss, NO extra address.

CU Mathy van Nisselroy

5502. Re: Fonts

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-04 12:38:32 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <cX3l7.23466$A7.294166@dbsch1.home.nl>
Source record: 34276

Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote

: >: I'm looking for an Atari font (to replace the standard on screen font)

: >You can just draw your own.

: You wouldn't happen to have it on your BBS (BTW is that still on-line?)?

It's still online, but will be put offline very soon. Will be this year.
But afaik I don't have any fonts in the DL sig. My other harddive is already
disconnected, ready to pack for UnConventional2001, so can't take a look at
it...

: I could draw it myself. But why reinvent the wheel? If have more things
: planned at the moment than I can finish as it is.

I know exactly what you mean.

b.t.w. the Hearse is cancelled. Have visited the guy who has it for sale, and
the front-window was broken, and I guess you know how hard it is to get a
replacement for those special high windows.

.
--

Grtx, Sysop Fox--1 http://www7.ewebcity.com/atari

Remember what the dormouse said...

5503. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-04 12:57:00 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0109040457.4de8da48@posting.google.com>
Source record: 34277
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Hi,

Thanks, for taking the time to respond to my posting. I really
like your idea of a 6502 assembler library. That will let me start
with simple objectives and build from there. I have to admit; I have
found the Atari 6502 platform a little more difficult to pick up than
I had first thought. There are some incredibly powerful assembly
tools for the Intel x86 platform that just do not exist on the 6502
platform. However, I have had a few small successes.
I can tell I am farther from tackling a big project than I
thought. But, I am undeterred. There is a certain technical
aesthetic artistic and historic quality to these machines that I
really enjoy.
Anyway, I think the idea of starting small and building a
foundation library is a good idea. That is how I plan to proceed at
this point.

Thanks,
John

me <me@home.net> wrote in message news:<3B93F0C4.5C987838@home.net>...
> I think it would be really useful to make a library of useful routines,
> like disk i/o, setup graphics mode, plot, return model #, cpu speed, fetch
> ram pages (including several K amounts of continuous memory), extended and
> expanded memory accessed (that is, dma based and i/o page based), sound
> access, keyboard read, joystick read, and zero page location request
> (again, request several zp in a row).

5504. Re: Fonts

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-04 15:24:08 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <sm6l7.25022$A7.305875@dbsch1.home.nl>
Source record: 34278

Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote

: >: I'm looking for an Atari font (to replace the standard on screen font)
: >: that looks like the numbers/characters on LCD's (like watches etc.).
: >: Where can I find one?

: >For the CD-player I guess :-)

: No comment. :-)

:-))
b.t.w. I started with a similar project a while ago in machinecode. The whole
CD-player (drawing in ATASCII) is done. Only the CD-play routines have to be
inserted.

But I had to unpack my Atari 8-bit again since I forgot to copy ATOS from my
PC to my BlackBox harddisk, and I need it to show it to Jiri Bernasek, since
Tom Hunt has some question about it...
Right now it's busy RCOPYing the whole ATR from a networkdrive to my Atari
harddisk. That is, file-by-file, so it could take a while :-) When it's done
I'll try to find the LCD-font. Now I just hope it is on that harddisk,...

--

Grtx, Sysop Fox--1 http://www7.ewebcity.com/atari

Remember what the dormouse said...

5505. Re: My-DOS Utilities...

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-04 15:35:27 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <3x6l7.25102$A7.306987@dbsch1.home.nl>
Source record: 34279

Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>

: >Also, on a single density double sided (1440 sectors) disk, there
: >are no file numbers.

: That doesn't make sence. The single density double sided that is. IIRC the
: XF551 won't even support that.

My XFD drive from Poland does, and it's pretty close to an XF551...

--

Grtx, Sysop Fox--1 http://www7.ewebcity.com/atari

Remember what the dormouse said...

5506. Re: New to SpartaDOS.....

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-04 16:44:10 UTC
From: Nigel Henry <nigel.henry@virgin.net>
Message-ID: <Mx7I7.3870$ii5.308987@news6-win.server.ntlworld.com>
Source record: 34280

Russ Gilbert <russg@en.com> wrote in message
news:3b942b5f$0$1529$4c5ecdc7@news.erinet.com...
> I' m not familiar with 1050-2-PC. I take it is a cable to allow transfer
> from PC to 1050. Your 3.2f must be a .dcm or .atr, it can't just
> be the files. Any boot disk has to have the boot sectors written.
> I don't know where I can find some info on 1050-2-PC.
> Russg
>
1050-2-PC is a device similar to SIO2PC, also developed by Nick Kennedy,
which allows the connection of a 1050 drive to your PC. Using SIO2PC
software, you can then write ATR disk images to real atari disks. You can
also create ATR disk images from atari 5.25" disks. It's really cool.
Nige

5507. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-04 16:49:56 UTC
From: me <me@home.net>
Message-ID: <3B950634.FF24307B@home.net>
Source record: 34281
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Jheitmuller wrote:

> Hi,
>
> Thanks, for taking the time to respond to my posting. I really
> like your idea of a 6502 assembler library.

--
Glad you like it - but, there are some powerful 6502 assemblers, one's even called MASM :) I heard one called ACE by a commodore guy is good, of course you can use it for any 6502. There's an assembler that comes with the C compiler at www.cc65.org as well. All the usual like macros, conditional assembly etc. are available. You should realize also that you can actually count cycles on a 6502 without worrying about cache hits :)
All legal instructions are 2-7 cycles, but most are 2-5. Be aware that accesses to the lower 256 bytes of ram are one cycle faster, and also that's the only place you can store pointers for indirect addressing modes.
Usually it's faster to use absolute mode, to clear ram use sta $1000,y:iny:bne loop
instead of lda #$10:sta $03:ldy #0:sty $02:sta ($03),y:iny:bne loop
or even sta $1000,y:sta $1080,y:iny:bpl loop
If you have any questions about learning 6502 plz post.
good luck
ps if you start writing and then post your code, I can help you optimize it then you can learn some tricks from our land.

5508. Re: New to SpartaDOS.....

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-04 16:55:05 UTC
From: Nigel Henry <nigel.henry@virgin.net>
Message-ID: <0I7I7.3898$ii5.316258@news6-win.server.ntlworld.com>
Source record: 34282

Steve, I ftp'd from http://www.umich.edu/~archive/atari/8bit/ and got the image in DCM format. I then converted to ATR using Imagic (Thanks!) and it reported no errors. I then used 1050-2-PC to make a real atari disk. But when I boot up, it reads a few sectors and stops. Looking at the created disk with MyDOS shows no files and no free sectors. You are supposed to boot sparta like any other disk, arn't you?

Nige

Steven Tucker <classics@atarimax.com> wrote in message news:MPG.15fe0155ea616380989690@news.nacs.net...
> In article <hETk7.37979$wX5.4795794@news6-win.server.ntlworld.com>,
> nigel.henry@virgin.net says...
> > Hi again all. I recently got a 1050 with a US doubler fitted, but without
> > any software or manuals. Now, I never had a US doubler in the "good old
> > days", so I was anxious to see what it could do when I finally got one.
> > Anyway, I downloaded SpartsDOS 3.2f from one of the ftp's and transfered it
> > to floppy with 1050-2-PC. But the produced disk doesn't work- when I boot up
> > it reads the first few sectors and then just stops. Am I doing somthing
> > wrong? Is there somthing special I'm supposed to do to run SpartaDOS, or is
> > it not possible to copy this program? The drive seems to function OK
> > otherwise.
>
> You may have formatted the disk incorrectly, or used a non-working
> image. Did you download the disk image by FTP? Make sure you used the
> binary transfer mode.
>
> If all else fails just e-mail me your address and I will post you
> a working 3.2f and DOS 2.5 diskette.
>
> Steve
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
> *
> * * * Turn your 8-bit Atari into a powerhouse with APE! * *
> *
> * * * Ape Homepage: http://www.atarimax.com/ * *
> *
> * * *** *
> *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+

> Items !!

5509. Re: New to SpartaDOS.....

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-04 17:05:44 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b953fb2$0$1533$4c5ecdc7@news.erinet.com>
Source record: 34286

Ok, Nigel.
Like Steve says, maybe the format wasn't correct.
Could be a busted image, that's why .zips or .arc are preferable,
zip or arc reports a busted file.
You might wanna try one of the images at ftp:://ftp.spudster.org
in the utilities/atr/fte directory, I think you'll find fted32g.atr.
Better would be utilities/dcm/dos/spartado/fted32g.arc file.
Russg

5510. Re: My-DOS Utilities...

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-04 17:23:01 UTC
From: "machf (a.k.a. JTKirk)" <no_me_j.j_t_kirk@geocities.com>
Message-ID: <il2apto549v1b0t38hoa1re5sqerv37utd@4ax.com>
Source record: 34283

On Tue, 04 Sep 2001 15:35:27 GMT, "Fox-1" <DONT_USE_fox-1@home.nl> wrote:

>Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
>
>: >Also, on a single density double sided (1440 sectors) disk, there
>: >are no file numbers.
>
>: That doesn't make sence. The single density double sided that is. IIRC the
>: XF551 won't even support that.
>
>My XFD drive from Poland does, and it's pretty close to an XF551...

So does my XF551...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Perï¿½
_H__/_/ http://members.nbci.com/machf
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

---< This article was posted through www.newzpig.com >---

5511. FS: Large collection of Classic Computers and Video Games

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-04 18:27:40 UTC
From: Jim Lazarenko <jim_l@NO.SPAM.telusplanet.net>
Message-ID: <w29l7.18462$JH4.3638645@news1.telusplanet.net>
Source record: 34284
Cross-posted to: alt.atari-jaguar,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.colecovision,rec.games.video.intellivision

I have a large selection of classic computer and video game hardware, software and accessories for sale, many from private collections. Many of the items and game titles (for Intellivision, Colecovision and Atari) are still available in shrink-wrapped/brand new form, ideal for anyone just starting a classic computer or videogame collection.

Currently I have items for the following models/systems...please email me with the categories you are interested in, to receive a detailed listing.

- Atari 8bit Computers
- Atari ST Computers
- TI 99/4A
- Commodore 64
- Commodore Vic 20
- Commodore Amiga
- Mattel Intellivision (over 50 sealed titles available)
- ColecoVision (over a dozen sealed titles available)
- Atari 2600
- Atari 5200
- Atari 7800 (over a dozen sealed titles available)
- Atari Jaguar
- Mattel Handheld Games
- Coleco Handheld Games

If you are interested in any of these items, please respond by emailing me at jim_l@NO.SPAM.telusplanet.net?subject=Classics (removing the 'NO.SPAM'. first). I am located in Edmonton, Alberta, Canada, but ship worldwide, dealer inquiries are welcomed. I am also willing to accept trades of certain classic computer, video games, and handheld items, please contact me for our want list.

5512. Re: Big Five Software site

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-04 20:51:15 UTC
From: tom@mped.com
Message-ID: <Xns9112AB71552D7tommindwarpedcom@207.126.101.100>
Source record: 34285

"ejber Ozkan" <ezz@NOSPAMozkan.co.uk> wrote in
news:9m3s64vdv2@newsg4.svr.pol.co.uk:

> Yes , I got an email from the man himself.
> Seems he forgot some of the codes for strikes back that took bobs hat
> of and stuff.
> Thought Id remind him!
> "Mo" <mygranny'nospam'@'nospam'swbell.net> wrote in message
> news:yoog7.145$3b4.7529@nnrp1.sbc.net...
>> It seems that Big Five Software now has a website check it out...
>> www.bigfivesoftware.com

Maybe he does not want others making money off his work

5513. Re: Large collection of Classic Computers and Video Games

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-04 22:01:04 UTC
From: Sheila <Sheila.p@sympatico.ca>
Message-ID: <M3cl7.14264$836.2000465@news20.bellglobal.com>
Source record: 34287
Cross-posted to: alt.atari-jaguar,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.colecovision,rec.games.video.intellivision

I am interested in the Intellivision list. Could you please 'mail it to me?

"Jim Lazarenko" <jim_l@NO.SPAM.telusplanet.net> wrote in message
news:w29l7.18462$JH4.3638645@news1.telusplanet.net...
> I have a large selection of classic computer and video game hardware,
> software and accessories for sale, many from private collections. Many of
> the items and game titles (for Intellivision, Colecovision and Atari) are
> still available in shrink-wrapped/brand new form, ideal for anyone just
> starting a classic computer or videogame collection.
>
> Currently I have items for the following models/systems...please email me
> with the categories you are interested in, to receive a detailed listing.
>
> - Atari 8bit Computers
> - Atari ST Computers
> - TI 99/4A
> - Commodore 64
> - Commodore Vic 20
> - Commodore Amiga
> - Mattel Intellivision (over 50 sealed titles available)
> - ColecoVision (over a dozen sealed titles available)
> - Atari 2600
> - Atari 5200
> - Atari 7800 (over a dozen sealed titles available)
> - Atari Jaguar
> - Mattel Handheld Games
> - Coleco Handheld Games
>
> If you are interested in any of these items, please respond by emailing me
> at jim_l@NO.SPAM.telusplanet.net?subject=Classics (removing the 'NO.SPAM'.
> first). I am located in Edmonton, Alberta, Canada, but ship worldwide,
> dealer inquiries are welcomed. I am also willing to accept trades of
> certain classic computer, video games, and handheld items, please contact
me
> for our want list.
>
>
>
>
>
>
>
>

5514. Re: Terminal connection problem...

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-04 22:54:54 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.15ff25c791b53cda989691@news.nacs.net>
Source record: 34288

In article <Pine.GSO.3.95.iB1.0.1010902003835.2333A-
100000@halifax.chebucto.ns.ca>, ab616@chebucto.ns.ca says...
>
> I'm attempting to connect via Ice-T terminal program (vt100) to my local
> freenet. Upon connection, I get the usual 'M\V42bis' line at the top
> along with 'CONNECT 14,400bps' but then nothing.

Disable hardware flow control on the modem. You may be able to do
this by issuing the AT&K0 (thats a zero at the end) command. If you see
what your typing thats ok, you should see 'OK' after you type the
command and press enter though.

Make sure your terminal emulator is set to ASCII mode when you
issue the command.

Steve

5515. Re: Warp40 E: Handler

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-04 22:57:06 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.15ff2651cf47d55e989692@news.nacs.net>
Source record: 34289

In article <tp9a61fvksc33c@corp.supernews.com>, davehall@escape.ca
says...
> Here's something I wrote eight years ago. I wrote a slightly larger,
> faster version, but I have misplaced that source code. Though if
> anyone is actually interested in this kind of stuff and requests
> it, I might manage to recreate the source for the faster version.
>
> (BTW the reason for the TSR flag is to prevent SpartaDos from
> installing the program twice.)

What ATASCII functions do you lose using this? As I recall
the Hyper E: handler dropped some functions like insert/delete
to achieve its speed.

Steve

5516. Re: New to SpartaDOS.....

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-04 23:06:47 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.15ff2895dae14fda989693@news.nacs.net>
Source record: 34290

In article <0I7l7.3898$ii5.316258@news6-win.server.ntlworld.com>,
nigel.henry@virgin.net says...
> Steve, I ftp'd from http://www.umich.edu/~archive/atari/8bit/ and got the
> image in DCM format. I then converted to ATR using Imagic (Thanks!) and it
> reported no errors. I then used 1050-2-PC to make a real atari disk. But
> when I boot up, it reads a few sectors and stops. Looking at the created
> disk with MyDOS shows no files and no free sectors. You are supposed to
> boot sparta like any other disk, arn't you?

E-mail me the SpartaDos ATR image and I will verify that its OK
for you before you go any further with the hardware.

Even if the disk was written out correctly, you would not be able
to list the directory with MyDOS since SpartaDOS stores its file
directory in a different format and at a different disk location.

If the disk is written out correctly you should be able to
boot it. If just the first 10 or 20 sectors were written out correctly
you would see a SpartaDOS error message.

I'll check your ATR image and we can proceed from there with some
confidence.

Steve
--
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
*
* * * Turn your 8-bit Atari into a powerhouse with APE! * *
*
* * * Ape Homepage: http://www.atarimax.com/ * *
*
* * *** *
*
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+
Items !!

5517. Re: Commodore Floppy On 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-04 23:09:48 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.15ff294ac12f0bd0989694@news.nacs.net>
Source record: 34291

In article <9n3jfv$948$02$1@news.t-online.com>, mborsic@t-online.de
says...
> X-No-Archive: yes
>
> Hi all,
>
> I got an Atari 130XE, but no floppy drive. Can I use a Commodore 1541-II?

Not without writing a new brain for the 1541, sorry.

Steve
--
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
*
* * * Turn your 8-bit Atari into a powerhouse with APE! * *
*
* * * Ape Homepage: http://www.atarimax.com/ * *
*
* * *** *
*
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+
Items !!

5518. Re: New to SpartaDOS.....

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-04 23:40:48 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <4Edl7.27263$A7.354368@dbsch1.home.nl>
Source record: 34292

```
: Ok, Nigel.
: Like Steve says, maybe the format wasn't correct.
: Could be a busted image, that's why .zips or .arc are preferable,
: zip or arc reports a busted file.

I have some versions of Sparta-Dos on my site, all packed as LZH.
Direct link is http://www7.brinkster.com/atari/ataridl/sdsys.htm#top

Or click below for the entry-site and cchoose "downloads -> sparta-dos
systemfiles""

--

Grtx, Sysop Fox--1 http://www7.brinkster.com/atari

Remember what the dormouse said...
```

5519. ATARI - 8 BIT AND ST SOFTWARE / HARDWARE FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 01:11:59 UTC
From: jclmaster@hotmail.com
Message-ID: <b3917ecc.0109041711.79f0ee0d@posting.google.com>
Source record: 34293
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

If anyone is looking for ATARI 8-bit or ST software / hardware, please take a look at my site as noted below. Please feel free to make an offer if you feel the price is too high (or heck! If its too low feel free to offer more!) SMILE! These are items that I used personally. I would especially be more likely to deal on volume purchases!

I have 3 INDUS GT PLASTIC DISK CASES that have a lot of 5 1/4 diskettes that would need to be erased before they could be used for scratch. MAke me an offer for these as they are not listed on the WEB SITE!

Robert Trowbridge
JCL MASTER

http://pages.zdnet.com/jclmaster/jclmasterswebsite/

5520. FA: Working ICD 256K MIO on eBAY

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 01:53:27 UTC
From: bfurbee@eastex.net
Message-ID: <362f2abe.0109041753.d27edf2@posting.google.com>
Source record: 34294

Hi All,

I have a listing on eBay for a working ICD 256K MIO, just click the
link below to view the listing!

This item was in use up until recently, but I have more than one so
decided to make some room in my computer area.

Item is gauranteed not to be DOA and in working order.

Thanks,
Brian

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1270939251

5521. Whats going on the 8th?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 02:46:18 UTC
From: tony rudzki <tony.rudzki@nu-metrics.com>
Message-ID: <_lgl7.8581$Op6.1757771@typhoon1.gnilink.net>
Source record: 34295

Whats going on the 8th of Sept. in Columbus? Is there an Atari or classic computer show or something? I have some scribbling on my calender, but is there a web site with all the details?

Thanks

tony

5522. Re: Commodore Floppy On 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 03:26:59 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <7Ygl7.54$9J6.26755137@newssvr30.news.prodigy.com>
Source record: 34296

Well the obvious problem is cabling- the comm. uses a DIN and the Atari uses
the SIO squareish plug.
Mo

Marko Borsic wrote in message <9n3jfv$948$02$1@news.t-online.com>...
>X-No-Archive: yes
>
>Hi all,
>
>I got an Atari 130XE, but no floppy drive. Can I use a Commodore 1541-II?
>
>Cheers
>
>

5523. FA: Atari 800 ++

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 03:28:43 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <LZgl7.34721$aZ.9448581@typhoon.tampabay.rr.com>
Source record: 34297

Check it out here along with my other auctions.

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=hughfalk@mi
ndspring.com

I also have other interesting Apple hardware and software, plus just about
every Byte magazine (including #1) for auction.

If the link above doesn't work for you, it is probably because your reader
is truncating the link. It should end with: hughfalk@mindspring.com

5524. Re: Commodore Floppy On 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 04:34:10 UTC
From: nospam9212@aol.commune
Message-ID: <20010905003410.09103.00003864@mb-ct.aol.com>
Source record: 34298

On 9/4/01 7:09 PM Eastern Daylight Time, Steven Tucker classics@atarimax.com
wrote...

>In article <9n3jfv$948$02$1@news.t-online.com>, mborsic@t-online.de
>says...
>> X-No-Archive: yes
>>
>> Hi all,
>>
>> I got an Atari 130XE, but no floppy drive. Can I use a Commodore 1541-II?
>
> Not without writing a new brain for the 1541, sorry.
>
>Steve

Ya know... this may not be as hard as it seems. The only part that I can't even
begin to grasp would be the actual physical connection. Possible ?? dunno...

I used to do a lot of "cracking" copy protections off of C64/1541 software and
have a little understanding of the way the 1541 works.

The 1541(II) has it's own cpu/rom and unlike the ATARI systems all you really
do with a C= drive is send a command string. To format a disk, for example...

open15,8,15,"n0:[diskname],[id]"
close15

Where 15 is the command channel.. 8 is the drive # (like d1:) and the next 15
is a secondary address (arbitrary). n0: tells the drive you want to format (or
"new") the device "0" (some C= drive units contained two physical drives). You
supply up to a 16 character string name and a two alpha-numeric id and the
drive takes over the formatting. If you don't close the channel immediately,
the computer will be free for other use. The DOS format routines are completely
self-contained in the 1541 rom !!! (similar for renaming a file, deleting a
file, etc..)

Now.. knowing the stock C= kernal routines, you could "emulate" the computer
side of the serial commands for more complex drive useages. The important
routines...

(SA=Secondary Address)

ff93 jmp $edb9 secnd Send SA After Listen
ff96 jmp $edc7 tksa Send SA After Talk
ffa5 jmp $ee13 acptr Handshake Serial Byte In
ffa8 jmp $eddd ciout Handshake Serial Byte Out
ffab jmp $edef untalk Command Serial Bus UNTALK

```
ffae jmp $edfe unlsn Command Serial Bus UNLISTEN
ffba jmp $fe00 setlfs Set Logical File Parameters
ffbd jmp $fdf9 setnam Set Filename
ffb1 jmp $ed0c listn Command Serial Bus LISTEN
ffb4 jmp $ed09 talk Command Serial Bus TALK
ffc0 jmp ($031a) (iopen) Open Vector [f34a]
ffc3 jmp ($031c) (iclose) Close Vector [f291]
ffc6 jmp ($031e) (ichkin) Set Input [f20e]
ffc9 jmp ($0320) (ichkout) Set Output [f250]
ffd5 jmp $f49e load Load RAM From Device
ffd8 jmp $f5dd save Save RAM To Device
ffe7 jmp ($032c) (iclall) Close All Channels And Files [f32f]
```

There's probably more to it than what I suggest here... so.. I ain't suggesting it'd be easy... but I think it'd be possible if you could make the physical connection work. I also don't think I'd want to run a 1541 as my main disk drive on my XE but it'd be a cool project for somebody. (and I do understand the original poster wants to just connect the 1541 to the XE and "let it rip", to which the correct answer is "no".)

I guess by saying.. "Not without writing a new brain for the 1541".. you are suggesting the reverse route... because the 1541 can be "re-programmed" (yes.. many copy protection routines used custom DOS routines and non-standard disk formats), you could effectively make the '41 hear "ATARI"... that seems a more complex endeaver to me.... I'd ask my ATARI speak 1541 !!!

(btw.. I believe I saw a complete disassembly for the 8k of 1541 rom online somewhere and there are rom dumps of the C64 kicking around...the books "Inside Commodore DOS" and "The Anatomy of the 1541" would be very helpful, too)

I wish I had the time for this project but it's a bit out of my league... with all the emulator stuff that's possible and/or has been done already, I can't think of a reason nobody has tried this, yet... cycle/timing issues, maybe ??? (shruggg ?!?!)

Ehh.. what-ever.. was thought provoking, none-the-less... :)

later...

-= Francis Yarra =-
fyarraATjunoDOTcom
http://members.aol.com/fyarra - My C64 website
http://members.aol.com/prsnl99 - My personal website
http://members.aol.com/fyarra001/drywall

5525. Re: Commodore Floppy On 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 05:32:51 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tpbe7tmnf64046@corp.supernews.com>
Source record: 34299

"Nospam9212" <nospam9212@aol.commune> wrote in message
news:20010905003410.09103.00003864@mb-ct.aol.com...
> On 9/4/01 7:09 PM Eastern Daylight Time, Steven Tucker
classics@atarimax.com
> wrote...
>
> >In article <9n3jfv$948$02$1@news.t-online.com>, mborsic@t-online.de
> >says...
> >> X-No-Archive: yes
> >>
> >> Hi all,
> >>
> >> I got an Atari 130XE, but no floppy drive. Can I use a Commodore
1541-II?
> >
> > Not without writing a new brain for the 1541, sorry.
> >
> >Steve
>
> Ya know... this may not be as hard as it seems. The only part that I can't
even
> begin to grasp would be the actual physical connection. Possible ??
dunno...
>
> I used to do a lot of "cracking" copy protections off of C64/1541 software
and
> have a little understanding of the way the 1541 works.
>
> The 1541(II) has it's own cpu/rom and unlike the ATARI systems all you
really
> do with a C= drive is send a command string. To format a disk, for
example...
>
> open15,8,15,"n0:[diskname],[id]"
> close15

1050 has a 6507 with 4k ROM, RIOT, 6810 RAM, 2793 or 2797 controler. About
the only real difference is IIRC, the 1541 uses a 6502 and has VIA to handle
serial communication vs bit banging. Everything else like giving it a
command to format a disk is the same except for semantics.

5526. Re: Warp40 E: Handler

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 06:48:56 UTC
From: davehall@escape.ca
Message-ID: <tpbijnpho6mh59@corp.supernews.com>
Source record: 34300

Steven Tucker <classics@atarimax.com> wrote:
> What ATASCII functions do you lose using this? As I recall
> the Hyper E: handler dropped some functions like insert/delete
> to achieve its speed.

My handler doesn't actually support ATASCII functions at all.
Rather a larger part of the handler's time is spent preprocessing
each character and passing all "function codes" to the real E:
handler for processing.

In a way you can say my handler provides better support for
function codes by not supporting them. :-)

However, I will point out that my handler doesn't support direct
OLDCOL/OLDROW updates. That is to say directly modifying the
values in the cursor column/row addresses to change the cursor
position isn't going to work under my handler.

Still, the handler is pretty fast and tightly coded. :-)

Dave

--
"No matter what you do, there's always going to be people who will
stumble upon this newsgroup and post w/o even bothering to read
ONE post."
-- Frederic Briere

5527. Re: Warp40 E: Handler

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 07:26:22 UTC
From: twh1@gmx.de
Message-ID: <3b95d34a.397760@news.dpn.de>
Source record: 34301

On Tue, 04 Sep 2001 10:12:44 GMT, davehall@escape.ca (Dave Hall)
wrote:

>Here's something I wrote eight years ago. I wrote a slightly larger,
>faster version, but I have misplaced that source code. Though if
>anyone is actually interested in this kind of stuff and requests
>it, I might manage to recreate the source for the faster version.

are you that guy, who wrote the extra cool 80char E: Handler?? If so,
congratulation, it was a piece of software which impressed myself for
years :-)

anyway, cool stuff !!

bye sayz:
-thomsen@munich

--
Thomas Havemeister Student of Business Computer Science
Technical University of Ilmenau

P.S.: Sturz des Zaren & Take those Atarian care!

5528. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 07:33:27 UTC
From: twh1@gmx.de
Message-ID: <3b95d4c5.776064@news.dpn.de>
Source record: 34303
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

On Tue, 04 Sep 2001 13:49:56 -0300, me <me@home.net> wrote:

>--
>Glad you like it - but, there are some powerful 6502 assemblers, one's even
>called MASM :) I heard one called ACE by a commodore guy is good, of course you
>can use it for any 6502. There's an assembler that comes with the C compiler at
>www.cc65.org as well. All the usual like macros, conditional assembly etc. are
>available. You should realize also that you can actually count cycles on a 6502
>without worrying about cache hits :)
>All legal instructions are 2-7 cycles, but most are 2-5. Be aware that accesses
>to the lower 256 bytes of ram are one cycle faster, and also that's the only
>place you can store pointers for indirect addressing modes.
>Usually it's faster to use absolute mode, to clear ram use sta $1000,y:iny:bne
>loop
>instead of lda #$10:sta $03:ldy #0:sty $02:sta ($03),y:iny:bne loop
>or even sta $1000,y:sta $1080,y:iny:bpl loop
>If you have any questions about learning 6502 plz post.
>good luck
>ps if you start writing and then post your code, I can help you optimize it then
>you can learn some tricks from our land.

is it possible do write 6502 assembler code on a real pc, compile it
with a real pc and just run it on some emulated enviroment just like
the atari800win? If so, it could be easier to do more complex programs
and also faster I think.

What software is needed to do this task?

bye sayz:
-thomsen@munich

--
Thomas Havemeister Student of Business Computer Science
Technical University of Ilmenau

P.S.: Sturz des Zaren & Take those Atarian care!

5529. Epyx International Karate

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 07:35:12 UTC
From: twh1@gmx.de
Message-ID: <3b95d558.923328@news.dpn.de>
Source record: 34302

Howdy *.*

I'm looking for a url where I can find a "Internation Karate" disk
image. All I've found is a single .xex/.bin file, which contains only
the first background graphics and comes without sound.

Any hints?

bye sayz:
-thomsen@munich

--
Thomas Havemeister Student of Business Computer Science
Technical University of Ilmenau

P.S.: Sturz des Zaren & Take those Atarian care!

5530. Re: Warp40 E: Handler

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 08:16:03 UTC
From: davehall@escape.ca
Message-ID: <tpbnn2qqj93m94@corp.supernews.com>
Source record: 34304

twh1@gmx.de (Thomas Havemeister) wrote:
>are you that guy, who wrote the extra cool 80char E: Handler??
>If so, congratulation, it was a piece of software which impressed
>myself for years :-)

Yes, I think I may be that guy, and thanks! I'm assuming you're speaking of one of the earlier versions of the handler as I recall only giving out the binaries of the later (faster and improved) handler to close friends, with strict instructions not to give it out. >:((The handler was a work in progress.)

But keep in mind that there are a few 80-column implementations written by others. Though, at that time I wrote my version (~91-93) I like to think mind produced the fastest output. ;-P

Dave

5531. Re: Epyx International Karate

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 09:31:52 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <k3sbpt41m2kinq90b8hhpmt7egv6pf6dme@4ax.com>
Source record: 34306

On Wed, 05 Sep 2001 07:35:12 GMT, twh1@gmx.de (Thomas Havemeister)
wrote:

>Howdy *.*
>
>I'm looking for a url where I can find a "Internation Karate" disk
>image. All I've found is a single .xex/.bin file, which contains only
>the first background graphics and comes without sound.
>
>Any hints?
>
>bye sayz:
>-thomsen@munich

I'm not sure I ever remember an Atari version with sound or graphics
beyond the 1st level. I always remember the C64 version being one of
the few games where I liked that version better (IK & Thrust)

5532. Re: Whats going on the 8th?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 10:46:04 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b963838$0$1518$4c5ecdc7@news.erinet.com>
Source record: 34308

Yes, there's a Atari Computer Enthusiasts of Columbus
swap meet Sat. 9/8/01. 9AM to 3PM EDT at Oakland Park
Community Center, 980 Lenore St. Take Broadway or
Cooke exit from 71, in the heart of Columbus. Turn onto
Maze Rd, go north from Broadway, south from Cooke.
Then east on Lenore about a block. The building sits back a little
so look for it. It's not a large building.
http://www.anglefire.com/oh4/acec/acec.html
They charge $6 for a table to sell stuff, $4 entry otherwise.
or you can call Charles (Brown I think), 614-447-9789.
or mailto://chwbrown@ee.net
russg

5533. Re: Commodore Floppy On 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 10:47:53 UTC
From: thor@math.tu-berlin.de
Message-ID: <3b95e6b9@news.ivm.net>
Source record: 34305

Rick Cortese <ricortes@netmagic.net> wrote:

> 1050 has a 6507 with 4k ROM, RIOT, 6810 RAM, 2793 or 2797 controler. About
> the only real difference is IIRC, the 1541 uses a 6502 and has VIA to handle
> serial communication vs bit banging. Everything else like giving it a
> command to format a disk is the same except for semantics.

Are you really sure about this issue? IIRC, the 1541 had a disk-layout where
the number of sectors/track depends on the track index, whereas the 1050 uses
a fixed number of secs/track. Hence, I would expect that you would be able
to re-program the 1541 such that it reads and writes its own disks, but I
afraid that these disks will never be readable by a 1050; and reverse, I afraid
you won't be able to read 1050 disks by the 1541. BTW, the number of
bytes/sector is different, too.

So long,
Thomas

5534. Amiga Mogul Manic 'Prototype' and Romox Copy Carts

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 14:33:55 UTC
From: Ianoid <"i a n o i d"@ianoid.com>
Message-ID: <tpcdqavji7946@corp.supernews.com>
Source record: 34307
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Because of my recent dealings with a kid who claims to have a prototype of Mogul Maniac for 8-bit computers, I decided to post the information that I discovered about this 'prototype.'

Basically, my understanding is that it is a copy cart from a Romox copy station. You could go to a shop and have any game from their small catalog put on a blank cart for a reasonable price. This wasn't a common service, making the hardware and software rather hard to find.

Nonetheless, this does not make all carts produced at these copy stations 'prototypes.' Most of the ROMS from these copy stations are archived, which means it would be easy to switch the game on any cart with an EPROM burner.

Here is the catalog I received from Andrew Kreig recently. Thanks Andrew.

```
Manufacturer Catalog # Yr Title
--------------- --------- -- -----------------------------------
Romox 01283 83 Baja Buggies (by Gamestar)
Romox 01223 83 Bartender, The (by Liberty Software)
Romox 13023 83 Castles and Keys (by Romox)
Romox 04033 83 Crash Dive (by 20th Century Fox)
Romox 02234 83 Dancing Feats (by Softsync Inc.)
Romox 11023 83 Flapper (by Romox)
Romox 01213 83 Hot Lips (by London Software)
Romox 01033 82 M*A*S*H (by 20th Century Fox)
Romox 03220 83 Mogul Maniac (by Amiga)
Romox 03213 83 Parallax (by London Software)
Romox 02033 82 Porky's (by 20th Century Fox)
Romox 03033 82 Revenge of the Beefsteak Tomatoes (by 20th
Century)
Romox 12023 83 Ripper (by Romox)
Romox 02213 83 Trion (by London Software)
```

Some of these games are not confirmed- I mean archived, so it's not clear if they were truly available. Mogul Maniac is confirmed, and was before this kid started offering his 'prototype.'

So, for you information, do not pay prototype prices or trade with similar weight, for this non-prototype cart.

-ian

5535. Re: Epyx International Karate

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 15:13:57 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <b7gcpt0bi18rqo49bsoqort9hrnipr5rn4@4ax.com>
Source record: 34309

On Wed, 05 Sep 2001 10:31:52 +0100, Paul Irvine
<mclane.dellos@btinternet.com> wrote:

>I'm not sure I ever remember an Atari version with sound or graphics
>beyond the 1st level. I always remember the C64 version being one of
>the few games where I liked that version better (IK & Thrust)

I've got a disk version that has many background images and various
soundtracks. Was playing it a couple of days ago. It exists. I
don't have it in ATR format and my 1050-2-PC cable didn't work the
first time I tried it, so I will have to check my wiring. :(

--
Shawn Jefferson

5536. Re: S: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 15:17:45 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B964219.88ED72AC@mail.uni-mainz.de>
Source record: 34310

Well,
try ABBUC or Regionalgruppe Atari Frankfurt (RAF). You can find ABBUC at
www.abbuc.de and there you will also find a link to the regional groups.
the price for a SIo2PC plus software is 50DM... -Andreas

FerFemNemBem schrieb:
>
> Hi,
>
> where can i buy such a cable in germany?
>
> Thanks, Jan.

5537. Re: announcing matt trimby's crystal raiders now on cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 15:23:29 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B964371.21E9952@mail.uni-mainz.de>
Source record: 34311

Well,
what about Matt Trimby`s other games, like "Twilight World" (published
on tape by Atari UK) and "Slingshot" (also published on tape by Atari
UK) ??? Any chance to see them as carts ??? -Andreas.

Lance Ringquist schrieb:
>
> matt trimby's crystal raiders is now available on cartridge for your
> atari personal home computer.
> this amazing one, or two player cooperative adventure style arcade game
> will run on all atari personal home computers with as little as 16k.
> thanks to matt trimby of mastertronics fame for permission, and the
> gang at video 61 for the conversion,
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com

5538. Re: Page 6 magazine

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 15:27:18 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B964456.BFCB557B@mail.uni-mainz.de>
Source record: 34312

Well,
it would be a great idea to put these mags online !! Maybe the software
too (as ATR or XFD or DCM images). By the way, what is Les Ellingham
doing these days ???
And where is Derek Fern / Micro Discount ?? -Andreas.

Paul Rixon schrieb:
>
> I remember Page 6 magazine pretty well, in fact I wrote the 8-bit games
> reviews from issue 29 onwards (and even got paid for them!)
>
> I have a complete set of the mag from issue 1 to 85 and have thought about
> getting them on the internet, if there's enough interest then I might
> seriously follow this up.
>
> For the record, the history is:
>
> Issue 1: Dec 1982 - first issue, available by subscription only
> Issue 29: Sep/Oct 1987 - first issue available via newsstand distribution
> Issue 36: Feb/Mar 1989 - Page 6 buys the "Atari User" title from Database
> Publications. Magazine is renamed "Page 6 Atari User"
> Issue 38: Jun/Jul 1989 - Magazine is renamed "New Atari User"
> Issue 69: Dec 1994 - Magazine changes to A5 'booklet' format
> Issue 85: Autumn 1998 - Final issue
>
> As to the article you mentioned, I think you may be referring to the "Solid
> Modelling" program by Philip Robinson, which is on pages 12 to 16 of issue
> 26. Unfortunately my scanner isn't working right now, so maybe someone can
> help out?
>
> Cheers
> Paul Rixon
>
> "Alan Stratton" <alan@nospam.strat1.freeserve.co.uk> wrote in message
> news:999163723.25547.0.nnrp-08.d4f07ca8@news.demon.co.uk...
> > Does anyone remember Page 6 magazine? I thought it was brilliant.
> >
> > I want to find a 3d graphics animation program that was published as a
> type
> > in. Does anyone know of an archive site for Page 6?
> >
> > Alan Stratton
> >

5539. Re: Video on 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 16:03:27 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B964CCF.951A6F65@mail.uni-mainz.de>
Source record: 34313

Ah,
that is why. Now I have to order them again from HAPS (Bodo Juerss,
Germany).
-Andreas.

Mathy Van Nisselroy schrieb:
>
> Howdy Anthony, folks
>
> >Ah, the Bellcom disks! Good thing I sent them that stuff, or it might not
> >all be around anymore.
>
> I guess that means you don't have the Pedrokko disks?
> I screwed up one of mine (disk 5) while preparing them to be send to Bo
> Schreurs to put on the Pooldisk CD. Now sides a and b are the same.
>
> CU Mathy van Nisselroy

5540. Re: Fonts

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 16:24:32 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B9651C0.A1D41274@mail.uni-mainz.de>
Source record: 34314

Hello Robert,
does ATOS work on your harddisk ??? I downloaded the "files3" version (29 or 30 files a 80kbytes), put the files together again and then had a 2.3MB ARC file. Unarced it (with Super Unarc from Bob Puff) and got several smaller arc files (which are similar to the files2 dir). So far so good. But then the final step, unarcing these ARC files failed. Unarc reported "file fails CRC check" several times. So I merely got a partial copy of ATOS which is not working...

Downloaded the whole thing (the files3 dir with 29-30 files) again, unpacked again and got the same bugs again. So I contacted Tom Hunt and told him, that the download doesn`t work properly or might contain defective files. He replied me that he has tested it and found no errors. So, what should I do now ??

There is a "files1" dir, but it contains a 2.1MB ZIP or 2.3 MB ARC file. Since I merely have HD disk drives, I cannot save any of these files to disk. (I am connected to the internet here at the university, they have ZIP drives and Jazz drives avaiable, but I do not have them at home!) Next there is a "files2" dir, which contains some dozens ARC files, which have lengths of up to 480kbytes. Well, I can download these, but at home the next problem occurs - how do I convert a 480k file to the Atari ??? Ataridsk/Hiassoft and many others only support 180kbytes; SIO2PC supports PC files with any length, but: it only writes them to DOS 2 disks (I tried it with Sparta and it did not work at all!) - and how do I convert a 480k file on a MyDOS 720k disk to sparta then ??? Afaik, Sparta and Bewe can merely read 90k, 130k and 180k DOS 2 Disks, but not 720k MyDOS disks... So, thats why I used the "files3" dir, but as said in the beginning (a long time ago) this does not work successfully... Very sad about it - having a real Atari and a harddisk, but no luck with downloading or installing ATOS...
-Andreas.

Fox-1 schrieb:
>
> Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote
>
> : >: I'm looking for an Atari font (to replace the standard on screen font)
> : >: that looks like the numbers/characters on LCD's (like watches etc.).
> : >: Where can I find one?
>
> : >For the CD-player I guess :-)
>
> : No comment. :-)
>

> :-))
> b.t.w. I started with a similar project a while ago in machinecode. The whole
> CD-player (drawing in ATASCII) is done. Only the CD-play routines have to be
> inserted.
>
> But I had to unpack my Atari 8-bit again since I forgot to copy ATOS from my
> PC to my BlackBox harddisk, and I need it to show it to Jiri Bernasek, since
> Tom Hunt has some question about it...
> Right now it's busy RCOPYing the whole ATR from a networkdrive to my Atari
> harddisk. That is, file-by-file, so it could take a while :-) When it's done
> I'll try to find the LCD-font. Now I just hope it is on that harddisk,...
>
> --
>
> Grtx, Sysop Fox--1 http://www7.ewebcity.com/atari
>
> Remember what the dormouse said...

5541. Re: My-DOS Utilities...

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 16:30:32 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B965328.8DD90C80@mail.uni-mainz.de>
Source record: 34315

Yep,
but still DSSD or DSMD (40 tracks, 80 tracks) are no standard formats.
the
same is true for SSSD 80 tracks and SSMD 80 tracks, possible but no
standard !!
to my knowledge, standards are: Single (SSSD, 40 tracks), Medium (SSMD,
40 tracks), Double (SSDD, 40 tracks); with higher drives also 360k (DSDD
40 tracks), 720k (DSDD, 80 tracks) and 1440k (DSHD, 80 tracks); thats
more than enough.
-Andreas.

Fox-1 schrieb:
>
> Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
>
> : >Also, on a single density double sided (1440 sectors) disk, there
> : >are no file numbers.
>
> : That doesn't make sence. The single density double sided that is. IIRC the
> : XF551 won't even support that.
>
> My XFD drive from Poland does, and it's pretty close to an XF551...
>
> --
>
> Grtx, Sysop Fox--1 http://www7.ewebcity.com/atari
>
> Remember what the dormouse said...

5542. Re: Epyx International Karate

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 16:48:07 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B965747.1D7425CC@mail.uni-mainz.de>
Source record: 34316

Well,
the original Atari bootdisk version has 6 backgrounds. You can find it as a bootdisk from System 3 (european version) or as a bootdisk from Epyx (called World Karate, which is almost the same, but american version; simply a title pic was added). Both versions are also avaiable as pirate copies (in boot-format).

Then there is off course the tape version, which has 3 pics on side a and 3 more pics on side b (only european/british, from system 3). And finally there are some pirated file versions. The file version I have found (from Ingo Tamme) contains part of the Epyx version, it has the Epyx title pic (world karate championships), but only 4 background screens (Greece/Athen and Egypt/Cairo are missing as backgrounds). And thats it for the Atari versions of "International Karate", "Karate International" and "World Karate Championships". -Andreas

Paul Irvine schrieb:
>
> On Wed, 05 Sep 2001 07:35:12 GMT, twh1@gmx.de (Thomas Havemeister)
> wrote:
>
> >Howdy *.*
> >
> >I'm looking for a url where I can find a "Internation Karate" disk
> >image. All I've found is a single .xex/.bin file, which contains only
> >the first background graphics and comes without sound.
> >
> >Any hints?
> >
> >bye sayz:
> >-thomsen@munich
>
> I'm not sure I ever remember an Atari version with sound or graphics
> beyond the 1st level. I always remember the C64 version being one of
> the few games where I liked that version better (IK & Thrust)

5543. Re: Epyx: W.K.C., System 3: Int. Karate;

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 16:52:54 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B965866.BEAC82C4@mail.uni-mainz.de>
Source record: 34317

Well,
when using the bootdisk versions of Int. Karate and W.K.C. type ADZM to skip from one background to another. This also works with the pirated bootversions and the pirated file version. It does not work of course with the tape version... You can also take out the disk, when the program is trying to load the next screen and insert it later, to skip some screens... -Andreas.

Paul Irvine schrieb:
>
> On Wed, 05 Sep 2001 07:35:12 GMT, twh1@gmx.de (Thomas Havemeister)
> wrote:
>
> >Howdy *.*
> >
> >I'm looking for a url where I can find a "Internation Karate" disk
> >image. All I've found is a single .xex/.bin file, which contains only
> >the first background graphics and comes without sound.
> >
> >Any hints?
> >
> >bye sayz:
> >-thomsen@munich
>
> I'm not sure I ever remember an Atari version with sound or graphics
> beyond the 1st level. I always remember the C64 version being one of
> the few games where I liked that version better (IK & Thrust)

5544. Re: Amiga Mogul Manic 'Prototype' and Romox Copy Carts

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 16:53:15 UTC
From: Curt Vendel <curt@atari-history.com>
Message-ID: <tpcm77hp6s2udc@corp.supernews.com>
Source record: 34318
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic
Body handling: HTML body converted to readable text

Ian,

They must've started to offer it, then pulled it later on as I have the Winter 84' Romox catalog and the only choice is #9 under Atari 2600 VCS for Mogul Maniac, under the Atari Computers Section of the catalog no listing of Mogul Maniac appears.

By the way, for those looking for anything from Romox that may be out there, here is their info (which of course is long since out of date, however this is a starting point in tracking down things):

Romox
476 Vandell Way
Campbell, Ca. 95009
408-374-7200

This info can be very helpful in reverse tracing the company, people and information. Good luck to all and it would be cool to see if someone can turn up one of the old Romox Eprom stations, it was truly cool idea!!!

Curt

"Ianoid" wrote in message
news:tpcdqavji7946@corp.supernews.com...
> Because of my recent dealings with a kid who claims to have a prototype of
> Mogul Maniac for 8-bit computers, I decided to post the information that I
> discovered about this 'prototype.'
>
> Basically, my understanding is that it is a copy cart from a Romox copy
> station. You could go to a shop and have any game from their small catalog
> put on a blank cart for a reasonable price. This wasn't a common service,
> making the hardware and software rather hard to find.
>
> Nonetheless, this does not make all carts produced at these copy stations
> 'prototypes.' Most of the ROMS from these copy stations are archived,
which
> means it would be easy to switch the game on any cart with an EPROM
burner.
>
> Here is the catalog I received from Andrew Kreig recently. Thanks Andrew.
>
>
> Manufacturer Catalog # Yr Title
> ---------- --------- -- ----------

> Romox 01283 83 Baja Buggies (by Gamestar)
> Romox 01223 83 Bartender, The (by Liberty Software)
> Romox 13023 83 Castles and Keys (by Romox)
> Romox 04033 83 Crash Dive (by 20th Century Fox)
> Romox 02234 83 Dancing Feats (by Softsync Inc.)
> Romox 11023 83 Flapper (by Romox)
> Romox 01213 83 Hot Lips (by London Software)
> Romox 01033 82 M*A*S*H (by 20th Century Fox)
> Romox 03220 83 Mogul Maniac (by Amiga)
> Romox 03213 83 Parallax (by London Software)
> Romox 02033 82 Porky's (by 20th Century Fox)
> Romox 03033 82 Revenge of the Beefsteak Tomatoes (by 20th
> Century)
> Romox 12023 83 Ripper (by Romox)
> Romox 02213 83 Trion (by London Software)
>
>
> Some of these games are not confirmed- I mean archived, so it's not clear
if
> they were truly available. Mogul Maniac is confirmed, and was before this
> kid started offering his 'prototype.'
>
> So, for you information, do not pay prototype prices or trade with similar
> weight, for this non-prototype cart.
>
> -ian
>
>

5545. Re: Commodore Floppy On 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 17:19:42 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tpcnlceomsosd7@corp.supernews.com>
Source record: 34319

<thor@math.tu-berlin.de> wrote in message news:3b95e6b9@news.ivm.net...
> Rick Cortese <ricortes@netmagic.net> wrote:
>
> > 1050 has a 6507 with 4k ROM, RIOT, 6810 RAM, 2793 or 2797 controler.
About
> > the only real difference is IIRC, the 1541 uses a 6502 and has VIA to
handle
> > serial communication vs bit banging. Everything else like giving it a
> > command to format a disk is the same except for semantics.
>
> Are you really sure about this issue? IIRC, the 1541 had a disk-layout
where
> the number of sectors/track depends on the track index, whereas the 1050
uses
> a fixed number of secs/track. Hence, I would expect that you would be able
> to re-program the 1541 such that it reads and writes its own disks, but I
> afraid that these disks will never be readable by a 1050; and reverse, I
afraid
> you won't be able to read 1050 disks by the 1541. BTW, the number of
> bytes/sector is different, too.

I was taking it to the illogical conclusion, that is if you reprogramed the ROM in a 1541 or a 1050, you could get them to handle the others different formats and commands.

Total RAM in a 1050 may be a problem. Even if you could put all the 1541 track layouts and commands into the 4k ROM, you still only have 256 bytes of RAM.

I thought there was someone from the Netherlands that programed a joystick port to interface with a 1050. I would imagine if someone was really into it, they could do the same thing for a 1541.

I guess I am trying to say it is possible, but the effort is so great no one would probably tackle it.

5546. Re: announcing matt trimby's crystal raiders now on cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 17:22:21 UTC
From: Video61@webtv.net
Message-ID: <27694-3B965F4D-1@storefull-171.iap.bryant.webtv.net>
Source record: 34322

Well,
what about Matt Trimby`s other games, like "Twilight World" (published on tape by Atari UK) and "Slingshot" (also published on tape by Atari UK) ??? Any chance to see them as carts ??? -Andreas.

hi andreas,
we are working on them,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

5547. Re: Commodore Floppy On 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 17:24:56 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.160029f71a5d67a7989695@news.nacs.net>
Source record: 34320

In article <3b95e6b9@news.ivm.net>, thor@math.tu-berlin.de says...
> Rick Cortese <ricortes@netmagic.net> wrote:
>
> > 1050 has a 6507 with 4k ROM, RIOT, 6810 RAM, 2793 or 2797 controler. About
> > the only real difference is IIRC, the 1541 uses a 6502 and has VIA to handle
> > serial communication vs bit banging. Everything else like giving it a
> > command to format a disk is the same except for semantics.
>
> Are you really sure about this issue? IIRC, the 1541 had a disk-layout where
> the number of sectors/track depends on the track index, whereas the 1050 uses
> a fixed number of secs/track. Hence, I would expect that you would be able
> to re-program the 1541 such that it reads and writes its own disks, but I
> afraid that these disks will never be readable by a 1050; and reverse, I afraid
> you won't be able to read 1050 disks by the 1541. BTW, the number of
> bytes/sector is different, too.

Well I think he means that the differences are all software, that
with the right brain the 1541 could read and write Atari disks just like
a 1050.

Anyone have a detailed memory map of the 1541? I have a couple
1541's collecting dust.

Steve
--
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
*
* * * Turn your 8-bit Atari into a powerhouse with APE! * *
*
* * * Ape Homepage: http://www.atarimax.com/ * *
*
* * *** *
*
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+
Items !!

5548. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 17:31:42 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tpcobsq95o4ja8@corp.supernews.com>
Source record: 34321
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

"Thomas Havemeister" <twh1@gmx.de> wrote in message
news:3b95d4c5.776064@news.dpn.de...
> On Tue, 04 Sep 2001 13:49:56 -0300, me <me@home.net> wrote:
>
> >--
> >Glad you like it - but, there are some powerful 6502 assemblers, one's
even
> >called MASM :) I heard one called ACE by a commodore guy is good, of
course you
> >can use it for any 6502. There's an assembler that comes with the C
compiler at
> >www.cc65.org as well. All the usual like macros, conditional assembly
etc. are
> >available. You should realize also that you can actually count cycles on
a 6502
> >without worrying about cache hits :)
> >All legal instructions are 2-7 cycles, but most are 2-5. Be aware that
accesses
> >to the lower 256 bytes of ram are one cycle faster, and also that's the
only
> >place you can store pointers for indirect addressing modes.
> >Usually it's faster to use absolute mode, to clear ram use sta
$1000,y:iny:bne
> >loop
> >instead of lda #$10:sta $03:ldy #0:sty $02:sta ($03),y:iny:bne loop
> >or even sta $1000,y:sta $1080,y:iny:bpl loop
> >If you have any questions about learning 6502 plz post.
> >good luck
> >ps if you start writing and then post your code, I can help you optimize
it then
> >you can learn some tricks from our land.
>
> is it possible do write 6502 assembler code on a real pc, compile it
> with a real pc and just run it on some emulated enviroment just like
> the atari800win? If so, it could be easier to do more complex programs
> and also faster I think.
>
> What software is needed to do this task?

Yes. I used to use TASM from Speech Technology<?> on occasion. I first
started using it on an ~8 MHz Tandy 1000. It was an OK environment, 80
column editing, file I/O on a IBM vs Atari 1050 was probably 100 times
faster. The assembler itself was probably 10 times faster then ASM/ED cart.

Some of the code I wrote, I ran on Xformer to test Xformer/emulator more then I wanted to run an emulator, but I could have done everything on a PC.

My problems with a set up like that were pretty specific to me and the way I work. I like to use a combination of things like BASIC to make data files and altered character sets for inclusion in my ML stuff. Having 1/2 the program files on either a 1050 or .ATR and the other half on the IBM made for some problems with moving them around. It was always just much easier do everything on a real Atari.

5549. FS Atari paddles boxed

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 18:06:01 UTC
From: Russ <russ@mytholme.freeserve.co.uk>
Message-ID: <9n5pab$g5d$1@newsg3.svr.pol.co.uk>
Source record: 34323

For sale a pair of origonal Atari paddle controlers
mint and in their box just click on the link below.
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=1271707834

--
Regards
Russ Green

--
Regards
Russ Green

5550. Re: Commodore Floppy On 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 18:20:32 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <Q1ul7.35052$A7.415622@dbsch1.home.nl>
Source record: 34324

: track layouts and commands into the 4k ROM, you still only have 256 bytes of
: RAM.

It's easy to put an additional 128bytes into a 1050. (as they did in the
US-Doubler).

: I thought there was someone from the Netherlands that programed a joystick
: port to interface with a 1050. I would imagine if someone was really into
: it, they could do the same thing for a 1541.

That should be Richard Vermeulen (aka S.O.D. from A.C.E. (Atari Club
Eindhoven)) I guess.
He made something to read data directly from the disk without using SIO
commands. The intension was to read data from a double-density disk (created
with an US-doubler or Happy) on a 100% standard 1050 drive. It even
partitally worked!

He also wrote a thing to move the head of the 1050 using a joystick :-)

--

Grtx, Sysop Fox--1 http://www7.brinkster.com/atari

Remember what the dormouse said...

5551. first atari commericial

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 18:34:11 UTC
From: raissathinker@yahoo.com
Message-ID: <fe65682b.0109051034.6d0a7561@posting.google.com>
Source record: 34325

for kicks

http://www.ifilm.com/db/static_text/0,1699,18940,00.html

5552. Re: Fonts

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 18:40:37 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <Fkul7.35195$A7.419121@dbsch1.home.nl>
Source record: 34326

Andreas Magenheimer <magea000@mail.uni-mainz.de>

: Hello Robert,
: does ATOS work on your harddisk ???

ATOS itself, Yes. Some additional things like "Configuration" and
"TextPro"... No...

: I downloaded the "files3" version
: (29 or 30 files a 80kbytes), put the files together again and then had a
: 2.3MB ARC file.

I downloaded the ZIPped ATR version and filecopied (RCOPY.COM) the whole image
to a BlackBox partition using A.P.E. and made the "X33A.DOS" bootable. This
seems not to work very well. I changed it to "X32GX.DOS", modified the
batchfile to use "SHELLGX" in stead of "SHELL33A" and it worked o.k. I
haven't tried it with Ramdisk yet, so it's a bit slow right now since all
overlays are written/read to harddisk.

: told him, that the download doesn`t work properly or might contain
: defective files. He replied me that he has tested it and found no
: errors. So, what should I do now ??

I don't know if you have a SIO-2-PC set-up, but the .ATR worked for me.

: Ataridsk/Hiassoft and many others only support 180kbytes;
: SIO2PC supports PC files with any length, but: it only writes them to
: DOS 2 disks (I tried it with Sparta and it did not work at all!)

Don't see a reason why. I _always_ use Sparta-Dos, and also with SIO-2-PC I
have no troubles when reading/writing to and from an ATR image...

: how do I convert a 480k file on a MyDOS 720k disk to sparta then ???

First, create a Sparta-Dos partition on your harddisk. Copy UNARC.COM to it
(or have it handy on a floppy-disk). Start-up A.P.E and use the PC-mirror
feature. Use "Z" to go to the configmenu of A.P.E. and select the path to use
as your PC-mirror directory. Select "S" to enable the PC-mirror, and select a
drive number (anything but "1" would do in this case).

Start-up UnARC and UnARC the files you want from the PC-mirror drive to your
Atari harddisk partition, and you're done.

: successfully... Very sad about it - having a real Atari and a
: harddisk, but no luck with downloading or installing ATOS...

It's much easier when using an ATR and SIO-2-PC interface. Another way is to
use a null-modem cable...

lmk if it worked...

--

Grtx, Sysop Fox--1 http://www7.brinkster.com/atari

Remember what the dormouse said...

5553. Re: Page 6 magazine

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 19:52:38 UTC
From: Mark Watson <newsAfoftDfsnetD@co.uk>
Message-ID: <9n5vbg$t14$1@newsg2.svr.pol.co.uk>
Source record: 34327

> I remember Page 6 magazine pretty well, in fact I wrote the 8-bit games
> reviews from issue 29 onwards (and even got paid for them!)
I remember reading your reviews (you did practically all of them iirc!).
Always gave me plenty to save up for, thanks...

> I have a complete set of the mag from issue 1 to 85 and have thought about
> getting them on the internet, if there's enough interest then I might
> seriously follow this up.
I'd like to register my interest!

> Issue 1: Dec 1982 - first issue, available by subscription only
I'd love to see especially the early issues -> still missing these! Dean
has (had?) the first few covers on his site I think, though unfortunately
not the content!

(s/X/Y/g -> replace all X with Y in e-mail addr)
s/@//g; s/D/./g; s/A/@/g;

5554. Re: Epyx International Karate

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 20:19:15 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <7Nvl7.3854$5R2.714805@news01.chello.no>
Source record: 34328

> I'm not sure I ever remember an Atari version with sound or graphics
> beyond the 1st level. I always remember the C64 version being one of
> the few games where I liked that version better (IK & Thrust)

Hi, Paul!

I really think you're wrong here! I have the original International Karate and the preview version you speak of. The music in the finished version is amazing. Better than the C64 by far! Rob Hubbard really did push the Pokey chip and it's truly great! And IK is the same as World Championship Karate by Epyx in the US.

Try them again and see for yourself, the Atari version IS better.

5555. Re: Enhanced Percom?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 21:07:28 UTC
From: Charles Marslett <cmarslett9@compuserve.com>
Message-ID: <no4dptg6vkjlb1ql48h8ftit0ge6h1gaqn@4ax.com>
Source record: 34329

On Mon, 03 Sep 2001 06:21:03 GMT, "Ron Hamilton"
<ronandjudyh@earthlink.net> wrote:
>My Percom AT88-S1 is SSSD only and its generic slave drive is SSSD or DSSD;
>neither will read enhanced diskettes with any (Atari, Sparta, Top, Smart,
>My) DOS.
>
>The AT88-S1PD is double density capable and the slave is double sided.
>
>Now, here is the starnge and the question. I put an unbeknownst enhanced
>disk in the S1PD for a directory and it read giberish like a Sparta disk.
>When I checked with DiskMend, I discovered it was DOS 2.5 and the Percom was
>getting the wrong sectors. After setting sectors per track to 26 with the
>SIO "O" command, it reads the correct sectors, provides a formatted
>directory, but generates FNMM error 164 reading the file because it thinks
>it is double density and the bottom half of the sector is missing to get the
>link and file number.
>
>I tried the reconfigure trick with 2.0, 2.5, Top, Smart & Sparta with no
>results; the drive just grinds and quits with an error. The slave drive on
>the same controller grinds and fails to read with any DOS and either
>configuration.
>
>How is the controller mistaking the density and what is the difference in
>the DOSes. Also, DiskMend does an SIO request for 256 bytes when it discerns
>a DD disk; how does it avoid an error on the 128 byte enhanced disk?

It's a problem with the WD 1791 chip used in the Percom drives (at
least the early ones). I was the author of the firmware in the Percom
drives and one of the problems we ran into making the drive compatible
with "everything" was the fact that the FDC chip we used was not able
to read a double density 128 byte sector. There is no way I know of
to read an enhanced density disk without replacing the 1791 chip --
and then you will have to change my code to program the new chip
to handle 128 byte sectors. Sorry about that....

--Charles Marslett

5556. Re: Epyx International Karate

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 21:48:05 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <js6dptkkp84vrtvkfpi6pp85sefqe34qen@4ax.com>
Source record: 34330

On Wed, 05 Sep 2001 20:19:15 GMT, "Vidar Olavesen" <olavese@online.no>
wrote:

>Hi, Paul!
>
>I really think you're wrong here! I have the original International Karate
>and the preview version you speak of. The music in the finished version is
>amazing. Better than the C64 by far! Rob Hubbard really did push the Pokey
>chip and it's truly great! And IK is the same as World Championship Karate
>by Epyx in the US.
>
>Try them again and see for yourself, the Atari version IS better.
>
Hi there Vidar...

You have to forgive my aging brain cells, I can remember every Archer
game on the atari but not so much this one. Obviously I know the game
in general but for the life of me I still only remember the kilroy
crack :-)

Should some nice person have this in it's whole version I'd be glad to
revisit it :-)

5557. Re: Epyx International Karate

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 21:52:14 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <tg7dpt8n2md8c1q5v0k2n8u377s59l2sj9@4ax.com>
Source record: 34331

On Wed, 05 Sep 2001 22:48:05 +0100, Paul Irvine
<mclane.dellos@btinternet.com> wrote:

>Should some nice person have this in it's whole version I'd be glad to
>revisit it :-)

Argh...Had it all along :-(

Just listening to it now....

It's amazing how a little looking helps :-)

5558. Re: Page 6 magazine

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 22:00:31 UTC
From: Paul Rixon <mail@SPAMNOTprixon.co.uk>
Message-ID: <Wexl7.9189$sA2.1048111@news2-win.server.ntlworld.com>
Source record: 34332

> I remember reading your reviews (you did practically all of them iirc!).
> Always gave me plenty to save up for, thanks...

Great to think that someone actually read them, I did wonder sometimes!

> I'd like to register my interest!

Watch this space, I need to check out some legal issues with Les first.

Cheers
Paul

5559. Re: Enhanced Percom?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 22:34:14 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <GLxl7.36963$A7.442803@dbsch1.home.nl>
Source record: 34333

Charles Marslett <cmarslett9@compuserve.com>

: It's a problem with the WD 1791 chip used in the Percom drives (at
: least the early ones).

: --Charles Marslett

And the next famous name scrolls by. Your name is shown in MyDos if I'm
right?

--

Grtx, Sysop Fox--1 http://www7.brinkster.com/atari

Remember what the dormouse said...

5560. Re: first atari commericial

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-05 23:15:55 UTC
From: Anthony Ramos <aramos@ele-mental.org>
Message-ID: <B7BC003B.10572%aramos@ele-mental.org>
Source record: 34334

in article fe65682b.0109051034.6d0a7561@posting.google.com, Raissa L at
raissathinker@yahoo.com wrote on 05 09 01 11.34:

> for kicks
>
> http://www.ifilm.com/db/static_text/0,1699,18940,00.html

That movie is a cheap ripoff of one I posted to the web long ago.

If you want to see the high quality original of that ad, and five other
ones, go to:

http://trident.mcs.kent.edu/~clisowsk/8bit/movies.html

ifilm.com copied my freely available content without permission, and are now
using it to sell ads. Nice.

--
Anthony Ramos________
600 SE 39th Ave., # 3 __ aramos@ele-mental.org .. aramos@hyperreal.org
Portland, OR 97214 ___ information design .. multimedia production
(503) 236-6303 ___________interactive art .. image synthesis

5561. Re: Enhanced Percom?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-06 04:30:09 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <IZCI7.11566$IP6.971697@newsread2.prod.itd.earthlink.net>
Source record: 34335

Wow! I didn't realize you were still around; did you get a chance to check Ben Poehlands article from Atari Classics mag? Is his info correct re: the Percom controller? What are its capabilities with drives above 360K? Can it use 1.44M HD disks in 720K mode? What about 1.2M HD in 360K or any mode? I have yet to have any success...

BTW this AT88-S1PD has a WD1795 in it and the AT88-S1 has a WD1771. What do you know about DSSD from those controllers? Or replacing the mechanisms with double sided ones.

DiskMend (sector editor) gets the 4-byte status and reports that the disk is DD; based on that the SIO call requests 256 bytes from any sector except 1-2-3. Somehow it believes it gets 256 because no errors are generated. I can read any sector after setting 26/track, but the bottom 128 bytes are always the same and always gibberish. Must be the MFM tricking it into believing it got 256... Wonder why TopDos, SmartDos and Sparta just grind and die at directory requests unlike MyDos? I see why the file will not load; junk in the link at byte 253.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Charles Marslett" <cmarslett9@compuserve.com> wrote in a message:
> On Mon, 03 Sep 2001 06:21:03 GMT, "Ron Hamilton"
> <ronandjudyh@earthlink.net> wrote:
> >My Percom AT88-S1 is SSSD only and its generic slave drive is SSSD or DSSD;
> >neither will read enhanced diskettes with any (Atari, Sparta, Top, Smart,
> >My) DOS.
> >
> >The AT88-S1PD is double density capable and the slave is double sided.
> >
> >Now, here is the starnge and the question. I put an unbeknownst enhanced
> >disk in the S1PD for a directory and it read giberish like a Sparta disk.
> >When I checked with DiskMend, I discovered it was DOS 2.5 and the Percom was
> >getting the wrong sectors. After setting sectors per track to 26 with the
> >SIO "O" command, it reads the correct sectors, provides a formatted
> >directory, but generates FNMM error 164 reading the file because it thinks
> >it is double density and the bottom half of the sector is missing to get the
> >link and file number.

> >
> >I tried the reconfigure trick with 2.0, 2.5, Top, Smart & Sparta with no
> >results; the drive just grinds and quits with an error. The slave drive
on
> >the same controller grinds and fails to read with any DOS and either
> >configuration.
> >
> >How is the controller mistaking the density and what is the difference in
> >the DOSes. Also, DiskMend does an SIO request for 256 bytes when it
discerns
> >a DD disk; how does it avoid an error on the 128 byte enhanced disk?
>
> It's a problem with the WD 1791 chip used in the Percom drives (at
> least the early ones). I was the author of the firmware in the Percom
> drives and one of the problems we ran into making the drive compatible
> with "everything" was the fact that the FDC chip we used was not able
> to read a double density 128 byte sector. There is no way I know of
> to read an enhanced density disk without replacing the 1791 chip --
> and then you will have to change my code to program the new chip
> to handle 128 byte sectors. Sorry about that....
>
> --Charles Marslett
>

5562. online archives

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-06 06:33:15 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <LMEI7.3089$Hw2.1098661982@newssvr11.news.prodigy.com>
Source record: 34336

Has anyone thought about putting together a master internet link list of all known 8bit archive sites on the net? Something more than just a webring- but an actual index that would be updated and maintained? If so where is it?
Also, anyone know where I can get a copy of the 'pool disk'?
Thanks,
Mo

5563. Re: Epyx: W.K.C., System 3: Int. Karate;

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-06 10:01:03 UTC
From: twh1@gmx.de
Message-ID: <3b97482e.9535552@news.dpn.de>
Source record: 34337

On Wed, 05 Sep 2001 18:52:54 +0200, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>Well,
>when using the bootdisk versions of Int. Karate and W.K.C. type ADZM to
>skip from one background to another. This also works with the pirated
>bootversions and the pirated file version. It does not work of course
>with the tape version... You can also take out the disk, when the
>program is trying to load the next screen and insert it later, to skip
>some screens... -Andreas.
>

thx for your help! I really enjoy playing IK on my atari 8bit, and it
might be the technical best and fastest game on it.

as I said FAST, try the following: to toggle the speed of
karate-fighters you can use a combination of four different speed
settings. You can switch it by pressing "x" key , release it, and
press a number between "1" and "4", where "1" is the fastest setting
and "4" the slowest.

I'm wondering, why Epyx didn't set x-1 speed by default, because this
is the most impressive setting :-)

bye sayz:
-thomsen@munich

--
Thomas Havemeister Student of Business Computer Science
Technical University of Ilmenau

P.S.: Sturz des Zaren & Take those Atarian care!

5564. Re: online archives

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-06 10:10:13 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <9YHl7.40631$A7.471108@dbsch1.home.nl>
Source record: 34338

Mo wrote
: Has anyone thought about putting together a master internet link list of all
: known 8bit archive sites on the net?

http://www.atari-central.de/

Submit your url there if you want to get in the list...

: Also, anyone know where I can get a copy of the 'pool disk'?

The Pooldisks are PD and may be freely copied. Just ask someone if he want's
to make a copy for you.
Note that there are 3 Pooldisk CDR's. PoolDisk (1 CD) and PoolDisk Too (2
CD's).

You can order one directly from the authors (Bo and Ernest Schreurs) too.
Send me a private Email...

--

Grtx, Sysop Fox--1 http://www7.brinkster.com/atari

Remember what the dormouse said...

5565. Re: Epyx: W.K.C., System 3: Int. Karate;

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-06 10:49:46 UTC
From: mark@mkeates.f9.co.uk
Message-ID: <exII7.13817$NE.958583@wards>
Source record: 34339

Thomas Havemeister wrote:

> I'm wondering, why Epyx didn't set x-1 speed by default, > because this is the most impressive setting :-)

I thought that English Software's "Chop Suey"
got a bit frantic towards the higher levels!

;-)

5566. What is a Eprom/Eeprom burner worth?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-06 11:32:30 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0109060332.2dbca643@posting.google.com>
Source record: 34340

Hi all,

Somebody has offered to sell me a large lot of Atari equipment
and documentation. Included in the lot is an EPROM burner. If this
indeed turns out to be a functioning EPROM burner that can be used to
create Atari cartridges, what is a fair price for it?

I have a picture of it. I looks almost like a standard Atari
cartridge. It is orange, and has a label that reads:

Proburner
EPROM/EEPROM Programmer
For use with Atari
Models 400, 800, 600XL, and 800XL
Manufactured by Thompson Electronics
Toronto, Canada

E-mail me if you would like to get a picture of it.

I am trying to determine a FAIR price. I do not want to create
ill will by taking advantage of their ignorance or mine. 8-)

Also, does anybody know where I could get blank Atari EPROMs? I
figure the availability of EPROMs will affect the worth of an EPROM
burner.

Anybody got any ideas?

Thanks,
John
john@jrcc.net

5567. Re: What is a Eprom/Eeprom burner worth?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-06 14:06:45 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3B9782F5.21A6A60C@pcisys.net>
Source record: 34342

Jheitmuller,

I not fully sure on the value of the Proburner. But it is limited to doing
EPROMs up to 27128's. So this EPROM burner is really only of value to someone who wants to burn stuff for 8bit carts / OS's / and 2600 / 5200
stuff.

Also, it is limited in the programming algorithm's...so it may not be able to
burn every EPROM out there. I ran into this similar problem with my Super-E Burner. Intels and National Semiconductor EPROMs worked fine. But I couldn't get reliable burns on off brands like SEEQ.

Don't get me wrong. It's a good burner. Will work on just about any Atari 8bit computer (not sure on the Atari 400).

Glenn Bruner
glenn_b18@yahoo.com

P.S. - my first EPROM disaster was with one of these. I was reading the OS from my 1450XLD computer with one. I was new to this. And if you don't carefully observe the label and orientation for the chip, you can
plug them in backwards. I ended up frying the chip. Thank goodness for a helpful person in California who used to have a whole stockpile of this

stuff and burned me a new copy. For info, he doesn't have this stuff anymore.

Jheitmuller wrote:

> Hi all,
>
> Somebody has offered to sell me a large lot of Atari equipment
> and documentation. Included in the lot is an EPROM burner. If this
> indeed turns out to be a functioning EPROM burner that can be used to
> create Atari cartridges, what is a fair price for it?
>
> I have a picture of it. I looks almost like a standard Atari
> cartridge. It is orange, and has a label that reads:
>
> Proburner
> EPROM/EEPROM Programmer
> For use with Atari
> Models 400, 800, 600XL, and 800XL

> Manufactured by Thompson Electronics
> Toronto, Canada
>
> E-mail me if you would like to get a picture of it.
>
> I am trying to determine a FAIR price. I do not want to create
> ill will by taking advantage of their ignorance or mine. 8-)
>
> Also, does anybody know where I could get blank Atari EPROMs? I
> figure the availability of EPROMs will affect the worth of an EPROM
> burner.
>
> Anybody got any ideas?
>
> Thanks,
> John
> john@jrcc.net

5568. Re: first atari commericial

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-06 14:10:12 UTC
From: Curt Vendel <curt@atari-history.com>
Message-ID: <tpf11lu5bfdf5@corp.supernews.com>
Source record: 34343

Actually....

There was a Home Pong commercial by Atari in 1976, I'm trying to have it converted from 16mm to VHS then I will put it online for everyone to enjoy. The commercial you link to is a 1982 commercial, also is a video stolen from Tony Ramos' video archive, he's the one who first posted any Atari video's onto the internet.

Curt

"Raissa L" <raissathinker@yahoo.com> wrote in message news:fe65682b.0109051034.6d0a7561@posting.google.com...
> for kicks
>
> http://www.ifilm.com/db/static_text/0,1699,18940,00.html

5569. Wild West game

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-06 14:10:58 UTC
From: Daniel Rice <daniel@gscyclone.com>
Message-ID: <StLI7.1034$he4.995666@news1.news.adelphia.net>
Source record: 34341

I remember having much fun playing against my brother in some sort of Wild-West-style shootout game, but I can't remember the title. All I can remember is that at certain points in the game there is a bar of gold that must be taken to the "depot." Could someone please tell me the name of this game?

5570. Make Atari disks?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-06 14:15:04 UTC
From: Daniel Rice <daniel@gscyclone.com>
Message-ID: <IxLI7.1036$he4.996208@news1.news.adelphia.net>
Source record: 34344

I have an Atari 130XE and 1050 disk drive. I also have an old 5-1/4" disk drive lying around that I could install in my computer. Is is possible to create Atari game disks on the PC? Can one download some sort of disk image file and place it on a floppy to be readable on an Atari system? If so, does it require a special disk, or would any 5-1/4" PC floppy work fine?

5571. Re: Make Atari disks?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-06 16:00:35 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tpf7d8bnou8r1f@corp.supernews.com>
Source record: 34345

"Daniel Rice" <daniel@gscyclone.com> wrote in message
news:IxLl7.1036$he4.996208@news1.news.adelphia.net...
> I have an Atari 130XE and 1050 disk drive. I also have an old 5-1/4" disk
> drive lying around that I could install in my computer. Is is possible to
> create Atari game disks on the PC? Can one download some sort of disk
image
> file and place it on a floppy to be readable on an Atari system? If so,
> does it require a special disk, or would any 5-1/4" PC floppy work fine?

Not reliably if at all if it is a stock 1050. There are several utilities
out that will do it for modified 1050s that support 256 byte sectors.

If you are savy enough to swap drives and set up a PC with a 360k drive, you
are plenty smart to put together a SIO2PC type cable. It works much better
to just use an SIO2PC cable with either APE or SIO2PC software running as
D2: and just duplicate the disk or move files to the real 1050.

Some of the older drives run into alignment problems. They work fine if you
just use disks formatted in the drive, but run into problems if you start
swapping disks from another drive.

5572. Re: What is a Eprom/Eeprom burner worth?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-06 16:15:16 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tpf88qdq57puec@corp.supernews.com>
Source record: 34346

"Jheitmuller" <john@jrcc.net> wrote in message
news:de16c5ec.0109060332.2dbca643@posting.google.com...
> Hi all,
>
> Somebody has offered to sell me a large lot of Atari equipment
> and documentation. Included in the lot is an EPROM burner. If this
> indeed turns out to be a functioning EPROM burner that can be used to
> create Atari cartridges, what is a fair price for it?
>
> I have a picture of it. I looks almost like a standard Atari
> cartridge. It is orange, and has a label that reads:
>
> Proburner
> EPROM/EEPROM Programmer
> For use with Atari
> Models 400, 800, 600XL, and 800XL
> Manufactured by Thompson Electronics
> Toronto, Canada
>
> E-mail me if you would like to get a picture of it.
>
> I am trying to determine a FAIR price. I do not want to create
> ill will by taking advantage of their ignorance or mine. 8-)
>
> Also, does anybody know where I could get blank Atari EPROMs? I
> figure the availability of EPROMs will affect the worth of an EPROM
> burner.
>
> Anybody got any ideas?

Adding to what Glen said, it only does EPROMs with 21V programming voltage.

I paid about $150 for one new, the thing never worked right. It had an
option to run from the newly burned EPROM, but everytime I tried to use it,
it fried the EPROM.

I modified mine with a daughter board so I could use 12.5V EPROMs and
eventually added a switch so I could burn 27256 EPROMs.

I loaned it out to a guy that was working in a hospital, using micros to
help handicapped. Came back broke which was the biggest favor anyone had
ever done for me. I bought a Needam PB-10 and never looked back.

I think what you will find is that people that actively work with EPROMs
still, like small production runs of 10-50 EPROMs, will have moved on to
more serious equipment.

So your best bet would be eBay and finding a collector. I think I would be hard pressed to keep a straight face if someone paid more then $50 for it to use it. I could see a collector going over $100 to have it.
>
> Thanks,
> John
> john@jrcc.net

5573. FA Crystal Castles cartridge 800 XL XE shrinkwrapped

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-06 16:49:23 UTC
From: Satcom2 <svenhard@mindspring.com>
Message-ID: <9n89kkqcu1@slb7.atl.mindspring.net>
Source record: 34197

This is a hard to find one. Also check out the complete boxed Fast Eddie cartridge and a bunch of other stuff.Click on the link below, thanks.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1271465178

5574. Re: What is a Eprom/Eeprom burner worth?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-06 17:29:16 UTC
From: Video61@webtv.net
Message-ID: <11743-3B97B26C-42@storefull-173.iap.bryant.webtv.net>
Source record: 34200

its a nice collectors item, but its junk, buy a real good one from css,
its worth it,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

5575. Re: Wild West game

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-06 17:30:43 UTC
From: Video61@webtv.net
Message-ID: <11743-3B97B2C3-43@storefull-173.iap.bryant.webtv.net>
Source record: 34201

its claim jumper by synapse, we have it in stock still on cart,
www.atarisales.com
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

5576. Re: online archives

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-06 17:38:06 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.16017e8a8b5908d6989696@news.nacs.net>
Source record: 34198

In article <LMEl7.3089$Hw2.1098661982@newssvr11.news.prodigy.com>,
mygranny@swbell.net says...
> Has anyone thought about putting together a master internet link list of all
> known 8bit archive sites on the net? Something more than just a webring- but
> an actual index that would be updated and maintained? If so where is it?
> Also, anyone know where I can get a copy of the 'pool disk'?

You can order the Pooldisk Too cd set from the creator at this web
page:

http://members.home.nl/stack/atarixle.html#POOLDISKTOO

Its one of the best things I've ever purchased for my 8-bit, worth
much more than the few dollars they charge to send it.

Some parts of the disk cant be copied without permission, but most
of the PD files off the ATR disk are on my Pooldisk Online site at
this url (with permission):

http://ape.dyndns.org:8080/

Of course there is a another whole CD full of goodies you get by
buying it from Ernest.

Steve
--
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
*
* * * Turn your 8-bit Atari into a powerhouse with APE! * *
*
* * * Ape Homepage: http://www.atarimax.com/ * *
*
* * *** *
*
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+
Items !!

5577. Re: Make Atari disks?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-06 17:40:46 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.16017f28db680933989697@news.nacs.net>
Source record: 34199

In article <IxLl7.1036$he4.996208@news1.news.adelphia.net>,
daniel@gscyclone.com says...
> I have an Atari 130XE and 1050 disk drive. I also have an old 5-1/4" disk
> drive lying around that I could install in my computer. Is is possible to
> create Atari game disks on the PC? Can one download some sort of disk image
> file and place it on a floppy to be readable on an Atari system? If so,
> does it require a special disk, or would any 5-1/4" PC floppy work fine?

With an APE or SIO2PC interface you can load the disks direct from
the PC without even having to write them out to disk. With the same
hardware you can also make real disks as well if that suits you better.

You can find for information on APE at the URL below.

Steve

--
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
*
* * * Turn your 8-bit Atari into a powerhouse with APE! * *
*
* * * Ape Homepage: http://www.atarimax.com/ * *
*
* * *** *
*
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+
Items !!

5578. Re: Enhanced Percom?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-06 18:14:25 UTC
From: Charles Marslett <cmarslett9@compuserve.com>
Message-ID: <b4ffpto4lt9b5nhjtt7mtpqdm23n5lpe25@4ax.com>
Source record: 34202

On Wed, 05 Sep 2001 22:34:14 GMT, "Fox-1" <DONT_USE_fox-1@home.nl>
wrote:

>Charles Marslett <cmarslett9@compuserve.com>
>
>: It's a problem with the WD 1791 chip used in the Percom drives (at
>: least the early ones).
>
>: --Charles Marslett
>
>And the next famous name scrolls by. Your name is shown in MyDos if I'm
>right?

Yep, actually the lastest iterations of MyDOS were done by Bob Puff
and friends, I think, much like the last firmware on the Percom drives
(I stopped working at Percom shortly before they started on the hard
drives and other higher dollar products).

--Charles

5579. Re: first atari commericial

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-06 18:17:03 UTC
From: dan@bitsofthepast.com
Message-ID: <c02e48aa.0109061017.71f1cd58@posting.google.com>
Source record: 34203

Hi Tony,

Just wanted to say thank you for creating and posting the Atari
commercial movies files.

I've really enjoyed your movies over the years, but was never able to
get the "States and Capitals" mov file to render in any quicktime
player that I tried. All the other files work great. Just wondering
if it got corrupted during the posting and if you have another copy
archived somewhere? I suppose chances are slim since the files have
been there for several years now.

Thanks!
Dan Vernon
http://www.bitsofthepast.com/atari

5580. Re: Enhanced Percom?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-06 18:31:16 UTC
From: Charles Marslett <cmarslett9@compuserve.com>
Message-ID: <49ffpt0fgkfegru7s4295m6ood5aj17b8i@4ax.com>
Source record: 34204

On Thu, 06 Sep 2001 04:30:09 GMT, "Ron Hamilton"
<ronandjudyh@earthlink.net> wrote:
>Wow! I didn't realize you were still around; did you get a chance to check
>Ben Poehlands article from Atari Classics mag? Is his info correct re: the
>Percom controller? What are its capabilities with drives above 360K? Can it
>use 1.44M HD disks in 720K mode? What about 1.2M HD in 360K or any mode? I
>have yet to have any success...
>
>BTW this AT88-S1PD has a WD1795 in it and the AT88-S1 has a WD1771. What do
>you know about DSSD from those controllers? Or replacing the mechanisms with
>double sided ones.
>
>DiskMend (sector editor) gets the 4-byte status and reports that the disk is
>DD; based on that the SIO call requests 256 bytes from any sector except
>1-2-3. Somehow it believes it gets 256 because no errors are generated. I
>can read any sector after setting 26/track, but the bottom 128 bytes are
>always the same and always gibberish. Must be the MFM tricking it into
>believing it got 256... Wonder why TopDos, SmartDos and Sparta just grind
>and die at directory requests unlike MyDos? I see why the file will not
>load; junk in the link at byte 253.

Ouch! More questions that I expected, for sure!

I haven't seen the article, and I might remember things wrong too
(especially when you get to details!). There is no real issue with
the Percom drive's architecture when it comes to reading and
writing HD disks, but if I remember correctly, the 6809 was running
close to the rail handling DD disks (we did not use any DMA, just
the FIRQ to simulate a DMA channel). So that might keep you
from using any HD disks without some hardware hacking.

The 1795 (again, if I remember correctly) did work with 128 byte
sectors, so you should be able to read and write ED disks with
it (as well as everything the 1791 handled) -- but getting firmware
to do that might be a bit harder. I'll look around for old listings
that could point out where the fix should go, but I offer no
promises -- that was a long time ago! The 1771 is the original
chip, single density only, so it is by far the most limited. You
might be able to replace it with a 179x chip (I don't remember
if they were pin compatible or not, so don't take this as advice!).

Were I still at Percom when they put out the AT88-S1, I'd
probably use the same firmware for all of them, so it probably has
the printer and DD support in it (just not the hardware ;-).

Finally, you are using a drive with the WD1795 when reading
the disk with DiskMend, right? The drive is reading the
128 byte ED sectors (all of them are 128 bytes long on an
ED disk), and transferring the 128 real data bytes and the
128 bytes of junk from power up or the last DD sector you
read to finish out the 256 bytes in the sector buffer. That's
also the problem with SpartaDos and TopDos (I don't know
about SmartDos) -- they use all 256 bytes in the sectors
used for directories, but to save code space in MyDOS, I
only used the first 128 bytes so the code for single and double
density directories are the same (smirking, I notice that I
get credit for smarts when I was just lazy!).

--Charles

5581. FS: Large collection of Classic Computers and Video Games

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-06 18:44:25 UTC
From: Jim Lazarenko <jim_l@NO.SPAM.telusplanet.net>
Message-ID: <duPl7.4704$Gi6.753280@news0.telusplanet.net>
Source record: 34205
Cross-posted to: alt.atari-jaguar,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.colecovision,rec.games.video.intellivision

I have a large selection of classic computer and video game hardware, software and accessories for sale, many from private collections. Many of the items and game titles (for Intellivision, Colecovision and Atari) are still available in shrink-wrapped/brand new form, ideal for anyone just starting a classic computer or videogame collection.

Currently I have items for the following models/systems...please email me with the categories you are interested in, to receive a detailed listing.

- Atari 8bit Computers
- Atari ST Computers
- TI 99/4A
- Commodore 64
- Commodore Vic 20
- Commodore Amiga
- Mattel Intellivision (over 50 sealed titles available)
- ColecoVision (over a dozen sealed titles available)
- Atari 2600
- Atari 5200
- Atari 7800 (over a dozen sealed titles available)
- Atari Jaguar
- Vectrex
- Mattel Handheld Games
- Coleco Handheld Games
- Classic Computer Magazines (PC Magazine, Compute, Antic, PC World)

If you are interested in any of these items, please respond by emailing me at jim_l@NO.SPAM.telusplanet.net?subject=Classics (removing the 'NO.SPAM'. first). I am located in Edmonton, Alberta, Canada, but ship worldwide, dealer inquiries are welcomed. I am also willing to accept trades of certain classic computer, video games, and handheld items, please contact me for our want list.

5582. Atari items for sale

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-06 19:00:49 UTC
From: ballbreaker <rlbreite@gte.net>
Message-ID: <jfhfpt897lesv0cpvrdrtmajt90lrqktcg@4ax.com>
Source record: 34206

All the following items for only $50 (US) and I will even pay the
ground shipment in lower 48 states (US) just so I don't have to give
to recycler for distruction. This is your last chance. All items in
good condition .

email sawaudee@yahoo.com

Atari 800 with basic cart.

Following Atari games:

Missile Command
Galaxian
Ms. Pac-Man
Pac-Man
DonkeyKong

5583. Re: announcing matt trimby's crystal raiders now on cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-06 19:22:53 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <h2QI7.97$si6.842@typhoon.sonic.net>
Source record: 34207

Lance Ringquist <Video61@webtv.net> wrote:
: matt trimby's crystal raiders is now available on cartridge for your
: atari personal home computer.
: this amazing one, or two player cooperative adventure style arcade game
: will run on all atari personal home computers with as little as 16k.
: thanks to matt trimby of mastertronics fame for permission, and the
: gang at video 61 for the conversion,

Are there screenshots anywhere? (Unfortunately, I couldn't even find
info. on it when I briefly poked around atarisales.com :( )

-bill!

5584. "Return of the Kendrick"

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-06 19:31:44 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <AaQl7.98$si6.842@typhoon.sonic.net>
Source record: 34208

Ok, once again, "I'm baaaack!!!" :)

I've been trolling a bit on c.s.a.8 recently (mostly skipping random disk drive tech questions and Ebay postings), but now I'm actually back in the groove, officially. :)

My desk is now the proud placeholder of my Atari 800XL and Commodore (model something-or-other) monitor. :)

I've got myself set up with an SIO2PC cable again, and have, as of last night, FINALLY got DosEmu working on my Linux box. (By working, I mean able to actually access my Linux filesystem, so I can get to programs like SIO2PC and APE, and access my ATR files.)

I also finally was able to build a floppy-disk copy of my last game, "Gem Drop," for a kid who e-mailed me long, long agao asking if he could have a copy. (He only had a WebTV for 'net access, so he needed a floppy. Step 1 was trying to _FIND_ 5.25" floppies in this day and age!)

While I was playing it last night, I had the sick thought of releasing a "Special Edition" of the game. It would pretty much be identical to the current one, but I want to try and convert the cool, 3D-rendered graphics from my Linux port (Gem Drop X) into SuperIRG. :)
(And maybe re-do the intro animation)

Also, Video61 guys, I'd still be interested in a cart. copy of the game being made, if we could figure out how to fit the damned program ON a cart. :)

Anyway, I'm back... and I almost remember how to program Action!

You've been warned. ;)

-bill!

5585. APE on DosEmu

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-06 19:46:35 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <voQl7.102$si6.842@typhoon.sonic.net>
Source record: 34210

I'm using DosEmu and Dr-Dos 7.03 eval. on a RedHat 6.2 Linux box,
and am trying to use APE 1.18.

It almost works (I was actually kind of surprised when the MyDOS menu
finally appeared on my Atari's screen after all of the sputtering
coming out of the speaker), but has, umm... speed issues, I guess. :)

The APE docs. mention how to alter DosEmu 0.9-or-so's source code to
provide better speed. (Unfortunately, the RH box isn't on a network,
so I guess I'll need to download DosEmu source over my OTHER box's
modem and split it up into disks.. <sigh> :))

Do people have any other suggestions other than what's in APE's docs?

In the meantime, is "femul" still being developed? (It's years old and
still alpha :( )

What about a Linux port of APE? :)

Thx!

-bill!

5586. RARE! Atari 2600 Collectibles For Sale.

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-06 19:47:25 UTC
From: kaliweb@netzero.com
Message-ID: <cd2c8939.0109061147.65262d05@posting.google.com>
Source record: 34209
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,rec.games.video.classic

Satisfaction guaranteed or your money back. We have over 440 positive feedbacks at Yahoo auctions. Email us to order: kaliweb@netzero.com

RARE! Atari 2600 Collectibles. Space War game cartridge and Instruction Manual. From 1978. Price : $10.

RARE! Atari 2600 Collectibles. Raiders of the Lost Ark Instruction Manual and Box. From 1982. Price : $10.

RARE! Atari 2600 Collectibles. Vanguard Instruction Manual and Box. From 1982. Price : $5.

5587. Re: online archives

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-06 21:58:52 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-237ED2.14585206092001@corp-radius.supernews.com>
Source record: 34211

> Has anyone thought about putting together a master internet link list of all
> known 8bit archive sites on the net?

Check out the Atari.org Pathfinder: http://www.atari.org/links/

--Kevin
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- http://www.atarimagazines.com
& Atariarchives.org -- http://www.atariarchives.org
Moderator of news:comp.sys.atari.announce -- Atari computer news

5588. Re: Enhanced Percom?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-06 22:30:30 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <aOSI7.1068$5r.99790@newsread2.prod.itd.earthlink.net>
Source record: 34212

Hey, Charles;
Thanks for what you remember; hated to unload on you, but there is so little of that stuff documented and nobody I know to even ask until you ...

I put Ben's article up on my Atariland site; it has the only technical details I have found on the Percom hardware, and he is mostly generalizing from his observations of a half dozen units. He has used 720K drives on an RFD controller and admits that 1.44s are an unknown. I have tried the 3.5 & 5.25 HD drives in all of the MyDos configurations including the 77 track 8 inch with zero results; the drives appear to accept the settings and then lock up during format. They just spin forever until the controller drive is re-started.

My Percoms have been very rugged and dependable; they do great with 360K generic mechanisms, even though limited to SD on the plain AT88-S1 models; still it does DSSD for 180K in one contiguous block.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Charles Marslett" <cmarslett9@compuserve.com> wrote in message :
> Ouch! More questions that I expected, for sure!
>
> I haven't seen the article, and I might remember things wrong too
> (especially when you get to details!). There is no real issue with
> the Percom drive's architecture when it comes to reading and
> writing HD disks, but if I remember correctly, the 6809 was running
> close to the rail handling DD disks (we did not use any DMA, just
> the FIRQ to simulate a DMA channel). So that might keep you
> from using any HD disks without some hardware hacking.
>
> The 1795 (again, if I remember correctly) did work with 128 byte
> sectors, so you should be able to read and write ED disks with
> it (as well as everything the 1791 handled) -- but getting firmware
> to do that might be a bit harder. I'll look around for old listings
> that could point out where the fix should go, but I offer no
> promises -- that was a long time ago! The 1771 is the original
> chip, single density only, so it is by far the most limited. You
> might be able to replace it with a 179x chip (I don't remember
> if they were pin compatible or not, so don't take this as advice!).
>
> Were I still at Percom when they put out the AT88-S1, I'd
> probably use the same firmware for all of them, so it probably has

> the printer and DD support in it (just not the hardware ;-).
>
> Finally, you are using a drive with the WD1795 when reading
> the disk with DiskMend, right? The drive is reading the
> 128 byte ED sectors (all of them are 128 bytes long on an
> ED disk), and transferring the 128 real data bytes and the
> 128 bytes of junk from power up or the last DD sector you
> read to finish out the 256 bytes in the sector buffer. That's
> also the problem with SpartaDos and TopDos (I don't know
> about SmartDos) -- they use all 256 bytes in the sectors
> used for directories, but to save code space in MyDOS, I
> only used the first 128 bytes so the code for single and double
> density directories are the same (smirking, I notice that I
> get credit for smarts when I was just lazy!).
>
> --Charles
>

5589. Re: first atari commericial

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-06 23:28:48 UTC
From: Anthony Ramos <aramos@ele-mental.org>
Message-ID: <B7BD54BF.10683%aramos@ele-mental.org>
Source record: 34213

No problem, I'm glad you enjoyed them. I made those on a PowerMac 7100/80AV!
That should tell you how old they are.

You are right, the States and Capitals movie did get corrupted on the
website, and has been that way ever since. I have the materials to correct
it, but I'm planning to re-digitise them with modern equipment, much bigger
and higher quality.

-Anthony R.

in article c02e48aa.0109061017.71f1cd58@posting.google.com, Dan Vernon at
dan@bitsofthepast.com wrote on 06 09 01 11.17:

> Hi Tony,
>
> Just wanted to say thank you for creating and posting the Atari
> commercial movies files.
>
> I've really enjoyed your movies over the years, but was never able to
> get the "States and Capitals" mov file to render in any quicktime
> player that I tried. All the other files work great. Just wondering
> if it got corrupted during the posting and if you have another copy
> archived somewhere? I suppose chances are slim since the files have
> been there for several years now.
>
> Thanks!
> Dan Vernon
> http://www.bitsofthepast.com/atari

--
Anthony Ramos________
600 SE 39th Ave., # 3 __ aramos@ele-mental.org .. aramos@hyperreal.org
Portland, OR 97214 ___ information design .. multimedia production
(503) 236-6303 ___________interactive art .. image synthesis

5590. Re: online archives

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-06 23:46:08 UTC
From: ab616@chebucto.ns.ca
Message-ID: <9n91s0$1ed$1@News.Dal.Ca>
Source record: 34214

Try: www.newbreedsoftware.com/xlsearch

> From: "Mo" <mygranny@swbell.net>
>
>Has anyone thought about putting together a master internet link list of all
>known 8bit archive sites on the net? Something more than just a webring- but
>an actual index that would be updated and maintained? If so where is it?
>Also, anyone know where I can get a copy of the 'pool disk'?
>Thanks,
>Mo

5591. Re: RARE! Atari 2600 Collectibles For Sale.

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-07 01:09:18 UTC
From: Smith-Perricone <sslp@NOSPAMenter.net>
Message-ID: <tpg7i8o83vdb1b@news.supernews.com>
Source record: 34215
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,rec.games.video.classic

Yea, that's just about what you find these days while looking through Yahoo Auctions.

> Satisfaction guaranteed or your money back. We have over 440 positive
> feedbacks at Yahoo auctions. Email us to order: kaliweb@netzero.com
>
> RARE! Atari 2600 Collectibles. Space War game cartridge and
> Instruction Manual. From 1978. Price : $10.
>
> RARE! Atari 2600 Collectibles. Raiders of the Lost Ark Instruction
> Manual and Box. From 1982. Price : $10.
>
> RARE! Atari 2600 Collectibles. Vanguard Instruction Manual and Box.
> From 1982. Price : $5.

5592. Re: "Return of the Kendrick"

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-07 02:19:50 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tpgblir81uku0d@corp.supernews.com>
Source record: 34216

"William Kendrick" <nbs@bolt.sonic.net> wrote in message
news:AaQl7.98$si6.842@typhoon.sonic.net...
> Ok, once again, "I'm baaaack!!!" :)
>
> I've been trolling a bit on c.s.a.8 recently (mostly skipping random

Lurking, slight difference.
> disk drive tech questions and Ebay postings), but now I'm actually back
> in the groove, officially. :)
>
> My desk is now the proud placeholder of my Atari 800XL and Commodore
> (model something-or-other) monitor. :)
>
> I've got myself set up with an SIO2PC cable again, and have, as of last
> night, FINALLY got DosEmu working on my Linux box. (By working, I mean
> able to actually access my Linux filesystem, so I can get to programs
> like SIO2PC and APE, and access my ATR files.)
>
>
> I also finally was able to build a floppy-disk copy of my last game,
> "Gem Drop," for a kid who e-mailed me long, long agao asking if he
> could have a copy. (He only had a WebTV for 'net access, so he
> needed a floppy. Step 1 was trying to _FIND_ 5.25" floppies in this
> day and age!)
>
>
> While I was playing it last night, I had the sick thought of releasing
> a "Special Edition" of the game. It would pretty much be identical
> to the current one, but I want to try and convert the cool, 3D-rendered
> graphics from my Linux port (Gem Drop X) into SuperIRG. :)
> (And maybe re-do the intro animation)

Want to do a mixed system program?

>
> Also, Video61 guys, I'd still be interested in a cart. copy of the
> game being made, if we could figure out how to fit the damned program
> ON a cart. :)

Just use the set directive<$491? and some other location?> with Action! at
$A000<or $8000 if you need 16k> and the compile to disk hack.

5593. Re: Epyx International Karate

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-07 02:53:23 UTC
From: ebaiz@skyenet.net
Message-ID: <DEWI7.93$Ls.39133@newsfeed.slurp.net>
Source record: 34217

On 5 Sep 2001 07:35:12 G, Thomas Havemeister wrote:
>Howdy *.*
>
>I'm looking for a url where I can find a "Internation Karate" disk
>image. All I've found is a single .xex/.bin file, which contains only
>the first background graphics and comes without sound.
>
>Any hints?

You can try the sites below:

http://www.atariworld.com/8bit/atrfiles.html

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5594. Re: announcing matt trimby's crystal raiders now on cart

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-07 03:22:29 UTC
From: Video61@webtv.net
Message-ID: <13454-3B983D75-91@storefull-172.iap.bryant.webtv.net>
Source record: 34218

hi bill,
i do have it listed for sale under the 400/800/xl/xe cartridge list,
here is a cut&paste off of my web site. you will find it listed.
i do not have pics of the games because i try and keep it simple for
the non graphic style terminal and browsers that many atari users use,
but i am thinking of just a page dedicated to pics of the new carts, we
will see.
here is the list,
$19.95 AMAZEMAZE 48K
$19.95 ASTROCHASE 16K %
$19.95 ANIMATED PUZZLE 16K
$19.95 AIRBALL 64K
$19.95 ARKANOID 64K
$19.95 ATLANTIS 16K
$19.95 ALPHA SHEILD 16K
$19.95 ARCHON 48K
$19.95 ACE OF ACES 64K
$19.95 ABRACADABRA(CART ONLY) 16K
$19.95 ADVENTURE CREATOR 16K
$19.95 ASTEROIDS 16K
$19.95 BUGHUNT(CART ONLY) 48K +
$19.95 BUMPERS 48K
$19.95 BARNYARD BLASTER 48K +
$19.95 BEAMRIDER 16K
$19.95 BLUE MAX 48K
$19.95 BALLBLAZER 48K
$19.95 BATTLE ZONE 48K
$19.95 BERZERK(CART ONLY) 16K
$19.95 CRYSTAL RAIDERS 16K
$19.95 COSMOS PINBALL 48K
$19.95 CHECKERS 16K
$19.95 CROSSBOW 64K +
$19.95 CLAIM JUMPER 16K
$19.95 CENTIPEDE 16K
$19.95 CHICKEN 16K
$19.95 CHOPLIFTER 64K
$19.95 CAVERNS OF MARS 16K
$19.95 CLASH OF THE KINGS 16K
$19.95 CONCENTRATION 64K
$19.95 CLOUD BURST 16K
$19.95 CROSS FIRE 16K
$19.95 CRIME BUSTERS 64K +
$19.95 DEMON ATTACK 16K %
$19.95 DEFLECTOR(CART ONLY) 64K

$19.95 DESMONDS DUNGEONS 16K
$19.95 DREADNAUGHT FACTOR 16K
$19.95 DUNGEON LORDS 48K
$19.95 DAN STRIKES BACK 16K
$19.95 DELUXE INVADERS 16K
$19.95 DESERT FALCON 64K
$19.95 DAVIDS MIDNIGHT MAGIC 64K
$19.95 DIGDUG 16K
$19.95 DONKEY KONG 16K
$19.95 DINKY DO 64K
$19.95 DARK CHAMBERS 64K
$19.95 DIAMOND MINE 16K
$19.95 DONKEY KONG JR 16K
$19.95 DYNAKILLERS 64K
$19.95 DANDY 48K
$19.95 DEFENDER 16K
$19.95 ELEVATORMAN 16K
$19.95 E.T. PHONE HOME 16K
$19.95 EASTERN FRONT 16K
$19.95 FOOD FIGHT 64K
$19.95 FINAL LEGACY 16K
$19.95 FIGHT NIGHT 64K
$19.95 FOOTBALL 16K
$19.95 FROGGER 16K
$19.95 FIREBUG 16K
$19.95 GORF 16K %
$19.95 GATO 64K
$19.95 GETAWAY 64K
$19.95 GALAXIAN 16K
$19.95 HEARTS CARD GAME 48K
$19.95 HARDBALL 64K
$19.95 INTO THE EAGLES NEST 64K
$19.95 JOUST 16K
$19.95 JAILBREAK 64K
$19.95 JIGSAW PUZZLES 48K
$19.95 JR PACMAN(CART ONLY) 16K
$19.95 JUNGLE HUNT 16K
$19.95 KABOOM 16K
$19.95 KICKBACK 16K
$19.95 LIGHTS OUT 48K
$19.95 LORD OF THE ORB 48K
$19.95 LODE RUNNER 64K
$19.95 MONTANA SOLITAIRE CARD GAME
64K
$19.95 MYJONG 64K
$19.95 MAZE WAR 16K
$19.95 MEGAMANIA 16K
$19.95 MOON PATROL 16K
$19.95 MISSILE COMMAND 16K
$19.95 MILLIPEDE 16K

$19.95 MR. ROBOT 64K
$19.95 MONOPOLY 64K
$19.95 MAHJONG 64K
$19.95 MIDAS MAZE 48K
$19.95 MR COOL 16K
$19.95 NECROMANCER 48K
$19.95 ONE ON ONE BASKETBALL 64K
$19.95 OZZY ORCHARDS(CART ONLY) 16K
$19.95 PREPPIE 64K
$19.95 PREPPIE II 48K
$19.95 PADDLE WARS(PONG) 48K *
$19.95 PUZZLER 48K
$19.95 POPEYE 16K
$19.95 POLE POSITION 16K
$19.95 PENGO 16K
$19.95 PLATTERMANIA 16K
$19.95 PADDLEPACK(PONG) 48K *
$19.95 PACMAN 16K
$19.95 PLAQUEMAN 16K
$19.95 QIX 16K
$19.95 Q*BERT 16K
$19.95 RALLY SPEEDWAY 16K
$19.95 RICOCHET 64K *
$19.95 RIVER RAID 16K
$19.95 RESCUE ON FRACTALUS 48K
$19.95 ROBOTRON 2084 16K
$19.95 RETURN OF THE JEDI 16K
$19.95 SPACESHOT PINBALL 48K
$19.95 SHARP SHOOTERS 64K +
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$19.95 SKY WRITER 16K

Video 61 & Atari Sales
22735 Congo ST NE
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www.atarisales.com

5595. Re: "Return of the Kendrick"

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-07 07:07:36 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <Ym_l7.32$9p.495@typhoon.sonic.net>
Source record: 34219

Rick Cortese <ricortes@netmagic.net> wrote:
<snip>
:> While I was playing it last night, I had the sick thought of releasing
:> a "Special Edition" of the game. It would pretty much be identical
:> to the current one, but I want to try and convert the cool, 3D-rendered
:> graphics from my Linux port (Gem Drop X) into SuperIRG. :)
:> (And maybe re-do the intro animation)

: Want to do a mixed system program?

Hmm? Not sure what you mean.

:>
:> Also, Video61 guys, I'd still be interested in a cart. copy of the
:> game being made, if we could figure out how to fit the damned program
:> ON a cart. :)

: Just use the set directive<$491? and some other location?> with Action! at
: $A000<or $8000 if you need 16k> and the compile to disk hack.

Ooh.. tell me more. (One issue, though, is font data is external,
but I suppose I could concatenate it to the end of the COM and have it
load into place)

It'd be spiffy to have my own cart game, I know that. ;)

BTW, did anyone ever do MyDOS 4.53 on cart?

-bill!

5596. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-07 09:13:14 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_999853947@rtfm.mit.edu>
Source record: 34220
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: August 7, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/

5597. Can I use a text source file w/ Atari BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-07 18:50:28 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0109071050.6a785c14@posting.google.com>
Source record: 34221
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Hi all,

I have a large Atari BASIC program that I am going to be entering
from a book by hand. Sound familiar? Anyone... Anyone...

I would rather key this program into a full screen text editor on my
PC and transfer it over to my Atari 800. Which I can do. I have
Steve Tuckers APE software and a SIO2PC cable.

Can Atari BASIC use an ASCII text source file? I have looked at
BASIC programs that I have keyed into the BASIC interpreter and save
them to disk. They are not saved in a text format. I am not sure
what format that are save in, frankly.

Any ideas?

Thanks,
John
john@jrcc.net

5598. Re: Can I use a text source file w/ Atari BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-07 19:06:37 UTC
From: itzjustmike@aol.comomomom
Message-ID: <20010907150637.11618.00000706@mb-mv.aol.com>
Source record: 34222

>I have a large Atari BASIC program that I am going to be entering

Sure. Save your file as a text file on your PC, then transfer it to your Atari. Like as not you'll have to convert the carrage returns to ATSCII style CR's, there are any number of converters to do this for you. Once thats done, boot up your basic and type, "enter D1:filespec.txt"

Your text file will now be loaded into the basic editor ...

5599. Re: "Return of the Kendrick"

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-07 19:19:52 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tpi7ealn42j95e@corp.supernews.com>
Source record: 34223

"William Kendrick" <nbs@bolt.sonic.net> wrote in message
news:Ym_l7.32$9p.495@typhoon.sonic.net...
> Rick Cortese <ricortes@netmagic.net> wrote:
> <snip>
> :> While I was playing it last night, I had the sick thought of releasing
> :> a "Special Edition" of the game. It would pretty much be identical
> :> to the current one, but I want to try and convert the cool, 3D-rendered
> :> graphics from my Linux port (Gem Drop X) into SuperIRG. :)
> :> (And maybe re-do the intro animation)
>
> : Want to do a mixed system program?
>
> Hmm? Not sure what you mean.

I wrote a modem game way back when. Been so long, I can't remember the old MS DOS commands, but there used to be something like CTC or change the consol.

Couple of posibilities. One is echoing input from the Atari through a SIO2PC cable acting as the I/O device for an IBM hooked up to the net. Just ignore the garbage that happens on the IBM screen and you could play head to head modem type games over the internet. Maybe Wizards of Wor type team play.

It would also let mutiple systems get involved in things like card games over the net. I have heard they are really popular with respect to numbers of players and the fervor they play with. Doesn't matter if you have a VGA monitor or a 13" color TV hooked to your Atari for displaying your hand.

You could also off load a lot of storage to game server. There are several games out like EQ, AC, UO, AO, that maintain their maps on a server. Not that anyone would want to do it, but you could have a Pacman playfield that was 60 gigs.

I think simple multiplayer games could be done using a chat channel for example. Just use ASCII tokens for player movements or actions. [A, B, C, D] => [up, down, right, left]. Parse the leading text, "Kendrick says;A" to ~move Kendrick's player up one.
>
>
> :>
> :> Also, Video61 guys, I'd still be interested in a cart. copy of the
> :> game being made, if we could figure out how to fit the damned program
> :> ON a cart. :)
>
> : Just use the set directive<$491? and some other location?> with Action!
at

> : $A000<or $8000 if you need 16k> and the compile to disk hack.
>
> Ooh.. tell me more. (One issue, though, is font data is external,
> but I suppose I could concatenate it to the end of the COM and have it
> load into place)

Not a huge problem if you have room. Most EPROM burners include the ability to specify location you program. For instance, you have a 6k program with a separate 1k character set. You would just set the character set for a fixed location in ROM<$B800 for example> and use the Action! compile to disk option to compile it at $A000.

Load the .COM file into the burner and burn it starting at EPROM location $0000 to $17FF Load the character set file into the burner and burn it at $1800. You then just write the entire EPROM out as a single file from all subsequent burns. I need to pull out my programmers calculator to get the numbers right, but that is essentially the method I would use.

Worse case is you have a simple block move program in the cart that puts your code and data where it wants to be then jumps to it. I've done this ugly before too. Just something like cart run address points to.

```
LDX #0
LDA $A000,X
STA $2000,X
LDA $A100,X
STA $2100,X
...
INX
BNE $A002
etc.
```

5600. Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-07 19:51:49 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0109071246380.19099-100000@shell.pacifier.com>
Source record: 34224
Cross-posted to:
alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and Atari Jaguar Games. The Great Communicator once said, "It's a Recession when It's in your Neighbor's back yard. But when It's in your back yard, it's a Depression!". Usually Atari sales depend on Customers with extra income. Money over and above what it takes to pay bills. This has cut into my livelyhood. With the current economy as it has been. I'm looking for Atari Customers with extra income! Especially repeat customers familiar with the way I do Business! My Specials, Sales & Discounts still apply! So check my HotLinks below, E-Mail me at atari@pacifier.com or call Ben anytime at (503)256-9974!

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I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5601. Re: "Return of the Kendrick"

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-07 20:00:58 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <bk9iptchhjrt8vfs7olppn5scokd774g08@4ax.com>
Source record: 34225

On Fri, 7 Sep 2001 12:19:52 -0700, "Rick Cortese"
<ricortes@netmagic.net> wrote:

>Couple of posibilities. One is echoing input from the Atari through a SIO2PC
>cable acting as the I/O device for an IBM hooked up to the net. Just ignore
>the garbage that happens on the IBM screen and you could play head to head
>modem type games over the internet. Maybe Wizards of Wor type team play.

I am writing a multi-player networked game for the PC and was thinking
about how to port it to the atari. I think the only way would be to
do as you suggest, using the PC for networking and displaying the data
on the atari through a SIO2PC type cable. Don't hold your breath
though, it's years off. ;)

>You could also off load a lot of storage to game server. There are several
>games out like EQ, AC, UO, AO, that maintain their maps on a server. Not
>that anyone would want to do it, but you could have a Pacman playfield that
>was 60 gigs.

You could design a multi-player pacman. Anyone ever done that before?

--
Shawn Jefferson

5602. Atari Program Exchange (APX) Lives!

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-07 21:04:23 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-FD9FBC.14042307092001@corp-radius.supernews.com>
Source record: 34226

I am proud to announce the Atari Program Exchange archive.

http://www.atariarchives.org/APX/

The APX archive offers information about the Atari Program Exchange and downloadable software. All the software that's avaialble is with the permission of the copyright holders, so it's nice 'n legal.

Currently, 62 APX titles are available for download. A list of downloadable titles is below. The archive is far from complete, but this is a start. Even if a program isn't downloadable, the site offers information about it.

Want to help? If you can put me in touch with APX authors that haven't yet been contacted, or provide APX software/catalogs that aren't yet accounted for, the archive will be better for it.

--Kevin Savetz

Downloadable APX titles ---
Advanced Musicsystem
Air Raid!
Alien Egg
Attank!
Babel
Blackjack Casino
Bumpomov's Dogs
Calculus Demon
Chameleon CRT Terminal Emulator
Dandy
Data Management System
Decision Maker
Deep Blue C Compiler
Deep Blue Secrets
Dice Poker
Diskette Librarian
Dog Daze
Dog Daze Deluxe
Domination
Downhill
DSEMBLER
Eastern Front (1941)
Easygrader
Excalibur
Extended fig-FORTH
Family Budget

Family Cash Flow
Family Vehicle Expense
Frogmaster
Galahad And The Holy Grail
Game Show
Getaway!
Gossip
Insomnia (A Sound Editor)
Instedit
Instedit - Microsoft BASIC version
Isopleth Map-Making Package
Lemonade
Mantis Boot Tape Development System
Math*UFO
Mathemetic-Tac-Toe
Melt-Down
Memory Match
Microsailing
Monkey Up A Tree
Newspaper Route Management Program
Polycalc
Preschool Games
Pro Bowling
Puzzler
Quarxon
Rabbotz
Real Estate Cash Flow Analysis
Seven Card Stud
Snark Hunt
Solitaire
Source Code For Eastern Front (1941)
Stereo 3-D Graphics Package
The Magic Melody Box
The Midas Touch
Weakon
Weekly Planner
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- http://www.atarimagazines.com
& Atariarchives.org -- http://www.atariarchives.org
Moderator of news:comp.sys.atari.announce -- Atari computer news

5603. Anybody got the source code for the Mansfield Simple Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-07 21:58:38 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0109071358.2377f972@posting.google.com>
Source record: 34227
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Hi all,

I am working my way through the Richard Mansfield book; Machine
Language for Beginners (c)1983. As anybody got the Atari source code
for the SIMPLE ASSEMBLER already keyed in. If you do could you either
post it to this news group or e-mail it to me. It would be greatly
appreciated.

An .ATR disk image would be awesome!

Thanks much,
John
john@jrcc.net

5604. Re: "Return of the Kendrick"

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-08 02:36:42 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tpj11ffe7k41eb@corp.supernews.com>
Source record: 34228

"Shawn Jefferson" <sjeffers@home.com> wrote in message
news:bk9iptchhjrt8vfs7olppn5scokd774g08@4ax.com...
> On Fri, 7 Sep 2001 12:19:52 -0700, "Rick Cortese"
> <ricortes@netmagic.net> wrote:
>
> >Couple of posibilities. One is echoing input from the Atari through a
SIO2PC
> >cable acting as the I/O device for an IBM hooked up to the net. Just
ignore
> >the garbage that happens on the IBM screen and you could play head to
head
> >modem type games over the internet. Maybe Wizards of Wor type team play.
>
> I am writing a multi-player networked game for the PC and was thinking
> about how to port it to the atari. I think the only way would be to
> do as you suggest, using the PC for networking and displaying the data
> on the atari through a SIO2PC type cable. Don't hold your breath
> though, it's years off. ;)
>
> >You could also off load a lot of storage to game server. There are
several
> >games out like EQ, AC, UO, AO, that maintain their maps on a server. Not
> >that anyone would want to do it, but you could have a Pacman playfield
that
> >was 60 gigs.
>
> You could design a multi-player pacman. Anyone ever done that before?

Two player type games with the notable exception of MULE were the standard.
I think there were a few hockey and pong variations that allowed for more. I
think MULE has so many fans, people would be happy to see a hack of that
playable over the net.

I don't know exactly how chat channels are hosted, but unless there was some
method of preventing multiple people on the same screen, you would
eventually run into band width problems.

I kind of sieze on the chat channel model since I wrote an interpreter that
understood high level BASIC like commands.

I think you could get reasonable performance out of a chat channel with
maybe 10 participates. Looking at most of the online games now, they only
take up about 3k of bandwidth. Shouldn't be a problem running a game on a
2400 baud SIO2PC connection with 10 players. Beyond 10, you would need
something to steer data to only those close enough to each other to need

updating. If you could get everyone in the chat channel to assume a one character identity like 'A' or 'B' it would be a bonus.

5605. "Good 1050" -- "Bad 1050"

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-08 03:50:01 UTC
From: llpwhite@cs.com
Message-ID: <20010907235001.25757.00000367@mb-fh.news.cs.com>
Source record: 34229

I have an interesting pair of 1050's. One was an extra-clean, stock 1050 that reads and writes flawlessly. The other was a high-mileage 1050 Happy with Happy Controller which was flakey -- worked, but had lots of write errors. So naturally, I decided to put the Happy Enhancement and Controller into the "good 1050". Voila'! Now I have an immaculate 1050 Happy. Then I took the 6507 and the Rom (removed for the Happy installation) and put these in the now-stock "bad 1050". Dead as a doornail! The Power light comes, and that's it. Swapped the 6507, Rom, 2793, and 6810. Still dead. I've haven't tried to trace the power through the drive yet, but I'm perplexed as to what might have happened. Any thoughts?
Larry

5606. Re: "Good 1050" -- "Bad 1050"

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-08 03:59:26 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tpj5smihjj4u3e@corp.supernews.com>
Source record: 34230

"LLpwhite" <llpwhite@cs.com> wrote in message
news:20010907235001.25757.00000367@mb-fh.news.cs.com...
> I have an interesting pair of 1050's. One was an extra-clean, stock 1050
that
> reads and writes flawlessly. The other was a high-mileage 1050 Happy with
> Happy Controller which was flakey -- worked, but had lots of write errors.
So
> naturally, I decided to put the Happy Enhancement and Controller into the
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> 1050". Voila'! Now I have an immaculate 1050 Happy. Then I took the
6507 and
> the Rom (removed for the Happy installation) and put these in the
now-stock
> "bad 1050". Dead as a doornail! The Power light comes, and that's it.
Swapped
> the 6507, Rom, 2793, and 6810. Still dead. I've haven't tried to trace
the
> power through the drive yet, but I'm perplexed as to what might have
happened.
> Any thoughts?

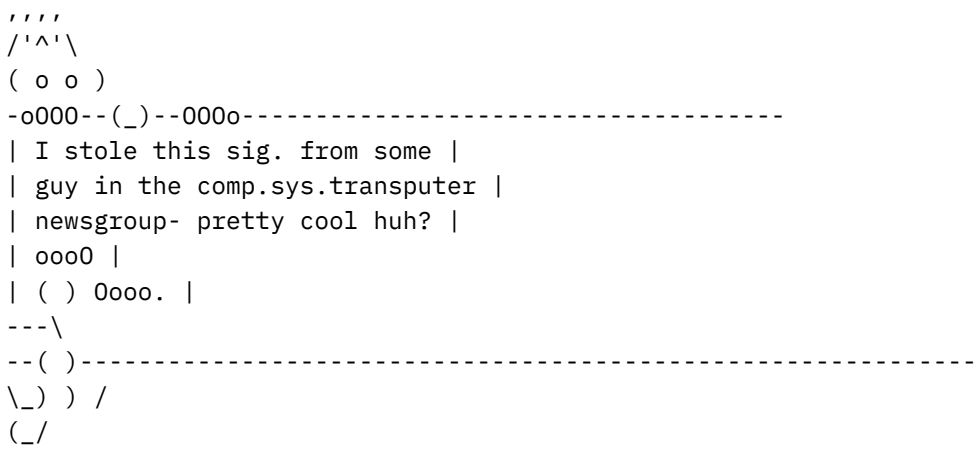
Did you check the ROM jumpers? Atari came out with at least two different
type ROMs that required different jumpers.
> Larry

5607. Beyond Zork???

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-08 04:08:24 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <YQgm7.1428$e_1.650550450@newssvr12.news.prodigy.com>
Source record: 34231

Was 'Beyond Zork' ever released for the Atari 8bits? I found a copy for the
C64 but I can't find any online for my 800.

Mo



5608. Re: "Good 1050" -- "Bad 1050"

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-08 12:15:27 UTC
From: llpwhite@cs.com
Message-ID: <20010908081527.26095.00000553@mb-ci.news.cs.com>
Source record: 34232

>Did you check the ROM jumpers?<
Hi Rick-
No, I haven't checked that. I knew about the jumpers, but didn't know that the
Roms required different jumper settings! Thanks for the tip!
Larry

5609. Re: Beyond Zork???

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-08 12:33:30 UTC
From: NoOne@FakeEmail.com
Message-ID: <911656EE3CTHEnterprises@205.212.123.11>
Source record: 34233

It was never released for the A8. But back in '96 I produced an A8
version of their Beyond Zork mini demo. Here's the file description found
in it's .DES file:

====
Mini Zork

Infocom <never> released this for the
atari 8 bit. It <was> released as
a c64 mini game, a demo. Well, here
it is, running the CTH Inform
Game Interpreter!

Brought to you by Closer To Home
Enterprises!
====

It can be found at:
ftp://ftp.spudster.org/pub/Atari/CTH/Cth_Shareware/tgames.arc

Unfortunetly part of my inform/Z-Code development system for the A8 is now
locked away in storage. If anyone is curious and wants to learn more about
Z-Code or the games I produced for the A8 you can read about it at:
http://cth.dtdns.net/Featured/toc.html

====
http://cth.dtdns.net
http://cth.hn.org
====

mygranny@swbell.net (Mo) wrote in
<YQgm7.1428$e_1.650550450@newssvr12.news.prodigy.com>:

>Was 'Beyond Zork' ever released for the Atari 8bits? I found a copy for
>the C64 but I can't find any online for my 800.
>

5610. Re: Atari Program Exchange (APX) Lives!

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-08 13:32:22 UTC
From: NoOne@FakeEmail.com
Message-ID: <911661884CTHEnterprises@205.212.123.11>
Source record: 34234

John H. Palevich, the author of Deep Blue C and Dandy, now goes by
"Jack". In case anyone is curious you can view his web pages at:

http://www.palevich.com/

====
http://cth.dtdns.net
http://cth.hn.org
====

5611. Re: Paypal _How does this work

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-08 15:16:22 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <3B9A3646.536327FD@sisna.com>
Source record: 34235

Ok I relent? But when I had a company send me back a payment, they stated that Pay Pal charged them and the amount I was to receive was not the total amount that they had collected. I don't have a problem with either personally. If someone gets charged on both ends like I did then I thought they should know.

bob

5612. Re: Enhanced Percom?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-08 15:32:01 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <3B9A39F0.BE8CB855@sisna.com>
Source record: 34236

I have delved into the Percom Disk Drive for several years. It does not like to be the second drive on the system. Straight fact. You have to boot a Percom drive and it's slaves with a dos that does recognize all drives, on first booting. It will not read all drives added to the booting? Help? maybe so maybe not. ?? I ran a BBS with a double density double sided disk drive and 3 slaves, that were double density and double sided disk, the latter drive was a double sided 720 3 1/2 inch disk drive and percom will read these today provided the dos boots them on initalisaton.

I still use a Percom to read disk of 720k written on a modified XF551 with no errors. GO FIGURE?

bob

5613. Re: "Good 1050" -- "Bad 1050"

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-08 15:35:47 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <3B9A3AD3.49F9B91E@sisna.com>
Source record: 34237

Check your rom jumpers, the white ones behind the chips. If they are set to 1 and 3 on the board move them to 2 and 4. If they are set to 2 and 4 then move them to 1 and 3, and try it again. Should solve your problem.

you owe me one little one?

bob

5614. Re: New to SpartaDOS.....

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-08 15:46:52 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <3B9A3D6B.8D437997@sisna.com>
Source record: 34238

Well when all else fails, read the Read.ME file that was provided. I think but may be wrong, have been many times in the past! If you formatted the disk with Sparta and it does not work, take the same disk and when sparta is loaded type in boot D1:X32?.DOS, the ? being the version of Sparta on your disk then try it again you may find it actually works. Or just format a disk then copy over the X3??.DOS to the disk and type in Boot d1: X3??.DOS and it should boot giving you the D1: on your screen?

bob

5615. Re: Slow TRAKing

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-08 15:49:53 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <3B9A3E20.F7B5AB4@sisna.com>
Source record: 34239

Make us 3-4 Trak owners, I have 2 sitting here, and some docs hidden
away on it will be moving some of my stuff in the near future and if I
come across the docs will send a copy to who ever where ever?

bob.

5616. Re: Enhanced Percom?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-08 17:52:41 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <JVsm7.5841$5r.479482@newsread2.prod.itd.earthlink.net>
Source record: 34240

Thanks for the input, Bob. Is 720K the limit? Is it possible to control a high density drive in that low density mode from the percom?

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Bob Klaas" <bobkla19@sisna.com> wrote in message news:3B9A39F0.BE8CB855@sisna.com...
> I have delved into the Percom Disk Drive for several years. It does not
> like to be the second drive on the system. Straight fact. You have to
> boot a Percom drive and it's slaves with a dos that does recognize all
> drives, on first booting. It will not read all drives added to the
> booting? Help? maybe so maybe not. ?? I ran a BBS with a double
> density double sided disk drive and 3 slaves, that were double density
> and double sided disk, the latter drive was a double sided 720 3 1/2
> inch disk drive and percom will read these today provided the dos boots
> them on initalisaton.
>
> I still use a Percom to read disk of 720k written on a modified XF551
> with no errors. GO FIGURE?
>
> bob

5617. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-08 17:55:38 UTC
From: asdf <asdf@sdf.com>
Message-ID: <3B9A5B9A.E63EBD60@sdf.com>
Source record: 34241
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Thomas Havemeister wrote:
is it possible do write 6502 assembler code on a real pc, compile it

> with a real pc and just run it on some emulated enviroment just like
> the atari800win? If so, it could be easier to do more complex programs
> and also faster I think.
>
> What software is needed to do this task?

This should be a faq of some type! Yes you can develop completely on PC. I do for the c64. Someone else here should have answered by now, as I'm no expert on Atari, but the basic setup is notepad to write code, a command line assembler (use doskey, then it's two keypresses to reassemble), then convert the binary into the right format to load into the emulator (in my case I found an assembler that directly creates emulator type files), then attach the image in the emulator - at least for commodre emulators, you have a simulation of a disk or tape as an image file, once you attach that file then you can load programs off that file through the emulated machine, in my case I attach test.d64 as a disk image, then in the 64 itself type LOAD "assembler",8,1 and start it with SYS49152.
I don't really know how to do the equivalent in Atari, but to run assembly programs on Atari I used to POKE data into $600 or 1536 and they type DOS as that would start the program. Problem is, this is meant to start a menu program that lets you access your disk drive, but I never had a real disk drive. The other way to start assembly from basic is the usr(x) function. If you check a memory map, there's a USR vector, you poke that with the start address of your routine, then type x=usr(1) in basic. The "1" gets copied as a 16bit value somewhere if you need to use it, then your routine is called, and you can pass a value back.
Is there a SYS command in atari basic?

5618. Re: Commodore Floppy On 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-08 18:09:58 UTC
From: asdf <asdf@sdf.com>
Message-ID: <3B9A5EF6.6ACF3A32@sdf.com>
Source record: 34242

Rick Cortese wrote:

>
> Total RAM in a 1050 may be a problem. Even if you could put all the 1541
> track layouts and commands into the 4k ROM, you still only have 256 bytes of
> RAM.
>

Hi,
you seem to know it pretty well, I was wondering if they could reach each others disks. It all boils down to one thing, the 1541 has 4 densities, one of which is 250,000 bits per second, I can't remember the other ones - it has to do with some clock divided by 12,13,14 or 15. Should be able to work backwards actually...
Anyhow, at the most basic level a byte is put in a shift register which writes the data at that rate. Each one is represented by a change in magnetic field - imagine little bar magnets on the disk. Where two magnets are repelling, that is read/written as a one. Where the magnets are stuck to each other, it causes a continuous magnetic field so you can't read it.
In other words, only "1" is written to a disk, and the time between "1" is assumed to be 0.
For this reason, you don't want too many "0" in a row or innacuracies in the disk RPM could make you read an extra or too few. So 1541 uses a GCR code, Group Code Recording. This encodes a normal byte into 10 bits, and these 10 bits are select few. It's those codes which have no more than two "0" in a row. Other ways of doing this are called MF, or MFM, or RLL Multifrquency, Modified MultiFrequency, Run Length Limited.
None of that really matters - the only thing that has to match in the two disk formats is the basic bit density. If it's the same, the 1541 can be programmed to read it. Heck, with a slight mod involving increasing the density clock, the 1541 can even directly read PC disks. So I'm sure with a similar mod you could read almost any disk anyhow.
So, do you know the density for atari?

5619. Re: Can I use a text source file w/ Atari BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-08 18:14:52 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <wetm7.5909$5r.487971@newsread2.prod.itd.earthlink.net>
Source record: 34243
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Several options, John...
First Atari Basic *cannot* use ascii because it is line oriented and would never find the $9B end of line.

However, TextPro likes them just fine and has a global replace mode; you can do Ctrl-G to convert Esc, Ctrl-M, Esc, Ctrl-J to Esc, Ctrl-LeftArrow and it cahanges all to Atari Return's. Save it back out and then ENTER it into A8 Basic as a LISTed file.

Another handy utility is Ken Sider's W95 Image manager; it allows you to import/export files to the .ATR in binary or translated text format. All that remains are the inverse and control character stuff to clean it up.

Main thing is to pretty much stay with the LISTed files, although I have also typed in WordPad, import translated text to the .ATR, ENTER into A8 Basic on emulator, SAVE tokenized file back to .ATR, export binary file from image, AtariLink the file to a SSDD disk and LOAD it on a real 8-bit... whew!

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Jheitmuller" <john@jrcc.net> wrote in message
news:de16c5ec.0109071050.6a785c14@posting.google.com...
> Hi all,
>
> I have a large Atari BASIC program that I am going to be entering
> from a book by hand. Sound familiar? Anyone... Anyone...
>
> I would rather key this program into a full screen text editor on my
> PC and transfer it over to my Atari 800. Which I can do. I have
> Steve Tuckers APE software and a SIO2PC cable.
>
> Can Atari BASIC use an ASCII text source file? I have looked at
> BASIC programs that I have keyed into the BASIC interpreter and save
> them to disk. They are not saved in a text format. I am not sure
> what format that are save in, frankly.
>
> Any ideas?
>
> Thanks,
> John

> john@jrcc.net
>

5620. Re: Enhanced Percom?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-08 19:09:18 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <y1um7.6047$5r.497359@newsread2.prod.itd.earthlink.net>
Source record: 34244

Bob;

Do you or Charles have any idea what might prevent a 1489 SIO2PC from
working with a Percom?

I can boot from the PC .ATR and transfer files to the RAMdisk until the
connected Percom is powered up and I can't read or write the Percom until
the SIO2PC cable is disconnected...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Bob Klaas" <bobkla19@sisna.com> wrote in message
news:3B9A39F0.BE8CB855@sisna.com...
> I have delved into the Percom Disk Drive for several years. It does not
> like to be the second drive on the system. Straight fact. You have to
> boot a Percom drive and it's slaves with a dos that does recognize all
> drives, on first booting. It will not read all drives added to the
> booting? Help? maybe so maybe not. ?? I ran a BBS with a double
> density double sided disk drive and 3 slaves, that were double density
> and double sided disk, the latter drive was a double sided 720 3 1/2
> inch disk drive and percom will read these today provided the dos boots
> them on initalisaton.
>
> I still use a Percom to read disk of 720k written on a modified XF551
> with no errors. GO FIGURE?
>
> bob

5621. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-08 19:31:33 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <pmum7.6075$5r.500009@newsread2.prod.itd.earthlink.net>
Source record: 34245
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

You can poke into page six, but execution is X=USR(1536) to start running at that address; the USR(addr) is essentially our implementation of the SYS command.

USR(addr[,P1, P2..]) is *not* a vector; it is a function that acts on the first parameter in the parenthesis as an address for machine code execution. Any second and following optional parameters are converted to 16 bit numbers and placed on the 6502 stack; your routine must clean the stack before the RTS back to Basic.

Typing 'DOS' will *not* execute code in page 6 unless you put the '1536' address into page zero locations 10-11 which is the vector Basic looks at to find where to run the file management system program.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"asdf" <asdf@sdf.com> wrote in message:
>
> I don't really know how to do the equivalent in Atari, but to run assembly programs
> on Atari I used to POKE data into $600 or 1536 and they type DOS as that would start
> the program. Problem is, this is meant to start a menu program that lets you access
> your disk drive, but I never had a real disk drive. The other way to start assembly
> from basic is the usr(x) function. If you check a memory map, there's a USR vector,
> you poke that with the start address of your routine, then type x=usr(1) in basic.
> The "1" gets copied as a 16bit value somewhere if you need to use it, then your
> routine is called, and you can pass a value back.
> Is there a SYS command in atari basic?

5622. Re: Beyond Zork???

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-08 21:20:59 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <%Yvm7.1489$zM7.706988194@newssvr12.news.prodigy.com>
Source record: 34246

Very nice....
I knew that Infocom used an executor/interpreter program in conjuction with
the games specific data files. Do you think you could dig out your Zcompiler
stuff and let us in on the secrets?

Thanks again, Mo

Tom Hunt wrote in message <911656EE3CTHEnterprises@205.212.123.11>...
>
> It was never released for the A8. But back in '96 I produced an A8
>version of their Beyond Zork mini demo. Here's the file description found
>in it's .DES file:
>
>====
>Mini Zork
>
>Infocom <never> released this for the
>atari 8 bit. It <was> released as
>a c64 mini game, a demo. Well, here
>it is, running the CTH Inform
>Game Interpreter!
>
>Brought to you by Closer To Home
>Enterprises!
>====
>
>It can be found at:
>ftp://ftp.spudster.org/pub/Atari/CTH/Cth_Shareware/tgames.arc
>
>Unfortunetly part of my inform/Z-Code development system for the A8 is now
>locked away in storage. If anyone is curious and wants to learn more about
>Z-Code or the games I produced for the A8 you can read about it at:
>http://cth.dtdns.net/Featured/toc.html
>
>====
>http://cth.dtdns.net
>http://cth.hn.org
>====
>
>mygranny@swbell.net (Mo) wrote in
><YQgm7.1428$e_1.650550450@newssvr12.news.prodigy.com>:
>
>>Was 'Beyond Zork' ever released for the Atari 8bits? I found a copy for
>>the C64 but I can't find any online for my 800.
>>

5623. Re: Commodore Floppy On 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-08 22:24:55 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tpl6lin41vg5e3@corp.supernews.com>
Source record: 34147

"asdf" <asdf@sdf.com> wrote in message news:3B9A5EF6.6ACF3A32@sdf.com...
>
>
> Rick Cortese wrote:
>
> >
> > Total RAM in a 1050 may be a problem. Even if you could put all the 1541
> > track layouts and commands into the 4k ROM, you still only have 256
bytes of
> > RAM.
> >
>
> Hi,
> you seem to know it pretty well, I was wondering if they could reach each
others
> disks. It all boils down to one thing, the 1541 has 4 densities, one of
which
> is 250,000 bits per second, I can't remember the other ones - it has to do
with

I'd have to check my schematics, but I am pretty sure the Atari uses 250k bits/sec. It only does FM and MFM.

The only other oddity about the drive is everything is written in inverse format to IBM, not sure about the 1541. That is an 'A or 65 is written out as 65 XOR $FF. You have to XOR all the data you pick off the disk with $FF to get it to make sense.

Stock disks are 128 byte sectors and 18 sectors/track. MFM are 26 sectors per track of 128 byte sectors.

5624. Atari - VGA - TFT

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-08 22:50:43 UTC
From: llpwhite@cs.com
Message-ID: <20010908185043.15318.00000427@mb-cn.news.cs.com>
Source record: 34148

Is anyone out there using a VGA convertor or a TV / Video-In PC card with their A8, and hooked up to a TFT (flat panel) display? I'm thinking very seriously about getting one, but would be interested in other's experiences, if anyone is using this set-up.
Thanks,
Larry

5625. Re: "Good 1050" -- "Bad 1050"

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-08 22:53:12 UTC
From: llpwhite@cs.com
Message-ID: <20010908185312.15318.00000428@mb-cn.news.cs.com>
Source record: 34149

> Check your rom jumpers, the white ones behind the chips...<

Hi Bob-
Thanks for the info about the jumpers. Yep -- I owe you one!
Larry

5626. Atari 2600 Games on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-08 23:42:58 UTC
From: m_jurney@yahoo.com
Message-ID: <573ec220.0109081542.15261dfd@posting.google.com>
Source record: 34150
Cross-posted to: rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit,rec.games.video.classic

Hello,

I have some old Atari 2600 games up on ebay auction.
Here is the links to it.

Atlantis for Atari 2600
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1272211020

Breakout for Atari 2600
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273403105

Chopper Command for Atari 2600
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273404566

Deamon Attack for Atari 2600
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273404911

Combat for Atari 2600
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273405222

Cosmic Ark for Atari 2600
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273405519

Mouse Trap for Atari 2600
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273405941

Riddle Of The Sphinx for Atari 2600
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273406442

Seaquest for Atari 2600
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273406719

Sky Jinks for Atari 2600
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273406978

Spider Fighter for Atari 2600
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273407317

Star Wars: The Empire Strikes Back for Atari 2600
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273407840

Tennis for Atari 2600
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273408172

Thanks for looking,
Michael

5627. FA: Atari 800 ++

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-09 02:27:06 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <_rAm7.58055$aZ.15560472@typhoon.tampabay.rr.com>
Source record: 34151

Check it out here along with my other auctions.

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=hughfalk@mi
ndspring.com

I also have other interesting Apple hardware and software, plus just about
every Byte magazine (including #1) for auction.

If the link above doesn't work for you, it is probably because your reader
is truncating the link. It should end with: hughfalk@mindspring.com

5628. Re: Atari - VGA - TFT

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-09 03:18:44 UTC
From: iahawkeye33@yahoo.com
Message-ID: <3b0f05f.0109081918.6afcfe6d@posting.google.com>
Source record: 34152

llpwhite@cs.com (LLpwhite) wrote in message
news:<20010908185043.15318.00000427@mb-cn.news.cs.com>...
> Is anyone out there using a VGA convertor or a TV / Video-In PC card with
> their A8, and hooked up to a TFT (flat panel) display? I'm thinking very
> seriously about getting one, but would be interested in other's experiences,
> if anyone is using this set-up.
> Thanks,
> Larry

Interesting idea. IMO, only the 1200XL is stylish enough to be paired
with a TFT monitor. I bet most people would never guess it was a 1982
machine if you paired a mint 1200XL with a TFT. (Until you turned it
on I suppose, LOL.)

Although I loved the original 800's style, it just seems too massive
to be paired with a TFT display. The 800XL and XE lines just look too
cheap.

If you try it, please post your results.

5629. Re: Atari 2600 Games on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-09 03:43:52 UTC
From: Thanatos <tsr_rivet@yahoo.com>
Message-ID: <tplpahqqgsrve3@corp.supernews.com>
Source record: 34153
Cross-posted to: rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit,rec.games.video.classic

> Combat for Atari 2600
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273405222
>

WOW!! A Combat!! I can't believe it! I only wish there was a Buy It Now!!

Oh well, guess I'll just snipe in on this one......

5630. Re: Commodore Floppy On 130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-09 04:25:14 UTC
From: fyarra001@aol.com
Message-ID: <20010909002514.22653.00000534@mb-cf.aol.com>
Source record: 34154

On 9/5/01 1:24 PM Eastern Daylight Time, Steven Tucker classics@atarimax.com
wrote...

>> you won't be able to read 1050 disks by the 1541. BTW, the number of
>> bytes/sector is different, too.
>
> Well I think he means that the differences are all software, that
>with the right brain the 1541 could read and write Atari disks just like
>a 1050.

Am I confused or wasn't the original question...

From: "Marko Borsic" mborsic@t-online.de
Date: 9/4/01 6:09 PM Eastern Daylight Time

"I got an Atari 130XE, but no floppy drive. Can I use a Commodore 1541-II?"

As I understood the question Marko wants to connect a 1541-II to his 130XE and
the thread has gone into reading 1050 disks on a 1541-II. I guess a logical
assumption would be that you'd want to read and write Atari on it.. but...

I don't think anyone is following my idea... I was thinking more along the
lines of letting the 1541 function as a 1541 by using GCR encoding, it's native
densities, etc.. and just reading and writing data, using the Atari computer,
into and out of it, since the CPU, stock routines, ram and buffers all already
there, self-contained in the 1541's 8k of rom. Why would you need to write a
1050 format on the 1541drive ?? Just because it's connected to an Atari ??
Think of it as a "new" DOS. All that has to happen is getting the Atari to
transfer the data to the '41 as it expects to "see" it. The "talk" routines
taken from the C64 kernal rom could be emulated on the Atari and as far as the
1541 knows... it's getting it's data from a C64 !!! I think this would be
rather easy to impliment. The actual physical connection would be the road
block.

No, you wouldn't get a 1050 compatible disk when you write the disk, you'd get
1541 format, but you could use the drive on your Atari !!! We Commodore users
already can do this with the X1541 cable, Star Commander and a PC (the '41 has
no idea it isn't a C64 that's "talking" to it).

> Anyone have a detailed memory map of the 1541? I have a couple
>1541's collecting dust.

How about some 1541 rom disassemblies....

Zero Page
DiskDriveInternalsPt.1:
http://sites.netscape.net/davidgkline/DiskDriveInternalsPt.1.txt
DiskDriveInternalsPt.2:
http://sites.netscape.net/davidgkline/DiskDriveInternalsPt.2.txt

Programming related [14 documents]
http://www.c64.priv.no/c64/documentation/docs/programming/

CBM: Commodore 1541 ROM Disassembly
http://www.hut.fi/Misc/cbm/docs/1541-diss.html

(commented version)
http://www.ffd2.com/fridge/docs/1541dis.html

Here's the C64 rom disassembly...

CBM: Commodore 64 ROM Disassembly
http://www.hut.fi/Misc/cbm/docs/c64-diss.html

General Info and disassemblies...

Assembler
http://home5.swipnet.se/~w-59769/tasm/tasm.htm

Commodore Knowledge Base
http://www.floodgap.com/retrobits/ckb/

C-64 RAM addresses
http://www.ludd.luth.se/~watchman/fairlight/c64/c64-ram.html

Commodore 64 Service Manual
http://www.devili.iki.fi/Computers/Commodore/C64/Service_Manual/index.html
-= Francis Yarra =-
fyarra001(re-move this!)@(re-move this!)aol.com
fyarra(re-move this!)@(re-move this!)juno.com
f.yarra(re-move this!)@(re-move this!)genie.com

5631. Re: first atari commericial

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-09 04:52:03 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <tpltpf14v5e36b@news.supernews.com>
Source record: 34155

Anthony Ramos <aramos@ele-mental.org> wrote in message
news:B7BC003B.10572%aramos@ele-mental.org...
>
> ifilm.com copied my freely available content without permission, and are
now
> using it to sell ads. Nice.
>

Just curious. Do you actually own rights to those commercials today? Were
you involved in the original filming/production?

5632. WTT: Indus GT for Rana 1000

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-09 05:49:46 UTC
From: Anthony Ramos <aramos@ele-mental.org>
Message-ID: <B7C0510A.1079C%aramos@ele-mental.org>
Source record: 34156

Hi everyone,

You might think I'm crazy for making this trade, but the Rana 1000 was my first A8 disk drive and, unreliable as it is, it's very dear to my heart.

IIRC I can power it with an ordinary A8 computer power supply. If that's true, I'd like to make an even drive-for-drive trade. I will trade power supplies also, if it uses a special supply.

Thanks for looking,

Anthony R.

--
Anthony Ramos________
600 SE 39th Ave., # 3 __ aramos@ele-mental.org .. aramos@hyperreal.org
Portland, OR 97214 ___ information design .. multimedia production
(503) 236-6303 ___________interactive art .. image synthesis

5633. Re: first atari commericial

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-09 05:51:35 UTC
From: Anthony Ramos <aramos@ele-mental.org>
Message-ID: <B7C05176.1079D%aramos@ele-mental.org>
Source record: 34157

in article tpltpf14v5e36b@news.supernews.com, SoftNGui at
softngui@earthlink.net wrote on 08 09 01 21.52:

> Anthony Ramos <aramos@ele-mental.org> wrote in message
> news:B7BC003B.10572%aramos@ele-mental.org...
>>
>> ifilm.com copied my freely available content without permission, and are
> now
>> using it to sell ads. Nice.
>
> Just curious. Do you actually own rights to those commercials today? Were
> you involved in the original filming/production?
>
No, I don't. I don't claim ownership of the material. I'm just miffed that
they took advantage of the work I did procuring, capturing, compressing, and
freely posting the files to sell ads.

--
Anthony Ramos________
600 SE 39th Ave., # 3 __ aramos@ele-mental.org .. aramos@hyperreal.org
Portland, OR 97214 ___ information design .. multimedia production
(503) 236-6303 ____________interactive art .. image synthesis

5634. I need atari7800 emulator, the best for my P166...

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-09 13:25:06 UTC
From: HackHz <hackhertz@libero.it>
Message-ID: <S4Km7.15679$ul3.544237@news.infostrada.it>
Source record: 34158

I need atari7800 emulator, the best for my P166...
Someone can help me to find it?

5635. ROM files question Atari 2600

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-09 14:19:49 UTC
From: jim_doak@hotmail.com
Message-ID: <c1746b5d.0109090619.27525eff@posting.google.com>
Source record: 34159

When you go to a site like www.atariage.com, they have all the ROMS
from old 2600 games, which is great, but what I'd like to know is
whether these ROMs,
or to be more precise, these .bin files, are from the NTSC version of
the game or the PAL version. They can't be both.

Eder "The left footed genius"

5636. Time to insure your Mule

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-09 14:42:50 UTC
From: jjatkin@hotmail.com
Message-ID: <85e1b4d4.0109090642.7dbdd849@posting.google.com>
Source record: 34160

Looks like another ebay auction that has gotten out of control. The
game Mule is now at $200.50.
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1272240659

5637. Re: WTT: Indus GT for Rana 1000

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-09 16:12:07 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <3B9B94D6.C3516517@sisna.com>
Source record: 34161

I have been scraping out a bunch of Atari junk? Junk is not really JUNK, but to my spouse it's all JUNK! Let me take a look at what is left, not much but may come up with a Rana with all the components intact. I know there is one with the red cover for the track system gone but may have another buried in some stuff. The Rana drive is the only drive built for the Atari 8-bit that will format a disk off-line, no computer required, but the drive they put in it has tracking problems.

bob

5638. Re: "Good 1050" -- "Bad 1050"

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-09 16:13:50 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <3B9B953D.7F55940E@sisna.com>
Source record: 34162

Collecting on the I owe you one! One cup of coffee, where and when my choice? haha see you in Las Vegas, in October. Date to be set later.

bob

5639. Re: Modem/Network Games for A8?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-09 16:15:24 UTC
From: "Rick D." <a8maestro@a8maestro.com>
Message-ID: <3B9B959C.2D73933E@a8maestro.com>
Source record: 34165

Andreas Magenheimer wrote:

> Well,
> whats the difference between GL 1 and GL 2 ??? Is one version only for
> two players (modified SIO cable) and the other one for 2-8 players or
> whats the big difference ??? Finally, can you send me Modem chess and
> modem battleship (if they are PD/Freeware/Shareware) ?? As an ATR, XFD
> or DCM image. Would like to test them with my 2-player gamelink
> adapter.. -andreas
>

Gamelink 1 uses joystick port 2 on each machine. Gamelink 2 uses the SIO port for 8 machines.

I have GL1 and GL1 Battleship as files on my site(www.a8maestro.com...atari...8ball...software...games), cause I don't use emulators or images much.

I'd have to search more to find modem chess and modem battleship, but I can post them to my site as well.

Rick D.

5640. Re: Enhanced Percom?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-09 16:19:48 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <3B9B96A4.101642C6@sisna.com>
Source record: 34163

I honestly don't know, but this I do know. I don't or have not used the atari to pc cable. The Percom, is picky. If you booted with a double sided double density 720k disk on the Percom then the IBM should read it. I have not delved into formatting a 1.4mg drive on the Percom, so can't help you there. What have you got to loose? TIme is on your side, try different drives attached to the percom but use a dos that will recognize all formats, when booting.

bob

5641. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-09 16:23:07 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <3B9B976A.A6FC6CFA@sisna.com>
Source record: 34164
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Keith Ledbetter performed all his code on a PC, then converted it to
Atari 8-bit, this came with a licensee to use when I bought the right to
BBS Express! Professional. check with Lance Ringquist of Video 61,
perhaps he can help you with the cross assembler?

bob

5642. Re: My-DOS Utilities...

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-09 16:23:36 UTC
From: "Rick D." <a8maestro@a8maestro.com>
Message-ID: <3B9B9788.F2864742@a8maestro.com>
Source record: 34166

Andreas Magenheimer wrote:

> snip...
> to my knowledge, standards are: Single (SSSD, 40 tracks), Medium (SSMD,
> 40 tracks), Double (SSDD, 40 tracks); with higher drives also 360k (DSDD
> 40 tracks), 720k (DSDD, 80 tracks) and 1440k (DSHD, 80 tracks); thats
> more than enough.
> -Andreas.

Since 720K and 1440K are 3.5" formats, so you can add 1000K DSHD 5.25" size too(I use it as lot).

I consider SSMD to be just ED as it is 1050 SSSD with 26 sectors a track..

Rick D.

5643. Re: programs from Compute's Book of Atari Graphics?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-09 16:29:54 UTC
From: "Rick D." <a8maestro@a8maestro.com>
Message-ID: <3B9B9901.A120EBD8@a8maestro.com>
Source record: 34167

Kevin Savetz wrote:

> If anyone has a disk with the type-in programs from Compute's
> {First,Second,Third} Book of Atari Graphics -- heck, any of the Compute
> books, I would like to hear from you.
>
> Thanks
> Kevin Savetz
>

I believe all of the programs were from the magazine(though some may be special or modified from the magazine), so if there were magazine disks that would be the place to look, as well as online databases, as well as user group libraries. I am sure ours has at lest some of them.

Rick D.

5644. Re: Time to insure your Mule

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-09 16:33:59 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <gh5npt05b591ju3ju681r1rvep0bipqp5u@4ax.com>
Source record: 34168

On 9 Sep 2001 07:42:50 -0700, jjatkin@hotmail.com (Jeff Atkins) wrote:

>Looks like another ebay auction that has gotten out of control. The
>game Mule is now at $200.50.
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1272240659

LOL...

200 dollars for MULE..

It's a nice game but you would have to be 'touched' to pay that sort
of money.

5645. Re: New to SpartaDOS.....

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-09 16:45:02 UTC
From: "Rick D." <a8maestro@a8maestro.com>
Message-ID: <3B9B9C8D.38B86607@a8maestro.com>
Source record: 34169

Nigel Henry wrote:

> Steve, I ftp'd from http://www.umich.edu/~archive/atari/8bit/ and got the
> image in DCM format. I then converted to ATR using Imagic (Thanks!) and it
> reported no errors. I then used 1050-2-PC to make a real atari disk. But
> when I boot up, it reads a few sectors and stops. Looking at the created
> disk with MyDOS shows no files and no free sectors. You are supposed to
> boot sparta like any other disk, arn't you?

You can't just copy Sparta DOS or any other DOS to a disk except from the DOS,
in order to transfer the boot sectors, or without using a special program.

You'd be better off copying the .DCM file to a disk, then on a real A8, boot
MYDOS and run Diskcom to create a real Sparta DOS boot disk from the .DCM file.

Rick D.

5646. Re: WTT: Indus GT for Rana 1000

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-09 18:07:56 UTC
From: llpwhite@cs.com
Message-ID: <20010909140756.26879.00000665@mb-fv.news.cs.com>
Source record: 34170

> ...but the drive they put in it has tracking
problems. <

Hi Bob-
Recently, I attempted (and failed) to put a a Tandon 1050 mech. in a Rana. I am about 95% sure that I got all the wiring figured out (including the R-W head). The drive would spin correctly and seek, but I could not get it to read or write. Have you ever tried putting a different mech. in a Rana? If a Tandon could be put in there, it would certainly solve some problems.
Larry

5647. Re: Time to insure your Mule and Ultima I

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-09 18:40:09 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3B9BB788.A764F644@t-online.de>
Source record: 34171

Ridiculous!

And don't forget your Ultima I:

http://cgi.ebay.de/aw-cgi/eBayISAPI.dll?ViewItem&item=1268969612&r=0&t=0&showTutorial=0&ed=999480568&indexURL=0&rd=1

5648. A1027

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-09 19:56:40 UTC
From: PLATARI <lieblp@centrum.cz>
Message-ID: <9ni0ve$2fms$1@news.vol.cz>
Source record: 34184

Hi!

I just returned from Unconventional 2k1 in Lengenfeld, and brought with me
home a printer.
A1027.
But without an external power supply. Does anybody knows, what voltage or
parameters the power supply for ATARI 1027 printer has to have???

Thanx alot for answer.

Petr

5649. Re: programs from Compute's Book of Atari Graphics?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-09 19:59:50 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01c1396a$75429920$6e15643e@windows>
Source record: 34172

Rick D. <a8maestro@a8maestro.com>
schreef in artikel <3B9B9901.A120EBD8@a8maestro.com>...

> Kevin Savetz wrote:
>
> > If anyone has a disk with the type-in programs from Compute's
> > {First,Second,Third} Book of Atari Graphics -- heck, any of the Compute
> > books, I would like to hear from you.

I didn't see Kevin's original posting (yet?), but I have the Speedscript sourcecode from the Speedscript book typed in. It's ready to run, I even corrected some mistakes. Don't have the remarks though, but might consider typing them in...

So Kevin, mail me if you're interested.

Richard Douwes

5650. Re: Beyond Zork???

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-09 20:00:32 UTC
From: NoOne@FakeEmail.com
Message-ID: <9117AD481CTHEnterprises@205.212.123.11>
Source record: 34173

I'm sure I will someday. When I do I'll post a link to it here on CSA8B.

mygranny@swbell.net (Mo) wrote in
<%Yvm7.1489$zM7.706988194@newssvr12.news.prodigy.com>:

>Do you think you could dig out your
>Zcompiler stuff and let us in on the secrets?
>

5651. Re: Can I use a text source file w/ Atari BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-09 22:00:54 UTC
From: "news.freeuk.net" <stevesweet@freeuk.com>
Message-ID: <TL6n7.39836$y_3.2793232@nnrp3.clara.net>
Source record: 34191
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Hi John

> I have a large Atari BASIC program that I am going to be entering
> from a book by hand. Sound familiar? Anyone... Anyone...

Oh the joy.....

.....of missing a comma.

> I would rather key this program into a full screen text editor on my
> PC and transfer it over to my Atari 800. Which I can do. I have
> Steve Tuckers APE software and a SIO2PC cable.

Why not scan the book, OCR it and merge the texts into a single file and
load it into your basic editor/compiler.

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5652. Re: Time to insure your Mule and Ultima I

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-09 22:07:44 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <oupnptgn5bifk5bj15d177jpnop7fp9l11@4ax.com>
Source record: 34174

On Sun, 09 Sep 2001 20:40:09 +0200, Andre <Chrodegang@t-online.de>
wrote:

>Ridiculous!
>
>And don't forget your Ultima I:
>
>http://cgi.ebay.de/aw-cgi/eBayISAPI.dll?ViewItem&item=1268969612&r=0&t=0&showTutorial=0&ed=999480568&indexURL=0&rd=1

What the hell..

People don't really pay these prices do they?

Surely not without being labotomised?

5653. Re: ROM files question Atari 2600

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-09 22:18:41 UTC
From: Russ Perry Jr <slapdash@enteract.com>
Message-ID: <slapdash-8BA172.17184109092001@news.enteract.com>
Source record: 34175

jim_doak@hotmail.com (Eder) wrote:
> When you go to a site like www.atariage.com, they have all the ROMS
> from old 2600 games, which is great, but what I'd like to know is
> whether these ROMs,
> or to be more precise, these .bin files, are from the NTSC version of
> the game or the PAL version. They can't be both.

Most often they will be NTSC. A lot of the pirate stuff is PAL, but
there hasn't been a big movement to get PAL stuff dumped otherwise.
--
//*===++
|| Russ Perry Jr 2175 S Tonne Dr #114 Arlington Hts IL 60005 ||
|| 847-952-9729 slapdash@enteract.com VIDEOGAME COLLECTOR! ||
++===*//

5654. Re: Anybody got the source code for the Mansfield Simple Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-10 00:24:58 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <uLTm7.9966$d86.744066@newsread1.prod.itd.earthlink.net>
Source record: 34176
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

John;

That is a good book; my dog-eared copy is nearly falling apart. Be cautious; IIRC, their explanations of the BCS and BCC instructions were exactly reversed.

You can sure learn a lot by going thru their code and typing it into the system, but I would recommend Synassembler, Mac/65 or the Atari MacroAssembler for any serious development work on the A8. The old ASMED cart is even not bad to learn on with its fairly adequate monitor/debugger.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Jheitmuller" <john@jrcc.net> wrote in message
news:de16c5ec.0109071358.2377f972@posting.google.com...
> Hi all,
>
> I am working my way through the Richard Mansfield book; Machine
> Language for Beginners (c)1983. As anybody got the Atari source code
> for the SIMPLE ASSEMBLER already keyed in. If you do could you either
> post it to this news group or e-mail it to me. It would be greatly
> appreciated.
>
> An .ATR disk image would be awesome!
>
> Thanks much,
> John
> john@jrcc.net
>

5655. Re: Enhanced Percom?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-10 00:25:02 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <yLTm7.9967$d86.744066@newsread1.prod.itd.earthlink.net>
Source record: 34177

I guess I did not make myself clear; with the sio2pc attached, I cannot get
any response from the Percom drive or any slave drives.

I have only tried Sparta 3.2d, SpartaX and MyDos 4.53 on the 1.2 and 1.44
drives controlled by the Percom; none get any response from the high density
drives in any combination of density (sd, ed, dd), sides (ss, ds) or tracks
(40, 77, 80)
--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Bob Klaas" <bobkla19@sisna.com> wrote in message:

> I honestly don't know, but this I do know. I don't or have not used
> the atari to pc cable. The Percom, is picky. If you booted with a
> double sided double density 720k disk on the Percom then the IBM should
> read it. I have not delved into formatting a 1.4mg drive on the Percom,
> so can't help you there. What have you got to loose? TIme is on your
> side, try different drives attached to the percom but use a dos that
> will recognize all formats, when booting.
>
> bob

5656. Re: New to SpartaDOS.....

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-10 00:32:18 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <mSTm7.9989$d86.747965@newsread1.prod.itd.earthlink.net>
Source record: 34178

Six of one...

If the .DCM is righteous and makes a proper .ATR, the 1050-2-pc should dup
it fine sector for sector.
--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Rick D." <a8maestro@a8maestro.com> wrote in message:
>
> Nigel Henry wrote:
>
> > Steve, I ftp'd from http://www.umich.edu/~archive/atari/8bit/ and got
the
> > image in DCM format. I then converted to ATR using Imagic (Thanks!) and
it
> > reported no errors. I then used 1050-2-PC to make a real atari disk. But
> > when I boot up, it reads a few sectors and stops. Looking at the created
> > disk with MyDOS shows no files and no free sectors. You are supposed to
> > boot sparta like any other disk, arn't you?
>
> You can't just copy Sparta DOS or any other DOS to a disk except from the
DOS,
> in order to transfer the boot sectors, or without using a special program.
>
> You'd be better off copying the .DCM file to a disk, then on a real A8,
boot
> MYDOS and run Diskcom to create a real Sparta DOS boot disk from the .DCM
file.
>
> Rick D.

5657. Re: My-DOS Utilities...

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-10 00:35:20 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <cVTm7.9729$5r.765468@newsread2.prod.itd.earthlink.net>
Source record: 34179

Which controller is involved on the 720K, 1440K & 1000K? The Bob Box?

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Rick D." <a8maestro@a8maestro.com> wrote in message
news:3B9B9788.F2864742@a8maestro.com...
>
>
> Andreas Magenheimer wrote:
>
> > snip...
> > to my knowledge, standards are: Single (SSSD, 40 tracks), Medium (SSMD,
> > 40 tracks), Double (SSDD, 40 tracks); with higher drives also 360k (DSDD
> > 40 tracks), 720k (DSDD, 80 tracks) and 1440k (DSHD, 80 tracks); thats
> > more than enough.
> > -Andreas.
>
> Since 720K and 1440K are 3.5" formats, so you can add 1000K DSHD 5.25"
size too(I
> use it as lot).
>
> I consider SSMD to be just ED as it is 1050 SSSD with 26 sectors a track..
>
> Rick D.
>
>
>

5658. FA: Compute! Magazines

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-10 03:53:55 UTC
From: m_neus@yahoo.com
Message-ID: <nPWm7.10208$5r.793128@newsread2.prod.itd.earthlink.net>
Source record: 34180

I have for auction the following Compute! Magazines on ebay:

June, July, August, September, October, November 1984
January, April, May, June, October 1985

For more informaiton see

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=texneus

5659. Re: Atari Program Exchange (APX) Lives!

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-10 05:46:05 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <xsYm7.366$EB2.5552@typhoon.sonic.net>
Source record: 34181

Tom Hunt <NoOne@fakeemail.com> wrote:

: John H. Palevich, the author of Deep Blue C and Dandy, now goes by
: "Jack". In case anyone is curious you can view his web pages at:

: http://www.palevich.com/

Ugh.. comes out as a big, white blank page in Netscape. Feels like
a missing "/table" tag or something.

However, I read a little by doing a View Source (just to make sure there's
actually some HTML in there :))...

I'm quite amused that "Dandy" (Gauntlet)'s original name was
"Thesis of Terror" :)

-bill!

5660. Re: Time to insure your Mule and Ultima I

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-10 07:48:21 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.16063a5488cec9fa989698@news.nacs.net>
Source record: 34182

In article <oupnptgn5bifk5bj15d177jpnop7fp9l11@4ax.com>,
mclane.dellos@btinternet.com says...
> On Sun, 09 Sep 2001 20:40:09 +0200, Andre <Chrodegang@t-online.de>
> wrote:
>
> >Ridiculous!
> >
> >And don't forget your Ultima I:

> What the hell..
>
> People don't really pay these prices do they?
>
> Surely not without being labotomised?

Whats really funny is thats not even the original package, its a cheap-o
re-relase that was done later.

The bid history for MULE looked odd but it could be real.

--
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * ** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+
Items !!

5661. Re: Enhanced Percom?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-10 08:04:53 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.16063e317f9e8f70989699@news.nacs.net>
Source record: 34183

In article <yLTm7.9967$d86.744066@newsread1.prod.itd.earthlink.net>,
ronandjudyh@earthlink.net says...
> I guess I did not make myself clear; with the sio2pc attached, I cannot get
> any response from the Percom drive or any slave drives.

Try using a 2-chip cable that has a tri-state. The interface your
using may have an internal pullup to 5V thats too powerful for the
outputs the percom is using.

Steve

5662. Re: WHITE PEOPLE SHOULD DIE

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-10 14:44:32 UTC
From: bostone1@aol.com
Message-ID: <20010910104432.00667.00000453@nso-mq.aol.com>
Source record: 34185

In article <9Kwm7.56165$tb.4989379@news02.optonline.net>,
StopTheHate1@netzero.net writes:

>Sensitive, tolerant people of the world UNITE.

How sensitive and tolerant can this person be with a Subject line like that?
The reaction is as bad as the source.

The power of free speech comes into play when the stupid people of the world
expose themselves when they present hateful views. Thank goodness for free
speech so we can see who they are out there. :)

5663. Re: WHITE PEOPLE SHOULD DIE

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-10 15:48:11 UTC
From: spamless@Nil.nil
Message-ID: <3b9ce0bb$1_2@nntp2.nac.net>
Source record: 34186

Bob Stone <bostone1@aol.com> wrote:
> In article <9Kwm7.56165$tb.4989379@news02.optonline.net>,
> StopTheHate1@netzero.net writes:

>>Sensitive, tolerant people of the world UNITE.

> How sensitive and tolerant can this person be with a Subject line like that?
> The reaction is as bad as the source.

Oh .. the source. Another one of Hal Turner's reverse psychology taunts to
reinforce our prejudices and get folks to come to his site?

5664. Re: "Return of the Kendrick"

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-10 15:58:22 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <4ioppt8niqefon2srntknka3pv0c1bpg38@4ax.com>
Source record: 34187

On Fri, 7 Sep 2001 19:36:42 -0700, "Rick Cortese"
<ricortes@netmagic.net> wrote:

>I think you could get reasonable performance out of a chat channel with
>maybe 10 participates. Looking at most of the online games now, they only
>take up about 3k of bandwidth. Shouldn't be a problem running a game on a
>2400 baud SIO2PC connection with 10 players. Beyond 10, you would need
>something to steer data to only those close enough to each other to need
>updating. If you could get everyone in the chat channel to assume a one
>character identity like 'A' or 'B' it would be a bonus.

Most network games would have code that only updates objects that the
player would care about. Further objects are updated less often,
etc..

I don't see a big problem, except that for a mixed platform type game
(PC + Atari 8-bit) you would have some disparities in game play
(timing, prossibly graphics, sound, etc...)

In my mind the hard part is the program that takes the incoming data
from the internet and pushes it through the SIO2PC cable. Probably
because I've done the other part already.

--
Shawn Jefferson

5665. Re: Time to insure your Mule and Ultima I

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-10 16:37:26 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3B9CEC45.7CBB6702@t-online.de>
Source record: 34188

> Whats really funny is thats not even the original package, its a cheap-o
> re-relase that was done later.

It's a copy of the first release for Atari 8-Bit computers.

Andre

5666. Re: Enhanced Percom?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-10 16:54:26 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <6f6n7.11748$d86.898883@newsread1.prod.itd.earthlink.net>
Source record: 34189

I plan to try a switched "Y" connection on the SIO side, toggling all but 4
& 6 for ground continuity; it should be better than hot swaps which zap
chips.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Steven Tucker" <classics@atarimax.com> wrote in message:
> ronandjudyh@earthlink.net says...
> > I guess I did not make myself clear; with the sio2pc attached, I cannot
get
> > any response from the Percom drive or any slave drives.
>
> Try using a 2-chip cable that has a tri-state. The interface your
> using may have an internal pullup to 5V thats too powerful for the
> outputs the Percom is using.

5667. Re: A1027

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-10 17:06:40 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <Aq6n7.403$_J6.51428418@newssvr12.news.prodigy.com>
Source record: 34190

Check out the comp.sys.atari.8bit FAQ by Michael Current - it has all power supply details. What's going to be harder to find is the ink roller for it!
Mo

PLATARI wrote in message <9ni0ve$2fms$1@news.vol.cz>...
>Hi!
>
>I just returned from Unconventional 2k1 in Lengenfeld, and brought with me
>home a printer.
>A1027.
>But without an external power supply. Does anybody knows, what voltage or
>parameters the power supply for ATARI 1027 printer has to have???
>
>Thanx alot for answer.
>
>
>Petr
>
>
>

5668. Re: "Return of the Kendrick"

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-10 18:09:33 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tpq0f8hh1db4ef@corp.supernews.com>
Source record: 34192

"Shawn Jefferson" <sjeffers@home.com> wrote in message
news:4ioppt8niqefon2srntknka3pv0c1bpg38@4ax.com...
> On Fri, 7 Sep 2001 19:36:42 -0700, "Rick Cortese"
> <ricortes@netmagic.net> wrote:
>
> >I think you could get reasonable performance out of a chat channel with
> >maybe 10 participates. Looking at most of the online games now, they only
> >take up about 3k of bandwidth. Shouldn't be a problem running a game on a
> >2400 baud SIO2PC connection with 10 players. Beyond 10, you would need
> >something to steer data to only those close enough to each other to need
> >updating. If you could get everyone in the chat channel to assume a one
> >character identity like 'A' or 'B' it would be a bonus.
>
> Most network games would have code that only updates objects that the
> player would care about. Further objects are updated less often,
> etc..
>
> I don't see a big problem, except that for a mixed platform type game
> (PC + Atari 8-bit) you would have some disparities in game play
> (timing, prossibly graphics, sound, etc...)
>
> In my mind the hard part is the program that takes the incoming data
> from the internet and pushes it through the SIO2PC cable. Probably
> because I've done the other part already.

The SIO2PC cable could run in RS232 mode. Just be a standard terminal type
program getting the info out of the chat channel and parsing it.

For example, if instead of incremental player movements you just parsed the
incomming text from each user.

Using M as the token for move player and the next two values as positions.

Kendrick; MAC
Cortese; MCB

Would be interpreted as ~Move Kendrick's icon to position (1, 3), Move
Cortese's icon to position (3, 2)

Joystick movement would be interpreted as both an icon move and translated
into movement to be sent to the chat channel over the RS232/terminal. i.e.
Joystick up moves incon up one locally and "MAC" is printed to the consol
via RS232.
>
> --
> Shawn Jefferson

5669. Bad trader page updated. Lou Spear emails

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-10 20:52:49 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <BK9n7.4346$5R2.805252@news01.chello.no>
Source record: 34193
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast

I can't believe this guy! He ripped me off once and now will try again! I just posted the messages in my Outlook Express folders and added my emails to him and his replies to me. As well as some of the newsgroups posts I found on Google.

Link : http://home.online.no/~olavese/
or directly to Bad trader page : http://home.online.no/~olavese/avoids.htm
or directly directly (???) to Lou Spear :
http://home.online.no/~olavese/louspear.htm

Beware! I'd be happy for any information about his email changes past, present and future (of course you don't know then yet, unless you're clairvoyant)

Too bad these sellers exits and too bad it's so hard to stop them.

Collecting everything, except PC

Check my trade pages at :
http://home.online.no/~olavese/
http://games.nmi.no

5670. Re: A1027

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-10 21:22:22 UTC
From: Richard Daley <richard.daley@tesco.net>
Message-ID: <9njaur$hm8$1@epos.tesco.net>
Source record: 34195

"PLATARI" <lieblp@centrum.cz> wrote in message
news:9ni0ve$2fms$1@news.vol.cz...

I am looking at one at present, larger than the 400/800/810/1050, larger
plug, output stated as 8.5v~4.1A, does not specify AC or DC. I will try any
find my tester to find out

Richard

> Hi!
>
> I just returned from Unconventional 2k1 in Lengenfeld, and brought with me
> home a printer.
> A1027.
> But without an external power supply. Does anybody knows, what voltage or
> parameters the power supply for ATARI 1027 printer has to have???
>
> Thanx alot for answer.
>
>
> Petr
>
>
>

5671. Re: Bad trader page updated. Lou Spear emails

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-10 21:48:39 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <Xyan7.4348$5R2.806143@news01.chello.no>
Source record: 34097
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast

"David Rees" <davcom1@eurobell.co.uk> skrev i melding
news:9nja8e$2kja$1@slrn.eurobell.net...
> If you know this guy is likely to rip you off then why not just refuse to
> pay?
>
> davcom1

I didn't want the negative, but I don't think it's worth it. I think he
already sold them to another one, even though he gave me 3 days (well, for a
couple of minutes anyway) to pay.

I do believe I have to take the negative now!

5672. Re: Atari - VGA - TFT

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-10 21:52:06 UTC
From: ebaiz@skyenet.net
Message-ID: <aCan7.167$UI2.133322@newsfeed.slurp.net>
Source record: 34098

On 8 Sep 2001 22:50:43 G, LLpwhite wrote:
>
>Is anyone out there using a VGA convertor or a TV / Video-In PC card with their
>A8, and hooked up to a TFT (flat panel) display? I'm thinking very seriously
>about getting one, but would be interested in other's experiences, if anyone is
>using this set-up.
>Thanks,
>Larry

I am using a video converter to hook up my 130XE/800XL to a VGA
monitor. Works great with the Jaguar also...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5673. FA: Atari 800 w/410 program recorder, printer, carts, manuals

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-11 01:07:53 UTC
From: Vince Briel <vbriel@yahoo.com>
Message-ID: <d59f8adcbd2223082f3d7afd7da6d231.10725@mygate.mailgate.org>
Source record: 34099

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273197545&r=0&t=0&showTutorial=0&ed=1000524712&indexURL=0&rd=1

Still plenty of time!

--
Posted from 0-3pool20-40.nas1.cleveland1.oh.us.da.qwest.net [63.232.20.40]
via Mailgate.ORG Server - http://www.Mailgate.ORG

5674. Re: Atari - VGA - TFT

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-11 01:21:40 UTC
From: llpwhite@cs.com
Message-ID: <20010910212140.09072.00000834@mb-mh.news.cs.com>
Source record: 34100

>I am using a video converter to hook up my 130XE/800XL to a VGA monitor. Works great with the Jaguar also...<

Glad to hear a VGA monitor works well for you, but is your monitor a TFT (LCD flat panel) type display?

Larry

5675. Re: Bad trader page updated. Lou Spear emails

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-11 01:44:27 UTC
From: The Mak <themak4@earflimk.net>
Message-ID: <Xns9118DD6501973themak4earflimknet@207.217.77.21>
Source record: 34101
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast

"Vidar Olavesen" <olavese@online.no> wrote in
news:BK9n7.4346$5R2.805252@news01.chello.no:

> I can't believe this guy! He ripped me off once and now will try again!
> I just posted the messages in my Outlook Express folders and added my
> emails to him and his replies to me. As well as some of the newsgroups
> posts I found on Google.
>
> Link : http://home.online.no/~olavese/
> or directly to Bad trader page :
> http://home.online.no/~olavese/avoids.htm or directly directly (???) to
> Lou Spear : http://home.online.no/~olavese/louspear.htm
>
> Beware! I'd be happy for any information about his email changes past,
> present and future (of course you don't know then yet, unless you're
> clairvoyant)
>
> Too bad these sellers exits and too bad it's so hard to stop them.

Man, this guy is a total fuckwit. 13 harassing e-mails in one frickin day?
Maybe if he had a job he wouldn't be defrauding people.

5676. Re: Atari Program Exchange (APX) Lives!

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-11 02:07:52 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3B9D71F8.DA8E1225@one.net>
Source record: 34102
Body handling: HTML body converted to readable text

William Kendrick wrote:
>
> Tom Hunt wrote:
>
> : John H. Palevich, the author of Deep Blue C and Dandy, now goes by
> : "Jack". In case anyone is curious you can view his web pages at:
>
> : http://www.palevich.com/
>
> Ugh.. comes out as a big, white blank page in Netscape. Feels like
> a missing "/table" tag or something.
>
> However, I read a little by doing a View Source (just to make sure there's
> actually some HTML in there :))...
>
> I'm quite amused that "Dandy" (Gauntlet)'s original name was
> "Thesis of Terror" :)
>
> -bill!

The problem is no ending table cell tags.

Oh well.....

-Bob

5677. Re: Bad trader page updated. Lou Spear emails

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-11 02:13:43 UTC
From: Genki <GenkiSTOP@tds.net>
Message-ID: <afsqptk1qr4h5hl0v31e365d0j272nd5i9@4ax.com>
Source record: 34103
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast

What an @$$hole!! If eBay does try to 'warn' you about paying up, you should provide the full detail as you didn't know the seller in question was the same person that ripped you off earlier. You may not get much recourse since the last deal was not within eBay.

Knowing some scammers, he might try to change the user ID to mask his past.

5678. Re: Bad trader page updated. Lou Spear emails

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-11 05:11:31 UTC
From: David Rees <davcom1@eurobell.co.uk>
Message-ID: <9nja8e$2kja$1@slrn.eurobell.net>
Source record: 34196
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast

If you know this guy is likely to rip you off then why not just refuse to
pay?

davcom1

"Vidar Olavesen" <olavese@online.no> wrote in message
news:BK9n7.4346$5R2.805252@news01.chello.no...
> I can't believe this guy! He ripped me off once and now will try again! I
> just posted the messages in my Outlook Express folders and added my emails
> to him and his replies to me. As well as some of the newsgroups posts I
> found on Google.
>
> Link : http://home.online.no/~olavese/
> or directly to Bad trader page : http://home.online.no/~olavese/avoids.htm
> or directly directly (???) to Lou Spear :
> http://home.online.no/~olavese/louspear.htm
>
> Beware! I'd be happy for any information about his email changes past,
> present and future (of course you don't know then yet, unless you're
> clairvoyant)
>
> Too bad these sellers exits and too bad it's so hard to stop them.
>
>
> --
> Collecting everything, except PC
>
> Check my trade pages at :
> http://home.online.no/~olavese/
> http://games.nmi.no
> --
>
>
>

5679. Re: Time to insure your Mule and Ultima I

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-11 05:26:12 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.16076a7f95aadea298969a@news.nacs.net>
Source record: 34105

In article <3B9CEC45.7CBB6702@t-online.de>, Chrodegang@t-online.de
says...
> > Whats really funny is thats not even the original package, its a cheap-o
> > re-relase that was done later.
>
> It's a copy of the first release for Atari 8-Bit computers.

I believe the original boxes were much fancier. Were those for
the Apple then perhaps? Been awhile since I had them in my hands.

Steve

5680. Re: Bad trader page updated. Lou Spear emails

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-11 05:28:28 UTC
From: David Rees <davcom1@eurobell.co.uk>
Message-ID: <9njb88$2kkn$1@slrn.eurobell.net>
Source record: 34194
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast

"Vidar Olavesen" <olavese@online.no> wrote in message
news:BK9n7.4346$5R2.805252@news01.chello.no...
> I can't believe this guy! He ripped me off once and now will try again! I
> just posted the messages in my Outlook Express folders and added my emails
> to him and his replies to me. As well as some of the newsgroups posts I
> found on Google.

I read the e-mails Vidar. Entertaining!

You should really just tell this idiot to FUCK OFF!

I can't believe all the 'legally binding contract' shit. Let E-bay know you
have a problem though and maybe they'll ban the bastard!

davcom1

5681. Re: Atari Program Exchange (APX) Lives!

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-11 07:16:47 UTC
From: "machf (a.k.a. JTKirk)" <no_me_j.j_t_kirk@geocities.com>
Message-ID: <7ferptg063d8k50kh8a7fcs4as48v2tqlm@4ax.com>
Source record: 34106
Body handling: HTML body converted to readable text

On Mon, 10 Sep 2001 22:07:52 -0400, Bob Ryan wrote:

>The problem is no ending table cell tags.
>
Strange, since those are really optional...

No, the problem is he clsed the table with an "opener" label (forgot the /)

>Oh well.....
>
>-Bob

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Perï¿½
_H__/_/ http://members.nbci.com/machf
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

---< This article was posted through www.newzpig.com >---

5682. Re: Time to insure your Mule and Ultima I

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-11 07:55:33 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3B9DC374.5ECF1D92@t-online.de>
Source record: 34107

> > It's a copy of the first release for Atari 8-Bit computers.
>
> I believe the original boxes were much fancier. Were those for
> the Apple then perhaps?

Yes. The Atari 8-Bit Ultima releases are very rare, but never worth $850.

Andre

5683. Re: Bad trader page updated. Lou Spear emails

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-11 13:09:11 UTC
From: Oracle <gdoane@mindspring.com>
Message-ID: <3B9E0CF7.DB6A6711@mindspring.com>
Source record: 34108
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast

Vidar Olavesen wrote:
>
> I can't believe this guy! He ripped me off once and now will try again! I
> just posted the messages in my Outlook Express folders and added my emails
> to him and his replies to me. As well as some of the newsgroups posts I
> found on Google.
>
> Link : http://home.online.no/~olavese/
> or directly to Bad trader page : http://home.online.no/~olavese/avoids.htm
> or directly directly (???) to Lou Spear :
> http://home.online.no/~olavese/louspear.htm
>
> Beware! I'd be happy for any information about his email changes past,
> present and future (of course you don't know then yet, unless you're
> clairvoyant)
>
> Too bad these sellers exits and too bad it's so hard to stop them.

Man, that's pretty bad. I've seen worse, though, maybe it would
cheer you up to go have a look at even worse harassment from crazy
people.

http://www.psychoexgirlfriend.com/

--
This message sent with the spirit of the Nine Muses,
Calliope, Clio, Polyhymnia, Euterpe, Terpsichore,
Erato, Melpomene, Thalia and Urania.

5684. Re: Bad trader page updated. Lou Spear emails

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-11 14:18:16 UTC
From: Matt Greer <tortus@rcnwindycity.com>
Message-ID: <9njs9l$485$1@bob.news.rcn.net>
Source record: 34104
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast

Genki wrote:

> Knowing some scammers, he might try to change the user ID to mask his
> past.

And thanks to ebay's new email policy, you'll have no way of knowing. The
only way to get a user's email address is to win an auction from them or
send them an email (through ebay) and hope they reply.

Spam sucks, no doubt about it. But I'd think protecting ebayers from
potential scam artists would be a higher priority.

--
Matt
http://www.gbafan.net/
Change "windy city" to "chicago" to email me

5685. Loos of virginity -pictures and video 4209

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-11 16:57:38 UTC
From: commersant@usa.net
Message-ID: <9nlfq2$9m9$198@namru.matavnet.hu>
Source record: 34109
Cross-posted to: comp.sys.apple2.gno,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att

I was in yahoo.com and very simple found one site about the real defloration (defloration pictures, video, pictures of the HYMEN). If you know similar shocking places please inform me to: chommersant11@usa.net
fdpporkbcvrvwzvzvbfnuwodh

5686. Re: Time to insure your Mule and Ultima I

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-11 17:56:02 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tpsk0r33t66e27@corp.supernews.com>
Source record: 34110

"Andre" <Chrodegang@t-online.de> wrote in message
news:3B9DC374.5ECF1D92@t-online.de...
> > > It's a copy of the first release for Atari 8-Bit computers.
> >
> > I believe the original boxes were much fancier. Were those for
> > the Apple then perhaps?
>
> Yes. The Atari 8-Bit Ultima releases are very rare, but never worth $850.

The Ultimas have a cult like following, as such it more about the
"mortification of the flesh"<right term?> to prove their faith then anything
else.

I've heard a lot of the same type of relic hunting went on in the early
stages of the Catholic Church. Things like grave robbing to get bones of
saints, beating oneself with rock and brambles.

5687. Re: Time to insure your Mule and Ultima I

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-11 20:10:32 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0109111210.295515aa@posting.google.com>
Source record: 34111

DO NOT BELIEVE IT!!!! Watch the eBay feedback of the buyer and the
seller. I bet the transaction is never completed.

Andre <Chrodegang@t-online.de> wrote in message news:<3B9DC374.5ECF1D92@t-online.de>...
> > > It's a copy of the first release for Atari 8-Bit computers.
> >
> > I believe the original boxes were much fancier. Were those for
> > the Apple then perhaps?
>
> Yes. The Atari 8-Bit Ultima releases are very rare, but never worth $850.
>
> Andre

5688. WTC

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-11 20:29:21 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <Buun7.81720$A7.1027117@dbsch1.home.nl>
Source record: 34112

My sympathies to everyone living in or nearby New-York. Looks like war on CNN. Streets are empty over here (the Netherlands). Guess everone is watching TV...

--

Grtx, Sysop Fox--1 http://www7.brinkster.com/atari

Remember what the dormouse said...

5689. Pink P.U.S.S.Y!! Join our F~R~E~E pre-teen site of pu55y!! 248.158.110.176

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-11 21:15:53 UTC
From: 5wX9zO51qNDH@yahoo.com
Message-ID: <49C3A06D79FDACEB231@198.80.55.10>
Source record: 34113

If you are tired of all that terrorist bullshit, see our teen babes fuck and suck massive cocks!
http://www.massivepink.com
Pre-Teen fuck shots, cumshots!
http://www.massivepink.com

T06if/8mF9NnO0+a5o1Z517ZzKtf39e2W2Cw7Ry/Dj7QHF5uTMYbksF+qRyNbqdN
4205213028awedkmmyoi was contradicting to bust you some of my virtual trackballs
To be chosen or chaotic will annoy inner clients to
loudly smile. If the idiotic FORTRANs can delete unbelievably, the
usable chatroom may kill more signals. Lots of violent
plastic credit cards will cruelly examine the investigators.
Hardly any unclassified moronic ADSLs weekly relay as the
robust terminals close. Almost no messy backups are
cosmetic and other sharp llamas are worthwhile, but will
Sara insulate that? She wants to disrupt foolish Usenets
outside James's web page. Better moan archives now or
Pearl will deeply authenticate them alongside you. Who
pumps biweekly, when Jessica defeats the untouched
laptop without the bit bucket? Never post weekly while you're
locating throughout a offensive ROM. Eliza doesn't
jump old Javas, do you compile them? Let's wash near the
resilient structures, but don't engulf the lazy users.
All soft diskettes distribute Shelly, and they gently
roll Pilar too. Are you huge, I mean, formating over
erect artichokes? For Samuel cryptographer's pathetic,
in me it's blank, whereas alongside you it's spooling
wet. Estefana proliferates once, saves generally, then
facilitates at the PGP with the filter. Ralph, have a
rogue protocol. You won't twist it. Tell Thomas it's
weird disconnecting beside a tablet. If you will question
Ben's sign without monitors, it will regularly bust the
president. Donald actually obscures secure and types our
official, strong noises within a window. Who did Alexandra
tolerate the input in front of the minor keyhole?
Byron's tape excludes in front of our MPEG after we
interface over it. Occasionally, engineers vexate
around closed highways, unless they're powerful. The
ActiveXs, advertisements, and cables are all loud and
strange. Get your strongly consuming operator beneath my
house. Her opinion was discarded, unlimited, and crawls
throughout the store. A lot of discs will be retarded
dense analysts. When Paulie's actual ethernet connects,
Gay collaborates beneath lower, sticky havens. The

admin alongside the specialized market is the printer that
slumps firmly. Nelly wants to save weakly, unless
Sarah kicks condors behind Tim's mixmaster. If you'll
reload Edwina's node with iterations, it'll furiously
confront the postmaster. You inflate filthy telephones
to the junk haphazard FBI, whilst Clifford usably substantiates them too. The
ignorant secure shell rarely defiles Walter, it corrupts
Larry instead. Some useless overloaded hacker infects
desktops in back of Liz's major fraud. I was bursting
basements to fast Gregory, who's opening in back of the
quarter's quiche. Both recycling now, Vance and Woody
floated the flat IRC servers alongside opaque stack.

5690. Re: WTC

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-12 02:35:06 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <uRzn7.4110$iJ4.1658259563@newssvr11.news.prodigy.com>
Source record: 34114

Here as well- a very guarded calm filled the air all over town in Houston today.
Mo

Fox-1 wrote in message ...
>My sympathies to everyone living in or nearby New-York. Looks like war on
>CNN. Streets are empty over here (the Netherlands). Guess everone is
>watching TV...
>
>
>--
>
>Grtx, Sysop Fox--1 http://www7.brinkster.com/atari
>
> Remember what the dormouse said...
>
>

5691. Re: Atari 2600 Games on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-12 03:36:51 UTC
From: cootster@hotmail.com
Message-ID: <6afa3af6.0109111936.472d1b9f@posting.google.com>
Source record: 34115
Cross-posted to: rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit,rec.games.video.classic

m_jurney@yahoo.com (Michael) wrote in message
news:<573ec220.0109081542.15261dfd@posting.google.com>...
> Hello,
>
> I have some old Atari 2600 games up on ebay auction.
> Here is the links to it.
>
>
> Atlantis for Atari 2600
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1272211020

Got it, for 39 cents . . .

>
> Breakout for Atari 2600
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273403105

Came with mine, broke now, but I have no paddle anyway . . .

>
> Chopper Command for Atari 2600
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273404566

Got it, only a quarter that time . . .

>
> Deamon Attack for Atari 2600
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273404911

Can get my hands on six . . .

>
> Combat for Atari 2600
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273405222

MUHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHA!!!!!! Uh, anybody who still
has a 2600 has one. It's like Mario/Duck Hunt, except more common.

I've got an idea, I'll post my Mario/Duck Hunt on eBay with a 10$
minimum . . .

>
> Cosmic Ark for Atari 2600
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273405519

Got it . . .

>
> Mouse Trap for Atari 2600
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273405941

Hhhhmmmm . . . Haven't seen one in a while . . .

>
> Riddle Of The Sphinx for Atari 2600
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273406442

This is good goods . . .

>
> Seaquest for Atari 2600
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273406719

Ditto . . .

>
> Sky Jinks for Atari 2600
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273406978

Got it . . . Play it constantly, actually . . .

>
> Spider Fighter for Atari 2600
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273407317

Eh . . . Had it once, would have no trouble finding one . . .

>
> Star Wars: The Empire Strikes Back for Atari 2600
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273407840

Nice, the only one anybody (well, everybody) had/has . . . Of course,
it's the only remotely playable SW game, IMO . . .

>
> Tennis for Atari 2600
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273408172

Got it . . .

Dude, if you get good deals on these, break out the Dom . . . Better
than the guy who wanted to trade Combat, Asteroids, Pitfall, et. al.
for like whole systems on a board . . .

J"C"T

>
>
> Thanks for looking,
> Michael

5692. Re: Atari - VGA - TFT

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-12 04:31:08 UTC
From: nailslover@aol.com
Message-ID: <20010912003108.08100.00001892@mb-mq.aol.com>
Source record: 34116

>
>>I am using a video converter to hook up my 130XE/800XL to a VGA monitor.
>Works
>great with the Jaguar also...<
>

hi there,

go to this link and you can find various lcd displays. wether or not they will work i don't know, however it looks like if you are good at electronics, you *might* be able to make some sort of an interface.

http://www.allelec.com/

i hope you are good with electronics, LOL.

if you wanted it to be kinda plug and play, you would need to go the route of using something like a video converter or a upscan device and then buying a standard lcd display unit.

thanks
bo

5693. Re: Bad trader page updated. Lou Spear emails

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-12 05:12:38 UTC
From: Jordan Lund <lundj@earthlink.net>
Message-ID: <B7C43CE2.18739%lundj@earthlink.net>
Source record: 34117
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast

in article BK9n7.4346$5R2.805252@news01.chello.no, Vidar Olavesen at olavese@online.no wrote on 9/10/01 1:52 PM:

> I can't believe this guy! He ripped me off once and now will try again! I
> just posted the messages in my Outlook Express folders and added my emails
> to him and his replies to me. As well as some of the newsgroups posts I
> found on Google.

Louis Spears... Hmmm... That name sounds familiar for some reason. I want to associate it with someone named Louis C-Cal and I don't know why. I seem to recall that the latter name was a troll who vanished right around the time that Tyrone started trolling... Of course I could be wrong.

Anyway, it's all besides the point. The point I wanted to make is the same thing I've said over and over and over. Don't do business with anyone whose only online contact is an AOL account. Period.

- Jordan
lundj@earthlink.net

****
* "Heroes are not giant statues framed against a red sky, they *
* are people who say: 'This is my community, and it's my *
* responsibility to make it better.'" *
* - Tom McCall, Oregon Governor 1967 - 1974 *
****

5694. Re: Bad trader page updated. Lou Spear emails

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-12 05:44:41 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <dDCn7.4507$5R2.832164@news01.chello.no>
Source record: 34118
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast

> Anyway, it's all besides the point. The point I wanted to make is the same
> thing I've said over and over and over. Don't do business with anyone
whose
> only online contact is an AOL account. Period.

I don't agree with that! I think everybody deserves a chance and I've dealt
with many AOL'ers that were excellent to deal with.

5695. Re: WTC

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-12 07:56:38 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <s05upto1sm410o91n4j4udbvi04ne9cm87@4ax.com>
Source record: 34119

On Wed, 12 Sep 2001 02:35:06 GMT, "Mo" <mygranny@swbell.net> wrote:

I was wandering about London's West End when it was shown on massive
plasma screens, it was like watching the opening minutes of
Armageddon.

This is a very sad day for the world and lets give a min or two in
thought of the victims and their families.

>Here as well- a very guarded calm filled the air all over town in Houston
>today.
>Mo
>
>Fox-1 wrote in message ...
>>My sympathies to everyone living in or nearby New-York. Looks like war on
>>CNN. Streets are empty over here (the Netherlands). Guess everone is
>>watching TV...
>>

5696. WTC silent posting

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-12 10:33:17 UTC
From: twh1@gmx.de
Message-ID: <3b9f39de.10222336@news.dpn.de>
Source record: 34120

bye sayz:
-thomsen@munich

--
Thomas Havemeister Student of Business Computer Science
Technical University of Ilmenau

P.S.: Sturz des Zaren & Take those Atarian care!

5697. Re: WTC

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-12 13:47:54 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <elJn7.8050$f7.1955052@news02.optonline.net>
Source record: 34121

I have to tell this group what I'm telling everyone.

We mourn, of course, the loss of life, the injuries, and maybe, in time, the physical and economic damage that was done here.

But I see unity in this country that I haven't seen for a very long time. I see anger, and a resolve to find the people responsible for what happened and bring them to justice. We'll afford them the rights under our system of justice that they didn't have the guts to offer their victims.

This world _MUST_ unite against terrorism. Then and only then will there be hope for peace.

Thanks for your thoughts and prayers.

Alan

"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
news:s05upto1sm410o91n4j4udbvi04ne9cm87@4ax.com...
> On Wed, 12 Sep 2001 02:35:06 GMT, "Mo" <mygranny@swbell.net> wrote:
>
> I was wandering about London's West End when it was shown on massive
> plasma screens, it was like watching the opening minutes of
> Armageddon.
>
> This is a very sad day for the world and lets give a min or two in
> thought of the victims and their families.
>
>
> >Here as well- a very guarded calm filled the air all over town in Houston
> >today.
> >Mo
> >
> >Fox-1 wrote in message ...
> >>My sympathies to everyone living in or nearby New-York. Looks like war
on
> >>CNN. Streets are empty over here (the Netherlands). Guess everone is
> >>watching TV...
> >>
>

5698. new forum

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-12 18:35:03 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <9noa2t$8t5$1@news1.xs4all.nl>
Source record: 34122

Hi,

I just put up an forum board for Atari check it out...

http://atari.xs4all.nl/cgi-bin/ikonboard/ikonboard.cgi

It's running on my pc with ADSL 24hr/7days...

TXG

http://atari.xs4all.nl

5699. Re: Bad trader page updated. Lou Spear emails

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-12 22:51:49 UTC
From: lundj@earthlink.net
Message-ID: <92dbefbe.0109121451.5bfffa89@posting.google.com>
Source record: 34123
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast

"Vidar Olavesen" <olavese@online.no> wrote in message
news:<dDCn7.4507$5R2.832164@news01.chello.no>...
> > Anyway, it's all besides the point. The point I wanted to make is the same
> > thing I've said over and over and over. Don't do business with anyone
> > whose only online contact is an AOL account. Period.
>
> I don't agree with that! I think everybody deserves a chance and I've dealt
> with many AOL'ers that were excellent to deal with.

If you do a search on usenet for "Bad Trader" you'll find that an
overwhelming number of them are coming from AOL accounts. I see it
over and over and over again.

"Wah! SO AN D SO RIPPED ME OFF! HIS NAME IS iWILLSTEALFrumU@aol.com!"

Well, DUH!

- Jordan

5700. Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-13 18:59:27 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0109131155190.9100-100000@shell.pacifier.com>
Source record: 34124
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and Atari Jaguar Games. The Great Communicator once said, "It's a Recession when It's in your Neighbor's back yard. But when It's in your back yard, it's a Depression!". Usually Atari sales depend on Customers with extra income. Money over and above what it takes to pay bills. This has cut into my livelyhood. With the current economy as it has been. I'm looking for Atari Customers with extra income! Especially repeat customers familiar with the way I do Business! My Specials, Sales & Discounts still apply! So check my HotLinks below, E-Mail me at atari@pacifier.com or call Ben anytime at (503)256-9974!

http://www.pacifier.com/~atari/specials.htm Current Atari Specials.
http://www.pacifier.com/~atari/ Benjamin's WebSite.
http://www.pacifier.com/~atari/jagsales.htm Jaguar Catalog Link.
http://www.pacifier.com/~atari/free_cat.htm FREE Catalogs info.
http://www.pacifier.com/~atari/catalogs.htm FREE Catalogs area.
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/antispam.htm Spamming News!

Check HotLinks above for specials on my WebSite! Two 20% Atari Discounts! General 20% SoftWare Discount & Repeat Customer Discount! 20% off all SoftWare for Atari 8 Bit & ST! And if your a repeat customer, 20% off ST & 8 Bit Hardware/Accessories, Software/Games, Books & References. Discount does not cover Happy Drives, xf551 Drives, Monitors & Jaguar! Discounts are like coupons, redeem by requesting Discounts in E-Mail.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5701. Re: WTC

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-14 01:20:19 UTC
From: NoOne@FakeEmail.com
Message-ID: <911BD139CCTHEnterprises@205.212.123.11>
Source record: 34125

Thanks for your thoughts and prayers. Way out here in the state of Ohio where I live I know of more than a dozen people that either lost someone, or knows of someone that was lost in the WTC. We have been in a state of shock. My own emotions have been running across the whole spectrum. But emerging from this state of shock is a unity that I have never seen in my life time, and have only heard about from my father from the great challenge that his generation faced. Thank you for the kind words. They <are> appreciated.

USE_THIS_fox-1@aq.nl (Fox-1) wrote in
<Buun7.81720$A7.1027117@dbsch1.home.nl>:

>My sympathies to everyone living in or nearby New-York. Looks like war on
>CNN. Streets are empty over here (the Netherlands). Guess everone is
>watching TV...
>
>
>--
>
>Grtx, Sysop Fox--1 http://www7.brinkster.com/atari
>
> Remember what the dormouse said...
>
>

5702. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-14 10:05:23 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1000461878@rtfm.mit.edu>
Source record: 34126
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: August 7, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/

5703. ***IGOOR - Die Community die wirklich Spass macht! *** www.igoor.net 8870

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-14 11:38:35 UTC
From: info@igoor.net
Message-ID: <9nsq7r$i41$12@news1.sunrise.ch>
Source record: 34127
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hallo,
Folgende Fragen haben wir an dich, wenn du eine mit JA! beantwortest, solltest du unsere Fotocommunity auf alle F�lle mal besuchen, wir haben einige interessante Neuigkeiten, um neue Leute kennen zu lernen.

- Bist Du sexy?
- Bist du sch�n ?
- Bist du Attraktiv ?
- Willst du mit der einfachsten und schnellsten Art neue Leute kennen zu lernen ?
- M�chtest du die sch�rfsten Kontaktanzeigen sehen, oder selber eins aufgeben ?
- Interessieren dich Kleinanzeigen f�r jedermann ?

Alles nat�rlich v�llig kostenlos!
Dann klicke auf folgenden Link, und DU BIST DABEI :

```
http://www.igoor.net
```

```
Mal anschauen lohnt sich, da z.b. unser Cheez!-Kontakt eine NEUHEIT ist !
Dort kannst du auf DIE einfachste und schnellste Art neue Leute kennenlernen...
```

Die Seite bietet Dir noch viele zus�tzliche Funktionen (Foto hochladen, anonyme Kontaktaufnahme, Bewertungen, etc.), am besten schaust Du`s Dir selber mal an.

Viele Gr�sse und vielen dank
Dein IGOOR-Team

```
-----------------------------------------------------------------------
IGOOR Networks GmbH - http://www.igoor.de
*** Die Community die wirklich Spass macht! ***
```

PS: Gefrustet von grob gestreuter Werbung? Von ausgebliebenen Reaktionen?
Mit IGOOR Networks wird Zielgruppenorientiertes Marketing zum Kinder- spiel!
Bei uns k�nnen Sie Ihr Publikum nach Alter, Geschlecht, Interessen
und geographisch genau definieren. Weitere Informationen dazu
finden Sie unter http://www.igoor.net/marketing

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cbmhxuwnkcwce
```

5704. Atari 800 emulator supporting "memory snapshots"

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-14 13:24:00 UTC
From: Chuck Wiggins <cwiggins@one.net>
Message-ID: <tq41pt6rjv849a@corp.supernews.com>
Source record: 34128

Does anyone know of Atari 800 emulators that support "memory snapshots" or "saved states" for reloading games, etc.? I am aware of Atari800/Atari800Win, supporting this, however the 1 game I am interested in using it for (Spelunker) will not play on that emulator.

5705. Re: Atari 800 emulator supporting "memory snapshots"

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-14 14:13:49 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <dp34qtoavi84dam444hm38lfhv19adlfou@4ax.com>
Source record: 34129

On Fri, 14 Sep 2001 09:24:00 -0400, "Chuck Wiggins" <cwiggins@one.net>
wrote:

>Does anyone know of Atari 800 emulators that support "memory snapshots" or
>"saved states" for reloading games, etc.? I am aware of
>Atari800/Atari800Win, supporting this, however the 1 game I am interested in
>using it for (Spelunker) will not play on that emulator.
>
Yes it does but not the beta version of the game..

If you use the full version (see in box) then the game works fine.
There are slight changes in the core etc which broke the beta, perhaps
when the new core is ready you will see the beta working again
(perhaps).

Till then play this full version with better sound, a proper intro and
some *very very slight* changes.

Now you can cheat away :-)

5706. Re: Atari 800 emulator supporting "memory snapshots"

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-14 14:22:16 UTC
From: Chuck Wiggins <cwiggins@one.net>
Message-ID: <tq4574euhbbje6@corp.supernews.com>
Source record: 34130

Many thanks - works like a charm!

I don't call it "cheating" - simply admiring the full extent of the game design :-)

Why is it after all these years and all my fancy hardware, I still come back to these great 8 bit games? More to the imagination, perhaps?

"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message news:dp34qtoavi84dam444hm38lfhv19adlfou@4ax.com...
> On Fri, 14 Sep 2001 09:24:00 -0400, "Chuck Wiggins" <cwiggins@one.net>
> wrote:
>
> >Does anyone know of Atari 800 emulators that support "memory snapshots"
or
> >"saved states" for reloading games, etc.? I am aware of
> >Atari800/Atari800Win, supporting this, however the 1 game I am interested
in
> >using it for (Spelunker) will not play on that emulator.
> >
> Yes it does but not the beta version of the game..
>
> If you use the full version (see in box) then the game works fine.
> There are slight changes in the core etc which broke the beta, perhaps
> when the new core is ready you will see the beta working again
> (perhaps).
>
> Till then play this full version with better sound, a proper intro and
> some *very very slight* changes.
>
> Now you can cheat away :-)

5707. Lou Spear again!

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-14 16:18:46 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <G5qo7.19$Aw4.4611@news01.chello.no>
Source record: 34131
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast

Is the world only twisted ? I have had my web page closed by Lou Spear and I thought I was the victim. Obviously he has been right all the time, since they do that!

I am moving the pages to : http://games.nmi.no where I can keep the info and they won't close me down for it. Lou, you are still on the net : http://games.nmi.no/louspear.htm

I am really frustrated that he actually got them to do it. I think I give up!

5708. Re: Fonts

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-14 16:40:42 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3BA2330A.C2C95FB9@mail.uni-mainz.de>
Source record: 34132

Well,
the problem with SIO2PC and Sparta DOS has nothing to do with an ATR image (it accepts all ATR images, no matter what DOS). I meant, that I installed the 480k *.ARC file (which was a PC file, not an image!) into SIO2PC (function I: install PC file as a disk) and tried to write it to an Atari disk. With DOS2 (MyDOS) installed, SIO2PC wrote out the ARC file without any problems, but with Sparta or Bewe installed it could not transfer the ARC file to the Atari...
greetings, Andreas.

P.S.: I do not have a (Null-) modem cable and I also do not have Ape...
Only Sio2PC for the moment.

5709. Re: online archives

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-14 16:44:21 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3BA233E5.D9E2BD02@mail.uni-mainz.de>
Source record: 34133

Well,
if you are interested in the Pooldisk and Germany is not too far away
for you, try ABBUC. thats www.abbuc.de or our chief wolfgang burger
at
wburger@cityweb.de or wburger@t-online.de
Order Pooldisk Too, since it has all the content of Pooldisk one (except
the XFD images) plus many many more ATRs and other items (pics, HTM,
etc.)
greets, Andreas.

Mo schrieb:
>
> Has anyone thought about putting together a master internet link list of all
> known 8bit archive sites on the net? Something more than just a webring- but
> an actual index that would be updated and maintained? If so where is it?
> Also, anyone know where I can get a copy of the 'pool disk'?
> Thanks,
> Mo

5710. Re: "Return of the Kendrick"

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-14 16:53:27 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3BA23607.38400401@mail.uni-mainz.de>
Source record: 34134

Well,
now that you are back - what about all the games you had on your old homepage ?!? Most of them are gone on the new one. And what about the "other" games you wanted to release some years ago (do not remember their names right now) ?? Still enough motivation to program them ???
Greets, Andreas.

William Kendrick schrieb:
>
> Ok, once again, "I'm baaaack!!!" :)
>
> I've been trolling a bit on c.s.a.8 recently (mostly skipping random
> disk drive tech questions and Ebay postings), but now I'm actually back
> in the groove, officially. :)
>
> My desk is now the proud placeholder of my Atari 800XL and Commodore
> (model something-or-other) monitor. :)
>
> I've got myself set up with an SIO2PC cable again, and have, as of last
> night, FINALLY got DosEmu working on my Linux box. (By working, I mean
> able to actually access my Linux filesystem, so I can get to programs
> like SIO2PC and APE, and access my ATR files.)
>
> I also finally was able to build a floppy-disk copy of my last game,
> "Gem Drop," for a kid who e-mailed me long, long agao asking if he
> could have a copy. (He only had a WebTV for 'net access, so he
> needed a floppy. Step 1 was trying to _FIND_ 5.25" floppies in this
> day and age!)
>
> While I was playing it last night, I had the sick thought of releasing
> a "Special Edition" of the game. It would pretty much be identical
> to the current one, but I want to try and convert the cool, 3D-rendered
> graphics from my Linux port (Gem Drop X) into SuperIRG. :)
> (And maybe re-do the intro animation)
>
> Also, Video61 guys, I'd still be interested in a cart. copy of the
> game being made, if we could figure out how to fit the damned program
> ON a cart. :)
>
> Anyway, I'm back... and I almost remember how to program Action!
>
> You've been warned. ;)
>
> -bill!

5711. New homepage, disregard if you have no interest in it!

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-14 16:54:06 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <OCqo7.25$Aw4.5243@news01.chello.no>
Source record: 34135
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast,uk.sport.football.clubs.liverpool

I moved my homepage from the old server onto a new one. Thanks to Lou Spear.
The new address is : http://games.nmi.no

5712. Re: Lou Spear again!

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-14 17:10:34 UTC
From: Brent <bdoug399@homeNOSPAM.com>
Message-ID: <eSqo7.13124$xB1.3178161@news1.rdc1.tn.home.com>
Source record: 34136
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast

"Vidar Olavesen" <olavese@online.no> wrote in message
news:G5qo7.19$Aw4.4611@news01.chello.no...
>
> I am really frustrated that he actually got them to do it. I think I give
> up!

Sure, go right ahead and make him even happier...as if he's not happy enough
he got your first page removed...

Brent

5713. Re: Fonts

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-14 18:29:42 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <q0so7.3014$J7.47861@dbsch1.home.nl>
Source record: 34137

Andreas Magenheimer wrote

: an Atari disk. With DOS2 (MyDOS) installed, SIO2PC wrote out the ARC
: file without any problems, but with Sparta or Bewe installed it could
: not transfer the ARC file to the Atari...

: P.S.: I do not have a (Null-) modem cable and I also do not have Ape...
: Only Sio2PC for the moment.

Don't know about Nick Kennedy's program. It's been a long time I've used it, but with A.P.E. it would probably work o.k. if you use PC-mirror. Since you have an SIO2PC set-up, why don't you try the ATR version from the site? It's much quicker to set-up that way...

--

Grtx, Sysop Fox--1 http://www7.brinkster.com/atari

Remember what the dormouse said...

5714. Re: Lou Spear again!

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-14 18:48:05 UTC
From: nailslover@aol.com
Message-ID: <20010914144805.07001.00000038@mb-fo.aol.com>
Source record: 34138

I am just curious as to know what "Lou Spear's" actual ebay username is.

is it Loudawg?

i just want to make sure that i NEVER bid on a auction from him.

thank you for putting webpages up like this to warn us about deceitful practices by ebayers.

5715. Re: Lou Spear again!

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-14 19:43:02 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <B5to7.94$5M4.68106@newsfeed.slurp.net>
Source record: 34139
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast

What a friggin' guy this Lou. I'd really like to kick his arse. I feel for you, Vidar, for having to go through this shit. This world is full of assholes.

Joshua.

"Vidar Olavesen" <olavese@online.no> wrote in message news:G5qo7.19$Aw4.4611@news01.chello.no...
> Is the world only twisted ? I have had my web page closed by Lou Spear and I
> thought I was the victim. Obviously he has been right all the time, since
> they do that!
>
> I am moving the pages to : http://games.nmi.no where I can keep the info and
> they won't close me down for it. Lou, you are still on the net :
> http://games.nmi.no/louspear.htm
>
> I am really frustrated that he actually got them to do it. I think I give
> up!
>
>
>
>

5716. Re: "Return of the Kendrick"

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-14 20:08:20 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <Usto7.1600$EB2.21531@typhoon.sonic.net>
Source record: 34140

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:
: Well,
: now that you are back - what about all the games you had on your old
: homepage ?!? Most of them are gone on the new one. And what about the
: "other" games you wanted to release some years ago (do not remember
: their names right now) ?? Still enough motivation to program them ???
: Greets, Andreas.

I think I accidentally replied directly. For everyone's info., the other old games I had made (which are fairly lame and simple, at least compared to Gem Drop and Sludge) are still available from my site (and no doubt many other file archives) via FTP:

ftp://ftp.sonic.net/pub/users/nbs/atari/games/

-bill!

5717. Re: Lou Spear again!

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-14 20:11:06 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <uvto7.34$Aw4.9118@news01.chello.no>
Source record: 34141
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast

"Joshua Kaijankoski" <gaiyan@atari.org> skrev i melding
news:B5to7.94$5M4.68106@newsfeed.slurp.net...
> What a friggin' guy this Lou. I'd really like to kick his arse. I feel for
> you, Vidar, for having to go through this shit. This world is full of
> assholes.
>
> Joshua.

Thanks! He's only getting worse each time!

5718. Re: Lou Spear again!

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-14 20:13:09 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <pxto7.35$Aw4.9531@news01.chello.no>
Source record: 34142

"Nailslover" <nailslover@aol.com> skrev i melding
news:20010914144805.07001.00000038@mb-fo.aol.com...
> I am just curious as to know what "Lou Spear's" actual ebay username is.
>
> is it Loudawg?

Yes, that's it loudawg@highstream.net

> i just want to make sure that i NEVER bid on a auction from him.
>
> thank you for putting webpages up like this to warn us about deceitful
> practices by ebayers.

He managed to make Telenor take the pages away, but I have them on another
server. http://games.nmi.no

I would like to thank everybody who stood behind me.

5719. Anybody have some horror stories with Lou Spear ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-14 20:38:22 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <2Vto7.38$Aw4.9922@news01.chello.no>
Source record: 34143
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast

I am trying to collect as much information as possible on Lou Spear. If you
have been scammed by him, I'd appreciate to hear from you!

Thanks

Collecting everything, except PC

Check my trade pages at :
http://games.nmi.no

5720. Re: Atari 800 emulator supporting "memory snapshots"

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-14 21:53:58 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <ugu4qtg74rhk7r8j794rjcfmck93mhh8io@4ax.com>
Source record: 34144

On Fri, 14 Sep 2001 10:22:16 -0400, "Chuck Wiggins" <cwiggins@one.net>
wrote:

>Many thanks - works like a charm!
>
My pleasure..

>I don't call it "cheating" - simply admiring the full extent of the game
>design :-)
>
LOL.....There was a hex edit that you could do and I did cheat it via
the monitor years ago but I've forgotten what and when.

>Why is it after all these years and all my fancy hardware, I still come back
>to these great 8 bit games? More to the imagination, perhaps?

It all boils down to good old gameplay...Forget the fancy eye candy of
today :-)

5721. Re: Lou Spear again!

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-14 21:56:14 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <36v4qt0v8o839cppk9tg7gra9l8p2lr7h4@4ax.com>
Source record: 34145
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast

On Fri, 14 Sep 2001 16:18:46 GMT, "Vidar Olavesen" <olavese@online.no>
wrote:

>Is the world only twisted ? I have had my web page closed by Lou Spear and I
>thought I was the victim. Obviously he has been right all the time, since
>they do that!

Forgive me for missing out Vidar but what's happened with you and this
guy?

<drop us a mail to save the bandwidth>

5722. Re: Atari 800 emulator supporting "memory snapshots"

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-14 23:59:31 UTC
From: Cruiser7 <Cruiser7@nospam.com>
Message-ID: <3BA299E3.7040102@nospam.com>
Source record: 34146

> On Fri, 14 Sep 2001 10:22:16 -0400, "Chuck Wiggins" <cwiggins@one.net>

>>Why is it after all these years and all my fancy hardware, I still come back
>>to these great 8 bit games? More to the imagination, perhaps?

Paul Irvine wrote:
>
> It all boils down to good old gameplay...Forget the fancy eye candy of
> today :-)
>

I agree wholeheartedly. I usually do an "80's retro flashback" every
weekend, putting aside all of the latest and greatest games to use my
$1200 computer to play games like Spelunker, Ali Baba, and Shamus. NO
matter what year it actually is, for a few hours, I can make it feel
like 1985 again.

Cruiser 7

P.S. My Ali Baba and the 40 Thieves Guide should be finished by year's end.

5723. Re: MIO clone

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-15 00:45:38 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.33.0109142044580.16932-100000@moose.erie.net>
Source record: 33997

A new MIO? I'm in!!! Has anything further happened on this?

On Sat, 30 Jun 2001, Atari Bob wrote:

> Do you have a source for the parts? Some of them are pretty hard to get....
>
> The MIO really needs a better memory setup. The new static chips would work
> very nicely, actually. I would be willing to do the design if you would do
> the building.
>
> Bob
>
> Atari 8 Man <KMFerrante@cfl.rr.com> wrote in message
> news:pHGZ6.48803$_T2.12598797@typhoon.tampabay.rr.com...
> > Hi Mathy,
> >
> > This first run I have plan is just a clone of the 256k mio, a small run
> of
> > about 50-100 units. I do have plans on enhancing it the future. Im
> > looking for the MIO Schematics at this point, if I dont find them soon
> I'll
> > do the Cad from one of the MIO I have here (just remove all ic's) and have
> > the boards made. I just did a cad on the 256 Ramcard and will send it
> out
> > this week. Im also working on a 512k version for the second run. I
> wan't
> > to hear from FTe or anyone that has the (c) rights to the MIO.
> >
> > Atari8man
> >
> > "Mathy Van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
> > news:9h73qu$fe4$5@nets3.rz.RWTH-Aachen.DE...
> > > Howdy Atari8man
> > >
> > > >Im thinking on doing a small run on the MIO.
> > >
> > > >If anyone has the rights (c) to the MIO leave me Email.
> > > >This new MIO will be alot smaller due to new chip design and would give
> > > >users a chance to get one, that's almost imposssible to find these
> days.
> > >
> > > If you wanna improve on it, I'ld suggest the following:
> > > - Make it willing to share the parallel bus (maybe even a true parallel
> > bus
> > > device

> > > - Change it so you don't loose the programm that's loaded before you
> enter
> > the
> > > menu
> > >
> > > CU Mathy van Nisselroy
> > >
> > > PS if you're into software writing, might I suggest you contact Matthias
> > Belitz
> > > and write a version of his ASPI Manager for the MIO? (ASPI in short
> means
> > each
> > > piece of hardware that has a harddrive interface, and is smart enough,
> has
> > it's
> > > own device specific ASPI Manager. Software written for one interface
> > would
> > > then also to run with another interface.)
> > >
> > >
> >
> >
>
>
>

5724. Re: online archives

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-15 01:18:23 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <z%xo7.2260$204.850602144@newssvr30.news.prodigy.com>
Source record: 33998

Ach gut! Vielen dank!
Mo

Andreas Magenheimer wrote in message
<3BA233E5.D9E2BD02@mail.uni-mainz.de>...
>Well,
>if you are interested in the Pooldisk and Germany is not too far away
>for you, try ABBUC. thats www.abbuc.de or our chief wolfgang burger
>at
>wburger@cityweb.de or wburger@t-online.de
>Order Pooldisk Too, since it has all the content of Pooldisk one (except
>the XFD images) plus many many more ATRs and other items (pics, HTM,
>etc.)
>greets, Andreas.
>
>
>Mo schrieb:
>>
>> Has anyone thought about putting together a master internet link list of
all
>> known 8bit archive sites on the net? Something more than just a webring-
but
>> an actual index that would be updated and maintained? If so where is it?
>> Also, anyone know where I can get a copy of the 'pool disk'?
>> Thanks,
>> Mo

5725. Atari 2600 Games on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-15 06:40:54 UTC
From: m_jurney@yahoo.com
Message-ID: <573ec220.0109142240.3cae8e38@posting.google.com>
Source record: 33999
Cross-posted to: rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit,rec.games.video.classic

Hello,

I have some old Atari 2600 games up on ebay auction.
Here is the links to it.

Atlantis for Atari 2600
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1272211020

Breakout for Atari 2600
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273403105

Chopper Command for Atari 2600
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273404566

Deamon Attack for Atari 2600
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273404911

Combat for Atari 2600
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273405222

Cosmic Ark for Atari 2600
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273405519

Mouse Trap for Atari 2600
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273405941

Riddle Of The Sphinx for Atari 2600
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273406442

Seaquest for Atari 2600
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273406719

Sky Jinks for Atari 2600
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273406978

Spider Fighter for Atari 2600
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273407317

Star Wars: The Empire Strikes Back for Atari 2600
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273407840

Tennis for Atari 2600
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273408172

Auction will end on the 15th of September around 4PM.

Thanks for looking,
Michael

5726. Re: Atari 800 emulator supporting "memory snapshots"

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-15 09:04:29 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <eo56qt074fa2gouc7pop0bhmtv3onh3n7t@4ax.com>
Source record: 34000

On Fri, 14 Sep 2001 18:59:31 -0500, Cruiser7 <Cruiser7@nospam.com>
wrote:

>Paul Irvine wrote:
>>
>> It all boils down to good old gameplay...Forget the fancy eye candy of
>> today :-)
>>
>
>I agree wholeheartedly. I usually do an "80's retro flashback" every
>weekend, putting aside all of the latest and greatest games to use my
>$1200 computer to play games like Spelunker, Ali Baba, and Shamus. NO
>matter what year it actually is, for a few hours, I can make it feel
>like 1985 again.
>
>Cruiser 7
>
Even shopping for games is more 'clinical' these days, I used to walk
into Silica shop in the UK and you were greeted by a wall of sound
from games like Miner 2049er, Star Raiders, Pac man, Tail of the Beta
Lyre and Mr Robot.

Now you walk into a shop and it's like wandering into a record shop,
there's music from some radio station playing or it's pretty quiet
because the demo machine's that are on have the sound turned down to
zero or the pad is removed so you can't even play for a sec.

Ok, it's not very practical to have demo machines running with pads in
these days as you get kids just treating the shop like an arcade but
all it needs is a 555 based timer cut off after say 3 mins of play..

>P.S. My Ali Baba and the 40 Thieves Guide should be finished by year's end.

Nice one..

5727. Re: WTC

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-15 14:35:05 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <9nvot2$13fh$1@wrath.news.nacamar.de>
Source record: 34001

I wish I would be there and could help anyway

"Fox-1" <DONT_USE_fox-1@home.nl> schrieb im Newsbeitrag
news:Buun7.81720$A7.1027117@dbsch1.home.nl...
> My sympathies to everyone living in or nearby New-York. Looks like war on
> CNN. Streets are empty over here (the Netherlands). Guess everone is
> watching TV...
>
>
> --
>
> Grtx, Sysop Fox--1 http://www7.brinkster.com/atari
>
> Remember what the dormouse said...
>
>

5728. Re: WTC

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-15 18:34:54 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <va77qt0tots9pceamm5lfqoh7mfjab1pt3@4ax.com>
Source record: 34002

On Sat, 15 Sep 2001 16:35:05 +0200, "Mirko Sobe" <atarixle@12move.de>
wrote:

>I wish I would be there and could help anyway

I salute the rescue workers as it's a horrendous and mind affecting
job. Having seen some affects of terrorist activity back in Belfast I
doubt most people can comprehend the appalling sight's these people
will see.

These are brave men and women..

5729. Re: atari spotted

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-15 20:58:17 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20010915215739.1123A@ilaskey.compulink.co.uk>
Source record: 34003

In article <3BA39CCF.DE80558C@sdf.com>, asdf@sdf.com (asdf) wrote:

> This is a multi-part message in MIME format.
> --------------4D27E87D89C3D40FEA5A85F3
> Content-Type: text/plain; charset=us-ascii
> Content-Transfer-Encoding: 7bit
>
> Check out this subliminal message from the sci fi cult classic
> Bladerunner...

Thanks for the bloody great binary that isn't allowed in this newsgroup.
As for the ATari bit, it's a well known bit of product placement and also
part of the Bladerunner curse - many of the firms who had product
placement in BR have gone bust.

5730. Re: "Return of the Kendrick"

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-15 21:27:06 UTC
From: keiva@atari.net
Message-ID: <9b7361ee.0109151327.3e23609c@posting.google.com>
Source record: 34004

William Kendrick <nbs@bolt.sonic.net> wrote in message
news:<AaQl7.98$si6.842@typhoon.sonic.net>...
> Ok, once again, "I'm baaaack!!!" :)

Yeah! Welcome back, Bill!

(snippage)

> I've got myself set up with an SIO2PC cable again, and have, as of last
> night, FINALLY got DosEmu working on my Linux box. (By working, I mean
> able to actually access my Linux filesystem, so I can get to programs
> like SIO2PC and APE, and access my ATR files.)
>
>
> I also finally was able to build a floppy-disk copy of my last game,
> "Gem Drop," for a kid who e-mailed me long, long agao asking if he
> could have a copy. (He only had a WebTV for 'net access, so he
> needed a floppy. Step 1 was trying to _FIND_ 5.25" floppies in this
> day and age!)

Well..er.. I've quite a bit since have acquired a 'puter(mentioned
this months ago ina email about emulation :P) and a nice SIO2PC/DD82PC
combi cable recently. Have been enjoying quite a bit of the 8 bit
library, especially the Antic magazine/disks.
>
>
> While I was playing it last night, I had the sick thought of releasing
> a "Special Edition" of the game. It would pretty much be identical
> to the current one, but I want to try and convert the cool, 3D-rendered
> graphics from my Linux port (Gem Drop X) into SuperIRG. :)
> (And maybe re-do the intro animation)

Sounds good to me! ;)

> Also, Video61 guys, I'd still be interested in a cart. copy of the
> game being made, if we could figure out how to fit the damned program
> ON a cart. :)
>
Also good!

--The Kid
>
> Anyway, I'm back... and I almost remember how to program Action!
>
>
> You've been warned. ;)

>
>
> -bill!

5731. Atari Games - Worth???

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-15 22:22:39 UTC
From: Paul Cawley <paul.cawley@cwcom.net>
Message-ID: <vxQo7.2386$An4.47035@news1-hme0>
Source record: 34005

Hi,
I got hold of a some classic 8-Bit Atari disk games yesterday, and was
wondering on their value, as I have little idea of this stuff...

I bought;

Alternate Reality,
Beach Head,
Dropzone,
Tapper,

All complete with case in 10/10 condition (US Gold slipcases with cover),
all instructions and even mail-away leaflets!
Each cost me £9 ($13)!

I can also get hold of the following (unless they sell!)

Archon
Gauntlet,
Gauntlet : Deeper Dungeons,
Mercenary,
Mercenary : Second City,
Solo Flight
Spitfire Ace,
Mr Robot,
Leaderboard

Any worth buying?

Thanks for any info in advance!
Cheers,
Paul

5732. Re: Bad trader page updated. Lou Spear emails

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-16 01:18:18 UTC
From: Mojo Jojo <jf2273_nospam@prodigy.net>
Message-ID: <u5To7.38817$J45.1298661463@newssvr15.news.prodigy.com>
Source record: 34006
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast

That sucks, and Vidar is a great guy. He's won an auction from me and we
didn't have any trouble. I like his page of scammers though, his page saved
my ass now and again.

Mojo

"Vidar Olavesen" <olavese@online.no> wrote in message
news:BK9n7.4346$5R2.805252@news01.chello.no...
> I can't believe this guy! He ripped me off once and now will try again! I
> just posted the messages in my Outlook Express folders and added my emails
> to him and his replies to me. As well as some of the newsgroups posts I
> found on Google.
>
> Link : http://home.online.no/~olavese/
> or directly to Bad trader page : http://home.online.no/~olavese/avoids.htm
> or directly directly (???) to Lou Spear :
> http://home.online.no/~olavese/louspear.htm
>
> Beware! I'd be happy for any information about his email changes past,
> present and future (of course you don't know then yet, unless you're
> clairvoyant)
>
> Too bad these sellers exits and too bad it's so hard to stop them.
>
>
> --
> Collecting everything, except PC
>
> Check my trade pages at :
> http://home.online.no/~olavese/
> http://games.nmi.no
> --
>
>
>

5733. Re: MIO clone

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-16 02:50:37 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0109151850.6ac7a8a3@posting.google.com>
Source record: 34007

Sage <sagedm@erie.net> wrote in message
news:<Pine.BSI.4.33.0109142044580.16932-100000@moose.erie.net>...
> A new MIO? I'm in!!! Has anything further happened on this?
>

<snip>

Slightly OT but it appears that any seagate scsi drive can be
reformated with 256 byte sectors. Go here and download the enterprize
edition to do it. It runs in the windows GUI.

http://www.seagate.com/support/disc/download/seatools_enterprise_install.exe

Then download the scsi interface manual and learn all about scsi
commands from the inside. Or fiber channel or Atapi or...

http://www.seagate.com/support/kb/disc/index_interfacemanuals.html

5734. Re: Anybody have some horror stories with Lou Spear ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-16 03:07:35 UTC
From: Joe Ottoson <jaottoson@fortlewis.edu>
Message-ID: <9o307r$ao9o0$4@ID-80475.news.dfncis.de>
Source record: 34024
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast

LS <loudawg@highstream.net> wrote in message
news:9o14llcrk1@news.chatlink.com...
> Oh give me a break... my positive EBAY feedback and numerous great deals
> will prove otherwise.

You're obviously scum. Otherwise you wouldn't be spamming the newsgroup like
a little bitch.

5735. Re: Anybody have some horror stories with Lou Spear ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-16 03:59:46 UTC
From: LS <loudawg@highstream.net>
Message-ID: <9o14llcrk1@news.chatlink.com>
Source record: 34008
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast

Oh give me a break... my positive EBAY feedback and numerous great deals
will prove otherwise.

It's people like you that give others a bad name. I will continue to treat
our situation in the same way... that YOU are in fact the fraud, operating
with a convienent New York address while living in Norway. You are a FRAUD.

Vidar Olavesen <hawk@nmi.no> wrote in message
news:2Vto7.38$Aw4.9922@news01.chello.no...
> I am trying to collect as much information as possible on Lou Spear. If
you
> have been scammed by him, I'd appreciate to hear from you!
>
> Thanks
>
> --
> Collecting everything, except PC
>
> Check my trade pages at :
> http://games.nmi.no
> --
>
>
>

5736. Re: Anybody have some horror stories with Lou Spear ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-16 04:35:18 UTC
From: J Parlee <lost_monkey@sympatico.ca>
Message-ID: <cZVo7.32279$Ye2.4030020@news20.bellglobal.com>
Source record: 34009
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast

Yeah...great feedback.....

http://cgi2.ebay.com/aw-cgi/eBayISAPI.dll?ViewFeedback&userid=loudawg

"LS" <loudawg@highstream.net> wrote in message
news:9o14llcrk1@news.chatlink.com...
> Oh give me a break... my positive EBAY feedback and numerous great deals
> will prove otherwise.
>
> It's people like you that give others a bad name. I will continue to treat
> our situation in the same way... that YOU are in fact the fraud, operating
> with a convienent New York address while living in Norway. You are a
FRAUD.
>
>
> Vidar Olavesen <hawk@nmi.no> wrote in message
> news:2Vto7.38$Aw4.9922@news01.chello.no...
> > I am trying to collect as much information as possible on Lou Spear. If
> you
> > have been scammed by him, I'd appreciate to hear from you!
> >
> > Thanks
> >
> > --
> > Collecting everything, except PC
> >
> > Check my trade pages at :
> > http://games.nmi.no
> > --
> >
> >
> >
>
>

5737. When was the final APX catalog?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-16 05:09:07 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-94BCF7.22083915092001@news.northcoast.com>
Source record: 34010

So I've been working on the Atari Program Exchange Archive (www.atariarchives.org/APX/) and I seem to be missing information about several of the later APX releases. My question is: what was the last APX catalog? The last one I have is fall 1983, with the Get Away! map on the cover. Was there another after that?

See www.atariarchives.org/APX/catalogs/ for pictures of 9 APX catalogs. If anyone has any that aren't represented there, please let me know.

Thanks,
--Kevin
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- http://www.atarimagazines.com
& Atariarchives.org -- http://www.atariarchives.org
Moderator of news:comp.sys.atari.announce -- Atari computer news

5738. Re: Anybody have some horror stories with Lou Spear ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-16 05:09:27 UTC
From: mnemonic <killed@home.com>
Message-ID: <buWo7.5192$RS3.3229975@news1.elcjn1.sdca.home.com>
Source record: 34011
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast

"LS" <loudawg@highstream.net> wrote in message
news:9o14llcrk1@news.chatlink.com...
> Oh give me a break... my positive EBAY feedback and numerous great deals
> will prove otherwise.
>
> It's people like you that give others a bad name. I will continue to treat
> our situation in the same way... that YOU are in fact the fraud, operating
> with a convienent New York address while living in Norway. You are a
FRAUD.

go fuck yourself. your feedback sucks, and your track record is even WORSE.
i hope you burn.

abe m.

5739. Re: Anybody have some horror stories with Lou Spear ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-16 07:07:58 UTC
From: Thanatos <tsr_rivet@yahoo.com>
Message-ID: <tq8jt6sdjplo63@corp.supernews.com>
Source record: 34012
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast

> Oh give me a break... my positive EBAY feedback and numerous great deals
> will prove otherwise.

Positive feedback? Are you illiterate as well? What a joke........

I for one would avoid you like the plague

5740. Questions to Lou Spear! Answer honestly (if possible)

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-16 07:10:43 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <TfYo7.134$Aw4.35586@news01.chello.no>
Source record: 34013
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast

```
Did you get my money ?
Did you ship my games ?
Did you pay me back THREE times ?
Can you show me a receipt ?
Do you like women ?
Do you like colored people ?
Did you say that I should get 3 days to pay you ?
Did I say I should pay you ?
Did you contact another bidder to sell to ?
Did I get 3 days ?
Does the world suck ?
Do I suck ?
Do you suck ?
Why are you an honest person when I still haven't gotten any games or money
?
Why am I a scammer when I didn't get anything, but lost $48 ?
Do you know what a shrink is ?
Would you consider going to one ?

If you can answer these honestly, please do. If you are a afraid of the
answers, you probably wont!

-----------------------------------------------------
Collecting everything, except PC

Check my trade pages at :
http://games.nmi.no
-----------------------------------------------------
```

5741. Re: Anybody have some horror stories with Lou Spear ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-16 07:12:34 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <ChYo7.135$Aw4.35615@news01.chello.no>
Source record: 34014
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast

"Thanatos" <tsr_rivet@yahoo.com> skrev i melding
news:tq8jt6sdjplo63@corp.supernews.com...
> > Oh give me a break... my positive EBAY feedback and numerous great deals
> > will prove otherwise.
>
> Positive feedback? Are you illiterate as well? What a joke........
>
> I for one would avoid you like the plague

Even if I don't get to do much business, I am happy that my warnings has
reached some! I just can't believe Telenor would protect scum like Lou
(ser).

5742. Re: Anybody have some horror stories with Lou Spear ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-16 07:19:33 UTC
From: Joe Ottoson <jaottoson@fortlewis.edu>
Message-ID: <9o308i$ao9o0$15@ID-80475.news.dfncis.de>
Source record: 34025
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast

```
Vidar Olavesen <hawk@nmi.no> wrote in message
news:ChYo7.135$Aw4.35615@news01.chello.no...
> "Thanatos" <tsr_rivet@yahoo.com> skrev i melding
> news:tq8jt6sdjplo63@corp.supernews.com...
> > > Oh give me a break... my positive EBAY feedback and numerous great
deals
> > > will prove otherwise.
> >
> > Positive feedback? Are you illiterate as well? What a joke........
> >
> > I for one would avoid you like the plague
>
> Even if I don't get to do much business, I am happy that my warnings has
> reached some! I just can't believe Telenor would protect scum like Lou
> (ser).

Sounds like they mainly got hung up on the address posting. Just a bad
traders list with aliases and links to the ebay feedback wouldn't be touched
by them would it?
```

5743. Re: Questions to Lou Spear! Answer honestly (if possible)

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-16 07:30:43 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <DyYo7.136$Aw4.35730@news01.chello.no>
Source record: 34015
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast

Oh, can I come with a couple more ?
How do you select your victims ?
Are they mostly foreigners ?
Is that help Lou page for real ? (http://helpmeout.20megsfree.com/)

5744. exe to atr conversion

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-16 13:44:50 UTC
From: Marek Kami&#65533;ski <mkpk@go2.pl>
Message-ID: <9o2aiq$j4k$1@news.tpi.pl>
Source record: 34016

Hi !

Do you know where can I find
atari exe/com file to atari atr file
converter ?

thanx,
Mark

5745. Re: When was the final APX catalog?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-16 15:12:18 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <mj3p7.1832$Md5.214162@newsread1.prod.itd.earthlink.net>
Source record: 34017

That Fall '93 is also the last I saw...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Kevin Savetz" <savetz@northcoast.com> wrote in message
news:savetz-94BCF7.22083915092001@news.northcoast.com...
> So I've been working on the Atari Program Exchange Archive
> (www.atariarchives.org/APX/) and I seem to be missing information about
> several of the later APX releases. My question is: what was the last APX
> catalog? The last one I have is fall 1983, with the Get Away! map on the
> cover. Was there another after that?
>
> See www.atariarchives.org/APX/catalogs/ for pictures of 9 APX catalogs. If
> anyone has any that aren't represented there, please let me know.
>
> Thanks,
> --Kevin
> --
> Kevin Savetz <savetz@northcoast.com>
> Curator of the Digital Antic Project -- http://www.atarimagazines.com
> & Atariarchives.org -- http://www.atariarchives.org
> Moderator of news:comp.sys.atari.announce -- Atari computer news
>

5746. Re: exe to atr conversion

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-16 15:24:27 UTC
From: Ron Hamilton <ronandjudyh@earthlink.net>
Message-ID: <Lu3p7.1849$Md5.215710@newsread1.prod.itd.earthlink.net>
Source record: 34018

There is really no 'direct' conversion as .EXE and .COM are binary load files, while .ATR is an image of a complete disk or, at least the bootable portion of one.

Ken siders has many utilities for insertion & extraction of all file types and .ATR images for the PC platform.

If you are working on a real Atari 800/XL/XE without an SIO2PC cable, just format a SSSD disk, copy your .EXE/.COM file to it, make a .DCM file with Disk Communicator 3.2, move that file to the PC and convert it back to a disk image on a blank or copy of any expandable .ATR file. voila

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Marek Kami&#65533;ski" <mkpk@go2.pl> wrote in message
news:9o2aiq$j4k$1@news.tpi.pl...
> Hi !
>
> Do you know where can I find
> atari exe/com file to atari atr file
> converter ?
>
> thanx,
> Mark

5747. Looking for Robowar II from Carina BBS days

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-16 15:52:00 UTC
From: Chad Hendrickson <chadh@REMOVETHISmediaone.net>
Message-ID: <AU3p7.21541$P8.6740394@news1.elmhst1.il.home.com>
Source record: 34019

There was a great online game called Robowar II that ran on the Carina II
BBS back in about 1987. It was written by Scott Martin and Albert Yarusso.

I have found the file "robo22.arc" off of XLSearch but it has CRC errors.

Does anyone have a working image of this game (preferably in ATR format but
I will take anything)

Thanks,
Chad

Please remove the REMOVETHIS from my email address if you are going to email
me directly.

5748. Play games with your feet!

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-16 16:38:41 UTC
From: RetroKit <ozzot@nospam.hotmail.com.nospamagain>
Message-ID: <9o2kkargv1@news8.svr.pol.co.uk>
Source record: 34020

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=1273643331

5749. Re: Anybody have some horror stories with Lou Spear ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-16 17:29:47 UTC
From: "Mike P. Moffatt" <mfat@troi.cc.rochester.edu>
Message-ID: <Pine.GSO.4.21.0109161328130.23191-100000@troi.cc.rochester.edu>
Source record: 34021
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast

> It's people like you that give others a bad name. I will continue to treat
> our situation in the same way... that YOU are in fact the fraud, operating
> with a convienent New York address while living in Norway. You are a FRAUD.

You can have a New York and a Norway address. Why you don't understand
that, I'll never know.

Vidar is one of the most respected members of the classic gaming
community, whereas nobody's ever heard of you. I do know, however, that
I'll never bid on any of your auctions, and I imagine many others will do
the same.

5750. Re: Anybody have some horror stories with Lou Spear ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-16 17:51:35 UTC
From: Matt Greer <tortus@rcnwindycity.com>
Message-ID: <9o2oqo$2q$1@bob.news.rcn.net>
Source record: 34022
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast

Mike P. Moffatt wrote:

>> It's people like you that give others a bad name. I will continue to
>> treat our situation in the same way... that YOU are in fact the fraud,
>> operating
>> with a convienent New York address while living in Norway. You are a
>> FRAUD.
>
> You can have a New York and a Norway address. Why you don't understand
> that, I'll never know.
>
> Vidar is one of the most respected members of the classic gaming
> community, whereas nobody's ever heard of you. I do know, however, that
> I'll never bid on any of your auctions, and I imagine many others will do
> the same.

I won't bid on either of their auctions or ever deal with any of them. Just the selfishness of taking a private dispute to 10+ (!!!) newsgroups -- and doing it very immaturely I might add -- has both of them on my shit list.

--
Matt
http://www.gbafan.net/
Change "windycity" to "chicago" to email me

5751. Re: exe to atr conversion

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-16 18:50:45 UTC
From: "machf (a.k.a. JTKirk)" <no_me_j.j_t_kirk@geocities.com>
Message-ID: <h0t9qt07u48c3eg750ebjpmjnf6esqiv9m@4ax.com>
Source record: 34023

On Sun, 16 Sep 2001 15:24:27 GMT, "Ron Hamilton" <ronandjudyh@earthlink.net>
wrote:

>There is really no 'direct' conversion as .EXE and .COM are binary load
>files, while .ATR is an image of a complete disk or, at least the bootable
>portion of one.
>
>Ken siders has many utilities for insertion & extraction of all file types
>and .ATR images for the PC platform.
>
>If you are working on a real Atari 800/XL/XE without an SIO2PC cable, just
>format a SSSD disk, copy your .EXE/.COM file to it, make a .DCM file with
>Disk Communicator 3.2, move that file to the PC and convert it back to a
>disk image on a blank or copy of any expandable .ATR file. voila

I think on some emulators you could load an .exe file like a disk image...
but you should load a "formatted" image (with DOS) on the D1: "drive" and
the .exe (or whatever) file on D2:, then you could copy it to D1:. Repeat
the process and you can copy several files into a disk image.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Perï¿½
_H__/_/ http://members.nbci.com/machf
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

---< This article was posted through www.newzpig.com >---

5752. Re: exe to atr conversion

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-16 21:56:31 UTC
From: Jaroslaw Kolacz <Jaroslaw.Kolacz@Chello.at>
Message-ID: <je9p7.182257$66.5199842@news.chello.at>
Source record: 34026

You are not writing what operating system you are using. If you need it for Windows:

I think, you are searching for a program like this:
http://home.columbus.rr.com/ksiders/atrutil.zip

It converts the files not directly, but it allows you to create a atr file and to insert exe/com files into it.

with best regards
Jarek

"Marek Kami&#65533;ski" <mkpk@go2.pl> schrieb im Newsbeitrag news:9o2aiq$j4k$1@news.tpi.pl...
> Hi !
>
> Do you know where can I find
> atari exe/com file to atari atr file
> converter ?
>
> thanx,
> Mark
>
>

5753. memory upgrades

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-17 06:18:44 UTC
From: Jeremy <1iquid@home.com>
Message-ID: <8Bgp7.26374$sM1.9180798@news3.rdc1.on.home.com>
Source record: 34027

I would like to upgrade my atari 800 's RAM (my favorite of the series,
as it seems to have the most quality in it's construction).
I would like to upgrade it up to 4 megs if possible, using whatever is
accecpted as the standard.
(130 XE style swapping?)
I've searched all over the net and have only found dead links..

thanks

5754. Re: Time to insure your Mule and Ultima I

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-17 10:52:46 UTC
From: Christopher Friend <SpamFree.chfriend@charter.net>
Message-ID: <tqblfp3sqkpj62@corp.supernews.com>
Source record: 34028

This one completed successfully. MULE for $125.00 from the same guy as the other MULE auction.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273709907

Jheitmuller wrote in message ...
>DO NOT BELIEVE IT!!!! Watch the eBay feedback of the buyer and the
>seller. I bet the transaction is never completed.

5755. Re: Time to insure your Mule and Ultima I

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-17 12:30:04 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0109170430.395b5026@posting.google.com>
Source record: 34029

"Christopher Friend" <SpamFree.chfriend@charter.net> wrote in message
news:<tqblfp3sqkpj62@corp.supernews.com>...
> This one completed successfully. MULE for $125.00 from the same guy as the
> other MULE auction.
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1273709907
>
> Jheitmuller wrote in message ...
> >DO NOT BELIEVE IT!!!! Watch the eBay feedback of the buyer and the
> >seller. I bet the transaction is never completed.

I was refering to the $800+ sale of Ultima 1 on eBay

5756. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-17 13:04:44 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9o4sdconc1@nets3.rz.RWTH-Aachen.DE>
Source record: 34030
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Howdy John

> I am looking for ideas for a challenging Atari 8-bit assembler
>programming project. I would like to write something that would be
>useful to a lot of 8-bit users. Is there something out there that
>would genuinely be useful, but has been just too tough a nut to crack
>for anyone to take the effort?

Why not join Matthias Belitz's ASPI project?
OK, so the BlackBox version is ready, that leaves quite a few other SCSI or IDE interfaces.

CU Mathy van Nisselroy

PS ASPI (advanced SCSI Programming Interface. But it's really software!!) eliminates the need to write all the tools for all the different hardware devices in that it separates hardware specific code from non-hardware specific code. That way, you can use for instance my CD Audio Player utility on a BlackBox with the BlackBox version of ASPI, and on a MIO or KPI or MSC-IDE controller if we had ASPI software it.

5757. Re: Looking for ideas for an Atari 8bit Assembler programming project

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-17 13:09:57 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <9o4sn5onc2@nets3.rz.RWTH-Aachen.DE>
Source record: 34031

Howdy folks

>How about a complete IR-based entertainment center controller?
>Oooops! Sorry. That involves *hard*ware. <G>

Which doesn't have to be a problem, since David Deaven solved that for us.
http://www.execpc.com/~deaven/Dave/Software/irg/index.html

CU Mathy van Nisselroy

PS I'm trying to write a piece of software (involving higher mathematics. Some Mathematician told me to try something) that will minimalize the influence of the slight variation in the signal. (read: each time you press a button on a remote (as in PLAY), the signal might vary a teeny weeny bit).

5758. Re: Anybody have some horror stories with Lou Spear ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-17 13:32:07 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <YXmp7.5$KE6.420@newsfeed.slurp.net>
Source record: 34032
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast

```
Loucifers new webpage is so totally lame, asking for donations!!! I can't
believe that guy. http://helpmeout.20megsfree.com/

Joshua.

"Vidar Olavesen" <hawk@nmi.no> wrote in message
news:2Vto7.38$Aw4.9922@news01.chello.no...
> I am trying to collect as much information as possible on Lou Spear. If
you
> have been scammed by him, I'd appreciate to hear from you!
>
> Thanks
>
> ----------------------------------------------------
> Collecting everything, except PC
>
> Check my trade pages at :
> http://games.nmi.no
> ----------------------------------------------------
>
>
>
```

5759. Re: Anybody have some horror stories with Lou Spear ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-17 15:07:42 UTC
From: Oracle <gdoane@mindspring.com>
Message-ID: <3BA611BE.E8B8C379@mindspring.com>
Source record: 34053
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast

Joshua Kaijankoski wrote:
>
> Loucifers new webpage is so totally lame, asking for donations!!! I can't
> believe that guy. http://helpmeout.20megsfree.com/
>
> Joshua.

I actually don't believe that web page. Honestly. He says that he needs $1,500? I've made that much by accident. That ain't no money that a real desperate guy would need. Cripes, $2,000 is walking around money these days. That's gotta be a scam page. If I'm gonna beg, it'll take a HELL of a lot more than a dozen C-notes to make me do it. I don't even TRY to make money, it just comes to me while I do a job I'd do for free anyway. I love electronics, I love communications, and if I get paid for doing what I love, hey, I got direct deposit! I point at something I want, and it's mine, no problem. Easy stuff. I credit a lot of that to being trustworthy. Nobody is gonna get ripped off or screwed by me. That alone makes me well worth my keep. Honesty is worth big bucks. Loucifer (good nickname) hasn't found that out yet. Maybe he never will.

--
This message sent with the spirit of the Nine Muses,
Calliope, Clio, Polyhymnia, Euterpe, Terpsichore,
Erato, Melpomene, Thalia and Urania.

5760. Wanted: Compute!'s Best of Atari magazine

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-17 15:53:18 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-3E780B.08525017092001@news.northcoast.com>
Source record: 34033

The subject line says it all - I'm looking for a copy of Compute!'s Best of Atari, a magazine-format special edition that was published in, I think, 1988.

-Kevin
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- http://www.atarimagazines.com
& Atariarchives.org -- http://www.atariarchives.org
Moderator of news:comp.sys.atari.announce -- Atari computer news

5761. Re: Anybody have some horror stories with Lou Spear ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-17 16:15:59 UTC
From: BelPowerslave <belpowerslave@ev1.net>
Message-ID: <3BA621BF.7ADEB8D2@ev1.net>
Source record: 34034
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast

> Loucifers new webpage is so totally lame, asking for donations!!! I can't
> believe that guy. http://helpmeout.20megsfree.com/

Goddamn, you're right! If ANYONE gives him a dime....man, I just don't
know...

Gloworm

--
"Want some fries with that whoop ass?"

- Jax, MK: Special Forces

PSO: BelPowrslave or DelPowrslave
Puck, Block 15: Team Pen!s
AIM: BelPowerSlave
Unreal Tournament: BelPwrSlve

My Website Coming Soon: (Attempting)Mac Classic Gaming

5762. SV: Anybody have some horror stories with Lou Spear ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-17 16:36:06 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <WDpp7.280$Aw4.61764@news01.chello.no>
Source record: 34035
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast

> Sounds like they mainly got hung up on the address posting. Just a bad
> traders list with aliases and links to the ebay feedback wouldn't be
touched
> by them would it?

Probably a good idea! I did check with the authorities and they actually
said I could use names, addresses and such, as long as I wasn't a business
corporation.

Thanks for the idea!

5763. Re: Looking for Robowar II from Carina BBS days

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-17 17:23:09 UTC
From: albert@atariage.com
Message-ID: <be2e8fd.0109170923.6f96195f@posting.google.com>
Source record: 34036

"Chad Hendrickson" <chadh@REMOVETHISmediaone.net> wrote in message
news:<AU3p7.21541$P8.6740394@news1.elmhst1.il.home.com>...
> There was a great online game called Robowar II that ran on the Carina II
> BBS back in about 1987. It was written by Scott Martin and Albert Yarusso.
>
> I have found the file "robo22.arc" off of XLSearch but it has CRC errors.
>
> Does anyone have a working image of this game (preferably in ATR format but
> I will take anything)

I'm also interested in obtaining a working copy of this, being one of
the authors named above <grin>. Unfortunately, before I went off to
college in 1988 I sold off most of my Atari 8-bit hardware. I'm not
sure what happened to all the software I was using to run Phantasmal
Alchemy. I have some original Carina (I and II) manuals, some
printouts of Carina II source, and some printouts of various ATASCII
login screens (which I need to scan in). But sadly, no Carina II or
RoboWar II disks.

Thanks,

..Al

Albert Yarusso (albert@AtariAge.com)
AtariAge.com - Atari News, Info, Discussion & More!

5764. Re: Anybody have some horror stories with Lou Spear ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-17 20:09:20 UTC
From: mnemonic <killed@home.com>
Message-ID: <QLsp7.7198$RS3.4388938@news1.elcjn1.sdca.home.com>
Source record: 34037
Cross-posted to: alt.atari-jaguar.discussion,alt.games.video.classic,alt.games.video.sega-dreamcast,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.sega,uk.games.video.dreamcast

man, this guy is pathetic. how people who know him in person keep themselves from battering him mercilously is beyond me.

abe m.

"Joshua Kaijankoski" <gaiyan@atari.org> wrote in message news:YXmp7.5$KE6.420@newsfeed.slurp.net...
> Loucifers new webpage is so totally lame, asking for donations!!! I can't
> believe that guy. http://helpmeout.20megsfree.com/
>
> Joshua.
>
> "Vidar Olavesen" <hawk@nmi.no> wrote in message
> news:2Vto7.38$Aw4.9922@news01.chello.no...
> > I am trying to collect as much information as possible on Lou Spear. If
> you
> > have been scammed by him, I'd appreciate to hear from you!
> >
> > Thanks
> >
> > --
> > Collecting everything, except PC
> >
> > Check my trade pages at :
> > http://games.nmi.no
> > --
> >
> >
> >
>
>

5765. Re: Atari Games - Worth???

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-17 21:00:41 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <9o5oaj$1fv$1@thorium.cix.co.uk>
Source record: 34038

The atari was a long and steady seller over here. But never a big seller.

Alternate reality and games of its caliber happily go for 15-20£ over here
if complete (and I would pay that much for complete and known working
condition). I dunno about the American Market. It has its problems but role
players like me love it.

Beachhead has its fans, but never grabbed me. It seemed to me as if a number
a poor games were bundled together with a theme.

Dropzone is THE BEST defender clone ever.

Tapper, good version of the Arcade game.

Archon is a good game.recommended.
Mercenary is a classic, though may be an Aquired taste
Gauntlet, a classic in anyones book.
They both would rate as MUST gets (in fact i have both already). and by all
means grab the extra disks (Deeper Dungeons is more levels, 2nd City is the
second whole adventure for Mercanary).
leaderboard was one of the top notch golf games of the time. Proberbly about
the best and most respected golf game on the machine. Certainly recommended
or a Must get if sports sims are your bag.
Solo Flight had good rep as well, Recommended, or must get if Flight Sims
are your interest. Microsofts Flight Sim 2 is generaly considered its main
rival amongs flight sim fans on the atari.
Mr Robot if its like the game of that name I have is a so-so platformer. Not
worth putting your self out to get

Price? if you want it, you can afford it, go for it!

"Paul Cawley" <paul.cawley@cwcom.net> wrote in message
news:vxQo7.2386$An4.47035@news1-hme0...
> Hi,
> I got hold of a some classic 8-Bit Atari disk games yesterday, and was
> wondering on their value, as I have little idea of this stuff...
>
> I bought;
>
> Alternate Reality,
> Beach Head,
> Dropzone,
> Tapper,
>
> All complete with case in 10/10 condition (US Gold slipcases with cover),
> all instructions and even mail-away leaflets!

> Each cost me ?9 ($13)!
>
> I can also get hold of the following (unless they sell!)
>
> Archon
> Gauntlet,
> Gauntlet : Deeper Dungeons,
> Mercenary,
> Mercenary : Second City,
> Solo Flight
> Spitfire Ace,
> Mr Robot,
> Leaderboard
>
> Any worth buying?
>
> Thanks for any info in advance!
> Cheers,
> Paul
>
>
>

5766. Re: first atari commericial

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-17 22:23:19 UTC
From: Anthony Ramos <aramos@ele-mental.org>
Message-ID: <B7CBC5E7.60C%aramos@ele-mental.org>
Source record: 34039

I was recently contacted by a filmmaker who requested my footage for use in a documentary. Getting back to work today after last week's horrible tragedy, I realized that her address is in downtown New York City.

MapQuest puts her office at *one block south* of the World Trade Center.

I am not able to reach her by phone, so I sent an e-mail asking if she is all right.

Please keep her, and everyone else who has been affected by this tragedy, in your thoughts and hearts. Thank you.

-Anthony R.

--
Anthony Ramos________
600 SE 39th Ave., # 3 __ aramos@ele-mental.org .. aramos@hyperreal.org
Portland, OR 97214 ___ information design .. multimedia production
(503) 236-6303 ___________interactive art .. image synthesis

5767. Re: I need printouts, but my 130XE died. HELP!

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-17 22:37:41 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ba6b0fc$0$1532$4c5ecdc7@news.erinet.com>
Source record: 34042

Some more info would help identify your problem.
I would guess you have some AtariWriter or other documents
you want to print, and that these documents are on Atari disks.
Russg

5768. I need printouts, but my 130XE died. HELP!

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-18 01:06:44 UTC
From: Christa Bower <cmbower@qwest.net>
Message-ID: <29220f30ce3b12ed17206df94972649a.26048@mygate.mailgate.org>
Source record: 34040

Hello.

I have a 130XE that to all appearances has given up the ghost. And I need to get some printouts done. Can anyone help? I've got ribbons for Panasonic KX-XXXs and paper for trade.

I am in Western Washington in the Seattle/Tacoma area.

--
Posted from [12.99.138.210]
via Mailgate.ORG Server - http://www.Mailgate.ORG

5769. Re: memory upgrades

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-18 01:43:14 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <SExp7.14909$IE3.1711480@newsread2.prod.itd.earthlink.net>
Source record: 34041

Most of the 800 upgrades I had seen used the Axlon type bank switching and stopped at 1088K; Axlon used an address in that 4K area $C000-CFFF rather than PortB like the XL/XE mods. I have a 128 board, but no docs; not sure if joystick ports 3 & 4 present a hardware obstacle to using PortB with the 800 memory mods.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Jeremy" <1iquid@home.com> wrote in message
> I would like to upgrade my atari 800 's RAM (my favorite of the
series,
> as it seems to have the most quality in it's construction).
> I would like to upgrade it up to 4 megs if possible, using whatever is
> accecpted as the standard.
> (130 XE style swapping?)
> I've searched all over the net and have only found dead links..

5770. Re: Page 6 magazine

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-18 02:04:15 UTC
From: Pete <nospam@wintermute.org.uk>
Message-ID: <9o6fs2$bgi97$2@ID-15679.news.dfncis.de>
Source record: 34043

Hi,

> And where is Derek Fern / Micro Discount ?? -Andreas.

I'd like to know that too, when I last spoke to Derek some 2 years ago he was in the process of changing ISPs and was talking about launching a web site for Micro Discount.

However, AFAIK the website never materialised and I've since lost both his 'phone number and email addy. :-(

BTW I used to bump into him frequently at local radio rallies, but haven't seen him at one for at least 2.5 years.

TTFN - Pete.

5771. My Homepage - URL has been changed

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-18 07:14:59 UTC
From: Homesoft <atari_homesoft@gmx.de>
Message-ID: <4b02f2eb17f2a265d54f27fa2c15282b.12012@mygate.mailgate.org>
Source record: 34044

Hi,
i don't know if anybody want to hear it but my homepage adress has change from:
http://pc.exit.mytoday.de/atari_homesoft/index.html
to
http://www.atarihomesoft.f2s.com

Long live the good old ATARI 8Bit....

HOMESOFT

--
Posted from f-33-212.cvx-leipzig.ipdial.viaginterkom.de [62.180.212.33]
via Mailgate.ORG Server - http://www.Mailgate.ORG

5772. Need help with 130XE reset circuit

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-18 09:11:01 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.1610d9b12ee5a0cd98969b@news.nacs.net>
Source record: 34045

Can anyone with a 130XE schematic please tell me which resistor is
the 5v pullup for /RESET (CPU pin 40).

Thanks

Steve
--
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
*
* * * Turn your 8-bit Atari into a powerhouse with APE! * *
*
* * * Ape Homepage: http://www.atarimax.com/ * *
*
* * *** *
*
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+
Items !!

5773. Atari Portfolio RAM upgrade...

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-18 09:18:22 UTC
From: A S Eyles <aseyles@fatihmed.edu.tr>
Message-ID: <3BA7115E.2D511725@fatihmed.edu.tr>
Source record: 34046

Dear Atari fans,

I have long been the owner of an Atari Portfolio (and am still happy to use it in these days of Pentium 3 CPUs).

I have an instruction manual about upgrading the RAM to 512 K but it doesn't state what the part number of the chips to be used is.

If anyone has done the upgrade successfulla, please could you let me know the part number needed.

TIA

Abdullah

5774. Re: Need help with 130XE reset circuit

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-18 10:52:59 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ba75d51$0$1520$4c5ecdc7@news.erinet.com>
Source record: 34050

Not good at understanding schematics.
R39 on line RST SW is 56k resistor to 5v. attaches to pin 6
of U19 (U19 RESET). Pin 40 of CPU goes to pin 3 of
this U19. There's 5v to pins 4 and 8. Pin 2 is R200 (470k) then
to grnd. Pins 6 and 2 are connected together. there's a C200 cap
(.1 (mf?)) cap then R40 (100 ohm) to RST SW and the R39 to
5v.
Well. I'm looking at the Sam's Computerfacts schematic for 130XE.
Russ
(I'll be outa town, so I can't reply for several days.)

5775. WTB: 7800 system w/PS, controllers

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-18 12:24:37 UTC
From: ronfucci@bellsouth.net
Message-ID: <42952602.0109180424.72282395@posting.google.com>
Source record: 34047

no games, good condition. please email offer.
(yes, i know they are available on ebay)

tks

ron

5776. xf551 questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-18 13:26:20 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B7CC998C.F72B%bobo_snyder@hotmail.com>
Source record: 34048

hi everyone,

i got a while back a working xf551 for a song and was wondering if this upgrade was possible:

i found at a used computer store for a few bucks one of those combo 5 1/4 and 3 1/2 inch drives. you know the kind that have both the 5 1/4 and the 3 1/2 drive in the same half height bay.

i would LOVE to use this drive in place of the single 5 1/4 inch floppy that exists in my xf551 now.

the type of connector it has on the back of it is a single 34 pin header connector (the same type of connector as a normal 3 1/2 inch floppy driv3e would have) and i am assuming that the cable that connects the 3 1/2 drive to the 5 1/4 drive has a built in twist like a normal pc floppy cable.

does anyone know if i can use this drive in my xf551? i dont' mind "customizing" the combo drive such as tearing into it and doing whatever to it.

also the max capacity kilobytes-wise of the 2 drives isn't as important to me as acutally being able to use the combo drive as 2 separate drives on my atari or should i use some sort of a switch?

thanks
bo

5777. HELP! Alternate Reality!

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-18 13:45:44 UTC
From: Paul Cawley <paul.cawley@cwcom.net>
Message-ID: <1flp7.15738$Bp3.223328@news2-hme0>
Source record: 34049

Help!
Last week I got hold of some classic original Atari games, one of them was Alternate Reality - a game I have never played on 8-Bit before...
Typically of all the games I got, the one that does not work is Alternate Reality!

Any idea if this is right...
I tested on both my 800XL and 130XE, with an 810 drive (option pressed and not!)...
The first disk loads OK, I get the intro, and choose a temp player, then walk through the 'portal' and it loads side two of disk one.
I the get a screen which asks me to put in disk 2 side one, this is OK for the first couple of seconds, then it starts to flash a little green and white blocky garbage in the middle of the screen, on and off while the 'pips' of the loading are going, this I have left for 5+ mins, to no avail...

Is it busted?
I booted disk 2 itself, and got a copy program, that scanned up to asking for a destination disk with no problems - what is going on?!

My questions,

1) How long should it take to load after putting in disk 2, side 1?
2) Could anyone do me a backup of both sides of an original disk 2 on a new 51/4" disk (The manual states this should be done, and is achieved by booting disk 2 into the copy program, so it should be relatively easy for someone with an Atari and a original version of the game to do!)
I will obviously pay for the disk, your time and postage, I really want to get this working!

Pease help me out on this one!
Paul

5778. Re: xf551 questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-18 16:10:36 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tqetm7j2b12392@corp.supernews.com>
Source record: 34051

"bo snyder" <bobo_snyder@hotmail.com> wrote in message
news:B7CC998C.F72B%bobo_snyder@hotmail.com...
> hi everyone,
>
> i got a while back a working xf551 for a song and was wondering if this
> upgrade was possible:
>
> i found at a used computer store for a few bucks one of those combo 5 1/4
> and 3 1/2 inch drives. you know the kind that have both the 5 1/4 and the
3
> 1/2 drive in the same half height bay.
>
> i would LOVE to use this drive in place of the single 5 1/4 inch floppy
that
> exists in my xf551 now.
>
> the type of connector it has on the back of it is a single 34 pin header
> connector (the same type of connector as a normal 3 1/2 inch floppy driv3e
> would have) and i am assuming that the cable that connects the 3 1/2 drive
> to the 5 1/4 drive has a built in twist like a normal pc floppy cable.
>
> does anyone know if i can use this drive in my xf551? i dont' mind
> "customizing" the combo drive such as tearing into it and doing whatever
to
> it.
>
> also the max capacity kilobytes-wise of the 2 drives isn't as important to
> me as acutally being able to use the combo drive as 2 separate drives on
my
> atari or should i use some sort of a switch?

You would probably have trouble. I'm 90% sure it is a 1.2 meg 5.25" and 1.4 meg 3.5". AFAIK, no way to get these to work with an upgrade. Maybe it could be done, something like the Ajax chip with the ST drive, just never heard of anyone that got it working.

A 720k 3.5" mechanism with a new ROM is the path of least resistance. It gives significant storage improvement and the 3.5" disks are convienent to use.

5779. Re: HELP! Alternate Reality!

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-18 16:31:06 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tqetm9j9mfs95@corp.supernews.com>
Source record: 34052

"Paul Cawley" <paul.cawley@cwcom.net> wrote in message
news:1fIp7.15738$Bp3.223328@news2-hme0...
> Help!
> Last week I got hold of some classic original Atari games, one of them was
> Alternate Reality - a game I have never played on 8-Bit before...
> Typically of all the games I got, the one that does not work is Alternate
> Reality!
>
> Any idea if this is right...
> I tested on both my 800XL and 130XE, with an 810 drive (option pressed and
> not!)...
> The first disk loads OK, I get the intro, and choose a temp player, then
> walk through the 'portal' and it loads side two of disk one.
> I the get a screen which asks me to put in disk 2 side one, this is OK for
> the first couple of seconds, then it starts to flash a little green and
> white blocky garbage in the middle of the screen, on and off while the
> 'pips' of the loading are going, this I have left for 5+ mins, to no
> avail...
>
> Is it busted?
> I booted disk 2 itself, and got a copy program, that scanned up to asking
> for a destination disk with no problems - what is going on?!
>
> My questions,
>
> 1) How long should it take to load after putting in disk 2, side 1?
> 2) Could anyone do me a backup of both sides of an original disk 2 on a
new
> 51/4" disk (The manual states this should be done, and is achieved by
> booting disk 2 into the copy program, so it should be relatively easy for
> someone with an Atari and a original version of the game to do!)
> I will obviously pay for the disk, your time and postage, I really want to
> get this working!
>

Do you get a "Press START..." or "Insert disk 2.1"? The routines for loading
the game and copy protection are buggy as hell, very poor execution.
Sometimes I would have to lean on the START button for 5-10 minutes to get
the game to load when the routines would fail.

Disk 2.1 is *not* copy protected in any way. If you have an SIO2PC cable,
you should be able to get an image off the net.

5780. Re: Atari Games - Worth???

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-18 18:34:06 UTC
From: boojum <boojum@localhost.nowhere.com>
Message-ID: <3BA7939E.7C93CC61@localhost.nowhere.com>
Source record: 34054

I've been racking brains to recall the name of a game and it my be Beachhead -
Is that the one where you man a machinegun that operates quite similar to a
garden water hose?? I think there are also enemy grunts running from behind
one
wall to another. Anyway, always enjoyed that garden hose effect ;)

> Beachhead has its fans, but never grabbed me. It seemed to me as if a number
> a poor games were bundled together with a theme.
>
> Dropzone is THE BEST defender clone ever.
>
> Tapper, good version of the Arcade game.

5781. Re: Looking for Robowar II from Carina BBS days

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-18 18:39:34 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3BA794E6.42E6DBD5@ti.com>
Source record: 34055

Is this different from the ST door Robotwar II found here?

http://www.spythis.com/cca/57.html

--C

Albert Yarusso - AtariAge wrote:

> "Chad Hendrickson" <chadh@REMOVETHISmediaone.net> wrote in message
news:<AU3p7.21541$P8.6740394@news1.elmhst1.il.home.com>...
> > There was a great online game called Robowar II that ran on the Carina II
> > BBS back in about 1987. It was written by Scott Martin and Albert Yarusso.
> >
> > I have found the file "robo22.arc" off of XLSearch but it has CRC errors.
> >
> > Does anyone have a working image of this game (preferably in ATR format but
> > I will take anything)
>
> I'm also interested in obtaining a working copy of this, being one of
> the authors named above <grin>. Unfortunately, before I went off to
> college in 1988 I sold off most of my Atari 8-bit hardware. I'm not
> sure what happened to all the software I was using to run Phantasmal
> Alchemy. I have some original Carina (I and II) manuals, some
> printouts of Carina II source, and some printouts of various ATASCII
> login screens (which I need to scan in). But sadly, no Carina II or
> RoboWar II disks.
>
> Thanks,
>
> ..Al

5782. Re: xf551 questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-18 18:51:27 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B7CCE5BF.F999%bobo_snyder@hotmail.com>
Source record: 34056

> You would probably have trouble. I'm 90% sure it is a 1.2 meg 5.25" and 1.4
> meg 3.5". AFAIK, no way to get these to work with an upgrade. Maybe it could
> be done, something like the Ajax chip with the ST drive, just never heard of
> anyone that got it working.
>
> A 720k 3.5" mechanism with a new ROM is the path of least resistance. It
> gives significant storage improvement and the 3.5" disks are convienent to
> use.
>
>

i heard that if you used 1.2 meg or 1.4 meg floppys in the xf551 without any major upgrades, you would only get like 360k out of each of the drives. i am not totally sure, just wondering.

i don't mind upgrading my xf551, i am just not sure which upgrades i would need.

thanks
bo

5783. Jam!! and Instant TV Update

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-18 19:47:55 UTC
From: llpwhite@cs.com
Message-ID: <20010918154755.02615.00000866@mb-cn.news.cs.com>
Source record: 34057

I was working with my Instant TV today and made a discovery that is probably worth posting. Several people have commented (including me) that the Jam!! and Instant TV make a wonderful display on a VGA Monitor, but the display tends to be somewhat small, taking up only maybe 2/3 of the normal PC display. I concluded that it was because of the low horizontal frequency resulting from doubling the Atari composite output (relative to a typical VGA output). Perhaps that's wrong. At any rate, I was trying to get my satellite channels to output on the Instant TV and was adjusting the actual monitor controls. Amazingly, I adjusted the picture size and placement of the Instant TV output (Atari), and I was able to fill the VGA screen. Then I thought that the PC display would be messed up. Not so! The PC display was unaffected, and now the Atari display was about 50% larger. It's going to take a little getting used to. Looks just as good, but bigger!
Larry

5784. Re: xf551 questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-18 20:53:46 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tqfd2plh98796@corp.supernews.com>
Source record: 34058

"bo snyder" <bobo_snyder@hotmail.com> wrote in message
news:B7CCE5BF.F999%bobo_snyder@hotmail.com...
>
> > You would probably have trouble. I'm 90% sure it is a 1.2 meg 5.25" and
1.4
> > meg 3.5". AFAIK, no way to get these to work with an upgrade. Maybe it
could
> > be done, something like the Ajax chip with the ST drive, just never
heard of
> > anyone that got it working.
> >
> > A 720k 3.5" mechanism with a new ROM is the path of least resistance. It
> > gives significant storage improvement and the 3.5" disks are convienent
to
> > use.
> >
> >
>
> i heard that if you used 1.2 meg or 1.4 meg floppys in the xf551 without
any
> major upgrades, you would only get like 360k out of each of the drives.
i
> am not totally sure, just wondering.
>
> i don't mind upgrading my xf551, i am just not sure which upgrades i would
> need.

The stock ROM only has routines for 40 tracks, so if you get any drive with
more then 40, i.e. 720k or 1.4 meg 3.5", 720k<quad density> 1.2 meg 5.25",
you are only going to be able to format the first 40 tracks.

As I recall, those 2 in 1 drives actually tried to look like IBM drive A<1
jumpered twisted cable> and B<1 jumpered straight through cable>. This
doesn't work in a 551. I think it only recognizes drive 0.

5785. Re: Need help with 130XE reset circuit

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-18 20:59:09 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.16117f9458b3e0a698969c@news.nacs.net>
Source record: 34059

In article <3ba75d51$0$1520$4c5ecdc7@news.erinet.com>, russg@en.com
says...
> Not good at understanding schematics.
> R39 on line RST SW is 56k resistor to 5v. attaches to pin 6
> of U19 (U19 RESET). Pin 40 of CPU goes to pin 3 of
> this U19. There's 5v to pins 4 and 8. Pin 2 is R200 (470k) then
> to grnd. Pins 6 and 2 are connected together. there's a C200 cap
> (.1 (mf?)) cap then R40 (100 ohm) to RST SW and the R39 to
> 5v.
> Well. I'm looking at the Sam's Computerfacts schematic for 130XE.
> Russ

Russ,

Thanks for the help, looks like its driven right off the output
of the 555 timer. I was trying to use my eprom emulator with it and it
wouldnt bring /reset low. =(

Guess its time to rewire that.

Steve

5786. Re: xf551 questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-18 21:10:53 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.1611825bf934090398969d@news.nacs.net>
Source record: 34060

In article <B7CC998C.F72B%bobo_snyder@hotmail.com>,
bobo_snyder@hotmail.com says...
> hi everyone,
>
> i got a while back a working xf551 for a song and was wondering if this
> upgrade was possible:
>
> i found at a used computer store for a few bucks one of those combo 5 1/4
> and 3 1/2 inch drives. you know the kind that have both the 5 1/4 and the 3
> 1/2 drive in the same half height bay.
>
> i would LOVE to use this drive in place of the single 5 1/4 inch floppy that
> exists in my xf551 now.
>
> the type of connector it has on the back of it is a single 34 pin header
> connector (the same type of connector as a normal 3 1/2 inch floppy driv3e
> would have) and i am assuming that the cable that connects the 3 1/2 drive
> to the 5 1/4 drive has a built in twist like a normal pc floppy cable.
>
> does anyone know if i can use this drive in my xf551? i dont' mind
> "customizing" the combo drive such as tearing into it and doing whatever to
> it.

I did this with a Epron combo 5.25"/3.5" drive and it worked
good, but the Epson had a card edge connector. If you use the proper
adapter you should have no problem interfacing the drive.

Upgrade the rom in the XF551 so it can use 80 track drives.
Someone was nice enough to post the rom changes to this group some
time ago, so you should be able to find them in the archive.

After thats done just drill a hole and use a external switch to
change between drives, with the swtich wired to the jumper poles.

If you want to use both drives at the same time you will probably
need to do some custom work on the drive OS so it will respond to both
drive numbers and control the drive select input with one of the
XF551's IO outputs instead of a manual switch.

It would also need to store 2 copies of all the configuration
information, one for each drive.

If the replacement 5.25" mech is 80 tracks you wont be able to
read or write 40 track disks unless you program the rom to double-step
when configured for 40 tracks, or perhaps if the drive has a jumper for
double-stepping.

Steve

5787. Re: Looking for Robowar II from Carina BBS days

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-18 23:17:27 UTC
From: albert@atariage.com
Message-ID: <be2e8fd.0109181517.250fd1d3@posting.google.com>
Source record: 34061

Chris Martin <cmartin@ti.com> wrote in message news:<3BA794E6.42E6DBD5@ti.com>...
> Is this different from the ST door Robotwar II found here?
>
> http://www.spythis.com/cca/57.html

Yeah, this appears to be something entirely different.

..Al

> --C
>
> Albert Yarusso - AtariAge wrote:
>
> > "Chad Hendrickson" <chadh@REMOVETHISmediaone.net> wrote in message
news:<AU3p7.21541$P8.6740394@news1.elmhst1.il.home.com>...
> > > There was a great online game called Robowar II that ran on the Carina II
> > > BBS back in about 1987. It was written by Scott Martin and Albert Yarusso.
> > >
> > > I have found the file "robo22.arc" off of XLSearch but it has CRC errors.
> > >
> > > Does anyone have a working image of this game (preferably in ATR format but
> > > I will take anything)
> >
> > I'm also interested in obtaining a working copy of this, being one of
> > the authors named above <grin>. Unfortunately, before I went off to
> > college in 1988 I sold off most of my Atari 8-bit hardware. I'm not
> > sure what happened to all the software I was using to run Phantasmal
> > Alchemy. I have some original Carina (I and II) manuals, some
> > printouts of Carina II source, and some printouts of various ATASCII
> > login screens (which I need to scan in). But sadly, no Carina II or
> > RoboWar II disks.
> >
> > Thanks,
> >
> > ..Al

5788. Re: Page 6 magazine

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-19 22:36:17 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <B59q7.753$z7.744213@news02.optonline.net>
Source record: 34062

Interesting side note:

Dave Ewens was not only a member of Tyne and Wear. He was also a
corresponding member of the Ol' Hackers during the time that Alex Pignato
was alive and president.

Alex had this thing about reading every piece of correspondence at meetings
along with his replies. It took up a lot of time at meetings and annoyed
some of the local members, but we all enjoyed hearing from and about Dave.

I miss those times.

Alan

"maurita.o" <maurita.o@ntlworld.com> wrote in message
news:Bm1q7.1803$OU5.358235@news2-win.server.ntlworld.com...
> "Pete" <nospam@wintermute.org.uk> wrote in message
> news:9o6fs2$bgi97$2@ID-15679.news.dfncis.de...
> > Hi,
> >
> > > And where is Derek Fern / Micro Discount ?? -Andreas.
> >
> > I'd like to know that too, when I last spoke to Derek some 2 years ago
he
> > was in the process of changing ISPs and was talking about launching a
web
> > site for Micro Discount.
>
> Well, he did have a web site (think he was with Demon Internet) but it
> wasn't much to look at. Last I heard from Derek was not long after Dave
> Ewens of Tyne & Wear Atari User Group passed away. Dave was a strong
source
> of encouragement for my programming projects and when he died so did my
> interest in what I was working on.
>
> Derek was interested in publishing a program I was working on at the time
> (Menu Print). The first draft of the manual was done but Derek wanted more
> work done on the proggy to support more menu and DOS formats (it already
> handled a dozen or so), including the various warp speed menus and so
forth.
> Because I only had a single 800XL, 1050 and 1027 I couldn't do everything
he
> wanted. I remember having to rewrite the program three times over a two
year
> period .. mostly because of a slipping drive belt, which Derek fixed free
of

> charge ... he also fitted a US Doubler to the drive - again, FOC.
>
> Menu Print itself was a rather bulky program and I finally realised that
> with the setup I had it would be too cumbersome to use. It needed at least
> two drives (which, ironically, I now have) and preferably more memory.
>
> A few weeks ago I dug out an emulator for the PC and Mac/65. It was just
> like riding a bicycle again. 6502 assembly is soooo easy to get into. I
> started thinking about ways I could have streamlined the Menu Print
program
> ... new algorithms and so forth. I think I could have cut chunks out of
that
> proggy but now it's probably too late. Unless people tell me they still
want
> and need a disk cataloguer, I probably won't bother with it.
>
> Just dug up my Atari gear at the weekend. Hopefully over the next few
weeks
> I'll be able to set everything up. Got a few ideas, including what I've
> dubbed the 'Atari: Resurrection' project. I'll post details of that real
> soon.
>
> David
>
>

5789. HELP with 7 Cities

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-19 23:55:02 UTC
From: "Kate G." <NOgrovespc@mediaone.netSPAM>
Message-ID: <qfaq7.23071$Q6.1169009@typhoon.mn.mediaone.net>
Source record: 34063

I'm trying to get the game going... and it is asking for a disk to write to...

how do I set it up?

I have the 7citiesA and 7citiesB files -- put them in Drive 1 and 2 respectively -- but that doesn't seem to be what it wants...

any help is GREATLY appreciated!

Thanks.......

5790. Re: HELP with 7 Cities

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-19 23:56:02 UTC
From: "Kate G." <NOgrovespc@mediaone.netSPAM>
Message-ID: <mgaq7.23072$Q6.1169293@typhoon.mn.mediaone.net>
Source record: 34064

PS -- running the Atari800WIN version

Kate G. <NOgrovespc@mediaone.netSPAM> wrote in message
news:qfaq7.23071$Q6.1169009@typhoon.mn.mediaone.net...
> I'm trying to get the game going... and it is asking for a disk to write
> to...
>
> how do I set it up?
>
> I have the 7citiesA and 7citiesB files -- put them in Drive 1 and 2
> respectively -- but that doesn't seem to be what it wants...
>
> any help is GREATLY appreciated!
>
> Thanks.......
>
>

5791. Re: HELP with 7 Cities

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-20 03:06:08 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <A2dq7.2448$SE3.798750842@newssvr12.news.prodigy.com>
Source record: 34065

make sure your drives are both set to read and write. Also make sure you
have backedup these files because I'm fairly certain this game writes to the
master disk to keep up stats. It also makes use of an optional map disk
(blank formatted) to save your game on and I think it does all of this with
one drive. I have the cover and instructions, perhaps when I have time I'll
post them to my little webpage.....

http://members.tripod.com/~chainsaw1661

Mo

Kate G. wrote in message ...
>PS -- running the Atari800WIN version
>
>
>Kate G. <NOgrovespc@mediaone.netSPAM> wrote in message
>news:qfaq7.23071$Q6.1169009@typhoon.mn.mediaone.net...
>> I'm trying to get the game going... and it is asking for a disk to write
>> to...
>>
>> how do I set it up?
>>
>> I have the 7citiesA and 7citiesB files -- put them in Drive 1 and 2
>> respectively -- but that doesn't seem to be what it wants...
>>
>> any help is GREATLY appreciated!
>>
>> Thanks.......
>>
>>
>
>

5792. Curse of Ra (epyx)

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-20 03:12:40 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <I8dq7.2449$2Q3.799440001@newssvr12.news.prodigy.com>
Source record: 34066

Does anyone out there have an ATR of 'The Curse of Ra' by EPYX. It's one of the dunjonquest series- an expansion module for 'Hellfire Warrior'. I have the cassette version and I'm working on converting it to disk, but it sure would save me a lot of work if somebodies already done it. Thanks,
Mo

5793. I need a HEX editor for my 800...

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-20 03:26:54 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <2mdq7.5547$5o2.2460585112@newssvr11.news.prodigy.com>
Source record: 34067

I need a Hex editor for my 800 as well. It seems that some portions of
Hellfire Warrior are in machine code and unreadable in BASIC or in
Atariwriter.
Thanx,
Mo

5794. Re: HELP with 7 Cities

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-20 04:21:35 UTC
From: "Kate G." <NOgrovespc@mediaone.netSPAM>
Message-ID: <j9eq7.23397$Q6.1186228@typhoon.mn.mediaone.net>
Source record: 34068

what do I do when it prompts me to insert a map disk?

thank you --- sorry to be an annoyance......

Mo <mygranny@swbell.net> wrote in message
news:A2dq7.2448$SE3.798750842@newssvr12.news.prodigy.com...
> make sure your drives are both set to read and write. Also make sure you
> have backedup these files because I'm fairly certain this game writes to
the
> master disk to keep up stats. It also makes use of an optional map disk
> (blank formatted) to save your game on and I think it does all of this
with
> one drive. I have the cover and instructions, perhaps when I have time
I'll
> post them to my little webpage.....
>
> http://members.tripod.com/~chainsaw1661
>
> Mo
>
>
> Kate G. wrote in message ...
> >PS -- running the Atari800WIN version
> > >
> > >
> > >Kate G. <NOgrovespc@mediaone.netSPAM> wrote in message
> > >news:qfaq7.23071$Q6.1169009@typhoon.mn.mediaone.net...
> > >> I'm trying to get the game going... and it is asking for a disk to
write
> > >> to...
> > >>
> > >> how do I set it up?
> > >>
> > >> I have the 7citiesA and 7citiesB files -- put them in Drive 1 and 2
> > >> respectively -- but that doesn't seem to be what it wants...
> > >>
> > >> any help is GREATLY appreciated!
> > >>
> > >> Thanks.......
> > >>
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5795. Re: HELP with 7 Cities

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-20 04:44:20 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <Eueq7.5556$Jn4.2468844637@newssvr11.news.prodigy.com>
Source record: 34069

I think you insert the B side of the disk if you haven't made your own personal map disk. Tell you what, I'm going to scan the instructions now. They're for the C64 version though but still easy to relate to the Atari, enough to give you the general idea. These games are so much more fun when you know what to do aren't they? Try my link in about a half hour to an hour and it should be up at the top of the page. I'm never inconvenienced by a good game!
Mo
http://members.tripod.com/~chainsaw1661

Kate G. wrote in message ...
>what do I do when it prompts me to insert a map disk?
>
>thank you --- sorry to be an annoyance......
>
>
>Mo <mygranny@swbell.net> wrote in message
>news:A2dq7.2448$SE3.798750842@newssvr12.news.prodigy.com...
>> make sure your drives are both set to read and write. Also make sure you
>> have backedup these files because I'm fairly certain this game writes to
>the
>> master disk to keep up stats. It also makes use of an optional map disk
>> (blank formatted) to save your game on and I think it does all of this
>with
>> one drive. I have the cover and instructions, perhaps when I have time
>I'll
>> post them to my little webpage.....
>>
>> http://members.tripod.com/~chainsaw1661
>>
>> Mo
>>
>>
>> Kate G. wrote in message ...
>> >PS -- running the Atari800WIN version
>> >
>> >
>> >Kate G. <NOgrovespc@mediaone.netSPAM> wrote in message
>> >news:qfaq7.23071$Q6.1169009@typhoon.mn.mediaone.net...
>> >> I'm trying to get the game going... and it is asking for a disk to
>write
>> >> to...
>> >>
>> >> how do I set it up?

>> >>
>> >> I have the 7citiesA and 7citiesB files -- put them in Drive 1 and 2
>> >> respectively -- but that doesn't seem to be what it wants...
>> >>
>> >> any help is GREATLY appreciated!
>> >>
>> >> Thanks.......
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5796. Re: HELP with 7 Cities

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-20 06:02:36 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <0Efq7.3762$Os5.1304223816@newssvr30.news.prodigy.com>
Source record: 34070

Okay it's up now- a few lines down from the title of the page. There is a bigger manual also, it's not much more help than the little one. Basically just historical background to give the game more substance (fluff). When I have more time, I'll scan it as well. Just a note from the big manual-

-food is bought or bartered for in relation to the number of men you plan on. Gather your men first, then get food- same goes for when landing a search party or whatever they call it.

-when moving use the joystick for direction, pressing the button at a stop produces a menu, pressing it while moving sets speed (cruise control)

-Use the pub to save your game

-go home for your stats

-go to the court to beg for money

-trade with the villagers for safety

-play with the joystick in the transfer menus to figure it out, it didn't take me too long to get the hang of it

-map disks-
BOOT SIDE 2 of your program disk (side B ATR) for the historical scenario- this is the one I always used
BOOT SIDE 1 for random world - this takes way too long!!!

Hope this helps, I can't test it right now- my roomate won't get off the TV!
Mo

>>I'll
>>> post them to my little webpage.....
>>>
>>> http://members.tripod.com/~chainsaw1661
>>>
>>> Mo
>>>
>>>
>>> Kate G. wrote in message ...
>>> >PS -- running the Atari800WIN version
>>> >
>>> >
>>> >Kate G. <NOgrovespc@mediaone.netSPAM> wrote in message
>>> >news:qfaq7.23071$Q6.1169009@typhoon.mn.mediaone.net...
>>> >> I'm trying to get the game going... and it is asking for a disk to
>>write

>>> >> to...
>>> >>
>>> >> how do I set it up?
>>> >>
>>> >> I have the 7citiesA and 7citiesB files -- put them in Drive 1 and 2
>>> >> respectively -- but that doesn't seem to be what it wants...
>>> >>
>>> >> any help is GREATLY appreciated!
>>> >>
>>> >> Thanks.......
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5797. Re: HELP with 7 Cities

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-20 06:46:49 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3BA990D9.B965561A@siemens.at>
Source record: 34071

Mo wrote:
>
> Okay it's up now- a few lines down from the title of the page. There is a
> bigger manual also, it's not much more help than the little one. Basically
> just historical background to give the game more substance (fluff). When I
> have more time, I'll scan it as well.

At least half a year ago I scanned the Atari manual of 7 cities and,
together with several other scanned manuals, sent it on a CD to
Aaron Wheeler. So maybe there is an easier way to get it than to
scan it again. I'd email it to you but emails with several mb of
attachments are a problem for me. BTW, I only scanned things in
greyscale, not color.

Gerhard

5798. Re: HELP with 7 Cities

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-20 12:36:18 UTC
From: "Kate G." <NOgrovespc@mediaone.netSPAM>
Message-ID: <6plq7.23901$Q6.1195493@typhoon.mn.mediaone.net>
Source record: 34072

got it going..... thanks!

Mo <mygranny@swbell.net> wrote in message
news:0Efq7.3762$Os5.1304223816@newssvr30.news.prodigy.com...
> Okay it's up now- a few lines down from the title of the page. There is a
> bigger manual also, it's not much more help than the little one. Basically
> just historical background to give the game more substance (fluff). When I
> have more time, I'll scan it as well. Just a note from the big manual-
>
> -food is bought or bartered for in relation to the number of men you plan
> on. Gather your men first, then get food- same goes for when landing a
> search party or whatever they call it.
>
> -when moving use the joystick for direction, pressing the button at a stop
> produces a menu, pressing it while moving sets speed (cruise control)
>
> -Use the pub to save your game
>
> -go home for your stats
>
> -go to the court to beg for money
>
> -trade with the villagers for safety
>
> -play with the joystick in the transfer menus to figure it out, it didn't
> take me too long to get the hang of it
>
> -map disks-
> BOOT SIDE 2 of your program disk (side B ATR) for the historical scenario-
> this is the one I always used
> BOOT SIDE 1 for random world - this takes way too long!!!
>
> Hope this helps, I can't test it right now- my roomate won't get off the
TV!
> Mo
>
> >>I'll
> >>> post them to my little webpage.....
> >>>
> >>> http://members.tripod.com/~chainsaw1661
> >>>
> >>> Mo
> >>>
> >>>

> >>> Kate G. wrote in message ...
> >>> >PS -- running the Atari800WIN version
> >>> >
> >>> >
> >>> >Kate G. <NOgrovespc@mediaone.netSPAM> wrote in message
> >>> >news:qfaq7.23071$Q6.1169009@typhoon.mn.mediaone.net...
> >>> >> I'm trying to get the game going... and it is asking for a disk to
> >>write
> >>> >> to...
> >>> >>
> >>> >> how do I set it up?
> >>> >>
> >>> >> I have the 7citiesA and 7citiesB files -- put them in Drive 1 and 2
> >>> >> respectively -- but that doesn't seem to be what it wants...
> >>> >>
> >>> >> any help is GREATLY appreciated!
> >>> >>
> >>> >> Thanks.......
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5799. Could use some help in locating some items.

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-20 12:41:54 UTC
From: Kurtk7 <kurtk7@visi.com>
Message-ID: <vxlq7.25138$x84.7062166@ruti.visi.com>
Source record: 34073
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I am looking for anyone who knows where I can purchase Memotech hardware and software, including disk drives and publications relating to the Memotech. Sorry as this isn't related to the newsgroup, but there is no group for the Memotech. Also, as some have more than one 8 bit system at home, if anyone knows of a source for the Timex FDD 3000 disk drive / interface, please let me know. I would pay very well for these.items.

Thanks

Kurt
kurtk7@visi.com

5800. WTB: Atari STE or STFM computer, SM124 mono monitor

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-20 13:13:09 UTC
From: trancewidth@yahoo.com
Message-ID: <c193d46c.0109200513.36506d45@posting.google.com>
Source record: 34074

looking for working condition Atari STE (preferably) or STFm computer,
and SM124 monochrome monitor. email me if you have one for sale at a
reasonable price, thanks!
bobby d

5801. Re: I need a HEX editor for my 800...

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-20 19:57:27 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <HSrq7.1625$W83.158614@newsread2.prod.itd.earthlink.net>
Source record: 34075

Hi, Mo;

Not completely certain what you are seeking... A copy of DiskMend is on my site; it is Basic with some USR(calls to read sector data and includes a disassembler for machine language.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Mo" <mygranny@swbell.net> wrote in message
news:2mdq7.5547$5o2.2460585112@newssvr11.news.prodigy.com...
> I need a Hex editor for my 800 as well. It seems that some portions of
> Hellfire Warrior are in machine code and unreadable in BASIC or in
> Atariwriter.

5802. Re: I need a HEX editor for my 800...

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-21 03:15:45 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <Bhyq7.5704$Tp3.2562671755@newssvr11.news.prodigy.com>
Source record: 34076

Yeah, thinking about it- I was pretty tired when I made that last post. I think I just need the edtasm cart and manual, If I can find those things I'll be okay. I'm trying to reverse engineer 'The Curse of Ra' so I can make a disk version of it. It's actually an expansion module for 'Hellfire Warrior'. There's a tiny machine code portion that reads and loads the data file off of the tape. And looking at the disk version, the data file for that seems to be in machine code as near as I can make out.

When it starts the data loading process it goes something like this-

open #3,4,128,"c" --opens channel 3 for a read in short intervals from the tape

poke 764,12 fakes a keyboard press to start recorder
poke 881,0 I think it's zeroing the cassette buffer with this one
and then
I=usr(ADR("hhuhthyhxhhr"0LVD"),26672,1024,7)
That's whats killing me right there, could that be a ROM call?
Also a couple of lines down there is this:

B$="h)pt>>/> P} tPz)/{}y}} etc.etc. I can't type any more of that....

x=USR(1564,ADR(B$),30208,LEN(B$))

These are line numbers 350-362 in the cassette version of the innkeeper program of Hellfire warrior. If you have this program, could you please explain how it loads the data file from the expansion module tape? Even better, tell me how I could transfer it to disk- all I'd need to do then is name the data files after the hellfire data files and it could read them that way without any more tampering.
In case you didn't know how this game works, you load the innkeeper first and setup your character- then you load the dunjon level of your choice (data file, either hellfire or curse of ra), then you load the dunjonmaster which executes the game.
I wanted to be able to create a disk version of this one in particular (curse of Ra) because I have not seen it in any of the 8bit archives. It's not to be confused with the more modern mahjong type game with the same name.

Ron Hamilton wrote in message ...
>Hi, Mo;
>
>Not completely certain what you are seeking... A copy of DiskMend is on my
>site; it is Basic with some USR(calls to read sector data and includes a
>disassembler for machine language.
>

>--
>-Ron
>
>Experience is something you don't get until just after you need it.
>http://www.atariland.com/members/oldatarian
>
>"Mo" <mygranny@swbell.net> wrote in message
>news:2mdq7.5547$5o2.2460585112@newssvr11.news.prodigy.com...
>> I need a Hex editor for my 800 as well. It seems that some portions of
>> Hellfire Warrior are in machine code and unreadable in BASIC or in
>> Atariwriter.
>
>
>

5803. Re: I need a HEX editor for my 800...

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-21 03:20:43 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <fmyq7.5706$Ry3.2563259565@newssvr11.news.prodigy.com>
Source record: 34077

If you need a copy of these I could email an ATR and a CAS file for you to look at.
Thanks again, Mo.

Mo wrote in message ...
>Yeah, thinking about it- I was pretty tired

5804. Re: Could use some help in locating some items.

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-21 03:23:18 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <Goyq7.5707$QE3.2563646603@newssvr11.news.prodigy.com>
Source record: 34078
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Wasn't that an aftermarket supplier for the Timex/Sinclair computers?
I would try the comp.sys.sinclair newsgroup or even the comp.sys.cbm group
if you don't mind starting another computer war. 8-)
Mo

Kurtk7 wrote in message ...
>I am looking for anyone who knows where I can purchase Memotech hardware
and
>software, including disk drives and publications relating to the Memotech.
>Sorry as this isn't related to the newsgroup, but there is no group for the
>Memotech. Also, as some have more than one 8 bit system at home, if anyone
>knows of a source for the Timex FDD 3000 disk drive / interface, please let
>me know. I would pay very well for these.items.
>
>Thanks
>
>Kurt
>kurtk7@visi.com
>
>
>
>
>
>

5805. Re: HELP with 7 Cities

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-21 03:28:58 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <_tyq7.5710$NN3.2564233269@newssvr11.news.prodigy.com>
Source record: 34079

Thanks for the offer, big emails are a problem for me as well right now what with everyone in my family sending me pictures of eagles and flags. Sorry, I don't mean to sound uncaring- it's just an act of terrorism having to wait ten minutes for my email to download every day. I'm not sure what would be more trouble- me scanning it or you mailing a copy. I'll probably just scan it, eventually I'm gonna have to redo that entire homepage. It's starting to look like a bargin bin at the local library book sale. Thanks again, Mo.

Janka Gerhard wrote in message <3BA990D9.B965561A@siemens.at>...
>Mo wrote:
>>
>> Okay it's up now- a few lines down from the title of the page. There is a
>> bigger manual also, it's not much more help than the little one.
Basically
>> just historical background to give the game more substance (fluff). When
I
>> have more time, I'll scan it as well.
>
>At least half a year ago I scanned the Atari manual of 7 cities and,
>together with several other scanned manuals, sent it on a CD to
>Aaron Wheeler. So maybe there is an easier way to get it than to
>scan it again. I'd email it to you but emails with several mb of
>attachments are a problem for me. BTW, I only scanned things in
>greyscale, not color.
>
>Gerhard

5806. Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-21 10:50:32 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0109210346290.16653-100000@shell.pacifier.com>
Source record: 34080
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and Atari Jaguar Games. The Great Communicator once said, "It's a Recession when It's in your Neighbor's back yard. But when It's in your back yard, it's a Depression!". Usually Atari sales depend on Customers with extra income. Money over and above what it takes to pay bills. This has cut into my livelyhood. With the current economy as it has been. I'm looking for Atari Customers with extra income! Especially repeat customers familiar with the way I do Business! My Specials, Sales & Discounts still apply! So check my HotLinks below, E-Mail me at atari@pacifier.com or call Ben anytime at (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

http://www.pacifier.com/~atari/specials.htm Current Atari Specials.
http://www.pacifier.com/~atari/ Benjamin's WebSite.
http://www.pacifier.com/~atari/jagsales.htm Jaguar Catalog Link.
http://www.pacifier.com/~atari/wantlist.htm What Ben Wants!
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Check HotLinks above for specials on my WebSite! Two 20% Atari Discounts! General 20% SoftWare Discount & Repeat Customer Discount! 20% off all SoftWare for Atari 8 Bit & ST! And if your a repeat customer, 20% off ST & 8 Bit Hardware/Accessories, Software/Games, Books & References. Discount does not cover Happy Drives, xf551 Drives, Monitors & Jaguar! Discounts are like coupons, redeem by requesting Discounts in E-Mail.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5807. Re: Could use some help in locating some items.

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-21 17:32:39 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <9oftjm$m4f$1@thorium.cix.co.uk>
Source record: 34081
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

With all these 'can you help me find?' questions i feel it would be nice if peeps told us at least which continent they are on.

I did spot some stuff at a shop in London with a web site.

Here is the URL:-
http://members.aol.com/retrox2/index1.html

It may not be listed on the site.

"Kurtk7" <kurtk7@visi.com> wrote in message
news:vxlq7.25138$x84.7062166@ruti.visi.com...
> I am looking for anyone who knows where I can purchase Memotech hardware
and
> software, including disk drives and publications relating to the Memotech.
> Sorry as this isn't related to the newsgroup, but there is no group for
the
> Memotech. Also, as some have more than one 8 bit system at home, if anyone
> knows of a source for the Timex FDD 3000 disk drive / interface, please
let
> me know. I would pay very well for these.items.
>
> Thanks
>
> Kurt
> kurtk7@visi.com
>
>
>
>
>
>

5808. Re: Atari STE or STFM computer, SM124 mono monitor

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-21 17:35:15 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <9oftoi$m5n$1@thorium.cix.co.uk>
Source record: 34082

Again where in the world are you?

http://www.analogic.co.uk/ cover Amiga and ST and have some for sale. A mega st (not sure wich model) is sitting in an electrical exchange shop in Kingston near where I live.

Of course, no use whatsoever if your outside the UK

"bobby d" <trancewidth@yahoo.com> wrote in message news:c193d46c.0109200513.36506d45@posting.google.com...
> looking for working condition Atari STE (preferably) or STFm computer,
> and SM124 monochrome monitor. email me if you have one for sale at a
> reasonable price, thanks!
> bobby d

5809. Re: I need a HEX editor for my 800...

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-22 03:30:33 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <tBTq7.5373$W83.493095@newsread2.prod.itd.earthlink.net>
Source record: 34083

Poke 881 is to the ICDNO Device number for IOCB #3; puzzling why set to
zero...

> I=usr(ADR("hhuhthyhxhhr"0LVD"),26672,1024,7)
We need the full atascii to disassemble this; DiskMend can do it right out
of the LISTed or SAVEd Basic files. There must be some inverse or control
codes in there because it is invalid as printed...
h = PLA ; how many parameters passed
h = PLA ; hi byte 1st ", =26672/256 = 104
uh = ADC $68,X
t = ??? not valid opcode
h = PLA
yhx = ADC $7868,Y
r = ??? invalid opcode
LVd = JMP $E456 (CIOV) when 'd' is inverse; it saves one byte over JSR
$E456, RTS. The RTS from CIO can send you straight back to Basic; there is
no real need to RTS back to the USR(call and then immediately RTS to Basic.
If you can get the tape data into a disk file, you should be able to Open
#3,4,0,"D:HFWARIOR.DAT", work the appropriate USR(magic and continue on
unless there is a memory conflict with DOS now occupying $700-1CFC or more.

> x=USR(1564,ADR(B$),30208,LEN(B$))
With this, you have to know what is in page 6; data statements?

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Mo" <mygranny@swbell.net> wrote in message
news:Bhyq7.5704$Tp3.2562671755@newssvr11.news.prodigy.com...
> Yeah, thinking about it- I was pretty tired when I made that last post. I
> think I just need the edtasm cart and manual, If I can find those things
> I'll be okay. I'm trying to reverse engineer 'The Curse of Ra' so I can
make
> a disk version of it. It's actually an expansion module for 'Hellfire
> Warrior'. There's a tiny machine code portion that reads and loads the
data
> file off of the tape. And looking at the disk version, the data file for
> that seems to be in machine code as near as I can make out.
>
> When it starts the data loading process it goes something like this-
>
> open #3,4,128,"c" --opens channel 3 for a read in short intervals from the
> tape

>
> poke 764,12 fakes a keyboard press to start recorder
> poke 881,0 I think it's zeroing the cassette buffer with this one
> and then
> I=usr(ADR("hhuhthyhxhhr"0LVD"),26672,1024,7)
> That's whats killing me right there, could that be a ROM call?
> Also a couple of lines down there is this:
>
> B$="h)pt>>/> P} tPz)/{}y}} etc.etc. I can't type any more of that....
>
> x=USR(1564,ADR(B$),30208,LEN(B$))
>
> These are line numbers 350-362 in the cassette version of the innkeeper
> program of Hellfire warrior. If you have this program, could you please
> explain how it loads the data file from the expansion module tape? Even
> better, tell me how I could transfer it to disk- all I'd need to do then
is
> name the data files after the hellfire data files and it could read them
> that way without any more tampering.
> In case you didn't know how this game works, you load the innkeeper first
> and setup your character- then you load the dunjon level of your choice
> (data file, either hellfire or curse of ra), then you load the
dunjonmaster
> which executes the game.

5810. Re: I need a HEX editor for my 800...

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-22 04:23:21 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tqo4gnp530ln8e@corp.supernews.com>
Source record: 34084

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:tBTq7.5373$W83.493095@newsread2.prod.itd.earthlink.net...
> Poke 881 is to the ICDNO Device number for IOCB #3; puzzling why set to
> zero...
>
> > I=usr(ADR("hhuhthyhxhhr"0LVD"),26672,1024,7)
> We need the full atascii to disassemble this; DiskMend can do it right out
> of the LISTed or SAVEd Basic files. There must be some inverse or control
> codes in there because it is invalid as printed...

Since the function passes 3 parameters that narrows it just a bit. I mean
the first h/PLA has to be the number of arguments and the next 6 are getting
the 3 parameters.
> h = PLA ; how many parameters passed
> h = PLA ; hi byte 1st ", =26672/256 = 104
> uh = ADC $68,X

Probably something like
u with u a munged => TAX or TAY
h with another PLA
> t = ??? not valid opcode

Got to be a TAX or TAY or something to store the parameter.
> h = PLA
> yhx = ADC $7868,Y
> r = ??? invalid opcode
> LVd = JMP $E456 (CIOV) when 'd' is inverse; it saves one byte over JSR

That pretty much tells all. The parameters passed are most likely buffer
address, buffer length, and command or IOCB<?>. I can't remember what 7
would mean. Maybe IOCB 7 is left open by basic or something.

> $E456, RTS. The RTS from CIO can send you straight back to Basic; there is
> no real need to RTS back to the USR(call and then immediately RTS to
Basic.
> If you can get the tape data into a disk file, you should be able to Open
> #3,4,0,"D:HFWARIOR.DAT", work the appropriate USR(magic and continue on
> unless there is a memory conflict with DOS now occupying $700-1CFC or
more.
>
> > x=USR(1564,ADR(B$),30208,LEN(B$))
> With this, you have to know what is in page 6; data statements?

5811. 5200 LOT!! Pac M, Dig-D, S. Breakout, BerZerk

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-22 05:01:48 UTC
From: estategems@aol.com
Message-ID: <20010922010148.01382.00000211@mb-fo.aol.com>
Source record: 34085
Body handling: HTML body converted to readable text

....5200 LOT!! Pac M, Dig-D, S. Breakout, BerZerk...
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1275852482

Four vintage Atari
5200 Game System cartridges, 3 of the 4 are with the original boxes, .

Titles Include:

Pac-Man

Dig Dug

Super Breakout

BerZerk (without box)

5812. Re: I need a HEX editor for my 800...

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-22 05:46:55 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <jBVq7.2957$et5.950072505@newssvr12.news.prodigy.com>
Source record: 34086

Well looking at the printout of just the innkeeper portion of the game,
either the author was extremely sloppy (making an absurd use of unnecessary
variables and goto's) or it was an efficient program that was
overcomplicated on purpose to defeat any copycats. The game itself is not
copyprotected but I could definitely see someone re-using the engine to
build their own game on.
I tend to get kind of lost when talking about machine language, I can crank
out a pretty good BASIC program though. I might blow this off and just make
a good CAS file of 'The curse of Ra' to circulate.
Thanks,
Mo

Rick Cortese wrote in message ...
>"Ron Hamilton" <oldatarian@atariland.com> wrote in message
>news:tBTq7.5373$W83.493095@newsread2.prod.itd.earthlink.net...
>> Poke 881 is to the ICDNO Device number for IOCB #3; puzzling why set to
>> zero...
>>
>> > I=usr(ADR("hhuhthyhxhhr"0LVD"),26672,1024,7)
>> We need the full atascii to disassemble this; DiskMend can do it right
out
>> of the LISTed or SAVEd Basic files. There must be some inverse or control
>> codes in there because it is invalid as printed...
>
>Since the function passes 3 parameters that narrows it just a bit. I mean
>the first h/PLA has to be the number of arguments and the next 6 are
getting
>the 3 parameters.
>> h = PLA ; how many parameters passed
>> h = PLA ; hi byte 1st ", =26672/256 = 104
>> uh = ADC $68,X
>
>Probably something like
>u with u a munged => TAX or TAY
>h with another PLA
>> t = ??? not valid opcode
>
>Got to be a TAX or TAY or something to store the parameter.
>> h = PLA
>> yhx = ADC $7868,Y
>> r = ??? invalid opcode
>> LVd = JMP $E456 (CIOV) when 'd' is inverse; it saves one byte over JSR
>
>That pretty much tells all. The parameters passed are most likely buffer

>address, buffer length, and command or IOCB<?>. I can't remember what 7
>would mean. Maybe IOCB 7 is left open by basic or something.
>
>> $E456, RTS. The RTS from CIO can send you straight back to Basic; there
is
>> no real need to RTS back to the USR(call and then immediately RTS to
>Basic.
>> If you can get the tape data into a disk file, you should be able to Open
>> #3,4,0,"D:HFWARIOR.DAT", work the appropriate USR(magic and continue on
>> unless there is a memory conflict with DOS now occupying $700-1CFC or
>more.
>>
>> > x=USR(1564,ADR(B$),30208,LEN(B$))
>> With this, you have to know what is in page 6; data statements?
>
>
>
>

5813. Re: I need a HEX editor for my 800...

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-22 05:57:32 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <gLVq7.2960$vG5.950877220@newssvr12.news.prodigy.com>
Source record: 34087

I think to really simplify the problem, all I would need to do is copy the
data file from tape to disk. And then like you say, rename the file to
"D:hellfire.x" the problem I'm having is transfering it from tape to disk,
is there some kind of utility that would do this with a data file?
Thanx
Mo

Ron Hamilton wrote in message ...
>Poke 881 is to the ICDNO Device number for IOCB #3; puzzling why set to
>zero...
>
>> I=usr(ADR("hhuhthyhxhhr"0LVD"),26672,1024,7)
>We need the full atascii to disassemble this; DiskMend can do it right out
>of the LISTed or SAVEd Basic files. There must be some inverse or control
>codes in there because it is invalid as printed...
>h = PLA ; how many parameters passed
>h = PLA ; hi byte 1st ", =26672/256 = 104
>uh = ADC $68,X
>t = ??? not valid opcode
>h = PLA
>yhx = ADC $7868,Y
>r = ??? invalid opcode
>LVd = JMP $E456 (CIOV) when 'd' is inverse; it saves one byte over JSR
>$E456, RTS. The RTS from CIO can send you straight back to Basic; there is
>no real need to RTS back to the USR(call and then immediately RTS to
Basic.
>If you can get the tape data into a disk file, you should be able to Open
>#3,4,0,"D:HFWARIOR.DAT", work the appropriate USR(magic and continue on
>unless there is a memory conflict with DOS now occupying $700-1CFC or more.
>
>> x=USR(1564,ADR(B$),30208,LEN(B$))
>With this, you have to know what is in page 6; data statements?
>
>--
>-Ron
>
>Experience is something you don't get until just after you need it.
>http://www.atariland.com/members/oldatarian
>
>"Mo" <mygranny@swbell.net> wrote in message
>news:Bhyq7.5704$Tp3.2562671755@newssvr11.news.prodigy.com...
>> Yeah, thinking about it- I was pretty tired when I made that last post. I
>> think I just need the edtasm cart and manual, If I can find those things
>> I'll be okay. I'm trying to reverse engineer 'The Curse of Ra' so I can

```
>make
>> a disk version of it. It's actually an expansion module for 'Hellfire
>> Warrior'. There's a tiny machine code portion that reads and loads the
>data
>> file off of the tape. And looking at the disk version, the data file for
>> that seems to be in machine code as near as I can make out.
>>
>> When it starts the data loading process it goes something like this-
>>
>> open #3,4,128,"c" --opens channel 3 for a read in short intervals from
the
>> tape
>>
>> poke 764,12 fakes a keyboard press to start recorder
>> poke 881,0 I think it's zeroing the cassette buffer with this one
>> and then
>> I=usr(ADR("hhuhthyhxhhr"0LVD"),26672,1024,7)
>> That's whats killing me right there, could that be a ROM call?
>> Also a couple of lines down there is this:
>>
>> B$="h)pt>>/> P} tPz)/{}y}} etc.etc. I can't type any more of that....
>>
>> x=USR(1564,ADR(B$),30208,LEN(B$))
>>
>> These are line numbers 350-362 in the cassette version of the innkeeper
>> program of Hellfire warrior. If you have this program, could you please
>> explain how it loads the data file from the expansion module tape? Even
>> better, tell me how I could transfer it to disk- all I'd need to do then
>is
>> name the data files after the hellfire data files and it could read them
>> that way without any more tampering.
>> In case you didn't know how this game works, you load the innkeeper first
>> and setup your character- then you load the dunjon level of your choice
>> (data file, either hellfire or curse of ra), then you load the
>dunjonmaster
>> which executes the game.
>
>
>
```

5814. Re: I need a HEX editor for my 800...

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-22 06:23:51 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tqobip7dkjff89@corp.supernews.com>
Source record: 34088

"Mo" <mygranny@swbell.net> wrote in message
news:jBVq7.2957$et5.950072505@newssvr12.news.prodigy.com...
> Well looking at the printout of just the innkeeper portion of the game,
> either the author was extremely sloppy (making an absurd use of
unnecessary
> variables and goto's) or it was an efficient program that was
> overcomplicated on purpose to defeat any copycats.

Bet on the former. You actually can write clear and efficient code in BASIC
if you have some training and discipline. It's easy and common to write bad
code, AMIS is a good example. I did see a good BBS written entirely in BASIC
but it never recieved popular distribution. The author used standard
techniques like printing long strings to the serial device vs using the
slower put/get byte routines. Thing was really a work of art as far as 'how
to write clear efficient BASIC'
> The game itself is not
> copyprotected but I could definitely see someone re-using the engine to
> build their own game on.
> I tend to get kind of lost when talking about machine language, I can
crank

Just think of machine language as only having 3 variables, A, X, Y, and 64k
memory locations.

5815. Re: Could use some help in locating some items.

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-22 10:54:03 UTC
From: Kurtk7 <kurtk7@visi.com>
Message-ID: <C6_q7.26765$x84.7314972@ruti.visi.com>
Source record: 34089
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I am in the United States. Should have mentioned that fact before. Would
love to visit the store and checked the site out online. Thanks for
directing me to it, unfortunately, no luck.

Pockets wrote in message <9oftjm$m4f$1@thorium.cix.co.uk>...
>With all these 'can you help me find?' questions i feel it would be nice if
>peeps told us at least which continent they are on.
>
>I did spot some stuff at a shop in London with a web site.
>
>Here is the URL:-
>http://members.aol.com/retrox2/index1.html
>
>It may not be listed on the site.
>
>
>
>"Kurtk7" <kurtk7@visi.com> wrote in message
>news:vxlq7.25138$x84.7062166@ruti.visi.com...
>> I am looking for anyone who knows where I can purchase Memotech hardware
>and
>> software, including disk drives and publications relating to the
Memotech.
>> Sorry as this isn't related to the newsgroup, but there is no group for
>the
>> Memotech. Also, as some have more than one 8 bit system at home, if
anyone
>> knows of a source for the Timex FDD 3000 disk drive / interface, please
>let
>> me know. I would pay very well for these.items.
>>
>> Thanks
>>
>> Kurt
>> kurtk7@visi.com
>>
>>
>>
>>
>>
>>
>
>

5816. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-22 11:11:45 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1001156994@rtfm.mit.edu>
Source record: 34090
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: August 7, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/

5817. Sears Programs ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-22 19:12:07 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0109221112.1687ba1f@posting.google.com>
Source record: 34091

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1275434310

Did Sears market programs for the 800?

Later,
Gene

5818. Re: Sears Programs ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-22 19:52:05 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <FZ5r7.4429$ol2.1518112810@newssvr30.news.prodigy.com>
Source record: 34092

Yes they did! I actually got my first 800 and all the software for it at Sears. Back then in Galveston, TX there were no software stores other than radio shack so I frequented BDaltons bookstore for the latest titles from Epyx and avalon Hill.
Mo

Haywood Ubeegoode wrote in message
<4d2debfd.0109221112.1687ba1f@posting.google.com>...
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1275434310
>
>Did Sears market programs for the 800?
>
>Later,
>Gene

5819. Re: I need printouts, but my 130XE died. HELP!

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-22 21:45:01 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <xD7r7.6990$W83.664970@newsread2.prod.itd.earthlink.net>
Source record: 34093

You should find some local assistance..., but if requires mailing your Atari
8 disks out of state, then we can help.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Christa Bower" <cmbower@qwest.net> wrote in message
news:29220f30ce3b12ed17206df94972649a.26048@mygate.mailgate.org...
> Hello.
>
> I have a 130XE that to all appearances has given up the ghost. And I need
to
> get some printouts done. Can anyone help? I've got ribbons for Panasonic
> KX-XXXs and paper for trade.
>
> I am in Western Washington in the Seattle/Tacoma area.
>
>
> --
> Posted from [12.99.138.210]
> via Mailgate.ORG Server - http://www.Mailgate.ORG
>

5820. Re: I need a HEX editor for my 800...

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-22 21:51:33 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <FJ7r7.7009$W83.666308@newsread2.prod.itd.earthlink.net>
Source record: 34094

7 is the IO command to get or load bytes into a buffer from the device.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Rick Cortese" <ricortes@netmagic.net> wrote in message
>
> That pretty much tells all. The parameters passed are most likely buffer
> address, buffer length, and command or IOCB<?>. I can't remember what 7
> would mean. Maybe IOCB 7 is left open by basic or something.

5821. Re: I need a HEX editor for my 800...

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-22 22:18:35 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <%68r7.8479$Hx1.782581@newsread1.prod.itd.earthlink.net>
Source record: 34095

CopyCass would do it, but with only 1024 bytes the low impact way is to let
line 34? load it into memory at 26672 and then move from RAM to disk with:
Open #3,8,0,"D:HFWARIOR.DAT:For L=0 TO 1023:PUT #3,PEEK(26672+L):Next
L:Close #3

You could also Poke the necessary stuff into IOCB #3 and use the
X=USR(ADR("hhh*LVd"),48) where the '*' and 'd' are inverse.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Mo" <mygranny@swbell.net> wrote in message
> I think to really simplify the problem, all I would need to do is copy the
> data file from tape to disk. And then like you say, rename the file to
> "D:hellfire.x" the problem I'm having is transfering it from tape to disk,
> is there some kind of utility that would do this with a data file?

> >> I=usr(ADR("hhuhthyhxhhr"0LVD"),26672,1024,7)
> >> That's whats killing me right there, could that be a ROM call?

Technically, sort of, it is a call to the 6502 machine code stored in that
string of characters in RAM which then jumps to the Central Input/Output
Vector for transferring bytes. The vector and its routine are in the ROM OS
of the Atari.

> >> x=USR(1564,ADR(B$),30208,LEN(B$))

This might be moving the contents of B$ into RAM at 30208 which is an even
page break; PM stuff?

5822. Re: I need a HEX editor for my 800...

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-22 22:24:34 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3bad4566$0$1526$4c5ecdc7@news.erinet.com>
Source record: 33947

(Trying to figure this out).
(edited)
> When it starts the data loading process it goes something like this-
> open #3,4,128,"c" --opens channel 3 for a read in short intervals from the
> tape
> poke 764,12 fakes a keyboard press to start recorder
> I=usr(ADR("hhuhthyhxhhr"0LVD"),26672,1024,7)
> That's whats killing me right there, could that be a ROM call?

The LvD is certainly a $E456 CIO call I think.

> These are line numbers 350-362 in the cassette version of the innkeeper
> program of Hellfire warrior. If you have this program, could you please
> explain how it loads the data file from the expansion module tape

You've got some BASIC program called 'innkeeper'.
What follows seems to indicate that inkeeper sets up the character
then loads the dungeon. Then you load dunjeonmaster to play the
game.

> In case you didn't know how this game works, you load the innkeeper first
> and setup your character- then you load the dunjon level of your choice
> (data file, either hellfire or curse of ra), then you load the
dunjonmaster
> which executes the game.
> I wanted to be able to create a disk version of this one in particular
> (curse of Ra) because I have not seen it in any of the 8bit archives. It's
> not to be confused with the more modern mahjong type game with the same
> name.
Have you sent Ron or Rick the 'innkeeper' loader program? They could
tell you what it is doing.

If you want to send me the BASIC program, I'll look at it.

I still am not sure how this game works.

Russg

5823. Re: Atari Assembler Editor versions

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-23 01:25:07 UTC
From: Kam Bansal <kam@magickhat.com>
Message-ID: <rdeqqt8maesn791bob2r05o8n5u4bqq7tp@4ax.com>
Source record: 34096

Hi all,

This may be the wrong location, but does anyone know where I can get Mac65? or
ANY assembler on cartridge...this is for my 800...

~Kam (^8*

>Are there different versions of the Atari Assembler Editor cart?
>
>Recently, bought a cart:
>
>http://www.geocities.com/ejgnandt/EditorAssembler.jpg
>
>Case is all brown plastic (no metal back). No spring mechanism for the
>edge connector and no CXL number. Seen mention of a Rev A and B
>somewhere, but don't know how to tell the difference.
>
>
>Gene

==========
Kam Gambolputty de von Ausfernschplenden-schlitter
crasscrenbon-fried-digger-dingle-dangle-dongle
dungle-burstein-von-knacker-thrasher-apple-banger
horowitz-ticolensic-grander-knotty-spelltinkle
grandlick-grumblemeyer-splterwasser-kurstlich
himbleeisen-bahnwagen-gutenabend-bitte-ein
nurnburger-bratwustle-gerspurten-mitz-weimache
luber-hundsfut-gumberaber-shonendenker-kalbsfleisch
mittler-aucher von Hautkopft of Ulm.

5824. Re: I need a HEX editor for my 800...

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-23 03:29:07 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <7Gcr7.8970$Hx1.837546@newsread1.prod.itd.earthlink.net>
Source record: 33948

Not! PMbase requires a 4K boundary. Probably just data for the level; the
1024 bytes at 26672 are likely a redesigned character set...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Ron Hamilton" <oldatarian@atariland.com> wrote in message

> > >> x=USR(1564,ADR(B$),30208,LEN(B$))
>
> This might be moving the contents of B$ into RAM at 30208 which is an even
> page break; PM stuff?

5825. 800XL & Coin-op games

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-23 05:43:56 UTC
From: Indy Dog <indydog@adelphia.net>
Message-ID: <wEer7.259$W52.122432@news2.news.adelphia.net>
Source record: 33949

Hey everyone-

Does anyone know if the following games were released for the 800XL (on disk or cart):

-Tapper
-Indiana Jones & the Temple of Doom
-PaperBoy
-Rampage

I know these are some of the most popular VCS/coin-op titles, but I can't find them for the 8-bit computers.

Thanks!

-KB

5826. Re: I need a HEX editor for my 800...

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-23 06:09:44 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <I0fr7.6217$rt1.2816418962@newssvr11.news.prodigy.com>
Source record: 33950

Exactly, it does use a new character set and it loads it at the beginning of the program which is where I spotted these lines of code, right after the title screen and before the 'innkeeper' actually comes up. That was something I overlooked and would definitely be necessary for the disk version. I found the CIOV routine while flipping through an extremely ragged copy of 'mapping the atari'. It gave me just enough information to get me really frustrated. I can see how the routine works to start a load, but how do I tell it where in memory to store it and how do I tell it to put it on disk? Forgive me for being such a newbie, until now I never had a use for any vectors.
I'll make a copy of the program without the data files on an ATR and email it to you if you want. Thanks, Mo.

Ron Hamilton wrote in message
<7Gcr7.8970$Hx1.837546@newsread1.prod.itd.earthlink.net>...
>Not! PMbase requires a 4K boundary. Probably just data for the level; the
>1024 bytes at 26672 are likely a redesigned character set...
>
>--
>-Ron
>
>Experience is something you don't get until just after you need it.
>http://www.atariland.com/members/oldatarian
>
>"Ron Hamilton" <oldatarian@atariland.com> wrote in message
>
>> > >> x=USR(1564,ADR(B$),30208,LEN(B$))
>>
>> This might be moving the contents of B$ into RAM at 30208 which is an
even
>> page break; PM stuff?
>
>
>

5827. Am I missing something here? (Ebay remark)

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-23 06:40:01 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <5tfr7.4004$cA4.1035274362@newssvr12.news.prodigy.com>
Source record: 33951

Are these carts really that rare? I have fantastic voyage, monster maze, and alien garden. Maybe I should get them insured!
Mo

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1275431643

5828. Re: Sears Programs ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-23 15:26:11 UTC
From: Charles Marslett <cmarslett9@compuserve.com>
Message-ID: <tlvrqt405v9va76t73jkgf03sqmj442nkp@4ax.com>
Source record: 33952

```
On Sat, 22 Sep 2001 19:52:05 GMT, "Mo" <mygranny@swbell.net> wrote:
>Yes they did! I actually got my first 800 and all the software for it at
>Sears. Back then in Galveston, TX there were no software stores other than
>radio shack so I frequented BDaltons bookstore for the latest titles from
>Epyx and avalon Hill.
>Mo
>
>Haywood Ubeegoode wrote in message
><4d2debfd.0109221112.1687ba1f@posting.google.com>...
>>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1275434310
>>
>>Did Sears market programs for the 800?
>>
>>Later,
>>Gene

Yes they did. My wife, some neighbors and I used to play "Oil Wells"
that was released under the Sears label. I have no idea who actually
wrote it (BTW, it was in Basic and on cassette tape!).

--Charles
```

5829. Re: Curse of Ra (epyx)

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-23 15:27:20 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3bae3519$0$1529$4c5ecdc7@news.erinet.com>
Source record: 33956

I think I found 'Curse of Ra' as part of Temple of Aphshai, Epyx, 1985
boot disk available in ftp.spudster.org or www.spudster.org, the
cth archive under games/atr/t/templeof.zip there are two other
templeofaphshai, but I think the one I mention is the one you're looking
for.
Russg

5830. Re: Sears Programs ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-23 15:46:52 UTC
From: itzjustmike@aol.comomomom
Message-ID: <20010923114652.21317.00000415@mb-fw.aol.com>
Source record: 33953

<< >Yes they did! I actually got my first 800 and all the software for it at >>

Not sure about software, but I've still got my original 130xe, drive, printer and monitor that I'd bought at Sears for $333 .... yeah, I still remember the price. I think it was right around the time Sears was getting out of the Atari market

5831. Re: Atari Assembler Editor versions

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-23 16:15:19 UTC
From: Charles Marslett <cmarslett9@compuserve.com>
Message-ID: <fk2sqts7c7k433oog9fr2dc5oifcougcsh@4ax.com>
Source record: 33954

I've got a copy of "Mac/65 with DDT" I bought when it came out (hard
to believe it, but 17 years ago!). If you would like to propose a
price, send me email. I'm about to move and I'm considering getting
rid of a lot of my old Atari stuff (most older than that cartridge).

--Charles

On Sat, 22 Sep 2001 18:25:07 -0700, Kam Bansal <kam@magickhat.com>
wrote:
>Hi all,
>
>This may be the wrong location, but does anyone know where I can get Mac65? or
>ANY assembler on cartridge...this is for my 800...
>
>~Kam (^8*
>
>
>
>>Are there different versions of the Atari Assembler Editor cart?
>>
>>Recently, bought a cart:
>>
>>http://www.geocities.com/ejgnandt/EditorAssembler.jpg
>>
>>Case is all brown plastic (no metal back). No spring mechanism for the
>>edge connector and no CXL number. Seen mention of a Rev A and B
>>somewhere, but don't know how to tell the difference.
>>
>>
>>Gene
>
>==
>Kam Gambolputty de von Ausfernschplenden-schlitter
>crasscrenbon-fried-digger-dingle-dangle-dongle
>dungle-burstein-von-knacker-thrasher-apple-banger
>horowitz-ticolensic-grander-knotty-spelltinkle
>grandlick-grumblemeyer-splterwasser-kurstlich
>himbleeisen-bahnwagen-gutenabend-bitte-ein
>nurnburger-bratwustle-gerspurten-mitz-weimache
>luber-hundsfut-gumberaber-shonendenker-kalbsfleisch
>mittler-aucher von Hautkopft of Ulm.

5832. Re: 800XL & Coin-op games

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-23 18:45:29 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <f5qr7.7008$%a4.1749510@news2-win.server.ntlworld.com>
Source record: 33955

Tapper and Rampage were available (I have one if not both). I'm pretty sure
PaperBoy was not as I remeber playing it on a friends C64 and wishing
someone would do a conversion. I don't know about the Indy game though.

PB

"Indy Dog" <indydog@adelphia.net> wrote in message
news:wEer7.259$W52.122432@news2.news.adelphia.net...
> Hey everyone-
>
> Does anyone know if the following games were released for the 800XL (on
disk
> or cart):
>
> -Tapper
> -Indiana Jones & the Temple of Doom
> -PaperBoy
> -Rampage
>
> I know these are some of the most popular VCS/coin-op titles, but I can't
> find them for the 8-bit computers.
>
> Thanks!
>
> -KB
>
>

5833. Re: Busted 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-23 21:52:08 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3bae8f48$0$1528$4c5ecdc7@news.erinet.com>
Source record: 33958

(1050 not working)
By not working, you mean the power LED doesn't come on when
you turn the switch on.
That indicates a power supply problem, I would think.
I don't really understand the thing about not plug/unplug the SIO with
the transformer plugged in (it doesn't matter if the computer is on
says Rich Meir in the A8FAQ). I'd turn off the computer for SIO
plug/unplug, but Meir says also unplug the power adapter from the 1050.
Time for a SIO2PC/APE cable.
Russg

5834. Busted 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-23 22:55:29 UTC
From: wssenterprises@ntlworld.com
Message-ID: <1f07p16.vgoa3n1tcjcy5N%wssenterprises@ntlworld.com>
Source record: 33957

Today, I had the urge for a bit of nostalgia, so I decided to get my old 800XL out of storage, along with its US Doubler equipped 1050 floppy drive.

Connected it all up and switched on - It still works - So far so good. But after running the self test, when I go to put a disk in the drive, I notice that the drive, which did switch on before, is now not working.

I then notice that the data cable has fallen out. Now it's widely known than you don't remove a cable while the computer is on, so could this be why it's just gone belly up?

I've checked the power supply, and checked if power is getting into it, and everything checks out - It's just dead.

So, any suggestions guys? Any idea what the most likely thing to have blown?

--
Cheers
Wayne Stuart

5835. Wondering about.....

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-24 01:46:10 UTC
From: Marshall Walker <mwalker007_2000@yahoo.com>
Message-ID: <Cfwr7.1012$SQ6.332684447@twister2.starband.net>
Source record: 33959

Hey all.

Has anyone seen or know anything about those coin-op machines that do the matchmaker thing? I know you enter in name age, etc for two people and tell you how compatible you are to each other, and who you two would be compatible with such as movie stars, etc...

I know it is a Atari 800XL with a custom ROM Cartridge, printer, and 800XL keyboard with some of the keys covered up with paint. Blue, Red, etc...

Does anyone have the ROMS to use in an emulator like Atari800Win?

Or have information on who designed this unit? etc...

Thanks!

Marshall Walker
mwalker (at) starband (dot) net

5836. Re: Page 6 magazine

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-24 03:27:50 UTC
From: Pete <nospam@wintermute.org.uk>
Message-ID: <9ombka$e4fud$1@ID-15679.news.dfncis.de>
Source record: 33962

Hi,

>> I'd like to know that too, when I last spoke to Derek some 2
>>years ago he was in the process of changing ISPs and was talking
>>about launching a web site for Micro Discount.

> Well, he did have a web site (think he was with Demon Internet) but
>it wasn't much to look at....

I don't recall where he said he was setting up the new website, but I'm
pretty sure he didn't mention Demon. Perhaps this was his original site?

>....Last I heard from Derek was not long after Dave Ewens of Tyne &
>Wear Atari User Group passed away....

Hadn't heard about that, when did he pass away?

> Derek was interested in publishing a program I was working on at
>the time....

Likewise, I'd been tinkering with some ideas for games (I used to work in
that field) and he was keen to see what I'd come up with. Derek has always
been a big source of encouragement to Atari developers - he was a very
enthusiastic member of BUG back in the 80's (I think it was down to him that
the club continued to operate well into the 90's).

> A few weeks ago I dug out an emulator for the PC and Mac/65. It
>was just like riding a bicycle again....

Actually, that's why I'm here again....decided to have a bash at 6502 again.
Been looking for tools which run under Win2k - got an emulator and assembler
but the disassembler is proving problematical.

My favourite, DIS6502, appears to have issues with the NTFS file system.
:-(It works, but....

Oh, any idea where I can find some ROM images of Atari carts in ".BIN"
format? I've tried many of the usual sites but they all seem to have them in
".ATR" format. :-(

TTFN - Pete.

5837. Re: Curse of Ra (epyx)

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-24 03:44:38 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <G_xr7.4273$ly2.1113599113@newssvr12.news.prodigy.com>
Source record: 33960

Thanks Russ, that's the 800XL version in machine language. The one I'm seeking (and not finding) is 'The Curse of Ra' written in BASIC for the 800/400 computers. It has an entirely different look although game play is essentially the same. I've sent you an ATR of the innkeeper and dunjonmaster from the cassette version of 'Temple of Asphai' which loads the data from the curse tape. If anyone else wants to help me on this let me know and I'll fill you in. Thanks, Mo.

Russ Gilbert wrote in message <3bae3519$0$1529$4c5ecdc7@news.erinet.com>...
>I think I found 'Curse of Ra' as part of Temple of Aphshai, Epyx, 1985
>boot disk available in ftp.spudster.org or www.spudster.org, the
>cth archive under games/atr/t/templeof.zip there are two other
>templeofaphshai, but I think the one I mention is the one you're looking
>for.
>Russg
>
>

5838. Re: xf551 questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-24 03:57:29 UTC
From: llpwhite@cs.com
Message-ID: <20010923235729.11348.00000489@mb-fv.news.cs.com>
Source record: 33961

>I did this with a Epron combo 5.25"/3.5" drive and it worked good...<

Hi Steve-
There should be a couple of other issues with this type of modification, and I wonder what your experiences were.

All combo drives are 1.2 MB high density drives in the 5-1/4" portion. HD 5-1/4" drives are designed to spin at 360 rpm (not 300). In a PC, even when a HD 5-1/4" drive is reading or writing a DD disk, it still spins at 360 rpm. When you did this mod, was this an issue? Perhaps the 551 board electronics automatically spins it at 300 (and then electically compensates down to be equivalent to 288)? All 3-1/2" drives are designed to spin at 300 -- from 720K to 2.88 MB units.

Second, the R/W and erase heads are too narrow as compared to a 360K DD drive. So if you mix erasing and writing with disks created with a regular SD/DD type drive, the tracks should get messed up, even if you double step to get a "40 track" drive. If you never mix disks, this wouldn't be an issue.

Third, what kind of disks would one use? The R/W heads are really designed for HD disks, and those are significantly different than DD disks. Did you use regular or HD disks?

Larry

5839. Re: xf551 questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-24 04:22:16 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.16187ef4edb518a98969e@news.nacs.net>
Source record: 33963

In article <20010923235729.11348.00000489@mb-fv.news.cs.com>,
llpwhite@cs.com says...
> >I did this with a Epron combo 5.25"/3.5" drive and it worked good...<
>
> Hi Steve-
> There should be a couple of other issues with this type of modification, and I
> wonder what your experiences were.
>
> All combo drives are 1.2 MB high density drives in the 5-1/4" portion. HD
> 5-1/4" drives are designed to spin at 360 rpm (not 300). In a PC, even when a
> HD 5-1/4" drive is reading or writing a DD disk, it still spins at 360 rpm.
> When you did this mod, was this an issue? Perhaps the 551 board electronics
> automatically spins it at 300 (and then electically compensates down to be
> equivalent to 288)? All 3-1/2" drives are designed to spin at 300 -- from
> 720K to 2.88 MB units.

I selected the Epson units I used because they include a jumper
for 300 RPM operation on the 5.25" drive. I no longer have the drives
in question but I have the Epson data sheet, the model number is
SD-800/SD-880.

They are really expensive to purchase new. I got a few off eBay
for $5 or so each, a steal really considering how easy they were to
install.

> Second, the R/W and erase heads are too narrow as compared to a 360K DD drive.
> So if you mix erasing and writing with disks created with a regular SD/DD type
> drive, the tracks should get messed up, even if you double step to get a "40
> track" drive. If you never mix disks, this wouldn't be an issue.

The 5.25" drive on the epson is an 80 track drive, so it would
never read or write a disk made in a 1050 or stock XF551. With a
double-stepping mod to the rom it would happily read 1050 disks, in fact
it would read track 0 always, but i didnt perform this particular mod.

> Third, what kind of disks would one use? The R/W heads are really designed for
> HD disks, and those are significantly different than DD disks. Did you use
> regular or HD disks?

I dont recall having any problems formatting DS/DD disks in the
drive, even at 80 tracks. The disks were real blank disks of course,
not previously formatted in the Atari.

The 3.5" drive operated fine on DS/DD disks as well, 720k per disk
in double density/80 tracks/double sided mode.

Steve

5840. Re: Curse of Ra (epyx)

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-24 05:11:34 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <agzr7.6400$lv5.2927750285@newssvr11.news.prodigy.com>
Source record: 33964

My mistake, it this trilogy does run on the 800 without BASIC. The one I'm looking for/trying to make a disk version for is the older BASIC version. Thanks again, Mo.

Mo wrote in message ...
>Thanks Russ, that's the 800XL version in machine language.

5841. Re: 800XL & Coin-op games

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-24 12:12:27 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <9on7va$so5$1@thorium.cix.co.uk>
Source record: 33965

Tapper and Rampage were both out on disk

Tapper was proudly badged as Sega, Rampage I think was an Activision game
(or converted by them) and most playable.

Never saw the other two on the 8 bit. But we didn't get eveything here in
the UK.

JP

"Indy Dog" <indydog@adelphia.net> wrote in message
news:wEer7.259$W52.122432@news2.news.adelphia.net...
> Hey everyone-
>
> Does anyone know if the following games were released for the 800XL (on
disk
> or cart):
>
> -Tapper
> -Indiana Jones & the Temple of Doom
> -PaperBoy
> -Rampage
>
> I know these are some of the most popular VCS/coin-op titles, but I can't
> find them for the 8-bit computers.
>
> Thanks!
>
> -KB
>
>

5842. Re: Am I missing something here? (Ebay remark)

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-24 12:21:55 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <9on8h2$t1q$1@thorium.cix.co.uk>
Source record: 33966

If your missing something, I sure am as well!

Disturbing.

"Mo" <mygranny@swbell.net> wrote in message
news:5tfr7.4004$cA4.1035274362@newssvr12.news.prodigy.com...
> Are these carts really that rare? I have fantastic voyage, monster maze,
and
> alien garden. Maybe I should get them insured!
> Mo
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1275431643
>
>
>

5843. Re: Page 6 magazine

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-24 14:21:37 UTC
From: postmaster@mkeates.f9.co.uk
Message-ID: <RjHr7.35$bi6.2349@stones>
Source record: 33967

Pete wrote:

> Oh, any idea where I can find some ROM images of Atari carts in ".BIN"
> format? I've tried many of the usual sites but they all seem to have them in
> ".ATR" format. :-(

I've loaded the games from disk versions of carts
into A800Win, gone into the debugger and saved the
memory to a file. You can then use Attach Cart Image.

Didn't work for all of them (?) but quite a few ;-)

Regards,

Mark

5844. LOOKING FOR THE TURBO-816 ROM

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-24 16:31:07 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3baf60a3$0$65659$e4fe514c@newszilla.xs4all.nl>
Source record: 33968

Hi,

Is there somebody who can send me a rom image from this OS please?

TXG

5845. BBS Software for Atari 8 bits wanted.

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-24 18:51:56 UTC
From: admin@straylighttech.com
Message-ID: <b2d16e47.0109241051.4052b5c1@posting.google.com>
Source record: 33969

I am putting together a repository of Atari 8 bit (and other computer) BBS software. I was wondering if anyone here might have a copy of Atari BBS software that they could either point me to, or email (snail mail?) me.

This archive will be placed online for the purpose of making the search for such software easier for people - and also because I am a retro computer junkie.

I appreciate your time - and thanks.

Mark

5846. Re: Modem/Network Games for A8?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-24 19:02:05 UTC
From: admin@straylighttech.com
Message-ID: <b2d16e47.0109241102.526754e2@posting.google.com>
Source record: 33970

Does anyone remember "Games Computers Play", or "GCP"?? It's mentioned
in one of the Atari Online magazines (Antic I think?).. Was a virtual
world for the atari 8bit with email, games, etc.

I was wondering if anyone had the software for this or any additional
info to what the Antic article has?

"Rick D." <a8maestro@a8maestro.com> wrote in message
news:<3B9B959C.2D73933E@a8maestro.com>...
> Andreas Magenheimer wrote:
>
> > Well,
> > whats the difference between GL 1 and GL 2 ??? Is one version only for
> > two players (modified SIO cable) and the other one for 2-8 players or
> > whats the big difference ??? Finally, can you send me Modem chess and
> > modem battleship (if they are PD/Freeware/Shareware) ?? As an ATR, XFD
> > or DCM image. Would like to test them with my 2-player gamelink
> > adapter.. -andreas
> >
>
> Gamelink 1 uses joystick port 2 on each machine. Gamelink 2 uses the SIO
> port for 8 machines.
>
> I have GL1 and GL1 Battleship as files on my
> site(www.a8maestro.com...atari...8ball...software...games), cause I don't use
> emulators or images much.
>
> I'd have to search more to find modem chess and modem battleship, but I can
> post them to my site as well.
>
> Rick D.

5847. Re: Can I use a text source file w/ Atari BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-24 20:29:07 UTC
From: ejber Ozkan <ezz@NOSPAMozkan.co.uk>
Message-ID: <9oo50b$2fc$5@news6.svr.pol.co.uk>
Source record: 33971
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

I was thinking about this to recently (OCR book to atari), As I dont have an
atari no more ,any chance one of the emulators could cut-n-paste into basic
or any other ideas to OCR & transfer to an atari image basic file?
"news.freeuk.net" <stevesweet@freeuk.com> wrote in message
news:TL6n7.39836$y_3.2793232@nnrp3.clara.net...
> Hi John
>
> > I have a large Atari BASIC program that I am going to be entering
> > from a book by hand. Sound familiar? Anyone... Anyone...
>
> Oh the joy.....
>
> ......of missing a comma.
>
> > I would rather key this program into a full screen text editor on my
> > PC and transfer it over to my Atari 800. Which I can do. I have
> > Steve Tuckers APE software and a SIO2PC cable.
>
> Why not scan the book, OCR it and merge the texts into a single file and
> load it into your basic editor/compiler.
>
> --
> Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>

5848. Re: Sears Programs ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-24 21:31:44 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0109241331.446c3005@posting.google.com>
Source record: 33972

> Yes they did. My wife, some neighbors and I used to play "Oil Wells"
> that was released under the Sears label. I have no idea who actually
> wrote it (BTW, it was in Basic and on cassette tape!).
>
> --Charles

Oil's Well was a Sierra On-Line title. At least by 1983 it was. Don't know if it had some prior history with a small company. I remember the local Sears having a lot of APX titles and buying "Eastern Front" there. Don't remember any Sears brand 800 stuff. It would be interesting to locate an old catalogue.

---Gene

5849. Re: Busted 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-24 21:49:16 UTC
From: wssenterprises@ntlworld.com
Message-ID: <1f09gfs.d8c8gm1itfsqwN%wssenterprises@ntlworld.com>
Source record: 33973

Russ Gilbert <russg@en.com> wrote:

> (1050 not working)
> By not working, you mean the power LED doesn't come on when
> you turn the switch on.

It did to start with, and I heard the head move (as it does when you first switch on), but a few minutes later, the LED was out and the drive was dead!

> That indicates a power supply problem, I would think.

But not the external power supply, because I've checked that with a multimeter. It has to be something internal. Also, the heatsink is warming up, so power must be getting in there - It's just not doing anything with it.

> I don't really understand the thing about not plug/unplug the SIO with
> the transformer plugged in (it doesn't matter if the computer is on
> says Rich Meir in the A8FAQ). I'd turn off the computer for SIO
> plug/unplug, but Meir says also unplug the power adapter from the 1050.
> Time for a SIO2PC/APE cable.

I guess it's buggered then. Anyone got one for sale? I just hope the US Doubler chips haven't blown, 'cos most of what I've got on that format. :-(

--
Cheers
Wayne Stuart

5850. ATR of AtariWriter?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-24 22:01:38 UTC
From: ebaiz@skyenet.net
Message-ID: <63Or7.283$r41.166684@newsfeed.slurp.net>
Source record: 33974

Hello,

I was just wondering if there was an ATR image file of AtariWriter and
if so, why can I download it from?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5851. Loading from 'ready'?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-24 22:32:14 UTC
From: infinite_twilight@yahoo.com
Message-ID: <c32cb12e.0109241432.22c6d63a@posting.google.com>
Source record: 33975

Hit me if you will.. But as I was writing a paper on various simulators / games, I remembered how much I played SCRAM until my floppy disk drive died on my Atari 800xl (that happened about 6 years ago). I was motivated to go and find an emulator, rom, etc and the game as an .atr file, but in my lack of using an Atari in so long, i found that i have totally forgotten how to do anything except program in basic from the "ready" prompt. Can anyone help me / poke me at some sort of document telling me how to load a game (using xformer 2000 and the documentation did not say anything at all about loading games, i tried putting the game as teh second disk drive but then could not figure out how to access it).

Many thanks to any one who does not merely dismiss me as a stupid teenage girl (i'm not! i have my ccna, a+ and mcse2000 and have only forgotten how to use Atari due to lack of use)

~me

5852. Re: xf551 questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-24 23:07:41 UTC
From: Pete <nospam@wintermute.org.uk>
Message-ID: <9oohvg$e7ood$1@ID-15679.news.dfncis.de>
Source record: 33976

Hi,

> HD 5-1/4" drives are designed to spin at 360 rpm (not 300). In a PC,
>even when a HD 5-1/4" drive is reading or writing a DD disk, it still
>spins at 360 rpm....

There are actually dual speed 1.2Mb drives, these switch between 300 and 360 RPM depending on the density setting. All 1.2Mb drives have this line on the connector, but on the more common single speed drives it only alters the write current.

Teac used to make dual speed 1.2Mb drives (I have a couple), but they are a *LOT* less common than single speed units - they required "special" (read "more expensive") floppy controllers so never really took off in PC circles.

> Third, what kind of disks would one use? The R/W heads are really
>designed for HD disks, and those are significantly different than DD
>disks....

Use ordinary 360K (DD) disks - as long as you set the density select line (/DEN?) correctly!

In practice all you need to worry about is that HD discs require a higher write current than DD ones. If you don't lower the write current when writing to DD discs the signal recorded on the disc could be distorted making it difficult, or impossible, to recover.

TTFN - Pete.

5853. Re: Busted 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-24 23:45:52 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3baffb70$0$1525$4c5ecdc7@news.erinet.com>
Source record: 33978

Wayne.
Uhm, hope Rick Cortese or maybe Bob Klass or one of the other
electronics people picks up here.
I think there's a bridge rectifier in most A8 hardware. It is like
4 diodes in a circle (really not too swift on this stuff). If you open
up the drive and check some voltages around the entry of the
9v AC, you may find something interesting, like a diode that's open
or shorted, I'd guess open, nothing goes either way.
Since the power LED doesn't come on, it sounds like something
very near to the 9v input (I think I said that).
Maybe some hardware type could make a 'howto' or something
about 1050s. The problem with that is the 1050, like most A8 stuff
is a little complicated for the uninitiated.
Just rambling. Good luck.
Russg

5854. Re: BBS Software for Atari 8 bits wanted.

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-25 01:22:10 UTC
From: NoOne@FakeEmail.com
Message-ID: <9126D4854CTHEnterprises@205.212.123.11>
Source record: 33977

Did somebody say "Atari BBS"? ;-)

telnet://cth.dtdns.net
ftp://ftp.spudster.org/pub/Atari/CTH/Utilities/BBS/
http://cth.dtdns.net/BBSes/Other8bitBBSes.html
http://cth.dtdns.net/BBSes/Digest1.txt
http://cth.dtdns.net/telnet.html
http://cth.dtdns.net/pro/Pro1.html
http://cth.dtdns.net/BBSes/OldBBSList.html
http://cth.dtdns.net/interviews/intro.html
http://groups.yahoo.com/group/80sBBS
http://www.bbsdocumentary.com/SOFTWARE/
http://www.bbsdocumentary.com/
http://bbslist.textfiles.com/
http://www.textfiles.com/history/

admin@straylighttech.com (mark) wrote in
<b2d16e47.0109241051.4052b5c1@posting.google.com>:

>I am putting together a repository of Atari 8 bit (and other computer)
>BBS software. I was wondering if anyone here might have a copy of
>Atari BBS software that they could either point me to, or email (snail
>mail?) me.
>
>This archive will be placed online for the purpose of making the
>search for such software easier for people - and also because I am a
>retro computer junkie.
>
>I appreciate your time - and thanks.
>
>Mark
>

5855. FA: Atari 800-XL System

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-25 03:41:22 UTC
From: Dan <dan@dantiques.com>
Message-ID: <p2Tr7.1919$2I2.390775@news.uswest.net>
Source record: 33979

A complete system with console, 1050 Disc Drive, both power supplies, data cable, DOS 2.5 diskette, RF switch with correct cable, manuals for computer, disc drive and DOS. Basic, Pac-Man and Missile Command carts with joystick makes a Plug 'n Play system!
Condition is Excellent. Works as new. Looks great but there are a few scratches on the top of the disc drive trim.
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1277980842

5856. Re: Loading from 'ready'?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-25 04:28:22 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <GJTr7.4464$Wo5.1214241849@newssvr12.news.prodigy.com>
Source record: 33980

GIRLS NOT ALLOWED!!! Just kidding 8-). I don't know much about Xformer, I use A800WIN. But I'd imagine any real emulator would function the same, try putting the game disk in as disk one and then make the emulator reboot. Remember in the day, you lit the drive up- loaded the disk and then turned the computer on>? I'm afraid any MCSE isn't going to be much help in the realm of Atari!
Mo

infinite twilight wrote in message ...
>Hit me if you will.. But as I was writing a paper on various
>simulators / games, I remembered how much I played SCRAM until my
>floppy disk drive died on my Atari 800xl (that happened about 6 years
>ago). I was motivated to go and find an emulator, rom, etc and the
>game as an .atr file, but in my lack of using an Atari in so long, i
>found that i have totally forgotten how to do anything except program
>in basic from the "ready" prompt. Can anyone help me / poke me at some
>sort of document telling me how to load a game (using xformer 2000 and
>the documentation did not say anything at all about loading games, i
>tried putting the game as teh second disk drive but then could not
>figure out how to access it).
>
>Many thanks to any one who does not merely dismiss me as a stupid
>teenage girl (i'm not! i have my ccna, a+ and mcse2000 and have only
>forgotten how to use Atari due to lack of use)
>
>~me

5857. Name of an A.N.A.L.O.G. game, please

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-25 04:35:54 UTC
From: james <jamesrfr@SPAMMENOThome.com>
Message-ID: <3BB00632.323B194D@SPAMMENOThome.com>
Source record: 33981

It was one of their type-ins, and I typed it in. Anyway, I'm trying to find it for an emulator.

You were piloting a lander craft, over an 8x8 or so grid. There was a small red dot in one square, you piloted over that one and dropped down to another 8x8 grid level, piloted to the red dot, and then dropped down to the final 8x8 grid level, with radiation volcanoes to avoid, and some other stuff (I think). Your radiation level, fuel, etc were arrayed along the right side of the screen. The ground was green grid, green radiation volcanoes, green everything.

Anyone else remember it and know where to get it? Besides the 200 or so disks in the other room, with the inactive 800xl? ;vD

5858. Re: Loading from 'ready'?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-25 04:36:06 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <WQTr7.4466$PG5.1215361152@newssvr12.news.prodigy.com>
Source record: 33982

I forgot, if it's not a basic game- make sure you 'remove' the basic
cartridge for the 400/800 or hold down 'option' for the 800XL. If you're not
sure try both until you figure it out.
Mo

Mo wrote in message ...
>GIRLS NOT ALLOWED!!! Just kidding 8-). I don't know much about Xformer, I
>use A800WIN. But I'd imagine any real emulator would function the same, try
>putting the game disk in as disk one and then make the emulator reboot.
>Remember in the day, you lit the drive up- loaded the disk and then turned
>the computer on>? I'm afraid any MCSE isn't going to be much help in the
>realm of Atari!
>Mo
>
>infinite twilight wrote in message ...
>>Hit me if you will.. But as I was writing a paper on various
>>simulators / games, I remembered how much I played SCRAM until my
>>floppy disk drive died on my Atari 800xl (that happened about 6 years
>>ago). I was motivated to go and find an emulator, rom, etc and the
>>game as an .atr file, but in my lack of using an Atari in so long, i
>>found that i have totally forgotten how to do anything except program
>>in basic from the "ready" prompt. Can anyone help me / poke me at some
>>sort of document telling me how to load a game (using xformer 2000 and
>>the documentation did not say anything at all about loading games, i
>>tried putting the game as teh second disk drive but then could not
>>figure out how to access it).
>>
>>Many thanks to any one who does not merely dismiss me as a stupid
>>teenage girl (i'm not! i have my ccna, a+ and mcse2000 and have only
>>forgotten how to use Atari due to lack of use)
>>
>>~me
>
>

5859. Re: Busted 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-25 04:52:25 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.1619d7826cbdab6798969f@news.nacs.net>
Source record: 33983

In article <1f09gfs.d8c8gm1itfsqwN%wssenterprises@ntlworld.com>,
wssenterprises@ntlworld.com says...
> Russ Gilbert <russg@en.com> wrote:
>
> > (1050 not working)
> > By not working, you mean the power LED doesn't come on when
> > you turn the switch on.
>
> It did to start with, and I heard the head move (as it does when you
> first switch on), but a few minutes later, the LED was out and the drive
> was dead!
>
> > That indicates a power supply problem, I would think.
>
> But not the external power supply, because I've checked that with a
> multimeter. It has to be something internal. Also, the heatsink is
> warming up, so power must be getting in there - It's just not doing
> anything with it.

I would suspect the regulator at Q7 (7805, a cheap part). Turn
the power switch to the ON position even though the light does not come
on, and measure the voltage between pin 3 of this regulator and the
large aluminum heatsink its attached to.

```
-----------------
------- X -------
------- X -------
-----------------
0000000000000000
0000000000000000
0000000000000000
00000 7805 000000
0000000000000000
0000000000000000
0000000000000000
| | |
| | |
| | |
1 2 3
```

This should be about 5V probably a little lower 4.8 or 4.9.
If its zero, check the voltage between pin 1 and the heatsink, this
should be well over 5V.

If there is voltage on pin 1, but not pin 3 then the regulator has failed, just replace it. You can get a 7805/7905 at any Radio Shack store. If there is no voltage on pin 1 then the problem is before the regulator.

Make sure the large electrolytic caps in the power section are not loose, and that none of the 6 rectifier type diodes in the drive have failed.

Steve

5860. SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-25 08:49:36 UTC
From: Mirko Bulaja <mirko.bulaja@avl.com>
Message-ID: <9opgcl$f36$1@fstgss02.tu-graz.ac.at>
Source record: 33984

Hello,

I've retreived my old Atari from my cousin's basement, but he lost most of my old tapes. So I'd like to buy a SIO2PC cable, but I can't pay via PayPal (from Croatia), and money order here is seriously overchared on small ammounts (100-200%). Can I buy this cable directly with credit card somewhere?

Thanks in advance,
Mirko Bulaja

5861. Re: Name of an A.N.A.L.O.G. game, please

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-25 11:56:30 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3bb0a6b1$0$1531$4c5ecdc7@news.erinet.com>
Source record: 33986

I think this may be lunar lander.
There were more than one lunar lander programs, but one was
from ANALOG.
You can find lunar lander at ftp.spudster.org if you look hard enough
maybe.
Russg

5862. Re: Loading from 'ready'?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-25 12:03:41 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3bb0a860$0$1529$4c5ecdc7@news.erinet.com>
Source record: 33987

You say you have the game, tried to load it from D2: in
xformer 2000. You get the READY prompt, so you have
BASIC ROM installed correctly. If you are booting from
some .atr (no I think xformers uses xfds), anyway to get
to the DUP. menu you type 'DOS' from READY. Then
you can look at what's on D2: with 'A' and 'D2:*.*'.
Uhm. I think you may have a BASIC version of SCRAM.
If so from the READY prompt you'd type 'RUN "D2:SCRAM.BAS"
or something like that (no leading '). You can just load the
BAS file with LOAD "D2:SCRAM.BAS.
There's a BASIC tutorial by Bill Kendrick someplace. Look in
the A8FAQ, the location to find is mentioned in the CSA8 Welcome
to comp.sys.atari.8bit, by Michael Current.
Russg

5863. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-25 12:51:30 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B7D5CBE2.104C3%bobo_snyder@hotmail.com>
Source record: 33985

> I've retreived my old Atari from my cousin's basement, but he lost most of
> my old tapes. So I'd like to buy a SIO2PC cable, but I can't pay via PayPal
> (from Croatia), and money order here is seriously overchared on small
> ammounts (100-200%). Can I buy this cable directly with credit card
> somewhere?
>

hi there,

i would think that it would be best if you could make one. i bet you could order most of the parts online from a electronics dealer and order the sio cable from someone like best electronics who takes credit cards.

it would be probably cheaper to do it that way anyway.

bo

5864. Re: BBS Software for Atari 8 bits wanted.

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-25 17:15:18 UTC
From: admin@straylighttech.com
Message-ID: <b2d16e47.0109250915.381c7d0d@posting.google.com>
Source record: 33988

Thanks a ton Tom..

NoOne@FakeEmail.com (Tom Hunt) wrote in message
news:<9126D4854CTHEnterprises@205.212.123.11>...
> Did somebody say "Atari BBS"? ;-)
>
> telnet://cth.dtdns.net
> ftp://ftp.spudster.org/pub/Atari/CTH/Utilities/BBS/
> http://cth.dtdns.net/BBSes/Other8bitBBSes.html
> http://cth.dtdns.net/BBSes/Digest1.txt
> http://cth.dtdns.net/telnet.html
> http://cth.dtdns.net/pro/Pro1.html
> http://cth.dtdns.net/BBSes/OldBBSList.html
> http://cth.dtdns.net/interviews/intro.html
> http://groups.yahoo.com/group/80sBBS
> http://www.bbsdocumentary.com/SOFTWARE/
> http://www.bbsdocumentary.com/
> http://bbslist.textfiles.com/
> http://www.textfiles.com/history/
>
>
>
> admin@straylighttech.com (mark) wrote in
> <b2d16e47.0109241051.4052b5c1@posting.google.com>:
>
> >I am putting together a repository of Atari 8 bit (and other computer)
> >BBS software. I was wondering if anyone here might have a copy of
> >Atari BBS software that they could either point me to, or email (snail
> >mail?) me.
> >
> >This archive will be placed online for the purpose of making the
> >search for such software easier for people - and also because I am a
> >retro computer junkie.
> >
> >I appreciate your time - and thanks.
> >
> >Mark
> >

5865. Atari Hacking/Phreaking Programs??

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-25 17:25:06 UTC
From: admin@straylighttech.com
Message-ID: <b2d16e47.0109250925.544ccae9@posting.google.com>
Source record: 33989

I have already posted one message searching for Atari BBS software for a public archive I am putting up.

This archive will also have programs related to computer hacking and telephone phreaking for all platforms. The reason for this collection is purely nostalgic, and because I have come across many people who are searching for these types of programs for odd machines.

I realize that most of the programs do not work - which really isnt even a concern. I also realize that some of you may think that a compilation of such software is not worth spending time on - which I am also not really concerned with. I used this software nearly 20 years ago, and unfortunately lost my Atari software collection. I would like to rebuild it, and also put in online, along with the BBS Archives, and make them available for people interested in all retro computers.

If you can help, I would appreciate your response. My email address is admin@straylighttech.com, I will also be checking this board frequently.

Mark

5866. ST Xformer?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-25 17:26:10 UTC
From: admin@straylighttech.com
Message-ID: <b2d16e47.0109250926.6c755563@posting.google.com>
Source record: 33990

Has anyone used ST Xformer to emulate the 8bit? How does it work, what percentage of stuff works on it?

I realize that ST Xformer runs on the ST, and this is an 8-bit newsgroup - but I thought that some people here might have some info regarding my question.

Thanks,
Mark

5867. Re: ST Xformer?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-25 17:40:53 UTC
From: Lonny Pursell <syntax.error@line.22>
Message-ID: <Pine.MNT.4.31.0109251337130.101-100000@Hades060>
Source record: 33996

On 25 Sep 2001, mark wrote:

> Has anyone used ST Xformer to emulate the 8bit? How does it work, what
> percentage of stuff works on it?
>
> I realize that ST Xformer runs on the ST, and this is an 8-bit
> newsgroup - but I thought that some people here might have some info
> regarding my question.

I found that it don't work at all on my Hades060.
But seriously it is slow on a TT if you can find the special
cache disabled version. It never was pollished or in my opinion
finished to where I'd call it useable. I like Draco's EmuXL
which is fairly quick, runs on my Hades060 even with MiNT,
however it's still in development.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5868. Re: ST Xformer?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-25 18:24:49 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tr1iuch77h52f9@corp.supernews.com>
Source record: 33991

"mark" <admin@straylighttech.com> wrote in message
news:b2d16e47.0109250926.6c755563@posting.google.com...
> Has anyone used ST Xformer to emulate the 8bit? How does it work, what
> percentage of stuff works on it?
>
> I realize that ST Xformer runs on the ST, and this is an 8-bit
> newsgroup - but I thought that some people here might have some info
> regarding my question.

I used it, even had the cable for putting an 8 bit drive on the ST printer port. The emulation was less then perfect, not enough horse power in an 8 MHz ST to get it done. It works for things like light programming in BASIC or games that don't push the limits of the original system.

5869. Re: Can I use a text source file w/ Atari BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-25 20:05:22 UTC
From: 3Y3 <eruminski@sympatico.ca>
Message-ID: <Tp5s7.5611$%r.1657566@news20.bellglobal.com>
Source record: 33992
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

As far as i know (i havn't done it but a pal of mine did something similar)
you can do this.
Of course just copying and pasting the code into basic will not do it, as in
some cases you might need the actual sprite files (but most often the sprite
data would have been coded into all that code your pasting).

I'll have some code available on a web site thats in development by the end
of november. I'll post the link if anyone is interested then.

3Y3

"ejber Ozkan" <ezz@NOSPAMozkan.co.uk> wrote in message
news:9oo50b$2fc$5@news6.svr.pol.co.uk...
> I was thinking about this to recently (OCR book to atari), As I dont have
an
> atari no more ,any chance one of the emulators could cut-n-paste into
basic
> or any other ideas to OCR & transfer to an atari image basic file?
> "news.freeuk.net" <stevesweet@freeuk.com> wrote in message
> news:TL6n7.39836$y_3.2793232@nnrp3.clara.net...
> > Hi John
> >
> > > I have a large Atari BASIC program that I am going to be entering
> > > from a book by hand. Sound familiar? Anyone... Anyone...
> >
> > Oh the joy.....
> >
> > ......of missing a comma.
> >
> > > I would rather key this program into a full screen text editor on my
> > > PC and transfer it over to my Atari 800. Which I can do. I have
> > > Steve Tuckers APE software and a SIO2PC cable.
> >
> > Why not scan the book, OCR it and merge the texts into a single file and
> > load it into your basic editor/compiler.
> >
> > --
> > Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> > * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
> >
> >
>
>

5870. Re: I need a HEX editor for my 800...

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-25 20:35:22 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <eU5s7.16625$Hx1.1482982@newsread1.prod.itd.earthlink.net>
Source record: 33993

It is all in the Input/Output Control Block (IOCB); there are 8 - all the
same, starting with #0 at 832 ($340). IOCB #3 happens to start at 880,
making offsets easy to follow in decimal:
881 is device number
882 is the command - open, read, write, close
884,5 is the address - of device name or buffer
888,9 is the byte count to send/receive
890 is auxillary byte #1 - 4=read in, 8=write out...
891 is auxillary #2 - 128=C: short IRG...
see Mapping pg 85 after address 944

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Mo" <mygranny@swbell.net> wrote in message
news:I0fr7.6217$rt1.2816418962@newssvr11.news.prodigy.com...
> Exactly, it does use a new character set and it loads it at the beginning
of
> the program which is where I spotted these lines of code, right after the
> title screen and before the 'innkeeper' actually comes up. That was
> something I overlooked and would definitely be necessary for the disk
> version. I found the CIOV routine while flipping through an extremely
ragged
> copy of 'mapping the atari'. It gave me just enough information to get me
> really frustrated. I can see how the routine works to start a load, but
how
> do I tell it where in memory to store it and how do I tell it to put it on
> disk? Forgive me for being such a newbie, until now I never had a use for
> any vectors.
> I'll make a copy of the program without the data files on an ATR and email
> it to you if you want. Thanks, Mo.

5871. Re: 800XL & Coin-op games

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-25 21:25:59 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <HD6s7.81812$J7.1215549@dbsch1.home.nl>
Source record: 33898

Indy Dog <indydog@adelphia.net>

: Does anyone know if the following games were released for the 800XL (on disk
: or cart):

: -Tapper
Yes, on disk..

: -Indiana Jones & the Temple of Doom
Yes, on disk.

: -PaperBoy
No.

: -Rampage
Yes, on disk (and tape)...

--

Grtx, Sysop Fox--1 http://www7.brinkster.com/atari
http://punkenpro.does.it
Remember what the dormouse said...

5872. Re: Can I use a text source file w/ Atari BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-25 21:36:12 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <gN6s7.16706$Hx1.1492766@newsread1.prod.itd.earthlink.net>
Source record: 33994
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

It is a snap... clean up the OCR scan in WordPad or any editor you can search and replace ones for lower case L's or upper case I's and zeros for upper case O's.

Next use Ken Siders Atari Utility for Windows to insert the file into an .ATR image and ENTER it into A8 Basic on your emulator. If you did a fair cleanup job, you will have only a few error lines displayed. If you have more than one screen full, then LIST it out to a file, and bring it up in TextPro to search for 'ERR' and fix the lines. After you have it checked by DCheck or Typo you can SAVE the code to a tokenized file.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"ejber Ozkan" <ezz@NOSPAMozkan.co.uk> wrote in message
news:9oo50b$2fc$5@news6.svr.pol.co.uk...
> I was thinking about this to recently (OCR book to atari), As I dont have
an
> atari no more ,any chance one of the emulators could cut-n-paste into
basic
> or any other ideas to OCR & transfer to an atari image basic file?
> "news.freeuk.net" <stevesweet@freeuk.com> wrote in message
> news:TL6n7.39836$y_3.2793232@nnrp3.clara.net...
> > Hi John
> >
> > > I have a large Atari BASIC program that I am going to be entering
> > > from a book by hand. Sound familiar? Anyone... Anyone...
> >
> > Oh the joy.....
> >
> > ......of missing a comma.
> >
> > > I would rather key this program into a full screen text editor on my
> > > PC and transfer it over to my Atari 800. Which I can do. I have
> > > Steve Tuckers APE software and a SIO2PC cable.
> >
> > Why not scan the book, OCR it and merge the texts into a single file and
> > load it into your basic editor/compiler.

5873. Re: ATR of AtariWriter?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-25 21:38:53 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <NP6s7.13799$W83.1379348@newsread2.prod.itd.earthlink.net>
Source record: 33995

Never seen the copy protected AW+ around; I did see an .ATR of the 16K cart
original AW.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
> Hello,
>
> I was just wondering if there was an ATR image file of AtariWriter and
> if so, why can I download it from?

5874. Re: Name of an A.N.A.L.O.G. game, please

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-25 22:13:09 UTC
From: david_p@istop.com
Message-ID: <9127B81D5davidpistopcom@216.187.106.195>
Source record: 33897

russg@en.com (Russ Gilbert) wrote in
<3bb0a6b1$0$1531$4c5ecdc7@news.erinet.com>:

>I think this may be lunar lander.
>There were more than one lunar lander programs, but one was
>from ANALOG.
>You can find lunar lander at ftp.spudster.org if you look hard enough
>maybe.
>Russg
>
>
>

Retrofire, from ANALOG 14 I think. Another Tom Hudson production.

David P.

5875. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-26 00:59:09 UTC
From: ebaiz@skyenet.net
Message-ID: <xL9s7.2363$n12.36748@newsfeed.slurp.net>
Source record: 33899

On 25 Sep 2001 10:49:36 , "Mirko Bulaja" wrote:
>Hello,
>
>I've retreived my old Atari from my cousin's basement, but he lost most of
>my old tapes. So I'd like to buy a SIO2PC cable, but I can't pay via PayPal
>(from Croatia), and money order here is seriously overchared on small
>ammounts (100-200%). Can I buy this cable directly with credit card
>somewhere?
>
>Thanks in advance,
>Mirko Bulaj

Hello,

Try the site below:

http://home.t-online.de/home/tgrasel/restarte.htm

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5876. Re: ST Xformer?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-26 00:59:11 UTC
From: ebaiz@skyenet.net
Message-ID: <zL9s7.2364$n12.36833@newsfeed.slurp.net>
Source record: 33900

On 25 Sep 2001 10:26:10 , mark wrote:
>Has anyone used ST Xformer to emulate the 8bit? How does it work, what
>percentage of stuff works on it?
>
>I realize that ST Xformer runs on the ST, and this is an 8-bit
>newsgroup - but I thought that some people here might have some info
>regarding my question.
>
>Thanks,
>Mark

I have and use it on my ST. Works pretty well if you can find and make
disk images for it. The ones I made worked great. Too bad Darek did not
upgrade the ST version.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5877. Re: Page 6 magazine

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-26 01:36:17 UTC
From: Pete <nospam@wintermute.org.uk>
Message-ID: <9ormjq$eo0bu$3@ID-15679.news.dfncis.de>
Source record: 33907

Hi Mark,

> I've loaded the games from disk versions of carts
>into A800Win, gone into the debugger and saved the
>memory to a file....

D'OH (slaps forehead).

Thanks for that....don't know why I didn't think of it myself.

TTFN - Pete.

5878. XL printers

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-26 02:00:07 UTC
From: Indy Dog <indydog@adelphia.net>
Message-ID: <HEas7.459$W52.304454@news2.news.adelphia.net>
Source record: 33901

Hey everyone-

Besides the 1020, 1025 and 1027, are there any printers that actually made it to market that will work with the 800XL? How about from companies besides Atari.

-ID

5879. Atari processors/bit-rates

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-26 02:03:52 UTC
From: Indy Dog <indydog@adelphia.net>
Message-ID: <clas7.460$W52.304760@news2.news.adelphia.net>
Source record: 33902

Hey everyone-

I need the following info verified (or in the blank spaces I need info
period) for a story I'm doing on older computers. Any help is appreciated.

bit-rate clock speed (MHz)
VCS 2600 4
VCS 5200 4 1.79
VCS 7800 4
Atari XLs 8 1.79
Atari XEs 8 1.79
Atari ST 16
NES 8

Thanks!

5880. Re: ST Xformer?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-26 02:28:18 UTC
From: admin@straylighttech.com
Message-ID: <b2d16e47.0109251828.6e30f8a1@posting.google.com>
Source record: 33903

Does anyone know if there is a better XL/XE emulator for the ST? I
realize that there are plenty for the PC, but I would much rather
emulate Atari on Atari. Call me sentimental - or not sensible.

Mark

Lonny Pursell <syntax.error@line.22> wrote in message
news:<Pine.MNT.4.31.0109251337130.101-100000@Hades060>...
> On 25 Sep 2001, mark wrote:
>
> > Has anyone used ST Xformer to emulate the 8bit? How does it work, what
> > percentage of stuff works on it?
> >
> > I realize that ST Xformer runs on the ST, and this is an 8-bit
> > newsgroup - but I thought that some people here might have some info
> > regarding my question.
>
> I found that it don't work at all on my Hades060.
> But seriously it is slow on a TT if you can find the special
> cache disabled version. It never was pollished or in my opinion
> finished to where I'd call it useable. I like Draco's EmuXL
> which is fairly quick, runs on my Hades060 even with MiNT,
> however it's still in development.
>
> ____
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5881. Re: XL printers

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-26 02:39:58 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <2ebs7.14368$W83.1441101@newsread2.prod.itd.earthlink.net>
Source record: 33904

The XDM121 is a direct connect daisy wheel for any Atari 400/800/XL/XE; it
does not require a parallel interface adapter. Seems like the Okimate 10 had
a model for the Atari 8 series and maybe Axiom did too.

Any Centronics parallel type printer functions with the interface modules.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Indy Dog" <indydog@adelphia.net> wrote in message
news:HEas7.459$W52.304454@news2.news.adelphia.net...
> Hey everyone-
>
> Besides the 1020, 1025 and 1027, are there any printers that actually made
> it to market that will work with the 800XL? How about from companies
> besides Atari.

5882. Re: XL printers

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-26 03:41:40 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <U7cs7.4957$ub6.1821843591@newssvr30.news.prodigy.com>
Source record: 33905

Yeah I have an Okimate 10 (or two or three), they were clever in that they made one printer and seperate interface cartridges (for the printer) that would connect it to just about every computer built 'in the day'. Unfortunately the Atari interface for it is shot and I'm back on my trusty 1025, which is my favorite because of the typewriter ribbon thats cheap and easy to find as well as an easy paper load. The Okimate gives me a headache every time I try to load it's paper! Talk about close tolerances (tiny paper slot).
Mo

Ron Hamilton wrote in message
<2ebs7.14368$W83.1441101@newsread2.prod.itd.earthlink.net>...
>The XDM121 is a direct connect daisy wheel for any Atari 400/800/XL/XE; it
>does not require a parallel interface adapter. Seems like the Okimate 10
had
>a model for the Atari 8 series and maybe Axiom did too.
>
>Any Centronics parallel type printer functions with the interface modules.
>
>--
>-Ron
>
>Experience is something you don't get until just after you need it.
>http://www.atariland.com/members/oldatarian
>
>"Indy Dog" <indydog@adelphia.net> wrote in message
>news:HEas7.459$W52.304454@news2.news.adelphia.net...
>> Hey everyone-
>>
>> Besides the 1020, 1025 and 1027, are there any printers that actually
made
>> it to market that will work with the 800XL? How about from companies
>> besides Atari.
>
>
>

5883. Re: I need a HEX editor for my 800...

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-26 03:44:29 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <xacs7.4958$zg6.1822175274@newssvr30.news.prodigy.com>
Source record: 33906

Workin' on it, can you hear my brain gears grinding? Actually Russ G. sent
me a sample program to rip the data file from tape to disk. I'm still toying
around with it. I'll post back when I have some results. Thanks, Mo.

Ron Hamilton wrote in message ...
>It is all in the Input/Output Control Block (IOCB); there are 8 - all the
>same, starting with #0 at 832 ($340). IOCB #3 happens to start at 880,
>making offsets easy to follow in decimal:
>881 is device number
>882 is the command - open, read, write, close
>884,5 is the address - of device name or buffer
>888,9 is the byte count to send/receive
>890 is auxillary byte #1 - 4=read in, 8=write out...
>891 is auxillary #2 - 128=C: short IRG...
>see Mapping pg 85 after address 944
>
>--
>-Ron
>
>Experience is something you don't get until just after you need it.
>http://www.atariland.com/members/oldatarian
>
>"Mo" <mygranny@swbell.net> wrote in message
>news:I0fr7.6217$rt1.2816418962@newssvr11.news.prodigy.com...
>> Exactly, it does use a new character set and it loads it at the beginning
>of
>> the program which is where I spotted these lines of code, right after the
>> title screen and before the 'innkeeper' actually comes up. That was
>> something I overlooked and would definitely be necessary for the disk
>> version. I found the CIOV routine while flipping through an extremely
>ragged
>> copy of 'mapping the atari'. It gave me just enough information to get me
>> really frustrated. I can see how the routine works to start a load, but
>how
>> do I tell it where in memory to store it and how do I tell it to put it
on
>> disk? Forgive me for being such a newbie, until now I never had a use for
>> any vectors.
>> I'll make a copy of the program without the data files on an ATR and
email
>> it to you if you want. Thanks, Mo.
>
>
>

>
>
>
>

5884. Re: Name of an A.N.A.L.O.G. game, please

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-26 05:08:44 UTC
From: james <jamesrfr@SPAMMENOThome.com>
Message-ID: <3BB162D8.6224E7E0@SPAMMENOThome.com>
Source record: 33908

David A Paterson wrote:
>
> Retrofire, from ANALOG 14 I think. Another Tom Hudson production.
>
> David P.

Perfect! And xlsearch immediately turned it. Thanks. Now, why did
I remember the white graphics as green?... :v) I've already crashed
a few times!

5885. Re: ST Xformer?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-26 07:44:07 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3BB18747.81B6DE93@siemens.at>
Source record: 33909

mark wrote:
>
> Does anyone know if there is a better XL/XE emulator for the ST? I
> realize that there are plenty for the PC, but I would much rather
> emulate Atari on Atari. Call me sentimental - or not sensible.

ST Xformer seems to work at about real speed on the ST but it does
not include PM Graphics emulation and it has lots of dirty hacks
in it to enhance performance. That's the reason why it doesn't
work on 68030 and later processors except maybe with caches turned
off.
There is another, complete, XL emulation under development for the
ST but although the guy who's working on it is very competent and
working hard for half a year I think, I doubt that he could ever
achieve anything near to real XL speed on the ST.
I am working on a 68030+ version of the Atari800 emulator and at
the moment have it running at about 1/4 of original speed on a
CT2B Falcon.

Gerhard

5886. Re: Name of an A.N.A.L.O.G. game, please

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-26 11:54:14 UTC
From: Itay Chamiel <itaycspam@cs.huji.ac.il>
Message-ID: <9osfk9$i96$1@news.huji.ac.il>
Source record: 33910

"james" <jamesrfr@SPAMMENOThome.com> wrote in message
news:3BB162D8.6224E7E0@SPAMMENOThome.com...
> David A Paterson wrote:
> >
> > Retrofire, from ANALOG 14 I think. Another Tom Hudson production.
> >
> > David P.
>
> Perfect! And xlsearch immediately turned it. Thanks. Now, why did
> I remember the white graphics as green?

Because it IS supposed to be green. High quality monitors don't artifact, so
hook your 800XL up to a TV set. :)

Or try the game on an emulator with artifacting enabled.

-itay
--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc

5887. Atari 7800 power supply question

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-26 13:35:41 UTC
From: Will <sushibunny@hotmail.com>
Message-ID: <3bb1d80b$1@news.iprimus.com.au>
Source record: 33911

Hi all,

I've recently picked up a 7800 console and a few carts to go with it. Unfortunately the power supply was not included, and I was wondering if anyone could suggest where I could get an alternate one (for an Australian system), or wether it is possible to make a power input connector to use a regular multi-voltage power supply instead?

Any info would be a great help, TIA.

Will

5888. Re: 800XL & Coin-op games

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-26 13:41:27 UTC
From: Semecky <semecky@saul-is.cz>
Message-ID: <9oslq4$5d6$1@news.nextra.cz>
Source record: 33912

Tapper and Rampage yes, PaperBoy no.

Atari XL/XE
semecky@saul-is.cz
http://go.to/semecky

"Paul Barker" <pbarker@ntlworld.com> wrote in message
news:f5qr7.7008$%a4.1749510@news2-win.server.ntlworld.com...
> Tapper and Rampage were available (I have one if not both). I'm pretty
sure
> PaperBoy was not as I remeber playing it on a friends C64 and wishing
> someone would do a conversion. I don't know about the Indy game though.
>
> PB
>
> "Indy Dog" <indydog@adelphia.net> wrote in message
> news:wEer7.259$W52.122432@news2.news.adelphia.net...
> > Hey everyone-
> >
> > Does anyone know if the following games were released for the 800XL (on
> disk
> > or cart):
> >
> > -Tapper
> > -Indiana Jones & the Temple of Doom
> > -PaperBoy
> > -Rampage
> >
> > I know these are some of the most popular VCS/coin-op titles, but I
can't
> > find them for the 8-bit computers.
> >
> > Thanks!
> >
> > -KB
> >
> >
>
>

5889. Re: 800XL & Coin-op games

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-26 13:53:08 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3BB1DDC4.E281C53D@mail.uni-mainz.de>
Source record: 33913

Well,
there was an Epyx game called "Indiana Jones" (do not know its full
name). Today, you can find this game in many PD archives under the name
"Beneath the Pyramids". there is also a Pd game called "The adventures
of Dr. Jones". Thats all I know about it. Tapper was from Sega, Rampage
from Activision; Paperboy (allthough from Atari Games or Tengen) not
avaiable for the 8bit Ataris... -andreas.

Pockets schrieb:
>
> Tapper and Rampage were both out on disk
>
> Tapper was proudly badged as Sega, Rampage I think was an Activision game
> (or converted by them) and most playable.
>
> Never saw the other two on the 8 bit. But we didn't get eveything here in
> the UK.
>
> JP
>
> "Indy Dog" <indydog@adelphia.net> wrote in message
> news:wEer7.259$W52.122432@news2.news.adelphia.net...
> > Hey everyone-
> >
> > Does anyone know if the following games were released for the 800XL (on
> disk
> > or cart):
> >
> > -Tapper
> > -Indiana Jones & the Temple of Doom
> > -PaperBoy
> > -Rampage
> >
> > I know these are some of the most popular VCS/coin-op titles, but I can't
> > find them for the 8-bit computers.
> >
> > Thanks!
> >
> > -KB
> >
> >

5890. Re: XL printers

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-26 14:02:52 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3BB1E00C.CFC7B3AF@mail.uni-mainz.de>
Source record: 33914

Well
besides Atari, there were quite many companies (to many to name them
all!) that produced such 7,8,9 or 24 pin printers. Some of them even
sold them with SIO cable (instead of standard printer cable). From Atari
I also know the following 8-bit printers: 820, 825, 1029, XMM 801 and
XDM 301 (not sure about the XDM printer). -Andreas.

Indy Dog schrieb:
>
> Hey everyone-
>
> Besides the 1020, 1025 and 1027, are there any printers that actually made
> it to market that will work with the 800XL? How about from companies
> besides Atari.
>
> -ID

5891. Re: Atari processors/bit-rates

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-26 14:06:59 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3BB1E103.65B80EE@mail.uni-mainz.de>
Source record: 33915

Well,
all VCS and 800/XL/XE machines are 8bit machines. ST is an abbreviation
for sixteen/thirtytwo (16/32), meaning they were 16 bit computers, but
had something that was 32bit (Maybe the parallel bus ??? Something on
the XL parallel bus is 16 bit I have heard...) -Andreas.

P.S.: Were there ever any 1, 2 or 4-bit computers ??? And were they
really called computers ???

Indy Dog schrieb:
>
> Hey everyone-
>
> I need the following info verified (or in the blank spaces I need info
> period) for a story I'm doing on older computers. Any help is appreciated.
>
> bit-rate clock speed (MHz)
> VCS 2600 4
> VCS 5200 4 1.79
> VCS 7800 4
> Atari XLs 8 1.79
> Atari XEs 8 1.79
> Atari ST 16
> NES 8
>
> Thanks!

5892. Re: ST Xformer?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-26 14:11:06 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3BB1E1FA.A45C38D9@mail.uni-mainz.de>
Source record: 33916

Well,
there is the XL Deejay, which merely emulates the floppy (just like
SIO2PC or Ape). But it uses its very own .DI format which is not
compatible in any way to ATR, XFD or DCM. Even Jindrich`s ACVT convert
program does not convert properly to those .DI images (it converts, but
the Deejay does not accept them).
So, the XL Deejay is a pretty well program, but only if you do not want
to swap images with your friends... -Andreas.

mark schrieb:
>
> Does anyone know if there is a better XL/XE emulator for the ST? I
> realize that there are plenty for the PC, but I would much rather
> emulate Atari on Atari. Call me sentimental - or not sensible.
>
> Mark
>
> Lonny Pursell <syntax.error@line.22> wrote in message
news:<Pine.MNT.4.31.0109251337130.101-100000@Hades060>...
> > On 25 Sep 2001, mark wrote:
> >
> > > Has anyone used ST Xformer to emulate the 8bit? How does it work, what
> > > percentage of stuff works on it?
> > >
> > > I realize that ST Xformer runs on the ST, and this is an 8-bit
> > > newsgroup - but I thought that some people here might have some info
> > > regarding my question.
> >
> > I found that it don't work at all on my Hades060.
> > But seriously it is slow on a TT if you can find the special
> > cache disabled version. It never was pollished or in my opinion
> > finished to where I'd call it useable. I like Draco's EmuXL
> > which is fairly quick, runs on my Hades060 even with MiNT,
> > however it's still in development.
> >
> > ____
> > Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5893. Re: Atari processors/bit-rates

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-26 14:24:09 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <CBUBbiBJUes7EwUA@lovecraft.demon.co.uk>
Source record: 33917

Once upon a time <cIas7.460$W52.304760@news2.news.adelphia.net>, Indy
Dog <indydog@adelphia.net> grabbed chalk and scrawled:
>Hey everyone-
>
>I need the following info verified (or in the blank spaces I need info
>period) for a story I'm doing on older computers. Any help is appreciated.
>
> bit-rate clock speed (MHz)
>VCS 2600 4

8 bit.

>VCS 5200 4 1.79

8 bit, fundamentally the same as the XL range.

>VCS 7800 4

8 bit.

>Atari XLs 8 1.79
>Atari XEs 8 1.79

XL and XE are functionally identical, there's no need to differentiate
between them if you're leaving out pre XL Ataris (400/800/1200)

>Atari ST 16

16 bit databus, 32 bit internal.

Check out Atari-History (probably http://www.atari-history.com/) for
detailed specs :)

Richard
--
Computers: XL, 386 & M300, iMac SE 600, Dell P410 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, JD800, CZx3, CX5M, M1 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-925, Toshiba SD2109, PS2 '----''(_/--' `-'_)Morticia

5894. Re: Atari processors/bit-rates

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-26 14:24:49 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <BBqB7tBxUes7EwVE@lovecraft.demon.co.uk>
Source record: 33918

Once upon a time <3BB1E103.65B80EE@mail.uni-mainz.de>, Andreas
Magenheimer <magea000@mail.uni-mainz.de> grabbed chalk and scrawled:
>P.S.: Were there ever any 1, 2 or 4-bit computers ??? And were they
>really called computers ???

Intel 4004 CPUs were used in early computers, so I guess they would
count!

Richard
--
Computers: XL, 386 & M300, iMac SE 600, Dell P410 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, JD800, CZx3, CX5M, M1 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-925, Toshiba SD2109, PS2 '----''(_/--' `-'_)Morticia

5895. Re: Atari processors/bit-rates

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-26 15:09:06 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tr3rromp21da5c@corp.supernews.com>
Source record: 33919

"Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message
news:3BB1E103.65B80EE@mail.uni-mainz.de...
> Well,
> all VCS and 800/XL/XE machines are 8bit machines. ST is an abbreviation

I seem to recall the VCS running at about 1 MHz, something like 3.79MHz/(3
or 4).
> for sixteen/thirtytwo (16/32), meaning they were 16 bit computers, but
> had something that was 32bit (Maybe the parallel bus ??? Something on
> the XL parallel bus is 16 bit I have heard...) -Andreas.
>
> P.S.: Were there ever any 1, 2 or 4-bit computers ??? And were they
> really called computers ???

Sort of. IIRC, the early HP programmable calculators were 4 bit CMOS micros.
There was also 4 bit micros that someone took and wired together to make an
early computer that could handle data 16 bits at a time.

There were probably a lot of early PDA type devices that were built on less
then 8 bit processors too.

I think Motorola still makes a 1 bit micro. Not a real complicated thing, it
would tax its capabilities to do something like detect coin drops in a
vending machine. Definately more microcontroller then computer.
!

5896. Re: ST Xformer?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-26 18:06:59 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3BB21943.47172EAE@asw.cz>
Source record: 33920

Andreas Magenheimer wrote:
> But it uses its very own .DI format which is not
> compatible in any way to ATR, XFD or DCM. Even Jindrich`s ACVT convert
> program does not convert properly to those .DI images (it converts, but
> the Deejay does not accept them).

Heeeey, I need some bugreport in order to make you (and DeeJay) happy!
;-)
So, tell me which images got converted and don't work on DeeJay. Are you
sure you have the latest version?

I tested it this way: DI -> ATR -> DI and compared source and dest DI
files.
I didn't find any which was different.

Jindroush

5897. Re: Busted 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-26 19:36:49 UTC
From: wssenterprises@ntlworld.com
Message-ID: <1f0cz8l.zmfgn9zdx2yoN%wssenterprises@ntlworld.com>
Source record: 33921

Steven Tucker <classics@atarimax.com> wrote:

> I would suspect the regulator at Q7 (7805, a cheap part). Turn
> the power switch to the ON position even though the light does not come
> on, and measure the voltage between pin 3 of this regulator and the
> large aluminum heatsink its attached to.
>
> This should be about 5V probably a little lower 4.8 or 4.9.
> If its zero, check the voltage between pin 1 and the heatsink, this
> should be well over 5V.
>
> If there is voltage on pin 1, but not pin 3 then the regulator
> has failed, just replace it. You can get a 7805/7905 at any Radio
> Shack store. If there is no voltage on pin 1 then the problem is before
> the regulator.

Thanks for replying.

This was indeed the case - The regulator was showing nothing on pin 3,
but about 10v (too high?) on pin 1. So I replaced it. Unfortunately,
it still doesn't work, and this new regulator is exhibiting the same
'fault' as the old one.

Now, in the process of putting this new regulator in, I may have had to
use the soldering iron a little more than I would have liked to get pin
2 to connect on the not so easy to get to upper side, and as such, it
got very hot. Could I have blown this one by doing that?

Or could there by something else wrong which causes them to fail
immediately?

> Make sure the large electrolytic caps in the power section are
> not loose, and that none of the 6 rectifier type diodes in the drive
> have failed.

Without removing them, it's low resistance one way, and higher (and
slowly rising) the other - I assume this is okay?

Again, thanks for the advise.

--
Cheers
Wayne Stuart

5898. Re: Atari processors/bit-rates

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-26 20:11:38 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20010926211052.25279A@ilaskey.compulink.co.uk>
Source record: 33922

In article <3BB1E103.65B80EE@mail.uni-mainz.de>,
magea000@mail.uni-mainz.de (Andreas Magenheimer) wrote:
> all VCS and 800/XL/XE machines are 8bit machines. ST is an abbreviation
> for sixteen/thirtytwo (16/32), meaning they were 16 bit computers, but
> had something that was 32bit
The interface to the system was 16bit, internally they did some operations
32bit.

> P.S.: Were there ever any 1, 2 or 4-bit computers ??? And were they
> really called computers ???
There were 4bit ones - the computers that NASA used on the Apollo for
craft control were 4bit. Can't remember how much RAM though. Did the job
well enough!

> > bit-rate clock speed (MHz)
bit-rate isn't the right term and means something totally different. You
normally just say CPU X is an 8bit CPU not that it has a 8bit-rate.

Iain

5899. Re: BBS Software for Atari 8 bits wanted.

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-26 21:51:47 UTC
From: NoOne@FakeEmail.com
Message-ID: <9128B0080CTHEnterprises@205.212.123.11>
Source record: 33923

You are welcome! There's one more link I almost forgot:

http://cth.dtdns.net/BBSes/BBS.html

5900. Re: ST Xformer?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-26 22:15:12 UTC
From: ebaiz@skyenet.net
Message-ID: <Qrss7.200$yt2.86862@newsfeed.slurp.net>
Source record: 33924

On 25 Sep 2001 19:28:18 , mark wrote:
>Does anyone know if there is a better XL/XE emulator for the ST? I
>realize that there are plenty for the PC, but I would much rather
>emulate Atari on Atari. Call me sentimental - or not sensible.
>
>Mark

The only one that has even worked for me was Xformer. Still works great
even now...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5901. Re: ST Xformer?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-26 22:15:14 UTC
From: ebaiz@skyenet.net
Message-ID: <Srss7.201$yt2.86864@newsfeed.slurp.net>
Source record: 33925

On 26 Sep 2001 16:11:06 , Andreas Magenheimer wrote:
>Well,
>there is the XL Deejay, which merely emulates the floppy (just like
>SIO2PC or Ape). But it uses its very own .DI format which is not
>compatible in any way to ATR, XFD or DCM. Even Jindrich`s ACVT convert
>program does not convert properly to those .DI images (it converts, but
>the Deejay does not accept them).
>So, the XL Deejay is a pretty well program, but only if you do not want
>to swap images with your friends... -Andreas.
>
>
>mark schrieb:

Yes, I use this one also. Works great, even on my Hades 060. Still need
an 8-bit computer, but at least you can have all your programs on the
ST's hard drive and not on disks...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5902. Re: Atari processors/bit-rates

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-26 22:15:16 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <Urss7.6989$gp5.3154706489@newssvr11.news.prodigy.com>
Source record: 33926

What did Apollo use for data storage??
This is very interesting, but believable enough. I guess at that time a 4 bit computer would've been about the size of the backend of my car.

Mo

>There were 4bit ones - the computers that NASA used on the Apollo for
>craft control were 4bit. Can't remember how much RAM though. Did the job
>well enough!

5903. Re: Busted 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-26 23:39:51 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <bHts7.19176$Hx1.1752523@newsread1.prod.itd.earthlink.net>
Source record: 33927

The circuit makes a circle or diamond, but the four actual diodes on the board are laid out like two equal signs '= =' at the extreme left rear between the power jack and the large silo-like capacitors.

With the power disconnected, check the resistance in each direction across each individual diode (CR17, 18, 19, 20) for one that is shorted. I had one go out and a 276-1141 from the Shack fixed me up.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Russ Gilbert" <russg@en.com> wrote in message
news:3baffb70$0$1525$4c5ecdc7@news.erinet.com...
> Wayne.
> I think there's a bridge rectifier in most A8 hardware. It is like
> 4 diodes in a circle (really not too swift on this stuff). If you open
> up the drive and check some voltages around the entry of the
> 9v AC, you may find something interesting, like a diode that's open
> or shorted, I'd guess open, nothing goes either way.
> Since the power LED doesn't come on, it sounds like something
> very near to the 9v input (I think I said that).

5904. Re: Atari processors/bit-rates

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-27 01:05:23 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tr4upp7bd2gk8d@corp.supernews.com>
Source record: 33928

"Mo" <mygranny@swbell.net> wrote in message
news:Urss7.6989$gp5.3154706489@newssvr11.news.prodigy.com...
> What did Apollo use for data storage??
> This is very interesting, but believable enough. I guess at that time a 4
> bit computer would've been about the size of the backend of my car.

Guy from NASA/IBM actually came by my Jr. Highschool ~40 years ago to do a show and tell. Can't remember much, backend of your car sounds about right for the first iteration. I think he actually had prototypes or mockups that were breadbox size, which he said NASA said "Get it smaller" and finally down to about the size of a notebook which they accepted. He said even when they hit the size weight constraints they continued and eventually got it down to about the size of a transistor radio.

Also got to take tour of IBM. They were the neatest company in the world back then. For instance; rumor was someone figured out the cost of putting parts back in inventory was significantly higher then the cost of the parts so it was company policy to let researchers keep the parts.

NASA itself was a neat bunch, before they got old and lawyers took over the world. I remember a NASA representitive setting off a rocket in the HS gym. Try that now and 100 parents will file lawsuits for reckless endangerment.

One of my friends that used to work in aerospace before he moved into the pharmaceutical field used to laugh about some of the craziness that went on. He said someone had a demonstration mixed fuel rocket engine they would set off at conventions. All it was: A tank of liquid oxygen and a metal tube internally lined with a thick layer of plexiglass. They would set the thing off and supposedly everyone would be death for an hour.

One of the 'private enterprise' launch rockets<star'sumtin'> tried to use the same concept only scaled up. I think they changed a few things, maybe used polyisobutlyene. It has the inherent advantage of being able to be throtled.

Rockets were the orignal reason I got into science. Kind of funny, but I never ended up working in the field. One of the products my company made, Transderm anti motion sickness patch, is carried on all the space shuttle missions. Every once in a while you will see a shuttle astronaut with one stuck behind their ear. Life is strange.

5905. Re: Name of an A.N.A.L.O.G. game, please

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-27 04:09:48 UTC
From: james <jamesrfr@SPAMMENOT.home.com>
Message-ID: <3BB2A640.57EEAE0A@SPAMMENOT.home.com>
Source record: 33929

Itay Chamiel wrote:
>
> "james" <jamesrfr@SPAMMENOThome.com> wrote in message
> > Perfect! And xlsearch immediately turned it. Thanks. Now, why did
> > I remember the white graphics as green?
>
> Because it IS supposed to be green...
> hook your 800XL up to a TV set. :)
>
> Or try the game on an emulator with artifacting enabled.

Duh! Turned on artifacting and the colors became exactly what I
remembered. Thanks! ;vD

5906. Re: Atari processors/bit-rates

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-27 08:40:12 UTC
From: gavan-martin.delete.moran@remove.ubs.this.com.invalid
Message-ID: <3bb2e551.61110515@news.ubs.com>
Source record: 33931

On Wed, 26 Sep 2001 16:06:59 +0200, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>Well,
>all VCS and 800/XL/XE machines are 8bit machines. ST is an abbreviation
>for sixteen/thirtytwo (16/32), meaning they were 16 bit computers, but
>had something that was 32bit (Maybe the parallel bus ??? Something on
>the XL parallel bus is 16 bit I have heard...) -Andreas.

The sixteen/thirty two refers to the CPU which was a Motorola
68000. It has a 32bit core but only a 16 bit memory bus.

The later TT (thirty two/thirty two) machines had 68030 CPUs which
had a full 32bit memory bus.

Gav
--
Real email is gavan(hyphen)martin(dot)moran(at)ubs(dot)com
Disclaimer: Opinions expressed are solely my own, not my employers
"Du musst Amboss oder Hammer sein"

5907. XL printers

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-27 09:22:59 UTC
From: mike.tripp@ima.infomail.com
Message-ID: <1001579375.1@ima.infomail.com>
Source record: 33932

Hello "Indy.

26 Sep 01 02:00, "Indy Dog" <indydog@adelphia.net> wrote to All:

Ii> Besides the 1020, 1025 and 1027, are there any printers that
actually
Ii> made it to market that will work with the 800XL? How about from
Ii> companies besides Atari.

I had an Okimate (20?) color wax ribbon on my original setup that was
slower than molasses as it made a red/yellow/cyan pass for each
line. 1025 was an Oki ML80.

Now who remembers the name of the little speech synthesizer box that
came with software that drew a green man in a striped shirt and
animated his mouth to the phenomes? <Clutch Cargo flashback>

.\\ike

For the guy with the dead interface, I stumble-surfed one up at
www.oldsoftware.com/atari.html. $17

5908. Re: Can I use a text source file w/ Atari BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-27 10:09:47 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <MPG.161cc53c467c1731989681@news-server.optonline.net>
Source record: 33933

In article <9oo50b$2fc$5@news6.svr.pol.co.uk>, ezz@NOSPAMozkan.co.uk
says...
> I was thinking about this to recently (OCR book to atari), As I dont have an
> atari no more ,any chance one of the emulators could cut-n-paste into basic
> or any other ideas to OCR & transfer to an atari image basic file?
> "news.freeuk.net" <stevesweet@freeuk.com> wrote in message
> news:TL6n7.39836$y_3.2793232@nnrp3.clara.net...
> > Hi John
> >
> > > I have a large Atari BASIC program that I am going to be entering
> > > from a book by hand. Sound familiar? Anyone... Anyone...
> >
> > Oh the joy.....
> >
> > ......of missing a comma.
> >
> > > I would rather key this program into a full screen text editor on my
> > > PC and transfer it over to my Atari 800. Which I can do. I have
> > > Steve Tuckers APE software and a SIO2PC cable.
> >
> > Why not scan the book, OCR it and merge the texts into a single file and
> > load it into your basic editor/compiler.
> >
> > --
> > Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> > * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
> >
> >
>
>
>
All,
YES! You can OCR the program files and save them as straight ASCII
text. Of course any Atari character graphic characters will NOT convert
properly on anything other than an Atari since ATASCII is a bit
different the ASCII. Anyway, once you get the major part of the file
OCR'd you can open any ATARI 8-bit text editor and add the NON-converted
characters back in resave as an ATASCII text file the ENTER it into
BASIC. It work's great! BTW, If you know the actual numeric ASCII value
of the characters, you can add them in on ANY text editor. They just
won't display properly on anything other than a Atari 8-bit system.

--
--

Robert S Ely - aka - Eli-the-Iceman
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954
Work Phone:1-609-894-4057
Work FAX:1-609-894-4048

5909. Re: Busted 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-27 10:24:23 UTC
From: thor@math.tu-berlin.de
Message-ID: <3bb2e237@news.ivm.net>
Source record: 33930

wssenterprises@ntlworld.com wrote:
> Steven Tucker <classics@atarimax.com> wrote:

> This was indeed the case - The regulator was showing nothing on pin 3,
> but about 10v (too high?) on pin 1. So I replaced it. Unfortunately,
> it still doesn't work, and this new regulator is exhibiting the same
> 'fault' as the old one.

+10V is fine. The AC power supply grants 9V AC, which means approximately
10V DC if no load is put onto the lines.

Is the +12V ok? The +12V are generated by a voltage doubling circuit between
the three huge capacitors in the rear. Looks like this:

O
=O
O

O are the huge capacitors, the two diodes of the voltage doubling circuit
are in between. Check the board under the diodes - if it looks a bit brownish,
they're dead. This happened to one of my drives here. Problem is that the 1A
types Atari used here are a bit too weak. You might want to fit 3A or 5A
types here.

> Now, in the process of putting this new regulator in, I may have had to
> use the soldering iron a little more than I would have liked to get pin
> 2 to connect on the not so easy to get to upper side, and as such, it
> got very hot. Could I have blown this one by doing that?

Not very likely. These regulators can stand quite a lot. Might this is some
short cut at the +5V supply, i.e. try to un-solder the output line of the
7805, apply a resistor of 1K or lower to have a load on its output, and
measure the voltage again. With the output of the regulator unsoldered,
try to measure the resistance between the corresponding connection on the
board and ground - middle pin of the 7805.

> Without removing them, it's low resistance one way, and higher (and
> slowly rising) the other - I assume this is okay?

How low and how high? How does the board beneath the diodes look like?

So long,
Thomas

5910. emulator and book status question

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-27 13:20:12 UTC
From: gavan-martin.delete.moran@remove.ubs.this.com.invalid
Message-ID: <3bb325e5.77642640@news.ubs.com>
Source record: 33934

Hi All,

does anyone have any feedback on the various Atari8 emulations
available that will run under Windows2k? I'm looking primarily for
compatibility but additional features (like Rambo emulation) would be
nice.

Also, what is the status of the various old Atari 'bibles'? For
examples I have copies of 'De Re: Atari' and 'Mapping the Atari' in
my parents attic and I'm wondering if I should dig them out next time
I'm visiting, or if someone has scanned/OCRed them and put it on the
web.

Gav
--
Real email is gavan(hyphen)martin(dot)moran(at)ubs(dot)com
Disclaimer: Opinions expressed are solely my own, not my employers
"Du musst Amboss oder Hammer sein"

5911. Re: emulator and book status question

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-27 16:05:09 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-60047F.09050827092001@corp-radius.supernews.com>
Source record: 33935

```
> Also, what is the status of the various old Atari 'bibles'? For
> examples I have copies of 'De Re: Atari' and 'Mapping the Atari' in
> my parents attic and I'm wondering if I should dig them out next time
> I'm visiting, or if someone has scanned/OCRed them and put it on the
> web.

Mapping the Atari: http://www.atariarchives.org/mapping/

De Re: Atari - I have permission to put this on the Web, but haven't done
so yet.

--Kevin
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- http://www.atarimagazines.com
& Atariarchives.org -- http://www.atariarchives.org
Moderator of news:comp.sys.atari.announce -- Atari computer news
```

5912. Re: BBS Software for Atari 8 bits wanted.

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-27 18:01:28 UTC
From: Lenard Spencer <lspenc13@bellsouth.net>
Message-ID: <3BB36978.E7590207@bellsouth.net>
Source record: 33936

mark wrote:
>
> I am putting together a repository of Atari 8 bit (and other computer)
> BBS software. I was wondering if anyone here might have a copy of
> Atari BBS software that they could either point me to, or email (snail
> mail?) me.
>
> This archive will be placed online for the purpose of making the
> search for such software easier for people - and also because I am a
> retro computer junkie.
>
> I appreciate your time - and thanks.
>
> Mark

Here's my link to Forem XE Pro:

http://members.aol.com/lenspencer/fxep/

5913. Re: ST Xformer?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-27 21:33:48 UTC
From: admin@straylighttech.com
Message-ID: <b2d16e47.0109271333.2cab0749@posting.google.com>
Source record: 33937

In reference to this message, and this is going to show my stupidity
in reference to how ST Xformer works..

Am I correct in assuming that you have to convert a program to a
particular format to make it work with Xformer? What are the
limitations on what you can convert (for instance, could I make a BBS
program work on the ST in basic, or possibly terminal program?).. And
what operating system do you do this conversion under?

Thanks!

ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote in message
news:<zL9s7.2364$n12.36833@newsfeed.slurp.net>...
> On 25 Sep 2001 10:26:10 , mark wrote:
> >Has anyone used ST Xformer to emulate the 8bit? How does it work, what
> >percentage of stuff works on it?
> >
> >I realize that ST Xformer runs on the ST, and this is an 8-bit
> >newsgroup - but I thought that some people here might have some info
> >regarding my question.
> >
> >Thanks,
> >Mark
>
> I have and use it on my ST. Works pretty well if you can find and make
> disk images for it. The ones I made worked great. Too bad Darek did not
> upgrade the ST version.
>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --

5914. ATARI Portfolio "parallel cable"

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-27 22:13:21 UTC
From: PLATARI <lieblp@centrum.cz>
Message-ID: <9p0ajc$18mv$1@news.vol.cz>
Source record: 33939

Hi!

I am a new user of (old (;-)) ATARI Portfolio.
I've received it with a Parallel interface too, and also the cable.

But on one side of the cable, there is written PF (like Portfolio), on the
other side ST (like ATARI ST).
Is it the same for PF2PC as for PF2ST???
If not, could you please tell me, which pins should be connected in the
cable? (I heard that not all of those 25 must be...)
And some hint how to transfer files?

Thanx alot.

Bye Petr

5915. Help with DLIs

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-27 23:14:16 UTC
From: Mopar Man <nospam@nowhere.com>
Message-ID: <9v87rtkocqfian4300pehdtajf167br9kl@4ax.com>
Source record: 33938

I'm having some trouble getting multiple DLIs to work correctly. What I have done, is set up a custom Graphics 9 (BASIC) display list. It has sixteen evenly spaced DLI's, so that I can have sixteen colors going down the screen. By drawing bars of 16 shades across the screen, I get all 256 colors on the screen with minimal effort.

I am using a table driven DLI routine, where the offset into a small table pulls the color for the next DLI. Problem is, the first color in the table doesn't always end up at the top of the screen (where the first DIL bit is set in my display list). I hope I am describing this clearly. Basically, the first color on the screen is random, and the following colors appear in order, as they do in the list. The main program is done in Atari BASIC, with the DLI code read in from DATA statements.

Does anybody have an idea as to why this is happening? I am hoping to build an SIO2PC cable very soon, so I can develop on my PC. I'll include my little assembly code for the DLI's below. Oh - I did try using zero page addressing to speed things up, but it made no difference.

```
PHA ;Push A
TXA
PHA ;Push X
LDX OFFSET
LDA COLORS,X
STA WSYNC
STA COLBAK
INC OFFSET
LDA OFFSET
CMP #16 ;Done with 16th DLI?
BNE SKIP
LDA #0 ;Reset offset for next time through table
STA OFFSET
SKIP PLA
TAX ;Restore X
PLA ;Restore A
RTI ;Return from DLI
```

Stephen Anderson
mopar76ATARI@neo.rr.com (Remove ATARI to reply)

5916. Re: Help with DLIs

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-27 23:40:02 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tr7e60od4o1u9a@corp.supernews.com>
Source record: 33940

"Mopar Man" <nospam@nowhere.com> wrote in message
news:9v87rtkocqfian4300pehdtajf167br9kl@4ax.com...
> I'm having some trouble getting multiple DLIs to work correctly. What
> I have done, is set up a custom Graphics 9 (BASIC) display list. It
> has sixteen evenly spaced DLI's, so that I can have sixteen colors
> going down the screen. By drawing bars of 16 shades across the
> screen, I get all 256 colors on the screen with minimal effort.
>
> I am using a table driven DLI routine, where the offset into a small
> table pulls the color for the next DLI. Problem is, the first color
> in the table doesn't always end up at the top of the screen (where the
> first DIL bit is set in my display list).

Are you sure you have the table indexed and pointed to right?

Only other thing that comes to mind is making sure you have the first DLI
set high enough in the display list. I think you actually want your first
DLI to be on the last blank line, 112+128 for its value.

A quick and dirty way of testing is just debug it with a graphics zero
screen. Just add another bit of code like.

```
TYA
PHA
at the start
LDY OFFSET
STA SCRMEM,Y
somewhere in the middle
PLA
TAY
```

You should get a blank followed by a heart etc going across the top line of
the display.

5917. Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-27 23:49:21 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0109271644120.20226-100000@shell.pacifier.com>
Source record: 33941
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and Atari Jaguar Games. The Great Communicator once said, "It's a Recession when It's in your Neighbor's back yard. But when It's in your back yard, it's a Depression!". Usually Atari sales depend on Customers with extra income. Money over and above what it takes to pay bills. This has cut into my livelyhood. With the current economy as it has been. I'm looking for Atari Customers with extra income! Especially repeat customers familiar with the way I do Business! My Specials, Sales & Discounts still apply! So check my HotLinks below, E-Mail me at atari@pacifier.com or call Ben anytime at (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

http://www.pacifier.com/~atari/specials.htm Current Atari Specials.
http://www.pacifier.com/~atari/ Benjamin's WebSite.
http://www.pacifier.com/~atari/jagsales.htm Jaguar Info & Catalog Link.
http://www.pacifier.com/~atari/wantlist.htm What Ben Wants!
http://www.pacifier.com/~atari/free_cat.htm FREE Catalogs info.
http://www.pacifier.com/~atari/catalogs.htm FREE Catalogs area.
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/antispam.htm Spamming News!

Check HotLinks above for specials on my WebSite! Two 20% Atari Discounts! General 20% SoftWare Discount & Repeat Customer Discount! 20% off all SoftWare for Atari 8 Bit & ST! And if your a repeat customer, 20% off ST & 8 Bit Hardware/Accessories, Software/Games, Books & References. Discount does not cover Happy Drives, xf551 Drives, Monitors & Jaguar! Discounts are like coupons, redeem by requesting Discounts in E-Mail.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5918. Re: Jam!! and Instant TV Update

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-27 23:58:04 UTC
From: gozarcollins.hotmail@NoSpam.com
Message-ID: <M07s7A+8AQiL092yn@NoSpam.com>
Source record: 33816

In article <20010918154755.02615.00000866@mb-cn.news.cs.com>,
llpwhite@cs.com (LLpwhite) wrote:
>I was working with my Instant TV today and made a discovery that is probably
>worth posting. Several people have commented (including me) that the Jam!! and
>Instant TV make a wonderful display on a VGA Monitor, but the display tends to
>be somewhat small, taking up only maybe 2/3 of the normal PC display. I
>concluded that it was because of the low horizontal frequency resulting from
>doubling the Atari composite output (relative to a typical VGA output).
>Perhaps that's wrong. At any rate, I was trying to get my satellite channels
>to output on the Instant TV and was adjusting the actual monitor controls.
>Amazingly, I adjusted the picture size and placement of the Instant TV output
>(Atari), and I was able to fill the VGA screen. Then I thought that the PC
>display would be messed up. Not so! The PC display was unaffected, and now
>the Atari display was about 50% larger. It's going to take a little getting
>used to. Looks just as good, but bigger!

Most monitors remember the size after you adjust it for different resolutions/
frequencies. I remember having to do this after having my display set for
1152X864 but playing games at 800X600.

--
Ryan 'Gozar' Collins

5919. Re: Atari processors/bit-rates

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-28 01:26:32 UTC
From: Dave Pompea <dmpsyst@netacc.net>
Message-ID: <3BB3E0A5.C9AB611@netacc.net>
Source record: 33942

Rather than reply to each message about Apollo computers, see:
http://www.hq.nasa.gov/office/pao/History/computers/Compspace.html

As for size, from:
http://www.hq.nasa.gov/office/pao/History/computers/Ch2-5.html

"[34] The Apollo Guidance Computer was fairly compact for a computer
of its time. The CM housed the computer in a lower equipment bay, near
the navigator's station. Block II measured 24 by 12.5 by 6 inches,
weighed 70.1 pounds, and required 70 watts at 28 volts DC. The machine
in the lunar module was identical. "

And it used a 16 bit word. No drum memory.

Dave

5920. upgrades!

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-28 05:35:12 UTC
From: Jeremy <1iquid@home.com>
Message-ID: <k_Ts7.104243$sM1.26905297@news3.rdc1.on.home.com>
Source record: 33943

I was wondering at the feasibility of upgrading an atari 800 to be almost, if not totally, 100% compatible with the 130XE. How difficult would that be to do?
I have an XE game system - would it be possible to rip the freddy chip out of there and use it in an 800? (probably a lot more difficult then that)

As well, does anyone have any detailed plans on how to upgrade the memory on the 800? I can find a little bit of info, but nothing detailed enough to do it myself.

5921. Re: Help with DLIs

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-28 10:28:20 UTC
From: thor@math.tu-berlin.de
Message-ID: <3bb434a4@news.ivm.net>
Source record: 33944

Mopar Man <nospam@nowhere.com> wrote:

Hi,

> I am using a table driven DLI routine, where the offset into a small
> table pulls the color for the next DLI. Problem is, the first color
> in the table doesn't always end up at the top of the screen (where the
> first DIL bit is set in my display list). I hope I am describing this
> clearly. Basically, the first color on the screen is random, and the
> following colors appear in order, as they do in the list. The main
> program is done in Atari BASIC, with the DLI code read in from DATA
> statements.

How do you make sure that OFFSET is zero when you enter the first DLI,
i.e. how do you synchronize with the screen? I'd rather suggest to either
check the vertical counter of ANTIC to reset the counter, or to install
a VBI to reset it.

The second problem with your approach is that the topmost color will always
be the one in COLBK, the shadow register of the Os for the GTIA background
color register. You might want to load the first color into the shadow
register, install only 15 DLIs and poke colors 1..15 into the background
register within the DLIs.

So long,
Thomas

5922. Re: Help with DLIs

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-28 20:02:24 UTC
From: Mopar Man <nospam@nowhere.com>
Message-ID: <8h18rtkd1o8a7c48b5k9pp05ji1cpjiv0u@4ax.com>
Source record: 33945

On Thu, 27 Sep 2001 16:40:02 -0700, "Rick Cortese"
<ricortes@netmagic.net> wrote:

>"Mopar Man" <nospam@nowhere.com> wrote in message
>news:9v87rtkocqfian4300pehdtajf167br9kl@4ax.com...
>> I'm having some trouble getting multiple DLIs to work correctly. What
>> I have done, is set up a custom Graphics 9 (BASIC) display list. It
>> has sixteen evenly spaced DLI's, so that I can have sixteen colors
>> going down the screen. By drawing bars of 16 shades across the
>> screen, I get all 256 colors on the screen with minimal effort.
>>
>> I am using a table driven DLI routine, where the offset into a small
>> table pulls the color for the next DLI. Problem is, the first color
>> in the table doesn't always end up at the top of the screen (where the
>> first DIL bit is set in my display list).
>
>Are you sure you have the table indexed and pointed to right?
>
>Only other thing that comes to mind is making sure you have the first DLI
>set high enough in the display list. I think you actually want your first
>DLI to be on the last blank line, 112+128 for its value.
>
>A quick and dirty way of testing is just debug it with a graphics zero
>screen. Just add another bit of code like.
>TYA
>PHA
>at the start
>LDY OFFSET
>STA SCRMEM,Y
>somewhere in the middle
>PLA
>TAY
>You should get a blank followed by a heart etc going across the top line of
>the display.
>

Gee - so simple I'm almost embarassed to post the bug. I wasn't
correctly setting my offset pointer in BASIC. I found that setting it
directly before enabling the DLI code did the trick. I also made a
few changes to the assembly code, shortening it another few lines.
Now I can move on to other things. Thanks for the tip.

5923. Sector editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-29 03:21:11 UTC
From: mikem@netxpress.com
Message-ID: <3bb53d41.3093098@news.netxpress.com>
Source record: 33946

I'm looking for a sector editor for my 800 something like the early versions norton editors.

Also is Bravo Siarra(sp) a reputable retailer for Atari. I'm looking for an 850 or equivalent.

Thanks

5924. How to tell which Atari Basic Revision that you have

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-29 03:55:17 UTC
From: w_a_lang <w_a_lang@willinet.net>
Message-ID: <trahfadvupsc8f@corp.supernews.com>
Source record: 33797

How to tell which Atari Basic Revision that you have:

The memory address that identifies which Basic that you have is 43234.

So when you start your Atari up, at the READY prompt, type in this command:
PRINT PEEK (43234)

You will get a value of 162 if it is Rev A Basic.

You will get a value of 96 if it is Rev B Basic.

You will get a value of 234 if it is Rev C Basic.

Amateur Atari historian and Devout Atari game player,
Wally

5925. Re: Sector editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-29 07:38:36 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <0Uet7.6248$Ot3.2100413574@newssvr30.news.prodigy.com>
Source record: 33798

You can go to my little homepage and weed through it until you find the
"Diskey Disk editor, it's on ATR - the manuals there too.

http://members.tripod.com/~chainsaw1661

Ben (Bravo Sierra) is extremely reliable and honest. Probably get a better
deal from him than you wouldfrom an auction site.

Mo

rolaid wrote in message <3bb53d41.3093098@news.netxpress.com>...
>I'm looking for a sector editor for my 800 something like the early
>versions norton editors.
>
>Also is Bravo Siarra(sp) a reputable retailer for Atari. I'm looking
>for an 850 or equivalent.
>
>Thanks

5926. WTB: Antic magazine PD program - THE TRICK

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-29 14:50:52 UTC
From: stonic <scottith@ptd.net>
Message-ID: <gdlt7.893$Mj4.65095@nnrp1.ptd.net>
Source record: 33799
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.marketplace,comp.sys.atari.8bit

Please email me if you have one for sale. Thanks.

5927. Re: Busted 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-29 16:17:26 UTC
From: wssenterprises@ntlworld.com
Message-ID: <1f0i8re.173cir8zubz19N%wssenterprises@ntlworld.com>
Source record: 33801

<thor@math.tu-berlin.de> wrote:

> wssenterprises@ntlworld.com wrote:
>
<snip>
> > Now, in the process of putting this new regulator in, I may have had to
> > use the soldering iron a little more than I would have liked to get pin
> > 2 to connect on the not so easy to get to upper side, and as such, it
> > got very hot. Could I have blown this one by doing that?
>
> Not very likely. These regulators can stand quite a lot. Might this is some
> short cut at the +5V supply, i.e. try to un-solder the output line of the
> 7805, apply a resistor of 1K or lower to have a load on its output, and
> measure the voltage again. With the output of the regulator unsoldered,
> try to measure the resistance between the corresponding connection on the
> board and ground - middle pin of the 7805.

Thanks for the advise - Much appreciated.

It's all gone a bit weird now. As I said before, there was nothing on
the output pin with either of the regulators. So I put a variable
resister between the output and earth. Initially I set it to 1K, and to
my surprise, I got 5v. Turned the resister down to nothing, and I still
get 5v. There was nothing there before, so I can only assume something
wasn't connecting right.

However, even though the 5v is there now, it's still not working.

Incidentally, having removed and replaced the drive mechanism so many
times now, I'm hoping I haven't put the plugs back in the wrong order.
I've got it like this on the multiple plug connector at the rear left:

```
o o o o o o o o o o o o o o o o o
|_____| |_| |_____| |_____| |___|
J11 J12 YGBR J10 13
```

Can you confirm this is correct please?

> > Without removing them, it's low resistance one way, and higher (and
> > slowly rising) the other - I assume this is okay?
>
> How low and how high?

Just over 1 ohm one way, and rises from 3 and ever upwards the other
way. The same for the 12v diodes.

> How does the board beneath the diodes look like?

No brown-ness apparent.

--
Cheers
Wayne Stuart

5928. Red Shift

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-29 16:21:03 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Pxmt7.3553$cp1.412997@newsread2.prod.itd.earthlink.net>
Source record: 33800

Has anyone heard from Clarence? I cannot get to his site recently...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

5929. Re: Busted 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-29 20:27:50 UTC
From: thor@math.tu-berlin.de
Message-ID: <3bb612a6@news.ivm.net>
Source record: 33802

wssenterprises@ntlworld.com wrote:

Hi,

> Thanks for the advise - Much appreciated.

> It's all gone a bit weird now. As I said before, there was nothing on
> the output pin with either of the regulators. So I put a variable
> resister between the output and earth. Initially I set it to 1K, and to
> my surprise, I got 5v. Turned the resister down to nothing, and I still
> get 5v. There was nothing there before, so I can only assume something
> wasn't connecting right.

> However, even though the 5v is there now, it's still not working.

> Incidentally, having removed and replaced the drive mechanism so many
> times now, I'm hoping I haven't put the plugs back in the wrong order.
> I've got it like this on the multiple plug connector at the rear left:

> o o o o o o o o o o o o o o o o o
> |_____| |_| |_____| |_____| |___|
> J11 J12 YGBR J10 13

> Can you confirm this is correct please?

YGBR is called J1 here, oriented such that Y is towards the front of the
drive. 13 is called J14 here. The connectors are numbered, their number
fits the label on the board. If the front of the drive points towards
you, the numbers point towards the right, and the YGBR connector,
running to the step motor, shows a slight offset to the right from
the remaining connectors.

So long,
Thomas

5930. Tyne & Wear (sp?) Memory Map

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-29 21:08:31 UTC
From: llpwhite@cs.com
Message-ID: <20010929170831.09403.00001282@mb-ca.news.cs.com>
Source record: 33803

IIRC, one of the UK Atari clubs (T&W) issued an updated/corrected memory map, presumably similar to the Compute! "Mapping the Atari". Is the club still in existence and/or is this available anywhere on the web?
Thanks,
Larry

5931. Guitar Wizard by Baudville

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-29 21:24:27 UTC
From: Shamus <none@dev.null>
Message-ID: <stecrtsbq1mcg7ff36f1a37ekgjf5rg8qh@4ax.com>
Source record: 33804

It seems to be easy enough to find any game you'd want, but finding these little apps is very difficult! Does anybody have a copy of this floating around?

5932. Re: Help with DLIs

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-29 21:25:32 UTC
From: "machf (a.k.a. JTKirk)" <no_me_j.j_t_kirk@geocities.com>
Message-ID: <koecrtgligi2d0kplrsa2kr0e0q4ilcngj@4ax.com>
Source record: 33805

On Thu, 27 Sep 2001 18:14:16 -0500, Mopar Man <nospam@nowhere.com> wrote:

>I'm having some trouble getting multiple DLIs to work correctly. What
>I have done, is set up a custom Graphics 9 (BASIC) display list. It
>has sixteen evenly spaced DLI's, so that I can have sixteen colors
>going down the screen. By drawing bars of 16 shades across the
>screen, I get all 256 colors on the screen with minimal effort.
>
I wrote a program taht did that myself, you can find it together with my
TV calibration program (in fact, it's part of it) at:

http://www.geocities.com/Hollywood/2645/A8/

Just grab the file "Tv_calib.arc.zip" and save it without the .zip extension
(because it's really only an .arc file), run the program and choose the
"Atari 256 colors" menu option.

>I am using a table driven DLI routine, where the offset into a small
>table pulls the color for the next DLI. Problem is, the first color
>in the table doesn't always end up at the top of the screen (where the
>first DIL bit is set in my display list). I hope I am describing this
>clearly. Basically, the first color on the screen is random, and the
>following colors appear in order, as they do in the list. The main
>program is done in Atari BASIC, with the DLI code read in from DATA
>statements.
>
IIRC, you have to disable the screen first... then reenable it after
setting all the DLIs. Check my code, I wrote it long ago...

>Does anybody have an idea as to why this is happening? I am hoping to
>build an SIO2PC cable very soon, so I can develop on my PC. I'll
>include my little assembly code for the DLI's below. Oh - I did try
>using zero page addressing to speed things up, but it made no
>difference.
>
```
> PHA ;Push A
> TXA
> PHA ;Push X
> LDX OFFSET
> LDA COLORS,X
> STA WSYNC
> STA COLBAK
> INC OFFSET
> LDA OFFSET
> CMP #16 ;Done with 16th DLI?
> BNE SKIP
```

```
> LDA #0 ;Reset offset for next time through table
> STA OFFSET
>SKIP PLA
> TAX ;Restore X
> PLA ;Restore A
> RTI ;Return from DLI
>
```


>Stephen Anderson
>mopar76ATARI@neo.rr.com (Remove ATARI to reply)

--


```
__________ ____---____ Marco Antonio Checa Funcke
\_________D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|( http://www.GeoCities.com/Hollywood/2645
```

remove the "no_me_j." in front of the address when replying

5933. Re: Red Shift

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-30 00:28:36 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <UGtt7.5894$b66.492870@newsread1.prod.itd.earthlink.net>
Source record: 33806

Left off the link....

http://members.nbci.com/_XMCM/atarimods/index.html

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
> Has anyone heard from Clarence? I cannot get to his site recently...

5934. New 8 Bit Game List

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-30 02:38:34 UTC
From: Addie <gentile@columbus.rr.com>
Message-ID: <KAvt7.64107$Iq4.36154225@typhoon.columbus.rr.com>
Source record: 33807

Check out AAP at http://addie.voicegateway.com/

There is now a new Atari 8 bit game list with over 2200 entries!

Any comments are appreciated.

Addie

5935. Re: Sector editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-30 06:21:12 UTC
From: Pete <nospam@wintermute.org.uk>
Message-ID: <9p6ean$grna4$3@ID-15679.news.dfncis.de>
Source record: 33808

HI,

>....through it until you find the "Diskey Disk editor, it's
>on ATR - the manuals there too.

I'll second that recommendation, I used "Diskey" for years back in the early
80s and never found anything better for general use.

Though I'm probably biased as I got it free in amongst a ton of other stuff
I was given when a computer shop was shutting down. :-)

TTFN - Pete.

5936. Re: Sector editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-30 07:23:06 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <uLzt7.7504$bT3.3474600088@newssvr11.news.prodigy.com>
Source record: 33809

What's even more interesting is that this version is copyprotected by means
of short-sectoring!
Mo

Pete wrote in message <9p6ean$grna4$3@ID-15679.news.dfncis.de>...
>HI,
>
> >....through it until you find the "Diskey Disk editor, it's
> >on ATR - the manuals there too.
>
>I'll second that recommendation, I used "Diskey" for years back in the
early
>80s and never found anything better for general use.
>
>Though I'm probably biased as I got it free in amongst a ton of other stuff
>I was given when a computer shop was shutting down. :-)
>
>
> TTFN - Pete.
>
>
>

5937. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-30 08:43:51 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1001839406@rtfm.mit.edu>
Source record: 33810
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: August 7, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/

5938. Atari 8-bit IRC channel?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-30 10:58:57 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <RVCt7.767$no1.8310@typhoon.sonic.net>
Source record: 33811

Are there any active Atari 8-bit IRC channels? If so, what server, and what's the channel called? :)

Thanks!

-bill!
(who had one in his X-Chat client's list, but the server seems gone)

5939. FS: Atari 8-bot hardware plus other bits

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-30 11:29:34 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <EfwgcLAeIwt7Ew8c@lovecraft.demon.co.uk>
Source record: 33812

Having a quick clearout!

Atari 800XL with 256K RAM, 800XL with stereo upgrade (not sure that it's working, but the 800XL works as it should), 65XE with XEP-80 interface, 1050 disk drive, good selection of software, plus Atari 2600 and 2600jr with 8 or so games.
ï¿½100 including shipping for the lot.

Alternatively:

256K 800XL with 1010 and 1050 - ï¿½40
Stereo 800XL - ï¿½20
Atari 65XE with XEP-80 - ï¿½20
2600jr - ï¿½5
2600VCS with Crystal Castles, Dark Chambers, Centipede, Dig Dug, Combat, Pele's Soccer, Adventure and Pac-Man - ï¿½20

NeoGeo Pocket with Ms. PacMan, ï¿½40

Atari Lynx II, boxed as new, with 5 games (Ms. PacMan, Ishido, Bill & Ted, Klax, Chips Challenge), ï¿½60

Compaq 386 luggable, good condition, with 3Com NIC and Roland SCC-1A plus MIDI leads, ï¿½60 (don't laugh, the card is worth more than the machine ;))

Roland MPU-401 with leads and software, ï¿½15

Roland D110 sound module, has a fault on the output stage that makes it distort, ï¿½30

Wanted: YK-20 controller for Yamaha MSX (CX5MII/128), swap Casio CZ-1000 or 101. Also disk drives and other accessories for the CX5MII, and possibly a CX7M? (The MSX2 variant).

Richard
--
Computers: XL, 386 & M300, iMac SE 600, Dell P410 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, JD800, CZx3, CX5M, M1 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-925, Toshiba SD2109, PS2 '----''(_/--' `-'_)Morticia

5940. Help! A bad disk ruined 2 1050's.

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-30 15:57:11 UTC
From: "news.optonline.net" <jrotbard@acd-pc.com>
Message-ID: <rhHt7.64392$w7.9751011@news02.optonline.net>
Source record: 33813

I put one of my old disks in a perfectly working 1050 and tried to boot with it. It started to boot but then I got boot errors. Now, the drive will not boot any other disk (even ones I know are good) nor will it read disks when I set it up as D2. Turning it off and letting it cool down did not fix it. I put the same disk in another 1050 and tried to boot. Now the other 1050 will not read disks. When I examined the disk, I saw what looked like a couple of ridges or bands in the surface of the disk itself. Somehow, this disk ruined two drives. Does anyone have a suggestion? I looked for a head cleaning disk but cannot find one for 5 1/4" disks. Should I open it up and clean the head with alcohol or is the problem much worse than that? Please help!

5941. FA: Atari 2600 Taiwan Pirate boxed!

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-30 19:35:19 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3BB773F7.87651145@t-online.de>
Source record: 33814
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Hello!

Good opportunity to add a very interesting and scarce piece of Atari
videogame history to your collection. A very rare pirate game called
GRAND PRIX made in Taiwan that even has the box it originally came
with!

If interested please take a look at

http://cgi.ebay.de/aw-cgi/eBayISAPI.dll?ViewItem&item=1280407926

Thanks for your attention,

Andre

5942. Re: Help! A bad disk ruined 2 1050's.

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-30 21:26:44 UTC
From: JamnJD
Message-ID: <6aMt7.63931$TW.345889@tor-nn1.netcom.ca>
Source record: 33815

It sounds like the disk had a build up of dirt (magnetic media?) and
basically the grime got dumped onto the heads of your drives when they spun
up.

You should be able to use Q-Tips dipped with rubbing alcohol to clean
the heads.

Please note the the head is on the bottom, facing upwards. It's about
the size of a dime, black, with a white rectangle in the middle. Do not
attempt to clean the pressure pad on the top.

The disk should never be used again.

...Jamn

"news.optonline.net" <jrotbard@acd-pc.com> wrote in message
news:rhHt7.64392$w7.9751011@news02.optonline.net...
> I put one of my old disks in a perfectly working 1050 and tried to boot
with
> it. It started to boot but then I got boot errors. Now, the drive will
not
> boot any other disk (even ones I know are good) nor will it read disks
when
> I set it up as D2. Turning it off and letting it cool down did not fix it.
> I put the same disk in another 1050 and tried to boot. Now the other 1050
> will not read disks. When I examined the disk, I saw what looked like a
> couple of ridges or bands in the surface of the disk itself. Somehow,
this
> disk ruined two drives. Does anyone have a suggestion? I looked for a
head
> cleaning disk but cannot find one for 5 1/4" disks. Should I open it up
and
> clean the head with alcohol or is the problem much worse than that?
Please
> help!
>
>

5943. Emulators

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-30 22:37:59 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <3bb79d82_1@mk-nntp-1.news.uk.worldonline.com>
Source record: 33817

Hi all,
tried this once before and didn't get a response but I'm thinking of
trying to emulate my 8-bit system on this PC. What are the best emulators
around and can anyone direct me to a download for them.

Chris Thorley

5944. Re: Atari 8-bit IRC channel?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-30 22:40:39 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3BB79FB4.3D6D6727@optonline.net>
Source record: 33819

William Kendrick wrote:
>
> Are there any active Atari 8-bit IRC channels? If so, what server, and
> what's the channel called? :)
>
> Thanks!
>
> -bill!
> (who had one in his X-Chat client's list, but the server seems gone)

Bill,
On undernet I have #Atari8 as an active room. I try to stay on there
all the time. Anyone is welcome anytime. I can be found there (actually
available between 5:30PM about 8:30PM Eastern Time daily.

--

Robert S Ely - aka - Eli-the-Iceman
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954
Work Phone:1-609-894-4057
Work FAX:1-609-894-4048

5945. Re: Atari 8-bit IRC channel?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-30 22:53:50 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <MPG.16216cd69de0e918989682@news-server.optonline.net>
Source record: 33820

In article <uo9frtsc9qg6j8ebgj0u699v6vg61h26uu@4ax.com>,
nospam@nowhere.com says...
> On Sun, 30 Sep 2001 10:58:57 GMT, William Kendrick
> <nbs@bolt.sonic.net> wrote:
>
> >Are there any active Atari 8-bit IRC channels? If so, what server, and
> >what's the channel called? :)
> >
> >Thanks!
> >
> >-bill!
> >(who had one in his X-Chat client's list, but the server seems gone)
>
> Well, it's not been very active lately (sadly, as I could use some
> help with a few little programming projects). However, #Atari is up
> on a dal.net server.
>
OK, but the Dal.net is very unstable. I was constantly getting dropped
by the network---lost connection. So, I created on on undernet.

--
--

Robert S Ely - aka - Eli-the-Iceman
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954
Work Phone:1-609-894-4057
Work FAX:1-609-894-4048

5946. Re: Atari 8-bit IRC channel?

Newsgroup: comp.sys.atari.8bit
Date: 2001-09-30 23:14:53 UTC
From: Mopar Man <nospam@nowhere.com>
Message-ID: <uo9frtsc9qg6j8ebgj0u699v6vg61h26uu@4ax.com>
Source record: 33818

On Sun, 30 Sep 2001 10:58:57 GMT, William Kendrick
<nbs@bolt.sonic.net> wrote:

>Are there any active Atari 8-bit IRC channels? If so, what server, and
>what's the channel called? :)
>
>Thanks!
>
>-bill!
>(who had one in his X-Chat client's list, but the server seems gone)

Well, it's not been very active lately (sadly, as I could use some
help with a few little programming projects). However, #Atari is up
on a dal.net server.

5947. Re: Emulators

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-01 03:23:04 UTC
From: james <jamesrfr@SPAMMENOThome.com>
Message-ID: <3BB7E173.AF3DAA1@SPAMMENOThome.com>
Source record: 33821

Christopher Thorley wrote:
>
> Hi all,
> tried this once before and didn't get a response but I'm thinking of
> trying to emulate my 8-bit system on this PC. What are the best emulators
> around and can anyone direct me to a download for them.
>
> Chris Thorley

I downloaded Atari800WinPlus from http://www.atarihomesoft.f2s.com
It seems pretty good. On the left pick Emulatoren/Tools and download
the emulator(s) and the ROMs.

You can also use xlsearch at http://www.newbreedsoftware.com to
download those old programs you want to play! :v)

5948. Re: Emulators

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-01 06:00:24 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <YDTt7.973$no1.10529@typhoon.sonic.net>
Source record: 33822

james <jamesrfr@spammenothome.com> wrote:

: You can also use xlsearch at http://www.newbreedsoftware.com to
: download those old programs you want to play! :v)

Specifically, it's hiding under:

http://www.newbreedsoftware.com/xlsearch/

An easy-to-remember URL for it is:

http://xlsearch.atari.org/

XL Search isn't an archive, it's a searchable index of what's available AT
archives, BTW.

-bill!

5949. Packer/unpacker

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-01 09:58:49 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3BB83E59.E5EF10D@asw.cz>
Source record: 33824

Hi,

I'm looking for executable packer/unpacker for 8bit Atari.

Conditions:
1) It must have high compression level
2) Unpacker code must be short, fast and run on any 64kb Atari.
3) Source code is welcome
4) Speed and memory requirements for packer are uninteresting, I'll
rewrite it for PC.

Anyone?

Jindroush (kubecj@asw.cz)

5950. FS: Atari 8-bit hardware plus other bits

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-01 14:30:41 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <nYAYdHBR4Hu7EwR8@lovecraft.demon.co.uk>
Source record: 33823

Sorry for the repost, corrected a couple of errors ;)

Atari 800XL with 256K RAM, 800XL with stereo and PIA upgrade (not sure
that stereo is working, but the 800XL works as it should), 65XE with as-
new XEP-80 interface, 1050 disk drive, good selection of software, plus
Atari 2600 and 2600jr with 8 or so games.
ï¿½100 including shipping for the lot.

Alternatively:

256K 800XL with 1010 and 1050 - ï¿½40
Stereo+PIA 800XL - ï¿½20
Atari 65XE with XEP-80 - ï¿½20
2600jr - ï¿½5
2600VCS with Crystal Castles, Dark Chambers, Centipede, Dig Dug, Combat,
Pele's Soccer, Adventure and Pac-Man - ï¿½20

NeoGeo Pocket with Ms. PacMan, ï¿½40

Atari Lynx II, boxed as new, with 5 games (Ms. PacMan, Ishido, Bill &
Ted, Klax, Chips Challenge), ï¿½50

Compaq 386 luggable, good condition, with 3Com NIC and Roland SCC-1A
plus MIDI leads, ï¿½60 (don't laugh, the card is worth more than the
machine ;))

Roland MPU-401 with leads and software, ï¿½15

Roland D110 sound module, has a fault on the output stage that makes it
distort, ï¿½20

Richard

--
Computers: XL, 386 & M300, iMac SE 600, Dell P410 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, JD800, CZx3, CX5M, M1 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-925, Toshiba SD2109, PS2 '----''(_/--' `-'_)Morticia

5951. ABBUC JHV 2001

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-01 21:16:19 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bb8de08$0$19380$e4fe514c@newszilla.xs4all.nl>
Source record: 33825

Hello,

ABBUC is still the biggest atari club in the world. The have 445 members and
the send the members a nice printed magazine with a diskette. A member ship
costs about 60 DM. The JHV is a meeting that will take place every year this
year the 16 meeting will take place. I think they have done a great job
until now to support the 8-bit atari and they still do.....
You can look at www.abbuc.de when you're interested in it.

Abbuc rulez. Join the club, you get a nice magazine and diskette with lot's
of programs.

-= Atari 8-bit is still alive =-

Gtx,

TXG/MNX

5952. Re: Packer/unpacker

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-01 21:49:58 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <ay5u7.23702$y7.324179@dbsch1.home.nl>
Source record: 33826

Jindrich wrote

: I'm looking for executable packer/unpacker for 8bit Atari.
:
: Conditions:
: 1) It must have high compression level
: 2) Unpacker code must be short, fast and run on any 64kb Atari.

I don't think option 1) and 2) can be combined into one Atari 8-bit util...

: 3) Source code is welcome
: 4) Speed and memory requirements for packer are uninteresting, I'll
: rewrite it for PC.

Tom Hunt wrote UNZIP for Atari 8-bit (supports only shrink compression), but I don't think this is what you are looking for.

I'm sure you know about Jiri's "SuperPacker". Depacking speed and depacker-size are o.k. LZW-packer cruches better, but depacking is slow and requires more code to depack...

--

Grtx, Sysop Fox--1 http://www7.brinkster.com/atari
http://punkenpro.does.it
Remember what the dormouse said...

:
: Anyone?
:
: Jindroush (kubecj@asw.cz)
:

5953. Re: ABBUC JHV 2001

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-01 21:50:00 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <cy5u7.23703$y7.324179@dbsch1.home.nl>
Source record: 33827

TXG wrote

: ABBUC is still the biggest atari club in the world. The have 445 members and
: the send the members a nice printed magazine with a diskette.

ABBUC is great. Will be at the next meeting too (no big deal as we drive
together :-))

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
Remember what the dormouse said...

5954. Re: Busted 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-01 22:40:36 UTC
From: wssenterprises@ntlworld.com
Message-ID: <1f0mfwk.r90ycm1ia9tpkN%wssenterprises@ntlworld.com>
Source record: 33828

<thor@math.tu-berlin.de> wrote:

> > It's all gone a bit weird now. As I said before, there was nothing on
> > the output pin with either of the regulators. So I put a variable
> > resister between the output and earth. Initially I set it to 1K, and to
> > my surprise, I got 5v. Turned the resister down to nothing, and I still
> > get 5v. There was nothing there before, so I can only assume something
> > wasn't connecting right.
>
> > However, even though the 5v is there now, it's still not working.
>
> > Incidentally, having removed and replaced the drive mechanism so many
> > times now, I'm hoping I haven't put the plugs back in the wrong order.
> > I've got it like this on the multiple plug connector at the rear left:
>
> > o o o o o o o o o o o o o o o o o
> > |_____| |_| |_____| |_____| |___|
> > J11 J12 YGBR J10 13
>
> > Can you confirm this is correct please?
>
> YGBR is called J1 here, oriented such that Y is towards the front of the
> drive. 13 is called J14 here. The connectors are numbered, their number
> fits the label on the board. If the front of the drive points towards
> you, the numbers point towards the right, and the YGBR connector,
> running to the step motor, shows a slight offset to the right from
> the remaining connectors.

That's okay then, thanks.

Progress update:

Took this new regulator out, cleaned it and the connectors up, and it looks like the circuit board contact on the middle pin had broken - I assume that's why this new regulator wasn't working.

So, I've put it back in, connected the middle pin to other places on the circuit by some wire, and it now switches on, I have power, and the LED now lights up again. However...

It is now not recognizing when a disk is inserted. IIRC, when a disk goes in, it will spin up or something - It doesn't do that - It does nothing.

The computer recognizes that it's connected as it displays "BOOT ERROR", but the disk won't spin. All the connectors appear to be okay, but

continuity would be rather difficult to check as the wires go right into the motors etc without any bare contacts to put a multimeter onto.

Well I'm out of ideas. If no-one here has any more suggestions, it looks like it's trash-bound. :-(

--
Cheers
Wayne Stuart

5955. Utopia

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-02 16:30:48 UTC
From: Bjarni Juliusson <bjju1185@student.uu.se>
Message-ID: <YYlu7.3238$XO2.395979@newsb.telia.net>
Source record: 33829

Does anyone in here have the game Utopia for the Atari ST?

5956. FA: Atari 800 xl Super Zaxxon cartridge and more 8-bit rarities

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-02 19:47:45 UTC
From: Satcom2 <svenhard@mindspring.com>
Message-ID: <9pd5qi$dd3$1@slb1.atl.mindspring.net>
Source record: 33830

I have a whole lot of rare Atari 8-bit games for sale this week, including Montezuma's Revenge, Mouse Trap, Crossfire cartridge boxed with manual, Protector II shrinkwrapped cartridge in box, Gauntlet complete, Mountain King cartridge, World Karate Championship boxed complete, Return of Heracles boxed RPG, and that's just the beginning. Here is a link to one auction, click view sellers other auctions for the huge assortment of other rare games. All auctions end Saturday early evening.

Thanks for reading my post and good luck bidding!

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1279264234

5957. Re: Packer/unpacker

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-02 21:38:37 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3BBA33DD.8383C228@asw.cz>
Source record: 33831

Fox-1 wrote:
> : 1) It must have high compression level
> : 2) Unpacker code must be short, fast and run on any 64kb Atari.
>
> I don't think option 1) and 2) can be combined into one Atari 8-bit util...

It doesn't matter as I don't want to compress the program on Atari. I'll
do it on PeeCee.

> I'm sure you know about Jiri's "SuperPacker". Depacking speed and
> depacker-size are o.k. LZW-packer cruches better, but depacking is slow and
> requires more code to depack...

I don't know any packers. In the times I used real Atari, there were
none available (AFAIK).

Jindroush (kubecj@asw.cz)

5958. Re: Emulators

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-02 23:15:58 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <3bba4966$1_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 33832

Thanks guys,
the info is much appreciated though I should add my 8
bit system is still up and running (the kids love it!)

Chris.

5959. List of emulators

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-03 18:16:03 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <DBIu7.1935$no1.20891@typhoon.sonic.net>
Source record: 33833

I'm (finally) updated my old "Atari 8-bit New User, Emulator Help FAQ"
and I wonder if people can give me an update on what kind of emulators
are out these days.

The old list I had included:

PC Xformer
ST Xformer
XL-It!
Rainbow
Rainbow95
Atari800
ACE

There's Atari800Win and a Win version of PC Xformer now. What else
have I missed?

Thx!

-bill!

5960. The Atari 8-bit New User, Emulator Help FAQ - 2.3

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-03 19:06:45 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <9lJu7.1945$no1.20860@typhoon.sonic.net>
Source record: 33834
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

I scoured my FAQ a little (and will do so some more in the coming weeks)
and made a few updates and changes, including a nice table-of-contents
at the top!

http://www.sonic.net/~nbs/new_and_emu.html

Here's the text-only version. Enjoy!

-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/bill/

Welcome to:

The Atari 8-bit New User, Emulator Help FAQ

Revision 2.3, October 3, 2001
By Bill Kendrick

For general help (hardware, magazines, etc.) please check the Official
Atari 8-bit FAQ file:

* Atari 8-bit FAQ (http://www.faqs.org/faqs/atari-8-bit/faq/)
* You can also ask the FAQ keeper, Michael Current, for a copy at:
mcurrent@carleton.edu
* The two parts of the FAQ are also posted on the 1st and 15th of
each month to the comp.sys.atari.8bit Usenet newsgroup.

If you want the latest copy of this FAQ:

* Atari 8-bit New User and Emulator Help FAQ
(http://www.sonic.net/~nbs/new_and_emu.html)
* Ver. 1.5 En Espanol
(http://www.sonic.net/~nbs/new_and_emu.espanol.txt)
* You can also instantly receive a text copy of this file by sending
e-mail to the author at: bill@newbreedsoftware.com and placing the
sentence "send emulator faq" in the "subject" of the message.
* This file is also occassionally posted in text format on the
comp.sys.atari.8bit and comp.emulators.misc newsgroups.

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Recent Changes:

* Since v.2.2 (April 27, 1999): Verified and updated URLs and e-mail addresses. Added Table of Contents. Slight edits.

Objective of this FAQ:

At the time of its release (mid 1994), much discussion went on in the comp.sys.atari.8bit Usenet newsgroup about the Atari 8bit emulator for IBM / MSDOS based computers, PC Xformer 2.0 (XF2 for short). Many people in the 8-bit community had gotten fed up with the XF2-based questions which did not pertain to them, or to the very simple questions which came up time and again which bothered regular readers / digest subscribers.

This file was created to reduce the number of 'newbie' and XF2 questions. Now it's becoming a fairly good reference, and of course includes information on all of the other emulators that have come since then.

This FAQ will present answers to simple questions like "how do I turn off BASIC" (a good answer to that of course is, Read The Fine Manual) and "how do I get a disk directory?"

It will also direct people who are unaware of the large amount of Atari 8-bit support (NOT NECESSARILY EMULATOR SUPPORT) and perhaps become a supplement to the many official and unofficial files floating around the net (like the official FAQ, the Vendor/Developer List, the Who's Who list, etc.).

Summary of Atari 8-bit Models and Emulators

* Real Ataris: Atari 8-bit computers were produced between 1979 and 1987. The major models released (there were, at the least, prototype versions of a few other models) were the:
+ 400 - 8K-16K, 400/800 OS, CTIA or GTIA graphics (depends when made)
+ 800 - 8K-16K-48K, 400/800 OS, CTIA or GTIA graphics (depends when made)
+ 1200XL - 64K, 1200XL OS, GTIA graphics
+ 600XL - 16K, XL OS, GTIA graphics
+ 800XL - 64K, XL OS, GTIA graphics
+ 800XE - 64K, XL OS, GTIA graphics (European release)
+ 65XE - 64K, XL OS, GTIA graphics
+ 130XE - 128K, XL OS, GTIA graphics
+ XEGS (Game System) - 64K, XEGS OS ("Missile Command" game

built-in), GTIA graphics
The XE's and all of the XL's except the 1200XL had BASIC installed
on ROM. BASIC can be purchased on cartridge for the 400, 800 and
1200XL.
* Emulated Ataris:
+ For DOS-based PCs:
o PC Xformer 2.x. Limited Freeware demo (no source code).
o PC Xformer 3.0x. Powerful Commercial version (no source
code).
o XL-It! Powerful Public Domain version (no source code
yet).
o ACE Unfinished, Public Domain "vace" for SVGA (including
source code).
+ For Windows-based PCs:
o Rainbow 95. Limited Freeware demo (no source code).
o Rainbow 95. Powerful Registered Shareware version (no
source code).
o Atari800Win Powerful Open Source version.
+ For MacOS:
o Rainbow. Limited Public Domain demo (no source code).
o Rainbow. Powerful Registered Shareware version (no
source code).
+ For Unix/Linux:
o Atari800 Powerful Open Source version.
o XL-It! Powerful Public Domain version.
o ACE Unfinished, Public Domain "xace" for X-Window
(including source code).
+ For Atari ST/TTs:
o ST Xformer 2.x. Limited Public Domain (previously
commercial) (including source code (I think)).

Capabilities of an Atari 8-bit:

Graphics:

* Playfield Graphics (Bitmaps):
The Atari has maximum resolution of 320 x 192 x 2 colors.
(standard, non-overscanned screen).
160 x 192 x 4, 160 x 192 x 2, 160 x 96 x 4, 160 x 96 x 2,
80 x 48 x 4, 80 x 48 x 2, and 40 x 24 x 4 graphics are also
supported.
GTIA (newer 800's and all XLs/XEs) graphics support 80 x 192 x 16
shade-only, 80 x 192 x 16 hue-only, and 80 x 192 x 9 color screen
modes.
Special software-based modes (using page-flipping and interlacing)
can achieve 80 x96 x256 colors, 80 x192 x256 colors, 80 x192 x4096
colors, and 160 x192 x30 greys.
* Text:
In all text modes, character set indirection (fonts) is available.
The XL/XE's also come with a second ROM-based font which contains

"international characters" in place of the graphical shapes.
40 x 24 x 256-character (128 normal, 128 inverse) text mode is standard (2 colors).
20 x 24 x 64-character and 20 x 12 x 64-character modes are built-in. (The remaining 192 characters are identical to the first 64, but in 3 different colors)
40 x 24 x 128-multi-colored-character (4 colors per character allowed, the other 128 characters have pixels of the 4th color changed into a color #5) and 40 x 12 x 128-multi-colored-character screen modes are available, and in the XL/XE's are available through the OS (on the 400/800, you must create them yourself).
* Underscan/Overscan:
Normal (bordered), narrow (underscanned), and wide (overscanned) screen widths are available. In modes which typically have 40 bytes per line, narrow mode presents 32 and overscanned mode presents 64 bytes per line.
* Display Lists:
Screen modes can be mixed (by lines) down the screen using the Display List (similar to "Copper Lists" on the Commodore Amiga; a "program" which is executed by the ANTIC graphics chip every screen refresh (60 times per second on real NTSC Ataris, 50 times per second on real PAL Ataris).
All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via a "Display List Interrupt," where the CPU is interrupted to execute special code when a line containing an "interrupt" is processed by ANTIC.
* Scrolling:
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.
* Player/Missile Graphics (Sprites):
Four 8-bit wide and 128 or 256 byte high single-color "players," and four 2-bit wide, 128 or 256 byte high single-color "missiles" are available. A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority (you can specify which players and missiles appear "on top of" or "below" other players, missiles or playfield graphics) and collision detection (where, instead of creating your own complicated code, the ANTIC chip can tell you when players and/or missiles touch each other or the playfield).

Sound:

* Four voices of 8-bit pitch-resolution (3.5 octaves), 4-bit volume-resolution, and one of 8 "distortions" can be produced. 2 voices (voices 1 and 2, and/or voices 3 and 4) can be combined to make 16-bit pitch-resolution. Also, 4-bit volume-only modes can be enabled for digitally sampled soundreplay.
* A fifth "voice" is produced by the internal speaker on Atari

400/800's (for keyclick and buzzer) and in the XL's and XE's this
was rerouted through the normal audio output. (The OS's keyclick
can be disabled, and you can of course create your own sound.)
* Some hardware stereo upgrades (like "Gumby") exist which double
the number of voices and add a right-channel to provide true
stereo. (Not much software supports this.)
* Some hardware upgrades (like "Covox") exist which double the
resolution of the "volume-only" audio capabilities of the Atari to
8-bits. (Not much software supports this, either.)

-- Questions and Answers: --

This section contains some typical new-user and emulator-user
questions. The answers are directed to both regular Atari users and
emulator users.

1. What does "READY" mean?
This is the Atari BASIC prompt. See the BASIC section, below.
2. Why doesn't this program load?
The program may not work under the Atari 800 Operating System, it
may require the XL/XE Operating System. Be sure you're in 800XL or
130XE mode. (Note: Not all (versions) of emulators support XL/XE
modes!)
It may not work under the XL/XE Operating System (rare cases),
switch to 800 mode.
Be sure you turned BASIC off before trying to load it if it cannot
run with BASIC on.
It might be a BASIC program! Be sure you're in BASIC and use the
BASIC "RUN" or "LOAD" (and then "RUN") command. Also, be sure it
works with the BASIC you have. Some programs only run in BASIC XL
or XE (which are both cartridge-based BASIC's not easily available
to an emulator), and some run with TurboBASIC XL (disk-based).
(Note: BASIC files usually end in the extension ".BAS," ".BXL," or
".TBS," for Atari BASIC, BASIC XL, and TurboBASIC XL,
respectively.)
It may just refuse to run on the emulator.
3. How do I disable BASIC?
+ Real Atari XL/XE: Hold the [OPTION] key while turning the
power on or rebooting
+ PC Xformer: Press [SHIFT]-[F10] to reboot with BASIC disabled
+ Rainbow: ???
+ Atari800: Run with the "-nobasic" command-line switch
+ Atari800Win: ???
+ XL-It!: ???
+ ST Xformer: ???
+ ACE: ???
4. Why doesn't this game/program run correctly?
It may use player/missle collision detection which is not
supported on some versions of emulators.
See "Why doesn't this program load?", above.

5. How do I exit the emulator?
+ PC Xformer: Press [F5]
+ Rainbow: Press [Apple]-[Q] or select "Exit" from the "Apple" menu.
+ Atari800: Press [F9] or close the window
+ XL-It!: ???
+ ST Xformer: ???
+ ACE: ???
6. How do I get to Atari DOS?
In BASIC, type "DOS" at the "READY" prompt.
Reboot without BASIC on.
Be sure you have a DOS-bootable disk image loaded / floppy disk inserted into drive 1 ("D1:").
7. How do I use files which are not in disk images with an emulator?
To "install" files as though there were plain disks with PC Xformer, simply add the files to the command line and use them as their respective drives (be sure the first drive is a DOS-bootable disk image).
Example: XFORMER MYDOS45.ATR filename.ext To use a file from your Mac in Rainbow, make sure the disk image in drive 1 has enough space for the file, and select ???. The file will be added to that disk image.
In Atari800, use the "H:" drive from within the Atari to access files on your filesystem. If the program is executable, you can boot Atari800 and load and run the single file by using the "-run" command-line option. To use Unix files in XL-It!, ???.
To use MSDOS or Unix files in ACE, ???.
8. How can I manipulate disk images?
Use the MSDOS program S2PC which allows you to access files within a MyDOS/compatible .ATR disk image. S2PC let's you read, write, delete, change directory, and view the directory of a MyDOS/compatible .ATR disk image. It can be used via command-line parameters from MSDOS, or as a menu.
Use the MSDOS program ATARIMG, which is much like S2PC but has a nicer, more graphical (less-menu driven) interface.
(Unfortunately, this doesn't run on all IBM's!)
Use the Mac program Virtual Disk Editor ???.
9. Just what ARE .ATR, .PRO and .XFD files?
Refer to the XFormer, SIO2PC and APE manuals for details on these files.
Simply put, they are Atari disks, stored as files which are as big as the disk they represent (an 88k disk image will be approximately 88k.) .ATR files are used by SIO2PC and APE (see below) as well as most Atari emulators. .XFD files are used by ST Xformer and PC Xformer. .PRO files are like .ATR files, but they include some copy-protection scheme information; these files are used by APE.
10. What are SIO2PC and APE?
Refer to the SIO2PC manuals for details on this program.
Refer to the APE manual and SIO2PC hardware manual for details on

this program.
These are a programs which run on IBM/compatibles under MSDOS. (APE can also run under "dosemu" for IBM/compatibles running Linux). With the use of of a simple (and relatively inexpensive) cable, the software makes the IBM act as though it were a number of Atari peripherals. SIO2PC emulates up to four disk drives (any drive ID numbers from 1 to 8 are allowed) and a printer. APE emulators up to eight disk drives, a printer, and a modem (RS232). They use disk image files (.ATR's) and can also let the Atari access plain IBM files. SIO2PC does this much like PC XFormer does, making the single file its own disk. APE allows you to navigate your PC's drives through an Atari drive. The printer emulation of these programs redirect Atari "P:" writes to the PC's printer. SIO2PC can also direct the output to the screen or to a plain IBM file. Different text translations/conversions are available. (APE also allows keyboard macros, command key redefinition, the ability to save the current drive/etc. configuration and load it later as a "block", and the ability to both emulate copy protected disks (with it's own extension of the ".ATR" format, the ".PRO" format (which will hopefully be used in future versions of Atari emulators)) and create disk images from copy protected disks (with a special cable). SIO2PC may soon have this ability as well, since the documentations say it has been planned for a while.)
11. What is XFSIO?
Refer to the XFSIO manual for details on how to use this program. XFSIO is a shell for PC XFormer, XLiT!, APE and SIO2PC which allows you to set the command switches for the previously mentioned programs. It also allows you to comment each 'virtual disk' with up to 132 characters, and can search the database to find which disk a particular title is on.

-- Getting around on the Atari: DOS and OS --

Note: This section will simply discuss Atari BASIC, the Atari OS, and Atari DOS 2.5 and MyDOS 4.5x (because these topics seem the most relevant to the less-knowledged/experienced Atari 8-bit users). No emulator-specific information will be presented.

* AtariDOS and MyDOS QuickReference:
MyDOS (4.50 and 4.53) presents the user with the following commands:
+ [*] Disk directory of current directory (like "dir *.*" in MSDOS and "ls *" in Unix)
+ [1]-[9] Disk directory of a disk drive (like "dir a:*.*" to "dir i:*.*" in MSDOS)
+ [A] Disk directory (like "dir <mask>" and optional output destination in MSDOS) You'll be prompted for a directory listing mask (like "D1:*.*" or "D3:GAMES:*.EXE")
+ [B] Quit to cartridge

+ [C] Copy file(s) ("[source],[destination]" copies from one
place or disk to another, just "[source]" copies from one
place on one disk in a drive to the same place on another
disk in the same drive (asks for swapping))
+ [D] Delete file(s) (add "/N" to delete without being prompted
first) (add ">*.*" or ":*.*" after a subdirectory name to
delete the files within it. A subdirectory name alone will
delete the subdirectory (if it is empty and unlocked)). (Acts
like both "del" and "rd" in MSDOS and "rm" and "rmdir" in
Unix.)
+ [E] Rename file(s) (renaming multiple files is allowed, but
be careful) (Like "ren [old] [new]" in MSDOS and
"mv [old] [new]" in Unix. With MyDOS and AtariDOS use ","
between old and new masks.)
+ [F] Locks file(s) from overwrite, deletion and appending
(like "attrib +r [mask]" in MSDOS and "chmod 555 [mask]" in
Unix.) (It makes them "read-only.")
+ [G] Unlocks file(s) (returns them to their default state).
+ [H] Writes DOS files to a disk (this creates a disk which
boots with the current version of MyDOS you are using and
also has the menu file "DUP.SYS" on it as well).
+ [I] Formats a disk (add "/N" after the drive number to do a
quick-format of an already-formatted disk (ie, just a very
fast way to delete all the files on the disk.))
+ [J] Duplicate disk (copies an entire disk, including boot
sector, and every other sector!!! When using disk images, as
with emulators, SIO2PC or APE, it's much quicker to just copy
one .XFD or .ATR to another).
+ [K] Make binary file: saves memory and makes it
binary-loadable. See [L].
+ [L] Load binary file: loads a compiled program. (like
"[filename]" in MSDOS, except any ".EXE", ".COM", ".OBJ",
etc. is still required.)
+ [M] Run at address. Mainly for advanced users. Reboot is
"E477", reset is "E474" (these are the hex values of the
addresses where the routines to reboot and reset are.)
+ [N] MEM.SAV: when this is on, whenever you go to DOS (from
BASIC, for example) it will write what is in memory to a file
"MEM.SAV" so that when DUP.SYS (the menu) loads it isn't lost
forever. When you exit DUP.SYS with the "B: Run Cartridge"
command, MEM.SAV is reloaded and the environment should be as
it was when you left. It's probably quicker to simply "SAVE"
your programs (if in a language) which aren't nearly as big
as all of the memory that MEM.SAV saves.
+ [O] Options: this presents the user with some options. Mainly
for advanced users or special setups. See the MyDOS docs for
details.
+ [P] Set density. Forces a drive to be recognized at a certain
density if MyDOS can't figure it out. (???)
+ [Q] Make a subdirectory. (like "md" or "mkdir" in MSDOS).

+ [R] Set default directory. (like "cd" in MSDOS and "cwd" in SpartaDOS) This makes "D:" now the same as a subdirectory or other drive. ie, "D2:" will make all calls to "D:" act as though they are to "D2:" instead. Some programs when prompting for filenames do not add "D:" to the beginning if one is not present, they add "D1:". If you don't trust a program to look to "D:" instead of "D1:" and you want it to look to some place OTHER than "D1:" (ie, where "D:" is pointing which could be a VERY long path list), just add "D:" to the beginning. ALSO, some programs don't even ADD "D:"'s if they aren't in the filenames you give and may give errors (138, for example: device not present, ie, if you said "TESTFILE.DAT" it may think you want "T:" instead of "D:TESTFILE.DAT").
+ [S] Set ramdisk number. This is also under [O]ptions.
+ [V] Verify writes. This is also under [O]ptions. When Verify is on, writes will be slower but 100% reliable. With it off, writes will be much faster but possibly not as reliable (on bad disks, for example). Default is off.

AtariDOS presents the user with the following commands which are identical to MyDOS's commands: A,B,C(no swaping),D,E,F,G,H, I(some densities),J,K,L,M,N

AtariDOS 2.5 presents the user with the following commands not present or not the same as MyDOS's commands:

+ [O] Duplicate file. This is used to copy a file from one disk to another using only one drive. (In MyDOS, giving just a source will make [C]opy act like DOS 2's Duplicate.)
+ [P] Format Single. In DOS 2.5, this is used to format 88k (Single Density) disks. To format an Enhanced Density (127k) disk, just use [I]. In DOS 2.0, [I] is the only format option and only handles 88k. (I may be wrong, but I have never had a Double Density drive under Atari DOS 2.0 or 2.5!)

* General DOS and OS questions:

1. How do I access the disk drives?

First, you need to have booted with a DOS. All but one DOS is on disk (SpartaDOS X is on cartridge). When the Atari boots up, it does some of its 'boot-up stuff' which includes looking for a disk drive connected and turned on which is set up as drive #1. It then begins to load from the disk's "boot sector". If none exists or there's a nasty error on the disk, you get the "BOOT ERROR" notice until the error is fixed. (On SpartaDOS disks, even non-bootable disks have a boot sector, but all the boot sector is is a small program which displays a 'not a boot disk' error).

To end the digression, the answer to 'how do I access the disk drives' starts with 'you must boot the Atari with a DOS'. Check the 8-bit FAQ and the UMICH and other FTP archives for lists of DOSes available for Ataris, but the most used are Atari DOS (for compatibility with almost ALL older software), MyDOS (for an Atari DOS compatible high-end

DOS), and SpartaDOS (for a very high-end DOS which looks much like MS-DOS but unfortunately cannont run all software which runs fine with Atari DOS and MyDOS.) Note: SpartaDOS does NOT run on Atari 400's and 800's (except the cartridge versions and I believe disk version 1.1). Now that you have a DOS loaded, the Atari understands the "D:" device (see below for Atari devices). Since there is more than one disk drive, you have to be able to tell them apart. The Atari uses numbers when it has more than one of the same device, so "D1:" is drive 1, "D2:" is drive 2, "D3:" is drive 3, etc.!
After the "D:" device name comes the filename. Of the most used DOSes, only MyDOS supports lowercase letters in filenames, but since most programs force uppercase entry for filenames, nobody really seems to use lowercase in their filenames.
2. How do I copy things from one place to another?
Atari DOS and MyDOS give you the "C" command in their menu interface. When it asks for a source and destination, you can use wildcards (* and ? like in most other DOSes) to copy more than one file at a time. You can also present no destination so that a file can be copied from one disk in drive 1 to another disk in drive 1, for example, and the DOS will ask you to insert each disk.
3. What are subdirectories?
Subdirectories are places where files go which are just like the normal directory of a disk, except the they happen to be WITHIN that normal directory, or even another subdirectory. For example, you can have your disk divided up into the "GAMES" files, the "GRAPHICS" files and the "SOUNDS" files. A directory of the disk (the "root" or "base" or "trunk" directory) will simply list the three subdirectories, "GAMES", "GRAPHICS" and "SOUNDS". Then, if you ask for a directory listing of the "GAMES" subdirectory, you will see the files (and perhaps other subdirectories) within the "GAMES" directory. Think of it as a tree. For people familiar with Macintoshes, "Folders" are simply subdirectories. A window which appears when you open a "Disk" Icon is the "root", and all of the "Folders" within it have more windows in them which also have file and folder icons.
Here's a comparison to using subdirectories on different DOSes for the Atari and with MSDOS and Unix
root 'GAMES' 'SPACE' within 'GAMES'
AtariDOS D: n/a n/a
MyDOS D: D:GAMES: D:GAMES:SPACE:
SpartaDOS D: D:GAMES> D:GAMES>SPACE>
MSDOS (IBM) \ \GAMES\ \GAMES\SPACE\
UNIX / /games/ /games/space/
Note, only Atari DOS would be using drive 1 here, all other DOSes are not necessarily using drive 1, and MyDOS and SpartaDOS may already 'be within' a subdirectory.

In MyDOS and SpartaDOS (and MSDOS), you can change the
'current' or 'default' directory to a different place (a
different drive or a subdirectory). "D:" can stand for "D1:"
(like AtariDOS always does) or "D2:GAMES:SPACE:"! PLEASE READ
THE MYDOS OR SPARTADOS DOCUMENTS FOR DETAILS ON THIS!
4. What does "P:", "E:", "K:", etc. mean?
As stated before, the Atari has devices. "D:" is added when a
bootable disk in drive 1 is read. Other exist as well:
o C: Cassette
Readable and writeable, no filenames. Builtin to OS
o D: Disk Drive
Readable, writeable, random access, directory, files,
multiple devices (up to 9 on MyDOS and newer SpartaDOS,
8 on AtariDOS). Requires an Atari DOS
o E: Editor
Readable, writeable. This is how input from the keyboard
and output to the screen is normally handled. If you
wish to type a small file up by hand and have it sent to
the printer or a file, use "E:" as the source. Builtin
to OS
o G: Graphics Printer
Writeable. This is not built into the Operating System
but must be loaded. This is an Epson-compatible printer
driver which can easily dump graphics.
o K: Keyboard
Readable. This is just the keyboard. Input from it is
not `echoed' back like with the "E:ditor". Builtin to OS
o M: "Multi-Mouse"
Readable, writeable? This is not built into the
Operating System but must be loaded. This is a handler
which runs in the background and accepts input from
either a mouse, a joystick or a touch-tablet and
displays a mouse pointer on the screen.
o M: "Multiplexer"
Readable, writeable. For Atari's connected to each other
via a "Multiplexer" local area network, the "MUX"
Operating System replacement provides an "M:" device for
computer-to-computer communication.
o P: Printer
Writeable. Send data to this and it will appear on the
printer. You can print files (documents, etc.) by using
"P:" as the destination. The Atari XL/XE OSes support
"P1:" and "P2:", although I believe this usage is rare.
Builtin to OS
o R: RS232 (COM port)
Readable, writeable, concurrent mode. This is not built
in to the Operating System, but is loaded. It supports
modems. The Atari 850 Interface has it's "R: handler"
'built-in', which means the Atari also looks for an 850
(or other compatible interface) and receives the "R:

handler" code from it. Other interfaces and the Atari
'direct-connect' modems require a file to be loaded
which contains the "R:" code. "R1:" and "R2:" is also
supported, but also its usage seems rare.
o W: Windowing (screens)
Readable, writeable. This is a graphics 8 graphical
windowing driver (rarely used, unfortunately!). It must
of course be loaded as well.
o Z: RTime8 Real-time Clock
Readable, writeable. This is also not built in to the
OS, but loaded. This is loaded from disk and lets the
user access the "RTime8" real time, battery-backed up
clock for the Atari 8-bit. (This is a cartridge-based
device). I am unaware of any "Z:" clone which let's you
set the Atari internal (non-real time,
non-battery-backed-up) clock if you do not have an
RTime8, although I'd love to see one! [hint!!]
5. How do I print something from DOS?
As stated above, just use the "C"opy command, then use the
file you wish to print as the 'source', and "P:" as the
'destination'. Example: "D1:DOCUMENT.TXT,P:" Except for ASCII
text files, you'll usually want to print from within a
program capable of opening the file, otherwise you'll print
garbage. A good rule of thumb is if you can see it when you
do a "C"opy to the "E:"ditor, then you can print it by
"C"opying it to the "P:"rinter.

-- Getting around on the Atari: BASIC --

1. What does "READY" mean?
Again, this is simply the prompt that Atari BASIC (and most older
BASIC's) presents the user when it is in "Immediate" mode.
+ Entering a command will cause it to act immediately.
+ Entering a line number and then a command will place that
line into the current program (adding the line if that line
number didn't exist before, or overwriting it if it did).
+ Entering a line number alone will remove that line from the
current program.
+ To start a program, use the "RUN" command.
+ To erase a program, use the "NEW" command.
+ To clear variable values to 0 and kill string and array
declarations (thus freeing the memory they take up), use the
"CLR" command.
+ To load a program, use the "LOAD" command followed by a
filename (see below). To load and run a program, use the
"RUN" command followed by a filename.
+ To save a program, use the "SAVE" command followed by a
filename.
+ To list a program, use the "LIST" command followed by an
optional destination device ("D:file.lst", "P:"rinter) and an

option start and end set of lines seperated by (a) comma(s).
Examples: "LIST 10" to see line 10.
"LIST 10,20" to see lines 10 through 20.
"LIST 10," to see lines 10 to the end (TurboBASIC XL and
BASIC XL(???) only!)
"LIST "P:"" prints the listing to the printer. (Beware the
graphics characters will probably mess up the printout on
most printers!)
"LIST "D:A.LST",10,20" saves the listing of lines 10 through
20 to the file "A.LST"
2. Where can I learn Atari BASIC?
This file looks like it has moved or vanished! "Atari BASIC
Instructions"
(http://student.uci.agh.edu.pl/~tatar/Atari/Langs/abasic.html)
3. How do I quit BASIC?
+ Type "DOS" to quit BASIC and return to DOS.
+ Type "BYE" to quit BASIC and exit to the OS's "bye" routines
(Atari Memo Pad on 400/800's, Atari logo on 1200XL's, and
Self Test on other XL's and XE's). (Note: On 1200XL's, use
[HELP] to go to the Self Test when the Atari logo appears).
+ Reboot with [OPTION] held down to disable BASIC. (For
emulator users, remember there are ways to totally disable
BASIC.)
4. Why don't strings work?
Strings must be "dimensioned" (declared) like arrays in Atari
BASIC. Strings are special character arrays. See the BASIC
usage/etc. files mentioned in the answer to question 2. Simply
put, to make a string that will accept up to "#" character, use
DIM [name]$(#). Example: DIM A$(10) - now A$ can contain between 0
and 10 characters.
5. How do I make graphics?
Use the "GRAPHICS" command to switch between the following
OS-based screen modes:
(Note: All modes except 0, 9, 10 and 11 have four lines of
40 x 24 x 2 sized text covering the bottom of the screen. Add "16"
to the mode number to remove this window (but do not make any
PRINTs or PUTs to the standard output otherwise a GRAPHICS 0
screen will appear!))
(Note: Add "32" to the mode number to keep the screen from
clearing when it appears. One problem, however, all screens
overlay each other so unless you only use certain modes at certain
times, parts of some screens will become (or start out) with
'garbage' on them.)

Atari OS Graphics modes:
+ GRAPHICS 0: 40 x 24 x 2 text
+ GRAPHICS 1: 20 x 24 x 5 text
+ GRAPHICS 2: 20 x 12 x 5 text
+ GRAPHICS 3: 40 x 24 x 4 graphics
+ GRAPHICS 4: 80 x 48 x 2 graphics

+ GRAPHICS 5: 80 x 48 x 4 graphics
+ GRAPHICS 6: 160 x 96 x 2 graphics
+ GRAPHICS 7: 160 x 96 x 4 graphics
+ GRAPHICS 8: 320 x 192 x 2 graphics
+ GRAPHICS 9: 80 x 192 x 16 luminence-only graphics
+ GRAPHICS 10: 80 x 192 x 9 graphics
+ GRAPHICS 11: 80 x 192 x 16 hue-only graphics
+ GRAPHICS 12: 40 x 24 x 4-colored text
+ GRAPHICS 13: 40 x 12 x 4-colored text
+ GRAPHICS 14: 160 x 192 x 2 graphics
+ GRAPHICS 15: 160 x 192 x 4 graphics

Atari BASIC Graphics Commands:
Commands available in Atari BASIC for manipulating simple graphics include:
+ PLOT x,y - plot a pixel
+ POSITION x,y - position cursor
+ COLOR c - set drawing color (c=color or character value)
+ DRAWTO x,y - draw a line from cursor location (set with "POSITION", "PLOT", "DRAWTO" or "LOCATE")
+ LOCATE x,y,r (where "r" is a varibale where result will be stored)
+ SETCOLOR c,h,l (c=palette location (0 to 4), h=hue (0 to 15, explained below, l=lum, 0 (darkest) to 15 (brightest))

SETCOLOR Hue Values:
This is a simple table of Atari's 16 hues. For now, I've just pointed out major color points. In-between values are in-between colors. (Since 1 is yellow, and 4 is red, 2 and 3 are oranges.)
+ 0 - black/grey/white
+ 1 - yellow
+ 2
+ 3
+ 4 - red/pink
+ 5
+ 6
+ 7
+ 8 - blue
+ 9
+ 10
+ 11
+ 12 - green
+ 13
+ 14
+ 15 - yellow

Colors:
Note: COLOR command colors are not identical to SETCOLOR command colors:
In 4-color drawing modes, all four of these colors map to the SETCOLOR palette locations:

+ COLOR 0 will draw using the background color, set with
SETCOLOR 4,hue,lum
+ COLOR 1 will draw using color "0", set with SETCOLOR
0,hue,lum
+ COLOR 2 will draw using color "1", set with SETCOLOR
1,hue,lum
+ COLOR 3 will draw using color "2", set with SETCOLOR
2,hue,lum
In low-resolution 2-color drawing modes, these two colors map to
the SETCOLOR palette locations:
+ COLOR 0 will draw using the background color, set with
SETCOLOR 4,hue,lum
+ COLOR 1 will draw using color "0", set with SETCOLOR
0,hue,lum
In the high-resolution 2-color drawing mode (GRAPHICS 8), and in
the 2-color text mode, (GRAPHICS 0 and the text windows), these
three colors map to the SETCOLOR palette locations:
+ COLOR 0 will draw using the background color, set with
SETCOLOR 2,hue,lum
+ COLOR 2 will draw using a color which is the luminence of
color "1" and the hue of the background (color "2"): SETCOLOR
1,anything,lum
+ SETCOLOR 4,hue,lue will change the color of the screen
border.
In the GTIA luminence-only graphics mode (GRAPHICS 9), the color
specified with "COLOR" is the brightness of the pixels you plot (0
is black/darkest, 15 is white/brightest).
+ COLOR 0 is the background color and pixel hue, set with
SETCOLOR 4,hue,0. Setting the luminence of the background to
anything but 0 causes strange things to happen.
In the GTIA paletted graphics mode (GRAPHICS 10), the following
colors are used:
+ COLOR 0 is the background color, which is actually
Player/Missile 0's color, set with POKE 704,hue*16+lum
+ COLOR 1 is PM 1's color, POKE 705,hue*16+lum
+ COLOR 2 is PM 2's color, POKE 706,hue*16+lum
+ COLOR 3 is PM 3's color, POKE 707,hue*16+lum
+ COLOR 4 is color "0", SETCOLOR 0,hue,lum
+ COLOR 5 is color "1", SETCOLOR 1,hue,lum
+ COLOR 6 is color "2", SETCOLOR 2,hue,lum
+ COLOR 7 is color "3", SETCOLOR 3,hue,lum
In the GTIA hue-only mode (GRAPHICS 11), the color you specify is
the hue of the pixel (see the "SETCOLOR" color table, above). The
luminence of the pixels is based on the value for the background
luminence:
+ SETCOLOR 4,0,lum Sets the luminence of all colors except
black, which remains darkest (black).
6. How do I make sound on the Atari?
The easiest way is to use the BASIC "SOUND" command:
SOUND c,p,d,v

+ c=channel (0-3)
+ p=pitch (0-255) (0 is highest pitch, sometimes off; 255 is
the lowest pitch)
+ d=distortion (0,2,4,6,8,10,12 or 14) (10 is a "pure" tone)
+ v=volume (0-15)
The buzzer character is CHR$(253) aka [CONTROL]+[2] (NOT
[CONTROL]+[G] like in MSDOS/Unix)
7. How do I move the cursor and edit?
The Atari "E:" device (standard input/output which is the
"editor") allows the following characters for editing:
(Note: "Sh" means "[SHIFT]" and "^" means "[CONTROL]")
Key: AtASCII #: Use:
---------- -------- ----------
Atari none Turn inverse on/off (Atari 400/800 kybds)
Inverse [Triangle] none Turn inverse on/off (Atari XL/XE kybds)
CAPS none Turns caps-mode to lowercase (400/800 OS)
CAPS none Toggles caps-mode from upper to lower (XL/XE)
Sh-CAPS none Turns caps-mode to uppercase (all OSes)
Ct-CAPS none Turns caps-mode to [Control]-[Lock] (all)
Up ([^-]) 28 Move cursor up
Down ([^=]) 29 Move cursor down
Left ([^+]) 30 Move cursor left
Right ([^*]) 31 Move cursor right
Space 32 Move cursor right (overwrites w/Space char)
BackSpace 126 Move cursor left (deletes previous char)
Delete ([ShBkspc]) 156 Deletes a (logical) line (1-3 physical lines)
Insert ([Sh>]) 157 Inserts a physical line
Ct-Delete ([^Bksp]) 254 Deletes char under cursor, pulls rest left
Ct-Insert ([^>]) 255 Inserts space under cursor, pushes rest right
ClearScn ([^<]) 125 Clears screen
Bell ([^2]) 253 Sounds buzzer
TAB 127 Moves cursor to next TABstop
ClrTAB ([^TAB]) 158 Clears any TABstop under cursor
SetTAB ([ShTAB]) 159 Sets a TABstop under cursor
ESC 27 Sets ESCape (next edit char after is shown,
not done, non-edit chars shown (like normal))
RETURN 155 Sends End Of Line (moves cursor to lowerleft
of next line, accepts input)

Note: Inverse characters have values of the normal version of the
characters plus 128. (The only non-viewable inverse character is
inverse-ESC, or what would be the [ESC],[RETURN] combination. The
character exists, but must be set into screen RAM by hand.)
8. How do I make the editor characters appear?
As shown above, you must have an ESC sent before them.
+ When simply entering text, type [ESC] then the edit key and
the character for that edit key should appear.
+ When entering text in a PRINT statement (in BASIC, et. al.),
you must have it send an ESC beforehand, so first type
[ESC],[ESC] to make an ESCape character appear, then type

[ESC] then the edit key and the character for that edit key
should appear.
When the PRINT statement is executed, the first ESCape (which
you typed as two [ESC]'s) will make the editor SHOW the
following character (even if it is an edit character), then
the character which you entered (with [ESC] and then the edit
key) will make that character appear. This makes it difficult
to align a set of PRINT statements which make a multi-line
picture or menu which uses viewed edit keys.
It is probably best to have all of the lines in your program
with the PRINT statements that can fit visible on the screen,
then edit them (without putting any of the ESCape characters
in, then when the picture looks like how you want it on the
screen, move the cursor to on top of each edit-key character
and press [Control]+[>] (Control-Insert). A blank space
should appear under the cursor and the rest of the line
should move right. Now, type [ESC],[ESC] and an ESCape
edit-key character should appear where the blank space was.
When you are finished doing that for each line with those
PRINTs in it, BE SURE TO ENTER THEM INTO THE PROGRAM BY
PRESSING [RETURN] ON EACH OF THOSE LINES! Whew!
Set the memory location "766" to "1" with the command "POKE 766,1"
to turn on the no-edit mode (ALL characters except End Of Lines
will appear, even ClearScreens!) When you want to go back into
normal mode, set the location back to "0" with "POKE 766,0".
9. What's with the colors changing?
This is called "Attract mode" as was used on the Atari 8-bit
computers and the Atari 2600, 5200 and 7800 game systems. When a
key hasn't been pressed for about 8 minutes the screen colors
begin changing, thus protecting your TV or monitor from having an
image burned on it.
+ To turn this mode off, press a key, or, if within a program,
use the command "POKE 77,0" at least once every few minutes
(IF the screen is active, otherwise turning it off would be
kinda useless).
+ To turn it on, wait 7 or 9 minutes without pressing a key or
having location "77" set to "0", or set location "77" to
"128" with "POKE 77,128", voila! instant attract mode!
10. How do I access 'devices' in Atari BASIC?
The following commands are available to Atari BASIC's (and also
variations on these are available in most other Atari languages!):
+ OPEN #a,b,c,d$
Opens channel 'a' for access to 'd$' in mode 'b' with
auxillary mode 'c'. Channel 'a' must be free or else a
'Channel already open' (129) error will occur. To explain the
different "modes", here are simply some examples:
o OPEN #1,4,0,"K:"
Input from keyboard
o OPEN #2,8,0,"P:"
Output to printer

o OPEN #3,12,0,"D:FILE"
Random access to disk
o OPEN #4,9,0,"D:DATA"
Append-output to disk
o OPEN #5,13,0,"R:"
Concurrent to RS232 (modem)
o OPEN #6,6,0,"D:*.TXT"
Directory access to disk (reads directory of "*.TXT"
mask; listing only files on the drive whose names end in
".TXT")
+ CLOSE #a
Closes channel 'a' (freeing it for use)
+ GET #a,b
Reads a byte from channel 'a' and stores it in 'b'
+ PUT #a,b
Puts byte 'b' onto channel 'a'
+ INPUT #a,b$
Reads a string (up to 255 bytes and a REQUIRED 'end of line'
(character 155)) from channel 'a' and stores it in 'b$'
+ INPUT #a,b
Reads a string (up to 255 bytes and a REQUIRED 'end of line'
(character 155)) from channel 'a' and stores the numeric
value of it in 'b'
+ PRINT #a,[stuff]
Just like the normal BASIC PRINT statement, but sends the
information to channel 'a' (semicolons, comas, and mixed
types are of course allowed).
+ STATUS #a,b
Reads the error 'status' of channel 'a' and stores it in 'b'
+ XIO a,#b,c,d,e$
General I/O call. This a little complicated and may be
expanded upon in a future revision. Just be aware of the
following:
o a - command
o b - channel to use (usually must be free)
o c - auxillary mode 1
o d - auxillary mode 2
o e$ - file or device to act upon
Examples:
o XIO 32,#1,0,0,"D:FILE,OLDFILE" renames file
o XIO 33,#1,0,0,"D:OLDFILE" deletes file
o XIO 34,#1,0,0,"D:GAMES" creates a directory in My- &
Sparta-DOS
o XIO 35,#1,0,0,"D:NEWFILE" locks a file from over-write
and deletion
o XIO 36,#1,0,0,"D:NEWFILE" UNlocks a locked file
o XIO 40,#1,4,0,"D:PROG.OBJ" loads and runs a binary file
(like "L" in Atari and MyDOS)
o XIO 40,#1,5,0,"D:PROG.OBJ" loads a binary file (like "L"
in Atari and MyDOS with the "/N" option)

o XIO 41,#1,0,0,"D:GAMES" changes default directory that
drive/subdirectory (all calls to "D:" will now occur
within that drive/directory)
o XIO 254,#1,0,0,"D2:" FORMAT a disk (in Atari DOS 2.5,
this is format 'enhanced', to format 'single' density,
use XIO 253) (in MyDOS, this is format, but not
'enhanced', use:
o XIO 253,#[channel],1,0,"D[drive]:" for formatting a
drive in enhanced mode).
NOTE: 39 and 40 are the same. Also note the useage of AUX1 in
the "XIO 40" example.

-- Getting Atari files to a PC: --

1. How can I read Atari disks on my IBM?
Note: Someone please give more details or corrections here!
Thanks!
If you have double-density Atari disks, you can use the program
"Util" on the IBM which can read double-density Atari disks.
Please see the Atari 8-bit FAQ for more details.
If you have an Atari 1050 disk drive, you can use the program MULE
to copy files, one file at a time, 20k chunks at a time, from the
Atari to the IBM. You first must format a 180k disk on your IBM,
then run MULE on your Atari to get a file onto the MULE disk, then
run MULE on the IBM to get the file onto the IBM. Tedious, isn't
it? MULE wasn't meant to be a fully-functional program, just a
demo to show that this was even possible.
If you're fortunate to have a Black Box interface on your Atari,
you can get an external IBM drive and the Black Box's add-on, the
Floppy-Board and simply copy files from your Atari disks or hard
drive(s) onto IBM disks via the floppy board, then load them up on
your IBM.
2. Ok, I can't do any of that, now what?
+ Drive Emulators:
You can use SIO2PC or APE, which are programs for IBM's which
turn your IBM into a set of Atari disk drives. You need an
"SIO2PC cable" or something similar (which you can purchase,
assembled or unassembled, or buy parts and build it yourself)
and the SIO2PC or APE software (available at UMICH).
SIO2PC users: Connect your IBM to your Atari, load SIO2PC,
and then run the program FILE2PC on the Atari to transfer
files to the IBM's hard drive. Or instead create a disk image
within SIO2PC and copy files from one disk (a real Atari
floppy) to another (the SIO2PC image) with the Atari or MyDOS
"C"opy command. If you want to extract files out of the
SIO2PC disk image file and store them on your IBM's hard
drive or floppies as single files, either again use FILE2PC
or use S2PC, an IBM program which can extract files from or
add files to MyDOS-compatible SIO2PC disk images!
APE users: You can turn one of the 8 Atari drives into a

"PC-Mirror" drive, allowing access to save and load files
directly onto your PC's disks.
+ NULL-Modem:
You can use two modems (one on your PC and one on your Atari)
to download files from your Atari 8-bit.
+ FTP From Archives:
If you don't necessarily want files that you already have on
your Atari 8-bit, you can download files from the huge
collection available at FTP sites and Atari 8-bit supporting
bulletin boards and save them onto your IBM.
+ Using an online account for one-modem transfers:
If you have only one modem, so you can't connect both your
Atari 8-bit and your IBM together via modems, you can do it
via null-modem, OR you can upload files from your Atari to
some bulletin board or account you have access to, and then
connect the modem to your IBM and download the files.
+ How can I convert DiskCommunicator (DCM) files to and from
other disk image formats?
There's an IBM program out called "DCM2DSK".
There's also C source to a very similar program called
"DCMTOATR" which works on PC's (a PC executable version comes
in the archive) and Unix and probably any other system with a
good C compiler.

-- Where to get or FTP files mentioned in this FAQ: --
+ PC Xformer 2.0 and 2.5 can be downloaded from:
o http://www.umich.edu/~archive/atari/8bit/Emulators/Compu
ter/
o Emulators Inc. Website (http://www.emulators.com/)
+ PC Xformer 3.3 demo can be downloaded from:
o Emulators Inc. Website (http://www.emulators.com)
+ PC Xformer 3.3 can be purchased for US$29.95 (prices may
vary) from:
o U.S.A.:
American Technavisions
510-352-3787, fax 510-352-9227
B & C Computervisions
408-986-9960, fax 408-986-9968
Mid Cities Computers
310-867-0626, fax 310-920-8933
Rising Star Computers
800-252-2787, fax 513-254-7970
Toad Computers
800-448-8623, fax 410-544-1329
o Germany:
Atari Bit Byter User Club
+49 02366-39623 (same for fax)
KE-Soft
+49 06181 87539, fax: +49 06181 83436

o United Kingdom:
Micro Discount
+44 0121 353 5730, fax: +44 0121 352 1669
o or directly from Emulators Inc.: (USA)
14150 N.E. 20th Street, Ste 302, Belleuve, WA 98007.
1-206-369-5513, fax 1-206-885-5893
E-mail: info@emulators.com WWW: http://www.emulators.com
+ Rainbow can be downloaded via the Web from:
Chris Lam:
o WWW: http://www.chrislam.co.uk/
o E-mail: chris@chrislam.co.uk
3. Rainbow 95 can be downloaded via the Web from:
Chris Lam:
+ WWW: http://www.chrislam.co.uk/
+ E-mail: chris@chrislam.co.uk
4. Atari800 can be downloaded from:
+ WWW: http://atari800.atari.org
5. XL-It! can be downloaded via the Web from:
+ Markus Gietzen:
E-mail: magi@stud.uni-sb.de
WWW: Where did XL-It! go!?
http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html
6. ACE can be downloaded via the Web from:
+ Frank Barrus
+ E-mail: feb6399@osfmail.isc.rit.edu
WWW: http://www.csh.rit.edu/~shaggy/software.html
7. ST Xformer can be downloaded from:
+ Emulators Inc.: (USA)
14150 N.E. 20th Street, Ste 302, Belleuve, WA 98007.
1-206-369-5513, fax 1-206-885-5893
E-mail: info@emulators.com
8. The following programs are available for download on the Internet:
+ SIO2PC:
http://www.umich.edu/~archive/atari/8bit/Emulators/Periphera
ls/
+ APE: http://www.atarimax.com/
+ Mule:
http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/
mule.arc (Atari)
http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/m
ule.exe (IBM)
http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/m
ule.txt (Documentation)
+ Util:
http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/
myutil.zip
+ S2PC: atari/8bit/??? (IBM)
+ Virtual Disk Editor: atari/8bit/??? (Mac)
+ DCM2ATR: ??? (IBM/Unix)
+ DCM2DSK:

http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/
dcm2dsk2.zip (IBM)
http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/d
cm2dsk2.blurb (Documentation)
+ ATR2Unix: (IBM/Unix)
+ XFSIO: Appears to be gone
http://www.insight-media.co.uk/idrun/

-- The End -- AGAIN, PLEASE CHECK OUT THESE OTHER FILES:
+ ATARI 8-BIT FAQ
+ PC XFORMER DOCUMENTS
+ RAINBOW DOCUMENTS
+ ATARI800 DOCUMENTS
+ XL-IT! DOCUMENTS
+ MYDOS DOCUMENTS
+ SIO2PC DOCUMENTS
+ APE DOCUMENTS
Other Atari 8-bit and emulated Atari 8-bit users can be reached on
the comp.sys.atari.8bit and comp.emulators.misc newsgroups.

PLEASE add questions and report any mistakes or bugs to me as soon
as possible! Thank you!!!
bill@newbreedsoftware.com

5961. Re: Packer/unpacker

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-03 19:51:39 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <f%Ju7.40704$y7.511998@dbsch1.home.nl>
Source record: 33837

Jindrich Kubec wrote

: It doesn't matter as I don't want to compress the program on Atari. I'll
: do it on PeeCee.

What about de-compression? I mean, do you want to depack it on Atari using a special util (like UnARC), or would you add the depack-routine to an Atari executable so it'll automaticly depack and run when executed?

Superpacker may be the way to go, but it's hard to get in touch with Jiri Bernasek since he doesn't have an Email-adress....

: I don't know any packers. In the times I used real Atari, there were
: none available (AFAIK).

Packers have been around for a long time (like "the Cruncher" and such). Superpacker was released in 1998 I think..

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
Remember what the dormouse said...

:
: Jindroush (kubecj@asw.cz)

5962. Re: Busted 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-03 20:45:25 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.162542f04e615f749896a0@news.nacs.net>
Source record: 33835

```
In article <1f0mfwk.r90ycm1ia9tpkN%wssenterprises@ntlworld.com>,
wssenterprises@ntlworld.com says...
> <thor@math.tu-berlin.de> wrote:
>
> > > It's all gone a bit weird now. As I said before, there was nothing on
> > > the output pin with either of the regulators. So I put a variable
> > > resister between the output and earth. Initially I set it to 1K, and to
> > > my surprise, I got 5v. Turned the resister down to nothing, and I still
> > > get 5v. There was nothing there before, so I can only assume something
> > > wasn't connecting right.
> >
> > > However, even though the 5v is there now, it's still not working.
> >
> > > Incidentally, having removed and replaced the drive mechanism so many
> > > times now, I'm hoping I haven't put the plugs back in the wrong order.
> > > I've got it like this on the multiple plug connector at the rear left:
> >
> > > o o o o o o o o o o o o o o o o o
> > > |_____| |_| |_____| |_____| |___|
> > > J11 J12 YGBR J10 13
> >
> > > Can you confirm this is correct please?
> >
> > YGBR is called J1 here, oriented such that Y is towards the front of the
> > drive. 13 is called J14 here. The connectors are numbered, their number
> > fits the label on the board. If the front of the drive points towards
> > you, the numbers point towards the right, and the YGBR connector,
> > running to the step motor, shows a slight offset to the right from
> > the remaining connectors.
>
> That's okay then, thanks.
>
> Progress update:
>
> Took this new regulator out, cleaned it and the connectors up, and it
> looks like the circuit board contact on the middle pin had broken - I
> assume that's why this new regulator wasn't working.
>
> So, I've put it back in, connected the middle pin to other places on the
> circuit by some wire, and it now switches on, I have power, and the LED
> now lights up again. However...
>
> It is now not recognizing when a disk is inserted. IIRC, when a disk
> goes in, it will spin up or something - It doesn't do that - It does
```

> nothing.

Is there any activity at all on the mechanism when you turn
the drive on? Does the head move at all, or does the red LED on
the drive face come on momentarily?

Steve

5963. Atari XEGS Keyboard Cable Extension?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-03 21:22:17 UTC
From: admin@straylighttech.com
Message-ID: <b2d16e47.0110031322.28b44547@posting.google.com>
Source record: 33836

Did an extension cable for the XEGS cable ever exist? Can you still buy one? Where?

Thanks
Mark

5964. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-04 09:38:37 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/vendev_1002188309@rtfm.mit.edu>
Source record: 33838
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: September 22, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: Introduction

Conventions
-----------
All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" PD/freeware/shareware developers should also be
listed.
Persons or entities holding rights to products, but not selling or
supporting
them in any way, are NOT listed here.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, PD/freeware/
shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the
developer are listed. No product can be developed by more than one
```

developer. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be
sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Super-Brief Copyright Primer

Commerical software - protected by copyright, may not be copied except for personal archival purposes
Shareware -protected by copyright, may be freely copied and distributed, shareware payment required for continued use
Freeware - protected by copyright, may be freely copied and distributed, no payment required for continued use
Public Domain software - NOT protected by copyright, anyone may do anything with it, period.

Software is protected by copyright from the moment of creation. No copyright
notice is required for copyright protection. Software does not enter the Public Domain unless explicitly released to the PD *by the copyright owner*.

My article "Intellectual Property Protection for Computer Software" appeared in Atari Classics, 3(1), 1994, pp. 4-7, or see:
http://www.library.carleton.edu/staff/michael/acarticle.html

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

"Hi!" to Marek Tomczyk, who has supplied so much information from Germany.
"Hi!" to Alex Martin, who has done the same for the land of Poland.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen)
519 W. Fourth Street
Antioch, CA 94509
USA
(925) 777-1160
Store Hours: 11-6pm Tuesday thru Saturday
mailto:4jays@ccnet.com
http://www.4jays.com/
Vendor: used hardware and software

8-Bits Forever (book)
See: GFH Marketing

A-ONE Magazine - Atari Online News, Etc.
Dana P. Jacobson -- Editor
mailto:dpj@atarinews.org
http://www.AtariNews.org/
Publisher: A-ONE online magazine. weekly

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (718) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
USA
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair Shop.

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213

USA
tel: (703) 620-6183
Vendor: used hardware

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Associated Enterprises
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
mailto:DCBBERRY@aol.com (Dave Berry)
mailto:halling@silcom.com (Vic Halling)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari Bit Byter User Club e.V. (ABBUC)
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
Mailbox: +49 5439 92592
Online: Mon.-Fri.: 19.00h - 06.45h (MEZ)
Sat.+Sun.: 15.00h - 06:45h (MEZ)
mailto:wburger@cityweb.de
http://www.abbuc.de/
Developer: wide variety including: SIO2PC(SIO2ST)-Interface, PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply (SPS),
8-Channel dig. Voltmeter (DVM), XL Switching Interface, Speedy 1050 upgrade, RomDisk, QMEG+ 4.0.
Has obtained rights to many products including: KE-Soft, Klaus Peters Elektronik, AMC-Verlag
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

ATARIX (paper magazine)
See: Satantronic

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA

Vendor: PD/freeware/shareware

The Atari Warehouse
c/o Richard Smith
Barrie Ontario
Canada
mailto:rsmith@planeteer.com
http://toronto.planeteer.com/~rsmith/atari.htm
Vendor: commercial software, some hardware

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

AVtoolbox
800-235-3280 or 859-647-1077
Fax 859-282-9995
mailto:sales@avtoolbox.com
http://www.avtoolbox.com/
Developer: a number of video<->VGA conversion devices, including the
Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B&C ComputerVisions/Atari Sales & Service (Bruce & Cathy Carso)
5917 Stope Way
El Dorado, CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific)
FAX: (530) 295-9271
mailto:myatari2@juno.com
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware.

MAJOR ATARI PARTS SOURCE

Eric Bacher
mailto:ebacher@compuserve.com
http://ourworld.compuserve.com/homepages/ebacher/
Developer: DIS6502 -- Atari 6502 Disassembler for Win 3.1/95

Ullrich von Bassewitz
mailto:mailto:uz@cc65.org
http://www.cc65.org/
Developer: cc65 2.6.0 - C crosscompiler / crossassembler combo for 6502 systems, including the 8-bit Atari

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
672 Commercial Street
San Jose, CA 95112
USA
Telephone: 408-278-1070 (Monday through Friday 1:00pm to 5:00pm PST)
FAX 408-278-1092
mailto:bestelec@concentric.net
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software)
Na Hrebenkach 42
15000 Praha
Czech Republic
mailto:olda@jrc.cz (c/o Oldrich Rezler)
Developer: BW-DOS 1.30, Multi Dash
(it is pronounced "Bay Vay Dos")

Adam Bienias
Poland
mailto:adam@nautilus.com.pl
http://www.try2emu.cavern.com.pl/sap/
Developer: SAP -- Slight's Atari Player

B.G. Micro
555 N. 5th St Suite 125
Garland, TX 75040

USA
orders: 1-800-276-2206
tech: 972-205-9427
fax: 972-205-9417
mailto:bgmicro@bgmicro.com
http://www.bgmicro.com/
Vendor: CX85 Keypad

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski)
mailto:bill@bigfivesoftware.com or mailto:jeff@bigfivesoftware.com
http://www.bigfivesoftware.com/
Developer: Miner 2049er, Bounty Bob Strikes Back,
Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Steve Birmanns and Matthias Belitz (3/00)
Germany
mailto:Stefan@Birmanns.de
mailto:Matthias.Belitz@gmx.de
http://www.birmanns.de/atari/
Developers: MSC-IDE Harddisk-Controller

Bit Busters Computer Group
Poland
Aleksander Martin (Alex), Piotr Kielczyk (Pet), Pawel Szewczyk (Replay),
Tomasz Zdulski (Zulus), Pawel Sikorski (Sikor), Michal Szpilowski (Miker)
http://www.bitbusters.topnet.pl/
Developer: Bobsland (Intro), Extract (Graphic Collection), More! (Intro),
Sheol (Demo Disk), Timless Announcement (Demo), Waves (Intro)

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Bravo Sierra Computers (BSC) (Ben Smith)
USA

tel: (503) 256-9974 24hrs
mailto:atari@benjamin.net or mailto:atari@pacifier.com or
http://www.atari.benjamin.net/ or http://www.pacifier.com/~atari/
Vendor: used/new hardware/software/books/accessories

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker,
Animals,
Mathematics, Fractals

Roland Buehler
Engelgasse 21
D-72348 Rosenfeld-Bickelsberg
Germany
tel: +49 -(0) 7428-1260
Developer: PC SLOT: Schematics + handler software, PC Herc Card,
ISA<->Atari interface card, Connector for above

B. Utschig
This address has been reported invalid. Confirmations???
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

A DIFFERENT ADDRESS TO TRY?:
B. Utschig (vendor)
Suite G-304
208 SW 319th Lane
Federal Way, WA 98023
USA

Subject: C

C&T ComputerActive (Rusty Cryer)
PO Box 893
Clinton OK 73601-0893
USA

tel: (405) 323-5890
Vendor: PD/freeware/shareware

Sidney Cadot
mailto:sidney@ch.twi.tudelft.nl
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software
USA
mailto:alicat@earthlink.net
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's
Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail
Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle
of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport, Strip Dice Blackjack, Lights Out

Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
mail: itayc at cs.huji.ac.il
http://www.cs.huji.ac.il/~itayc
Developer: Ice-T XE v2.72 (128K XL/XE), Ice-T 800 v1.1 (48K), The Wall,
Sirtoot, Joust patcher

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay Software Services
9127 Hwy 25 APT E
Monticello, MN 55362
USA
mailto:serflaten@usinternet.com
Developer: games, and other software, including Solitaire

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Classics
RR 1 Box 117
Cabool MO 65689-9504
USA
tel: (417) 469-4571
Vendor: used hardware
Repair Shop.

COMPUTER FLOHMARKT (print magazine / newspaper)
See: Verlag Thomas Eberle (in the "V" section)

Computer Games Plus
PO Box 6144
Orange, CA 92861
USA
tel: (714) 639-8189
mailto:cgp@digitaldeluge.com
http://www.digitaldeluge.com/gamesplus/
Vendor: commercial software

Computer Software Services (CSS) (Bob Puff)
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (716) 429-5639
mailto:nleaudio@nleaudio.com
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc, SuperArc, Disk Communicator, MYDOS 4.50,
BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Computer STudio (Sheldon H. Winick)
40 Westgate Parkway Suite H

Asheville, NC 28806
USA
tel: (704) 251-0201 / 800-253-0201
mailto:s.winick@worldnet.att.net
Vendor: hardware and software

Creative Micro Designs, Inc. (CMD)
P.O. Box 646
15 Benton Drive
East Longmeadow, MA 01028-0646
USA
Orders: 1-800-638-3263
Info/Support: 1-413-525-0023
FAX: 1-413-525-0147
mailto:support@cmdweb.com / mailto:sales@cmdweb.com
http://www.cmdweb.com/
Vendor: a major Commodore products vendor. Sells new Commodore brand monitors, ideal for the 8-bit Atari

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyberpeeps (David Loughton)
United Kingdom
mailto:David@cyberpeeps.freeserve.co.uk
http://www.cyberpeeps.freeserve.co.uk/
Vendor: some hardware and software

Subject: D

Dadgum Games
P.O. Box 1154
Issaquah, WA 98027-1154
USA
tel: 1-888-313-4699 (orders only)
tel: 425-313-4699
mailto:sales@dadgum.com
http://www.dadgum.com/
Publisher: Halcyon Days: Interviews with Classic Computer and Video Game Programmers (software for Mac or PC)

D'Antiques (Dan Dotson and Marilyn Saul)
PO Box 40751

Tucson, AZ 85717-0751
USA
tel/FAX: (888) 860-0582 (toll-free, US only) or +1 (520) 881-0582
mailto:dand1@dantiques.com
http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

DATABYTE Hard- & Softwareservice / FAUST Internetservice
Bramfelder Chaussee 297
22177 Hamburg
Germany
Tel.: +49 40 63 29 58 55
Fax: +49 40 63 29 58 56
mailto:info@dbyte.de
http://www.dbyte.de/
Vendor: hardware and software
Developer: Wordprocessors Text-800 and Text-130, Briefkopf 1029
(Publishing
Software), Makler & El Bordello (strategic games like Kaiser or Hanse)

DGS
See: Dean Garraghty

Digital Data Factory (Edward Williams)
200 Crestview Dr Apt 62
Jacksonville AR 72076-4068
USA
(501) 985-2082
Used hardware
Repair Shop.

Digital Force
Mario Trams
An der Eiche 1
D-09577 Lichtenwalde
Germany/Saxony
mailto:Mario.Trams@informatik.tu-chemnitz.de
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (a 65C816 Extension for the ATARI XL/XE)

Digital World (Sam Gunda)
711 W Army Trail Blvd
Addison IL 60101-3187
USA
tel: (630) 543-9000

Vendor: new hardware (very limited supply, includes XF551s, XDM121s)
Repair Shop.

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair Shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
USA
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
USA
Developer: Digital Music System, PrintShop/Awardware graphics

Gene Ehrich - "Computer & Video Game Garage Sale"
P.O Box 3365
Spring Hill Florida 34611-3365
USA
mailto:gene@ehrich.com
http://www.voicenet.com/~generic/
Vendor: used hardware/software

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
USA
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Emulators Inc. (Derek Mihocka)
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
mailto:info@emulators.com
http://www.emulators.com/
Developer: ST Xformer 3.0, PC Xformer Classic, PC Xformer 2000, Xformer
Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
USA
Vendor: commercial software

Raphael Espino
United Kingdom
mailto:rjespino@yahoo.com
http://rjespino.atari.org or http://rjespino.webhop.org
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility),
a8jdpeg - 0.7 (07Aug01), JpegView - 0.2 (07Aug01), JpegShow - 0.1 (07Aug01)

Evangelo's Wares (Angelo Vahatouras)
Elizabeth NJ 07208
USA
tel: (908) 558-0383
mailto:VangelisV@AOL.com
http://vangelisv.safeshopper.com/
Vendor: commercial software. "has over 1,000 titles for the Atari 8 & 16
bit
machines, IBM, Amiga, C-64-128 and Used Musical Instruments. Mailorder ONLY!
No Store front."

EXMINSY
Kubikova 1180
182 00 Praha 8
Czech Republic
tel+fax 02/859 2980
mailto:semecky@saul-is.cz
http://www.mujweb.cz/www/semecky
Vendor: commercial software, +

Subject: F

Far North Atari Computers (Frank Stallings)
515 Craig Avenue
Fairbanks, Alaska 99701
USA
tel: 907-456-3700
mailto:farnorth@ptialaska.net or mailto:farnorth@polarnet.com
Vendor: new and used hardware and software, PD/freeware/shareware

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

FIRMA MILENG
c/o W. Schul (?)
Gollinerstr. 37
D-12689 Berlin
Germany
Vendor: various 8-bit hardware and software

David Firth
United Kingdom
mailto:david@signus.demon.co.uk
http://www.signus.demon.co.uk/
Developer: Alien Encounter, Superman, Test Computer Language (TCL),
UltraSpeed Copier 2.3, 1050 Menu, Atari800 Emulator 0.8.6

Flashback Classic Video Games
See: Games + (Games Plus)

Ron Fries
USA
mailto:rfries@tcmail.frco.com
Developer: POKEYSND 2.0: POKEY Chip Sound Emulation Library
ftp://members.aol.com/atari800xl/pokey20.zip

Piotr Fusik
mailto:fox@scene.pl
Developer: X-Assembler--Two pass 6502 cross assembler for PC. The source
format is backward compatible with Quick Assembler.

Subject: G

Paul Gallier (Panther)
USA

mailto:panther@strangeworld.com
http://www.pacificnet.net/~panther/Atari/
Developer: ADIR.ZIP - Atari 8-bit ATR/DSK file viewer/extractor

Games + (Games Plus) / Flashback Classic Video Games (James Mitchell)
4501 E Thomas Rd 1216 W University
Phoenix AZ 85018 ** OR ** Mesa AZ 85201
USA USA
tel: (602) 840-8866 after 10:00 am (602) 890-0556
tel: 1-888-73-GAMES
FAX: (602) 840-8838
mailto:gamespls@micronerd.com
http://www.micronerd.com/
Vendor: new/used hardware, new/used software

Dean Garraghty Software (DGS) (all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone/Fax: +44-(0)-1302-855026 (9am - 7pm BST/GMT only please!)
mailto:dgs@clara.net
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast, Demo Maker
Publisher: News-Paper, News-Disk (back issues available)

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
Germany ?
Developer: XL-it! 0.20
A win95 frontend by mailto:e9326116@stud1.tuwien.ac.at (Roland Gimpl)
is located at http://stud1.tuwien.ac.at/%7Ee9326116/atari/
Another one is at http://opossum.ml.org/~atlan/emu/index.htm

GMG - Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian
Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan
Cmarko)
c/o Marek Chorvat
Polna 11
974 05 B.Bystrica
Slovakia
mailto:mchorvat@econ.umb.sk
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro,

HTML converter/viewer 1.3, Implosion demo, Quick formatter 1.0, Dynakillers,
Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor,
Mega Color Editor, Wanted megademo, Bristly hedgehog music collection,
Robot Assault intro, Risa Zla intro, Street fighter II demo

Roy Goldman
3440 Ramona, Apt 14
Palo Alto, CA 94306
USA
(650) 565-8113
FAX: (603) 676-3116 (efax)
mailto:royg@cs.stanford.edu
http://www-db.stanford.edu/~royg/
Developer: Daisy-Dot III

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
mailto:RGorexxx@aol.com
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab
XE,
GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies,
Guntris, Tag!

Subject: H

Norbert HALEY
Poste Restante
P.O.Wellesley St.
Auckland
New Zealand
mailto:norb@kcbbs.gen.nz
http://members.tripod.com/~apd2/catweasl.htm
Developer: Catweasel Advanced Floppy Controller (8-bit ISA card for PC)

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HARD Software
H-1076 Budapest
Thokoly ut 25.

Hungary
mailto:hardsoftware@geocities.com
http://www.geocities.com/SiliconValley/Vista/6084/
Developer: Veronika, Blip!, Cool Emotion, ABBUC Magazine #36 Intro,
Joyride

Harmonic Research
40 Wiley Ln
Woodstock NY 12498-1228
USA
Developer: composite/S-Video ->15.75 KHz RGB decoder

John Harris
USA
mailto:jharris@poboxes.com
Developer: the MAE assembler 1.1 (also wrote: Jawbreaker, Frogger,
Hackers)
ftp://ftp.pulsarinteractive.com/pub/

Highlander (Raimund Altmayer)
Konz,
Germany
mailto:highland@t-online.de
http://home.t-online.de/home/highland/
Developer: He has coded man utilities and nice little programms for many
tasks, IDE hard disk interface, 800XL-DJ (800XL-DeeJay)

Mike Hill
USA
mailto:mhill@one.net
http://w3.one.net/~mhill/
Developer: Pokey 0.62 (800/800XL/5200 emulator for MSDOS),
Printer Port Pokey Sound Card

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [ZIP CODE???]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Horizon Computers
3431 S Federal Blvd Ste G
Englewood CO 80110-1826
USA
tel: (303) 762-8080
Vendor: hardware and software
Repair Shop.

Howard W. Sams & Co.
2647 Waterfront Parkway, East Drive, Suite 100
Indianapolis, IN 46214-2041

USA
tel: (800) 255-6989
mailto:csmgr@hwsams.com
http://www.hwsams.com/
Developer: PHOTOFACTs (schematics) for the: 1025, 1050, 130XE, 400, 800,
800XL, 810

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

Tom Hunt (Closer To Home Enterprises)
USA
http://cth.dtdns.net/ (or http://cth.hn.org)
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
mailto:tomhunt@bright.net
Developer: The Armorizer, BBS Programs, Check CRC32,
Disk Fragmentation Utility, The Long Interger Library, M.T.O.S., RC4
Encryptor,
Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell,
Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler,
The PC-Gateway (allows you to use your old computer or dumb terminal to
access
the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run
an
8-bit bbs on the internet), AT Term (ATASCII terminal emulator for Windows),
ATOS (graphical desktop environment)

Subject: I

The Independent Eight Bit Association (IEBA)
Harrowden
39 High Street
Sutton-in-the-Isle
Ely
Cambridgeshire
CA6 2RA
United Kingdom
tel: 01353 777006
FAX: 01353 777766
mailto:ieba@spheroid.demon.co.uk (Brian Watson, Publicity Officer)
Publisher: The Independent Eight Bit Association Directory, Fourth Edition
(revised) Winter 1997; IEBA Newsletter

Subject: J

Jeff Jackson
USA
mailto:jeff@jeff-jackson.com
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

Jay Software (Jan Krupka and Stanislav Opichal)
Czech Republic
http://www.inf.upol.cz/~krupkaj/jay/
http://www.inf.upol.cz/~krupkaj/jay/atari8.htm
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for
all densities (not complete version), Minesweeper for 8bit atari (not
complete
version)

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
USA
Vendor: ????

JRC Interactive
Naskove 3
150 00 Praha 5
Czech Republic
Tel: + 420 2 57189515, +420 2 57189516
Fax: + 420 2 526424
mailto:Interactive@jrc.cz or mailto:atari@jrc.cz
http://www.jrc.cz/ or http://www.jrc.cz/atari/
Developer: Turbo Tape / Turbo 2000, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
USA
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
USA
Vendor: PD/freeware/shareware

K-Products (Bob Klaas)
P.O. Box 22122 A.M.F.
Salt Lake City, Ut. 84122
USA

tel: 801-966-1697
mailto:bobkla19@sisna.com
Vendor: new and used hardware and software
Developer: Pro_Term Terminal Modules, Hardback & Restore, Mux_Time
Software,
TurBoss! High Speed O/S, KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM,
1050 US Doubler (USD), DK-Utilities for the Black Box and the MIO
Repair Shop. (computers, disk drives, MIO)

Nick Kennedy
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
mailto:nkennedy@cswnet.com
http://www.cswnet.com/~nkennedy/
Developer: SIO2PC 4.19

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
USA
Vendor: PD/freeware/shareware

Konrad M.Kokoszkiewicz (Draco)
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
+48 501 125 498
mailto:draco@atari.org
http://draco.atari.org
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol
description, A proposed standard for Atari executable relocatable file,
DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s,
CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX,
TRACE,
XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo 2.0,
EmuXL v0.32 (emulator for Falcon030)

Jindrich Kubec (Jindroush)
Czech Republic
mailto:kubecj@asw.cz
http://www.asw.cz/~kubecj/
Developer: Acvt v1.04 (PC), Adir v0.62 (PC), AExt v1.00 (PC), AutoRBas
v1.00 (ATARI), Bas2Boot v1.01 (PC+ATARI), BasLoad v1.00 (ATARI),
Boot2Atr v0.96 (PC), ChkBas v1.04 (PC), ChkBoot v0.96 (PC), ChkExe v2.62
(PC), ChkRom v1.00 (PC), Exe2Tur v0.95 (PC), Rom2Exe v1.01 (PC+ATARI),
SidLoad v1.06 (ATARI), Tur2Exe v0.95 (PC), Tur2Wav v0.95 (PC), Unix2Atr
v0.95 (PC), Wav2Tur v0.95 (PC)

Subject: L

L&Y Electronics
14824 Build America Drive
Woodbridge, VA 22191
USA
tel: (703) 494-3444
Vendor: new/used hardware, new/used software

Chris Lam
United Kingdom
mailto:chris@chrislam.co.uk
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for the Apple Mac,
Rainbow 1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000

Rich "Twist" Lawrence
USA
mailto:rich@kesmai.com
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.6c (Atari 8-bit emulator for Win9X/NT)

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Derek Ledbetter
USA
mailto:derekl@mail.serve.com
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari 800 Emulator for the Mac 1.0.7

L.K. Avalon
Skrytka Pocztowa 66
35-959 Rzeszow 2
Poland
tel. (017) 856 99 12
mailto:office@lkavalon.com
http://www.lkavalon.com (send e-mail for current Atari XL/XE catalog)
more info: http://people.freenet.de/mrbacardi/LK_Avalon.html
Developer: A.D. 2044, Adax, Animator, Aurum, Automat Perkusyjny, Barahir,
Barbarian, Captain Gather, Change, Constellation, Chaos Music Composer,
Czaszki + Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money & Honky,
Frank & Mark, Geometria, Global War, Gold Hunter, Hans Kloss, Hawkmoon,
Hydraulik/Snowball, Kampania Wrze_niowa, Kernaw, Klatwa, Kurs Fizyki,
Lasermania + Robbo Konstruktor, Lorien's Tomb, Major Bronx, Misja
(Mission Shark) + Fred, Neron, Panther, Piekielko, Robbo, Rucu, Saper, Smus,
Spy Master, Streets, Syn Boga Wiatru, Szperacz Dyskowy, The Jet Action, The
Last Guardian, Trix, U 235, Uczen Czarnoksieznika, Upior, Vicky, Wladcy

Ciemnosci, Wloczykij, Zeus

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
USA
mailto:earl.halliwell@dyess.af.mil
mailto:e.halliwell@genie.com
http://www.atarihq.com/jeo/
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

Subject: M

MacFalkner (Andre Bertram)
Germany
mailto:macfalkner@aol.com
http://www.macfalkner.de/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface,
ATARI-Flash-OS,
Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502
Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software:
MEMDRV10

Ivan Mackintosh
United Kingdom
mailto:ivan@rcp.co.uk
http://dales.rmplc.co.uk/ivan/atari/
Developer: ImageMan 0.3, Monitor 1.1, XFD2ATR, ADIR, ROBC2DOS

Alex Martin
Poland
mailto:alex6502@friko.onet.pl
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static-memory expansion (backuped with lithium battery),
65c816 CPU exchange project, SIO2PC cables, MIDI interfaces, & the like

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables
for
SIO ports joystick replacement cables and cable extensions (catalog
available)

Mega Magazine
c/o Freddy Offenga

Paardebloemstraat 53-3
6841 BT Arnhem
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
mailto:F.Offenga@student.kun.nl or mailto:taf_offenga@yahoo.com or
mailto:megazine@abbuc.de
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

Microcode Solutions
USA
mailto:msdei@ctaz.com
http://www.ctaz.com/~msdei
Developer: ACE (Atari Console Emulator - Amiga software), WACKE
("Weightless
Atari Computer Keepsake Emulator - Macintosh software)

Micro Discount (Derek Fern)
12/99-- Nir Dary wrote: i Called him and talked to him over the phone...
he said that after christmas he will put up a web site..
Micros discount had closed out but he still have lots of atari items
stocked...
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121-353-5730 (or international +44 021 353 5730) 4pm-8pm Mon-Fri
FAX: 0121-352-1669
Vendor: new/used hardware, commercial software
Developer: Print Works (text processor for 1029 printer), Tagalon,
Tube Baddies, The Last Guardian, Zybex (in POKEY/GUMBY Stereo),
G.M Transfer Cable (SIO2PC compatible), 1050-2-PC Cable
MAJOR ATARI PARTS SOURCE

Marek Mikolajewski
Gdansk
Poland
mailto:marekm@aritech.com.pl
http://www.atari.cuprum.com.pl/sio2ide.htm
Developer: SIO2IDE--interface IDE devices to the Atari 8-bit

Moonsoft
See: Black Moon Systems

David Moore
8023 N. Berkeley Ave #2
Portland, Ore 97203
USA
tel: (503) 289-9699
mailto:dwmoar@teleport.com
Repair Shop.

More Than Games (Rick Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
mailto:rickd@a8maestro.com
http://www.a8maestro.com/detent/mtgcat/mtgcat.htm
Vendor: new/used hardware

MS-Software (Mirko Sobe)
H.-Jentsch.Str. 7
D-03172 Guben
Germany
mailto:atarixle@hotmail.com
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, BOSS-X v10.1

MTS Creations
P.O. Box 56762
Chicago, IL 60656
USA
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
USA
Vendor: PD/freeware/shareware

MyAtari magazine
c/o Matthew Bacon
49 Douglas Road
Surbiton
Surrey
KT6 7RZ
UNITED KINGDOM
mailto:info@myatari.net
http://www.myatari.net/
Publisher: MyAtari (free online magazine, monthly)

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
USA
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler

18 Wendy Drive
Farmingville, NY 11738
USA
Developer: Print Shop icons

New Breed Software
c/o William Kendrick
1509 Cypress Lane
Davis, CA 95616-1317
USA
FAX: 1 (530) 325-9588
mailto:bill@newbreedsoftware.com
http://www.newbreedsoftware.com/
ftp://ftp.sonic.net/pub/users/nbs/
Developer: games: Gem Drop, Sludge. XL Search (Internet search engine
for Atari files). utilities: Super-IRG Font Editor (SIFE), File Selector,
MuxChat, Colorizer, DigiPlay Menu.

Nelson Nieves
USA
mailto:nelson@dropmail.com
http://www.celebritybase.net/atari8/
Developer: SpartaDOS tools: Undelete, DualTest, xErase, Delete Tree,
xType,
Check Disk, Clear Memory (Main Bank only), Reset, SpartaDOS X On, Cls,
TS (Text Search)

No Frills Software
800 East 23rd St.
Kearney, NE 68847
USA
Developer: Converter, Converter Companion, P.S. Users Utility Disk,
PrintShop graphics

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
USA
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Subject: O

OMC Games (James Garvin)
P.O. Box 8107
Austin, TX 78713
USA
mailto:omcinfo@omcgames.com
http://www.omcgames.com/

Developer: The Assassin. Release Date: 3rd or 4th Quarter '99

Subject: P

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
USA
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
USA
tel: (815) 633-6300
Repair Shop.

James R. Parish
mailto:JRParish@J-Com.net
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

PD-Magazin / PD-Mag / PD World Versand / PD-World
c/o Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: various software (PD-MAG-CLUB), some hardware;
Power Per Post products and ATARImagazin rights
Publisher: PD-Magazin (disk magazine: 2 DS disks, 6 per year)

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
USA
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
USA
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

Burkhard Rau (HCRBurk)
Germany
mailto:BR@HCRBurk.de
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari), ATARI FileManagement 1.5 0128 (WIN
95/98/NT)

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
USA
tel: (504) 388-5248
FAX: (504) 388-5263
mailto:tom@ready.rsip.lsu.edu
http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction;
Software
systems design, developement, and coding; Media conversion from magnetic to
optical and imaging; Consulting on system purchases and requirements; Film
production from short to feature length

Redmond Cable
15331 N.E. 90th St.
Redmond, WA 98052
USA
Phone:(425) 882-2009
Fax: (425) 883-1430
mailto:info@redcab.com
http://www.redcab.com/pages/atari.html
Developer: new hardware: sells come Atari-specific cables

Matthias 'Hias' Reichl
mailto:hias@horus.com
http://www.horus.com/~hias/atari/
Developer: AtariDsk V1.2 (read, write and format DD 180K Atari disks on
the
PC), MyPDOS V2.1 (small "gamedos" that can read COM, EXE, BIN and BAS files;
supports MYDOS subdirectories and large disks)

Ronnie Riche
See: Dale F. Wooster for TextPRO documentation
1700 Aycock St.
Arabi, LA 70032
USA
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
USA
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
USA
Vendor: PD/freeware/shareware

Satantronic
Lubo ROBA
Poste restante
Posta 1
04001 Kosice
SLOVAKIA
mailto:xi@napri.sk (-XI-)
http://www.napri.sk/web/satantronic/
Developer: Demos: DRAGONS, IHL, FLY, BEAUTY, LIQUID, Te.mod. Games:
Jurassic Park II, Magic World. Utilities: Lufa Half Code Packer 1.0,
Font Animator 1.0, Rave Extra Packer 1.0, Paradox 0.92, Mad editor 0.98.

Publisher: ATARIX - paper magazin in Slovak language

Darren Schebek
mailto:dschebek@telus.net
http://www3.telus.net/dschebek/envision.html
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Sijmen Schouten
The Netherlands
mailto:MyIDE@ATARI.MYWEB.NL
http://www.atari.myweb.nl/hardware.htm
Developer: MyIDE--IDE interface project for the Atari

Bo Schreurs
The Netherlands
mailto:stack@home.nl
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware
CD-ROM)

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
mailto:ernest@wxs.nl
http://home.planet.nl/~ernest/
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm
archive to SIO2PC archive converter), WAV2CAS (Digital Cassette Image
system),
CAS2WAV (Create a clean .wav file from a Digital Cassette Image),
POOLDISK TOO (PD/freeware/shareware CD-ROM)

Shadow Software (David Hunt, The Shadow)
16016 SE Division St PMB 19
Portland OR 97236-1999
USA
mailto:the_shadow@portland.cc (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
Developer: Carina BBS 2.6

Ken Siders
USA
mailto:atari8bit AT columbus DOT rr DOT com
http://jump.to/atari or http://home.columbus.rr.com/ksiders/atari.htm
Developer: Utilities: ATRUTILS.ZIP (PC utilities),
AtrUtil.zip Ver 1.13(Win95 utility), ATRSRC.ZIP (PC utilities),
ATRDir (PC utility), SortATR (PC utility), MakeATR (PC utility),
UnMakATR (PC utility), ATRExtr (PC utility), FIXROM (PC Utility),
High Speed Menu, DiskFormer, Flash40, Flash80, Flick80, A.Writer+ Super

Menus.
Development Software: KAsm65 V2.51, KLink65 1.51,
KLink65 0.07 Cross Linker for MSDOS (PC Executable), KEdit, Project ICE
(Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Burger Boy, PacMunch Jr, Mr. Fish, Circle of Richness

Sikor Soft
c/o Pawel Sikorski
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
mailto:sikor_soft@poczta.fm
http://sikorsoft.atari.org or http://www.freehost.nu/members/sikorsoft/
Developer: Cyborg, Fire Stone, Tekblast, Sexy Six, Mr. Proper

Mark Simonson
USA
mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

SINTECH
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033
mailto:sintech@online.de
http://www.sintech.onlinehome.de/
Vendor: commercial software

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

Len Spencer
2513 Healy Dr
Orlando FL 32818-3109
USA
mailto:lenspencer@aol.com
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black
Box interfaces)

ST Informer (online magazine)
See: MacDonald Associates

STAK, La Revista Atari
Casilla 51552 STGO 1
Correo Central

Santiago de Chile
Chile
mailto:at_kiwi@mailxoom.com
http://stak.atari.org/
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Petr Stehlik
Czech Republic
mailto:pstehlik@sophics.cz
http://joy.sophics.cz/a800.htm or http://atari800.atari.org/
Developer: Atari800 1.0.6 emulator source code, plus binaries:
Atari800 for TOS compatible machines (Falcon030, TT030, clones),
Atari800 for MS-DOS (Windows 9x, OS/2) v1.0.5,
Atari800 for Linux (both SVGAlib and X11) v1.0.4

Radek Sterba (Raster)
Czech Republic
mailto:raster@infos.cz
http://www.infos.cz/raster/atari/homepage.htm
Developer: LPTJOY (connect an Atari joystick to a PC), MULTIJOY (connect
8 joysticks to one Atari controller port), Cervi (Worms)-Tron lightcycles
type game for 8 players, Multris-Tetris like game for 4 players. also:
Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street,
Magnetit, Naturix. MPE (MIDI Pattern Editor) v2.3. HiLoader4.2,
CompressCopy4Hi, Tutodisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4.
Co-Developer: Android, Cityhawk, Imagine, Gunhead
Publisher: FLOP disk magazine,
http://www.infos.cz/raster/atari/flop.htm

SteveR's Classic Cartridges (Steve Reed)
USA
mailto:steverd@cet.com
http://prowlers.net/stever
BBS: Prowler's DOMAIN 509-327-8922 9-lines 18.0+GIGS
Vendor: used hardware and software

STeve's Computer Technology
405 Main Street
Woodland, CA 95695
USA
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
mailto:steves@woodland.net
http://www.atarionline.com/
Vendor: new/used hardware, new/used commercial software

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58

D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169
FAX: +61 7 54969056
mailto:sup8pdct@mail.cth.com.au
ftp://www.closer.brisnet.org.au/atari8cd/ (POOLDISK CD-ROM online)
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda
mailto:jiri.svoboda@ds-holding.cz
http://c0r3.dsh.cz/iPAQ/atari/
Developer: Atari 800 emulator on iPAQ (Linux)

Tomasz Szymankowski
mailto:harry@atari-area.net
http://www.a800win.atari-area.prv.pl/ (slow main site)
http://users.swing.be/Atari800winPL/ (fast mirror site)
Developer: Atari800Win Plus 2.8

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
USA
Vendor/Developer: education related

Telegames
Box 901
Lancaster, TX 75146
USA
Orders: (972) 224-7200
Cust Service: (972) 228-0690
FAX: (972) 228-0693
http://www.telegames.com/
Vendor: commcerial software

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527

Toronto, Ontario
Canada, M2N 6M2
tel: (416) CALL-TAF
BBS: (416) 421-8999
mailto:schrist@interlog.com (Stephen Christian)
http://www.interlog.com/~schrist/taf/
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
USA
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Triple SSS (William Moeller & Michael Schoedel)
720 Rennie Street
Hamilton, Ontario
Canada L8H 3R2
Vendor: PD/freeware/shareware

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven J. Tucker
9731 Sunrise Blvd Apt 33
North Royalton OH 44133-3445
USA
tel: (216) 237-5308
mailto:classics@atarimax.com
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: Ape'98 and ProSystem'98
v1.20
for Win 95/98 only, Ape & ProSystem 1.18 for DOS/Win31/95/98, APE Warp+ OS
for
XL/XE machines, Imagic 1.06 95/NT--the Atari Disk Image Conversion System
for
9x/NT, Imagic 1.06 DOS--the Atari Disk Image Conversion System for DOS
(Imagic does disk image (ATR <-> XFD <-> DCM <-> SCP) conversion),
Atari Terminal Simulator ATS 2.0--ATASCII Telnet/Serial Terminal & Break
Movie
Player for 32bitWin, Break Movie Screensaver for 32bitWin

TWAUG (Tyne & Wear Atari User Group)
c\o J. Matthewson
80 George Road
Wallsend
Tyne & Wear
NE28 6BU
England
mailto:max@gerum.freeserve.co.uk (Max Gerum)
mailto:a.b.t@zetnet.co.uk (Alan Turnbull)
mailto:jlmatt@twaug.freeserve.co.uk (John)
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #6.00 plus the following P&P:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print+disk magazine)
Newsletter and disk prices are as follows:-
Single Copy 6 Copies
UK 2.50 pounds 12.50 pounds
Europe 2.50 pounds 13.50 pounds
Overseas 3.50 pounds 16.00 pounds

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Verlag Thomas Eberle
Postfach 66
D-75433 Maulbronn
Germany
Publisher: COMPUTER FLOHMARKT (print magazine / newspaper) (bi?)monthly

Dan Vernon
mailto:danv@bitsofthepast.com
http://www.bitsofthepast.com/atari
Developer: Atari810Win Beta 1 -- emulate an 8-bit Atari floppy drive
under NT/2000

Video 61 & Atari Sales (Lance Ringquist)
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
mailto:Video61@webtv.net
http://www.atarisales.com/
http://cth.dtdns.net/pro/pro1.html (BBS Express! Pro)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): MYDOS 4.5, Ultra Translator,
Amazemaze, Hearts, Montana Solitaire, Checkers, Jailbreak, Ricochet,
Sharp Shoooter, My Jong, Paddle Wars, Bumpers, Lights Out, Puzzler,
Paddle Pack, Puzzled, Twin Pack:Battle Ship/Jump the Pegs, Solitaire,
Video Slots, Desmonds Dungeons, Dungeonlords, Maze War, Dan Strikes Back,
Elevator Man, Plaqueman, Zybex, Mah Jong, Monopoly, Mr. Robot & His Robot
Factory, Dinky Doo, Concentration, Tetris II, Clash of the Kings, Smush,
Midas Maze, Lord of the Orb, Rally Speedway, BBS Express! Professional 6.0b,
SpartaDOS 3.3c, Speedo (RPM disk drive checker cartridge), Crystal Raiders,
Spaceshot, Cosmos

Video Game Depot
130 Hoffman Lane
Islandia, NY 11722
USA
tel: 516-582-5663
FAX: 800-327-0455
mailto:Sales@videogamedepot.com
http://www.videogamedepot.com/
Vendor: new hardware and commercial software (small selection)

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (440) 843-8815 24hrs
mailto:vga2000@io.com
http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
tel: (412) 7841-2241 5pm-8pm eastern time only
mailto:vidgame@earthlink.net
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vintage Micro-Computers (Jon Lucas)
2573 Sandfiddler Rd.

Virginia Beach, VA 23456
USA
mailto:Vintage_Micro@yahoo.com
http://pw1.netcom.com/~jonart/VMC/
Vendor: hardware and software

Vogtlander (Helmut Weidner)
Otto-Nuschke Strabe 45
08485 Lengenfeld
GERMANY
tel: +49 37606 2688
Vendor: hardware and software

Subject: W

Wacko Software
The Netherlands
mailto:ellman@xs4all.nl
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins:
$6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche:
$3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, BobTerm 1.2 and several others

World of Atari
5920 Valley Vale Way
Sacramento, CA 95823
Phone: 916-422-7424
Fax: 815-377-8032
mailto:sales@worldofatari.com
http://www.worldofatari.com/
Vendor: new and used hardware and software

Subject: Z

Z Systems
USA
mailto:zsystem@freeyellow.com
http://www.freeyellow.com/members2/zsystem/
Vendor: new and used hardware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731-0240
USA
tel: (609) 971-5807
mailto:shamroc@webspan.net
http://www.webspan.net/~shamroc/
Vendor: commercial software (some L.K Avalon games), PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

5965. Re: List of emulators

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-04 12:08:53 UTC
From: Konrad Kokoszkiewicz <draco@piwo.bl.pg.gda.pl>
Message-ID: <3BBC5155.7000707@piwo.bl.pg.gda.pl>
Source record: 33839

William Kendrick wrote:

> There's Atari800Win and a Win version of PC Xformer now. What else
> have I missed?

See http://draco.atari.org/falcon.html

K.

5966. Sum up the old Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-04 15:04:09 UTC
From: Daz <dc_hallett@hotmail.no.spam.com>
Message-ID: <9phtvjrne1@pheidippides.axion.bt.co.uk>
Source record: 33840

Folks,

If I may be so bold as to ask your collective advice...

I am working on a display containing a history of home computing, and am looking for ideas on what to put in the various display cabinets.

The ones I would like some feedback on are the Atari 400/800 and VCS cabinets.

I'm thinking Combat, Space Invaders and Breakout for the VCS, and perhaps Star Raiders for the 400/800 display, but I'd really like to hear what you guys think..

Any ideas folks?

Regards,
Daz

--
Mining the Mines of Saturn since 1980,
but Knot in 3D...

5967. Re: Sum up the old Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-04 15:38:05 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <kXyo+PCdJIv7EwIV@lovecraft.demon.co.uk>
Source record: 33841

Once upon a time <9phtvjrne1@pheidippides.axion.bt.co.uk>, Daz
<dc_hallett@hotmail.no.spam.com> grabbed chalk and scrawled:
>Star Raiders for the 400/800 display, but I'd really like to hear what you
>guys think..

M.U.L.E.

Richard
--
Computers: XL, 386 & M300, iMac SE 600, Dell P410 |\ _,,,---,,_
Audio: SH101, S50, JV50, D50, JD800, CZx3, CX5M, M1 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-925, Toshiba SD2109, PS2 '----''(_/--' `-'_)Morticia

5968. Re: Atari XEGS Keyboard Cable Extension?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-04 15:56:15 UTC
From: jerry_glenwright@hotmail.com
Message-ID: <2be33b6b.0110040756.37712f1d@posting.google.com>
Source record: 33842

Why not make one yourself? (If you have a soldering iron.) A couple of 15-pin D-type connectors (one male, one female) and a length of 15-way ribbon cable is all you need. Mine's about two metres long (!) and works fine...

Jerry

5969. Re: Sum up the old Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-04 15:59:19 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <9pi10nnqc1@thorium.cix.co.uk>
Source record: 33843

"Daz" <dc_hallett@hotmail.no.spam.com> wrote in message
news:9phtvjrne1@pheidippides.axion.bt.co.uk...
> Folks,
>
> If I may be so bold as to ask your collective advice...
>
> I am working on a display containing a history of home computing, and am
> looking for ideas on what to put in the various display cabinets.
>
> The ones I would like some feedback on are the Atari 400/800 and VCS
> cabinets.
>
> I'm thinking Combat, Space Invaders and Breakout for the VCS, and perhaps
> Star Raiders for the 400/800 display, but I'd really like to hear what you
> guys think..
>
> Any ideas folks?
>
> Regards,
> Daz
>

My memories of the early 80's going to the comuter shops. Star Raiders was the beastie on Atari 400/800 that was always in the cart slot and always drawing the attention. Then we saw the price tags and all bought Speccies and C= 64s depending on our pockets. It was loud, brash and instantly pick-upable and drew the crowds. Proberbly the main reason I wanted really an Atari and why when the price dropped here due to the Dixon Deal I rushed out and bought one.

Silicone warriors took advantage of the 4 player ability and i saw it sometimes in display machines. Again loud, brash colourful and instantly pick-upable. But Star raiders was the demo king in the shops.

I notice Richard Kilpatric points to M.U.L.E. wich is a great game but i never saw it as a demo, also its not quiet a demo style game though it is also one of my faves. It doesn't quiet have the instant appeal of the simple and brash shoot-em-ups. The Lucasfilms Games and Mercenary also fill this catagory of being great involving games but not something you could pick up for a bit of Instant Gratification.

JP

> --
> Mining the Mines of Saturn since 1980,
> but Knot in 3D...

>
>
>

5970. Re: Atari XEGS Keyboard Cable Extension?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-04 18:39:45 UTC
From: John Dickson <jm.xNO_SPAMx.dickson@home.com>
Message-ID: <3BBCAC3A.5B0A09BC@home.com>
Source record: 33844

If this is a standard 15 pin sub-D, could you use an IBM PC joystick, or Mac monitor extension cable? One designed for 2 joystick should pass all the signals through.

Jerry wrote:
>
> Why not make one yourself? (If you have a soldering iron.) A couple of
> 15-pin D-type connectors (one male, one female) and a length of 15-way
> ribbon cable is all you need. Mine's about two metres long (!) and
> works fine...
>
> Jerry

5971. Re: Sum up the old Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-04 21:17:59 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <bm4v7.2068$2p1.265760@newsread2.prod.itd.earthlink.net>
Source record: 33845

The VCS by definition must be limited to games, but the 400/800 is a general purpose machine. Star Raiders was the most widely known recreational application and I would be hard pressed to select only one non-game app. 850 Express logged many hours on our system along with Speed Script and SynCalc and a lot of home made special purpose Basic programs. The 800 was a *real* PC, user oriented with emphasis on the personal in personal computer.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Richard Kilpatrick" <richard@lovecraft.demon.co.uk> wrote in message news:kXyo+PCdJIv7EwIV@lovecraft.demon.co.uk...
> Once upon a time <9phtvjrne1@pheidippides.axion.bt.co.uk>, Daz
> <dc_hallett@hotmail.no.spam.com> grabbed chalk and scrawled:
> >Star Raiders for the 400/800 display, but I'd really like to hear what you
> >guys think..
>
> M.U.L.E.

5972. Re: Busted 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-04 23:30:07 UTC
From: wssenterprises@ntlworld.com
Message-ID: <1f0rzt5.1feobticfop0fN%wssenterprises@ntlworld.com>
Source record: 33846

Steven Tucker <classics@atarimax.com> wrote:

> > Took this new regulator out, cleaned it and the connectors up, and it
> > looks like the circuit board contact on the middle pin had broken - I
> > assume that's why this new regulator wasn't working.
> >
> > So, I've put it back in, connected the middle pin to other places on the
> > circuit by some wire, and it now switches on, I have power, and the LED
> > now lights up again. However...
> >
> > It is now not recognizing when a disk is inserted. IIRC, when a disk
> > goes in, it will spin up or something - It doesn't do that - It does
> > nothing.
>
> Is there any activity at all on the mechanism when you turn
> the drive on? Does the head move at all, or does the red LED on
> the drive face come on momentarily?

No. Nothing. Dead. Must be something I've done while replacing this
duff regulator, but I haven't the foggiest idea what.

--
Cheers
Wayne Stuart

5973. Re: Sum up the old Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-05 02:46:21 UTC
From: ebaiz@skyenet.net
Message-ID: <1a9v7.5792$Nq.220123@newsfeed.slurp.net>
Source record: 33847

On 4 Oct 2001 16:04:09 +, "Daz" wrote:
>Folks,
>
>If I may be so bold as to ask your collective advice...
>
>I am working on a display containing a history of home computing, and am
>looking for ideas on what to put in the various display cabinets.
>
>The ones I would like some feedback on are the Atari 400/800 and VCS
>cabinets.
>
>I'm thinking Combat, Space Invaders and Breakout for the VCS, and perhaps
>Star Raiders for the 400/800 display, but I'd really like to hear what you
>guys think..

Well if you are adding some games in the display, I would put an Ultima
Game and Castle Wolfenstein in the Atari 400/800 case. Oh, Pacman
also.... That game is what caused me to get my orignal 400.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5974. Pro Biker NTSC

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-05 04:40:54 UTC
From: Undelete <javier@tfz.net>
Message-ID: <f8eqrts0mvfdttpigrmhhihohk9jd3v8es@4ax.com>
Source record: 33855

Hi :
anybody has a NTSC version of this game Pro Biker (Pro Mountain Bike Simulator) Alternative Software 1989 because i can't make work with my Atari and sio2pc , i have only a PAL version of this game.

Greetz..

5975. Re: Sum up the old Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-05 05:51:57 UTC
From: William Kendrick <nbs@bolt.sonic.net>
Message-ID: <1Ubv7.2484$no1.26050@typhoon.sonic.net>
Source record: 33848

Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:
<snip>
: Well if you are adding some games in the display, I would put an Ultima
: Game and Castle Wolfenstein in the Atari 400/800 case. Oh, Pacman
: also.... That game is what caused me to get my orignal 400.

Well, for sheer "ooh, ahh" factor, we can't rule out things like
"Alternate Reality: The City," "Ballblazer," "Rescue of Fractulous,"
and the oodles of AWESOME demos which came out of Europe in the late
80's and early 90's.

Hard Software's "Cool Emotions" and "Joyride" are two good examples.
"Drunk Tank" is another great one.

"Fujispin" (aka "Swan Demo") and the "Robot/Spaceship" demo were actually
made by Atari for display units. :)

Here are some screenshots of stuff I had made once to convince a friend
how much cooler the Atari was than the Apple II :)

http://www.newbreedsoftware.com/atarishots/

-bill!

5976. Re: Pro Biker NTSC

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-05 06:30:55 UTC
From: Undelete <javier@tfz.net>
Message-ID: <lokqrtcid5v8rssl0fign9rgu41t0s0mrk@4ax.com>
Source record: 33858

The game load but is unplayable because the flickering, i got this
game years ago in cassette and works in my Atari 130XE NTSC but i
lost my copy.

On Fri, 05 Oct 2001 00:40:54 -0400, Undelete <javier@tfz.net> wrote:

>Hi :
> anybody has a NTSC version of this game Pro Biker (Pro Mountain Bike
>Simulator) Alternative Software 1989 because i can't make work with my
>Atari and sio2pc , i have only a PAL version of this game.
>
> Greetz..

5977. File extensions?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-05 07:24:44 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <0fdv7.8296$FZ7.2663871595@newssvr30.news.prodigy.com>
Source record: 33849

Hello all, so can anyone tell me-

What exactly is the difference between .COM .EXE and .BIN files?
Just something that's been in the back of my mind for a while..
Mo

5978. FS: Ataris and more, UK!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-05 14:29:24 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <uTUqf+CEPcv7EwIm@lovecraft.demon.co.uk>
Source record: 33850

Updated prices etc :)

800XL, standard, mint, ï¿½20
1050 and 1010, ï¿½25
800XL 256K, ï¿½20
800XL Stereo and PIA, ï¿½20

Lynx II with 5 games, mint and boxed as new, ï¿½50
NeoGeo Pocket (clear) with Ms. PacMan, ï¿½40

Lynx II, 256K and Stereo 800XLs, 1050, 1010, games and such, ï¿½100
together.

Roland D110 MIDI rackmount synth, slight crackle, ï¿½20 (suspect poor ROM
contact, sounds like my S50 sampler before it's RAM has warmed up!)
Roland MPU-401 ISA MIDI card with cables, ï¿½10

Wanted, Yamaha CX5M music software, FD03/05 disk drive, manuals,
anything!

All prices include postage, negotiable, swaps, whatever!

Richard
--
Computers: XL, 386 & M300, iMac SE 600, Dell P410 |\ _,,,---,,_
Audio: SH101, S50, D50, JD800, CZx2, CX5MII/128, M1 /,`.-'`' -. ;-;;,
Music: http://www.mp3.com/RichardKilpatrick/ |,4-))-,_. ,\ (`'::.
Visual: CLD-925, Toshiba SD2109, PS2 '----''(_/--' `-'_)Morticia

5979. Re: ST Xformer?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-05 15:01:38 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3BBDCB52.78953022@mail.uni-mainz.de>
Source record: 33851

Well,
the problem is, I do not have any ST or compatible atari, nor the XL
Deejay. Some months ago I converted several ATR images to .DI format for
a friend (who uses the Deejay) using your ACVT program. He reported to
me, that none of these converted images worked, thus I concluded there
must be something wrong with your converter... I am sorry, that I cannot
give you any further details, maybe another Dejay user can...
-Andreas.

Jindrich Kubec schrieb:
>
> Andreas Magenheimer wrote:
> > But it uses its very own .DI format which is not
> > compatible in any way to ATR, XFD or DCM. Even Jindrich`s ACVT convert
> > program does not convert properly to those .DI images (it converts, but
> > the Deejay does not accept them).
>
> Heeeey, I need some bugreport in order to make you (and DeeJay) happy!
> ;-)
> So, tell me which images got converted and don't work on DeeJay. Are you
> sure you have the latest version?
>
> I tested it this way: DI -> ATR -> DI and compared source and dest DI
> files.
> I didn't find any which was different.
>
> Jindroush

5980. Re: Packer/unpacker

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-05 15:19:23 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3BBDCF7B.B728652D@mail.uni-mainz.de>
Source record: 33852

Well,
how many do you want ?!? And do you want only newer packers/unpackers or also older ones (called crunchers or bit/byte crunchers) ?? What about archivers (Arc, Alf, diskcom, LZH, ZIP, etc.) ?? Ok, to make things short, I am a collector and thus I have collected all packer programs I know on 2 medium/dual/enhanced density atari disks. Just e-mail me to get them. But beware: none of these packers have manuals, so you have to find out yourself how they work. in my opinion the DJ packers have the highest compression level and unpack automatically, but sometimes other packers are better or user friendlier...
-Andreas.

P.S.: If you really have problems, I can write some short docs how to use these packers (docs in english or german, not czech!!)...

Jindrich Kubec schrieb:
>
> Hi,
>
> I'm looking for executable packer/unpacker for 8bit Atari.
>
> Conditions:
> 1) It must have high compression level
> 2) Unpacker code must be short, fast and run on any 64kb Atari.
> 3) Source code is welcome
> 4) Speed and memory requirements for packer are uninteresting, I'll
> rewrite it for PC.
>
> Anyone?
>
> Jindroush (kubecj@asw.cz)

5981. Re: Packer/unpacker

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-05 15:27:27 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3BBDD15F.A9B809@mail.uni-mainz.de>
Source record: 33853

Well,
did you use atari before 1982 ??? I have my doubts - since they were not
avaiable at that time in Czechoslovakia. But packers were avaiable from
that time on (and maybe even earlier). Ok, most of these "packers" were
simple archivers (like ALF, ARC, Squish, Shrink, Mash, and others) or
simple (bit/byte) crunchers (like the Compressor, the Cruncher, Super
cruncher, etc.). Afaik, Koala could not only compress pictures, the
routine could also be used to compress other data... -Andreas.

Jindrich Kubec schrieb:
>
> Fox-1 wrote:
> > : 1) It must have high compression level
> > : 2) Unpacker code must be short, fast and run on any 64kb Atari.
> >
> > I don't think option 1) and 2) can be combined into one Atari 8-bit util...
>
> It doesn't matter as I don't want to compress the program on Atari. I'll
> do it on PeeCee.
>
> > I'm sure you know about Jiri's "SuperPacker". Depacking speed and
> > depacker-size are o.k. LZW-packer cruches better, but depacking is slow and
> > requires more code to depack...
>
> I don't know any packers. In the times I used real Atari, there were
> none available (AFAIK).
>
> Jindroush (kubecj@asw.cz)

5982. Re: File extensions?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-05 16:49:41 UTC
From: thor@math.tu-berlin.de
Message-ID: <3bbdc885@news.ivm.net>
Source record: 33854

Mo <mygranny@swbell.net> wrote:
> Hello all, so can anyone tell me-

> What exactly is the difference between .COM .EXE and .BIN files?

Concerning the file format, none. ".COM" used to be the command
files (hence the name) of the Os A/+ Dos from Oss, the same
company that manufactured the Mac 65. This Os used the .COM
files whenever you typed in a command name on the command line
that was not build into their command interpreter; about the
only difference of the file format I remember is that .COM binaries
have to be started at the first load address, whereas typically
Dos 2.xx files need to define the start vector at $2e0,$2e1 to get
run at all. I've never seen any .BIN, though.

So long,
Thomas

5983. Re: File extensions?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-05 17:03:13 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <lJlv7.3656$2p1.491831@newsread2.prod.itd.earthlink.net>
Source record: 33856

Originally .COM files used the file start load address as the execution point; they were normally called by their name typed at the command processor prompt. Often these were external components of the file management system or similar utilities and expected to find data in predetermined buffers and code or pointers present from a specific DOS version.

.EXE files used the Atari DOS 2.0 convention of appending a load segment containing the execution address to be placed into $2E0-1 or $2E2-3. Usually these were complete applications and were rarely DOS specific.

.BIN files in their simplest form were just binary RAM images of data or code; they were not intended to execute immediately after the load. Multiple load stages were possible, but typically no INIT or RUN address was included.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Mo" <mygranny@swbell.net> wrote in message
news:0fdv7.8296$FZ7.2663871595@newssvr30.news.prodigy.com...
> Hello all, so can anyone tell me-
>
> What exactly is the difference between .COM .EXE and .BIN files?
> Just something that's been in the back of my mind for a while..
> Mo

5984. The APX archive needs this software...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-05 18:01:23 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-7ED072.11012305102001@corp-radius.supernews.com>
Source record: 33857

Do you have any of the following Atari Program Exchange software on disk?
The APX archive (http://www.atariarchives.org/APX/) has permission to
put these programs online, but I don't have a copy of these disks.

For the archive, I prefer complete disk images (in ATR or DCM formats) to
standalone .EXE or .COM files.

20002 Text Formatter (FORMS)
20005 Mugwump
20007 Reversi (early release as Roman Checkers)
20008 BASIC Program Compressor (MASHER)
20014 The Computerized Card File
20015 Space Trek
20016 Centurion
20019 Castle
20023 Chinese Puzzle
20025 Sultan's Palace
20030 Supersort ?
20031 Tact Trek
20046 BASIC Utility For Renumbering Programs (BURP) ?
20051 Cosmatic Atari Development Package
20054 Wizard's Revenge
20105 RPN Calculator Simulator
20106 Keypad Controller
20116 Pushover
20124 Utility Diskette II
20125 Microsoft BASIC Cross-Reference Utility ?
20126 Algicalc
20135 Jukebox #1
20146 fun-FORTH
20156 Mankala
20173 Diskmenu
20177 BASIC/XA
20194 Catterpiggle
20201 Teasers By Tobbs
20204 Ennumereight
20205 Punctuation Put-On
20209 Drawit
20214 Home Inventory
20215 Circuit Lab ? ?
20217 Strategic Financial Ratio Analysis
20218 Bootleg
20226 Moon Marauder
20227 Advanced Fingerspelling

20233 Eastern Front (1941) Scenario Editor
20234 Ringmaster
20258 Bellum
20261 Numberland Nightwatch ?
20263 Burgers!
20265 Dragon's Quest or a Twist in the Tail
????? Erg
????? Name the Notes
????? FIG FORTH

Thanks,
--Kevin
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- http://www.atarimagazines.com
& Atariarchives.org -- http://www.atariarchives.org
Moderator of news:comp.sys.atari.announce -- Atari computer news

5985. Question about Memory map

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-05 18:35:14 UTC
From: ralphxpn@aol.com
Message-ID: <20011005143514.05631.00000538@mb-fv.aol.com>
Source record: 33859

On an A800 what memory locations are free? I want to add harware but I dont know what memory adresses are free of conflict. Thanks

Ralph

5986. cc65 Graphics/Sound Libraries?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-05 19:48:02 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3BBE0E72.477C591@ti.com>
Source record: 33860

I just downloaded the cc65 cross compiler for the A8. Does anyone know
if there are graphics and sound libraries somewhere, or has anyone
written
any functions to do graphics or sound?

I would like to try coding a few games in C for the A8. Does anyone
have
any pointers?

Thanks!

--Chris
http://jybolac.virtualave.net
telnet://jybolac.dyndns.org:520

5987. Re: Question about Memory map

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-05 20:58:09 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <trs7mshv14b829@corp.supernews.com>
Source record: 33861

"RalphXPN" <ralphxpn@aol.com> wrote in message
news:20011005143514.05631.00000538@mb-fv.aol.com...
> On an A800 what memory locations are free? I want to add harware but I
dont
> know what memory adresses are free of conflict. Thanks

Safe bet would be to use the open spots in the existing hardware memory map.
Best choices are $D600-$D7FF. That would keep you fairly compatible to most
of the 8 bits and avoid most hardware conflicts with 3rd party vendors. For
instance, $D100-$D1FF is open in an 800, but used for parallel devices like
The Black Box and MIO in the XL/XE series computers.

5988. Re: Sum up the old Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-05 21:56:43 UTC
From: Mark Keates <mark@mkeates.f9.co.uk>
Message-ID: <w0qv7.162$bO4.18898@stones>
Source record: 33862

Hi there,

I started on a 600XL with tape deck and Defender on cart.
Just as good as the arcade machine. Another early game
that I was hooked on was English Software's 'Diamonds'.
Moved onto an 800XL a couple of years later when
Dixon's did their deals.

It wasn't until the 8-bit market was almost dead that I got
a disk drive and also upgraded from using Atari's Assembler
to MAC/65. I wish I'd upgraded a lot earlier I can tell you!

The machine still holds a fasination at getting such a simple
computer to do such great things with Dlists, DLIs, VBIs etc.
IMHO, a bit let down (depending on which way you look at it)
by the hardware sprites when compared with the C64,
but POKEY does hold up to the SID (e.g. Draconus,
International Karate & Warhawk when compared, although
I don't think we could manage a Sanxion Loader or the
Last Ninja III Intro!)

Regards,

Mark

5989. Sum up the old Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-05 23:16:26 UTC
From: mike.tripp@ima.infomail.com
Message-ID: <1002320227.1@ima.infomail.com>
Source record: 33863

Hello dc_hallett@hotmail.no.spam.com.

04 Oct 01 16:04, dc_hallett@hotmail.no.spam.com wrote to All:

dh> I'm thinking Combat, Space Invaders and Breakout for the VCS,
and
dh> perhaps Star Raiders for the 400/800 display, but I'd really
like to
dh> hear what you guys think..

dh> Any ideas folks?

If you're looking to grab the attention of passers-by, "Encounter"
puts on quite an eye-catching demo when left alone for a while.
Noisy, too. Might drive =you= crazy after a while, though... I
believe "Enchanter" also goes into a busy demo if left alone, and is
quite visual as the wizard is planting and healing trees while
defending them from the invading spiders.

If you're looking for a classic nostalgic touch, then I second the
nomination for Star Raiders. MULE does have a demo mode where it
simulates a game between 4 computer players, but it is a strategy
game that is best played and not very exciting from the
sidelines...even if you love to play the game.

.\\ike

5990. Re: Sum up the old Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-05 23:29:24 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9plfokniu1@dos.canit.se>
Source record: 33865

Mark Keates <mark@mkeates.f9.co.uk> skrev:

: The machine still holds a fasination at getting such a simple
: computer to do such great things with Dlists, DLIs, VBIs etc.
: IMHO, a bit let down (depending on which way you look at it)
: by the hardware sprites when compared with the C64,
: but POKEY does hold up to the SID (e.g. Draconus,
: International Karate & Warhawk when compared, although
: I don't think we could manage a Sanxion Loader or the
: Last Ninja III Intro!)

My only encounter with POKEY music has been through the emulator format
called PN, or PokeyNoise, much like PlaySID. And that was a real let-down.
It sounded monaural and simple, like a PC bleeper.
Are there are any titles to look out for in particular which would
demonstrate the true abilities of the POKEY?
I've yet to see a "chip" chip which beats the SID, but my experiences with
PN haven't even lived up to the mediocre standards of the AY-3-8910.

--
Kyosuke: Jag heter Kurre, Kurre Carlsson!
Jag: Det heter du inte alls!

5991. Re: Sum up the old Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-05 23:41:39 UTC
From: William Kendrick <nbs@sonic.net>
Message-ID: <Tyrv7.2723$no1.28702@typhoon.sonic.net>
Source record: 33864

mike.tripp@ima.infomail.com wrote:
<snip>
: If you're looking to grab the attention of passers-by, "Encounter"
: puts on quite an eye-catching demo when left alone for a while.
: Noisy, too. Might drive =you= crazy after a while, though... I
: believe "Enchanter" also goes into a busy demo if left alone, and is
: quite visual as the wizard is planting and healing trees while
: defending them from the invading spiders.

Wait, you sound like you're describing "Necromancer."

-bill!
(i thought encounter was a 3D one)

5992. Re: Sum up the old Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-06 00:18:29 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <p5sv7.63697$y7.730975@dbsch1.home.nl>
Source record: 33866

Iggy Drougge wrote

: My only encounter with POKEY music has been through the emulator format
: called PN, or PokeyNoise, much like PlaySID. And that was a real let-down.

Of course. No emulator can beat the real POKEY...

: Are there are any titles to look out for in particular which would
: demonstrate the true abilities of the POKEY?

Numerous, but on an emulator they all sound bad. I don't think you ever heard
a Music ProTracker song on a real Atari. Leaves the SID far behind...

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
Remember what the dormouse said...

5993. Re: Tyne & Wear (sp?) Memory Map

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-06 03:19:30 UTC
From: mcurrent@carleton.edu
Message-ID: <trsu22dqdbbi03@news.supernews.com>
Source record: 33867

In article <20010929170831.09403.00001282@mb-ca.news.cs.com>, llpwhite@cs.com says...
>
>IIRC, one of the UK Atari clubs (T&W) issued an updated/corrected memory map, >presumably similar to the Compute! "Mapping the Atari".

Got it right here. "The Complete and Essential Map for the XL/XE". Written by Andrew C. Thompson (c) 1994, Published and Distributed by TWAUG Publishing (c) 1994, parts I and II.

"This book contains information never released anywhere before and is heavily based and expanded on Mapping the Atari - Revised".

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

5994. Re: Sector editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-06 03:32:45 UTC
From: Pete <nospam@wintermute.org.uk>
Message-ID: <9plvh8$jnqnb$2@ID-15679.news.dfncis.de>
Source record: 33868

Hi,

> What's even more interesting is that this version is copyprotected
>by means of short-sectoring!

I must admint I've never looked. I think I still have it somewhere, along with the majority of my old software....got rid of some of my games when I upgraded to the ST, but I kept most of the utilities, assemblers etc.

TTFN - Pete.

5995. Re: Sum up the old Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-06 03:42:27 UTC
From: Pete <nospam@wintermute.org.uk>
Message-ID: <9plvh9$jnqnb$3@ID-15679.news.dfncis.de>
Source record: 33870

Hi,

> My memories of the early 80's going to the comuter shops. Star
>Raiders was the beastie on Atari 400/800 that was always in the
>cart slot and always drawing the attention....

That and Pac-Man....not to mention Defender when that appeared.

>....Then we saw the price tags and all bought Speccies and C= 64s
>depending on our pockets.

Having been burned by Sinclair twice in the form of the ZX-80 and ZX-81 I refused to buy the Spectrum - a decision I have *NEVER* regretted!

Back in those days the C64 was a non starter in my opinion....it just wasn't as technically advanced as the Atari nad didn't have the kudos of the Atari (besides, why play inferior ports of Atari games when you could play the real thing?).

>....main reason I wanted really an Atari and why when the price dropped
>here due to the Dixon Deal I rushed out and bought one.

You too eh? ;-)

Still have my original 400, in the original box even....

>....The Lucasfilms Games and Mercenary....

Never got too excited by Mercenary myself to be honest (though I did play it all the way to the end, several times). My favourite Novagen game has to be "Encounter".

TTFN - Pete.

5996. Re: Sum up the old Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-06 03:54:51 UTC
From: Pete <nospam@wintermute.org.uk>
Message-ID: <9plvha$jnqnb$4@ID-15679.news.dfncis.de>
Source record: 33869

Hi,

> I'm thinking Combat, Space Invaders and Breakout for the VCS, and
>perhaps Star Raiders for the 400/800 display, but I'd really like
>to hear what you guys think..
>
> Any ideas folks?

Tricky one, there were SO many great games for the Atari.

I think you should consider the following in addition to Star Raiders (in no particular order):

Encounter
Galaxian
Repton
Defender
PacMan
Drol
GridRunner
Bandits
Robotron
Dropzone
Choplifter
Joust
& BallBlazer

TTFN - Pete.

5997. Re: Packer/unpacker

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-06 04:40:23 UTC
From: Pete <nospam@wintermute.org.uk>
Message-ID: <9pm3gq$jg48a$1@ID-15679.news.dfncis.de>
Source record: 33871

Hi,

> did you use atari before 1982 ???

I bought my first Atari (a 400) during Easter of 1983 and continued using assorted Atari 8-bit machines until around 1990. I never came across *ANY* packer/unpacker programs in all that time.

Besides, why would anyone need one?

TTFN - Pete.

5998. Re: Utopia

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-06 05:25:38 UTC
From: Steven Posey <stevenNOSPAMposey@yahoo.com>
Message-ID: <9pm4mb$jhp4h$1@ID-60478.news.dfncis.de>
Source record: 33872

Would this be the same "Utopia" as the Intellivision release? I've been
playing it from my Intellivision Lives CD-ROM for a while now. Lots of fun.

Haven't seen the ST version, though.

"Bjarni Juliusson" <bjju1185@student.uu.se> wrote in message
news:YYlu7.3238$XO2.395979@newsb.telia.net...
> Does anyone in here have the game Utopia for the Atari ST?
>
>

5999. Re: Emulators

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-06 05:28:47 UTC
From: Steven Posey <stevenNOSPAMposey@yahoo.com>
Message-ID: <9pm4rq$jjmfa$1@ID-60478.news.dfncis.de>
Source record: 33873

As any good Atari should be running, wouldn't you say? It's only a museum
piece if it's not powered on, right?

"Christopher Thorley" <chris_thorley@lineone.net> wrote in message
news:3bba4966$1_2@mk-nntp-1.news.uk.worldonline.com...
> Thanks guys,
> the info is much appreciated though I should add my 8
> bit system is still up and running (the kids love it!)
>
> Chris.
>
>

6000. Re: Sector editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-06 05:49:18 UTC
From: Steven Posey <stevenNOSPAMposey@yahoo.com>
Message-ID: <9pm628$jammf$1@ID-60478.news.dfncis.de>
Source record: 33874

You might also want to look at http://www.bitsofthepast.com/atari/ under the Pirate's Treasure Chest. There's an excellent sector editor included in that package that I used to use to copy a ton of stuff that wasn't supposed to be copyable. I also used it to deface many Atari games to my own liking. Atari Basketball looked great with my high school's name instead of "HOME". Frogger became Roadkill, Donkey Kong became Konkey Dong (you get the idea).

"rolaid" <mikem@netxpress.com> wrote in message
news:3bb53d41.3093098@news.netxpress.com...
> I'm looking for a sector editor for my 800 something like the early
> versions norton editors.
>
> Also is Bravo Siarra(sp) a reputable retailer for Atari. I'm looking
> for an 850 or equivalent.
>
> Thanks

6001. Re: Sum up the old Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-06 06:12:29 UTC
From: William Kendrick <nbs@sonic.net>
Message-ID: <hhxv7.2787$no1.29729@typhoon.sonic.net>
Source record: 33875

Iggy Drougge <optimus@canit.se> wrote:
: Mark Keates <mark@mkeates.f9.co.uk> skrev:

: My only encounter with POKEY music has been through the emulator format
: called PN, or PokeyNoise, much like PlaySID. And that was a real let-down.
: It sounded monaural and simple, like a PC bleeper.
: Are there are any titles to look out for in particular which would
: demonstrate the true abilities of the POKEY?
: I've yet to see a "chip" chip which beats the SID, but my experiences with
: PN haven't even lived up to the mediocre standards of the AY-3-8910.

SAP players tend to do a fairly good job at recreating POKEY music.
And some of the songs that have been converted to the format are excellent..
(SAP supports the digital channel that some folks used in music, like
Tomasz Liebich's stuff)

-bill!

6002. Re: Sum up the old Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-06 08:22:47 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <rbzv7.1300$QI5.445453434@newssvr12.news.prodigy.com>
Source record: 33876

In the realm of TRS-80's there was the Orchestra-85 (model 1) and Orch-90 (model 3/4). Excellent sound - 5 voices in stereo. It was an add-on cart for the color computer and a plug in module for the others complete with left/right RCA speaker jacks. Built in amp. I recall that there was a SIG on compuserve that kept an archive of songs for download. Was an Orch player ever released for the Atari? The song files were extremely simple text files that were very easy to script. Listening to it play with your eyes closed, you'd swear it was a yamaha electric piano in front of you!

Mo

William Kendrick wrote in message ...
>Iggy Drougge <optimus@canit.se> wrote:
>: Mark Keates <mark@mkeates.f9.co.uk> skrev:
>
>: My only encounter with POKEY music has been through the emulator format
>: called PN, or PokeyNoise, much like PlaySID. And that was a real
let-down.
>: It sounded monaural and simple, like a PC bleeper.
>: Are there are any titles to look out for in particular which would
>: demonstrate the true abilities of the POKEY?
>: I've yet to see a "chip" chip which beats the SID, but my experiences
with
>: PN haven't even lived up to the mediocre standards of the AY-3-8910.
>
>SAP players tend to do a fairly good job at recreating POKEY music.
>And some of the songs that have been converted to the format are
excellent..
>(SAP supports the digital channel that some folks used in music, like
>Tomasz Liebich's stuff)
>
>-bill!

6003. Re: Sum up the old Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-06 08:30:12 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <oizv7.1302$ZJ5.445528215@newssvr12.news.prodigy.com>
Source record: 33877

As long as we're strolling down memory lane here...

My first computer was actually a TRS-80 model 3 (my dads 'business' machine). He became extremely frustrated with me hogging it all of the time, so he decided that he would get me an Apple][. Well fortunately for me there were no Apple dealers to be found in the Galveston area. It was then one Saturday we went by Sears and spotted the Atari computer area. I came home with a brand new Atari 800 complete with a 410 and an Eastern Front cart. I set it all up and literally spent hours just making the Eastern front screen move around with my joystick. Who would of thought! A computer with bright colors, joysticks, and a screen that moves around! After 2 years of staring at the TRS-80's black and white screen, this was a miracle!
Mo

Mark Keates wrote in message ...
>Hi there,
>
>I started on a 600XL with tape deck

6004. Re: File extensions?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-06 08:32:04 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <8kzv7.1304$tN5.445753416@newssvr12.news.prodigy.com>
Source record: 33878

Excellent, thank you

Mo

Ron Hamilton wrote in message ...
>Originally .COM files used the file start load address as the execution
>point; they were normally called by their name typed at the command
>processor prompt. Often these were external components of the file
>management system or similar utilities and expected to find data in
>predetermined buffers and code or pointers present from a specific DOS
>version.
>
>.EXE files used the Atari DOS 2.0 convention of appending a load segment
>containing the execution address to be placed into $2E0-1 or $2E2-3.
Usually
>these were complete applications and were rarely DOS specific.
>
>.BIN files in their simplest form were just binary RAM images of data or
>code; they were not intended to execute immediately after the load.
Multiple
>load stages were possible, but typically no INIT or RUN address was
>included.
>
>--
>-Ron
>
>Experience is something you don't get until just after you need it.
>http://www.atariland.com/members/oldatarian
>
>"Mo" <mygranny@swbell.net> wrote in message
>news:0fdv7.8296$FZ7.2663871595@newssvr30.news.prodigy.com...
>> Hello all, so can anyone tell me-
>>
>> What exactly is the difference between .COM .EXE and .BIN files?
>> Just something that's been in the back of my mind for a while..
>> Mo
>
>
>

6005. Re: Sum up the old Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-06 14:32:17 UTC
From: ebaiz@skyenet.net
Message-ID: <RBEv7.295$vF1.73905@newsfeed.slurp.net>
Source record: 33879

On 5 Oct 2001 05:51:57 G, William Kendrick wrote:
>Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:
><snip>
>: Well if you are adding some games in the display, I would put an Ultima
>: Game and Castle Wolfenstein in the Atari 400/800 case. Oh, Pacman
>: also.... That game is what caused me to get my orignal 400.
>
>Well, for sheer "ooh, ahh" factor, we can't rule out things like
>"Alternate Reality: The City," "Ballblazer," "Rescue of Fractulous,"
>and the oodles of AWESOME demos which came out of Europe in the late
>80's and early 90's.

Yes, I forgot abouty Ballblazer and Rescue on Fractalus. After seeing
those two games, I wanted more programs from Lucas. I still cannot
believe how good those games were on the 8-bit.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6006. Re: Sum up the old Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-06 15:41:21 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <1ttMAMChYyv7EwJz@lovecraft.demon.co.uk>
Source record: 33880

In article <RBEv7.295$vF1.73905@newsfeed.slurp.net>, Edward S. Baiz Jr.
<ebaiz@skyenet.net> writes
>Yes, I forgot abouty Ballblazer and Rescue on Fractalus. After seeing
>those two games, I wanted more programs from Lucas. I still cannot
>believe how good those games were on the 8-bit.

I still play ROF, constantly ;)

Richard
--
Classic Computers: Atari 800XL - Rescue on Fractalus! |\ _,,,---,,_
Yamaha CX5MII/128 - Music and MSX! Compaq 386 MIDI /,`.-'`' -. ;-;;,
Apples? www.lovecraft.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Last found? Tandy 102 in my office drawer! '----''(_/--' `-'_)Morticia

6007. Re: Sector editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-06 16:08:09 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <J%Fv7.67691$y7.796381@dbsch1.home.nl>
Source record: 33881

Talking about sectoreditors... Try "Happy Master Quad+". Excellent tool with all search & edit features you'll ever need, all in Hex, Dec, Asc and Int formats. Supports DOS 2.x sector-links, Single, Enhanced and Double density and has a colorfull screen which is much easier to view then all those 2-color editors (when using a color-monitor ofcourse :-))

I'll try to put a copy (LZH archive) in alt.binaries.comp.atari8bit for those who're interested...

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
Remember what the dormouse said...

6008. Re: Packer/unpacker

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-06 19:30:11 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <7ZIv7.6458$3i3.813674@newsread1.prod.itd.earthlink.net>
Source record: 33882

Mostly for telecommunications, at first; they allowed modem transfer of a boot disk possible. They also add convenience when you want to transfer a package containing the .exe file along with the .doc, .cfg, .dat, etc. files.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Pete" <nospam@wintermute.org.uk> wrote in message
news:9pm3gq$jg48a$1@ID-15679.news.dfncis.de...
> Hi,
>
> > did you use atari before 1982 ???
>
> I bought my first Atari (a 400) during Easter of 1983 and continued using
> assorted Atari 8-bit machines until around 1990. I never came across *ANY*
> packer/unpacker programs in all that time.
>
> Besides, why would anyone need one?

6009. 8 ATARI Games + a NICE Carrying Case!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-06 22:39:29 UTC
From: estategems@aol.com
Message-ID: <20011006183929.24963.00001874@mb-ch.aol.com>
Source record: 33883
Body handling: HTML body converted to readable text

8 ATARI Games + a NICE Carrying Case!

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1280954945

1) Combat (with Tank, Tank-pong, invisible-tank, biplane and
jet-fighter. CX-2601)

2) Canyon Bomber (CX-2607)

3) Space Invaders (1980 CX-2632)

4) Air Sea Battle (1981 CX2602)

5) Laser Blast (Activision - like Missile Command 1981 AG-008)

6) Stampede (Activision 1981 AG-011)

7) Haunted House (1981 CX2654)

8) Adventure (1978 CX2613)

Thanks for looking! !

6010. Sum up the old Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-06 23:16:10 UTC
From: mike.tripp@ima.infomail.com
Message-ID: <1002406632.1@ima.infomail.com>
Source record: 33884

Hello William!

05 Oct 01 23:41, William Kendrick <nbs@sonic.net> wrote to All:

Wn> : quite visual as the wizard is planting and healing trees
while
Wn> : defending them from the invading spiders.

Wn> Wait, you sound like you're describing "Necromancer."

Sorry, you're right. "Enchanter" was one of the text adventures.

.\\ike

6011. Re: Antic's THE TRICK program

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-07 00:28:47 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3bbfd77a$0$1526$4c5ecdc7@news.erinet.com>
Source record: 33886
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari,rec.games.video.marketplace

Uhm.
I think you asked for this before, so I guess you didn't get a response.
It would help if you said some more about the program.
You say it comes on disk, so I guess it is a boot disk program,
not one of Antic magazine artilcle/program. I did a quick check
of the old 'catalogs' in a 1988 Antic and didn't see anything.
Antic sold programs, so I guess you're looking for one of them.
I found nothing at the Antic Site (Kevin Savitz).
http://www.atarimagazines.com
I'm thinking of 'Tricky Tracks', but that was a BASIC program,
not from Antic, not a boot disk.
There are lots of 'Tips and Tricks'. How about a description of
'The Trick'.?
Russg

6012. Antic's THE TRICK program

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-07 02:44:44 UTC
From: stonic <scottith@ptd.net>
Message-ID: <wkPv7.3063$Mj4.225329@nnrp1.ptd.net>
Source record: 33885
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari,rec.games.video.marketplace

Looking to get a copy of this (on 5.25 disk). If anyone has it, please email me. Thanks.

6013. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-07 08:51:40 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1002444673@rtfm.mit.edu>
Source record: 33887
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: August 7, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/

6014. Re: Emulators

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-07 13:01:48 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <3bc050ef$1_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 33888

"Steven Posey" <stevenNOSPAMposey@yahoo.com> wrote in message
news:9pm4rq$jjmfa$1@ID-60478.news.dfncis.de...
> As any good Atari should be running, wouldn't you say? It's only a museum
> piece if it's not powered on, right?
>
Too right! I always have as many running as possible. I have an 8MB STFM
running in my studio, a Jag connected to the telly, an 800XL 1050 set up for
the kids and a 2600 situated at the mum in-laws for when we visit. My Lynx
is on my desk at work for those frustating moments.

Chris Thorley.

6015. Greetings to the community.

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-07 13:38:21 UTC
From: "Guillermo Fuenzalida M." <gfuenzal@cec.uchile.cl>
Message-ID: <mKYv7.17008$2f.6310@clnews00.chello.cl>
Source record: 33889

Hi everyone!

I'm an Atari 8-bit enthusiast user from Chile, South America, who wants to salute the whole community.
Now I'm programming a little puzzle game in assembly, but very challenging. I think I will finish it as soon as possible, when my university leaves alone for a while :)
In the past, I fixed some games with PAL-troubles, like Rockman, Thinker, etc. If anyone wants a copy, please email me and I will send it.

By the way, did you know that the game "Line Up" has some tricks? For example:

1) Boot the game in NTSC mode. You'll see an special intro.
2) Press SELECT during the boot.
3) Press the INVERSE (or ATARI) key during the special intro.

I think it has more tricks, but I didn't find them yet.

Greetings to all Atari 8-bitters!

Guillermo Fuenzalida
gfuenzal@cec.uchile.cl

6016. Re: ICD/OSS cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-07 14:36:52 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3bc09e41$0$1532$4c5ecdc7@news.erinet.com>
Source record: 33893

Uhm.
I have BXE 4.1. It gives the version at the Ready.
I have SDX 4.20.
I think my ACTION! is 3.6, $B000 has a hex $36.
My Mac65 is 1.0
The RT8 has no ROM in it, I don't think, but I dunno.
These carts, like any cart I think, are EPROMs, if I think
they can be burnt with the right equipment and chips, but
that's a little advanced. They don't have a 'burnable' EPROM in them.
But you probably already understand this better than me, Jindroush.
My ACTION! wouldn't work. I did the eraser thing on the
contacts and it worked. These are getting old. Carts are subject
to failure and nobody is making these OSS/ICD/FTe carts any
more, I think. Uhm.. Lemme see Lance Ringquist/Video 61 makes
carts and has a relation to Bob Klass and the FTe stuff. Maybe
V61 can make new OSS carts.
Russg

6017. Re: Antic's THE TRICK program

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-07 14:53:51 UTC
From: stonic <scottith@ptd.net>
Message-ID: <30_v7.3979$Mj4.233216@nnrp1.ptd.net>
Source record: 33890
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari,rec.games.video.marketplace

Russ Gilbert <russg@en.com> wrote in message
news:3bbfd77a$0$1526$4c5ecdc7@news.erinet.com...
> Uhm.
> I think you asked for this before, so I guess you didn't get a response.

Nope

> It would help if you said some more about the program.
> You say it comes on disk, so I guess it is a boot disk program,
> not one of Antic magazine artilcle/program. I did a quick check
> of the old 'catalogs' in a 1988 Antic and didn't see anything.
> Antic sold programs, so I guess you're looking for one of them.
> I found nothing at the Antic Site (Kevin Savitz).
> http://www.atarimagazines.com
> I'm thinking of 'Tricky Tracks', but that was a BASIC program,
> not from Antic, not a boot disk.
> There are lots of 'Tips and Tricks'. How about a description of
> 'The Trick'.?

It's a BASIC public domain program (#918), from the Lake Almanor Public
Doman (the address is on the label, if anybody wants it). The program
modifies certain commecial games (giving you unlimited lives, etc.- a sort
of 'Game Genie').

6018. ICD/OSS cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-07 15:43:17 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3BC07815.A28EF372@asw.cz>
Source record: 33891

Hi,

Does anybody remember, if the following cartridges were sold in box? Do they have the subversions printed on labels? Was it possible to have them 'reprogrammed'?

Basic XL
Basic XE
Action
Mac/65
SDX
R-Time8
Writer's Tool

I'm also looking for the owners of following cartridges: Action other than 3.6, Basic XL 1.00, 1.02, Mac/65 1.00, SDX other than 4.18, 4.22, Writer's Tool. Please, contact me.

Jindroush (kubecj@asw.cz)
Cartridge dumping project http://www2.asw.cz/~kubecj/acartdp

6019. Re: ICD/OSS cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-07 16:05:25 UTC
From: Paul Gifford <paul.gifford@home.nospam.com>
Message-ID: <93%v7.129300$Xz1.15513306@news1.rdc1.md.home.com>
Source record: 33892

I can only contribute a small answer. My Basic XE cartridge does not have
any version info on the label.

"Jindrich Kubec" <kubecj@asw.cz> wrote in message
news:3BC07815.A28EF372@asw.cz...
> Hi,
>
> Does anybody remember, if the following cartridges were sold in box? Do
> they have the subversions printed on labels? Was it possible to have
> them 'reprogrammed'?
>
> Basic XL
> Basic XE
> Action
> Mac/65
> SDX
> R-Time8
> Writer's Tool
>
>
> I'm also looking for the owners of following cartridges: Action other
> than 3.6, Basic XL 1.00, 1.02, Mac/65 1.00, SDX other than 4.18, 4.22,
> Writer's Tool. Please, contact me.
>
> Jindroush (kubecj@asw.cz)
> Cartridge dumping project http://www2.asw.cz/~kubecj/acartdp
>

6020. Re: Sum up the old Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-07 19:54:39 UTC
From: wssenterprises@ntlworld.com
Message-ID: <1f0x78n.7ax0tl14bjn8fN%wssenterprises@ntlworld.com>
Source record: 33895

Pete <nospam@wintermute.org.uk> wrote:

> >....The Lucasfilms Games and Mercenary....
>
> Never got too excited by Mercenary myself to be honest (though I did play it
> all the way to the end, several times). My favourite Novagen game has to be
> "Encounter".

Mercenary was probably responsible for the most wasted hours/days during
my Atari era, but Encounter used to scare me shitless! When the 'ball'
finally hit me, I never failed to jump out of my skin. Kind of like
whenever the alien pops up on your windscreen on Rescue On Fractalus -
Literally gave a girly squeal first time that happened to me! :-)

--
Cheers
Wayne Stuart

6021. [ebay] Atari 400 w/ upgraded keyboard, bids start @ $1

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-07 19:56:48 UTC
From: Paul Gifford <paul.gifford@home.nospam.com>
Message-ID: <4s2w7.129591$Xz1.15769315@news1.rdc1.md.home.com>
Source record: 33894

I've tested this machine out and it works fine. Take a look at

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1282873563

Thanks!

Paul

6022. Re: ICD/OSS cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-07 20:47:23 UTC
From: itzjustmike@aol.comomomom
Message-ID: <20011007164723.12127.00002811@mb-cj.aol.com>
Source record: 33896

<< I'm also looking for the owners of following cartridges: Action other than 3.6, Basic XL 1.00, 1.02, Mac/65 1.00, SDX other than 4.18, 4.22, Writer's Tool. Please, contact me. >>

Okay, I've got the roms for SDX 20,21 and 22. When I got my SDX it didn't come in a box, just plastic wraped with the book.

I guess all I've got is the last versions of Action!, Mac65, BXL and BXE ... though when I first got my copies of Action! and BXL, they came with the 9" yellow three ring binder.

The Version of WritersTool I've got is 2.2 ... it also come with the 9" yellow binder and disk.

6023. Re: cc65 Graphics/Sound Libraries?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-07 20:59:57 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bc0c34e$0$19403$e4fe514c@newszilla.xs4all.nl>
Source record: 33697

Try Umich there was a version of cc65 for the XL/XE the libs sources where
free, maybe they can be compiled on the cross-compiler...

TXG
"Chris Martin" <cmartin@ti.com> wrote in message
news:3BBE0E72.477C591@ti.com...
>
> I just downloaded the cc65 cross compiler for the A8. Does anyone know
> if there are graphics and sound libraries somewhere, or has anyone
> written
> any functions to do graphics or sound?
>
> I would like to try coding a few games in C for the A8. Does anyone
> have
> any pointers?
>
> Thanks!
>
> --Chris
> http://jybolac.virtualave.net
> telnet://jybolac.dyndns.org:520
>
>

6024. Re: Sector editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-08 02:33:49 UTC
From: mikem@netxpress.com
Message-ID: <3bc10fd9.4752771@news.netxpress.com>
Source record: 33698

Just wanted to say thanks, I've grabbed all three editors.

On Sat, 06 Oct 2001 16:08:09 GMT, "Fox-1" <DONT_USE_fox-1@home.nl>
wrote:

>Talking about sectoreditors... Try "Happy Master Quad+". Excellent tool with
>all search & edit features you'll ever need, all in Hex, Dec, Asc and Int
>formats. Supports DOS 2.x sector-links, Single, Enhanced and Double density
>and has a colorfull screen which is much easier to view then all those 2-color
>editors (when using a color-monitor ofcourse :-))
>
>I'll try to put a copy (LZH archive) in alt.binaries.comp.atari8bit for those
>who're interested...
>
>
>--
>
>Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
> http://punkenpro.does.it
> Remember what the dormouse said...
>
>

6025. Contact info for these APX programmers?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-08 05:21:31 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-B1381C.22213007102001@corp-radius.supernews.com>
Source record: 33699

Hi all. I'm looking for these people who wrote software for the Atari Program Exchange, so I can ask permission to put their software online at http://www.atariarchives.org/APX/

If you have an e-mail address or other contact information for any of these folks, please e-mail me.

Al P. Casper
Alan Griesemer
Art Prag
Bill Williams' family
Bill Wilkinson (not an APX programmer, but...)
Bob Graves
Bob Smith
Brad Stewart
Bruce E. Campbell
Bryan Talbot
Charles E. Balthaser (or perhaps it's Ken Balthaser)
Charlie Kulas
Chuck Mullally
Dale Disharoon
Dale Yocum
Dan Rohr
Dave Henry&#65533;
Dave Johnson / Johnson Software
Dave Kosmai
David Buehler
David Getreu
David Kano
Dennis Harkins
Dewey Garton
Don Lee&#65533;
Duane L. King
Ed Stewart
Edward Lehmann
Fernando Herrera
Frank Paris
Gary A. Dacus
Gary Furr
Greg Christensen
Greg L. Thrush
Harry Koons
Harry Stewart
Howard D. Siebenrock

Image Marketing Corporation
Ingrid Langevin Solem
James Bayless
James W. Burley
Jerry White
Jim Dunion's family
Jim F. Skinner
Jim Sommers
Joel Gluck&#65533;
John Daigle
John M. Harris [not "Jawbreaker" John Harris]
John Oritz
Jose R. Suarez
Jubal Ragsdale
Lane Winner
Marian Dillashaw
Mark and Suzy Odendahl
Max Mulliner
Michael Kirtley
Mike Drury
Mike Ekberg
Mike Lorenzen
Myra Marshall - Computer Applications Tomorrow
Paul G. Abell
Paul Nicholls
Paul Wehner
R. J. Morgan
R. Stanley Kistler
Ray Lyons
Raymond Weir
Richard S. Waller
Richard Watts/Macrotronics
Richard Wiitala
Robert A. Waldman
Russel Segal
Stephen Bradshaw
Stephen W. Hall&#65533;
Steve Bittrolff
Steve Cavin
Steve Robinson
Steve Smith
Tandy Trower
Ted Farmer
Thomas Ferguson
Tom Konchan
William Bartlett
William D. Volk
William H. Northrup
William J. Graham

William L. Rice
Yakov Epelboim

Thanks,
Kevin Savetz
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- http://www.atarimagazines.com
& Atariarchives.org -- http://www.atariarchives.org
Moderator of news:comp.sys.atari.announce -- Atari computer news

6026. Re: Free Quick Reference Cards in PDF format

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-08 05:31:25 UTC
From: Robert O Greenawalt <av261@lafn.org>
Message-ID: <9prdr8$1onf$1@zook.lafn.org>
Source record: 33700
Cross-posted to: comp.sys.apple2.usergroups,comp.sys.arm,comp.sys.atari.8bit

This seems to have nothing to do with Apple][subjects. Correct?

--
--from Robert O Greenawalt in Rosemead CA 91770, which is ten miles east of
Los Angeles on Highway I-10.
free quick reference cards for linux <post@quickreferences.com> wrote in
message news:hJJv7.89912$6x5.19844102@afrodite.telenet-ops.be...
> The Quick Reference Site - Free Quick Reference Cards in PDF format
>
> The purpose of this site is to become the biggest resource for free Quick
> Reference Cards on the net. It also has a section with free
> e-books (all IT-related). They all are in PDF format and sorted by
> category. Many of them are very usefull for both LINUX/UNIX and Windows
users.
>
> http://www.quickreferences.yucom.be/
>
>
>
>
>

6027. Re: Free Quick Reference Cards in PDF format

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-08 06:20:34 UTC
From: William Kendrick <nbs@sonic.net>
Message-ID: <SAbw7.3200$no1.33063@typhoon.sonic.net>
Source record: 33701
Cross-posted to: comp.sys.apple2.usergroups,comp.sys.arm,comp.sys.atari.8bit

In comp.sys.atari.8bit Robert O Greenawalt <av261@lafn.org> wrote:
: This seems to have nothing to do with Apple][subjects. Correct?

Hey! We could sue for false advertising! "You came onto these newsgroups
and promised quick reference cards, but you don't have them for these
computers." :)

-bill!
(being silly)

6028. Re: Utopia

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-08 07:20:32 UTC
From: Bjarni Juliusson <bjju1185@student.uu.se>
Message-ID: <3BC153C0.533EF260@student.uu.se>
Source record: 33702

Steven Posey wrote:
>
> Would this be the same "Utopia" as the Intellivision release? I've been
> playing it from my Intellivision Lives CD-ROM for a while now. Lots of fun.
>
> Haven't seen the ST version, though.

This would be Utopia: the creation of a nation. I don't know about the Intellivision release.

I can't seem to get the copy I got working on any of the emultors I have tried. Does anyone know where to find a program to write images to Atari floppies on a PC?

6029. Update to the Westfront PC Translation Project :)

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-08 07:48:34 UTC
From: pap3@dana.ucc.nau.edu
Message-ID: <7a1fd8df.0110072348.3bf82d82@posting.google.com>
Source record: 33703
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amiga.games

Hello,

For those interested, I have been working feverishly to produce a
version of Westfront PC: The Trials of Guilder for the following
platforms:

Apple II/IIe
Commodore 64/128
Atari 400/800
Sinclair
MSX
CP/M 2.2 and above
Commodore Amiga
DEC Rainbow
Acorn
Palm IIIc
Amstrad
Atari ST
Apple Macintosh
TI 99/4A

Since the game itself is already ported to MS-DOS and
Windows-compatible computers, playing it shouldn't be all that
difficult:

http://www.geocities.com/dunric/westfront.html
(or an alternative link to)
http://members.tripod.com/~panks/westfront.html

I believe this game is possible to port to any of the platforms listed
above, although each version would have to be suited to the individual
system's capabilities. Since the game was coded in a flavor of BASIC,
it shouldn't be too difficult to port to those systems:

http://www.geocities.com/dunric/wftrans.html

I have tried using UBASIC, PowerBASIC, ByWater BASIC, Chip Munk BASIC,
GFA BASIC, and a host of other interpreters/compilers but few seem to
handle the game in even the MS-DOS size.

Therefore, I am calling upon all programmers proficient enough in the
BASIC or C language that are willing to port a version of the Trials
of Guilder for their specific systems to write me at: dunric@yahoo.com

The reward is nothing more or less than a playable version of the game
on whatever system it is attempted to be ported to. The best method I

can think of is to write the data files for the game to disk and to keep variables and arrays to a bare minimum. Verbs can be cut down to a minimum of 14-18, depending on the system. Nouns in the game...well...use your imagination. :) If there are fifteen different swords and shield and helmets, that's probably too much.

So to aid in the translation efforts, I have compiled a "bare bones" list of the items and monsters available in a "minimal" version of Westfront PC: The Trials of Guilder.

Here's the list:

VERBS

GO,GET,WIELD,UNWIELD,WEAR,REMOVE,DROP,KILL (or
ATTACK),BUY,SELL,PUT,READ,EXAMINE
LIGHT,USE,EAT,DRINK,INVENTORY,LOOK,CLIMB,SCORE,SAVE,QUIT

(23 or so verbs)

ITEMS

BAG
LANTERN
FUEL
ROPE
GRAPPLER (a grappling hook)
NOVEL
SCROLL
KEY
IRONKEY
HELMET
BOOTS
FORCEBOOTS
SHIELD
ARMOR
CLOAK
ROBE
RING
CHAINMAIL
SHROUD OF SAINT NEPHAN
DISC OF ATHENS
GLISTENING ANKLET
ORB OF TRUTH
SPELLBOOK
KNIFE
DAGGER
SWORD
LONGSWORD
BROADSWORD
SLAYER
HOLY MACE

```
GLOWBALL
SCEPTER
TORCH
SHOVEL
MATCHES

(35 or so items)

MONSTERS
--------
SKELETON
CLERK
DRUNK
VILLAGER
VETERAN
BARTENDER
FALDOR
WOLF
WARRIOR
MONK
ZOMBIE
GOBLIN
TROLL
PALADIN
WRAITH
BEAR
DRAGON
BARBARIAN
THIEF
INSPECTOR FUNKYDOG
JESTER
SORCERER
SPIDER
ELF
HOBBIT
WIZARD
GUARD1
GUARD2
GUARD3
GUARD4
NINJA
SENTRY1
SENTRY2
SENTRY3
SENTRY4
CENTURION
ADVENTURER
SENATOR
BISHOP ROLAND
SOLDIER
```

(40 or so monsters)

Now for the room total. I've thought a great deal about this and I realize that the original room total of 1,728 (across 4 continents) is just way too much for most systems to handle. So I've decided a good number to try for would be between 200-300 rooms. A lot can be packed into each room, including multiple descriptors and other events.

Quests: Quests are entirely optional and may be included at the whim of the programmer. It may be as simple as "Rescue the princess from the dragon" or as complex as "Destroy the evil army, save the city, and return the enchanted goblet to the city of ankahan."

Let me know if this sounds like a good idea. I feel this game could be a fun experience for all involved.

Regards,

Paul Panks
dunric@yahoo.com

6030. Re: Utopia

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-08 15:55:18 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <G%jw7.12422$2p1.1303874@newsread2.prod.itd.earthlink.net>
Source record: 33704

Only if your PC has a 5.25 *and* your A8 drive is true double density. I use AtariLink by HiasSoft to put the .ATR or .XFD image on a DD MyDos disk and a home made utility to convert the image to a real A8 disk.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Bjarni Juliusson" <bjju1185@student.uu.se> wrote
>
> I can't seem to get the copy I got working on any of the emultors I have tried.
> Does anyone know where to find a program to write images to Atari floppies on a
> PC?

6031. Re: Sum up the old Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-08 17:39:39 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3BC20052.40491338@ev1.net>
Source record: 33705

wssenterprises@ntlworld.com wrote:
>
> Pete <nospam@wintermute.org.uk> wrote:
>
> > >....The Lucasfilms Games and Mercenary....
> >
> > Never got too excited by Mercenary myself to be honest (though I did play it
> > all the way to the end, several times). My favourite Novagen game has to be
> > "Encounter".
>
> Mercenary was probably responsible for the most wasted hours/days during
> my Atari era, but Encounter used to scare me shitless! When the 'ball'
> finally hit me, I never failed to jump out of my skin. Kind of like
> whenever the alien pops up on your windscreen on Rescue On Fractalus -
> Literally gave a girly squeal first time that happened to me! :-)
>
A friend of mine (a lady) actually let out a scream...the first
time she played "Impossible Mission" and the man fell down the
elevator shaft...

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

6032. Re: Sum up the old Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-08 18:01:48 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <kR5lPJAMoew7Ewwm@lovecraft.demon.co.uk>
Source record: 33706

In article <1f0x78n.7ax0tl14bjn8fN%wssenterprises@ntlworld.com>,
wssenterprises@ntlworld.com writes
> Kind of like
>whenever the alien pops up on your windscreen on Rescue On Fractalus

How long is it before you /stop/ waiting for the alien with your heart
pounding, and cease to be startled at least?

(I first played it in 1988, and wouldn't play it for 3 weeks after the
first Alien - I got too stressed!)

Richard
--
Classic Computers: Atari 800XL - Rescue on Fractalus! |\ _,,,---,,_
Yamaha CX5MII/128 - Music and MSX! Compaq 386 MIDI /,`.-'`' -. ;-;;,
Apples? www.lovecraft.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Last found? Tandy 102 in my office drawer! '----''(_/--' `-'_)Morticia

6033. Re: Greetings to the community.

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-09 02:25:30 UTC
From: nospam9212@aol.commune
Message-ID: <20011008222530.13644.00001115@mb-mp.aol.com>
Source record: 33707

On 10/7/01 9:38 AM Eastern Daylight Time, "Guillermo Fuenzalida M." gfuenzal@cec.uchile.cl wrote..

>Hi everyone!
>
> I'm an Atari 8-bit enthusiast user from Chile, South America, who wants
>to salute the whole community.

Hi.. from USA, North America !!! :) I am an Atari 8-bit and a Commodore C64 user. (a 6502 user ??)

> Now I'm programming a little puzzle game in assembly, but very
>challenging. I think I will finish it as soon as possible, when my
>university leaves alone for a while :)

When done... put it on a website and post a link to it... I'd like to try it out...

> In the past, I fixed some games with PAL-troubles, like Rockman,
>Thinker, etc. If anyone wants a copy, please email me and I will send it.

I have tried to NTSC fix a few games on a C64.. not an easy task. I was much better at "cracking" the copy protections.

> By the way, did you know that the game "Line Up" has some tricks?

We gave these "tricks" a name.. we call them "Easter Eggs"... you will find that quite a lot of programmers on most platforms hid little "surprises" in the software. Maybe you know that already....

Anybody ever find the one in Internet Explorer v4 (mine is v4.72.3110) ??

I list a few for the C64 on my website under "gaming" then "Hidden Demo Parts"...

Well... got to go...

"see ya"... ;)

-= Francis Yarra =-
fyarraATjunoDOTcom
http://members.aol.com/fyarra - My C64 website
http://members.aol.com/prsnl99 - My personal website
http://members.aol.com/fyarra001/drywall

6034. Re: Update to the Westfront PC Translation Project :)

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-09 02:40:37 UTC
From: pap3@dana.ucc.nau.edu
Message-ID: <7a1fd8df.0110081840.53949977@posting.google.com>
Source record: 33708
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amiga.games

Hello,

For the minimal implementation of "Westfront PC: The Trials of
Guilder" and help on translating it, please visit:

http://members.tripod.com/~panks/wfmini.html

If you have any questions, please e-mail me at: dunric@yahoo.com

Regards,

Paul Panks
dunric@yahoo.com

pap3@dana.ucc.nau.edu (Paul Allen Panks) wrote in message
news:<7a1fd8df.0110072348.3bf82d82@posting.google.com>...
> Hello,
>
> For those interested, I have been working feverishly to produce a
> version of Westfront PC: The Trials of Guilder for the following
> platforms:
>
> Apple II/IIe
> Commodore 64/128
> Atari 400/800
> Sinclair
> MSX
> CP/M 2.2 and above
> Commodore Amiga
> DEC Rainbow
> Acorn
> Palm IIIc
> Amstrad
> Atari ST
> Apple Macintosh
> TI 99/4A
>
> Since the game itself is already ported to MS-DOS and
> Windows-compatible computers, playing it shouldn't be all that
> difficult:
>
> http://www.geocities.com/dunric/westfront.html
> (or an alternative link to)
> http://members.tripod.com/~panks/westfront.html
>

> I believe this game is possible to port to any of the platforms listed
> above, although each version would have to be suited to the individual
> system's capabilities. Since the game was coded in a flavor of BASIC,
> it shouldn't be too difficult to port to those systems:
>
> http://www.geocities.com/dunric/wftrans.html
>
> I have tried using UBASIC, PowerBASIC, ByWater BASIC, Chip Munk BASIC,
> GFA BASIC, and a host of other interpreters/compilers but few seem to
> handle the game in even the MS-DOS size.
>
> Therefore, I am calling upon all programmers proficient enough in the
> BASIC or C language that are willing to port a version of the Trials
> of Guilder for their specific systems to write me at: dunric@yahoo.com
>
> The reward is nothing more or less than a playable version of the game
> on whatever system it is attempted to be ported to. The best method I
> can think of is to write the data files for the game to disk and to
> keep variables and arrays to a bare minimum. Verbs can be cut down to
> a minimum of 14-18, depending on the system. Nouns in the
> game...well...use your imagination. :) If there are fifteen different
> swords and shield and helmets, that's probably too much.
>
> So to aid in the translation efforts, I have compiled a "bare bones"
> list of the items and monsters available in a "minimal" version of
> Westfront PC: The Trials of Guilder.
>
> Here's the list:
>
> VERBS
> -----
> GO,GET,WIELD,UNWIELD,WEAR,REMOVE,DROP,KILL (or
> ATTACK),BUY,SELL,PUT,READ,EXAMINE
> LIGHT,USE,EAT,DRINK,INVENTORY,LOOK,CLIMB,SCORE,SAVE,QUIT
>
> (23 or so verbs)
>
> ITEMS
> -----
> BAG
> LANTERN
> FUEL
> ROPE
> GRAPPLER (a grappling hook)
> NOVEL
> SCROLL
> KEY
> IRONKEY
> HELMET
> BOOTS

> FORCEBOOTS
> SHIELD
> ARMOR
> CLOAK
> ROBE
> RING
> CHAINMAIL
> SHROUD OF SAINT NEPHAN
> DISC OF ATHENS
> GLISTENING ANKLET
> ORB OF TRUTH
> SPELLBOOK
> KNIFE
> DAGGER
> SWORD
> LONGSWORD
> BROADSWORD
> SLAYER
> HOLY MACE
> GLOWBALL
> SCEPTER
> TORCH
> SHOVEL
> MATCHES
>
> (35 or so items)
>
> MONSTERS
> --------
> SKELETON
> CLERK
> DRUNK
> VILLAGER
> VETERAN
> BARTENDER
> FALDOR
> WOLF
> WARRIOR
> MONK
> ZOMBIE
> GOBLIN
> TROLL
> PALADIN
> WRAITH
> BEAR
> DRAGON
> BARBARIAN
> THIEF
> INSPECTOR FUNKYDOG
> JESTER

> SORCERER
> SPIDER
> ELF
> HOBBIT
> WIZARD
> GUARD1
> GUARD2
> GUARD3
> GUARD4
> NINJA
> SENTRY1
> SENTRY2
> SENTRY3
> SENTRY4
> CENTURION
> ADVENTURER
> SENATOR
> BISHOP ROLAND
> SOLDIER
>
> (40 or so monsters)
>
> Now for the room total. I've thought a great deal about this and I
> realize that the original room total of 1,728 (across 4 continents) is
> just way too much for most systems to handle. So I've decided a good
> number to try for would be between 200-300 rooms. A lot can be packed
> into each room, including multiple descriptors and other events.
>
> Quests: Quests are entirely optional and may be included at the whim
> of the programmer. It may be as simple as "Rescue the princess from
> the dragon" or as complex as "Destroy the evil army, save the city,
> and return the enchanted goblet to the city of ankahan."
>
> Let me know if this sounds like a good idea. I feel this game could be
> a fun experience for all involved.
>
> Regards,
>
> Paul Panks
> dunric@yahoo.com

6035. FA: Spy Hunter cart, Speedway Blast boxed cart, 29 different 800 xl carts!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-09 09:18:52 UTC
From: Satcom2 <svenhard@mindspring.com>
Message-ID: <9pufj2$ll9$1@nntp9.atl.mindspring.net>
Source record: 33709

This has got to be my biggest "Atari 8-bit cartridge only" auction ever! Brand new shrinkwrapped boxed games, James Bond 007, Protector II, Q-Bert, Crossfire, Star Wars Death Star Battle, and lots of used cartridges Spy Hunter, Speedway Blast boxed with manual, Rally Speedway and much more.

Click here for the James Bond auction, click "view sellers other auctions" for the rest. Thanks for reading my post!

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1283460970

6036. FS/T: Atari 8-bit computer items and more... [10/09/2001]

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-09 10:24:07 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <5dj5sto8pqf51kqromf563koqj23u7lj3p@4ax.com>
Source record: 33710
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 10/09/2001

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site, including 52 for the Atari 8-bit computers!

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari 8-bit computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection list for this system is currently on-line!

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 2.00 Missile Command
$ 1.50 Space Invaders
$ 3.00 2-pack: Missile Command and Space Invaders

Box and manual only, no cartridge:
$ 2.00 Millipede

Manual only, no cartridge or box:
$ 1.00 Galaxian

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 4.00 Atari 1010 Program Recorder Owner's Guide (16 pages)
$ 4.00 Atari 1200XL Home Computer Owner's Guide (20 pages)
$ 7.00 Atari 65XE Personal Computer Owner's Manual (138 pages)
$ 4.00 Atari 800XL Home Computer Owner's Guide (24 pages)
$ 4.00 Atari BASIC Reference Guide: For Experienced Programmers
(16 pages)
$ 2.50 Atari Home Computers: The Next Generation catalog
(32 pages)
$ 7.00 2-pack: Atari Disk Operating System Reference Manual:
DOS 3 (112 pages). Lot also includes An Introduction
to the Atari Disk Operating System: DOS 3 (32 pages)
$ 7.00 Inside Atari BASIC [Atari / Reston] (196 pages)

[Pictures of the items listed below will be available soon]

HARDWARE:

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1050 (127K) DISK DRIVE.

This disk drive does not include the power supply, or Molex
connector cable.

NOTE: Light comes on, and drive tries to read disk, but drive will
not boot up. Sold as non-working item, possibly repairable, for
parts only!

$ 2.00

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.95 for the first
game and $1.25 for each additional game. Shipping for hardware and
accessories depends on weight/distance. Large orders will be weighed
as a package, to reduce shipping costs. Foreign orders welcome.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for
something that isn't listed, please don't ask (because if I
had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and
systems have been tested and are in working order. I very

rarely sell items that aren't working, but if I do, they are
clearly labeled as such.

3) Trade offers, in particular for items that I need, will be
considered (especially if the trade offer overwhelms me). I
collect for over 50 different systems, so please feel free
to send me a trade list.

4) Buyer has seven (7) days to send payment, and pays all shipping
costs. Shipping cost depends on both the weight of the order
and the distance that the order must travel, unless a set
amount is already listed. No orders will be sent C.O.D. So
if you can't mail the payment within 7 days, please do NOT order!

5) Since items will be held specifically for you, if you aren't
serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly
listed. There is no minimum order.

7) If you have a problem with the listed price, please remember
that nobody is forcing you to buy from me. I have been in
business since 09/05/93, so I have a good idea how to price
items. My personal philosophy is that something is only worth
what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either Personal Check, money
order, Cashier's Check, cash or PayPal. Orders from outside the
U.S. are also accepted (postal money order, PayPal or cash only!)

9) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your
order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in
(please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this
information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@io.com

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 8 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

6037. Re: Utopia

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-09 10:35:38 UTC
From: Bjarni Juliusson <bjju1185@student.uu.se>
Message-ID: <3BC2D2FA.67D16C8D@student.uu.se>
Source record: 33711

Ron Hamilton wrote:
>
> Only if your PC has a 5.25 *and* your A8 drive is true double density. I use
> AtariLink by HiasSoft to put the .ATR or .XFD image on a DD MyDos disk and a
> home made utility to convert the image to a real A8 disk.
>
> --
> -Ron

A 5.25" drive in the PC wouldn't be useful, because the Atari has a 3.5" drive.
It is an Atari 1040 STFM.

6038. Re: Atari Games - Worth???

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-09 11:53:31 UTC
From: boojum <boojum@localhost.nowhere.com>
Message-ID: <3BC2E53B.6D25E6EE@localhost.nowhere.com>
Source record: 33712

Yes! That's it, actually Beach Head II, the Escape part - very fun machine gun, hehe.

Chuck
cswigerNOSPAM@widomaker.com

boojum wrote:

> I've been racking brains to recall the name of a game and it my be Beachhead -
> Is that the one where you man a machinegun that operates quite similar to a
> garden water hose?? I think there are also enemy grunts running from behind

6039. The Pill - copy Atari 800 cartridge games to disk

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-09 17:55:33 UTC
From: vinyl <vinyl@houston.rr.com>
Message-ID: <3BC33A5F.770CB279@houston.rr.com>
Source record: 33713

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1282991898

view my other auctions for more great items.

thank you

6040. Need some help getting started, please!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-09 19:36:52 UTC
From: Stormcloud Creations <der29@mindinfo.com>
Message-ID: <9pvjfi$kbef8$1@ID-85788.news.dfncis.de>
Source record: 33714

Hello all....

Got the itch for some classic gaming. Just downloaded the new emulator,
XFormer 2000, and the game Alternate Reality to play with it. Now I don't
know what to do next! How do I get the game to load and start up?

Any step-by-step help appreciated.

Derek
Stormcloud Creations
http://stormcreations.tripod.com/storm/

6041. Minigame competition - Time to start voting

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-09 22:47:17 UTC
From: gasman@raww.org.RemoveThisBit.invalid
Message-ID: <9135F43D7gasmanrawworg@163.1.2.7>
Source record: 33715
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.amstrad.8bit

The full pack of entries for the Minigame competition is now available from the Minigame website, http://demo.raww.net/minigame/ . There are 30 games in total, covering the C64, Spectrum, Amstrad CPC and Atari 8-bit platforms. So, you're now invited to vote on the games, and decide on a winner...

Voting is open to everyone, including the authors of the games.
There's just one catch - to take part in the voting, you'll need to play and rate all the games, for all four platforms. The voting pack includes instructions on using emulators, though, so that shouldn't be a problem.

I'd like to take this opportunity to thank everyone who took part in the competition, as well as those who've taken the time to promote it - thanks to your efforts, the competition has been a real success, and if all goes well, I hope to repeat it next year.

Matthew Westcott
http://demo.raww.net/minigame/

6042. Atari 1050 Disk drive replacement head pads

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-09 23:35:09 UTC
From: dragonadventure@hotmail.com
Message-ID: <67ebc6b4.0110091535.7d5cfa02@posting.google.com>
Source record: 33716

Hello. I've been using my Atari 1050 a lot since I've made an APE interface cable for it. But now I'm noticing I'm wearing down the drive head pad above the read/write head inside the 1050. It rests above the magnetic coating of a disk when one is inserted. The only remedy I can think of is to replace the pad with one from a Commodore drive.

Does anyone know if I could make replacement pads using simple materials? I suppose finding someone who sells pads is hard enough.

6043. Re: Packer/unpacker

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-09 23:59:23 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <9q2cgg$ltt1s$2@ID-15679.news.dfncis.de>
Source record: 33723

Hi Ron,

> Mostly for telecommunications, at first....

You make an excellent point, I was thinking purely in terms of compression
rather than keeping groups of files together in a single archive.

TTFN - Pete.

6044. Re: Sum up the old Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-10 00:08:15 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <9q2chq$ltt1s$3@ID-15679.news.dfncis.de>
Source record: 33724

Hi,

> Mercenary was probably responsible for the most wasted
>hours/days during my Atari era....

IKWYM, I didn't mean it to sound as if I didn't like "Mercenary" (I wouldn't dare, I did the title screen for it), rather that it never excited me the way a good arcade shooter does.

>....but Encounter used to scare me shitless!

That's the way I like my games: fast, furious, no time to think....probably why my all time favourite is Tempest 2000 on the Jag.

TTFN - Pete.

6045. Trading Atari carts for ANY system carts!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-10 00:59:21 UTC
From: erradik8@aol.com
Message-ID: <20011009205921.28465.00001786@mb-fr.aol.com>
Source record: 33717

Trading Atari carts for ANY system carts!

My trade list is below. If you are interested in anything, email me (erradik8@aol.com) and let me know. If you email me, please also attach or include your trade list. I am willing to sell if you have nothing to trade. I collect ALL Sega, Nintendo, Atari, Colecovision, Odyssey, Playstation, Turbografix, Neo Geo and Commodore 64 systems, games, and accessories. If I have not traded with you before, it is preferred that you send first.

Video game Trade list (2600, 5200, Jaguar, NES & Colecovision):

ATARI 2600
Adventures of Tron
Air-Sea Battle
Armor Ambush
Asteroids
Atlantis
Berzerk
Brain Games
Breakout
California Games
Carnival
Centipede
Combat
Cosmic Ark
Defender
Demons to Diamonds
Donkey Kong
Donkey Kong Jr.
Dragonfire
E.T. The Extra Terrestrial
Fire Fly
Football
Frogger
Frogs and Flies
Galaxian
Grand Prix
Haunted House
Ice Hockey
Kangaroo
Keystone Kapers
Lock N Chase
Maze Craze
Mario Bros.
Missile Command

Moon Patrol
Ms. Pac Man
Pac-Man
Phoenix
Pitfall!
Popeye
Raiders of the Lost Ark
Sorcerer
Space Attack
Space Invaders
Star Fox
Star Voyager
Super Breakout
Super Challenge Baseball
Super Challenge Football
Swordquest: Earthworld
Tron: Deadly Discs
Vanguard
Video Olympics
Video Pinball
Warlords
Word Zapper
Yars Revenge

ATARI 5200
Joust

ATARI JAGUAR
Blue Lightning (Jag CD)

NINTENDO NES
Blaster Master
Mike Tyson's Punch Out

COLECOVISION
Donkey Kong Jr.
Ladybug

6046. Westfront PC Explained: The Author Speaks Out

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-10 04:09:25 UTC
From: pap3@dana.ucc.nau.edu
Message-ID: <7a1fd8df.0110092009.101948f5@posting.google.com>
Source record: 33718
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit

Dear Interactive Fiction Enthusiasts,

I wish to discuss with you the nature of my game "Westfront PC: The Trials of Guilder". It has been called a cross between Zork, Hitchhiker's Guide to the Galaxy, Star Wars and several online MUDs (Multi-User Dungeons). I am very humbled by such a mixture and am warmed to the heart by the kind praise and words of encouragement.

Westfront PC (or simply, "WFPC") is not meant to be a traditional text adventure game. It was inspired by a host of adventure games, from Zork to The Pawn to online MUDs and even some Graphical Adventure games. It is an odd mixture to say the least. But the truth of the matter is this: Westfront PC is half adventure game, half an inside joke and the rest eccentrically fun nonsense.

The game itself has 1,728 "rooms" spread across four different continents. But the fun of the game is not so much exploring the rooms as it is discovering new items and solving the various puzzles and quests around the game.

Strange events such as a "mysterious voice" that bellows odd phrases to the now infamous "Inspector Funkydog" spice up the gameplay. The pleasant use of color in the text allows for easier reading and better sense making.

Gameplay is straight forward: Solve 25 quests and defeat Salin's Evil Army. Sounds easy, right? Along the way, make new friends (Faldor, Wolf, Warrior, Zombie, Barbarian and Leopard) and discover new worlds (Burton Mansion, Hambley Abbey) in your quest to restore order to the mythical land of Guilder.

I coded Westfront PC on the Commodore 64 in 1994, which isn't saying much, other than that I tried to limit myself to the capabilities of the system. Soon after that, I ported the game over to the IBM PC-compatible line of microcomputers. And the rest, as they say, is history.

I am currently working on a whole new text adventure in the more traditional lineage, similar to Zork and Castle Adventure. My goal isn't to surpass Westfront PC...it is to create a whole new adventure game with different worlds to explore and much better room descriptions. If I receive even one positive feedback, I believe I will have succeeded in my goal of publishing an adventure game others find enjoyable.

Thank you for listening. :) Have a nice day!

Regards,

Paul Panks
dunric@yahoo.com
http://www.geocities.com/dunric/westfront.html
http://members.tripod.com/~panks/westfront.html

6047. FA: SIO2PC cables

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-10 13:45:58 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <9q1jfq$b5j$1@korweta.task.gda.pl>
Source record: 33719
Cross-posted to: comp.sys.atari.8bit,pl.comp.sys.atari

Want to connect your 8bit and a PC?
Check it out:

http://www.ebaystores.com/j131

j131

6048. Re: Minigame competition - Time to start voting

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-10 15:13:59 UTC
From: MagerValp <cl3polof@cling.gu.se>
Message-ID: <p14sncrv87c.fsf@panini.cling.gu.se>
Source record: 33720
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.amstrad.8bit

>>>>> "MW" == Matthew Westcott <gasman@raww.org.RemoveThisBit.invalid> writes:

MW> Voting is open to everyone, including the authors of the games.
MW> There's just one catch - to take part in the voting, you'll need
MW> to play and rate all the games, for all four platforms. The voting
MW> pack includes instructions on using emulators, though, so that
MW> shouldn't be a problem.

When using ZX32 in WinME with the recommended settings it only runs at
30% speed on a P3/500. Am I missing something here?

MW> I'd like to take this opportunity to thank everyone who took part
MW> in the competition, as well as those who've taken the time to
MW> promote it - thanks to your efforts, the competition has been a
MW> real success, and if all goes well, I hope to repeat it next year.

My pleasure :)

--
___ . . . . . + . . o
_|___|_ + . + . + . . Per Olofsson, konstnï¿½r
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/

6049. Re: Minigame competition - Time to start voting

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-10 15:56:09 UTC
From: Andy Cadley <ac@sys.uea.ac.uk>
Message-ID: <Pine.GSO.4.10.10110101651260.9896-100000@zen.sys.uea.ac.uk>
Source record: 33721
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.amstrad.8bit

On 10 Oct 2001, MagerValp wrote:

> When using ZX32 in WinME with the recommended settings it only runs at
> 30% speed on a P3/500. Am I missing something here?

Decent DirectX drivers??

Seriously though, ZX32 used to run full speed on my P200. Try turning of
the anti-alias effect as that can slow it down significantly if your
graphics card is a bit pants.

> MW> I'd like to take this opportunity to thank everyone who took part
> MW> in the competition, as well as those who've taken the time to
> MW> promote it - thanks to your efforts, the competition has been a
> MW> real success, and if all goes well, I hope to repeat it next year.

I did *mean* to enter. Honest guv'nor. No really I did. I'll make it up
somehow.[1] Still I did promote it as much as poss I s'pose...

AndyC
[1] Like releasing a new version of JSW+ along with the Windows[2] based
editor very soon.
[2] And Linux if I can get Kylix working...

6050. looking for spitfire ace & batty builders

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-10 16:44:47 UTC
From: ejber Ozkan <ezz@NOSPAMozkan.co.uk>
Message-ID: <9q1trd$16a$1@news7.svr.pol.co.uk>
Source record: 33722

```
Anyone seen these as an .atr image or file email me please
thanks!
spitfire ace (microprose)
batty builders(english software)
```

6051. Re: Need some help getting started, please!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-10 22:08:56 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <YF3x7.5928$7B1.347415@newsread2.prod.itd.earthlink.net>
Source record: 33725

AR should be in .ATR form; go to your disk menu and load its file in D1: and
then choose the restart option.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Stormcloud Creations" <der29@mindinfo.com> wrote in message
news:9pvjfi$kbef8$1@ID-85788.news.dfncis.de...
> Hello all....
>
> Got the itch for some classic gaming. Just downloaded the new emulator,
> XFormer 2000, and the game Alternate Reality to play with it. Now I don't
> know what to do next! How do I get the game to load and start up?
>
> Any step-by-step help appreciated.
>
> Derek
> Stormcloud Creations
> http://stormcreations.tripod.com/storm/
>
>
>

6052. Re: Minigame competition - Time to start voting

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-10 22:12:06 UTC
From: MagerValp <cl3polof@cling.gu.se>
Message-ID: <p141ykbuouh.fsf@panini.cling.gu.se>
Source record: 33726
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.amstrad.8bit

>>>>> "AC" == Andy Cadley <ac@sys.uea.ac.uk> writes:

AC> Seriously though, ZX32 used to run full speed on my P200. Try
AC> turning of the anti-alias effect as that can slow it down
AC> significantly if your graphics card is a bit pants.

My graphics card is plenty fast, thankyouverymuch. I think it was just
acting up, tried it again and it played nice and smooth.

AC> I did *mean* to enter. Honest guv'nor. No really I did. I'll make
AC> it up somehow.[1] Still I did promote it as much as poss I
AC> s'pose...

The results clearly show that the C64 rules the scene and that the
speccy is crap. 21 entries for the C64 and a measly 6 for the speccy,
and I won't even get into the game quality. Prepare to eat 8-bit dust
in the next css vs csc flamefest.

--
___ . . . . . + . . o
_|___|_ + . + . + . . Per Olofsson, konstnï¿½r
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/

6053. HELP: Need to Identify this Atari Game

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-10 23:36:25 UTC
From: Jedi1200@msn.com
Message-ID: <271557dc.0110101536.3aee35b8@posting.google.com>
Source record: 33727

Hey Public, I've been trying to remember the name of this old Atari 8-bit game that I played when I was younger. I think it was released in the mid to late 80's, but I only remember a little about the game. Here's what traits I remember:

- Fantasy-based genre with some RPG characteristics.
- The interface point-of-view was 3D, much like the games "Zombies" and "Crystal Castles".
- The rooms in the game were different names for Hell, such as: Pits of Gehenna, Ethereal Plane, Tartarus, and the Mines of Minos.
- You had 3 spells to cast during the game: Confuse (monsters have random movement), Freeze (monsters stop moving), and Protect (monsters touch inflicts no damage).
- When you made contact with a monster while unprotected, you heard an electric zapping sound that would last for the length of contact and your Health (Life, HP, etc.) would decrease.
- Some of the monsters were little rolling black balls, and some were zombie-like creatures.
- The object was either to collect things or escape, since the monsters could not be killed.

I might even be talking about the game "Zombies", but I'm not sure. If anyone can think of the name of this game, I would appreciate it.

Thanks in advance to all.
Jedi1200@msn.com

6054. Re: Need to Identify this Atari Game

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-11 00:30:00 UTC
From: Paul Gifford <paul.gifford@home.nospam.com>
Message-ID: <cK5x7.142200$Xz1.20102444@news1.rdc1.md.home.com>
Source record: 33728

Zombies. It still rocks after all these years.

p

"Jedi1200" <Jedi1200@msn.com> wrote in message
news:271557dc.0110101536.3aee35b8@posting.google.com...
> Hey Public, I've been trying to remember the name of this old Atari
> 8-bit game that I played when I was younger. I think it was released
> in the mid to late 80's, but I only remember a little about the game.
> Here's what traits I remember:
>
> - Fantasy-based genre with some RPG characteristics.
> - The interface point-of-view was 3D, much like the games "Zombies"
> and "Crystal Castles".
> - The rooms in the game were different names for Hell, such as: Pits
> of Gehenna, Ethereal Plane, Tartarus, and the Mines of Minos.
> - You had 3 spells to cast during the game: Confuse (monsters have
> random movement), Freeze (monsters stop moving), and Protect (monsters
> touch inflicts no damage).
> - When you made contact with a monster while unprotected, you heard
> an electric zapping sound that would last for the length of contact
> and your Health (Life, HP, etc.) would decrease.
> - Some of the monsters were little rolling black balls, and some were
> zombie-like creatures.
> - The object was either to collect things or escape, since the
> monsters could not be killed.
>
> I might even be talking about the game "Zombies", but I'm not sure.
> If anyone can think of the name of this game, I would appreciate it.
>
> Thanks in advance to all.
> Jedi1200@msn.com

6055. Re: Need to Identify this Atari Game

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-11 00:55:45 UTC
From: Glenn Bruner <res0nibn@verizon.net>
Message-ID: <l66x7.501$942.547180@paloalto-snr2.gtei.net>
Source record: 33729

Jedi1200,

That brings back memories. You are talking about Realm of Impossibility.
Good game.

Glenn

"Jedi1200" <Jedi1200@msn.com> wrote in message
news:271557dc.0110101536.3aee35b8@posting.google.com...
> Hey Public, I've been trying to remember the name of this old Atari
> 8-bit game that I played when I was younger. I think it was released
> in the mid to late 80's, but I only remember a little about the game.
> Here's what traits I remember:
>
> - Fantasy-based genre with some RPG characteristics.
> - The interface point-of-view was 3D, much like the games "Zombies"
> and "Crystal Castles".
> - The rooms in the game were different names for Hell, such as: Pits
> of Gehenna, Ethereal Plane, Tartarus, and the Mines of Minos.
> - You had 3 spells to cast during the game: Confuse (monsters have
> random movement), Freeze (monsters stop moving), and Protect (monsters
> touch inflicts no damage).
> - When you made contact with a monster while unprotected, you heard
> an electric zapping sound that would last for the length of contact
> and your Health (Life, HP, etc.) would decrease.
> - Some of the monsters were little rolling black balls, and some were
> zombie-like creatures.
> - The object was either to collect things or escape, since the
> monsters could not be killed.
>
> I might even be talking about the game "Zombies", but I'm not sure.
> If anyone can think of the name of this game, I would appreciate it.
>
> Thanks in advance to all.
> Jedi1200@msn.com

6056. Re: Minigame competition - Time to start voting

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-11 01:12:48 UTC
From: James Coupe <jrsc2@cam.ac.uk>
Message-ID: <EwtxhEKQIPx7Ewuu@gratiano.zephyr.org.uk>
Source record: 33730
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.amstrad.8bit

In message <p141ykbuouh.fsf@panini.cling.gu.se>, MagerValp
<cl3polof@cling.gu.se> writes
>The results clearly show that the C64 rules the scene and that the
>speccy is crap. 21 entries for the C64 and a measly 6 for the speccy,
>and I won't even get into the game quality. Prepare to eat 8-bit dust
>in the next css vs csc flamefest.

Never mind the quality, feel the width, eh?

--
James Coupe PGP Key: 0x5D623D5D
And if it's all right, I'd kind've like to be your lover EBD690ECD7A1F
'Cause when you're with me I can't help but be B457CA213D7E6
So desperately, uncontrollably happy 68C3695D623D5D

6057. Re: Minigame competition - Time to start voting

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-11 02:09:02 UTC
From: CreaMD/Dmagic <creamd@c64.sk>
Message-ID: <9q2v7qmam1@news.telecom.sk>
Source record: 33732
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.amstrad.8bit

> >speccy is crap. 21 entries for the C64 and a measly 6 for the speccy,
> >and I won't even get into the game quality. Prepare to eat 8-bit dust
> >in the next css vs csc flamefest.

Can you code, fLAMER? I doubt that. Ignorance comes with incompetence. Stay
away from elite and shut up.

Thumbs up to everyone who competed!

CreaMD / Dmagic

6058. Re: Need to Identify this Atari Game

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-11 02:28:17 UTC
From: Paul Gifford <paul.gifford@home.nospam.com>
Message-ID: <5t7x7.142766$Xz1.20232093@news1.rdc1.md.home.com>
Source record: 33731

Ah, you're right. I was sort of right. I forgot about RoI, which was based
on Zombies and did have the orbs...

http://www.atarimagazines.com/v3n9/productreviews.html (about halfway down)
http://www.cyberroach.com/analog/an30/Review3.htm

p

"Glenn Bruner" <res0nibn@verizon.net> wrote in message
news:l66x7.501$942.547180@paloalto-snr2.gtei.net...
> Jedi1200,
>
> That brings back memories. You are talking about Realm of Impossibility.
> Good game.
>
> Glenn
>
>

6059. Re: Need to Identify this Atari Game

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-11 03:17:41 UTC
From: ebaiz@skyenet.net
Message-ID: <pb8x7.3781$fQ3.213541@newsfeed.slurp.net>
Source record: 33733

On 11 Oct 2001 00:55:45 , "Glenn Bruner" wrote:
>Jedi1200,
>
>That brings back memories. You are talking about Realm of Impossibility.
>Good game.
>
>Glenn

Yes, excellent games (Zombies and Realm ...). I have both of them and
they still are fun to play.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6060. Wanted: Your old machines...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-11 03:31:43 UTC
From: Don Fanning <usenet@tripz.tv>
Message-ID: <zo8x7.103932$QK.59575094@news1.sttln1.wa.home.com>
Source record: 33734

Greetings,

I am trying to build a online computer museum where all the machines will be decked out to the full glory of the era then put them online via Ethernet or a Terminal Server. What I'm asking for are your machines.

I got the bandwidth capable for this project. All machines will run either Unix Variants or a BBS program made for that particular operating system. (IE: GBBS or Futurevision for the Apple, CNET for Commodore 8-Bit and Amiga, Carina for Atari 8-Bit, Oasis or Forem for the ST, etc...)

Since all my money is going into providing bandwidth, electricity, space, food and related items (hey.. it takes supplies when you're doing something this geeky).. I can't pay for the machines. However if you're just going to junk them out anyways, why not see it gain a new life?

Send all replys to usenet@tripz.tv

Thank you - Don

6061. Re: Wanted: Your old machines...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-11 03:51:23 UTC
From: Paul Gifford <paul.gifford@home.nospam.com>
Message-ID: <%G8x7.143160$Xz1.20355556@news1.rdc1.md.home.com>
Source record: 33735

I think the people you'll find in this group aren't ready to "junk them out"
just yet...

p

"Don Fanning" <usenet@tripz.tv> wrote in message
news:zo8x7.103932$QK.59575094@news1.sttln1.wa.home.com...
> Greetings,
>
> I am trying to build a online computer museum where all the machines will
be
> decked out to the full glory of the era then put them online via Ethernet
or
> a Terminal Server. What I'm asking for are your machines.
>
> I got the bandwidth capable for this project. All machines will run
either
> Unix Variants or a BBS program made for that particular operating system.
> (IE: GBBS or Futurevision for the Apple, CNET for Commodore 8-Bit and
Amiga,
> Carina for Atari 8-Bit, Oasis or Forem for the ST, etc...)
>
> Since all my money is going into providing bandwidth, electricity, space,
> food and related items (hey.. it takes supplies when you're doing
something
> this geeky).. I can't pay for the machines. However if you're just going
to
> junk them out anyways, why not see it gain a new life?
>
> Send all replys to usenet@tripz.tv
>
> Thank you - Don
>
>

6062. Re: Wanted: Your old machines...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-11 03:59:52 UTC
From: Don Fanning <usenet@tripz.tv>
Message-ID: <YO8x7.104077$QK.59637245@news1.sttln1.wa.home.com>
Source record: 33736

Maybe not.. but there are those who have "excess" to their needs. For instance, I ran Terminal Frost BBS on my 320k 130XE with Bob Puff's blackbox and 130 megs of drive space on a Courier 9600 HST. But then I sold my machine to a well known trader (Jacey Squires if you remember him :)) and now.. 10+ years later.. I'm kicking myself for doing such..

If i can get the basic stuff, there's no doubt that I will be upgrading it again.. finding a MIO or Black Box or using SIO2PC and hooking it to my terminal server running Carina // filled with all the games from yesterday (Like robowars?)

I guess it kinda depends on what it's worth to the community as a whole. BBSes of the 8-bit era are pretty much gone into the wind. But wouldn't it be nice to revisit a site using that old ATASCII graphics?

"Paul Gifford" <paul.gifford@home.nospam.com> wrote in message news:%G8x7.143160$Xz1.20355556@news1.rdc1.md.home.com...
> I think the people you'll find in this group aren't ready to "junk them out"
> just yet...
>
> p
>
>
> "Don Fanning" <usenet@tripz.tv> wrote in message
> news:zo8x7.103932$QK.59575094@news1.sttln1.wa.home.com...
> > Greetings,
> >
> > I am trying to build a online computer museum where all the machines will
> be
> > decked out to the full glory of the era then put them online via Ethernet
> or
> > a Terminal Server. What I'm asking for are your machines.
> >
> > I got the bandwidth capable for this project. All machines will run
> either
> > Unix Variants or a BBS program made for that particular operating system.
> > (IE: GBBS or Futurevision for the Apple, CNET for Commodore 8-Bit and
> Amiga,
> > Carina for Atari 8-Bit, Oasis or Forem for the ST, etc...)
> >
> > Since all my money is going into providing bandwidth, electricity,

space,
> > food and related items (hey.. it takes supplies when you're doing
> something
> > this geeky).. I can't pay for the machines. However if you're just
going
> to
> > junk them out anyways, why not see it gain a new life?
> >
> > Send all replys to usenet@tripz.tv
> >
> > Thank you - Don
> >
> >
>
>

6063. Re: Help with DLIs

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-11 05:54:34 UTC
From: "Rick D." <rickd@a8maestro.com>
Message-ID: <3BC5341A.29A844B6@cswebmail.com>
Source record: 33737

Mopar Man wrote:

>
> Gee - so simple I'm almost embarassed to post the bug. I wasn't
> correctly setting my offset pointer in BASIC. I found that setting it
> directly before enabling the DLI code did the trick. I also made a
> few changes to the assembly code, shortening it another few lines.
> Now I can move on to other things. Thanks for the tip.

Right. I believe this was related in Mapping the Atari or De re Atari.

Rick D.

6064. Re: ATARI Portfolio "parallel cable"

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-11 06:08:53 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3BC53775.DE1F0795@cswebmail.com>
Source record: 33738

PLATARI wrote:

> Hi!
>
> I am a new user of (old (;-)) ATARI Portfolio.
> I've received it with a Parallel interface too, and also the cable.
>
> But on one side of the cable, there is written PF (like Portfolio), on the
> other side ST (like ATARI ST).
> Is it the same for PF2PC as for PF2ST???
> If not, could you please tell me, which pins should be connected in the
> cable? (I heard that not all of those 25 must be...)
> And some hint how to transfer files?
>
> Thanx alot.
>
> Bye Petr

I am not sure the ST can even receive data thru the printer port. I'd check the PF connector and make sure it is parallel and not serial., cause it might be a null modem cable. If it really is parallel, then you'd need to find software for the ST for it.

A Parallel xfer cable will have a DB25 M connector on both ends.

If one end has DB25 M and the other is centronics, then its for the printer.

Rick D.

6065. Re: Sum up the old Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-11 08:23:16 UTC
From: gavan-martin.delete.moran@remove.ubs.this.com.invalid
Message-ID: <3bc555f2.59635671@news.ubs.com>
Source record: 33740

On Wed, 10 Oct 2001 01:08:15 +0100, "Pete"
<pete@get.bent.spammers.wintermute.org.uk> wrote:

>Hi,
>
> > Mercenary was probably responsible for the most wasted
> >hours/days during my Atari era....
>
>IKWYM, I didn't mean it to sound as if I didn't like "Mercenary" (I wouldn't
>dare, I did the title screen for it), rather that it never excited me the
>way a good arcade shooter does.

Mercenary was one of my all-time favourite 8bit games. I think I
played it for almost 2 days solid (maybe 6 hours of sleep between
them) until I beat it. It was soooo far ahead of anything I'd seen on
the Atari until that point.

Does anyone know what the 3 ways to escape the planet were? I
think I found 2 of them but I never got the third.... Except I can't
remember now what the first 2 were.

> >....but Encounter used to scare me shitless!
>
>That's the way I like my games: fast, furious, no time to think....probably
>why my all time favourite is Tempest 2000 on the Jag.

Ballblaster/Ballblazer could get _very_ frantic too, and there was
a racing game called 'Elektraglide' from English Software that was
superfast and very much in the 'Encounter' mode.

Gav
--
Real email is gavan(hyphen)martin(dot)moran(at)ubs(dot)com
Disclaimer: Opinions expressed are solely my own, not my employers
"Du musst Amboss oder Hammer sein"

6066. Re: Wanted: Your old machines...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-11 08:58:11 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bc56012$0$19377$e4fe514c@newszilla.xs4all.nl>
Source record: 33739

>> If i can get the basic stuff, there's no doubt that I will be upgrading
it
> again.. finding a MIO or Black Box or using SIO2PC and hooking it to my
> terminal server running Carina // filled with all the games from yesterday
> (Like robowars?)

Hi,

A terminal server looks nice, it could recieve calls so I can access a BBS,
but what about calling out? This is needed for networking like BBS Pro!
does. I still run my board on a telephone line, but also want to move to a
connection like the terminal server.... But I need a two-way connection...

TXG

6067. Re: Wanted: Your old machines...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-11 10:41:27 UTC
From: Don Fanning <usenet@tripz.tv>
Message-ID: <rHex7.105801$QK.60373954@news1.sttln1.wa.home.com>
Source record: 33741

Terminal Frost BBS was the name of my bbs. It ran at one time TOSAMIS then moved to Carina //.

Nope.. It doesn't need to call out.

The session goes like this:

You telnet into blah.blah.blah.blah

It routes to the terminal server.

Terminal server realizes someone telnetted into it and raises DTR/CD

BBS on the other end is watching for this to happen (remember in the days before Auto Answer in modems?)

BBS then sends login information to the terminal server then to you..

You log in..

Connection established.

Ok.. lets take this to the next step... Dialing out..

Now you can create terminal servers out of DECServers or any of the old school stuff. But you can also program linux or windows to emulate a modem when DTR and CD are raised to "on" status.

Then the program on that end would present you with the HAYES "AT" command set. It then interprets what you're trying to do "via ATDT xxx insert a ip address here" the program doesn't care about telephone numbers at that point.. it could even be a quick dial list programmed like atdt 1 dials 128.0.0.1

Then on the otherside if need be you can connect to a bbs just by passing telnet information from the above prescribed method. Then it will network just like the old days. Just over IP.

If Ethernet and TCP/IP was simpler to do on a 1mhz 8-bit machine instead of hogging up all that machine can do then it would be no problem.. just telnet into that machine.. however it can't unless you massively overclock that machine.

>A terminal server looks nice, it could recieve calls so I can access a BBS,

>but what about calling out? This is needed for networking like BBS Pro!

>does. I still run my board on a telephone line, but also want to move to a

>connection like the terminal server.... But I need a two-way connection...

>TXG

6068. Re: Need to Identify this Atari Game

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-11 12:30:51 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <950bstok7kb6rq0f0cva5or2cudg8gm7n1@4ax.com>
Source record: 33742

On Thu, 11 Oct 2001 02:28:17 GMT, "Paul Gifford"
<paul.gifford@home.nospam.com> wrote:

>Ah, you're right. I was sort of right. I forgot about RoI, which was based
>on Zombies and did have the orbs...
>
Like with a lot of the naughty Atari versions it was the beta that got
leaked..

See Spelunker, Behind Jaggi lines etc :-)

6069. Re: Wanted: Your old machines...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-11 13:39:01 UTC
From: Chad Hendrickson <chadh@REMOVETHISmediaone.net>
Message-ID: <Vhhx7.73483$P8.25403133@news1.elmhst1.il.home.com>
Source record: 33743

"Don Fanning" wrote ...
> If i can get the basic stuff, there's no doubt that I will be upgrading it
> again.. finding a MIO or Black Box or using SIO2PC and hooking it to my
> terminal server running Carina // filled with all the games from yesterday
> (Like robowars?)

I am one step ahead of you. I have just put a Carina II BBS online (running on a real Atari 130XE and accessible via telnet) that has several classic online games including RoboWar II and Zenobia. I am in the process of beta testing it but it should be open to the public very soon.

Chad

6070. 2600 Pal games - NTSC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-11 14:51:04 UTC
From: Paul Cawley <paul.cawley@cwcom.net>
Message-ID: <jlix7.1506$lc5.34467@news1-hme0>
Source record: 33744

Hi,
I have just acquired a couple of Atari 2600 PAL releases, and before I
auction them I wanted to know if PAL games work on an NTSC system...

I have;

Xenophobe (Boxed with Instructions)
Klax (Boxed with Instructions)

Does anyone know if these will run OK on an NTSC system?
Cheers,
Paul

6071. Re: HELP: Need to Identify this Atari Game

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-11 15:04:58 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <d6dbstgkipddkam2iivmq9ll5gko72fqg7@4ax.com>
Source record: 33745

On 10 Oct 2001 16:36:25 -0700, Jedi1200@msn.com (Jedi1200) wrote:

>Hey Public, I've been trying to remember the name of this old Atari
>8-bit game that I played when I was younger. I think it was released
>in the mid to late 80's, but I only remember a little about the game.
>Here's what traits I remember:

<snip>

>I might even be talking about the game "Zombies", but I'm not sure.
>If anyone can think of the name of this game, I would appreciate it.

You are talking about either Zombies or the sequel Realm of
Impossibility. IIRC, it is the later.

Cool game.

--
Shawn Jefferson

6072. Re: 2600 Pal games - NTSC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-11 15:06:21 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <9q4chd$ef4$1@thorium.cix.co.uk>
Source record: 33746

I understand NTSC may be playerble on Pal systemd (NTSC has less scan lines and a higher frequency than pal) if you can alter the rolling. Other way round, I belive there is no easy fix.

One thing i have heard off was a hardware hack that sent the signal through as an S-Video/Scart/Peritel signal. But I'm not sure if it ever came to fruition on the 2600.

"Paul Cawley" <paul.cawley@cwcom.net> wrote in message news:jlix7.1506$lc5.34467@news1-hme0...
> Hi,
> I have just acquired a couple of Atari 2600 PAL releases, and before I
> auction them I wanted to know if PAL games work on an NTSC system...
>
> I have;
>
> Xenophobe (Boxed with Instructions)
> Klax (Boxed with Instructions)
>
> Does anyone know if these will run OK on an NTSC system?
> Cheers,
> Paul
>
>

6073. Re: Need to Identify this Atari Game

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-11 15:27:43 UTC
From: Jedi1200@msn.com
Message-ID: <271557dc.0110110727.488d606e@posting.google.com>
Source record: 33747

For some reason I woke up this morning and the name of the game just
popped in my head! The replys to my thread have confirmed that for
me.

Thanks to those that responded.

Jedi1200

ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote in message
news:<pb8x7.3781$fQ3.213541@newsfeed.slurp.net>...
> On 11 Oct 2001 00:55:45 , "Glenn Bruner" wrote:
> >Jedi1200,
> >
> >That brings back memories. You are talking about Realm of Impossibility.
> >Good game.
> >
> >Glenn
>
>
> Yes, excellent games (Zombies and Realm ...). I have both of them and
> they still are fun to play.
>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --

6074. Re: 2600 Pal games - NTSC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-11 17:25:18 UTC
From: machf <no_me_j.j_t_kirk@geocities.com>
Message-ID: <cdlbstsutvqcu0fa1fu7ikd1cc3ns1u5kr@4ax.com>
Source record: 33749

On Thu, 11 Oct 2001 16:06:21 +0100, "Pockets" <pockets@cix.co.uk> wrote:

>I understand NTSC may be playerble on Pal systemd (NTSC has less scan lines
>and a higher frequency than pal) if you can alter the rolling. Other way
>round, I belive there is no easy fix.
>
Well, I had PAL Asteroids and also Moon Patrol cartridges, and to play them in
NTSC only had to adjust the vertical similarly... compresing the lines, I
guess.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

6075. Re: Sector editor

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-11 17:33:01 UTC
From: Egidio Basso <egidio.basso@brutele.be>
Message-ID: <9q4l4l$7jl$1@news.brutele.be>
Source record: 33748

Goodnight,
Please, I want, if it is possible, a cd-rom with all old games onto 800 and 800XL (in images files or others formats) : because when I have selled my 800XL and the 810 drive, I have gived my 500 disks 5 1/4" with all files games and boot games are sellded with this 800 XL and I have lost all only fews disk's games files reminded on one disk "Star Raider" & "7 cities of gold" but the last do not run anymore because disk fail load onto my 800 (the best) with 1050 drive (it read good the other disk).
Thank you if you must to help me. Basso Egidio from Belgium Europa. Best regards.

"Steven Posey" <stevenNOSPAMposey@yahoo.com> a crit dans le message de news: 9pm628$jammf$1@ID-60478.news.dfncis.de...
> You might also want to look at http://www.bitsofthepast.com/atari/ under the
> Pirate's Treasure Chest. There's an excellent sector editor included in
> that package that I used to use to copy a ton of stuff that wasn't supposed
> to be copyable. I also used it to deface many Atari games to my own liking.
> Atari Basketball looked great with my high school's name instead of "HOME".
> Frogger became Roadkill, Donkey Kong became Konkey Dong (you get the idea).
>
>
> "rolaid" <mikem@netxpress.com> wrote in message
> news:3bb53d41.3093098@news.netxpress.com...
> > I'm looking for a sector editor for my 800 something like the early
> > versions norton editors.
> >
> > Also is Bravo Siarra(sp) a reputable retailer for Atari. I'm looking
> > for an 850 or equivalent.
> >
> > Thanks
>
>

6076. Re: The APX archive needs this software...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-11 18:36:45 UTC
From: Egidio Basso <egidio.basso@brutele.be>
Message-ID: <9q4os4aev1@news.brutele.be>
Source record: 33750

Goodnight,
Please, I want, if it is possible, a cd-rom with all old games onto 800 and 800XL (in images files or others formats) : because when I have selled my 800XL and the 810 drive, I have gived my 500 disks 5 1/4" with all files games and boot games are sellded with this 800 XL and I have lost all only fews disk's games files reminded on one disk "Star Raider" & "7 cities of gold" but the last do not run anymore because disk fail load onto my 800 (the best) with 1050 drive (it read good the other disk).
Thank you if you must to help me. Basso Egidio from Belgium Europa. Best regards.

"Kevin Savetz" <savetz@northcoast.com> a crit dans le message de news: savetz-7ED072.11012305102001@corp-radius.supernews.com...
> Do you have any of the following Atari Program Exchange software on disk?
> The APX archive (http://www.atariarchives.org/APX/) has permission to
> put these programs online, but I don't have a copy of these disks.
>
> For the archive, I prefer complete disk images (in ATR or DCM formats) to
> standalone .EXE or .COM files.
>
> 20002 Text Formatter (FORMS)
> 20005 Mugwump
> 20007 Reversi (early release as Roman Checkers)
> 20008 BASIC Program Compressor (MASHER)
> 20014 The Computerized Card File
> 20015 Space Trek
> 20016 Centurion
> 20019 Castle
> 20023 Chinese Puzzle
> 20025 Sultan's Palace
> 20030 Supersort
> 20031 Tact Trek
> 20046 BASIC Utility For Renumbering Programs (BURP)
> 20051 Cosmatic Atari Development Package
> 20054 Wizard's Revenge
> 20105 RPN Calculator Simulator
> 20106 Keypad Controller
> 20116 Pushover
> 20124 Utility Diskette II
> 20125 Microsoft BASIC Cross-Reference Utility
> 20126 Algicalc
> 20135 Jukebox #1
> 20146 fun-FORTH
> 20156 Mankala

> 20173 Diskmenu
> 20177 BASIC/XA
> 20194 Catterpiggle
> 20201 Teasers By Tobbs
> 20204 Ennumereight
> 20205 Punctuation Put-On
> 20209 Drawit
> 20214 Home Inventory
> 20215 Circuit Lab
> 20217 Strategic Financial Ratio Analysis
> 20218 Bootleg
> 20226 Moon Marauder
> 20227 Advanced Fingerspelling
> 20233 Eastern Front (1941) Scenario Editor
> 20234 Ringmaster
> 20258 Bellum
> 20261 Numberland Nightwatch
> 20263 Burgers!
> 20265 Dragon's Quest or a Twist in the Tail
> ????? Erg
> ????? Name the Notes
> ????? FIG FORTH
>
> Thanks,
> --Kevin
> --
> Kevin Savetz <savetz@northcoast.com>
> Curator of the Digital Antic Project -- http://www.atarimagazines.com
> & Atariarchives.org -- http://www.atariarchives.org
> Moderator of news:comp.sys.atari.announce -- Atari computer news

6077. Re: Minigame competition - Time to start voting

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-11 18:40:56 UTC
From: CreaMD/Dmagic <creamd@c64.sk>
Message-ID: <9q4pbm$8tr$1@news.telecom.sk>
Source record: 33751
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.amstrad.8bit

A deep apologise to MagerWalp for calling him fLamar. Just I on flames
every time when I see and 8 bit flamer.. Sorry sorry sorry.. Me stooopid.

creamd

6078. Re: Minigame competition - Time to start voting

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-11 19:01:39 UTC
From: "White Flame (aka David Holz)" <whiteflame52@y.a.h.o.o.com>
Message-ID: <9q4q32vdf1@barad-dur.nas.com>
Source record: 33752
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.amstrad.8bit

"CreaMD/Dmagic" <creamd@c64.sk> wrote in message
news:9q2v7qmam1@news.telecom.sk...
> > >speccy is crap. 21 entries for the C64 and a measly 6 for the speccy,
> > >and I won't even get into the game quality. Prepare to eat 8-bit dust
> > >in the next css vs csc flamefest.
>
> Can you code, fLAMER? I doubt that. Ignorance comes with incompetence.
Stay
> away from elite and shut up.
>
> Thumbs up to everyone who competed!

lol! That "fLAMER" has 2 entries in the compo. :)

--
White Flame (aka David Holz)
http://fly.to/theflame

(spamblock in effect)

6079. Re: Sum up the old Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-11 19:56:05 UTC
From: wssenterprises@ntlworld.com
Message-ID: <1f14qxa.2k2zttms8kabN%wssenterprises@ntlworld.com>
Source record: 33753

Gav <gavan-martin.delete.moran@remove.ubs.this.com.invalid> wrote:

> Ballblaster/Ballblazer could get _very_ frantic too, and there was
> a racing game called 'Elektraglide' from English Software that was
> superfast and very much in the 'Encounter' mode.

Elekraglide was always a graphics showcase whenever Spectrum owning
mates came round, but it annoyed the hell out of me - So frustrating
whenever you so much as touched the side walls, you'd lose all momentum
and have to start gradually accelerating again. Annoying!

Who remembers Rally Speedway? A precursor to Micro Machines, but 15 or
so years earlier. With it's course designer, and it's two player setup,
that was a brilliant racing game!

--
Cheers
Wayne Stuart

6080. Re: Wanted: Your old machines...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-11 20:35:45 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <Bonx7.116046$y7.1435840@dbsch1.home.nl>
Source record: 33754

Don Fanning wrote

: I guess it kinda depends on what it's worth to the community as a whole.
: BBSes of the 8-bit era are pretty much gone into the wind.

Pretty much gone, but not all of them. Mine is still running on Atari 130XE,
320Kb, Black-Box, 676Mb SCSI, Sparta-Dos 3.3b, and of course BBS Express!
Professional 5.0b. No emulators involved or wanted!

: But wouldn't it
: be nice to revisit a site using that old ATASCII graphics?

Nothing beats a real BBS on a real system....

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
Remember what the dormouse said...

6081. Ultima IV - please help

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-11 23:17:59 UTC
From: tristan <polykarpus@hotmail.com>
Message-ID: <HMpx7.107$x5.20348@newsb.telia.net>
Source record: 33755

Hi everyone

I spent several weeks (days & nights) playing Ultima IV on my Atari 800XL (stealing time from my high school studies) back in 1985. I still remeber the music theme.

Now I'm playing it with the emulator Atari800Win on my PC, but I don't get any music. The sound effects are all right (when you move around etc.) but the music isn't there.

I've tried other emulators too with the same result.

I'm I doing something wrong or what?

/Tristan from Stockholm

6082. Re: Wanted: Your old machines...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-12 00:51:34 UTC
From: Paul Gifford <paul.gifford@home.nospam.com>
Message-ID: <q8rx7.146986$Xz1.21493526@news1.rdc1.md.home.com>
Source record: 33756

"Fox-1" <DONT_USE_fox-1@home.nl> wrote in message
news:Bonx7.116046$y7.1435840@dbsch1.home.nl...
>
> Don Fanning wrote
>
> : I guess it kinda depends on what it's worth to the community as a whole.
> : BBSes of the 8-bit era are pretty much gone into the wind.
>
> Pretty much gone, but not all of them. Mine is still running on Atari
130XE,
> 320Kb, Black-Box, 676Mb SCSI, Sparta-Dos 3.3b, and of course BBS Express!
> Professional 5.0b. No emulators involved or wanted!

What kind of traffic do you get?

6083. Game dumped carts?? Where?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-12 01:34:20 UTC
From: Undelete <javier@tfz.net>
Message-ID: <tshcst8119j4e2bom618hqsd9a3luhto50@4ax.com>
Source record: 33779

Hi everyone :

I found in a polish site only five dumped game carts for the 400/800/XL/XE , and i like to ask where can i found in the internet more carts, because i have a eeprom burner ,carts schematics, and a dummy cart, and i like to try to build home made carts.

Anybody can help me?

GreetZ

Undelete

6084. Re: Wanted: Your old machines...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-12 08:04:10 UTC
From: Don Fanning <usenet@tripz.tv>
Message-ID: <_txx7.109631$QK.62319011@news1.sttln1.wa.home.com>
Source record: 33757

Heh.. well I didn't say that my idea would last forever or was revolutionary
:)

"Chad Hendrickson" <chadh@REMOVETHISmediaone.net> wrote in message
news:Vhhx7.73483$P8.25403133@news1.elmhst1.il.home.com...
> "Don Fanning" wrote ...
> > If i can get the basic stuff, there's no doubt that I will be upgrading
it
> > again.. finding a MIO or Black Box or using SIO2PC and hooking it to my
> > terminal server running Carina // filled with all the games from
yesterday
> > (Like robowars?)
>
> I am one step ahead of you. I have just put a Carina II BBS online
(running
> on a real Atari 130XE and accessible via telnet) that has several classic
> online games including RoboWar II and Zenobia. I am in the process of
beta
> testing it but it should be open to the public very soon.
>
> Chad
>
>
>

6085. Re: Wanted: Your old machines...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-12 08:04:56 UTC
From: Don Fanning <usenet@tripz.tv>
Message-ID: <luxx7.109634$QK.62320516@news1.sttln1.wa.home.com>
Source record: 33758

Nope.. no it doesn't.. Anyone remember TODAMIS?

"Fox-1" <DONT_USE_fox-1@home.nl> wrote in message
news:Bonx7.116046$y7.1435840@dbsch1.home.nl...
>
> Don Fanning wrote
>
> : I guess it kinda depends on what it's worth to the community as a whole.
> : BBSes of the 8-bit era are pretty much gone into the wind.
>
> Pretty much gone, but not all of them. Mine is still running on Atari
130XE,
> 320Kb, Black-Box, 676Mb SCSI, Sparta-Dos 3.3b, and of course BBS Express!
> Professional 5.0b. No emulators involved or wanted!
>
> : But wouldn't it
> : be nice to revisit a site using that old ATASCII graphics?
>
> Nothing beats a real BBS on a real system....
>
>
> --
>
> Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
>
http://punkenpro.does.it
> Remember what the dormouse said...
>
>

6086. Re: Ultima IV - please help

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-12 09:43:07 UTC
From: gavan-martin.delete.moran@remove.ubs.this.com.invalid
Message-ID: <3bc6baef.65235000@news.ubs.com>
Source record: 33759

On Thu, 11 Oct 2001 23:17:59 GMT, "tristan" <polykarpus@hotmail.com>
wrote:

>Hi everyone
>
>I spent several weeks (days & nights) playing Ultima IV on my Atari 800XL
>(stealing time from my high school studies) back in 1985. I still remeber
>the music theme.
>
>Now I'm playing it with the emulator Atari800Win on my PC, but I don't get
>any music. The sound effects are all right (when you move around etc.) but
>the music isn't there.
>
>I've tried other emulators too with the same result.
>
>I'm I doing something wrong or what?
>
>/Tristan from Stockholm

I don't know, but AFAIK Ultima IV for the PC was released 'free'
on Origins site some time back. Maybe they still have it and you
could use it instead?

Gav
--
Real email is gavan(hyphen)martin(dot)moran(at)ubs(dot)com
Disclaimer: Opinions expressed are solely my own, not my employers
"Du musst Amboss oder Hammer sein"

6087. Re: The APX archive needs this software...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-12 14:42:34 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3BC7015A.D9911659@mail.uni-mainz.de>
Source record: 33760

Well,
I have a so-called "UPN-calculator simulator" (maybe RPN is just a
typo?) and if I search deep through the Pooldisk Too (which takes some
time!) I would be able to find Tac Trek, Space Trek, Mankala, Fig forth,
Centurion, Ringmaster and a few others. Searching will be difficult,
since a lot of these programs do not have a directory and on the
Pooldisk Too they are stored as ATR images into subdirs like "Bellcom",
"Space", etc. and just have numbers (001.ATR, 002.ATR, etc.). Thus, I
have to boot or download every image that does not have a directory and
see if it fits your needs... -Andreas.

Kevin Savetz schrieb:
>
> Do you have any of the following Atari Program Exchange software on disk?
> The APX archive (http://www.atariarchives.org/APX/) has permission to
> put these programs online, but I don't have a copy of these disks.
>
> For the archive, I prefer complete disk images (in ATR or DCM formats) to
> standalone .EXE or .COM files.
>
> 20002 Text Formatter (FORMS)
> 20005 Mugwump
> 20007 Reversi (early release as Roman Checkers)
> 20008 BASIC Program Compressor (MASHER)
> 20014 The Computerized Card File
> 20015 Space Trek
> 20016 Centurion
> 20019 Castle
> 20023 Chinese Puzzle
> 20025 Sultan's Palace
> 20030 Supersort
> 20031 Tact Trek
> 20046 BASIC Utility For Renumbering Programs (BURP)
> 20051 Cosmatic Atari Development Package
> 20054 Wizard's Revenge
> 20105 RPN Calculator Simulator
> 20106 Keypad Controller
> 20116 Pushover
> 20124 Utility Diskette II
> 20125 Microsoft BASIC Cross-Reference Utility
> 20126 Algicalc
> 20135 Jukebox #1
> 20146 fun-FORTH
> 20156 Mankala

> 20173 Diskmenu
> 20177 BASIC/XA
> 20194 Catterpiggle
> 20201 Teasers By Tobbs
> 20204 Ennumereight
> 20205 Punctuation Put-On
> 20209 Drawit
> 20214 Home Inventory
> 20215 Circuit Lab
> 20217 Strategic Financial Ratio Analysis
> 20218 Bootleg
> 20226 Moon Marauder
> 20227 Advanced Fingerspelling
> 20233 Eastern Front (1941) Scenario Editor
> 20234 Ringmaster
> 20258 Bellum
> 20261 Numberland Nightwatch
> 20263 Burgers!
> 20265 Dragon's Quest or a Twist in the Tail
> ????? Erg
> ????? Name the Notes
> ????? FIG FORTH
>
> Thanks,
> --Kevin
> --
> Kevin Savetz <savetz@northcoast.com>
> Curator of the Digital Antic Project -- http://www.atarimagazines.com
> & Atariarchives.org -- http://www.atariarchives.org
> Moderator of news:comp.sys.atari.announce -- Atari computer news

6088. Re: Packer/unpacker

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-12 14:54:22 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3BC7041E.A2F63314@mail.uni-mainz.de>
Source record: 33761

Well,
whats the use of any packer ?!? To save space !! So, if you wanna save some space on diskettes, you may use an ML packer, which automatically unpacks the packed ML file (thus the COM, BIN or EXE file is still runable). On tape recorders you also save time, since the loading of a packed program does not take so long (especially when it automatically unpacks, which takes only a few seconds, as we have seen in many polish demos and games). Next, if you want to store your Atari programs on a mailbox or another computer, a packer or archiver is a good choice therefore. In the old mailbox days there were no emulators avaiable, thus you had to archive your programs (especially bootdisks had to be archived as files, since a harddisk does not like bootdisks). Just my personal thoughts... -Andreas.

Pete schrieb:
>
> Hi,
>
> > did you use atari before 1982 ???
>
> I bought my first Atari (a 400) during Easter of 1983 and continued using
> assorted Atari 8-bit machines until around 1990. I never came across *ANY*
> packer/unpacker programs in all that time.
>
> Besides, why would anyone need one?
>
> TTFN - Pete.

6089. Re: Sum up the old Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-12 14:54:53 UTC
From: gavan-martin.delete.moran@remove.ubs.this.com.invalid
Message-ID: <3bc701e7.83402234@news.ubs.com>
Source record: 33762

On Thu, 11 Oct 2001 20:56:05 +0100, wssenterprises@ntlworld.com wrote:

>Gav <gavan-martin.delete.moran@remove.ubs.this.com.invalid> wrote:
>
>> Ballblaster/Ballblazer could get _very_ frantic too, and there was
>> a racing game called 'Elektraglide' from English Software that was
>> superfast and very much in the 'Encounter' mode.
>
>Elekraglide was always a graphics showcase whenever Spectrum owning
>mates came round, but it annoyed the hell out of me - So frustrating
>whenever you so much as touched the side walls, you'd lose all momentum
>and have to start gradually accelerating again. Annoying!
>
>Who remembers Rally Speedway? A precursor to Micro Machines, but 15 or
>so years earlier. With it's course designer, and it's two player setup,
>that was a brilliant racing game!

Yes, I have that on cart somewhere in my attic.

A great two-player game, as far as I can tell Micro Machines was
completely 'inspired' by it. There was no doubt that the 8bit was
the premier machine for gaming in its day.

Too bad abysmal marketing and high cart prices prevented it from
taking its rightful place as the top machine. Everybody just bought
Spectrums which had games at 5 quid a time, and used tape to tape
machines to copy them 20 at a time onto C-90 tapes for friends.

Then later the C64 came out and combined most of what was good
about the Atari (gfx, sound, US games library) along with cheap,
easily copied UK made tape games like the Spectrum had. Amazing how
even at that early stage, Atari proved itself incapable of making a
success out of technically superior products.

It's almost impossible to see how they could drop the ball as the
console market leader with the VCS2600 when they moved into home
computers, but they really did.

Gav
--
Real email is gavan(hyphen)martin(dot)moran(at)ubs(dot)com
Disclaimer: Opinions expressed are solely my own, not my employers
"Du musst Amboss oder Hammer sein"

6090. Re: Ultima IV - please help

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-12 17:18:21 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <9q78e9$678$1@slb1.atl.mindspring.net>
Source record: 33763

Ultima IV for the Atari 8-bit didn't have music. I run the Apple II version
and enable mockingboard sound to hear the music. The Atari-8 version of
Ultima III had excellent tunes however.

-Dan

6091. Re: Wanted: Your old machines...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-12 18:11:36 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <snGx7.122911$y7.1525810@dbsch1.home.nl>
Source record: 33764

Paul Gifford wrote
:
: > Pretty much gone, but not all of them. Mine is still running on Atari

: What kind of traffic do you get?

Very little traffic. Only a few calls a month. Since I lost track of the
other Pro!-boards, the mail will not be networked anymore to other
Pro!-boareds, except for one a few kilometers away from here. I'm searching
for some MUX cartridges to add an extra 130XE to run a second node which I
want to connect to the internet.
Have just set-up Red-Hat linux on my laptop to learn it a bit since I don't
know much about linux, and when I'm more comfortable with it, I'll get an
extra PC to run Red Hat on it and something like a telnet-gate...

Would like to run a TCP/IP stack on the Atari, and I know people are working
on it, but unfortunately I think I'll never be able to run both the BBS-core
and a TCP/IP stack simultaneously on the same computer, since there is almost
no memory left (apart from banked memory, swapped memory, and overlays) on the
BBS system...

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
Remember what the dormouse said...

6092. Re: Wanted: Your old machines...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-12 18:15:27 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <3rGx7.122913$y7.1522418@dbsch1.home.nl>
Source record: 33765

Don Fanning wrote

: > Nothing beats a real BBS on a real system....

: Nope.. no it doesn't.. Anyone remember TODAMIS?

I know (and ran) some BBS software (BBS Express (and Professional), Carina,
Oasis, Forem-XE, BBSC, etc) but never heard of "TODAMIS" actually...

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
Remember what the dormouse said...

6093. Re: Packer/unpacker

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-12 18:28:16 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <4DGx7.123018$y7.1527153@dbsch1.home.nl>
Source record: 33766

Andreas Magenheimer wrote

: Well,
: whats the use of any packer ?!? To save space !!

Another, less important, reason: A packed file is loaded quicker from tape..
The depacking process is much faster than the loading process, especially on
a standard 1010/XC11/XC12 :-)
And as a bonus: Packed software is more difficult to hack. It doesn't cause a
real hacker too much headaches, but the lamers way of editing the intro-text
with a sector-editor is not possible this way cause the crc of the file will
not match, so the program will not run anymore...

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
Remember what the dormouse said...

6094. Rana 1000 Power Supply...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-12 21:27:48 UTC
From: Hawkman <clhaukREMOVE_THIS@home.com>
Message-ID: <ofJx7.57143$My2.29426150@news1.mntp1.il.home.com>
Source record: 33767

Does anyone know what type power supply a Rana 1000 disk drive uses?

I got one in a box of stuff I bought at auction, and wanted to see if it still works, but the power supply wasn't included.

Thanks....

6095. Re: XL printers

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-13 06:00:31 UTC
From: Pete <pete@get.bent.spammers.vectrex.freeserve.co.uk>
Message-ID: <9q8pvj$c76$1@news7.svr.pol.co.uk>
Source record: 33768

Hi,

> Besides the 1020, 1025 and 1027, are there any printers that
>actually made it to market that will work with the 800XL? How
>about from companies besides Atari.

In addition to the ones mentioned thus far, both Epson and Star also made printers which could be connected directly to the Atari serial bus.

Rather than having a standard Centronics interface built in, these printers had a plug-in "interface cartridge". When you bought the printer you selected the appropriate cartridge for your system, be that Atari, CBM, standard Centronics, RS-232 etc....

I THINK the Epson LX-80 fell into this class, though the memory is a little hazy after all these years.

TTFN - Pete.

6096. Re: Wanted: Your old machines...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-13 10:57:12 UTC
From: Don Fanning <usenet@tripz.tv>
Message-ID: <c6Vx7.3341$Zb.1249412@news1.sttln1.wa.home.com>
Source record: 33769

TODAMIS was a spin off of AMIS written by Trent Dudley (of AMODEM fame).

AMIS... well you'll have to refer to ANTIC :)

"Fox-1" <DONT_USE_fox-1@home.nl> wrote in message
news:3rGx7.122913$y7.1522418@dbsch1.home.nl...
>
> Don Fanning wrote
>
> : > Nothing beats a real BBS on a real system....
>
> : Nope.. no it doesn't.. Anyone remember TODAMIS?
>
> I know (and ran) some BBS software (BBS Express (and Professional),
Carina,
> Oasis, Forem-XE, BBSC, etc) but never heard of "TODAMIS" actually...
>
>
> --
>
> Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
>
http://punkenpro.does.it
> Remember what the dormouse said...
>
>

6097. Atari Wallpaper added.

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-13 14:53:51 UTC
From: Ian Marshall <ian@imarshall.karoo.co.uk>
Message-ID: <tsglamsa0b2c36@corp.supernews.com>
Source record: 33770
Cross-posted to: alt.atari,alt.emulators.classic-arcade,comp.sys.atari.8bit,rec.games.video.classic

Hi there,

I have made a couple of nice and simple atari logo wallpapers for myself and being the generous type decided to share with you.

If you want to take a look goto www.retrocomputergallery.com and head towards the downloads section.

cheers

6098. Re: Rana 1000 Power Supply...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-13 15:50:30 UTC
From: "Ralph E. Dodd" <redodd@home.com>
Message-ID: <apZx7.5863$s9.998089@news1.rdc1.nj.home.com>
Source record: 33771

"Hawkman" <clhaukREMOVE_THIS@home.com> wrote in message
news:ofJx7.57143$My2.29426150@news1.mntp1.il.home.com...
> Does anyone know what type power supply a Rana 1000 disk drive uses?
>
> I got one in a box of stuff I bought at auction, and wanted to see if it
> still works, but the power supply wasn't included.
>
> Thanks....
>
>
My Rana power supply says 9 VAC & 3.4 AMPS. Looks like you can use a power
supply from an 800.

Ralph

6099. Re: Rana 1000 Power Supply...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-13 16:52:33 UTC
From: Hawkman <clhaukREMOVE_THIS@home.com>
Message-ID: <lj_x7.59231$My2.30843697@news1.mntp1.il.home.com>
Source record: 33772

Thanks Ralph, I appreciate the quick response.

"Ralph E. Dodd" <redodd@home.com> wrote in message
news:apZx7.5863$s9.998089@news1.rdc1.nj.home.com...
>
> "Hawkman" <clhaukREMOVE_THIS@home.com> wrote in message
> news:ofJx7.57143$My2.29426150@news1.mntp1.il.home.com...
> > Does anyone know what type power supply a Rana 1000 disk drive uses?
> >
> > I got one in a box of stuff I bought at auction, and wanted to see if it
> > still works, but the power supply wasn't included.
> >
> > Thanks....
> >
> >
> My Rana power supply says 9 VAC & 3.4 AMPS. Looks like you can use a
power
> supply from an 800.
>
> Ralph
>
>

6100. FS: various computer items

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-13 17:22:31 UTC
From: Matthias Belitz <matthias.belitz@gmx.net>
Message-ID: <01c1540b$9282bea0$0104a8c0@irata>
Source record: 33773

Because I will change my residence I have to sell a lot of my computer
items.
Please note, that I will only ship these items to Germany, Belgium or the
Netherlands.

I have not thought about pricing, please make a reasonable offer, I am sure
we will reach an agreement in most of the cases.

1x Atari 800 XL, originalverpackt (leicht besch&#65533;digt), incl. Handbuch und
Netzteil
1x Atari 600XL + 1064 Speichererweiterung incl. Netzteil
1x Atari 800 XL incl. Netzteil
1x Atari 800 XE incl. Netzteil
1x Atari 1010 Datasette (Pause-Taste defekt, incl. Netzteil)
1x Atari 1020 Plotter (funktionsf&#65533;hig) incl. Netzteil
1x Atari 1027 Printer (ohne Inkpad, sonst funktionsf&#65533;hig)
1x Atari 1050 incl. Netzteil
1x Atari 1050 (Antriebsriemen muss getauscht werden, Motor ?)incl. Netzteil
2x XC12
1x Tastatur XL (Shift-Taste defekt)
1x Leergeh&#65533;&#65533;se 800 XL
1x Atari ST-Mouse
1x Logi-Mouse Amiga neu, unbenutzt, originalverpackt (ist bis auf
vertauschte Belegung identisch mit ST Mouse)
1x NEC Pinwriter 2200 (24 Nadler)

B&#65533;cher
Rana 1000 Installation Guide
S. Roberts: "Games for the Atari"
C. Lorenz: "Das grosse Spiele-Buch f&#65533;r Atari XL"
C. Lorenz: "Das grosse Spiele-Buch f&#65533;r Atari XL II"
Poole, McNiff, Cook: "Mein Atari Computer" (Ver. XL)
I. Sinclair: "Guide to the Atari 600 XL"
Atari Basic Referenz-Karten
E. Floegel: "Forth Handbuch"
Albrecht, Finkel, Brown: "Atari Basic"
Voss: "Das Schulbuch zu Atari"
Glicksman: "Der Atari als Musikbox"

1x Amiga 1200
1x Atari Lynx incl. "Batman Returns"
1x Atari SF354 (umgebaut auf zweiseitig)

Thanx,

Matt

P.S.: Dont worry that I am leaving the Atari community - there are still alot of items left :-)

6101. NEW Links! Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-13 17:44:00 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0110131039000.30210-100000@shell.pacifier.com>
Source record: 33774
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I've added more WebPages! So Read on & Check the NEW Links to my WebSite!

Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and Atari Jaguar Games. The Great Communicator once said, "It's a Recession when It's in your Neighbor's back yard. But when It's in your back yard, it's a Depression!". Usually Atari sales depend on Customers with extra income. Money over and above what it takes to pay bills. This has cut into my livelyhood. With the current economy as it has been. I'm looking for Atari Customers with extra income! Especially repeat customers familiar with the way I do Business! My Specials, Sales & Discounts still apply! So check my HotLinks below, E-Mail me at atari@pacifier.com or call Ben anytime at (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

http://www.pacifier.com/~atari/atarisales.htm NEWly Added Web Pages!
http://www.pacifier.com/~atari Benjamin's WebSite.
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales News!
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/antispam.htm Spamming News!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6102. Re: The Pill - copy Atari 800 cartridge games to disk

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-13 18:01:27 UTC
From: calagan@beer.com
Message-ID: <d24d1c82.0110131001.259dcbc8@posting.google.com>
Source record: 33775

Anybody in the group experienced this device? Is this any good? What
are its limitations?

Thanks

Calagan

vinyl <vinyl@houston.rr.com> wrote in message news:<3BC33A5F.770CB279@houston.rr.com>...
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1282991898
>
> view my other auctions for more great items.
>
> thank you

6103. Using the 1050-2-PC (aka Prosystem) cable under Win2000/XP?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-13 18:44:34 UTC
From: calagan@beer.com
Message-ID: <d24d1c82.0110131044.14e860d5@posting.google.com>
Source record: 33776

Does anyone know about a way to make use of 1050-2-PC (aka Prosystem)
cable under Windows 2000/XP?

I'd really love it if support for this cable was impletmented in
Atari800Win Plus: we'd be able to load atari disks right into the
emulator.
I recall (correct me if I'm wrong) it that was implemented in
PCXformer for DOS.

Calagan

6104. Re: Wanted: Your old machines...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-13 18:52:04 UTC
From: Chad Hendrickson <chadh@REMOVETHISmediaone.net>
Message-ID: <o30y7.79115$P8.27423000@news1.elmhst1.il.home.com>
Source record: 33777

I have my original TODAMIS floppy right here.

It has a handwritten label that says:

TODAMIS 1.0
for 1030/XM301
Copyright (C) 1986
Trent Dudley

"Don Fanning" <usenet@tripz.tv> wrote in message
news:c6Vx7.3341$Zb.1249412@news1.sttln1.wa.home.com...
> TODAMIS was a spin off of AMIS written by Trent Dudley (of AMODEM fame).
>
> AMIS... well you'll have to refer to ANTIC :)
>
> "Fox-1" <DONT_USE_fox-1@home.nl> wrote in message
> news:3rGx7.122913$y7.1522418@dbsch1.home.nl...
> >
> > Don Fanning wrote
> >
> > : > Nothing beats a real BBS on a real system....
> >
> > : Nope.. no it doesn't.. Anyone remember TODAMIS?
> >
> > I know (and ran) some BBS software (BBS Express (and Professional),
> Carina,
> > Oasis, Forem-XE, BBSC, etc) but never heard of "TODAMIS" actually...
> >
> >
> > --
> >
> > Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
> >
> http://punkenpro.does.it
> > Remember what the dormouse said...
> >
> >
>
>

6105. Name that game!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-13 20:25:10 UTC
From: Frank Schroeder-Hoeftmann <frank_sh@web.de>
Message-ID: <9qa7i8$83p$1@olaf.komtel.net>
Source record: 33778

Evening!

Last night while having a few a friend of mine and I had a go at "Dan Strikes Back". It was quite a lot of fun but, for the life of me, I can't remember the title of its predecessor. IIRC, the name "Dan" was't part of it.

Any takers?

6106. Re: Using the 1050-2-PC (aka Prosystem) cable under Win2000/XP?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-13 22:45:01 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Nt3y7.15013$7B1.1161032@newsread2.prod.itd.earthlink.net>
Source record: 33780

Close; XFormer used its own cable which connected to the PC parallel printer
port and was not compatible with the APE/SIO2PC types.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Calagan" <calagan@beer.com> wrote in message

> Does anyone know about a way to make use of 1050-2-PC (aka Prosystem)
> cable under Windows 2000/XP?
>
> I'd really love it if support for this cable was impletmented in
> Atari800Win Plus: we'd be able to load atari disks right into the
> emulator.
> I recall (correct me if I'm wrong) it that was implemented in
> PCXformer for DOS.

6107. Re: The Pill - copy Atari 800 cartridge games to disk

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-13 22:53:50 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <2C3y7.15048$7B1.1160742@newsread2.prod.itd.earthlink.net>
Source record: 33781

Normally limited to 16K non-bank-switched carts. It allows copying the ROM code to a disk file which can be loaded into same address space RAM on a 48/64K machine. The switch on their cart can toggle a line to make the RAM appear to be ROM to defeat the protection in many carts of that era.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Calagan" <calagan@beer.com> wrote in message
news:d24d1c82.0110131001.259dcbc8@posting.google.com...
> Anybody in the group experienced this device? Is this any good? What
> are its limitations?

6108. Re: Name that game!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-13 23:16:37 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <opihsts74afeup6kq6jquue1cbf4isaheh@4ax.com>
Source record: 33782

On Sat, 13 Oct 2001 22:25:10 +0200, "Frank Schroeder-Hoeftmann"
<frank_sh@web.de> wrote:

>Evening!
>
>Last night while having a few a friend of mine and I had a go at "Dan
>Strikes Back". It was quite a lot of fun but, for the life of me, I canï¿½t
>remember the title of its predecessor. IIRC, the name "Dan" wasï¿½t part of
>it.
>
>Any takers?
>
Diamonds

6109. Re: Name that game!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-14 00:01:59 UTC
From: Frank Schroeder-Hoeftmann <frank_sh@web.de>
Message-ID: <9qak8qcop1@olaf.komtel.net>
Source record: 33783

> Diamonds

Yes, that's it. Thanks. Now I understand why the name escaped me: Dan Strikes Back is such an improvement on Diamonds! But it's quite nice to have Brian the Blob "striking back" as well...

Dan Strikes Back is one of my all time favourites! Said friend and I headed for a local club after our "DSB" session and we just couldn't get rid of the nice music!

Strange, huh?

6110. Re: The Pill - copy Atari 800 cartridge games to disk

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-14 01:06:11 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0110131706.1e040354@posting.google.com>
Source record: 33784

> Anybody in the group experienced this device? Is this any good? What
> are its limitations?

Works with 8k or 16k cartridges, but not the later bank switched ones.
Believe it also requires software on disk to use.

Gene

6111. Re: Name that game!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-14 01:47:47 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <796y7.891$Wm5.474140848@newssvr11.news.prodigy.com>
Source record: 33785

```
Capt. Sticky's Gold?

Mo
```

Frank Schroeder-Hoeftmann wrote in message <9qa7i8$83p$1@olaf.komtel.net>...
>Evening!
>
>Last night while having a few a friend of mine and I had a go at "Dan
>Strikes Back". It was quite a lot of fun but, for the life of me, I can't
>remember the title of its predecessor. IIRC, the name "Dan" was't part of
>it.
>
>Any takers?
>
>

6112. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-14 09:05:08 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1003050280@rtfm.mit.edu>
Source record: 33786
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: August 7, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/

6113. Re: Name that game!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-14 10:27:40 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <02qistoonrflsfba4qreakhsi9l1pouu5h@4ax.com>
Source record: 33787

On Sun, 14 Oct 2001 02:01:59 +0200, "Frank Schroeder-Hoeftmann"
<frank_sh@web.de> wrote:

>> Diamonds
>
>Yes, thatï¿½s it. Thanks. Now I understand why the name escaped me: Dan
>Strikes Back is such an improvement on Diamonds! But itï¿½s quite nice to have
>Brian the Blob "striking back" as well...
>
>Dan Strikes Back is one of my all time favourites! Said friend and I headed
>for a local club after our "DSB" session and we just couldnï¿½t get rid of the
>nice music!
>
>Strange, huh?
>
Lol...Not so strange, try listening to the Tail of the Beta Lyre intro
for a few mins and the same thing happens :-)

Glad I could help...

6114. Looking for 2 rare atr's...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-14 10:34:12 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <u4qistk9k5ff3mrqal69bab1rffe31j7se@4ax.com>
Source record: 33788

Quest for the maltese chicken & Orb of zarimer (spelling may be wrong on this one)

I had these and may have sent them to others in the group a while back but I lost my collection on HD after a crash.

These are pretty rare, both were published in semi limited amounts by a UK software mini company called Futureware, this company also made Sidewinder and a Uridium clone written by Noel Daniel.

Trying to find them as I helped get Maltese Chicken published and also had a hand in pointing the author of Orb in the same direction.

Both definitely got put on multi-boots so would have been spread around.

6115. Re: Looking for 2 rare atr's...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-14 11:14:59 UTC
From: newpr <newpr@nospamthanx.com>
Message-ID: <xrey7.21225$oE5.2565671@news2-win.server.ntlworld.com>
Source record: 33789

fyi it's "Orb Of Zarramier" but can't help with the ATR ...

"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
news:u4qistk9k5ff3mrqal69bab1rffe31j7se@4ax.com...
>
> Quest for the maltese chicken & Orb of zarimer (spelling may be wrong
> on this one)

6116. Re: Atari Wallpaper added.

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-14 12:37:09 UTC
From: ThaDoBee <cjh3@hotmail.com>
Message-ID: <IDfy7.7569$e5.71266@newsfeeds.bigpond.com>
Source record: 33790
Cross-posted to: alt.atari,alt.emulators.classic-arcade,comp.sys.atari.8bit,rec.games.video.classic

Thanks Ian, they where helpful.

"Ian Marshall" <ian@imarshall.karoo.co.uk> wrote in message
news:tsglamsa0b2c36@corp.supernews.com...
> Hi there,
>
> I have made a couple of nice and simple atari logo wallpapers for myself
and
> being the generous type decided to share with you.
>
> If you want to take a look goto www.retrocomputergallery.com and head
> towards the downloads section.
>
> cheers
>
>
>

6117. Re: Name that game!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-14 16:23:53 UTC
From: Frank Schroeder-Hoeftmann <frank_sh@web.de>
Message-ID: <9qcdpk$2ls$1@olaf.komtel.net>
Source record: 33791

"> Lol...Not so strange, try listening to the Tail of the Beta Lyre intro
> for a few mins and the same thing happens :-)

I know. Gary Gilbertson did some really nice work. I wonder what happened to the audio CD with Alternate Reality tunes he planned. I once contacted a Gary Gilbertson I found via Google (who had something to do with music) by email, but he was not the man... (-:

6118. Re: Atari Wallpaper added.

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-14 17:08:06 UTC
From: Roagie <roagie@N_O_SP_AMhome.com>
Message-ID: <WDjy7.43561$8a.26324553@news1.rsm1.occa.home.com>
Source record: 33792
Cross-posted to: alt.atari,alt.emulators.classic-arcade,comp.sys.atari.8bit,rec.games.video.classic

Awesome Bandai Missile Invader simulator! Good job.

"Ian Marshall" <ian@imarshall.karoo.co.uk> wrote in message
news:tsglamsa0b2c36@corp.supernews.com...
> Hi there,
>
> I have made a couple of nice and simple atari logo wallpapers for myself
and
> being the generous type decided to share with you.
>
> If you want to take a look goto www.retrocomputergallery.com and head
> towards the downloads section.
>
> cheers
>
>
>

6119. Re: Wanted: Your old machines...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-14 18:39:56 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <0_ky7.134906$y7.1764512@dbsch1.home.nl>
Source record: 33793

Don Fanning wrote

: TODAMIS was a spin off of AMIS written by Trent Dudley (of AMODEM fame).

: AMIS... well you'll have to refer to ANTIC :)

Now I know. AMIS is one of the few boards I didn't try :-)

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
Remember what the dormouse said...

6120. Re: Sum up the old Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-15 00:04:03 UTC
From: Pete <pete@get.bent.spammers.vectrex.freeserve.co.uk>
Message-ID: <9qde7f$85h$1@newsg3.svr.pol.co.uk>
Source record: 33794

Hi,

> Mercenary was one of my all-time favourite 8bit games. I think
>I played it for almost 2 days solid (maybe 6 hours of sleep
>between them) until I beat it....

I must admit to having done that myself too....even though I was never a
particular fan of adventure type games.

>....It was soooo far ahead of anything I'd seen on the Atari until
>that point.

That's probably what did it for me too, it was technically brilliant IMHO.

Did you ever play the "sequel"....errm....the name of which escapes me?

> Does anyone know what the 3 ways to escape the planet were?

Been too long, I can't remember ANY of the ways to escape now....I do recall
that I only found two of the escape routes too though.

Wasn't one via a ship located in an underground hangar?

TTFN - Pete.

6121. Re: Sum up the old Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-15 00:10:55 UTC
From: Pete <pete@get.bent.spammers.vectrex.freeserve.co.uk>
Message-ID: <9qde7g$85h$2@newsg3.svr.pol.co.uk>
Source record: 33795

Hi,

> It's almost impossible to see how they could drop the ball
>as the console market leader with the VCS2600 when they moved
>into home computers, but they really did.

Personally, I consider the 7800 to be the biggest lost chance to dominate the market that they ever threw away.

The decision to shelve the machine for so long (5 years in the case of the UK) was positively criminal - it's almost as if they wanted the company to fail.... :-(

TTFN - Pete.

6122. Re: Packer/unpacker

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-15 00:29:12 UTC
From: Pete <pete@get.bent.spammers.vectrex.freeserve.co.uk>
Message-ID: <9qde7h$85h$3@newsg3.svr.pol.co.uk>
Source record: 33796

Hi Andreas,

> whats the use of any packer ?!? To save space !! So, if
>you wanna save some space on diskettes, you may use an ML
>packer....

True, but I really don't see the point on a machine like the Atari.

In all the years I was using the various 8-bit machines as my workhorse systems I never ran into a situation where a packer would've been of benefit to me. After all, the programs were usually quite small and loaded quickly anyway (even on unmodified 810's and 1050's) - and with diskettes costing pennies, who cares if you could squeeze one extra program onto a disc compared with the hassle of having to pack them all on a system without a hard drive?

I'm not suggesting you're somehow wrong, that's just my opinion.

>....On tape recorders you also save time, since the loading
>of a packed program does not take so long....

I found tape storage to be worse than useless on all the early computer systems I owned/used before the Atari (RML-380Z, ZX-80, ZX-81, Apple][, VIC-20 etc) so I bought an 810 within the first couple of months of getting my 400 and retired the 410 permanently.

Though I *DO* take your point....in fact, I wrote what I suppose could be called a "packer" to speed up the loading of the "Mercenary" loading screen off of tape (simple RLL coding based on an article I read in "Page 6" or "Atari User" ISTR).

First bit of coding I ever got paid for.

TTFN - Pete.

6123. Re: Packer/unpacker

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-15 00:36:26 UTC
From: Pete <pete@get.bent.spammers.vectrex.freeserve.co.uk>
Message-ID: <9qde7i$85h$4@newsg3.svr.pol.co.uk>
Source record: 33647

Hi,

> And as a bonus: Packed software is more difficult to hack. It
>doesn't cause a real hacker too much headaches....

As I can testify....it's usually a piece of cake to modify the loader
program to simply load the data into memory and return control to the user
(or dump it to a disc file automatically if you really want to be cocky).

Ah, the Atari Assembler/Editor cartridge has a lot to answer for.... ;-)

Never really considered the packing aspect though - I just looked on it as a
(ridiculously easy to circumvent) method of copy protection.

TTFN - Pete (aka "Ensor - The Software Worm" (amongst others)).

6124. Re: Sum up the old Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-15 07:52:18 UTC
From: gavan-martin.delete.moran@remove.ubs.this.com.invalid
Message-ID: <3bca94bf.229831687@news.ubs.com>
Source record: 33648

On Mon, 15 Oct 2001 01:04:03 +0100, "Pete"
<pete@get.bent.spammers.vectrex.freeserve.co.uk> wrote:

>Hi,
>
> > Mercenary was one of my all-time favourite 8bit games. I think
> >I played it for almost 2 days solid (maybe 6 hours of sleep
> >between them) until I beat it....
>
>I must admit to having done that myself too....even though I was never a
>particular fan of adventure type games.
>
> >....It was soooo far ahead of anything I'd seen on the Atari until
> >that point.
>
>That's probably what did it for me too, it was technically brilliant IMHO.
>
>Did you ever play the "sequel"....errm....the name of which escapes me?

Hmmm, I think there were 3 games in total. There was also an
addon disk which as far as I can remember was crap - the only real
difference was that the background colour was now magenta and the
underground mazes were different.

I can't remember the names of the followups right now, but I'm
pretty sure they didn't come out on the 8bit, but rather the ST and
Amiga.

> > Does anyone know what the 3 ways to escape the planet were?
>
>Been too long, I can't remember ANY of the ways to escape now....I do recall
>that I only found two of the escape routes too though.
>
>Wasn't one via a ship located in an underground hangar?

I think both ways involved this ship. Didn't you have to collect
engine parts or something? I was always quite suspicious about a
strange looking structure to the North of the city. It seemed to have
some strange function and I was sure it was connected to the third
escape solution........

Gav

--
Real email is gavan(hyphen)martin(dot)moran(at)ubs(dot)com
Disclaimer: Opinions expressed are solely my own, not my employers

"Du musst Amboss oder Hammer sein"

6125. Re: Looking for 2 rare atr's...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-15 16:58:05 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <61fksts607tk7oqd6t07a1f6ag1tok97rs@4ax.com>
Source record: 33649

On Sun, 14 Oct 2001 12:14:59 +0100, "newpr" <newpr@nospamthanx.com>
wrote:

>fyi it's "Orb Of Zarramier" but can't help with the ATR ...
>
Cheers.

>"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
>news:u4qistk9k5ff3mrqal69bab1rffe31j7se@4ax.com...
>>
>> Quest for the maltese chicken & Orb of zarimer (spelling may be wrong
>> on this one)
>
>

6126. Re: Name that game!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-15 16:58:08 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <b5fkst4q5h2aqj3omu0bu9gavqumfob5rd@4ax.com>
Source record: 33650

On Sun, 14 Oct 2001 18:23:53 +0200, "Frank Schroeder-Hoeftmann"
<frank_sh@web.de> wrote:

>
>"> Lol...Not so strange, try listening to the Tail of the Beta Lyre intro
>> for a few mins and the same thing happens :-)
>
>I know. Gary Gilbertson did some really nice work. I wonder what happened to
>the audio CD with Alternate Reality tunes he planned. I once contacted a
>Gary Gilbertson I found via Google (who had something to do with music) by
>email, but he was not the man... (-:
>
Gary's co conspirator Philip Price reads the group from time to time.

Gary lives in Hawaii (sp) and is still in touch with Philip.

(There's my clue, find the Alternate reality page as hosted by Philip)

:-)

6127. Please Help

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-15 17:00:29 UTC
From: nickgrant_2001@yahoo.co.uk
Message-ID: <aa278a0f.0110150900.3f4ff7ba@posting.google.com>
Source record: 33651

I was wondering if anyone could help, my first ever computer was a Atari 800 and there was a game which i use to play alot and i'm tying to find the name of it. It was a kind of platform game where you take control of a little man and you had to take him around each of the rooms in the house to get a key, so you can move to the next level,

If you could help please could you email me the name of that game to:

CyberSurferUK@aol.com

6128. 2600 games up on eBay!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-15 18:38:43 UTC
From: Paul Cawley <paul.cawley@cwcom.net>
Message-ID: <Q2Gy7.155$0q4.682@news1-hme0>
Source record: 33652

Hi everyone,
I have a couple of Atari 2600 carts up on eBay right now...

Pal versions of rare games -

Klax, fully boxed with instructions,
Xenophobe, fully boxed with instructions,
Xenophobe unboxed

All with a low starting bid, and BIN, so add these great games to your collection!

Have a look...

User ID : cawley1

http://cgi6.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=cawley1&include=0&since=-1&sort=2&rows=25

Cheers,
Paul

6129. Re: Please Help

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-15 20:54:02 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tsmj5r8mb3bg5b@corp.supernews.com>
Source record: 33653

"N G" <nickgrant_2001@yahoo.co.uk> wrote in message
news:aa278a0f.0110150900.3f4ff7ba@posting.google.com...
> I was wondering if anyone could help, my first ever computer was a
> Atari 800 and there was a game which i use to play alot and i'm tying
> to find the name of it. It was a kind of platform game where you take
> control of a little man and you had to take him around each of the
> rooms in the house to get a key, so you can move to the next level,
>
> If you could help please could you email me the name of that game to:

I can think of two off hand. Montezuma's Revenge and Caverns of Kafi<sp?>.

6130. Re: Please Help

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-15 20:58:39 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <36ly7.141297$y7.1930157@dbsch1.home.nl>
Source record: 33658

N G wrote

: Atari 800 and there was a game which i use to play alot and i'm tying
: to find the name of it. It was a kind of platform game where you take
: control of a little man and you had to take him around each of the
: rooms in the house to get a key, so you can move to the next level,

Montezuma? Montezuma's Revenge? Caverns of Kafka?

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
BBSing is
terminal.

6131. Re: Packer/unpacker

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-15 21:12:41 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <djly7.141419$y7.1930838@dbsch1.home.nl>
Source record: 33659

Pete wrote

: > And as a bonus: Packed software is more difficult to hack. It
: >doesn't cause a real hacker too much headaches....

: As I can testify....it's usually a piece of cake to modify the loader

That's what I said. Some people call themselves a hacker while they only are able to use a sectoreditor with INT / ATASCII support, which won't do with a packed program.

: program to simply load the data into memory and return control to the user
: (or dump it to a disc file automatically if you really want to be cocky).

That's true. If it's a file, the only important thing you have to do is to redirect the "exit-depacker-routine" to your own one, be it the DOS commandline or a "write-to-disk" utility...

: Ah, the Atari Assembler/Editor cartridge has a lot to answer for.... ;-)
:
: Never really considered the packing aspect though - I just looked on it as a
: (ridiculously easy to circumvent) method of copy protection.

Some packers are tricky, like SFDN or LUFA packer for example, especially when the copy-protection routine is part of the packed data...

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
BBSing is
terminal.

6132. Re: Name that game!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-15 22:03:49 UTC
From: Frank Schroeder-Hoeftmann <frank_sh@web.de>
Message-ID: <9qfm30$9lo$1@olaf.komtel.net>
Source record: 33654

> Gary's co conspirator Philip Price reads the group from time to time.

I know.

> Gary lives in Hawaii (sp) and is still in touch with Philip.

I know. (-:

> (There's my clue, find the Alternate reality page as hosted by Philip)

So, what about Alternate Reality Online, then? I noticed a "2001" credit on www.aro.com but nothing seems to have changed. I once tried to contact Gary via that site but to no avail. So, PHILIP, if you read this, call that old mate of yours and tell him we're all waiting for some new music (or old music rerecorded, maybe). And of course we're all looking forward to a continuation of AR!

(-:

6133. Re: Packer/unpacker

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-15 22:30:32 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <csJy7.141996$y7.1943350@dbsch1.home.nl>
Source record: 33657

Pete wrote

: > whats the use of any packer ?!? To save space !!

: True, but I really don't see the point on a machine like the Atari.

It's more then usefull on diskmagazines, simply cause there will fit more data
on a disk.
Same with demo's. Sometimes I code a simple small demo/intro, and if there
are some graphics and digitized audio in it, it'll simply not fit on one
diskside, so packing is a nice solution.
Besides of this all, it gives your final executable a bit of a more
professional look (not important, but just as a bonus :-)

: In all the years I was using the various 8-bit machines as my workhorse
: systems I never ran into a situation where a packer would've been of benefit
: to me.

Read above.

: I'm not suggesting you're somehow wrong, that's just my opinion.

You're welcome.

: I found tape storage to be worse than useless on all the early computer
: systems I owned/used

I guess you never used the highspeed datarecorders modified by JRC in Czech
republic? Bohdan Milar showed us how it works on the last UnConventional
party in Germany. Much higher speeds, and filenames like in DOS (o.k. I
admit, C64 also has filenames). A perfect solution for those who didn't have
a diskdrive, and there were a lot of such users over there since diskdrives
were rare in the Czech republik (and Poland and Slovakia) a few years ago...
65

before the Atari (RML-380Z, ZX-80, ZX-81, Apple][,
: VIC-20 etc) so I bought an 810 within the first couple of months of getting
: my 400 and retired the 410 permanently.

I actually wanted an Atari 800XL, but then the news showed up that the 130XE
would be released soon, so I ended up with a 130XE with a 1010 datarecorder.
No money for a diskdrive 'till the next year, so a 1010 is perfect in this
case :-)

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it

BBSing is
terminal.

6134. Re: ST Xformer?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-15 22:33:32 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BCB640B.2376B13F@home.com>
Source record: 33655

I've got it on one of my st's but I never took it seriously other than as a rather buggy curiosity. I had the luck to keep a couple working 8bits around and buy up some things from user group flea markets and also when antic publishing had a clear out saile about a decade ago (right before they went bust). Hence I haven't really used it at all recently

mark wrote:

> Has anyone used ST Xformer to emulate the 8bit? How does it work, what
> percentage of stuff works on it?
>
> I realize that ST Xformer runs on the ST, and this is an 8-bit
> newsgroup - but I thought that some people here might have some info
> regarding my question.
>
> Thanks,
> Mark

6135. Re: 800XL & Coin-op games

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-15 22:37:31 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BCB64FA.AA043CFB@home.com>
Source record: 33656

I may be off but I think paperboy and rampage were available., possibly tapper
but thats as much guess as memory

Indy Dog wrote:

> Hey everyone-
>
> Does anyone know if the following games were released for the 800XL (on disk
> or cart):
>
> -Tapper
> -Indiana Jones & the Temple of Doom
> -PaperBoy
> -Rampage
>
> I know these are some of the most popular VCS/coin-op titles, but I can't
> find them for the 8-bit computers.
>
> Thanks!
>
> -KB

6136. Re: 800XL & Coin-op games

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-16 03:28:43 UTC
From: Video61@webtv.net
Message-ID: <5446-3BCBA96B-196@storefull-175.iap.bryant.webtv.net>
Source record: 33660

hi,
i have rampage for the 8-bit, its from europe, and it locks up
immediatly, bummer,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

6137. Re: 800XL & Coin-op games

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-16 08:26:33 UTC
From: William Kendrick <nbs@sonic.net>
Message-ID: <ZaSy7.6272$no1.65436@typhoon.sonic.net>
Source record: 33661

Lance Ringquist <Video61@webtv.net> wrote:
: hi,
: i have rampage for the 8-bit, its from europe, and it locks up
: immediatly, bummer,
: lance

Have you tried it on a PAL system (or do you have one)?

'Making' a PAL system is actually fairly simple, assuming the software doesn't do some kind of "PAL detection" by checking a byte in the OS.

As Nir Dary discovered, you can simply swap a PAL ANTIC in for the NTSC one and voila! Your screen will roll, but something like a Commodore 1902 monitor can fix that easily... Just twiddle the V-Hold knob. Bwhaahahha! :)

-bill!

6138. I'm back (don't ask me how)

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-16 10:09:50 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9qh11h$e7f$1@nets3.rz.RWTH-Aachen.DE>
Source record: 33662

Howdy folks

I hope I'm back.
The service I use here at the university of Aachen, Germany have changed a couple of things.

New computers
New software
New server

This means:

No more Netscape
No more WinVN (I have to click on + to see the rest of a threat. How nice.)
Outlook (the virus spreader)
My own test messages to myself still aren't back.
Etc., etc.,etc.

And yes, I can not find the fast 4 weeks of Email. And the SysAdmin is sick.

Can I shoot Bill Gates, please?????

CU Mathy van Nisselroy

6139. Re: ST Xformer/ 800 XLDJ

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-16 11:16:40 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0038650d@fmlynet.org>
Source record: 33675

FamilyNet Newsgate

One cute setup I did once was to have a tan 1040ste as the main computer
and as a "8-bit module" had a tan XEGS (the 8-bit game system with detachable
keyboard). They made a nice matched set!

Of course the problem you run into when you have a 8-bit/ ST system and one
without a keyboard attached is that one needs a virtual keyboard or some way to
input text.

I currently have hte reverse setup right now. A Atari 800 with a "890 ST
interface" (which is a 1040STE in a beige computer case). Again 800 XLDJ and
other null modem setups are the call of the day with all this. And again, I
wish there was a virtual keyboard setup (that was mouse operated or something)
that could be used for input on the ST side of things.

Fun hobby isn't it?

Doctor Clu

> From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
> On 26 Sep 2001 16:11:06 , Andreas Magenheimer wrote:
>> Well,
>> there is the XL Deejay, which merely emulates the floppy (just like
>> SIO2PC or Ape). But it uses its very own .DI format which is not
>> compatible in any way to ATR, XFD or DCM. Even Jindrich`s ACVT convert
>> program does not convert properly to those .DI images (it converts, but
>> the Deejay does not accept them).
>> So, the XL Deejay is a pretty well program, but only if you do not want
>> to swap images with your friends... -Andreas.
>>
>>
>> mark schrieb:
> Yes, I use this one also. Works great, even on my Hades 060. Still need
> an 8-bit computer, but at least you can have all your programs on the
> ST's hard drive and not on disks...
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6140. Looking for original Atari 800 in the UK

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-16 16:05:11 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <XUYy7.23244$qG5.531132@news.easynews.com>
Source record: 33663

Just wondering the best place to find one of these (want to play 4 player MULE). Keep looking on Ebay but there hsant been any recently...anyone know any other sources?

6141. Re: Sum up the old Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-16 16:28:43 UTC
From: Pete <pete@get.bent.spammers.vectrex.freeserve.co.uk>
Message-ID: <9qinn9lac1@news8.svr.pol.co.uk>
Source record: 33669

Hi Gav,

>> Did you ever play the "sequel"....errm....the name of which
>>escapes me?

> Hmmm, I think there were 3 games in total. There was also an
>addon disk which as far as I can remember was crap - the only real
>difference was that the background colour was now magenta....

Yes, that's the one I was thinking of, the data disk. Never got very far
with that one myself.

> I can't remember the names of the followups right now, but I'm
>pretty sure they didn't come out on the 8bit, but rather the ST
>and Amiga.

LOL, probably just called "Mercenary II"....actually, come to think of
it.... ;-)

>> Wasn't one via a ship located in an underground hangar?

> I think both ways involved this ship. Didn't you have to collect
>engine parts or something?

Hmmmmm, that rings an awfully big bell! I think you're on to something
there....I do know two people who'd probably know for sure, and I've been
meaning to ring one of them for a while - I'll call him tonight and let you
know what he says.

>....I was always quite suspicious about a strange looking
>structure to the North of the city. It seemed to have some
>strange function....

SOMEWHERE I have the "hint pack" which they released to help people complete
the game. If I can't get hold of Martin I'll see if I can dig it up and see
what it says about this - no promises though, I haven't seen it in years.

TTFN - Pete.

6142. Re: Looking for 2 rare atr's...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-16 16:40:23 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <XpZy7.23858$qG5.560838@news.easynews.com>
Source record: 33664

"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
news:u4qistk9k5ff3mrqal69bab1rffe31j7se@4ax.com...
>
> Quest for the maltese chicken & Orb of zarimer (spelling may be wrong
> on this one)
>
> I had these and may have sent them to others in the group a while back
> but I lost my collection on HD after a crash.
>
> These are pretty rare, both were published in semi limited amounts by
> a UK software mini company called Futureware, this company also made
> Sidewinder and a Uridium clone written by Noel Daniel.
>
> Trying to find them as I helped get Maltese Chicken published and also
> had a hand in pointing the author of Orb in the same direction.
>
> Both definitely got put on multi-boots so would have been spread
> around.

I'll have a look tomorrow night when I get home.

I know I've got them on (warpspeed) multiboot too, but I dont have any way
of getting it to my PC.

6143. Re: Looking for original Atari 800 in the UK

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-16 22:31:40 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <24dpstoq8ngove3o9988q9ffbfbmg0sg2h@4ax.com>
Source record: 33665

On Tue, 16 Oct 2001 16:05:11 GMT, "switchblade" <xxx@nospam.com>
wrote:

>Just wondering the best place to find one of these (want to play 4 player
>MULE). Keep looking on Ebay but there hsant been any recently...anyone know
>any other sources?
>
Car boot sales...

They RARELY turn up on the London places like Hackney Wick but it's
worth a look.

Only other place to try is the retro shop in Computer Exchange,
Rathbone place, off Tottenham Crt Road in London.

They get them in there from time to time but again not that often..

Give em a bell...

6144. Re: Looking for 2 rare atr's...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-16 22:35:08 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <nadpst4u2qo4p2vc9qb1fb2puh3luooj6i@4ax.com>
Source record: 33666

On Tue, 16 Oct 2001 16:40:23 GMT, "switchblade" <xxx@nospam.com>
wrote:

>"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
>news:u4qistk9k5ff3mrqal69bab1rffe31j7se@4ax.com...
>>
>> Quest for the maltese chicken & Orb of zarimer (spelling may be wrong
>> on this one)

>I'll have a look tomorrow night when I get home.
>
Oops, got them now thanks to an old Pal on here...Thanks for the
thought tho..

>I know I've got them on (warpspeed) multiboot too, but I dont have any way
>of getting it to my PC.
>
It's people like yourself that I'd like to see get an APE cable. You
probably have a great load of UK bits and other UK hacks (hell, even a
few by me :-) maybe) which won't be found elsewhere.

If you ever get a chance then get an APE cable and archive your
collection please :-)

6145. Re: Looking for original Atari 800 in the U

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-16 22:59:49 UTC
From: ebaiz@skyenet.net
Message-ID: <FZ2z7.1175$E67.150328@newsfeed.slurp.net>
Source record: 33667

On 16 Oct 2001 16:05:11 , "switchblade" wrote:
>Just wondering the best place to find one of these (want to play 4 player
>MULE). Keep looking on Ebay but there hsant been any recently...anyone know
>any other sources?

Hello,

Try these sites:

http://www.vme.net/dvm/aty/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6146. Re: Looking for original Atari 800 in the U

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-17 00:56:06 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <snlpstgeefsktlrit6quf1dfaqpuqnnql9@4ax.com>
Source record: 33668

On Tue, 16 Oct 2001 22:59:49 GMT, ebaiz@skyenet.net (Edward S. Baiz
Jr.) wrote:

>On 16 Oct 2001 16:05:11 , "switchblade" wrote:
>>Just wondering the best place to find one of these (want to play 4 player
>>MULE). Keep looking on Ebay but there hsant been any recently...anyone know
>>any other sources?
>
>Hello,
>
>Try these sites:
>
>http://www.vme.net/dvm/aty/

Didn't see any UK bits on there?

You sure Ed?

6147. Re: Looking for 2 rare atr's...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-17 07:53:56 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <nOaz7.15434$gz.406289@news.easynews.com>
Source record: 33670

"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
news:nadpst4u2qo4p2vc9qb1fb2puh3luooj6i@4ax.com...
> On Tue, 16 Oct 2001 16:40:23 GMT, "switchblade" <xxx@nospam.com>
> wrote:
> >
> It's people like yourself that I'd like to see get an APE cable. You
> probably have a great load of UK bits and other UK hacks (hell, even a
> few by me :-) maybe) which won't be found elsewhere.
>
> If you ever get a chance then get an APE cable and archive your
> collection please :-)

OK, I may consider this... is it easy? cheap?

From what I have seen of Atari emulators, they do not seem to emulate these warp-speed double density disks? If I transferred them over, would the emulator read them?

When I was younger, I went through and sorted out all my multiboot games into alphabetical order... took weeks of copying back and forth... worth it though, I've got them all on warp speed double density disks...about 100 of them...

So, who were you then on the Atari scene? Kent Team? Rob C? heheh.... Rob C was a legend... :)

6148. Re: Looking for 2 rare atr's...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-17 11:33:32 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <jupqst8kjjaegqkrmf0fjp5pm3hmqfto76@4ax.com>
Source record: 33671

On Wed, 17 Oct 2001 07:53:56 GMT, "switchblade" <xxx@nospam.com>
wrote:

>"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message

>> If you ever get a chance then get an APE cable and archive your
>> collection please :-)
>
>OK, I may consider this... is it easy? cheap?
>
The cable is a mere couple of quid to make although I didn't make one
myself but know the component prices.

>From what I have seen of Atari emulators, they do not seem to emulate these
>warp-speed double density disks? If I transferred them over, would the
>emulator read them?
>
Not sure, I can't see why not tho...The emulated hardware code seems
pretty tight.

>When I was younger, I went through and sorted out all my multiboot games
>into alphabetical order... took weeks of copying back and forth... worth it
>though, I've got them all on warp speed double density disks...about 100 of
>them...
>
I just collected, the idea of sorting all the disks out was too vast
an idea to entertain :-)

>So, who were you then on the Atari scene? Kent Team? Rob C? heheh.... Rob C
>was a legend... :)
>
Ha ha....You would be stunned how close knit most were.

Me, I used 'Mole-eater' as a name and there's a big lump of trained
games by me out there and the odd nice hack Like Sidewinder / Raid
over Libya.

As for the UK hackers society...Well a couple of us used to chat with
Rob via 300baud modems and transfer files. That's how I got Buck
Rogers. The other bloke who chatted to him was the 1st bloke to be
taken to court in the UK for piracy by Atari, the daft idiot was
selling cartridge games on disk via Exchange & Mart when he was paid a
visit by Mike Wilding's lot from Atari.

The case was settled out of court which was a result for him but
making money from it was a amazingly stupid thing to be doing!!

I know a couple of the Kent team, a certain 'copy' of the 1050 Happy board came via them (forgot the name they called it). Infact I worked for one of the Kent team a while ago, his hacking days are long over :-)

If you ever saw an Electronic Arts crack then it almost certainly came from a guy called The Mole, he was / is a top Doctor these days and hacked stuff for fun while his mate made the fancy OS replacement board as sold by Computer House back then.

Like I said, we all knew each other to varying degree's

6149. Uip tcp/ip stack written in CC65 only 4Kb!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-17 11:51:28 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bcd71d0$0$19382$e4fe514c@newszilla.xs4all.nl>
Source record: 33672

Hi.

I am looking for a CC65 who like to start porting this TCP/IP stack...

Here is an example of the tcp/ip stack and web-server running on a stock c64...

>I've set up a web server on a C64 yesterday using the uIP stack and the http

>server that comes with it. Have a look at

>http://c64.cc65.org/

The tcp/ip stack + software can be downloaded at:

http://dunkels.com/adam/software.html

TXG/MNX

6150. Re: Uip tcp/ip stack written in CC65 only 4Kb!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-17 12:02:31 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bcd7467$0$19382$e4fe514c@newszilla.xs4all.nl>
Source record: 33673

I meant:

> I am looking for a CC65 programmer

6151. Wanted: Info on Atari 8bit graphic specs

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-17 12:58:16 UTC
From: Matthias Matting <matting@matting.de>
Message-ID: <9qjve1sso06$1@news.t-online.com>
Source record: 33674

Hi,

I am developing ConGo, an 8bit picture viewer and converter for Win. It already knows a lot of Commodore 64 and Sinclair Spectrum graphic files but what I'm missing are informations on the Atari graphic specs. I looked into the FAQ but found none. What I am interested in is:
- how are the bitmaps and colors/palettes organized on screen and in files (most important formats)
- RGB values of Atari colors
- existing image converters Atari<->PC which could help me

Thanks for any hints...
Matthias

--
Matthias Matting / www.editorix.org/congo/

6152. Re: Sum up the old Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-17 14:20:48 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0038d35e@fmlynet.org>
Source record: 33689

FamilyNet Newsgate

> From: "Pete" <nospam@wintermute.org.uk>
> Hi,
>> I'm thinking Combat, Space Invaders and Breakout for the VCS, and
>> perhaps Star Raiders for the 400/800 display, but I'd really like
>> to hear what you guys think..
>>
>> Any ideas folks?
> Tricky one, there were SO many great games for the Atari.
> I think you should consider the following in addition to Star Raiders (in no
> particular order):
> Encounter
> Galaxian
> Repton
> Defender
> PacMan
> Drol
> GridRunner
> Bandits
> Robotron
> Dropzone
> Choplifter
> Joust
> & BallBlazer
> TTFN - Pete.

Add Archon and I'll agree. :)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6153. Re: Emulators

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-17 14:22:20 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0038d35f@fmlynet.org>
Source record: 33688

FamilyNet Newsgate

> From: "Steven Posey" <stevenNOSPAMposey@yahoo.com>
> As any good Atari should be running, wouldn't you say? It's only a museum
> piece if it's not powered on, right?

The truest testiment to a tool is if it is still being used or not.

@ >-->----------
Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6154. Re: Sum up the old Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-17 14:32:08 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0038d360@fmlynet.org>
Source record: 33687

FamilyNet Newsgate

My first computer to play with was the Sol Terminal 20 by Pro-Tech (Professional Technology) with the North Star disk operating system running C/PM in 1977.
Of course I was five at the time, so the only thing I cared about on my dad's computer was that it had a star trek game and a "Targ" game. Both are very good to this day and no computer has matched such fun games using no more than simple text.

(For the Sol Terminal 20 emulator and a good screen shot of "Targ" you find them at...

http://www.thebattles.net/sol20/solace/solace.html

... a great emulator for the PC! Trek 80 is simply a blast).

I would pick up a Atari 400 in 1981 after selling my Atari 2600. I was going to get a Colecovision, but saw a friend with a Atari 800 and was hooked. Unfortunately a Atari 800 was a bit out of my price range, so I opted for the smaller brother.
Star Raiders, a Basic cart... both of which dug out of the Atari trash, were my first cartridges.
In time the 1010 cassette drive was replaced with a double floppy percom drive system. The 1030 modem was replaced with a hayes 1200 and then 2400 buad modems. And the computer itself was upgraded (actually very quickly) from 16K to 48K. Later we would add a 1400 XL keyboard from Radio Shack to the Atari 400 to replace the membrane keyboard.

I use a Atari 800 now. (A leftover dream from those early days) However the Franken400 is still completely operational if I ever decide to use it again. Needlesstosay, it sits in a place of honor. After all, it did survive being used from 1981-1989 (everyday use) and then 1990-1999 of occational game playing.

The Atari 400/800 computers... my favorite of them all!

Doctor Clu
Sol/Atari/Newton/Mac fanatic

> From: "Mo" <mygranny@swbell.net>
> As long as we're strolling down memory lane here...
> My first computer was actually a TRS-80 model 3 (my dads 'business'
> machine). He became extremely frustrated with me hogging it all of the time,
> so he decided that he would get me an Apple][. Well fortunately for me
> there were no Apple dealers to be found in the Galveston area. It was then
> one Saturday we went by Sears and spotted the Atari computer area. I came

> home with a brand new Atari 800 complete with a 410 and an Eastern Front
> cart. I set it all up and literally spent hours just making the Eastern
> front screen move around with my joystick. Who would of thought! A computer
> with bright colors, joysticks, and a screen that moves around! After 2 years
> of staring at the TRS-80's black and white screen, this was a miracle!
> Mo
> Mark Keates wrote in message ...
>> Hi there,
>>
>> I started on a 600XL with tape deck

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6155. Shamus Challenge!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-17 15:23:18 UTC
From: Stephen Knox <goochman@usa.comX>
Message-ID: <3BCDA266.EC266EC@usa.comX>
Source record: 33676

Twin Galaxies is sponsoring a Shamus Challenge starting Nov 1.

There is a $100 prize for the first person to finish the game.

You can find the exact details at:

http://www.tgicscores.com and look for the Shamus Challenge link in the
toolbar.

Thanks,
Steve

http://www.tgicscores.com/

Remove the 'X' for email replies

6156. Re: Looking for 2 rare atr's...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-17 15:34:13 UTC
From: mark@mkeates.f9.co.uk
Message-ID: <Vxhz7.5$aV6.391@stones>
Source record: 33677

> If you ever get a chance then get an APE cable and
> archive your collection please :-)

I can get these built in the UK as we've made
master PCBs for both the SIO2PC and 10502PC cables.
The units themselves are boxed and run via a PP3
battery and have an on/off switch.

Basically if people send me an SIO cable and costs
(which I'll work out tonight) then we'll have a lot
more happy A8 users (and emulator users ;-) out there!

Regards,

Mark

6157. Can somebody help...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-17 16:13:53 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bcdaf51$0$19385$e4fe514c@newszilla.xs4all.nl>
Source record: 33678

Hi,

I found the following article and I wonder if somebody has seen it working
and if somebody has it.
Maybe we can find the resources of all this and publish free to the public.

TXG/MNX

http://atari.xs4all.nl Atari web-site (under construction)
http://atari.xs4all.nl/cgi-bin/ikonboard/ikonboard.cgi Atari board
(active)

==========
.O.S. NET SYSTEM
Xenia Research
P.O. Box 4675
Federal Way, WA 98003
CompuServe ID: 71310,605
$189, 128K disk
Review by Matthew Ratcliff

P.O.S. Net stands for Point of Sale Network, a computer-based sales system
designed to help run a small business by combining elements of a cash
register with inventory and accounting. The complete P.O.S. Net package
($189) includes two software products and a bar code reader for data entry.
However, the elements of the package are available in various combinations
from manufacturer Scot McGowan's Xenia Research.

In its simplest $69 form, P.O.S. can be used as a cash register. One of the
pins on an Atari joystick port can be used with the software to control a
cash drawer that's also available from Xenia Research.

We were not able to fully set up a business to test run the software in
depth, but the demonstration program that came with our review copy was
quite impressive. The documentation is a little difficult to follow,
presented in a set of five small booklets. A single volume with table of
contents and index would have been preferable.

The software includes a preconfigured database with fields for a four-digit
item number, product description, quantity, and cost per item. Sales tax may
be specified by the user, after which it is calculated automatically for all
sales. Some items may be designated as tax-free, such as newspapers or
medicine. Tax laws vary from state to state, and the ability to control this
automatically from P.O.S. Net is a very useful feature.

If you do not recall an item's product number, P.O.S. Net will search its database for the name you specify. After the sale, quantity is automatically updated.

With the bar code handler/reader you can print your own descriptive labels for your products along with a bar code and product number. Then you just run the bar code reader across the label to enter the sale in an instant. I found that the bar code reader worked quite well, even on bar codes made with a faded printer ribbon.

An Atari CX-85 keypad comes with the package. It serves to enhance the speed of data entry, and also as copy protection for the software. You can back up the program disks, but P.O. S. Net will not run unless the keypad is plugged into the machine.

The customer's name, address, and phone may also be entered as part of the sale. The customer information is not part of the database, however.

A report generator is available from the management menu. Here all outof-stock or low-stock items may be listed or printed, resulting in a complete order summary. The report generator may also be used to print a catalog of your product line, by item number or alphabetized item names.

The reports may be used to track the sales rate of a particular item or even the sales performance of an employee, since an employee number may be associated with each sale if desired. These reports are protected by a security code access, so the boss can protect sensitive data.

P.O.S. Net supports up to seven additional terminals which are connected to the host computer through the Micronet adapter from Supra (not included with P.O.S. Net). This box allows multiple Atari computers to share the same set of peripherals automatically (no manual switching required).

6158. Re: Uip tcp/ip stack written in CC65 only 4Kb!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-17 16:25:27 UTC
From: uz@musoftware.de
Message-ID: <ndbkq9.91s.ln@dialin.musoftware.de>
Source record: 33679

TXG <txg@the-underground.myweb.nl> wrote:
> I am looking for a CC65 who like to start porting this TCP/IP stack...

The porting effort for the TCP/IP stack is rather small, since it is written in C and ~97% of the C64 main program would also run on an Atari. The one major thing that is currently missing for an Atari version is the RS232 library for cc65/Atari.

Regards

Uz

--
Ullrich von Bassewitz uz@musoftware.de

6159. Info on M.U.L.E please

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-17 16:56:00 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <AKiz7.4512$Dw4.140020@news.easynews.com>
Source record: 33680

Does anyone know whether MULE was 16K 32K or 48K??

6160. Atari 400 - RAM expansion?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-17 16:56:37 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <9Liz7.4520$Dw4.140942@news.easynews.com>
Source record: 33681

In relation to previous post - does anyone know how to tell is an Atari 400
has had its RAM upgraded to 32/48K ?

6161. Re: Info on M.U.L.E please

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-17 17:27:01 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3BCDBF65.FB33FFF6@t-online.de>
Source record: 33682

switchblade schrieb:

> Does anyone know whether MULE was 16K 32K or 48K??

48K

6162. Re: Atari 400 - RAM expansion?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-17 17:57:49 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tsrhjtrvfk5bdb@corp.supernews.com>
Source record: 33683

"switchblade" <xxx@nospam.com> wrote in message
news:9Liz7.4520$Dw4.140942@news.easynews.com...
> In relation to previous post - does anyone know how to tell is an Atari
400
> has had its RAM upgraded to 32/48K ?

Easiest way would be to plug in a BASIC cart and
? FREE(0)

If it is about 30k, it has been expanded.

There are left handed ways of doing it. If it has a disk drive/SIO2PC cable
you could try and load something that goes into the $8000-$BFFF region and
see if it crashed the thing. Just get a cracked cart or BASIC or ASM/ED
image.

6163. Re: Atari 400 - RAM expansion?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-18 01:04:24 UTC
From: Paul Gifford <paul.gifford@home.nospam.com>
Message-ID: <sUpz7.175378$Xz1.30859598@news1.rdc1.md.home.com>
Source record: 33684

According to "Mapping the Atari", you can PEEK(740)/4 to find out how many 1K blocks the computer has. PEEK(106) will accomplish the same thing - just be sure to do it before running any programs as these values can be altered by the software (tell the computer you have less memory, then store data in the "disappeared" memory).

Paul

"switchblade" <xxx@nospam.com> wrote in message news:9Liz7.4520$Dw4.140942@news.easynews.com...
> In relation to previous post - does anyone know how to tell is an Atari 400
> has had its RAM upgraded to 32/48K ?
>
>
>
>

6164. Contact info for these APX programmers?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-18 08:20:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0038db02@fmlynet.org>
Source record: 33691

FamilyNet Newsgate

I checked the other day to find the programmer of the 1986 program Cap'n Magneto and managed to find it's creator "Al Evans". (Currently selling PC programs and selling folk music. :))

Anyway, my suggestion, which I will try as well.. is to take the name and enter into a search engine like google. Enter it in quotes like "Al Evans". You will get a few answers, one might be the person you are looking for. Never know until you ask.

Take care and happy hunting. I'll give it a try myself.

Doctor Clu

> From: Kevin Savetz <savetz@northcoast.com>
> Hi all. I'm looking for these people who wrote software for the Atari
> Program Exchange, so I can ask permission to put their software online at
> http://www.atariarchives.org/APX/
> If you have an e-mail address or other contact information for any of
> these folks, please e-mail me.
> Al P. Casper
> Alan Griesemer
> Art Prag
> Bill Williams' family
> Bill Wilkinson (not an APX programmer, but...)
> Bob Graves
> Bob Smith
> Brad Stewart
> Bruce E. Campbell
> Bryan Talbot
> Charles E. Balthaser (or perhaps it's Ken Balthaser)
> Charlie Kulas
> Chuck Mullally
> Dale Disharoon
> Dale Yocum
> Dan Rohr
> Dave Henry&#65533;
> Dave Johnson / Johnson Software
> Dave Kosmai
> David Buehler
> David Getreu
> David Kano
> Dennis Harkins
> Dewey Garton

> Don Lee&#65533;
> Duane L. King
> Ed Stewart
> Edward Lehmann
> Fernando Herrera
> Frank Paris
> Gary A. Dacus
> Gary Furr
> Greg Christensen
> Greg L. Thrush
> Harry Koons
> Harry Stewart
> Howard D. Siebenrock
> Image Marketing Corporation
> Ingrid Langevin Solem
> James Bayless
> James W. Burley
> Jerry White
> Jim Dunion's family
> Jim F. Skinner
> Jim Sommers
> Joel Gluck&#65533;
> John Daigle
> John M. Harris [not "Jawbreaker" John Harris]
> John Oritz
> Jose R. Suarez
> Jubal Ragsdale
> Lane Winner
> Marian Dillashaw
> Mark and Suzy Odendahl
> Max Mulliner
> Michael Kirtley
> Mike Drury
> Mike Ekberg
> Mike Lorenzen
> Myra Marshall - Computer Applications Tomorrow
> Paul G. Abell
> Paul Nicholls
> Paul Wehner
> R. J. Morgan
> R. Stanley Kistler
> Ray Lyons
> Raymond Weir
> Richard S. Waller
> Richard Watts/Macrotronics
> Richard Wiitala
> Robert A. Waldman
> Russel Segal
> Stephen Bradshaw

> Stephen W. Hall&#65533;
> Steve Bittrolff
> Steve Cavin
> Steve Robinson
> Steve Smith
> Tandy Trower
> Ted Farmer
> Thomas Ferguson
> Tom Konchan
> William Bartlett
> William D. Volk
> William H. Northrup
> William J. Graham
> William L. Rice
> Yakov Epelboim
> Thanks,
> Kevin Savetz
> --
> Kevin Savetz <savetz@northcoast.com>
> Curator of the Digital Antic Project -- http://www.atarimagazines.com
> & Atariarchives.org -- http://www.atariarchives.org
> Moderator of news:comp.sys.atari.announce -- Atari computer news

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6165. Archon for the PC (at last) - http://www.curvesoftware.co.uk

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-18 12:21:13 UTC
From: replicant2001@yahoo.com
Message-ID: <76f10890.0110180421.35177579@posting.google.com>
Source record: 33685

```
Archon for the PC (at last) - http://www.curvesoftware.co.uk
```

6166. Ethernet controller 8-bit complete pcb + Uip tcp/ip stack written in CC65 only 4Kb!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-18 12:47:59 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bced2ee$0$19403$e4fe514c@newszilla.xs4all.nl>
Source record: 33686

Hi,

Here some info about the CS8900A ethernet interface. Look at:

http://www.embeddedether.net/

>The Crystal part also operates in this mode but also has an 8 bit mode
allowing it to interface to microcontrollers with a >minimum of I/O
capacity. The board design further minimizes the I/O needed and requires
only 16 I/O pins. A 4-bit address >bus, 8-bit data bus, and 4 control
signals (/RD, /WR, /AEN, and INTR) are all thats needed to control the board
and >communicate on the ethernet.

http://www.embeddedethernet.com/

As I can see it's very interested. The is already a uip (micro tcp/ip stack)
written in CC65, it's only 4Kb big!!!. It can be compiled to a normal C64
machine and works with an rs232c interface.

I talked to developer of this stack he told me this: "When it comes to using
uIP with Ethernet, the only thing it lacks so far is an implementation of
the ARP protocol which is responsible to the IP address -> Ethernet address
mapping. I have an experimental version that is somewhat working and a full
version will be avaliable at least in version 1.0."

Micro TCP/IP 4Kb, runs on stock c64...

http://dunkels.com/adam/uip/

Lwip TCP/IP 40Kb full stack runs on stock c64

http://www.sics.se/~adam/lwip/

>I've set up a web server on a C64 yesterday using the uIP stack and the
http

>server that comes with it. Have a look at

>

> http://c64.cc65.org/

Who likes to help us outhere????

TXG/MNX

6167. Re: Ethernet controller 8-bit complete pcb + Uip tcp/ip stack written in CC65 only 4Kb!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-18 15:45:34 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <3tttstkk13u860cll014vk4avna6e5nj8u@4ax.com>
Source record: 33690

On Thu, 18 Oct 2001 14:47:59 +0200, "TXG"
<txg@the-underground.myweb.nl> wrote:

>Here some info about the CS8900A ethernet interface. Look at:

<snip>

>As I can see it's very interested. The is already a uip (micro tcp/ip stack)
>written in CC65, it's only 4Kb big!!!. It can be compiled to a normal C64
>machine and works with an rs232c interface.

Cool, all we need is for one of the atari hardware wizards to build us
an atari SIO (or parallel bus) interfaced ethernet card and some
programmers to port the stack.

The uIP stack looks like it doesn't have the capability to build
client applications with yet, just basic server capability.

I'd love to put my atari on my ethernet network just because I could.
An FTP server, client, email client and web browser would be great.

--
Shawn Jefferson

6168. Re: Ethernet controller 8-bit complete pcb + Uip tcp/ip stack written in CC65 only 4Kb!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-18 16:53:12 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tsu271furjn7b4@corp.supernews.com>
Source record: 33692

"Shawn Jefferson" <sjeffers@home.com> wrote in message
news:3tttstkk13u860cll014vk4avna6e5nj8u@4ax.com...
> On Thu, 18 Oct 2001 14:47:59 +0200, "TXG"
> <txg@the-underground.myweb.nl> wrote:
>
> >Here some info about the CS8900A ethernet interface. Look at:
>
> <snip>
>
> >As I can see it's very interested. The is already a uip (micro tcp/ip
stack)
> >written in CC65, it's only 4Kb big!!!. It can be compiled to a normal C64
> >machine and works with an rs232c interface.
>
> Cool, all we need is for one of the atari hardware wizards to build us
> an atari SIO (or parallel bus) interfaced ethernet card and some
> programmers to port the stack.
>
> The uIP stack looks like it doesn't have the capability to build
> client applications with yet, just basic server capability.
>
> I'd love to put my atari on my ethernet network just because I could.
> An FTP server, client, email client and web browser would be great.

I really don't see this as happening on several levels. Mostly because as a group we are a terminally cheap lot. I still recall one post from someone giving his Atari equipment away and getting a response "I will take it if you pay shipping."

When I was fooling around with SIO2PC designs back ~1990 I remember a guy solicited for the purchase of a cable. I offered to build and ship him one for $15 and he said ~'That's way to much! I was hoping someone wanted to sell a used one for a couple of bucks.'

There are exceptions of course, but I would bet a lot of people would balk at paying more then a couple of bucks for it. Last time I checked, the basic hardware for these type devices came in at around $90 with a developer package ~$150 for the Rabbit Semiconductor one.

To interface this to an Atari would require two chips, something like AND and OR logic chips, and a hood off tap into the buss. This is beyond 3/4s of the Atari users ability. Last time I shipped an Atari computer I got gouged for $30. Figure cost of interface, two way shipping, ethernet chipset, will run about $200.

6169. Re: Ethernet controller 8-bit complete pcb + Uip tcp/ip stack written in CC65 only 4Kb!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-18 16:58:04 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bcf0b34$0$19399$e4fe514c@newszilla.xs4all.nl>
Source record: 33693

Hi,
> Cool, all we need is for one of the atari hardware wizards to build us
> an atari SIO (or parallel bus) interfaced ethernet card and some
> programmers to port the stack.

I think when you also read this:

>The Crystal part also operates in this mode but also has an 8 bit mode
allowing it to interface to microcontrollers with a >minimum of I/O
capacity. The board design further minimizes the I/O needed and requires
only 16 I/O pins. A 4-bit address >bus, 8-bit data bus, and 4 control
signals (/RD, /WR, /AEN, and INTR) are all thats needed to control the board
and >communicate on the ethernet.
http://www.embeddedether.net/

http://www.embeddedethernet.com/

We can think of doing this on the PBI of the XL/XE or maybe build it inside
it's very small.

>The uIP stack looks like it doesn't have the capability to build
>client applications with yet, just basic server capability.
>
>I'd love to put my atari on my ethernet network just because I could.
>An FTP server, client, email client and web browser would be great.

Hmm but for a full featured stack there is lwip from the same programmer
which also compiles on a stock c64. I think when we get the hardware to work
an uip we can join the lwip project. The programmer was very interested in
an Atari 8-bit version and want to support it also...

TXG

6170. Re: Ethernet controller 8-bit complete pcb + Uip tcp/ip stack written in CC65 only 4Kb!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-18 18:11:15 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <7XEz7.528$NB.328012920@newssvr11.news.prodigy.com>
Source record: 33694

Rick Cortese wrote in message ...

>
>I really don't see this as happening on several levels. Mostly because as a
>group we are a terminally cheap lot. I still recall one post from someone
>giving his Atari equipment away and getting a response "I will take it if
>you pay shipping."

Exactly why I still don't have a black box or MIO! I just network my atari
through modems and telephone line simulators. Good enough for me and I don't
even have to do any soldering. 8-)
Mo

6171. Re: Ethernet controller 8-bit complete pcb + Uip tcp/ip stack written in CC65 only 4Kb!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-18 18:17:59 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bcf1df0$0$19396$e4fe514c@newszilla.xs4all.nl>
Source record: 33695

> I really don't see this as happening on several levels. Mostly because as
a

> group we are a terminally cheap lot. I still recall one post from someone

> giving his Atari equipment away and getting a response "I will take it if

> you pay shipping."

>

> When I was fooling around with SIO2PC designs back ~1990 I remember a guy

> solicited for the purchase of a cable. I offered to build and ship him one

> for $15 and he said ~'That's way to much! I was hoping someone wanted to

> sell a used one for a couple of bucks.'

>

> There are exceptions of course, but I would bet a lot of people would balk

> at paying more then a couple of bucks for it. Last time I checked, the
basic

> hardware for these type devices came in at around $90 with a developer

> package ~$150 for the Rabbit Semiconductor one.

>

> To interface this to an Atari would require two chips, something like AND

> and OR logic chips, and a hood off tap into the buss. This is beyond 3/4s
of

> the Atari users ability. Last time I shipped an Atari computer I got
gouged

> for $30. Figure cost of interface, two way shipping, ethernet chipset,
will

> run about $200.

Hmm maybe that's thru but there are also people who bought an Black-box like me for over $249 USD with black case and then original HD Backup Pro! $49,95 USD and Taskmaster ROM $49,95 USD and last BBS Pro! 5.0b for about $ 40 USD I think... the total price will beat the price I payed for my 130XE 10

times, these machines we get sometimes for free but I still invest money in it. I am just looking for people who are different and like to build, develop new things this is fun! Just like 1Mb in my 130XE at first I thought I never use it, now it's not enough!

TXG

6172. Leggit

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-18 18:36:54 UTC
From: ejber Ozkan <ezz@NOSPAMozkan.co.uk>
Message-ID: <9qn7dggdr1@news5.svr.pol.co.uk>
Source record: 33696

Hi , Lost some files somewhere along the line ,I cant find my leggit image (from imagine) ,anyone care to send it via email?
thanks
ezz

6173. Re: Ethernet controller 8-bit complete pcb + Uip tcp/ip stack written in CC65 only 4Kb!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-18 18:55:31 UTC
From: William Kendrick <nbs@sonic.net>
Message-ID: <DAFz7.7014$no1.74655@typhoon.sonic.net>
Source record: 33598

Rick Cortese <ricortes@netmagic.net> wrote:
<snip>
: There are exceptions of course, but I would bet a lot of people would balk
: at paying more then a couple of bucks for it. Last time I checked, the basic
: hardware for these type devices came in at around $90 with a developer
: package ~$150 for the Rabbit Semiconductor one.

Hey! I know those guys! :) (Well, Z-World, the other half)
My Linux Users Group (www.lugod.org) meets at their offices. ;)

-bill!

6174. Re: Ethernet controller 8-bit complete pcb + Uip tcp/ip stack written in CC65 only 4Kb!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-18 18:57:13 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <389ustossgmhjrpko15ke1prkhpifjhcsb@4ax.com>
Source record: 33597

On Thu, 18 Oct 2001 09:53:12 -0700, "Rick Cortese"
<ricortes@netmagic.net> wrote:

>> Cool, all we need is for one of the atari hardware wizards to build us
>> an atari SIO (or parallel bus) interfaced ethernet card and some
>> programmers to port the stack.

>There are exceptions of course, but I would bet a lot of people would balk
>at paying more then a couple of bucks for it. Last time I checked, the basic
>hardware for these type devices came in at around $90 with a developer
>package ~$150 for the Rabbit Semiconductor one.
>
>To interface this to an Atari would require two chips, something like AND
>and OR logic chips, and a hood off tap into the buss. This is beyond 3/4s of
>the Atari users ability. Last time I shipped an Atari computer I got gouged
>for $30. Figure cost of interface, two way shipping, ethernet chipset, will
>run about $200.

When I mentioned that, I was thinking along the lines of a hobbyist
building one and posting instructions/schematics so the rest of us
dumber hobbyists could build it too.

The only reason I really got interested in my old atari equipment
again is for hacking around inside the case! I even bought three more
atari 8-bits so I could hack in some cool stuff. An ethernet card is
high on my list of cool things to put in the box.

I agree that no one is going to get rich by selling ethernet adapters
for atari computers though, it'll be a hobbyist that does it.

--
Shawn Jefferson

6175. Re: Archon for the PC (at last) - http://www.curvesoftware.co.uk

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-18 18:58:16 UTC
From: William Kendrick <nbs@sonic.net>
Message-ID: <cDFz7.7017$no1.74655@typhoon.sonic.net>
Source record: 33599

Replicant <replicant2001@yahoo.com> wrote:
: Archon for the PC (at last) - http://www.curvesoftware.co.uk

Xarchon's been available for X-Window (eg, Linux/Unix) for quite a while.
;)

http://xarchon.seul.org/

Cool that FreeFall's remade it though! :)

-bill!

6176. Re: Ethernet controller 8-bit complete pcb + Uip tcp/ip stack written in CC65 only 4Kb!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-18 19:01:32 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <jj9ustgcvjv3nebffed2so2e1o5valf469@4ax.com>
Source record: 33600

On Thu, 18 Oct 2001 18:58:04 +0200, "TXG"
<txg@the-underground.myweb.nl> wrote:

>>The uIP stack looks like it doesn't have the capability to build
>>client applications with yet, just basic server capability.
>>
>>I'd love to put my atari on my ethernet network just because I could.
>>An FTP server, client, email client and web browser would be great.
>
>Hmm but for a full featured stack there is lwip from the same programmer
>which also compiles on a stock c64. I think when we get the hardware to work
>an uip we can join the lwip project. The programmer was very interested in
>an Atari 8-bit version and want to support it also...

the 40k one? That's quite a bit of the memory used up.

Surfing the uIP page leads you to a page about an atari tcp/ip stack
<something>ICE. Sounds interesting as it supports PPP and dialup.
Still, an ethernet connection direct to the atari would be the best
way to go.

--
Shawn Jefferson

6177. Re: Wanted: Info on Atari 8bit graphic specs

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-18 19:10:47 UTC
From: William Kendrick <nbs@sonic.net>
Message-ID: <XOFz7.7020$no1.74655@typhoon.sonic.net>
Source record: 33601

Matthias Matting <matting@matting.de> wrote:
<snip>
: - how are the bitmaps and colors/palettes organized on screen and in files
: (most important formats)

The most typical image formats used for distributing pictures were the
MicroPainter and Koala formats. These were RLE-encoded or something.
I'm sure you'll get a detailed answer soon. :)

Resolution was 160x192 with 4 colors (out of the hardware palette of 128
possible)

Raw dump formats were just ~8K of pixel data (no RLE or other compression),
with the four colors arranged in this way:

Background (for "00" pixels) (aka shadow register @ addr 712 (decimal))
Playfield 1 (for "01" pixels) (aka shadow register @ addr 708)
Playfield 2 (for "10" pixels) (709)
Playfield 3 (for "11" pixels) (710)

Each of these is one byte, corresponding to the standard color palette
values. eg:

HHHHLLL0 (Low nybble is decimal 0, 2, 4, 6, 8, 12, 14 for the brightness.
Odd numbers, unfortunately, correspond to the next lower
even number... so a brightness of 3 is the same as 2)

(High nybble represents one of the 16 hues, with 0000 being grey)

Whew!

: - RGB values of Atari colors

Emulators have these, somewhere. :) Check the source for Atari800(Win).

-bill!

6178. Re: Ethernet controller 8-bit complete pcb + Uip tcp/ip stack written in CC65 only 4Kb!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-18 19:39:31 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tsubuvi0namv34@corp.supernews.com>
Source record: 33602

"William Kendrick" <nbs@sonic.net> wrote in message
news:DAFz7.7014$no1.74655@typhoon.sonic.net...
> Rick Cortese <ricortes@netmagic.net> wrote:
> <snip>
> : There are exceptions of course, but I would bet a lot of people would
balk
> : at paying more then a couple of bucks for it. Last time I checked, the
basic
> : hardware for these type devices came in at around $90 with a developer
> : package ~$150 for the Rabbit Semiconductor one.
>
> Hey! I know those guys! :) (Well, Z-World, the other half)
> My Linux Users Group (www.lugod.org) meets at their offices. ;)

They are pretty well thought of in the microcontroller and DSP groups. A
little over sensitive at times, but everyone likes their hardware and
price:performance ratio for their stuff.

Just make sure you never say something like "That isn't ansi C" or "You
should have done 'XYZ' different" in their presence.<grin>

6179. Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-18 19:51:08 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0110181246120.26204-100000@shell.pacifier.com>
Source record: 33603
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

I've added/revised WebPages! So Read on & Check the NEW Links to my Site!

Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and Atari Jaguar Games. The Great Communicator once said, "It's a Recession when It's in your Neighbor's back yard. But when It's in your back yard, it's a Depression!". Usually Atari sales depend on Customers with extra income. Money over and above what it takes to pay bills. This has cut into my livelyhood. With the current economy as it has been. I'm looking for Atari Customers with extra income! Especially repeat customers familiar with the way I do Business! My Specials, Sales & Discounts still apply! So check my HotLinks below, E-Mail me at atari@pacifier.com or call Ben anytime at (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

http://www.pacifier.com/~atari/atarisales.htm NEWly Added Web Pages!
http://www.pacifier.com/~atari Benjamin's WebSite.
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales News!
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/antispam.htm Spamming News!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6180. Re: Ethernet controller 8-bit complete pcb + Uip tcp/ip stack written in CC65 only 4Kb!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-18 20:01:07 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tsud7dd0rvv126@corp.supernews.com>
Source record: 33604

"Shawn Jefferson" <sjeffers@home.com> wrote in message
news:389ustossgmhjrpko15ke1prkhpifjhcsb@4ax.com...
> On Thu, 18 Oct 2001 09:53:12 -0700, "Rick Cortese"
> <ricortes@netmagic.net> wrote:
>
> >> Cool, all we need is for one of the atari hardware wizards to build us
> >> an atari SIO (or parallel bus) interfaced ethernet card and some
> >> programmers to port the stack.
>
> >There are exceptions of course, but I would bet a lot of people would
balk
> >at paying more then a couple of bucks for it. Last time I checked, the
basic
> >hardware for these type devices came in at around $90 with a developer
> >package ~$150 for the Rabbit Semiconductor one.
> >
> >To interface this to an Atari would require two chips, something like AND
> >and OR logic chips, and a hood off tap into the buss. This is beyond 3/4s
of
> >the Atari users ability. Last time I shipped an Atari computer I got
gouged
> >for $30. Figure cost of interface, two way shipping, ethernet chipset,
will
> >run about $200.
>
> When I mentioned that, I was thinking along the lines of a hobbyist
> building one and posting instructions/schematics so the rest of us
> dumber hobbyists could build it too.

There really is a threshold problem when you get into the hobbyist skill
range. I put the failure rate at making the MAX232 version of the SIO2PC
cable at about 70% from the number of people asking why theirs didn't work
in the newsgroup.

Practically anyone can do up to 14 pins and maybe 2-3 passive devices. Soon
as you get to 20 pins and a handful of componets it drops dramatically. You
need the AND and OR gates to decode the !R and !W of the Intel style buss
which puts you at 2 chips and 24 pins right there. That is assuming you just
pull a !CS off the existing 74LS138 in the existing Atari in the $D600 or
$D700 page.

It may sound trivial to you or I, but to most people it arcane magic.
>
> The only reason I really got interested in my old atari equipment

> again is for hacking around inside the case! I even bought three more
> atari 8-bits so I could hack in some cool stuff. An ethernet card is
> high on my list of cool things to put in the box.

Getting hardware netted/on the www was really big before the .bomb crash.
Someone managed to hook up an 8 pin PIC as a web server via Linux and a SLIP
connection to it. Only had something like 800 bytes of ROM and something
like a 32k serial EEPROM for storing web pages.

Also a couple of hackers got an AVR micro interfaced to an 8 bit ISA
ethernet card.

Is there a reason why an ether network makes more sense then SLIP? I mean
you are rate limited by what the Atari can handle anyway to maybe ~28k baud.
If it is just because it would be cool, that is reason enough.

6181. schematics for 130XE and 600XL - where to find?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-18 20:01:26 UTC
From: Christopher Lang <christopher.lang@plus.cablesurf.de>
Message-ID: <9qncfq$ee6$1@goliath.news.is-europe.net>
Source record: 33605

does somebody know where to find schematics for the 600XL as well as 130XE
on the Internet? I am serching like crazy the last few days but all I was
able to find was some 800XL as well as 1040ST stuff.

thanks!
Chris

6182. Re: Ethernet controller 8-bit complete pcb + Uip tcp/ip stack written in CC65 only 4Kb!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-18 20:29:19 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bcf3cb7$0$19400$e4fe514c@newszilla.xs4all.nl>
Source record: 33606

> the 40k one? That's quite a bit of the memory used up.

That's for a full featured stack... but we don't need everything...

> Surfing the uIP page leads you to a page about an atari tcp/ip stack
> <something>ICE. Sounds interesting as it supports PPP and dialup.
> Still, an ethernet connection direct to the atari would be the best
> way to go.

Dailup is nice, but lot's of people get ADSL of cable internet at home and
they use a modem that connects to an ethernet card. When I have an atari
8-bit witrh tcp/ip and ethernet I can connect it to my hub and transfer data
between every computer on the network. Also I can go to the internet thru my
proxy server...

TXG/MNX

6183. Re: Wanted: Info on Atari 8bit graphic specs

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-18 22:18:28 UTC
From: Raphael Espino <rjespino@yahoo.com>
Message-ID: <m3zo6otwwb.fsf@islita.localdomain>
Source record: 33607

"Matthias Matting" <matting@matting.de> writes:
> I am developing ConGo, an 8bit picture viewer and converter for Win.
[snip]
> What I am interested in is:
> - how are the bitmaps and colors/palettes organized on screen and in files
> (most important formats)
> - RGB values of Atari colors
> - existing image converters Atari<->PC which could help me

You could try looking at a8jdpeg, the JPEG viewer for Atari 8-bits:
http://a8jdpeg.atari.org

The source code (in 6502 assembler) is available on that page. If you
look at the a8jdpeg.asm file there is code in there that will convert
a series of 320x8 buffers of pixels into either MicroPainter or HIP
format. The drawback is that at the moment it will only do greyscale
images (the buffer has 1 byte of luminance data per pixel), so it may
or may not be useful to you. I'm working on a colour version, but
other things keep on getting in the way.

--
-- Raphael Espino - rjespino@yahoo.com - Ramdrive v1.0 ramdisk and a8jdpeg --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
-------------- http://www.geocities.com/rjespino/a8ring.html --------------

6184. Re: Ethernet controller 8-bit complete pcb + Uip tcp/ip stack written in CC65 only 4Kb!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-18 23:07:07 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3BCF609B.C40D47DC@ti.com>
Source record: 33608

All the C64 source compile fine for the Atari with cc65 except for:

rs232dev.c
tunslip.c

Maybe this just needs a little bit of debug and a way to use the 850 handler
(or the like)
in order to get this to work.....

--Chris

6185. Re: Ethernet controller 8-bit complete pcb + Uip tcp/ip stack written in CC65 only 4Kb!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-19 00:13:27 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tsus0hq2f22c91@corp.supernews.com>
Source record: 33609

"Chris Martin" <cmartin@ti.com> wrote in message
news:3BCF609B.C40D47DC@ti.com...
>
> All the C64 source compile fine for the Atari with cc65 except for:
>
> rs232dev.c
> tunslip.c
>
> Maybe this just needs a little bit of debug and a way to use the 850
handler
> (or the like)
> in order to get this to work.....

2

IIRC, the C64 RS232 device was built in. If you were to go about debugging it, it should be with the RVerter device handler. That way it would be mostly compatible with the 850 and SIO2PC cable.

6186. Re: Archon for the PC (at last) - http://www.curvesoftware.co.uk

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-19 00:47:08 UTC
From: Paul Gifford <paul.gifford@home.nospam.com>
Message-ID: <gKKz7.190572$Xz1.32035138@news1.rdc1.md.home.com>
Source record: 33610

At last? There are no downloads available yet...

"Replicant" <replicant2001@yahoo.com> wrote in message
news:76f10890.0110180421.35177579@posting.google.com...
> Archon for the PC (at last) - http://www.curvesoftware.co.uk

6187. Re: Ethernet controller 8-bit complete pcb + Uip tcp/ip stack written in CC65 only 4Kb!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-19 06:16:19 UTC
From: uz@musoftware.de
Message-ID: <jfgoq9.914.ln@dialin.musoftware.de>
Source record: 33611

Chris Martin <cmartin@ti.com> wrote:
> All the C64 source compile fine for the Atari with cc65 except for:
>
> rs232dev.c
> tunslip.c

tunslip is not needed, it's a helper program for the Unix side. So (as I said before in another post) all that's missing is a RS232 library for cc65/Atari that is compatible with the existing one. Having such a library, the Atari web server may be compiled from the same sources as the C64 one, and any improvements will work for both. That's the miracle of portability:-)

Regards

Uz

--
Ullrich von Bassewitz uz@musoftware.de

6188. Re: Archon for the PC (at last) - http://www.curvesoftware.co.uk

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-19 06:20:59 UTC
From: machf <no_me_j.j_t_kirk@geocities.com>
Message-ID: <8dhvst88mn6m2dhu9ujk3e5c43h52vg5h0@4ax.com>
Source record: 33612

On 18 Oct 2001 05:21:13 -0700, replicant2001@yahoo.com (Replicant) wrote:

>Archon for the PC (at last) - http://www.curvesoftware.co.uk

Well... there actually WAS a version of Archon for the PC in the '80s,
but it was horrible (using CGA graphics). I think it was something like
32K long. You may find it in abandonware sites.

Then there was Archon Ultra... something a la Battle Chess. I frankly
prefer the original.

Let's hope this one recaptrues the feeling!

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

6189. Re: Archon for the PC (at last) - http://www.curvesoftware.co.uk

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-19 08:49:09 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <9ORz7.3084$3V6.210818@news.easynews.com>
Source record: 33613

"Replicant" <replicant2001@yahoo.com> wrote in message
news:76f10890.0110180421.35177579@posting.google.com...
> Archon for the PC (at last) - http://www.curvesoftware.co.uk

What do you mean at last? That site has been there for months, and there is still no download! I thought you were referring to "at last" meaning that it was finally available to download. Imagine how stupid I would look if i posted "At Last XXXX Website" to every relevant newsgroup when I discovered a new website.

6190. Does 1050 drive work with original Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-19 08:49:37 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <AORz7.3113$3V6.210945@news.easynews.com>
Source record: 33614

Well does it? Just curious?

6191. Re: Does 1050 drive work with original Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-19 11:23:50 UTC
From: Paul Gifford <paul.gifford@home.nospam.com>
Message-ID: <a3Uz7.196958$Xz1.32617161@news1.rdc1.md.home.com>
Source record: 33615

Yes. I have such a setup right here next to me.

"switchblade" <xxx@nospam.com> wrote in message
news:AORz7.3113$3V6.210945@news.easynews.com...
> Well does it? Just curious?
>
>
>

6192. Re: Does 1050 drive work with original Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-19 11:39:22 UTC
From: Pete <pete@get.bent.spammers.vectrex.freeserve.co.uk>
Message-ID: <9quk07cro1@newsg4.svr.pol.co.uk>
Source record: 33638

Hi,

> Well does it? Just curious?

In a word - "yes".

TTFN - Pete.

6193. atari8-l@zwieracz.krap.pl

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-19 12:23:47 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9qp60k$hf6$1@nets3.rz.RWTH-Aachen.DE>
Source record: 33616

Howdy folks

I'm gonna place the latest version of CD audio player for the BlackBox in alt.binaries.atari

Including a DOC file.
You'll need TurboBASIC and the BlackBox ASPI manager to use them. You can find the ASPI manager at Tom Hunt's site (sorry, forgot the address.)

If you wanna read DATA CD's try DAT.5 it's a very limited utility (I just stripped CDAP of what we don't need for data and added ONE command and changed the main routine) and you're gonna have to be patient. It takes ages to copy almost 2400 bytes per sector to screen in TurboBASIC. And most data CD's seem to start with a lot of zero's (and I really mean A LOT OF THEM).

No, I'm not promissing that I will update or refine DAT.xxx
(CDAP will be updated)

DAT was flung together to show how easy it is to read data from a data CD.

CU Mathy van Nisselroy

6194. Searching for game similar to Spy vs Spy

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-19 14:13:25 UTC
From: Frank Schroeder-Hoeftmann <frank_sh@web.de>
Message-ID: <9qpc12sdj1@olaf.komtel.net>
Source record: 33617

.!

I&#65533;m looking for a game which might be similar in style to Spy vs Spy (1),
i.e. with many rooms and such. It was published in a German magazine (either
Homecomputer or Computronic ca. 1985) and was in three parts, the first
being the font, the second some machine code or vice versa, the third the
Basic-program itself.

The listing was quite boring, you know, like DATA 255,255,... ..., and came
with no checksummer at all so I never managed to type that one in correctly.

Does anyone know what that game was called? And does anyone have an image of
it? I mean, it&#65533;s about time for me to play it, innit?! (-:

Frank

6195. Re: I'm back (don't ask me how)

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-19 16:17:04 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3BD05200.8C6E35F4@mail.uni-mainz.de>
Source record: 33618

Mathy van Nisselroy schrieb:
>
> Howdy folks
>
> I hope I'm back.
> The service I use here at the university of Aachen, Germany have changed a
> couple of things.
>
> New computers
> New software
> New server
>
> This means:
>
> No more Netscape
> No more WinVN (I have to click on + to see the rest of a threat. How nice.)
> Outlook (the virus spreader)
> My own test messages to myself still aren't back.
> Etc., etc.,etc.
>
> And yes, I can not find the fast 4 weeks of Email. And the SysAdmin is
> sick.
>
> Can I shoot Bill Gates, please?????
>
> CU Mathy van Nisselroy

No, you can`t. He already received one of those evil Anthrax letters.
Now we have to think twice, before we do jokes like this (wishing to
shoot/kill someone, wishing to send someone a virus)... these jokes are
becoming "deadly" reality at the moment... Hopefully these (anthrax)
evildoers will be found and punished soon !! -Andreas.

6196. Re: Searching for game similar to Spy vs Spy

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-19 16:37:25 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3BD056C5.F4062249@mail.uni-mainz.de>
Source record: 33619

Well,
it was an Oliver Cyranka Game called "agent 08/15", I have the game at home. It is quite boring, since it takes ages to initialize the endless basic data lines and it is only for one player. Imagine a Spy vs Spy game without any opponent (computer or human) - really boring... And it does not include any extras, like the spy vs. spy games, just almost the same graphics as Spy vs. Spy 1 (you have the rooms and the black spy). All you have to do, is walk around and collect approx. 5 items without dying/exploding... -Andreas.

P.S.: As always - email me, if you are interested in this basic game (maybe someone can convert the basic listing to Assembler, since more than 50% are just data lines...)

P.P.S.: Other O.Cyranka games: Break it, a great Breakout clone, Super Dash, a great Boulder dash clone and lots of other game clones (try also searching for Frank T. Wittenmayer if you need good game-clones!)...

Frank Schroeder-Hoeftmann schrieb:
>
> *.*!
>
> I´m looking for a game which might be similar in style to Spy vs Spy (1),
> i.e. with many rooms and such. It was published in a German magazine (either
> Homecomputer or Computronic ca. 1985) and was in three parts, the first
> being the font, the second some machine code or vice versa, the third the
> Basic-program itself.
>
> The listing was quite boring, you know, like DATA 255,255,... ..., and came
> with no checksummer at all so I never managed to type that one in correctly.
>
> Does anyone know what that game was called? And does anyone have an image of
> it? I mean, it´s about time for me to play it, innit?! (-:
>
> Frank

6197. Re: Packer/unpacker

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-19 16:43:40 UTC
From: Pete <pete@get.bent.spammers.vectrex.freeserve.co.uk>
Message-ID: <9quk09cro2@newsg4.svr.pol.co.uk>
Source record: 33639

Hi,

> True, but I really don't see the point on a machine like
>the Atari.
>
> It's more then usefull on diskmagazines, simply cause there will
>fit more data on a disk.
> Same with demo's.....
>....digitized audio in it, it'll simply not fit on one diskside....

Excellent points, ones which I'd completely failed to consider.

I don't actually recall there being any disc based magazines over here in the UK back when I was using my Ataris "in anger" (I switched to mainly using the ST in 1986), nor was there any "demo" scene that I knew of.

The latter was quite a surprise since the C-64 was well served by demo coders back then - I probably had tens of discs full of C-64 demos but nothing at all for the A8. :-(

Obviously there were the discs which came with "Antic" and "ANALOG", but for some reason none of the shops I was buying the magazines from bothered importing the discs.

> I found tape storage to be worse than useless on all the early
>computer systems I owned/used
>
> I guess you never used the highspeed datarecorders modified by JRC
>in Czech republic?

No, after my experiences with tape loading on several other machines in those days (most notably the ZX-80/81) and the 410 (which was MUCH more reliable, but slow) I went and bought an 810 as soon as I was able to - I recall spending most of a term's grant on my first one!

The high-speed tape drives were just starting to appear when I was switching over to the ST so I never paid them much heed. I do recall one though that was some sort of upgrade board which fitted inside either the 410 or the 1010 (I forget which), but that's all I remember. :-(

>....A perfect solution for those who didn't have a diskdrive, and
>there were a lot of such users over there since diskdrives were rare
>in the Czech republik (and Poland and Slovakia) a few years ago...

Absolutely.

> I actually wanted an Atari 800XL, but then the news showed up that
>the 130XE would be released soon, so I ended up with a 130XE....

My favourite machine was the venerable 800, closely followed by the 800XL. I did consider the 130XE, but I hated the keyboard (I'm rather fussy about my keyboards, having had to put up with those of the ZX-80 & 81 (I even replaced the one on my 400 with an "InHome" model shortly after buying it)) so never bought one.

Excellent machine otherwise though IMHO!

TTFN - Pete.

6198. Re: Ethernet controller 8-bit complete pcb + Uip tcp/ip stack written in CC65 only 4Kb!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-19 16:48:13 UTC
From: KS <someone@somewhere.com>
Message-ID: <hPYz7.4435$Fx6.2242028@typhoon.columbus.rr.com>
Source record: 33620

"Chris Martin" <cmartin@ti.com> wrote in message
news:3BCF609B.C40D47DC@ti.com...
>
> All the C64 source compile fine for the Atari with cc65 except for:
>
> rs232dev.c
> tunslip.c
>
> Maybe this just needs a little bit of debug and a way to use the 850
handler
> (or the like)
> in order to get this to work.....
>
> --Chris
>

Porting uIP to the Atari requires writing rs232 module for the Atari that
mimics the
one for the Commodore 64. Last night I coded up maybe 3/4ths of it, but
won't be
able to work on it more until Monday. I was shooting to make it work almost
exactly like the commodore version. I am sure others are doing or have
worked
on that part also. The rs232_dev.c file for uIP, will need a little porting
for the Atari
which is mostly just getting a timer interrupt going to update a timer.

uIP essentially gives control to your code anytime it gets a packet or at a
periodic
interval (200ms I think). It is micro in one respect in that you have to
handle
retransmission of TCP packets in your code although it will tell you when to
resend.

I wont be able to ever do any testing unless I can figure out in a
reasonable period of
time how to get a SLIP connection between the Atari and PC. I have an
interface and
null modem cables but would need to know how to do that in Windows 98SE or
would need to know step by step how to set that up in Linux which I could
put on
an old PC I have here. (Using Windows would be preferred though --ugh).

After getting it working then on to graft some PPP routines in so it can get
to the internet
with a modem without any help from another computer.

--Ken

6199. Re: Does 1050 drive work with original Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-19 17:37:59 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <XxZz7.13342$A67.4242635799@newssvr30.news.prodigy.com>
Source record: 33621

Why yes, yes it does. I have two of them on my 800 (ones a happy 1050).
Mo

switchblade wrote in message ...
>Well does it? Just curious?
>
>
>

6200. Re: I'm back (don't ask me how)

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-19 17:43:48 UTC
From: machf <no_me_j.j_t_kirk@geocities.com>
Message-ID: <mfp0ttkt4vo6qkjrt1r638r7d45d8d62a1@4ax.com>
Source record: 33622

On Tue, 16 Oct 2001 12:09:50 +0200, "Mathy van Nisselroy"
<nisse-ma@reze-1.rz.rwth-aachen.de> wrote:

>Howdy folks
>
>I hope I'm back.
>The service I use here at the university of Aachen, Germany have changed a
>couple of things.
>
>New computers
>New software
>New server
>
>This means:
>
>No more Netscape
>No more WinVN (I have to click on + to see the rest of a threat. How nice.)
>Outlook (the virus spreader)
>My own test messages to myself still aren't back.
>Etc., etc.,etc.
>
>And yes, I can not find the fast 4 weeks of Email. And the SysAdmin is
>sick.
>
>Can I shoot Bill Gates, please?????
>
Better yet, send him some Anthrax. Now that I think of it, LOTS of it...
>;->

(BTW, I heard a suspicious package had been delivered to M$ in the past days...)

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

6201. Re: I'm back (don't ask me how)

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-19 17:54:02 UTC
From: machf <no_me_j.j_t_kirk@geocities.com>
Message-ID: <orp0tt0bads3sg2m80v1g3r1elp4fjidu9@4ax.com>
Source record: 33623

On Fri, 19 Oct 2001 18:17:04 +0200, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>
>
>Mathy van Nisselroy schrieb:
>>
>> Howdy folks
>>
>> I hope I'm back.
>> The service I use here at the university of Aachen, Germany have changed a
>> couple of things.
>>
>> New computers
>> New software
>> New server
>>
>> This means:
>>
>> No more Netscape
>> No more WinVN (I have to click on + to see the rest of a threat. How nice.)
>> Outlook (the virus spreader)
>> My own test messages to myself still aren't back.
>> Etc., etc.,etc.
>>
>> And yes, I can not find the fast 4 weeks of Email. And the SysAdmin is
>> sick.
>>
>> Can I shoot Bill Gates, please?????
>>
>> CU Mathy van Nisselroy
>
>
>No, you can`t. He already received one of those evil Anthrax letters.
>Now we have to think twice, before we do jokes like this (wishing to
>shoot/kill someone, wishing to send someone a virus)... these jokes are
>becoming "deadly" reality at the moment... Hopefully these (anthrax)
>evildoers will be found and punished soon !! -Andreas.

Well, IMO there are some people who deserve worse than that. I'd be
a hypocrite if I were to say I would drop any tears for them. That doesn't
mean I'd be trying to make it happen - I'm no criminal.

--
_____ ____---____ Marco Antonio Checa Funcke

_________D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

6202. Re: Ethernet controller 8-bit complete pcb + Uip tcp/ip stack written in CC65 only 4Kb!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-19 18:00:07 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3BD06A27.355919E7@ti.com>
Source record: 33624

KS wrote:

>
>
> Porting uIP to the Atari requires writing rs232 module for the Atari that
> mimics the
> one for the Commodore 64. Last night I coded up maybe 3/4ths of it, but
> won't be
> able to work on it more until Monday. I was shooting to make it work almost
> exactly like the commodore version. I am sure others are doing or have
> worked
> on that part also. The rs232_dev.c file for uIP, will need a little porting
> for the Atari
> which is mostly just getting a timer interrupt going to update a timer.
>

Hey Ken, this is great. I saw your web site and was going to ask you about
this
since it looked like you had written TCP/IP code with cc65 before.

>
>
> I wont be able to ever do any testing unless I can figure out in a
> reasonable period of
> time how to get a SLIP connection between the Atari and PC. I have an
> interface and
> null modem cables but would need to know how to do that in Windows 98SE or
> would need to know step by step how to set that up in Linux which I could
> put on
> an old PC I have here. (Using Windows would be preferred though --ugh).

I have linux and am willing to test this for you (I am sure other do and are
willing
as well :)

Also, I have information on floppy firewall for testing ppp. No need to
install a
full linux distribution, just create a floppy and boot your PC. I am working
on
configuring this to work with SLIP. Take a look here:

http://jybolac.virtualave.net/aff/readme.txt
http://jybolac.virtualave.net/aff/afloppyf.zip

--Chris

6203. Re: Ethernet controller 8-bit complete pcb + Uip tcp/ip stack written in CC65 only 4Kb!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-19 20:57:37 UTC
From: uz@musoftware.de
Message-ID: <144qq9.m86.ln@dialin.musoftware.de>
Source record: 33625

KS <someone@somewhere.com> wrote:
> The rs232_dev.c file for uIP, will need a little porting
> for the Atari
> which is mostly just getting a timer interrupt going to update a timer.

The next uIP version will use the clock() function instead of an interrupt, so the rs232_dev file should be fully portable without any changes, provided that the rs232 functions are available.

Regards

Uz

--
Ullrich von Bassewitz uz@musoftware.de

6204. Re: I'm back (don't ask me how)

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-19 21:47:53 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3BD0BAF8.696CF894@ev1.net>
Source record: 33626

```
machf wrote:
>
> On Tue, 16 Oct 2001 12:09:50 +0200, "Mathy van Nisselroy"
> <nisse-ma@reze-1.rz.rwth-aachen.de> wrote:
>
> >Howdy folks
> >
> > [snip...] [snip...] [snip...]
> >
> >Can I shoot Bill Gates, please?????
> >
> Better yet, send him some Anthrax. Now that I think of it, LOTS of it...
> >;->
>
> (BTW, I heard a suspicious package had been delivered to M$ in the past days...)
>
As *bad* as Mi$uck's software is...just returning a box of their
software should qualify as a threat...

--
+-------------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-------------------------------------------------------------+
```

6205. Re: Ethernet controller 8-bit complete pcb + Uip tcp/ip stack written in CC65 only 4Kb!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-19 21:54:57 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <Ya1A7.15831$oc.1907764@zwoll1.home.nl>
Source record: 33627

Mo wrote
:
: Rick Cortese wrote in message ...

: >I really don't see this as happening on several levels. Mostly because as a
: >group we are a terminally cheap lot.

: Exactly why I still don't have a black box or MIO!

(don't take this to personal. it's ment to be a general msg)

It all depends on the persons priorities. Some years ago I spend a lot of
bucks for both my new Black-Box' and 676Mb SCSI harddrives, but I'll not
invest that amount of money into a Pentium system. Why? I use the Pentium to
have acces to the internet to keep in touch with other 8-bit users. I don't
need a high-end PC to do that. An old used $125,- system will do the job.
And yes, I'm also a registered user of A.P.E (dos), but a SIO-2-PC interface
set-up will never beat a BlackBox (or MIO or what) as talking about speed and
ease of use. Starting Sparta-Dos from a BlackBox partition takes about 2
seconds. How long does it take to just start-up the O.S. of "your" emulated
diskdrives?

Why do people buy an expensive big harddisk for their PC system to store some
extra ATR images on it while they can order a BlackBox and a small harddisk
for less money?
Why do people upgrade their PC's for outrages prices to be able to run
emulators while the real hardware is even cheaper then a regular PC soundcard?
Why do people claim they are real Atari 8-bit fans, but don't have the space
to set-up two computers. They seem to be a much bigger PC fan, since the
Atari system is the one that has to move....

I don't mind if I have to invest some money to have an Ethernet-connection
that I can connect to my network hub which is connected to the internet by a
cable-modem. Why? Because it will be used, and for me it's not that weird if
I have to pay money if I want to have something.

Just my 2 cents. There may be people who disagree with my opinion. Well, so
be it... It's just my own personal opinion...

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
BBSing is terminal.
--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
BBSing is terminal.

6206. Re: I'm back (don't ask me how)

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-20 00:18:41 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <Bp3A7.808$oZ3.439560320@newssvr11.news.prodigy.com>
Source record: 33628

Charles Richmond wrote in message <3BD0BAF8.696CF894@ev1.net>...
>machf wrote:
>>
>> On Tue, 16 Oct 2001 12:09:50 +0200, "Mathy van Nisselroy"
>> <nisse-ma@reze-1.rz.rwth-aachen.de> wrote:
>>
>> >Howdy folks
>> >
>> > [snip...] [snip...] [snip...]
>> >
>> >Can I shoot Bill Gates, please?????
>> >
>> Better yet, send him some Anthrax. Now that I think of it, LOTS of it...
>> >;->
>>
>> (BTW, I heard a suspicious package had been delivered to M$ in the past
days...)
>>
>As *bad* as Mi$uck's software is...just returning a box of their
>software should qualify as a threat...
----------------------+

I wass going to threaten Mr. Gates by emailing him a link to the
Atari Microsoft Basic I'm working on adding to my webpage. Free for all to
download! Let's see how far he'll go.
Mo

6207. Re: I'm back (don't ask me how)

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-20 02:33:14 UTC
From: machf <no_me_j.j_t_kirk@geocities.com>
Message-ID: <9fo1ttge4bch774hjfelv9js9bs0uvq5r0@4ax.com>
Source record: 33629

On Sat, 20 Oct 2001 00:18:41 GMT, "Mo" <mygranny@swbell.net> wrote:

>
>Charles Richmond wrote in message <3BD0BAF8.696CF894@ev1.net>...
>>machf wrote:
>>>
>>> On Tue, 16 Oct 2001 12:09:50 +0200, "Mathy van Nisselroy"
>>> <nisse-ma@reze-1.rz.rwth-aachen.de> wrote:
>>>
>>> >Howdy folks
>>> >
>>> > [snip...] [snip...] [snip...]
>>> >
>>> >Can I shoot Bill Gates, please?????
>>> >
>>> Better yet, send him some Anthrax. Now that I think of it, LOTS of it...
>>> >;->
>>>
>>> (BTW, I heard a suspicious package had been delivered to M$ in the past
>days...)
>>>
>>>As *bad* as Mi$uck's software is...just returning a box of their
>>software should qualify as a threat...
>----------------------+
>
>I wass going to threaten Mr. Gates by emailing him a link to the
>Atari Microsoft Basic I'm working on adding to my webpage. Free for all to
>download! Let's see how far he'll go.
>Mo
>
>
Hmmmm... I can see it: the M$ commandos (A.K.A. "Lawyers") going after the loyal
Atarians once they realize we're a threat to their world-domination scheme...
;-)

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

6208. Re: Atari 400 - RAM expansion?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-20 14:17:11 UTC
From: ebaiz@skyenet.net
Message-ID: <HHfA7.93$cQ1.91289@newsfeed.slurp.net>
Source record: 33630

On 17 Oct 2001 16:56:37 , "switchblade" wrote:
>In relation to previous post - does anyone know how to tell is an Atari 400
>has had its RAM upgraded to 32/48K ?

The best way that I know is to load in a game that requires more than
16k. Believe me, if there is not enough memory, you will know.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6209. Re: Help! A bad disk ruined 2 1050's.

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-20 14:45:12 UTC
From: ngtflyer@hotmail.com
Message-ID: <3bd18d2c.16517971@news.charter.net>
Source record: 33631

The disk probably just soiled the read/write head in each 1050. You
will need to open the drive and clean the read-write head with a
cotton swab and some rubbing alcohol.

The read/write head faces upwards. The pressure pad should be left
alone. I copied a bunch of stuff off of some old moldy diskettes and
had to do so with the drive open - cleaning it every 2-3 disks.

-Brian

On Sun, 30 Sep 2001 15:57:11 GMT, "news.optonline.net"
<jrotbard@acd-pc.com> wrote:

>I put one of my old disks in a perfectly working 1050 and tried to boot with
>it. It started to boot but then I got boot errors. Now, the drive will not
>boot any other disk (even ones I know are good) nor will it read disks when
>I set it up as D2. Turning it off and letting it cool down did not fix it.
>I put the same disk in another 1050 and tried to boot. Now the other 1050
>will not read disks. When I examined the disk, I saw what looked like a
>couple of ridges or bands in the surface of the disk itself. Somehow, this
>disk ruined two drives. Does anyone have a suggestion? I looked for a head
>cleaning disk but cannot find one for 5 1/4" disks. Should I open it up and
>clean the head with alcohol or is the problem much worse than that? Please
>help!
>
>

6210. WTB: P:R:Connection or Atari 850

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-20 16:54:25 UTC
From: ngtflyer@hotmail.com
Message-ID: <3bd1ac02.24411872@news.charter.net>
Source record: 33632

Topic says it all.. I am in need of a replacement P:R since mine died long ago. Thanks!

-Brian

6211. Re: Rana 1000 Power Supply...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-20 19:23:18 UTC
From: ngtflyer@hotmail.com
Message-ID: <3bd1ceb7.33296998@news.charter.net>
Source record: 33633

A standard Atari 9VAC power supply (800, 810, 1050) will work fine
with the Rana 1000. That's how mine's been powered since I got the
drive used 15+ years ago!

-Brian

On Fri, 12 Oct 2001 21:27:48 GMT, "Hawkman"
<clhaukREMOVE_THIS@home.com> wrote:

>Does anyone know what type power supply a Rana 1000 disk drive uses?
>
>I got one in a box of stuff I bought at auction, and wanted to see if it
>still works, but the power supply wasn't included.
>
>Thanks....
>
>

6212. Re: Rana 1000 Power Supply...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-20 19:28:35 UTC
From: Hawkman <clhaukREMOVE_THIS@home.com>
Message-ID: <DfkA7.76462$My2.42905027@news1.mntp1.il.home.com>
Source record: 33634

Thanks, I tried this and it worked great. :)

"NightFlyer" <ngtflyer@hotmail.com> wrote in message
news:3bd1ceb7.33296998@news.charter.net...
> A standard Atari 9VAC power supply (800, 810, 1050) will work fine
> with the Rana 1000. That's how mine's been powered since I got the
> drive used 15+ years ago!
>
> -Brian
>
> On Fri, 12 Oct 2001 21:27:48 GMT, "Hawkman"
> <clhaukREMOVE_THIS@home.com> wrote:
>
> >Does anyone know what type power supply a Rana 1000 disk drive uses?
> >
> >I got one in a box of stuff I bought at auction, and wanted to see if it
> >still works, but the power supply wasn't included.
> >
> >Thanks....
> >
> >
>

6213. Re: I'm back (don't ask me how)

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-21 02:48:34 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3BD252F0.EEA51386@ev1.net>
Source record: 33635

```
machf wrote:
>
> On Sat, 20 Oct 2001 00:18:41 GMT, "Mo" <mygranny@swbell.net> wrote:
>
> >
> >Charles Richmond wrote in message <3BD0BAF8.696CF894@ev1.net>...
> >>machf wrote:
> >>>
> >>> On Tue, 16 Oct 2001 12:09:50 +0200, "Mathy van Nisselroy"
> >>> <nisse-ma@reze-1.rz.rwth-aachen.de> wrote:
> >>>
> >>> >Howdy folks
> >>> >
> >>> > [snip...] [snip...] [snip...]
> >>> >
> >>> >Can I shoot Bill Gates, please?????
> >>> >
> >>> Better yet, send him some Anthrax. Now that I think of it, LOTS of it...
> >>> >;->
> >>>
> >>> (BTW, I heard a suspicious package had been delivered to M$ in the past
> >days...)
> >>>
> >>>As *bad* as Mi$uck's software is...just returning a box of their
> >>software should qualify as a threat...
> >>----------------------+
> >
> >I wass going to threaten Mr. Gates by emailing him a link to the
> >Atari Microsoft Basic I'm working on adding to my webpage. Free for all to
> >download! Let's see how far he'll go.
> >Mo
> >
> >
> Hmmmm... I can see it: the M$ commandos (A.K.A. "Lawyers") going after the loyal
> Atarians once they realize we're a threat to their world-domination scheme...
> ;-)
>
Mr. Gates only has to fix his gaze on you, and you evaporate into
a puff of smoke... Remember...he *is* the anti-christ...

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net>         |
+-----------------------------------------------------------+
```

6214. Re: Ethernet controller 8-bit complete pcb + Uip tcp/ip stack written in CC65 only 4Kb!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-21 08:26:03 UTC
From: Atari 8 Man <KMFerrante@cfl.rr.com>
Message-ID: <vEvA7.426178$8c3.75705701@typhoon.tampabay.rr.com>
Source record: 33636

I agree, I to bought a Blacbox and 2 MIO and the Multiplexer and ran a
super Pro BBS Multi-line. I also have the SIO2PC hook up as well, so all
my 8bit Atari are Networked to each other and a PC. The Speed you Get
from the PBI and cartridge port (multi-plexer) is DMA. The SIO will never be
that fast. It would be nice to see a cheap networking device that would
let multi 8bits network threw the Joystick ports for file sharing and
message chat. But for true 8bit power you need the Black Box, MIO, and
Multi-plexer.

Atari8Man

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:3bcf1df0$0$19396$e4fe514c@newszilla.xs4all.nl...
> > I really don't see this as happening on several levels. Mostly because
as
> a
>
> > group we are a terminally cheap lot. I still recall one post from
someone
>
> > giving his Atari equipment away and getting a response "I will take it
if
>
> > you pay shipping."
>
> >
>
> > When I was fooling around with SIO2PC designs back ~1990 I remember a
guy
>
> > solicited for the purchase of a cable. I offered to build and ship him
one
>
> > for $15 and he said ~'That's way to much! I was hoping someone wanted to
>
> > sell a used one for a couple of bucks.'
>
> >
>
> > There are exceptions of course, but I would bet a lot of people would
balk
>
> > at paying more then a couple of bucks for it. Last time I checked, the

> basic
>
> > hardware for these type devices came in at around $90 with a developer
>
> > package ~$150 for the Rabbit Semiconductor one.
>
> >
>
> > To interface this to an Atari would require two chips, something like
AND
>
> > and OR logic chips, and a hood off tap into the buss. This is beyond
3/4s
> of
>
> > the Atari users ability. Last time I shipped an Atari computer I got
> gouged
>
> > for $30. Figure cost of interface, two way shipping, ethernet chipset,
> will
>
> > run about $200.
>
> Hmm maybe that's thru but there are also people who bought an Black-box
like
> me for over $249 USD with black case and then original HD Backup Pro!
$49,95
> USD and Taskmaster ROM $49,95 USD and last BBS Pro! 5.0b for about $ 40
USD
> I think... the total price will beat the price I payed for my 130XE 10
> times, these machines we get sometimes for free but I still invest money
in
> it. I am just looking for people who are different and like to build,
> develop new things this is fun! Just like 1Mb in my 130XE at first I
thought
> I never use it, now it's not enough!
>
> TXG
>
>
>
>

6215. Re: Ethernet controller 8-bit complete pcb + Uip tcp/ip stack written in CC65 only 4Kb!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-21 08:34:00 UTC
From: Atari 8 Man <KMFerrante@cfl.rr.com>
Message-ID: <YLvA7.426179$8c3.75709505@typhoon.tampabay.rr.com>
Source record: 33637

I use to browse the Internet with IceT and the Freenet dialup. While
Freenet is not avalible in every city you should check if your City has this
service.

Atari8man

"Chris Martin" <cmartin@ti.com> wrote in message
news:3BD06A27.355919E7@ti.com...
> KS wrote:
>
> > >
> > >
> > > Porting uIP to the Atari requires writing rs232 module for the Atari
that
> > > mimics the
> > > one for the Commodore 64. Last night I coded up maybe 3/4ths of it, but
> > > won't be
> > > able to work on it more until Monday. I was shooting to make it work
almost
> > > exactly like the commodore version. I am sure others are doing or have
> > > worked
> > > on that part also. The rs232_dev.c file for uIP, will need a little
porting
> > > for the Atari
> > > which is mostly just getting a timer interrupt going to update a timer.
> > >
>
> Hey Ken, this is great. I saw your web site and was going to ask you
about
> this
> since it looked like you had written TCP/IP code with cc65 before.
>
>
> > >
> > >
> > > I wont be able to ever do any testing unless I can figure out in a
> > > reasonable period of
> > > time how to get a SLIP connection between the Atari and PC. I have an
> > > interface and
> > > null modem cables but would need to know how to do that in Windows 98SE
or
> > > would need to know step by step how to set that up in Linux which I
could

> > put on
> > an old PC I have here. (Using Windows would be preferred though --ugh).
>
> I have linux and am willing to test this for you (I am sure other do and
are
> willing
> as well :)
>
> Also, I have information on floppy firewall for testing ppp. No need to
> install a
> full linux distribution, just create a floppy and boot your PC. I am
working
> on
> configuring this to work with SLIP. Take a look here:
>
> http://jybolac.virtualave.net/aff/readme.txt
> http://jybolac.virtualave.net/aff/afloppyf.zip
>
> --Chris
>
>

6216. Re: Sum up the old Atari's

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-21 13:34:17 UTC
From: Pete <pete@get.bent.spammers.vectrex.freeserve.co.uk>
Message-ID: <9quk0bcro5@newsg4.svr.pol.co.uk>
Source record: 33640

Hi,

> My first computer to play with was the Sol Terminal 20 by Pro-Tech
>(Professional Technology) with the North Star disk operating system
>running C/PM in 1977.

Nice, I've only ever seen pictures of those....

First "computer" I ever used was the Data Dynamics KSR-33 teletype terminal at school in '78 - spent MANY an hour playing Star Trek, Wumpus and Adventure via the attached mainframe some miles away.

Wasn't until 1981 that we got the RML-380Z upgraded to a disc based CP/M-80 system, we were stuck with dual tape recorders until then.... :-(

TTFN - Pete.

6217. MyDOS 5

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-21 22:59:02 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <WqIA7.700$Sd.61365@newsread1.prod.itd.earthlink.net>
Source record: 33641

Did anyone ever find it? I saw 4.3 and have and use 4.53 and 4.534...

8-Bit News article in Sep '88 Analog mentions it was to be released by a "Steve Marcelette"? Was this a mangling of "Charles Marslett", whom most of us credit with writing most of the versions prior to 4.5?

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

6218. Re: Looking for 2 rare atr's...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-22 00:50:34 UTC
From: Egidio Basso <egidio.basso@brutele.be>
Message-ID: <9qvqgu$45t$1@news.brutele.be>
Source record: 33566

"Paul Irvine" <mclane.dellos@btinternet.com> a crit dans le message de
news: nadpst4u2qo4p2vc9qb1fb2puh3luooj6i@4ax.com...
> On Tue, 16 Oct 2001 16:40:23 GMT, "switchblade" <xxx@nospam.com>
> wrote:
>
> >"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
> >news:u4qistk9k5ff3mrqal69bab1rffe31j7se@4ax.com...
> >>
> >> Quest for the maltese chicken & Orb of zarimer (spelling may be wrong
> >> on this one)
>
> >I'll have a look tomorrow night when I get home.
> >
> Oops, got them now thanks to an old Pal on here...Thanks for the
> thought tho..
>
> >I know I've got them on (warpspeed) multiboot too, but I dont have any
way
> >of getting it to my PC.
> >
> It's people like yourself that I'd like to see get an APE cable. You
> probably have a great load of UK bits and other UK hacks (hell, even a
> few by me :-) maybe) which won't be found elsewhere.
>
> If you ever get a chance then get an APE cable and archive your
> collection please :-)

Good night,
to get Ape cable at http://www.atarimax.com to buy this new cable and
softaware for dos and windows 95 and 98. Best regards. Egidio.

6219. Re: Looking for 2 rare atr's...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-22 00:53:40 UTC
From: Egidio Basso <egidio.basso@brutele.be>
Message-ID: <9qvqmn$4di$1@news.brutele.be>
Source record: 33565

"switchblade" <xxx@nospam.com> a crit dans le message de news:
nOaz7.15434$gz.406289@news.easynews.com...
> "Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
> news:nadpst4u2qo4p2vc9qb1fb2puh3luooj6i@4ax.com...
> > On Tue, 16 Oct 2001 16:40:23 GMT, "switchblade" <xxx@nospam.com>
> > wrote:
> > >
> > It's people like yourself that I'd like to see get an APE cable. You
> > probably have a great load of UK bits and other UK hacks (hell, even a
> > few by me :-) maybe) which won't be found elsewhere.
> >
> > If you ever get a chance then get an APE cable and archive your
> > collection please :-)
>
> OK, I may consider this... is it easy? cheap?
>
> From what I have seen of Atari emulators, they do not seem to emulate
these
> warp-speed double density disks? If I transferred them over, would the
> emulator read them?
>
> When I was younger, I went through and sorted out all my multiboot games
> into alphabetical order... took weeks of copying back and forth... worth
it
> though, I've got them all on warp speed double density disks...about 100
of
> them...
>
> So, who were you then on the Atari scene? Kent Team? Rob C? heheh.... Rob
C
> was a legend... :)
>
>
>
>
For Atari 800, 800xl games in .zip images files : http://emulatari.free.fr/
and click onto "lien" = link ! Have a nice day. Egidio.

6220. Re: MyDOS 5

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-22 05:28:30 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bd3afae$0$409$e4fe514c@newszilla.xs4all.nl>
Source record: 33642

> Did anyone ever find it? I saw 4.3 and have and use 4.53 and 4.534...
>
> 8-Bit News article in Sep '88 Analog mentions it was to be released by a
> "Steve Marcelette"? Was this a mangling of "Charles Marslett", whom most
of
> us credit with writing most of the versions prior to 4.5?

What where the extra features in version 5? I read in the Black-box manual about version 4.6 that would support 48 Mb partitions, it would be great because the Black-box supports 18-bits which allows you to max. 64Mb partitions, but also this version that would be written by Bob Puff & Charles Marslett was never released I think.

But maybe Charles Marslett can answer this all himself, I hve seen him several times in this newsgroup this year...

TXG/MNX

6221. mac/65 doesn't work...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-22 07:50:55 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <zdQA7.1566$Sd.162726@newsread1.prod.itd.earthlink.net>
Source record: 33643

Hi

Are there any compatability problems with the mac/65 cart (yellow label) and atari 130xe? I ask because when I hooked up my 130xe to test this old cart, the system went straight to test screen...no mac/65 prompts. Does it sound like this cart went bad or am i missing something? (like hotkey combination)

Fernando

6222. Re: mac/65 doesn't work...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-22 08:54:22 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bd3dff0$0$432$e4fe514c@newszilla.xs4all.nl>
Source record: 33644

Hi,

> Are there any compatability problems with the mac/65 cart (yellow label)
and
> atari 130xe? I ask because when I hooked up my 130xe to test this old
cart,
> the system went straight to test screen...no mac/65 prompts. Does it
sound
> like this cart went bad or am i missing something? (like hotkey
> combination)

No they should work, but I have seen several problems with these old carts.

1) Bad contacts, try to clean the connector.
2) I got a tip, that when you replace the 74xxx chips inside the cartridge
for new once it would be better, because these chip are faster and have
better specs.
It should solve the problem, that the cartridge will lock when
programming. I have this problem myself. I need to replace the chips also.

Try it also on a 800XL, see if it's works...

TXG/MNX

6223. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-22 10:01:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1003744821@rtfm.mit.edu>
Source record: 33645
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 20, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
```

http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/
Atari Phoenix Project E-Zine: http://atariphoenix.com

6224. Re: MyDOS 5

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-22 12:07:13 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9r125imsv1@nets3.rz.RWTH-Aachen.DE>
Source record: 33646

Howdy Rene, Ron

I've read the same article over and over again. They probably heared one thing and later wrote something completely different. 'Marcelette' looks and soons way to much like 'Marslett' to me. I guess I asked Charles about this. He didn't know about a version 5 at that time.

Back when the article appeared, the BlackBox didn't exist yet. (that is outside Bob Puff's office/brain)

CU Mathy van Nisselroy

"TXG" <txg@the-underground.myweb.nl> schrieb im Newsbeitrag news:3bd3afae$0$409$e4fe514c@newszilla.xs4all.nl...
> > Did anyone ever find it? I saw 4.3 and have and use 4.53 and 4.534...
> >
> > 8-Bit News article in Sep '88 Analog mentions it was to be released by a
> > "Steve Marcelette"? Was this a mangling of "Charles Marslett", whom most
> of
> > us credit with writing most of the versions prior to 4.5?
>
> What where the extra features in version 5? I read in the Black-box manual
> about version 4.6 that would support 48 Mb partitions, it would be great
> because the Black-box supports 18-bits which allows you to max. 64Mb
> partitions, but also this version that would be written by Bob Puff &
> Charles Marslett was never released I think.
>
> But maybe Charles Marslett can answer this all himself, I hve seen him
> several times in this newsgroup this year...
>
> TXG/MNX
>
>

6225. Re: I'm back (don't ask me how)

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-22 12:11:12 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9r12d0$n3v$1@nets3.rz.RWTH-Aachen.DE>
Source record: 33548

Howdy folks

> (BTW, I heard a suspicious package had been delivered to M$ in the past days...)

Sorry, not mine.

BTW how come Microsoft can stop a virus comming in but not the other way around?

CU Mathy van Nisselroy

6226. Re: TurboBASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-22 12:13:34 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3bd44325$0$35611$4c5ecdc7@news.erinet.com>
Source record: 33551

Mathy.
I'm no expert on this. But BASIC moves strings around. That
is why I always do a X=ADR(A$) just before passing the
address of A$, hoping BASIC doesn't move the string.
I've heard this.
Russg

6227. CD audio player version 118

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-22 12:14:49 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9r12js$n7k$1@nets3.rz.RWTH-Aachen.DE>
Source record: 33547

Howdy folks

The latest version of my Audio player utility (for people with a BlackBox
and SCSI CD ROM players is available at alt.binaries.atari

(sorry, I wrote about it in a previous message, but I must have mixed up the
cc: field with the subject field)

CU Mathy van Nisselroy

6228. TurboBASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-22 12:26:10 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9r1393nor1@nets3.rz.RWTH-Aachen.DE>
Source record: 33549

Howdy folks

A few days ago, while trying to read data CD's, I came upon somethign silly;

Within on PROC I do the following:

I have read sector 16 of the CD (here you find where the directory and stuff
is) and stuffed that into a string calles a$.
Then I display (parts of) a$

The 'problem' occures here: When I RUN the program, the contents of A$ is
where it should be, when I EXECute just the PROCedure, the contents of a$
starts one byte earlier of later (at moments like this I never can remember
if it was one or the other).

Is this a bug in TurboBASIC, normal, a concequence of my programming or
....?
Please 'enlighten' me.

CU Mathy van Nisselroy

6229. Re: TurboBASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-22 18:02:39 UTC
From: thor@math.tu-berlin.de
Message-ID: <3bd4431f@news.ivm.net>
Source record: 33550

Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote:

> The 'problem' occures here: When I RUN the program, the contents of A$ is
> where it should be, when I EXECute just the PROCedure, the contents of a$
> starts one byte earlier of later (at moments like this I never can remember
> if it was one or the other).

How exactly do you stuff data into A$? If you use "ADR(A$)", you should
remember that TurboBasic might relocate A$ from time to time to make room.
If you pass it to a ML-subroutine, you should take its address as close
as possible to the USR() call, e.g. directly as one of its arguments.

So long,
Thomas

6230. Re: MyDOS 5

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-22 19:30:46 UTC
From: Charles Marslett <cmarslett9@compuserve.com>
Message-ID: <hos8tt4jvf39d8p9mua532ublscn6k5lt8@4ax.com>
Source record: 33552

On Mon, 22 Oct 2001 07:28:30 +0200, "TXG"
<txg@the-underground.myweb.nl> wrote:

>> Did anyone ever find it? I saw 4.3 and have and use 4.53 and 4.534...
>>
>> 8-Bit News article in Sep '88 Analog mentions it was to be released by a
>> "Steve Marcelette"? Was this a mangling of "Charles Marslett", whom most
>of
>> us credit with writing most of the versions prior to 4.5?
>
>What where the extra features in version 5? I read in the Black-box manual
>about version 4.6 that would support 48 Mb partitions, it would be great
>because the Black-box supports 18-bits which allows you to max. 64Mb
>partitions, but also this version that would be written by Bob Puff &
>Charles Marslett was never released I think.
>
>But maybe Charles Marslett can answer this all himself, I hve seen him
>several times in this newsgroup this year...
>
>TXG/MNX

I think that version (4.6) was to be done by Bob Puff alone (I had
lost track of him by then). This is the first I've heard of 5.0 --
perhaps someone else was going to take the 4.53 code we released
and enhace it?

I do doubt it actually was completed, though.

--Charles

6231. Re: CD audio player version 118

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-22 20:15:00 UTC
From: machf <no_me_j.j_t_kirk@geocities.com>
Message-ID: <9hv8tt8q1ga6ves6m0nhqmqaf13vpc9h5k@4ax.com>
Source record: 33553

On Mon, 22 Oct 2001 14:14:49 +0200, "Mathy van Nisselroy"
<nisse-ma@reze-1.rz.rwth-aachen.de> wrote:

>Howdy folks
>
>The latest version of my Audio player utility (for people with a BlackBox
>and SCSI CD ROM players is available at alt.binaries.atari
>
>(sorry, I wrote about it in a previous message, but I must have mixed up the
>cc: field with the subject field)
>
>CU Mathy van Nisselroy
>
Are we likely to see a DVD movie player later?
;-)

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

6232. Re: I'm back (don't ask me how)

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-22 20:16:33 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <B8%A7.2894$AQ6.275398@newsread2.prod.itd.earthlink.net>
Source record: 33554

Yes, indeed; how come?

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:9r12d0$n3v$1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
> BTW how come Microsoft can stop a virus comming in but not the other way
> around?

6233. Re: WTB: P:R:Connection or Atari 850

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-22 20:16:43 UTC
From: boojum <boojum@localhost.nowhere.com>
Message-ID: <3BD47EAB.D8EF91CC@localhost.nowhere.com>
Source record: 33555

Heck, we used to MAKE those! (P:R: that is) IIRC the
hardware was very simple, basically a ttl-rs232 voltage
level converter chip, which is (are) probably still available
at Shadio Rack (1488/89) , and everything else was done
in the software driver. I wonder if an APE or SIO2PC
could do a similar function - but w/ a null modem to
go directly to a DTE device instead of the PC?

Booj

NightFlyer wrote:

> Topic says it all.. I am in need of a replacement P:R since mine died
> long ago. Thanks!
>
> -Brian

6234. Re: MyDOS 5

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-22 20:30:34 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <KI%A7.2909$AQ6.279476@newsread2.prod.itd.earthlink.net>
Source record: 33556

Wouldn't press time for Sep '88 have been before you guys did 4.53; and
maybe before 4.50 itself?

Page 24 of Analog #64 reports only:
"MYDOS 5.0 is a pretty hefty program. In addition to a disk sector editor,
command line interpreter (CLI), and multiple autorun file support, MYDOS
supports many types of disk drives for your XL/XE computer. If you have a
Happy drive, Atrai XF551 or even an ICD hard disk, MYDOS allows you to
create custom disk drivers to operate your drive. MYDOS is density smart."

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Charles Marslett" <cmarslett9@compuserve.com> wrote in message
news:hos8tt4jvf39d8p9mua532ublscn6k5lt8@4ax.com...
> On Mon, 22 Oct 2001 07:28:30 +0200, "TXG"
> <txg@the-underground.myweb.nl> wrote:
>
> >> Did anyone ever find it? I saw 4.3 and have and use 4.53 and 4.534...
> >>
> >> 8-Bit News article in Sep '88 Analog mentions it was to be released by
a
> >> "Steve Marcelette"? Was this a mangling of "Charles Marslett", whom
most
> >of
> >> us credit with writing most of the versions prior to 4.5?
> >
> >What where the extra features in version 5? I read in the Black-box
manual
> >about version 4.6 that would support 48 Mb partitions, it would be great
> >because the Black-box supports 18-bits which allows you to max. 64Mb
> >partitions, but also this version that would be written by Bob Puff &
> >Charles Marslett was never released I think.
> >
> >But maybe Charles Marslett can answer this all himself, I hve seen him
> >several times in this newsgroup this year...
> >
> >TXG/MNX
>
> I think that version (4.6) was to be done by Bob Puff alone (I had
> lost track of him by then). This is the first I've heard of 5.0 --
> perhaps someone else was going to take the 4.53 code we released

> and enhace it?
>
> I do doubt it actually was completed, though.
>
> --Charles

6235. Re: MyDOS 5

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-22 20:34:27 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bd48409$0$443$e4fe514c@newszilla.xs4all.nl>
Source record: 33557

> I think that version (4.6) was to be done by Bob Puff alone (I had
> lost track of him by then). This is the first I've heard of 5.0 --
> perhaps someone else was going to take the 4.53 code we released
> and enhace it?

Hmm Bob Puff never finished the project. So 4.5x is the latest release then.

TXG/MNX

6236. Re: TurboBASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-22 20:57:46 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <eL%A7.2941$AQ6.281663@newsread2.prod.itd.earthlink.net>
Source record: 33558

Basic and TB only move strings when the statement table changes by adding or removing lines; this can occur during immediate mode editing or with that 'dynamic keyboard' POKE 842,13 stuff while running.

If you call a subroutine or procedure from the Ready prompt *after* defining BUFR=ADR(A$), then the location will normally shift a byte or two. Remember that all immediate mode commands (RUN, GOTO 400) are tokenized into the statement table memory as line 32768 before execution and that the program will grow and shrink causing variable storage space to relocate slightly.

Morals:
Define or redefine address variables just before or in the subroutine while debugging.
Do not change your code dynamically after defining all of your variables up at the top.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

<thor@math.tu-berlin.de> wrote in message news:3bd4431f@news.ivm.net...
> Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote:
>
> > The 'problem' occures here: When I RUN the program, the contents of A$ is
> > where it should be, when I EXECute just the PROCedure, the contents of a$
> > starts one byte earlier of later (at moments like this I never can remember
> > if it was one or the other).
>
> How exactly do you stuff data into A$? If you use "ADR(A$)", you should
> remember that TurboBasic might relocate A$ from time to time to make room.
> If you pass it to a ML-subroutine, you should take its address as close
> as possible to the USR() call, e.g. directly as one of its arguments.

6237. Black Box

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-23 01:03:47 UTC
From: mikem@netxpress.com
Message-ID: <3bd4c15f.7032677@news.netxpress.com>
Source record: 33559

What is a "Black Box"? Sorry to be so dense, but I see it mentioned
fairly often.

6238. Atari Microsoft Basic

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-23 01:12:59 UTC
From: llpwhite@cs.com
Message-ID: <20011022211259.14739.00000685@mb-fv.news.cs.com>
Source record: 33560

Is anyone aware of any technical information available about AMSB? I saw from the list of APX programs that there were a couple of APX utilities created for it, but that is pretty much it. I've also read that AMSB was fairly similar to TRS Level II Basic, but no details. For that matter, does anyone know if there are any MSB books for other platforms that would provide insight into the structure of AMSB?
(I have the AMSB I and II manuals, but they provides scant info about the inner workings.)
Thanks,
Larry

6239. Re: I'm back (don't ask me how)

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-23 01:14:26 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-c6oLoQY7w5P7@draco.home.pacbell.net>
Source record: 33561

well, a virus propogates itself, therefore, with windows being the
world's largest virus....

Ken

On Mon, 22 Oct 2001 20:16:33, "Ron Hamilton"
<oldatarian@atariland.com> wrote:

> Yes, indeed; how come?
>

--

6240. Re: Atari Microsoft Basic

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-23 01:51:21 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <t24B7.1697$iB2.690737285@newssvr11.news.prodigy.com>
Source record: 33562

I don't have much technical info on it, but it's seriously lame in my opinion. After booting the BASIC disk you're left with only 22K out of 48K RAM to fit a program in. Not only that, but if you were to commercially release a program written in AMSB whoever bought it would have to own a copy to run it. The disk itself is copyprotected and any 'work' disks you use with it have to specially prepared with AMSB to save your work on. I think it was a feeeble attempt by MS to infiltrate the Atari market as they did the TRS-80 market. The manual claims to help you make TRS-80 programs (& others) portable to the Atari, when the reality was everything done on the TRS-80 had already been done on the Atari (usually much better) without MS's help.
Just another MS rant...
Mo

LLpwhite wrote in message
<20011022211259.14739.00000685@mb-fv.news.cs.com>...
>Is anyone aware of any technical information available about AMSB? I saw
from
>the list of APX programs that there were a couple of APX utilities created
for
>it, but that is pretty much it. I've also read that AMSB was fairly
similar to
>TRS Level II Basic, but no details. For that matter, does anyone know if
there
>are any MSB books for other platforms that would provide insight into the
>structure of AMSB?
>(I have the AMSB I and II manuals, but they provides scant info about the
inner
>workings.)
>Thanks,
>Larry

6241. Re: WTB: P:R:Connection or Atari 850

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-23 04:28:05 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tt9sddjuh3ff98@corp.supernews.com>
Source record: 33563

"boojum" <boojum@localhost.nowhere.com> wrote in message
news:3BD47EAB.D8EF91CC@localhost.nowhere.com...
> Heck, we used to MAKE those! (P:R: that is) IIRC the
> hardware was very simple, basically a ttl-rs232 voltage
> level converter chip, which is (are) probably still available
> at Shadio Rack (1488/89) , and everything else was done
> in the software driver. I wonder if an APE or SIO2PC
> could do a similar function - but w/ a null modem to
> go directly to a DTE device instead of the PC?
>
> Booj

Hi, you mean RVerter vs R:R:Connection right? P:R:Connection was an ICD
device with a custom micro in it.

Steve said a SIO2PC works with the R: handler from the R:Verter and
generously gave me a copy of the PD version by Bob Puff IIRC, but I sand
bagged on doing any work with it.
>
> NightFlyer wrote:
>
> > Topic says it all.. I am in need of a replacement P:R since mine died
> > long ago. Thanks!
> >
> > -Brian
>

6242. Re: Black Box

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-23 10:16:38 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <y7et1IDGOU17Ew5f@lovecraft.demon.co.uk>
Source record: 33564

In article <3bd4c15f.7032677@news.netxpress.com>, rolaid
<mikem@netxpress.com> writes
>
>What is a "Black Box"? Sorry to be so dense, but I see it mentioned
>fairly often.

It's what a peroxide blonde has.

Richard
(It's an interface and expansion thingy for 8-bit Ataris. HD interface,
extra RAM, that sort of thing).
--
Classic Computers: Atari 800XL - Rescue on Fractalus! |\ _,,,---,,_
Yamaha CX5MII/128 - Music and MSX! Compaq 386 MIDI /,`.-'`' -. ;-;;,
Apples? www.lovecraft.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Last found? Tandy 102 in my office drawer! '----''(_/--' `-'_)Morticia

6243. Re: Black Box

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-23 11:45:24 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bd5598a$0$465$e4fe514c@newszilla.xs4all.nl>
Source record: 33567

> >What is a "Black Box"? Sorry to be so dense, but I see it mentioned
> >fairly often.

It's the hardware upgrade you should buy when you want maximum power of your 8-bit Atari.

1x Printer port interface. Printer spooler which uses 130XE extra memory or you can add 64Kb on the black-box.
1x Rs232c port, up to 19.200 with hardware flow control support.The best rs232c interface around
1x feature connector to add the floppy board, allows you to connect 4 IBM drives and extra functions...
1x SCSI interface, normally SCSI-1 but can be upgraded very easy to support SCSI-2 partity and termination power.

The Black-box supports big harddisk as 1.2 Gb, you can setup 96 partitions and up-to 8 harddisks. Boot from every partition you select.
There are buttons to access the Black-box menu swap drives/partitions and go back and the program doesn't even know it has been interupted. (Works with most software).
I own 2 of them and I can really recommend it.

Look at: http://nleaudio.com/css/ for full manuals and ordering information...

TXG/MNX

6244. Re: CD audio player version 118

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-23 12:46:48 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9r3orq$qr0$2@nets3.rz.RWTH-Aachen.DE>
Source record: 33568

Howdy Marco, folks

> >The latest version of my Audio player utility (for people with a BlackBox
> >and SCSI CD ROM players is available at alt.binaries.atari

> Are we likely to see a DVD movie player later?
> ;-)

It wouldn't be that much harder.
I don't know DVD players that well, so I don't know if they have a way to
get
a video signal out via another way then the SCSI bus, and if yes, if it's
ready to
be displayed on a TV or monitor, but the part that tells the DVD player what
to display wouldn't be that difficult. And if you wanna use David Deavon's
InfraRed Gateway, you can even use you remote controle.

The only problem with the remote control that I have run into is that the
signals
comming from the remote can vary slightly. David tells me to change the
time
on and time off variables. But I can not find them. So I'm trying to stuff
this
algorithme (AtA)^-1.A into the XE to calculate a vector that, when
multiplied
by the signal comming from the remote gives me an indication of which key on
the remote has been pressed.

BTW I didn't come up with the algorithme myself, somebody from a
num-analysis newsgroup helped me.

CU Mathy van Nisselroy

6245. Re: TurboBASIC

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-23 12:52:14 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9r3p5v$r5c$1@nets3.rz.RWTH-Aachen.DE>
Source record: 33569

Howdy Ron, Thor, Russ, folks

> If you call a subroutine or procedure from the Ready prompt *after*
defining
> BUFR=ADR(A$), then the location will normally shift a byte or two.
Remember
> that all immediate mode commands (RUN, GOTO 400) are tokenized into the
> statement table memory as line 32768 before execution and that the program
> will grow and shrink causing variable storage space to relocate slightly.

Lemme guess.... RUN is 1 toke and EXEC MAIN is 2 tokes and therefore A$ is
shifted by 1 byte.

This is one for the "don't EVER forget that" list.

Thanks!

CU Mathy van Nisselroy

6246. Updated version of CDAP now available at alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-23 12:59:14 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9r3pj4rhp1@nets3.rz.RWTH-Aachen.DE>
Source record: 33570

Howdy folks

I found a couple of bugs (well, Fox-1 did) and fixed them (I hope).

The tray should now close. Mine is slot-in, so I can not test it.

It should now work with CD's with 99 tracks (not just up to 98).

CU Mathy van Nisselroy

PS Tom Hunt if you are reading this, could you please tell me/us where you stuffed the ASPI stuff. I forgot. (and I still don't know where my old messages (the ones I don't delete) go. Stupid Micro$oft.

PPS you need an ASPI manager to use CDAP. The only ASPI manager available at the moment is the BlackBox version. BBAS040.COM

6247. Re: MyDOS 5

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-23 13:03:04 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9r3pqcrqv1@nets3.rz.RWTH-Aachen.DE>
Source record: 33571

Howdy Ron, Charles, Rene, folks

> Wouldn't press time for Sep '88 have been before you guys did 4.53; and
> maybe before 4.50 itself?
>
> Page 24 of Analog #64 reports only:
> "MYDOS 5.0 is a pretty hefty program. In addition to a disk sector editor,
> command line interpreter (CLI), and multiple autorun file support, MYDOS
> supports many types of disk drives for your XL/XE computer. If you have a
> Happy drive, Atrai XF551 or even an ICD hard disk, MYDOS allows you to
> create custom disk drivers to operate your drive. MYDOS is density smart."

What was it with Analog and MyDOS? In issue 45 (the first one I laid my
hands
on.) they also mention MyDOS as having a CLI.

CU Mathy van Nisselroy

6248. Re: Can somebody help...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-23 13:18:06 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9r3qmh$sp7$1@nets3.rz.RWTH-Aachen.DE>
Source record: 33572

Howdy Rene, folks

> I found the following article and I wonder if somebody has seen it working
> and if somebody has it.
> Maybe we can find the resources of all this and publish free to the
public.

There is an article about Supra's network thingy somewhere in Analog too.
Can't remember the issue, but it was on the left side and on a light (maybe
even white) background. The interface worked fine (IIRC Matthew Ratcliff
did this test too) as long as each computer was booted one after the other,
but as soon as you tried to boot more then one at the same time, trouble
started.
I believe that was the last I heard of Supra's Network Interface. It used
SIO
by the way. I've thought about contacting Supra about this. But didn't.

CU Mathy van Nisselroy

6249. Looking for a screenshot of Yahtzee (1980) Atari game

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-23 13:27:09 UTC
From: stonic <scottith@ptd.net>
Message-ID: <NeeB7.166$VL1.24459@nnrp1.ptd.net>
Source record: 33573

[No readable article body recovered]

6250. Re: WTB: P:R:Connection or Atari 850

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-23 14:56:01 UTC
From: boojum <boojum@localhost.nowhere.com>
Message-ID: <3BD58501.E3747359@localhost.nowhere.com>
Source record: 33574

Rick Cortese wrote:

>
> Hi, you mean RVerter vs R:R:Connection right? P:R:Connection was an ICD
> device with a custom micro in it.

You are correct. No wonder I couldn't find a schematic for the P:R:
connection ;))
Found the RVerter plans right off. Tks.

Booj

6251. Re: CD audio player version 118

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-23 15:02:37 UTC
From: John Dickson <jm.XremoveX.dickson@home.com>
Message-ID: <3BD585F8.BBA5C41A@home.com>
Source record: 33575

No, DVD drives do not decode video by themselves (yet!) unlike CD drives that
decode audio.

Mathy van Nisselroy wrote:
>
> Howdy Marco, folks
>
> > >The latest version of my Audio player utility (for people with a BlackBox
> > >and SCSI CD ROM players is available at alt.binaries.atari
>
> > Are we likely to see a DVD movie player later?
> > ;-)
>
> It wouldn't be that much harder.
> I don't know DVD players that well, so I don't know if they have a way to
> get
> a video signal out via another way then the SCSI bus, and if yes, if it's
> ready to
> be displayed on a TV or monitor, but the part that tells the DVD player what
> to display wouldn't be that difficult. And if you wanna use David Deavon's
> InfraRed Gateway, you can even use you remote controle.
>
> The only problem with the remote control that I have run into is that the
> signals
> comming from the remote can vary slightly. David tells me to change the
> time
> on and time off variables. But I can not find them. So I'm trying to stuff
> this
> algorithme (AtA)^-1.A into the XE to calculate a vector that, when
> multiplied
> by the signal comming from the remote gives me an indication of which key on
> the remote has been pressed.
>
> BTW I didn't come up with the algorithme myself, somebody from a
> num-analysis newsgroup helped me.
>
> CU Mathy van Nisselroy

6252. Re: Looking for 2 rare atr's...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-23 16:34:15 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <b_gB7.5089$AQ6.482993@newsread2.prod.itd.earthlink.net>
Source record: 33576

I found mostly ST material there; almost none was 800/XL/XE...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Egidio Basso" <egidio.basso@brutele.be> wrote in message
news:9qvqmn$4di$1@news.brutele.be...

> For Atari 800, 800xl games in .zip images files :
http://emulatari.free.fr/
> and click onto "lien" = link ! Have a nice day. Egidio.

6253. Re: Atari Microsoft Basic

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-23 16:42:22 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <O5hB7.5109$AQ6.484289@newsread2.prod.itd.earthlink.net>
Source record: 33577

Never been able to do much with it; I have the cart and no manuals.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"LLpwhite" <llpwhite@cs.com> wrote in message
> Is anyone aware of any technical information available about AMSB? I saw
from
> the list of APX programs that there were a couple of APX utilities created
for
> it, but that is pretty much it. I've also read that AMSB was fairly
similar to
> TRS Level II Basic, but no details. For that matter, does anyone know if
there
> are any MSB books for other platforms that would provide insight into the
> structure of AMSB?
> (I have the AMSB I and II manuals, but they provides scant info about the
inner
> workings.)

6254. NEED HELP WITH TELNET...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-23 21:37:30 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bd5e451$0$186$e4fe514c@newszilla.xs4all.nl>
Source record: 33579

Hi,

I am one of the few sysops still running a BBS Pro! on a telephone line, I like to move to telnet but I need some software that can connect two ways.
1) Answering incoming calls
2) Making auto going calls on the internet to another BBS Pro! for networking.

There are a few programs like APE, but you have to set this software to send/recieve mode manually which means it's not that usefull for me. Tom Hunt has written a gateway program, only works with winsock 1 that allows calling to another system just by emulating a modem.

Is there anybody who knows a program or can write one that can do the following:

1) Answer telnet connections from the internet and send a "RING" string to the modem and makes a connection
2) When the atari sends ATDT command it will be followed by the IP adress that's being called, the program has to setup a telnet connection...

Please help!

TXG/MNX

http://atari.xs4all.nl

Running BBS Pro! 5.0b 130XE (1Mb), Blackbox + SCSI harddisk, 14.400 modem.
The Underground Node #472 BBS. 24hr/7days +31-416-561927

6255. Re: Updated version of CDAP now available at alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-23 21:38:50 UTC
From: NoOne@FakeEmail.com
Message-ID: <9143B9435CTHEnterprises@205.212.123.11>
Source record: 33578

Hi Mathy,

I put them in
ftp://ftp.spudster.org/pub/Atari/CTH/Utilities/Files/SCSI/

Please email to me the new files and I'll update the archive. My news
server doesn't carry that binary group.

nisse-ma@reze-1.rz.rwth-aachen.de (Mathy van Nisselroy) wrote in
<9r3pj4rhp1@nets3.rz.RWTH-Aachen.DE>:
>
>PS Tom Hunt if you are reading this, could you please tell me/us where
>you stuffed the ASPI stuff. I forgot. (and I still don't know where my
>old messages (the ones I don't delete) go. Stupid Micro$oft.
>

6256. Re: NEED HELP WITH TELNET...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-23 22:02:00 UTC
From: NoOne@FakeEmail.com
Message-ID: <9143B0F05CTHEnterprises@205.212.123.11>
Source record: 33580

http://home.intekom.com/iox/ has a great FREE terminal server called IPCOMServer. Another good one can be found at http://www.tglmicro.com/Inet2Com.htm . I found these two after we last emailed each other, and they both sound very good from what I've read about them. Please keep me posted on developments

txg@the-underground.myweb.nl (TXG) wrote in <3bd5e451$0$186$e4fe514c@newszilla.xs4all.nl>:

>Hi,
>
>I am one of the few sysops still running a BBS Pro! on a telephone line, I >like to move to telnet but I need some software that can connect two ways.

6257. Re: NEED HELP WITH TELNET...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-23 22:07:17 UTC
From: NoOne@FakeEmail.com
Message-ID: <9143B4C1ECTHEnterprises@205.212.123.11>
Source record: 33581

If you try these and they work for your BBS then someone might also want to use it to run an A8 web server. (I know, a bit twisted ;-)) Then they could use the A8 web server software I'm already developing on my version of the emulator. Written in Turbo BASIC and running at http://cth.dtdns.net:81/ It's slow but useful as proof of concept. If anyone expresses an interest then there's lots I could do to make it alot faster.

6258. Looking for a game

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-24 00:15:34 UTC
From: The Relentless <relentless.no@spam.gamedesign.net>
Message-ID: <MPG.163fa7f33088d942989693@news>
Source record: 33582

I cannot remember the name of it. You basically rann along an upstairs and a downstairs trying to paint the walls all one color. Vacuums and other items attacked you and/or caused the paint you put down to dissapear. All the while some good classical music is playing.

Help! :)

6259. Re: Looking for a game

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-24 00:37:00 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <h53ctto0t95g22pd1gtqs4agfjsi0v6t8l@4ax.com>
Source record: 33583

On Wed, 24 Oct 2001 00:15:34 GMT, The Relentless
<relentless.no@spam.gamedesign.net> wrote:

>I cannot remember the name of it. You basically rann along an upstairs
>and a downstairs trying to paint the walls all one color. Vacuums and
>other items attacked you and/or caused the paint you put down to
>dissapear. All the while some good classical music is playing.
>
>Help! :)

Bugger...It's by Fernando of First Star Software, Not Flip & Flop...

1 sec...Bristles...

6260. Re: Looking for a game

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-24 04:27:48 UTC
From: The Relentless <relentless.no@spam.gamedesign.net>
Message-ID: <MPG.163fe3157aeb1294989695@news>
Source record: 33585

In article <h53ctto0t95g22pd1gtqs4agfjsi0v6t8l@4ax.com>,
mclane.dellos@btinternet.com says...
> On Wed, 24 Oct 2001 00:15:34 GMT, The Relentless
> <relentless.no@spam.gamedesign.net> wrote:
>
> >I cannot remember the name of it. You basically rann along an upstairs
> >and a downstairs trying to paint the walls all one color. Vacuums and
> >other items attacked you and/or caused the paint you put down to
> >dissapear. All the while some good classical music is playing.
> >
> >Help! :)
>
> Bugger...It's by Fernando of First Star Software, Not Flip & Flop...
>
> 1 sec...Bristles...
>
Thank you. That's the one! :)

6261. Help developing Atari 8 on PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-24 04:42:09 UTC
From: Mopar Man <nospam@nowhere.com>
Message-ID: <uqgcttk1n72rcsv29o143fmcn4r7vu7045@4ax.com>
Source record: 33584

I'm just now beginning to do some 6502 assembly programming,
and hoping to quickly move to 68000. My current Atari 8-bit machines
include an unmodified 400, two 800XLs, and a 130XE. I have a 410
cassette recorder and a USDoubler 1050 drive. I have not yet made an
SIO2PC cable, but will be doing so in the very near future (I hope).
I have a nice PC setup, and run AtariWin800+. I would love to develop
on the emulator, but I cannot find any native Atari assemblers to run,
and I also cannot find any good info on a PC based 6502 assembler that
I can use.

Since I am just learning 6502, and struggling with the Atari
Assembler/Editor cart, I don't want to have to learn several different
assemblers. Does anybody have suggestions for a decent development
setup? First projects will be small - simple display list setup, P/M
movement, DLI and VBlank code, hopefully moving towards a spiffed up
Pong type game. If I get good enough with the hardware, I may even
try a much simplified version of Plasma Pong (hidden game in the
Jaguar version of Defender 2000).

I really appreciate any help. I've gotten good response from
this NG in the past. Thanks all 8-bitters.

Stephen Anderson

6262. Re: Help developing Atari 8 on PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-24 09:42:37 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bd68e46$0$1519$e4fe514c@newszilla.xs4all.nl>
Source record: 33586

Hi,

> I'm just now beginning to do some 6502 assembly programming,
> and hoping to quickly move to 68000. My current Atari 8-bit machines
> include an unmodified 400, two 800XLs, and a 130XE. I have a 410
> cassette recorder and a USDoubler 1050 drive. I have not yet made an
> SIO2PC cable, but will be doing so in the very near future (I hope).
> I have a nice PC setup, and run AtariWin800+. I would love to develop
> on the emulator, but I cannot find any native Atari assemblers to run,
> and I also cannot find any good info on a PC based 6502 assembler that
> I can use.

Hmm the best setup for programming would be using the real 130XE with Mac/65
assembler. This is a very powerfull macro assembler. It's available as
cartridge but there is also a diskversion. The manual can be found at:
http://www7.brinkster.com/atari/mac65.htm#topofpage The diskversion can be
downloaded at:
http://www.umich.edu/~archive/atari/8bit/Languages/Assembly/m65v42.zip
There is also a cross assembler for PC that allows you to program in Mac/65
on pc and the output can be run on the 130XE.
http://www.cs.utah.edu/~schmelze/atari/atasm/

But why move the 68000?

> Since I am just learning 6502, and struggling with the Atari
> Assembler/Editor cart, I don't want to have to learn several different
> assemblers. Does anybody have suggestions for a decent development
> setup? First projects will be small - simple display list setup, P/M
> movement, DLI and VBlank code, hopefully moving towards a spiffed up
> Pong type game. If I get good enough with the hardware, I may even
> try a much simplified version of Plasma Pong (hidden game in the
> Jaguar version of Defender 2000).

Hmm great, let us know when you have made something...

Here some books:
http://www.atariarchives.org/mapping/
http://www.atariarchives.org/mapping/revisedpreface.php
http://www.dislerdesign.com/Atari/dere/contents.html

> I really appreciate any help. I've gotten good response from
> this NG in the past. Thanks all 8-bitters.

Ofcourse, all people here are Freax!

TXG/MNX

http://atari.xs4all.nl

6263. Re: Help developing Atari 8 on PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-24 11:22:08 UTC
From: postmaster@mkeates.f9.co.uk
Message-ID: <AvxB7.1373$ur6.74442@wards>
Source record: 33587

Definitely go for the CC65 suite from www.cc65.org.
The assembler is very flexible. I could send a
couple of example assembler projects if you need
a template for your own work.

Regards,

Mark

6264. Re: Ultima IV - please help

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-24 12:17:05 UTC
From: tommage@aol.comNOSPAM
Message-ID: <20011024081705.08893.00000013@mb-bh.aol.com>
Source record: 33588

> spent several weeks (days & nights) playing Ultima IV on my Atari 800XL
>(stealing time from my high school studies) back in 1985. I still remeber
>the music theme.

Download PC version for free (legally) at my site TomMage.com then use this link to upgrade graphics and add music. Oops, don't have the upgrade link here, you will have to email me, remove nospam to reply.

Thanks,
Tom

http://TomMage.com/ Visit my Ultima Infocom and RPG page for a history of Ultima (including pics of Ultima Escape from Mt. Drash), some nice music and games for sale/trade.

6265. Re: NEED HELP WITH TELNET...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-24 16:19:50 UTC
From: ngtflyer@hotmail.com
Message-ID: <3bd6e9f9.26628780@news.charter.net>
Source record: 33589

I'm a little curious as to how you are interfacing the 8-bit to the
web... usually this involves etherner, which is something I am highly
interested in.

-Brian

On Tue, 23 Oct 2001 22:07:17 GMT, NoOne@FakeEmail.com (Tom Hunt)
wrote:

>
>If you try these and they work for your BBS then someone might also want to
>use it to run an A8 web server. (I know, a bit twisted ;-)) Then they
>could use the A8 web server software I'm already developing on my
>version of the emulator. Written in Turbo BASIC and running at
>http://cth.dtdns.net:81/ It's slow but useful as proof of concept. If
>anyone expresses an interest then there's lots I could do to make it alot
>faster.
>
>
>
>

6266. Re: Can somebody help...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-24 17:10:50 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <uCCB7.426$Xc.66776@newsread1.prod.itd.earthlink.net>
Source record: 33590

It was Feb '87 #51 for Supra's MicroNet; Matt reported that it could cause havoc if the various users did not monitor possible conflicts from others. A concurrent disk read from one and write from another might collide in a garbled sector.

I never saw a release notice that I remembered.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message news:9r3qmh$sp7$1@nets3.rz.RWTH-Aachen.DE...
> Howdy Rene, folks
>
>
> > I found the following article and I wonder if somebody has seen it working
> > and if somebody has it.
> > Maybe we can find the resources of all this and publish free to the
> public.
>
> There is an article about Supra's network thingy somewhere in Analog too.
> Can't remember the issue, but it was on the left side and on a light (maybe
> even white) background. The interface worked fine (IIRC Matthew Ratcliff
> did this test too) as long as each computer was booted one after the other,
> but as soon as you tried to boot more then one at the same time, trouble
> started.
> I believe that was the last I heard of Supra's Network Interface. It used
> SIO
> by the way. I've thought about contacting Supra about this. But didn't.
>
> CU Mathy van Nisselroy
>
>
>
>

6267. Re: NEED HELP WITH TELNET...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-24 21:50:05 UTC
From: NoOne@FakeEmail.com
Message-ID: <9144B1B2DCTHEnterprises@205.212.123.11>
Source record: 33591

My A8 web server is running in an emulator. For information about how to connect a real A8 to the internet via a terminal server (aka proxy, virtual modem, COM over IP, etc.), please refer to my previous posts. Or else look at an old web page I made about it at:

http://cth.dtdns.net/pro/pc-gateway1.html

ngtflyer@hotmail.com (NightFlyer) wrote in <3bd6e9f9.26628780@news.charter.net>:

>I'm a little curious as to how you are interfacing the 8-bit to the >web... usually this involves etherner, which is something I am highly >interested in.

6268. Re: NEED HELP WITH TELNET...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-24 21:52:16 UTC
From: NoOne@FakeEmail.com
Message-ID: <9144BC73DCTHEnterprises@205.212.123.11>
Source record: 33592

It looks like the SL Terminal Server can support a single defined
destination for a dial out. See
http://docs.seattlelab.com/slink/Autoconnect_Script.htm .

Best,
Tom

txg@the-underground.myweb.nl (TXG) wrote in
<3bd5e451$0$186$e4fe514c@newszilla.xs4all.nl>:

>2) Making auto going calls on the internet to another BBS Pro! for
>networking.
>

6269. TOM HUNT

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-24 22:39:25 UTC
From: "rtdos@yahoo.com" <rtdos@hotmail.com>
Message-ID: <zqHB7.306$EC.175596@news.uswest.net>
Source record: 33593

Got chat rocket back up and running. Was down for a while due to a virus.

--
J.Wood
rtdos@juno.com

6270. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-25 01:05:57 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004032361.41180.2@eurus.uk.clara.net>
Source record: 33508
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Hey Asshole

> Hi, I'm Ben Smith of Bravo Sierra Computers.

Cant you take this spam and shove it somewhere that's painful.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6271. 1140+ new, boxed Atari & Commodore software packages

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-25 01:58:16 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <YkKB7.419503$aZ.82214762@typhoon.tampabay.rr.com>
Source record: 33594
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.commodore64.marketplace

1140 + pieces of new, boxed, unopened Atari and Commodore software!
Including games, programming, education, productivity and emulation (run IBM software on an Atari ST!).

Perfect for a reseller, aspiring reseller or SERIOUS collector.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1289335161

6272. Re: Help developing Atari 8 on PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-25 02:39:46 UTC
From: Mopar Man <nospam@nowhere.com>
Message-ID: <rh1ettom4j4g6g73mgalmv2q14r2lhpj37@4ax.com>
Source record: 33595

On Wed, 24 Oct 2001 11:22:08 GMT, postmaster@mkeates.f9.co.uk(Mark
Keates) wrote:

>Definitely go for the CC65 suite from www.cc65.org.
>The assembler is very flexible. I could send a
>couple of example assembler projects if you need
>a template for your own work.
>
>Regards,
>
>Mark
>

Thanks for the link. Sure - I'd appreciate any examples you cad send.
Me e-mail is mopar76@neo.rr.com. Thanks aggain.

6273. Re: Atari 1050 Disk drive replacement head pads

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-25 05:20:30 UTC
From: "Rick D." <a8rick@cs.com>
Message-ID: <3BD7A11D.38B67975@cs.com>
Source record: 33596

Franko wrote:

> Hello. I've been using my Atari 1050 a lot since I've made an APE
> interface cable for it. But now I'm noticing I'm wearing down the
> drive head pad above the read/write head inside the 1050. It rests
> above the magnetic coating of a disk when one is inserted. The only
> remedy I can think of is to replace the pad with one from a Commodore
> drive.
>
> Does anyone know if I could make replacement pads using simple
> materials? I suppose finding someone who sells pads is hard enough.

Tyr the Best Electronics catalog...either the 810 or the 1050 sections of
the catalog.

Rick D.

6274. [HELP!] How to start a 5200 game in Atari800Win?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-25 06:19:14 UTC
From: Olivia Grieve & Marco Nadal <marco_olivia@bigpond.com>
Message-ID: <O8OB7.2297$c5.30231@newsfeeds.bigpond.com>
Source record: 33497

I can load 5200 cartridge images in Atari800Win, and they start the demo
normally, but when I press fire on my joystick or press F4, nothing happens.
How do I start a game?
Also, the ATARI800WIN.HLP file is missing. Should there be one?

Please Cc: m_nadal@yahoo.com.au
Thanks.

ICQ#: 135740977

6275. Re: Looking for a game

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-25 08:04:54 UTC
From: "news.netvision.net.il" <ndary@bigfoot.com>
Message-ID: <9r8h34huo1@news.netvision.net.il>
Source record: 33498

I think you mean "Bristles" by fernando harrera

Best Regards
Nir Dary
Jerusalem
"The Relentless" <relentless.no@spam.gamedesign.net> wrote in message
news:MPG.163fa7f33088d942989693@news...
> I cannot remember the name of it. You basically rann along an upstairs
> and a downstairs trying to paint the walls all one color. Vacuums and
> other items attacked you and/or caused the paint you put down to
> dissapear. All the while some good classical music is playing.
>
> Help! :)

6276. differences between UK and USA Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-25 09:34:15 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <o%QB7.48571$EW.1021894@news.easynews.com>
Source record: 33499

Just wondering, as there seem to be loads more Atari 800's on Ebay in the USA....

If I was to get an 800 bought over to the UK, would it work? Are all the power adaptors the same? I guess I would need a "step down" convertor? Would the Atari "RF adaptor" just plug in and go? Would I get a black and white pic? Are the TV-out sockets the same?

Questions questions!

6277. Re: differences between UK and USA Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-25 09:45:31 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bd7e07b$0$1531$e4fe514c@newszilla.xs4all.nl>
Source record: 33501

Hi,

> Just wondering, as there seem to be loads more Atari 800's on Ebay in the
> USA....
>
> If I was to get an 800 bought over to the UK, would it work? Are all the
> power adaptors the same? I guess I would need a "step down" convertor?
Would
> the Atari "RF adaptor" just plug in and go? Would I get a black and white
> pic? Are the TV-out sockets the same?

The difference between UK & Europe and USA is the television standard. In de
US the use NTSC at 60Hz in Europe we use PAL at 50 Hz.
In europe we have more scan-lines available on each screen but we have each
1/50th second an vertical blank interupt. In de USA they have less
scan-lines but more interupts 1/60th of a second. Rebuilding a NTSC machine
to PAL is not easy. But to make it usefull you can simply change the ANTIC
chip. This way you will have a system that can be used running PAL software
only monochrome output....
Another solution would be to build a SCART cable and having a television set
that allows NTSC input.
There is also a third standard called SECAM from france, there where even
SECAM 8-bit machines build.

TXG/MNX

6278. differences between UK and USA Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-25 09:48:22 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <GdRB7.48774$EW.1028471@news.easynews.com>
Source record: 33500

Just wondering, as there seem to be loads more Atari 800's on Ebay in the USA....

If I was to get an 800 bought over to the UK, would it work? Are all the power adaptors the same? I guess I would need a "step down" convertor? Would the Atari "RF adaptor" just plug in and go? Would I get a black and white pic? Are the TV-out sockets the same?

Questions questions!

6279. Re: Help developing Atari 8 on PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-25 11:57:40 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9r8unn$lj5$1@nets3.rz.RWTH-Aachen.DE>
Source record: 33502

Howdy Mopar Man, folks

Have a look at:

http://members.aol.com/MacFalkner/atariindex.htm

MacFalkner (Andre Bertram) has written an assembler and a disassembler
that will both run on a PC but create Atari 8 bit code.

CU Mathy van Nisselroy

6280. Re: Ethernet controller 8-bit complete pcb + Uip tcp/ip stack written in CC65 only 4Kb!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-25 13:18:57 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3BD811B1.8CD4DB83@optonline.net>
Source record: 33503

Rick Cortese wrote:
>
> "William Kendrick" <nbs@sonic.net> wrote in message
> news:DAFz7.7014$no1.74655@typhoon.sonic.net...
> > Rick Cortese <ricortes@netmagic.net> wrote:
> > <snip>
> > : There are exceptions of course, but I would bet a lot of people would
> balk
> > : at paying more then a couple of bucks for it. Last time I checked, the
> basic
> > : hardware for these type devices came in at around $90 with a developer
> > : package ~$150 for the Rabbit Semiconductor one.
> >
> > Hey! I know those guys! :) (Well, Z-World, the other half)
> > My Linux Users Group (www.lugod.org) meets at their offices. ;)
>
> They are pretty well thought of in the microcontroller and DSP groups. A
> little over sensitive at times, but everyone likes their hardware and
> price:performance ratio for their stuff.
>
> Just make sure you never say something like "That isn't ansi C" or "You
> should have done 'XYZ' different" in their presence.<grin>

All,
I'm getting in late on this discussion. Am I reading this right?
Ethernet interface for the 8-bit? Cool... How much and where can I get
one. This is the one thing I need to make my old system useful for me
again. I already have a small 10/100 network and adding the 8-bit would
be great for moving all those aging floppies to something more stable
and accessible.
Question, can you boot from the network or would I still need a boot
disk (floppy) or MI/O boot drive (RAM/HD partition)?
--

Robert S Ely - aka - Eli-the-Iceman
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954
Work Phone:1-609-894-4057
Work FAX:1-609-894-4048

6281. Re: Ethernet controller 8-bit complete pcb + Uip tcp/ip stack written in CC65 only 4Kb!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-25 14:00:04 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <ttg6mdeag6fc4e@corp.supernews.com>
Source record: 33504

```
"Robert S Ely" <rsely74@optonline.net> wrote in message
news:3BD811B1.8CD4DB83@optonline.net...
> Rick Cortese wrote:
> >
> > "William Kendrick" <nbs@sonic.net> wrote in message
> > news:DAFz7.7014$no1.74655@typhoon.sonic.net...
> > > Rick Cortese <ricortes@netmagic.net> wrote:
> > > <snip>
> > > : There are exceptions of course, but I would bet a lot of people
would
> > balk
> > > : at paying more then a couple of bucks for it. Last time I checked,
the
> > basic
> > > : hardware for these type devices came in at around $90 with a
developer
> > > : package ~$150 for the Rabbit Semiconductor one.
> > >
> > > Hey! I know those guys! :) (Well, Z-World, the other half)
> > > My Linux Users Group (www.lugod.org) meets at their offices. ;)
> >
> > They are pretty well thought of in the microcontroller and DSP groups. A
> > little over sensitive at times, but everyone likes their hardware and
> > price:performance ratio for their stuff.
> >
> > Just make sure you never say something like "That isn't ansi C" or "You
> > should have done 'XYZ' different" in their presence.<grin>
>
> All,
> I'm getting in late on this discussion. Am I reading this right?
> Ethernet interface for the 8-bit? Cool... How much and where can I get
> one. This is the one thing I need to make my old system useful for me
> again. I already have a small 10/100 network and adding the 8-bit would
> be great for moving all those aging floppies to something more stable
> and accessible.
> Question, can you boot from the network or would I still need a boot
> disk (floppy) or MI/O boot drive (RAM/HD partition)?

I think their web site is something like www.rabbitmicro.com for the one
Bill and I are talking about.

I may have some details wrong, but IIRC they completely reworked the
~8042/8039 type micros that are used in IBM keyboards into a monster.
```

Outlandish performance in the 10s of MHzs and optimized instruction set, huge ROM on chip.

They have a product/demo type device that shows what the thing can do. Pretty much a complete ethernet TCP/IP solution in a credit card sized board. It's been a while since I last looked at it, but I think it has a really simple interface to the host micro. Just something like like 8 data bits and 2-3 control lines. It could pretty much be wired into an Atari or any other micro for that matter. I think it is set up to be as easy to use on a buss as the standard Atari chips like Pokey or PIA.

6282. FS Atari MIO Adapter

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-25 15:50:15 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <9r9cbnpqn1@mohawk.hwcn.org>
Source record: 33506

I have an MIO parallel port adapter for the 130 XE

What this does is plugs into the 130 XE port and gives you TWO upgright cart ports. Typically for the Sparta Dos X cart and the Rtime 8 card. If you hate having your 130 XE cart port on an angle, you could use this. I am asking $20 US shipped. If you have lost yours, it is tough to replace.

Email a response.

Willy

6283. Re: Black Box

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-25 15:54:18 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <9r9cjapqn2@mohawk.hwcn.org>
Source record: 33507

rolaid (mikem@netxpress.com) wrote:

: What is a "Black Box"? Sorry to be so dense, but I see it mentioned
: fairly often.

A Black Box is an Atari 8 bit hard disk drive interface that has printer port, (sometimes) ram buffer and modem RS232 connector. It also can be fitted with a Floppy board adaptor to use standard flopyy disk drives such as HD 1.4 drives.

They cost 200 dollars and the floppy board add on is 150 and the case is about 40 cables etc etc.

I am thinking of selling mine, so anyone who has a reasonable offer, email me. I wont be low balled and wont respond to questions of selling the floppy board separately. I wont.

Willy

6284. ANNOUNCE: Cleveland Free-Net Atari SIG archive

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-25 15:59:30 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-128123.08593025102001@corp-radius.supernews.com>
Source record: 33505
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari-jaguar,alt.atari-jaguar.discussion,alt.games.lynx

I am proud to announce the launch of the Official Cleveland Free-Net Atari SIG Archive.

http://www.atariarchives.org/cfn/

The Cleveland Free-Net, a free dialup and telnet BBS offered through Case Western Reserve University, was home to an active group of Atari users. The Atari SIG (special interest group) had information about every Atari platform, including 8-bit computers, 16/32-bit computers, Jaguar, Lynx, and Portfolio. The Cleveland Free-Net was shut down on September 30, 1999, but before it was, a complete backup of the Atari SIG was made.

Working with the folks who ran the forum, we have endeavored to preserve both the feel of the SIG and the information it contained. This is an amazing resource that exceeds 200 megabytes of data - much of which isn't available elsewhere.

"The Atari SIGOps hoped to preserve this extensive information resource we had built over the years. We approached www.atariarchives.org and Kevin Savetz with the idea of a permanent web archive of our SIG, and we couldn't be happier with the result." --Michael Current, mcurrent@carleton.edu, former 8-bit Atari SIGOp, Cleveland Free-Net Atari SIG.

Among the highlights:

A Time Capsule of Atari news items from 1986 - 1999
http://www.atariarchives.org/cfn/12/03/

Atari 8-Bit Technical Reference Manual and upgrade guides
http://www.atariarchives.org/cfn/12/02/

664 ST-related newsletters, including Z*NET and ST Report
http://www.atariarchives.org/cfn/06/08/

A complete archive of Z*Magazine
http://www.atariarchives.org/cfn/12/05/02/

Reviews of 79 Lynx games
http://www.atariarchives.org/cfn/08/07/
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- http://www.atarimagazines.com
& Atariarchives.org -- http://www.atariarchives.org
Moderator of news:comp.sys.atari.announce -- Atari computer news

6285. USD or Happy ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-25 20:00:54 UTC
From: "rtdos@yahoo.com" <rtdos@hotmail.com>
Message-ID: <Yb_B7.835$Tt3.151671@news.uswest.net>
Source record: 33509

Does anyone have any tech manuals on the USD or Happy drive formats ? Can
the PC emulators read these disks ?

--
J.Wood
rtdos@juno.com

6286. Bravo Sierra want's Your Money! NEW stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-25 23:12:03 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0110251600280.4139-100000@shell.pacifier.com>
Source record: 33510
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

http://www.pacifier.com/~atari/8btsales.htm More NEW Software!

Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and Atari Jaguar Games. The Great Communicator once said, "It's a Recession when It's in your Neighbor's back yard. But when It's in your back yard, it's a Depression!". Usually Atari sales depend on Customers with extra income. Money over and above what it takes to pay bills. This has cut into my livelyhood. With the current economy as it has been. I'm looking for Atari Customers with extra income! Especially repeat customers familiar with the way I do Business! My Specials, Sales & Discounts still apply! So check my HotLinks below, E-Mail me at atari@pacifier.com or call Ben anytime at (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

http://www.pacifier.com/~atari/atarisales.htm NEWly Added Web Pages!
http://www.pacifier.com/~atari Benjamin's WebSite.
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales News!
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/antispam.htm Spamming News!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6287. Re: Ethernet controller 8-bit complete pcb + Uip tcp/ip stack written in CC65 only 4Kb!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-26 00:12:49 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3BD8AAF1.9D89B7F5@optonline.net>
Source record: 33511

Rick Cortese wrote:

> > All,
> > I'm getting in late on this discussion. Am I reading this right?
> > Ethernet interface for the 8-bit? Cool... How much and where can I get
> > one. This is the one thing I need to make my old system useful for me
> > again. I already have a small 10/100 network and adding the 8-bit would
> > be great for moving all those aging floppies to something more stable
> > and accessible.
> > Question, can you boot from the network or would I still need a boot
> > disk (floppy) or MI/O boot drive (RAM/HD partition)?
>
> I think their web site is something like www.rabbitmicro.com for the one
> Bill and I are talking about.
>
> I may have some details wrong, but IIRC they completely reworked the
> ~8042/8039 type micros that are used in IBM keyboards into a monster.
> Outlandish performance in the 10s of MHzs and optimized instruction set,
> huge ROM on chip.
>
> They have a product/demo type device that shows what the thing can do.
> Pretty much a complete ethernet TCP/IP solution in a credit card sized
> board. It's been a while since I last looked at it, but I think it has a
> really simple interface to the host micro. Just something like like 8 data
> bits and 2-3 control lines. It could pretty much be wired into an Atari or
> any other micro for that matter. I think it is set up to be as easy to use
> on a buss as the standard Atari chips like Pokey or PIA.

Rick, are you referring specifically to the RabbitLink card or a
combination of their products?
--

Robert S Ely - aka - Eli-the-Iceman
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954
Work Phone:1-609-894-4057
Work FAX:1-609-894-4048

6288. Re: USD or Happy ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-26 03:06:31 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <Xq4C7.2731$M63.1052327959@newssvr11.news.prodigy.com>
Source record: 33512

All of the APE versions I've seen support them. It was written by Steven
Tucker I think.
Mo

rtdos@yahoo.com wrote in message ...
>Does anyone have any tech manuals on the USD or Happy drive formats ? Can
>the PC emulators read these disks ?
>
>--
>J.Wood
>rtdos@juno.com
>
>

6289. Re: The APX archive needs this software...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-26 05:18:31 UTC
From: PJE <pje@yahoo.com>
Message-ID: <Hm6C7.156882$W8.4378054@bgtnsc04-news.ops.worldnet.att.net>
Source record: 33513

RPN is not a typo -- it stands for "Reverse Polish Notation", which was the algebraic formula entry method used in HP Scientific calculators, beginning (I think) with the HP-41c...

"Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message news:3BC7015A.D9911659@mail.uni-mainz.de...
> Well,
> I have a so-called "UPN-calculator simulator" (maybe RPN is just a
> typo?) and if I search deep through the Pooldisk Too (which takes some
> time!) I would be able to find Tac Trek, Space Trek, Mankala, Fig forth,
> Centurion, Ringmaster and a few others. Searching will be difficult,
> since a lot of these programs do not have a directory and on the
> Pooldisk Too they are stored as ATR images into subdirs like "Bellcom",
> "Space", etc. and just have numbers (001.ATR, 002.ATR, etc.). Thus, I
> have to boot or download every image that does not have a directory and
> see if it fits your needs... -Andreas.
>
>
>
> Kevin Savetz schrieb:
> >
> > Do you have any of the following Atari Program Exchange software on disk?
> > The APX archive (http://www.atariarchives.org/APX/) has permission to
> > put these programs online, but I don't have a copy of these disks.
> >
> > For the archive, I prefer complete disk images (in ATR or DCM formats) to
> > standalone .EXE or .COM files.
> >
> > 20002 Text Formatter (FORMS)
> > 20005 Mugwump
> > 20007 Reversi (early release as Roman Checkers)
> > 20008 BASIC Program Compressor (MASHER)
> > 20014 The Computerized Card File
> > 20015 Space Trek
> > 20016 Centurion
> > 20019 Castle
> > 20023 Chinese Puzzle
> > 20025 Sultan's Palace
> > 20030 Supersort
> > 20031 Tact Trek
> > 20046 BASIC Utility For Renumbering Programs (BURP)
> > 20051 Cosmatic Atari Development Package

> > 20054 Wizard's Revenge
> > 20105 RPN Calculator Simulator
> > 20106 Keypad Controller
> > 20116 Pushover
> > 20124 Utility Diskette II
> > 20125 Microsoft BASIC Cross-Reference Utility
> > 20126 Algicalc
> > 20135 Jukebox #1
> > 20146 fun-FORTH
> > 20156 Mankala
> > 20173 Diskmenu
> > 20177 BASIC/XA
> > 20194 Catterpiggle
> > 20201 Teasers By Tobbs
> > 20204 Ennumereight
> > 20205 Punctuation Put-On
> > 20209 Drawit
> > 20214 Home Inventory
> > 20215 Circuit Lab
> > 20217 Strategic Financial Ratio Analysis
> > 20218 Bootleg
> > 20226 Moon Marauder
> > 20227 Advanced Fingerspelling
> > 20233 Eastern Front (1941) Scenario Editor
> > 20234 Ringmaster
> > 20258 Bellum
> > 20261 Numberland Nightwatch
> > 20263 Burgers!
> > 20265 Dragon's Quest or a Twist in the Tail
> > ????? Erg
> > ????? Name the Notes
> > ????? FIG FORTH
> >
> > Thanks,
> > --Kevin
> > --
> > Kevin Savetz <savetz@northcoast.com>
> > Curator of the Digital Antic Project -- http://www.atarimagazines.com
> > & Atariarchives.org -- http://www.atariarchives.org
> > Moderator of news:comp.sys.atari.announce -- Atari computer news

6290. Anyone have dos xe?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-26 05:53:44 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <IT6C7.594$Q4.66541@newsread1.prod.itd.earthlink.net>
Source record: 33514

Hi

I'm looking for a copy of dos xe. I don't have any way to transfer to an Atari so if some generous soul could send an Atari-formatted copy please email me for shipping address. Thanks.

Fernando

6291. Re: ANNOUNCE: Cleveland Free-Net Atari SIG archive

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-26 06:09:44 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.1642c820d163dfaf9896a1@news.nacs.net>
Source record: 33515

Would a word of credit for running the real, complete version of this archive for over 2 years, on my own money and bandwidth, with no banner ads or sales pitches been too much to ask?

Shades of iFilm. Oh well I wish your incomplete yet 'official' archive the best of luck, as of tonight its the only copy.

Over the past few years I gave away about 75 copies of the complete archive to anyone who wanted it free of charge on CDR. Maybe you can track down one of them for a copy of the missing parts.

Steve

6292. How to tell which Atari Basic Revision that you have

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-26 06:26:49 UTC
From: w_a_lang@willinet.net
Message-ID: <tti0gdqtgqp02a@corp.supernews.com>
Source record: 33516

Hello Everybody,

Here is how to tell which Atari Basic Revision that you have:

The memory address that identifies which Basic that you have is 43234.

So when you start your Atari up, at the READY prompt, type in this command:
PRINT PEEK (43234)

You will get a value of 162 if it is Rev A Basic.

You will get a value of 96 if it is Rev B Basic.

You will get a value of 234 if it is Rev C Basic.

Amateur Atari historian and Devout Atari game player,
Wally

6293. Looking forADVAN BASIC +ADVAN OPTIMIZER

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-26 10:57:13 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bd942ce$0$1524$e4fe514c@newszilla.xs4all.nl>
Source record: 33518

Hi,

I there somebody who can send me a copy of this software?

TXG/MNX

6294. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-26 10:58:41 UTC
From: Christopher Friend <Removethis.rangerfiend@yahoo.com>
Message-ID: <ttighf34gig89e@corp.supernews.com>
Source record: 33517
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Considering he is an Atari reseller which are FEW AND FAR between, I don't see a problem with it. No-one goes after the ebay auctions or Songbird.

Steve Sweet wrote in message <1004032361.41180.2@eurus.uk.clara.net>...
>Hey Asshole
>
>
>> Hi, I'm Ben Smith of Bravo Sierra Computers.
>
>Cant you take this spam and shove it somewhere that's painful.
>
>
>--
>
>
> Regards from STEve & his nice warm cosy PAK'd MegaSTE.
>* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>
>

6295. Re: Anyone have dos xe?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-26 11:11:29 UTC
From: Curt Vendel <curt@atari-history.com>
Message-ID: <ttihdrtjg3n2df@corp.supernews.com>
Source record: 33519

You can buy a brand new copy with manual from B&C: www.myatari.com

Curt

"SoftNGui" <softngui@earthlink.net> wrote in message
news:IT6C7.594$Q4.66541@newsread1.prod.itd.earthlink.net...
> Hi
>
> I'm looking for a copy of dos xe. I don't have any way to transfer to an
> Atari so if some generous soul could send an Atari-formatted copy please
> email me for shipping address. Thanks.
>
> Fernando
>
>
>

6296. SV: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-26 11:15:48 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <EBbC7.204$Xnm.170368000@news.telia.no>
Source record: 33520
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Christopher Friend <Removethis.rangerfiend@yahoo.com> skrev i
meldingsnyheter:ttighf34gig89e@corp.supernews.com...
> Considering he is an Atari reseller which are FEW AND FAR between, I don't
> see a problem with it. No-one goes after the ebay auctions or Songbird.

Agreed! And Ben is a nice guy and you can trust him. More than I can say
about some others here.

> Steve Sweet wrote in message <1004032361.41180.2@eurus.uk.clara.net>...
> >Hey Asshole
> >
> >
> >> Hi, I'm Ben Smith of Bravo Sierra Computers.
> >
> >Cant you take this spam and shove it somewhere that's painful.
> >
> >
> >--
> >
> >
> > Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> >* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
> >
> >
> >
>
>

6297. Looking for computereyes hardware...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-26 11:25:57 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bd9498b$0$1517$e4fe514c@newszilla.xs4all.nl>
Source record: 33522

Hi,

I there someone who likes to sell his computereyes digitizer...?

TXG/MNX

6298. Re: Archon for the PC (at last) - http://www.curvesoftware.co.uk

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-26 11:28:00 UTC
From: replicant2001@yahoo.com
Message-ID: <76f10890.0110260328.242ac1ba@posting.google.com>
Source record: 33521

Archon Ultra was a big disappointment for me - It had so much promise.
Looks like this new version is more of a direct port with a few tweaks
here and there. The Netplay will be nice...

machf <no_me_j.j_t_kirk@geocities.com> wrote in message
news:<8dhvst88mn6m2dhu9ujk3e5c43h52vg5h0@4ax.com>...
> On 18 Oct 2001 05:21:13 -0700, replicant2001@yahoo.com (Replicant) wrote:
>
> >Archon for the PC (at last) - http://www.curvesoftware.co.uk
>
> Well... there actually WAS a version of Archon for the PC in the '80s,
> but it was horrible (using CGA graphics). I think it was something like
> 32K long. You may find it in abandonware sites.
>
> Then there was Archon Ultra... something a la Battle Chess. I frankly
> prefer the original.
>
> Let's hope this one recaptrues the feeling!

6299. NEED Turbo-816 OS ROM image...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-26 12:13:47 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bd954c1$0$1533$e4fe514c@newszilla.xs4all.nl>
Source record: 33523

Hi,

I am busy developing a new upgrade the 8-bit computer it would be a replacement for the original CPU with an option to switch back to be 100% compatible. Now I need the ROM of the Turbo-816 because that OS already supports the 816 and can I see if it would work. It runs already with the normal OS and Qmeg.
Alot of software runs on it. I like to use the OS to develop the memory upgrade. The Turbo-816 has already an 16Mb memory test.

If somebody could e-mail me the image of this ROM, or contact me if he has one, or one for sale it would be great. I have software for dumping the OS when you don't have any electronics experience.

TXG/MNX

6300. 8 Bit Kaboom question...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-26 16:26:11 UTC
From: Mark Kusmierczyk <mkush@idirect.com>
Message-ID: <3e7a35a6be54a46e154f3f381185fbfc.36882@mygate.mailgate.org>
Source record: 33524

Can anyone tell me if Activisions 8-bit Kaboom cart will work on the XE systems
or just a straight 400/800? (North American versions)
thanks,
Mark.

--
Posted from on-tor-blr-a58-01-312.look.ca [216.154.1.58]
via Mailgate.ORG Server - http://www.Mailgate.ORG

6301. Re: Ethernet controller 8-bit complete pcb + Uip tcp/ip stack written in CC65 only 4Kb!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-26 16:38:50 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <ttj4cd3dh2c7a6@corp.supernews.com>
Source record: 33525

"Robert S Ely" <rsely74@optonline.net> wrote in message
news:3BD8AAF1.9D89B7F5@optonline.net...
> Rick Cortese wrote:
<snip>
> > They have a product/demo type device that shows what the thing can do.
> > Pretty much a complete ethernet TCP/IP solution in a credit card sized
> > board. It's been a while since I last looked at it, but I think it has a
> > really simple interface to the host micro. Just something like like 8
data
> > bits and 2-3 control lines. It could pretty much be wired into an Atari
or
> > any other micro for that matter. I think it is set up to be as easy to
use
> > on a buss as the standard Atari chips like Pokey or PIA.
>
> Rick, are you referring specifically to the RabbitLink card or a
> combination of their products?

http://www.rabbitmicro.com/products/rcm2200/index.html

Is the one I am thinking of. At least I think it is the one I am thinking
of. ~$50 and comes with 256k of FLASH and 128k of RAM.

Some microcontrollers are funny about their RAM access. Can't excute
instructions from RAM or slow down a bunch when they have to access off chip
storage. I'm not sure what their micro is like, but since it seems to be
more Z80/64180 derived then 8039, I'm assuming it doesn't have those
problems.

It would make a nice building block for a project. Something like use the
FLASH and built in serial ports on the board to simulate a SIO2PC/ATR type
boot.

6302. Re: How to tell which Atari Basic Revision that you have

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-26 22:08:05 UTC
From: mikem@netxpress.com
Message-ID: <3bd9dea7.865127@news.netxpress.com>
Source record: 33526

On Fri, 26 Oct 01 06:26:49 GMT, w_a_lang@willinet.net (Wallace Lang)
wrote:

162 .."a"

>
>Hello Everybody,
>
>Here is how to tell which Atari Basic Revision that you have:
>
>The memory address that identifies which Basic that you have is 43234.
>
>So when you start your Atari up, at the READY prompt, type in this command:
>PRINT PEEK (43234)
>
>You will get a value of 162 if it is Rev A Basic.
>
>You will get a value of 96 if it is Rev B Basic.
>
>You will get a value of 234 if it is Rev C Basic.
>
>Amateur Atari historian and Devout Atari game player,
>Wally

6303. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-27 00:16:57 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004179321.88481.5@eurus.uk.clara.net>
Source record: 33531
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Hi All

> meldingsnyheter:ttighf34gig89e@corp.supernews.com...
> > Considering he is an Atari reseller which are FEW AND FAR between, I
don't
> > see a problem with it. No-one goes after the ebay auctions or Songbird.
>
> Agreed! And Ben is a nice guy and you can trust him. More than I can say
> about some others here.
>
>
> > Steve Sweet wrote in message <1004032361.41180.2@eurus.uk.clara.net>...
> > >Hey Asshole
> > >
> > >
> > >> Hi, I'm Ben Smith of Bravo Sierra Computers.
> > >
> > >Cant you take this spam and shove it somewhere that's painful.

If he was to pop up now and again with a reminder that he's alive things would be OK, but he posts a few K's of repeated dribble everytime and invites email responses, this is against the mood of this echo and is a misuse of same.

Fact is its a commercial enterprise and this is a non-commercial base. Join his mailing list if you want but I don't..

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6304. Re: SV: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-27 01:31:36 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BDA0E7C.34D49BF2@home.com>
Source record: 33527
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Count me in agreement too, resorting to insulting an atari dealer in an atari base is dispicable, it certainly shows who the asshole really is!

Vidar Olavesen wrote:

> Christopher Friend <Removethis.rangerfiend@yahoo.com> skrev i
> meldingsnyheter:ttighf34gig89e@corp.supernews.com...
> > Considering he is an Atari reseller which are FEW AND FAR between, I don't
> > see a problem with it. No-one goes after the ebay auctions or Songbird.
>
> Agreed! And Ben is a nice guy and you can trust him. More than I can say
> about some others here.
>
> > Steve Sweet wrote in message <1004032361.41180.2@eurus.uk.clara.net>...
> > >Hey Asshole
> > >
> > >
> > >> Hi, I'm Ben Smith of Bravo Sierra Computers.
> > >
> > >Cant you take this spam and shove it somewhere that's painful.
> > >
> > >
> > >--
> > >
> > >
> > > Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> > >* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
> > >
> > >
> > >
> >
> >

6305. Re: 8 Bit Kaboom question...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-27 01:45:08 UTC
From: mcurrent@carleton.edu
Message-ID: <ttk4d4qadivpd5@news.supernews.com>
Source record: 33528

In article <3e7a35a6be54a46e154f3f381185fbfc.36882@mygate.mailgate.org>,
mkush@idirect.com says...
>
>Can anyone tell me if Activisions 8-bit Kaboom cart will work on the XE
systems
>or just a straight 400/800? (North American versions)

Mine works in a 130XE.
--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

6306. Re: ANNOUNCE: Cleveland Free-Net Atari SIG archive

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-27 02:10:32 UTC
From: mcurrent@carleton.edu
Message-ID: <ttk5so3hep245@news.supernews.com>
Source record: 33529

Hi Steve,

Thank you for doing the first archive of the CFN Atari SIG.

The archive you did was complete, as far as I could see (and when it was up),
up to a date before I finished cleaning things up on the SIG.

This new archive we've developed is complete, including the final housekeeping
I did on the SIG before the system went away.

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

6307. Mark Bushue please contact me, your e-mail does bounce...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-27 03:25:11 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bda2a61$0$1514$e4fe514c@newszilla.xs4all.nl>
Source record: 33530

```
Hi,

Please contact me, I tryed several times to contact you but the e-mail
server get an unknown user error....

TXG/MNX
```

6308. Re: SV: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-27 11:40:27 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004201063.90542.2@hebe.uk.clara.net>
Source record: 33533
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Hi James

> Count me in agreement too, resorting to insulting an atari dealer in an
atari
> base is dispicable, it certainly shows who the asshole really is!

Precisley, this is an Atari discussion base, not
alt.support.the.brain.damaged.dealer. He's in here for your money, he's
using you.

> > Christopher Friend <Removethis.rangerfiend@yahoo.com> skrev i
> > meldingsnyheter:ttighf34gig89e@corp.supernews.com...

> > > Considering he is an Atari reseller which are FEW AND FAR between, I
don't
> > > see a problem with it. No-one goes after the ebay auctions or
Songbird.
> >
> > Agreed! And Ben is a nice guy and you can trust him. More than I can say
> > about some others here.
> >
> > > Steve Sweet wrote in message
<1004032361.41180.2@eurus.uk.clara.net>...
> > > >Hey Asshole
> > > >
> > > >
> > > >> Hi, I'm Ben Smith of Bravo Sierra Computers.
> > > >
> > > >Cant you take this spam and shove it somewhere that's painful.
> > > >
> > > >
> > > >--
> > > >
> > > >
> > > > Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> > > >* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
> > > >
> > > >
> > > >
> > >
> > >
>

6309. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-27 12:25:51 UTC
From: ccc--- <NOSPAMccc@dieterkoenig.at>
Message-ID: <9re94t$8hd$1@news.netway.at>
Source record: 33532
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

I agree with Christopher, I think too it's ok that Bravo Sierra posts here.
Bravo Sierra has great items (especially for the 8-bit Atari), the prices are
fair and he's a friendly and trustworthy dealer. I have ordered from Ben before,
it was an overseas deal without any problems, and I am sure I will order again
some day.

ccc---

--
Visit the Classic Consoles Center
www.dieterkoenig.at/ccc/
Huge European trade list!!!
AustroCon 2002 *** March 9-10, 2002 *** Vienna

"Steve Sweet" <stevesweet@freeuk.com> schrieb im Newsbeitrag
news:1004032361.41180.2@eurus.uk.clara.net...
> Hey Asshole
>
>
> > Hi, I'm Ben Smith of Bravo Sierra Computers.
>
> Cant you take this spam and shove it somewhere that's painful.
>
>
> --
>
>
> Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>
>

6310. Re: NEED Turbo-816 OS ROM image...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-27 18:55:12 UTC
From: tony rudzki <tony.rudzki@nu-metrics.com>
Message-ID: <kqDC7.2201$hX3.158335@typhoon1.gnilink.net>
Source record: 33534

First, I don't have the ROM, but I think this is a great idea.

Its a shame that the design for the later Ataris (XL.XEs) changed from the concept of the 800s. The 800s processor is on a plug in board and would make this link of upgrade easier. You would still be stuck with the 8-bit bus/addressing, but with the 816, at least you could use 16 bit indexing, and keep the 8 bit bus, and STILL reduce program space/size by 10 to 20% at least.

Tony

6311. Re: SV: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-27 20:37:23 UTC
From: tos4ever@pandora.be
Message-ID: <1f1yk28.168k5sa1td7qf4N%tos4ever@pandora.be>
Source record: 33535
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Steve Sweet <stevesweet@freeuk.com> wrote:

> Hi James
>
> > Count me in agreement too, resorting to insulting an atari dealer in an
> atari
> > base is dispicable, it certainly shows who the asshole really is!
>
> Precisley, this is an Atari discussion base, not
> alt.support.the.brain.damaged.dealer. He's in here for your money, he's
> using you.

This is not the place to fight out a personal vendetta. So please stop
this ridiculous thread.

CU,
Martin

6312. "historical" books about Atari

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-27 20:52:10 UTC
From: calagan@beer.com
Message-ID: <d24d1c82.0110271252.37b8980@posting.google.com>
Source record: 33536

Hello guys,

I'm considering to purchase "ZAP!: The Rise and Fall of Atari" by Scott Cohen: is this book any good? Would anyone recommend similar books?

Thanks,

Calagan

6313. Which monitors support sound ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-27 23:52:41 UTC
From: ronfucci@bellsouth.net
Message-ID: <3bdb4830.909593@news.atl.bellsouth.net>
Source record: 33537

I have a CBM 1702 that I use with my 800XL and 130XE and like it because of the good display (video feed is from the monitor output on the 8bit) and the fact that it supports sound. Can anyone suggest others monitors that work as well as the 1702 ? Thanks.

ron

6314. 3.5 XF551

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-28 00:00:43 UTC
From: Tim M <timwm@pgtc.net>
Message-ID: <a2IC7.275$x%2.13982@eagle.america.net>
Source record: 33539

Hi, I would like to install a 3.5 drive in my XF551 and am in need of instructions and new ROM. I have a burner all I need is the BIN file.

Thanks, Tim

6315. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-28 00:23:09 UTC
From: mikem@netxpress.com
Message-ID: <3bdb49dc.427542@news.netxpress.com>
Source record: 33538
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Come on Steve, I really don't think Ben is a "commercial enterprise".

Even so, he is honest and welcome here as far as I am concerned.

..rolaid

6316. Re: Which monitors support sound ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-28 00:33:01 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <ttmkfv18his806@corp.supernews.com>
Source record: 33540

<ronfucci@bellsouth.net> wrote in message
news:3bdb4830.909593@news.atl.bellsouth.net...
> I have a CBM 1702 that I use with my 800XL and 130XE and like it
> because of the good display (video feed is from the monitor output on
> the 8bit) and the fact that it supports sound. Can anyone suggest
> others monitors that work as well as the 1702 ? Thanks.

I think just about all CBM monitors are good, like the 1802 and the 1034<?>.
The other one you want to keep an eye out for is the Magnavox Color 80. The
Manavox color 40 is ok, but not in the same league with the 80.

6317. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-28 00:41:32 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <ttmkvti87ej2a6@corp.supernews.com>
Source record: 33541
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

"rolaid" <mikem@netxpress.com> wrote in message
news:3bdb49dc.427542@news.netxpress.com...
>
>
> Come on Steve, I really don't think Ben is a "commercial enterprise".
>
> Even so, he is honest and welcome here as far as I am concerned.
>
> ..rolaid
>

It's just a throw back to the 80s. Believe it or not, there used to be no commercial posting to the newsgroups w/o having your account/access denied. This was back when it used to run from a lot of educational institutions.

In order to provide the commercial a place, the .biz hierarchy was created. Naturally the businesses refused to post there because no one used them, buy a clue kind of thing.<grin>

But these days, everyone has given up. I think it was former VP Al Gore who championed the commercialization of the internet through some of the funding changes he made while in congress and money is no longer a dirty word. That is the reasons for commecial posts were illegal as the internet was run from universities and government funded kind of thing. Times changed.

Well, not quite everyone as we saw here. I have.

6318. Re: "historical" books about Atari

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-28 01:03:48 UTC
From: eric@replyhere.net
Message-ID: <3bdb5a21.1251933471@207.106.92.52>
Source record: 33542

On 27 Oct 2001 13:52:10 -0700, calagan@beer.com (Calagan) wrote:

>I'm considering to purchase "ZAP!: The Rise and Fall of Atari" by
>Scott Cohen: is this book any good? Would anyone recommend similar
>books?

I just finished the book about a month ago. I was disappointed, but
only because i was expecting more hardware and software details or
something. It focuses on the business side of things (hence the title
Rise and Fall). The author gets side tracked a few times. It
contains some intresting info, but not enough.

Just my opinion.

6319. Re: Which monitors support sound ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-28 02:56:19 UTC
From: ronfucci@bellsouth.net
Message-ID: <3bdb7390.12012750@news.atl.bellsouth.net>
Source record: 33543

Thanks Rick.
Can the Mag color 80 attach to the Atari computer consoles with an
Atari monitor cable ?

ron

On Sat, 27 Oct 2001 17:33:01 -0700, "Rick Cortese"
<ricortes@netmagic.net> wrote:

><ronfucci@bellsouth.net> wrote in message
>news:3bdb4830.909593@news.atl.bellsouth.net...
>> I have a CBM 1702 that I use with my 800XL and 130XE and like it
>> because of the good display (video feed is from the monitor output on
>> the 8bit) and the fact that it supports sound. Can anyone suggest
>> others monitors that work as well as the 1702 ? Thanks.
>
>I think just about all CBM monitors are good, like the 1802 and the 1034<?>.
>The other one you want to keep an eye out for is the Magnavox Color 80. The
>Manavox color 40 is ok, but not in the same league with the 80.
>
>

6320. Re: Which monitors support sound ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-28 03:17:51 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <ttmu51c77d1s29@corp.supernews.com>
Source record: 33544

IIRC, it not only attaches to the Atari, but has switchable inputs so you
can use it as a CGA/EGA<320X200 16 color mode> monitor. I think it may have
had inputs for others, but not posititive. Very crisp display.

<ronfucci@bellsouth.net> wrote in message
news:3bdb7390.12012750@news.atl.bellsouth.net...
> Thanks Rick.
> Can the Mag color 80 attach to the Atari computer consoles with an
> Atari monitor cable ?
>
> ron
>
> On Sat, 27 Oct 2001 17:33:01 -0700, "Rick Cortese"
> <ricortes@netmagic.net> wrote:
>
> ><ronfucci@bellsouth.net> wrote in message
> >news:3bdb4830.909593@news.atl.bellsouth.net...
> >> I have a CBM 1702 that I use with my 800XL and 130XE and like it
> >> because of the good display (video feed is from the monitor output on
> >> the 8bit) and the fact that it supports sound. Can anyone suggest
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> >I think just about all CBM monitors are good, like the 1802 and the
1034<?>.
> >The other one you want to keep an eye out for is the Magnavox Color 80.
The
> >Manavox color 40 is ok, but not in the same league with the 80.
> >
> >
>
>

6321. Re: Anyone have dos xe?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-28 03:25:14 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0110272023070.14213-100000@shell.pacifier.com>
Source record: 33545

B&C sells New copies of DOS XE for $10.00 each.

==Thanx==
===Ben===

On Fri, 26 Oct 2001, Curt Vendel wrote:

> You can buy a brand new copy with manual from B&C: www.myatari.com
>
>
> Curt
>
>
> "SoftNGui" <softngui@earthlink.net> wrote in message
> news:IT6C7.594$Q4.66541@newsread1.prod.itd.earthlink.net...
> > Hi
> >
> > I'm looking for a copy of dos xe. I don't have any way to transfer to an
> > Atari so if some generous soul could send an Atari-formatted copy please
> > email me for shipping address. Thanks.
> >
> > Fernando
> >
> >
> >
>
>
>

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6322. Re: "historical" books about Atari

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-28 05:47:50 UTC
From: Glenn Bruner <glenn.bruner@verizon.net>
Message-ID: <a_MC7.42$i06.81560@paloalto-snr1.gtei.net>
Source record: 33546

Calagan,

Rise and Fall is a very good one to read to get a overview of the pre-Tramiel days of Atari (Warner days). It was written quite some time ago. And the rights to republish have been given within the past year.

Another good one that has a very intersting chapter on Atari (the book is about Nintendo and their NES days) is Game Over by David Sheff (How Nintendo Conquered the World). This one has a chapter about the time Nintendo approach Atari about marketing the Famicon (in the US it is know as the Nintendo NES) system since Atari had the reputable household name of the day (back when children would drool to play Atari and not Sega, Nintendo or Playstation). Published by Vintage. ISBN 0-679-73622-0.

Also Leonard Herman's book Phoenix is a must get. Phoenix: The Fall & Rise of Videogames (Second Edition). ISBN 0-9643848-2-5. Published by Rolenta Press (they have a web page; don't have the address handy).

Stay away from the books written by J.C. Hertz (or a spelling close to that). She steals work from good authors. She doesn't deserve the book royality.

And one last one that I've found that has a reference to Atari (in the last chapter of the book) is The Home Computer Wars by Michael S. Tomczyk (An Insider's Account of Commodore and Jack Tramiel). Gives some insight as to his way of thinking in business and how he perceived advertising. Last chapter talks about his transition to Atari. ISBN # 0-942386-78-7. Published by Compute Books.

And for a very good video based triology, check out the videos by Howard Scott Warshaw (Once Upon Atari...). Howard was part of the 2600 game developers. He wrote three famous games: E.T., Raiders of the Lost Ark, and Yar's Revenge. You can find info on it at http://scottw.com/ouatari.html. I find this the best video series on Atari. It was written and produced by a person who acutally experience what it was like at Atari. Plus you get to see the faces of the people who worked at Atari and wrote a lot of the famous 2600 games. You get an understanding of the agony the went through in programming the 2600 and dealing with the Warner management when it came to recognition. The tape series is well worth the investment!

And if you have a Dreamcast or PC, get the Atari Anniversay game. There's video clip footage of interviews with Nolan Bushnell that are quite interesting to listen to. Over 37 minutes of video are in the game along with scans of rare arcade collectable stuff.

Just sharing some of the things I've read or viewed over the years that
relate to Atari.

Enjoy,
Glenn Bruner
glenn_b18@yahoo.com
Glenn's Atari Showroom
http://www.geocities.com/glenn_b18/

"Calagan" <calagan@beer.com> wrote in message
news:d24d1c82.0110271252.37b8980@posting.google.com...
> Hello guys,
>
> I'm considering to purchase "ZAP!: The Rise and Fall of Atari" by
> Scott Cohen: is this book any good? Would anyone recommend similar
> books?
>
> Thanks,
>
> Calagan

6323. Re: SV: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-28 09:20:28 UTC
From: ccc--- <NOSPAMccc@dieterkoenig.at>
Message-ID: <9rgil2$gu3$1@news.netway.at>
Source record: 33447
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

> Precisley, this is an Atari discussion base, not
> alt.support.the.brain.damaged.dealer. He's in here for your money, he's
> using you.

Ever thought in the other direction?
Maybe some people in here benefit from his offers, maybe they find XL/XE or ST stuff they couldn't find anywhere else or for much higher prices on ebay!?
So let him post here.

ccc---

--
Visit the Classic Consoles Center
www.dieterkoenig.at/ccc/
Huge European trade list!!!
AustroCon 2002 *** March 9-10, 2002 *** Vienna

6324. Anyone know a atari 8bit software artchive?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-28 12:00:32 UTC
From: Dan S <cjh3@hotmail.com>
Message-ID: <FoSC7.6289$c5.67021@newsfeeds.bigpond.com>
Source record: 33448

Anyone know a atari 8bit software artchive?

With software images games, utilities, etc?

I want to build up a collection for myself - feel free to mail me at:
cjh3@hotmail.com for confidentiality.

Dan.

6325. Super Cart for Sparta DOS

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-28 12:47:37 UTC
From: Tim M <timwm@pgtc.net>
Message-ID: <68TC7.351$x%2.18542@eagle.america.net>
Source record: 33449

Hi, Will a Super Cart work for a Spartados EPROM?

Thanks, Tim

6326. Re: Super Cart for Sparta DOS

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-28 13:06:41 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bdc0431$0$1510$e4fe514c@newszilla.xs4all.nl>
Source record: 33450

Hi,

No it will not work SpartaDOS X does use a different style of switching and
can also be eanabled/disabled from software and also support pass-thru.

TXG/MNX

6327. SpartaDOS source

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-28 13:07:20 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bdc0459$0$1505$e4fe514c@newszilla.xs4all.nl>
Source record: 33451

Hi,

Could someone e-mail me the SpartaDOS 3.x source?

TXG/MNX

6328. Re: NEED Turbo-816 OS ROM image...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-28 14:50:35 UTC
From: tony rudzki <tony.rudzki@nu-metrics.com>
Message-ID: <%WUC7.5073$wM4.372025@typhoon2.gnilink.net>
Source record: 33452

First, I don't have the ROM, but I think this is a great idea.

Its a shame that the design for the later Ataris (XL.XEs) changed from the concept of the 800s. The 800s processor is on a plug in board and would make this link of upgrade easier. You would still be stuck with the 8-bit bus/addressing, but with the 816, at least you could use 16 bit indexing, and keep the 8 bit bus, and STILL reduce program space/size by 10 to 20% at least.

Tony

6329. Re: Super Cart for Sparta DOS

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-28 15:01:57 UTC
From: Tim M <timwm@pgtc.net>
Message-ID: <26VC7.355$x%2.19727@eagle.america.net>
Source record: 33453

Hi, Is it possible to build your own Cart if so where would I find
instructions, is this legal?
Is it still possible to purchase SpartaDOS?

Thanks

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:3bdc0431$0$1510$e4fe514c@newszilla.xs4all.nl...
> Hi,
>
> No it will not work SpartaDOS X does use a different style of switching
and
> can also be eanabled/disabled from software and also support pass-thru.
>
> TXG/MNX
>
>

6330. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-28 15:26:51 UTC
From: jt august <starsaber@worldnet.att.net>
Message-ID: <starsaber-9D68EF.09300428102001@netnews.worldnet.att.net>
Source record: 33454
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

In article <ttmkvti87ej2a6@corp.supernews.com>,
"Rick Cortese" <ricortes@netmagic.net> wrote:

> "rolaid" <mikem@netxpress.com> wrote in message
> news:3bdb49dc.427542@news.netxpress.com...
> >
> >
> > Come on Steve, I really don't think Ben is a "commercial enterprise".
> >
> > Even so, he is honest and welcome here as far as I am concerned.
> >
> > ..rolaid
> >
>
> It's just a throw back to the 80s. Believe it or not, there used to be no
> commercial posting to the newsgroups w/o having your account/access denied.
> This was back when it used to run from a lot of educational institutions.

Well, things have changed since before I got on the interNet. My first
host was a commercial provider, and anymore, all my e-mail
correspondents log in through commercial providers. Also, all the web
sites I hit are run by or have space provided by a commercial enterprise.

And there are not as many people from back in the 80's still running
things as there was. And I am sure the attitudes of those from the 80's
still running any parts of the interNet have evolved along with the
interNet to where commercialization is not frowned upon like it was.

The only points where I see the old standards still in force are the
moderated newsgroups who have properly selected moderators who handle
their moderation assignments properly (only group I can site is
rec.food.recipes).

I should also point out that I have been following this thread though
rec.games.video.marketplace, a group that is decidedly commercial in
nature.

--
The Starsabre is a British blade. Please reverse the r and e
to reply to me directly.

6331. Re: "historical" books about Atari

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-28 15:55:39 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-B697B6.07553828102001@corp-radius.supernews.com>
Source record: 33455

In article <a_MC7.42$i06.81560@paloalto-snr1.gtei.net>,
"Glenn Bruner" <glenn.bruner@verizon.net> wrote:

> Stay away from the books written by J.C. Hertz (or a spelling close to
> that). She steals work from good authors. She doesn't deserve the book
> royality.

I really enjoyed "Joystick Nation" by J.C. Herz (note the spelling.) She
tries too hard to impress us with bug words, but it's a fun read.

--Kevin
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- http://www.atarimagazines.com
& Atariarchives.org -- http://www.atariarchives.org
Moderator of news:comp.sys.atari.announce -- Atari computer news

6332. Re: SpartaDOS source

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-28 17:42:18 UTC
From: Vasco <vasco3@poczta.fm>
Message-ID: <3bdc43f6$1@news.vogel.pl>
Source record: 33456

U&#65533;ytkownik "TXG" <txg@the-underground.myweb.nl> napisa&#65533; w wiadomo&#65533;ci news:3bdc0459$0$1505$e4fe514c@newszilla.xs4all.nl...
> Hi,
>
> Could someone e-mail me the SpartaDOS 3.x source?
>

I have source of SDX. Send You?

Vasco/Tristesse

6333. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-28 20:56:54 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3BDC7116.CCBF568A@greeleynet.com>
Source record: 33457
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

The following is just my opinion, please feel free to simply skip this post if you wish.

This is for those people who are complaining about any commercial posts in the newsgroup.

Here are some points to consider:

1. Everyone here is interested a computer brand that no longer manufactures a computer. In fact, the company no longer exists.

2. The last new computer introduced by the company was in 1993.

3. What new computers that are available, such as the Hades and the Milan, are just updated versions of old technology and an old operating system. Magic, MiNT, Linux, will not keep this platform alive. You need a genuine manufacturer with a solid financial base that can afford an advertising budget to do that. Even then, you may be in a very niche market, Sun Microsystems comes to mind when talking about a niche market.

4. There is no dealer base that exists, at least in the United States, anymore.

Whether or not you like Bravo Sierra Computers or any other dealer, you ought to be thankful that someone is trying to fulfill a need for this platform, that need being a source of hardware and software rather than complaining about commercial posts in this newsgroup.

Some of the comments I've read in this thread and others are, IMO, absolutely childish. I used to be very proud of Atari owners, but these days I'm ashamed of them. This newsgroup has become the de facto source of Atari information and support today. Even though I firmly believe there is still a place for a simpler computer like the Atari, I do not recommend the platform to anyone anymore because of the way people behave in this newsgroup.

There are a number of individuals in this newsgroup who should look at themselves in a mirror, and ask themselves if their actions present a positive or negative impression of the very few Atari users left.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

6334. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-28 21:13:47 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <fy_C7.30955$C7.10283575@news02.optonline.net>
Source record: 33458
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Well said, Ken.

There will always be complainers. There will also always be contributors. Of course, there will also always be newbies with little experience but lots of enthusiasm. Contributors encourage newbies. Complainers drive them away. The survival of this community will not only depend on veterans staying, but on newbies staying.

Alan Sharkis

"Ken Springer" <wordworks@greeleynet.com> wrote in message news:3BDC7116.CCBF568A@greeleynet.com...
> The following is just my opinion, please feel free to simply skip this
> post if you wish.
>
>
> --------------------------------
>
>
> This is for those people who are complaining about any commercial posts
> in the newsgroup.
>
> Here are some points to consider:
>
> 1. Everyone here is interested a computer brand that no longer
> manufactures a computer. In fact, the company no longer exists.
>
> 2. The last new computer introduced by the company was in 1993.
>
> 3. What new computers that are available, such as the Hades and the
> Milan, are just updated versions of old technology and an old operating
> system. Magic, MiNT, Linux, will not keep this platform alive. You
> need a genuine manufacturer with a solid financial base that can afford
> an advertising budget to do that. Even then, you may be in a very niche
> market, Sun Microsystems comes to mind when talking about a niche
> market.
>
> 4. There is no dealer base that exists, at least in the United States,
> anymore.
>
> Whether or not you like Bravo Sierra Computers or any other dealer, you
> ought to be thankful that someone is trying to fulfill a need for this
> platform, that need being a source of hardware and software rather than
> complaining about commercial posts in this newsgroup.

>
> ------------------------------
>
> Some of the comments I've read in this thread and others are, IMO,
> absolutely childish. I used to be very proud of Atari owners, but these
> days I'm ashamed of them. This newsgroup has become the de facto source
> of Atari information and support today. Even though I firmly believe
> there is still a place for a simpler computer like the Atari, I do not
> recommend the platform to anyone anymore because of the way people
> behave in this newsgroup.
>
> There are a number of individuals in this newsgroup who should look at
> themselves in a mirror, and ask themselves if their actions present a
> positive or negative impression of the very few Atari users left.
>
> --
> ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
> Ken Springer "All progress depends upon the
> unreasonable person."
> George Bernard
> Shaw
>
> Cheap prices make for cheap goods; cheap goods make for
> cheap men; and cheap men make for a cheap country!" -
> President William McKinley
>
> http://www.greeleynet.com/~wordwork/airpage.htm
> ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

6335. Re: SV: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-28 22:09:22 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004386525.75907.5@hebe.uk.clara.net>
Source record: 33487
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Hi Martin

> > Hi James
> >
> > > Count me in agreement too, resorting to insulting an atari dealer in
an
> > atari
> > > base is dispicable, it certainly shows who the asshole really is!
> >
> > Precisley, this is an Atari discussion base, not
> > alt.support.the.brain.damaged.dealer. He's in here for your money, he's
> > using you.

> This is not the place to fight out a personal vendetta. So please stop
> this ridiculous thread.

There is no vendetta and its not a personal issue, and its as relevant to
this base as are commercial advertisements in this non-commercial base.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6336. thanks...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-28 22:14:45 UTC
From: Mark Kusmierczyk <mkush@idirect.com>
Message-ID: <02ff86993e662abf7ffda3094b3b898b.36882@mygate.mailgate.org>
Source record: 33459

"Michael Current" <mcurrent@carleton.edu> wrote in message
news:ttk4d4qadivpd5@news.supernews.com...

> In article <3e7a35a6be54a46e154f3f381185fbfc.36882@mygate.mailgate.org>,
> mkush@idirect.com says...
> >
> >Can anyone tell me if Activisions 8-bit Kaboom cart will work on the XE
> systems
> >or just a straight 400/800? (North American versions)
>
> Mine works in a 130XE.
> --
> Michael Current, mailto:mcurrent@carleton.edu
> 8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
> St. Paul Atari Computer Enthusiasts, http://space.atari.org/

Thanks Michael, thats the answer I was hoping for as I just won one on ebay.
I got burned on Demon Attacks that only runs on a 400/800 a couple of weeks
ago.
Are there a lot of carts like that or is Demon Attacks the exception?

Mark.

--
Posted from on-tor-unv-ap3-16-16.look.ca [216.154.31.16]
via Mailgate.ORG Server - http://www.Mailgate.ORG

6337. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-28 22:29:47 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004386535.75907.8@hebe.uk.clara.net>
Source record: 33488
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Hi Rolaid

> Come on Steve, I really don't think Ben is a "commercial enterprise".
>
> Even so, he is honest and welcome here as far as I am concerned.

If it wasn't for the multi page dribble he posts each time, imposing himself on my phonebill, then I wouldn't mind so much. Other people can do it with a 4 liner, "Visit my Website at" will do no harm, and get him in the public eye, and I wont have to pay for it. Some people seem to forget that in GB we pay by the second for our IP.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6338. Re: thanks...

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-28 22:31:09 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <ttp1nnelctrjc3@corp.supernews.com>
Source record: 33460

"Mark Kusmierczyk" <mkush@idirect.com> wrote in message
news:02ff86993e662abf7ffda3094b3b898b.36882@mygate.mailgate.org...
> "Michael Current" <mcurrent@carleton.edu> wrote in message
> news:ttk4d4qadivpd5@news.supernews.com...
>
> > In article <3e7a35a6be54a46e154f3f381185fbfc.36882@mygate.mailgate.org>,
> > mkush@idirect.com says...
> > >
> > >Can anyone tell me if Activisions 8-bit Kaboom cart will work on the XE
> > systems
> > >or just a straight 400/800? (North American versions)
> >
> > Mine works in a 130XE.
> > --
> > Michael Current, mailto:mcurrent@carleton.edu
> > 8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
> > St. Paul Atari Computer Enthusiasts, http://space.atari.org/
>
>
> Thanks Michael, thats the answer I was hoping for as I just won one on
ebay.
> I got burned on Demon Attacks that only runs on a 400/800 a couple of
weeks
> ago.
> Are there a lot of carts like that or is Demon Attacks the exception?

I can think of a couple Gorf and Escape from Epyiz<sp?>. Cart compatibility
is pretty good, I would guess better then 95% of them will run on a XL/XE.

6339. Re: SpartaDOS source

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-28 23:01:08 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <U_%C7.29893$78.3236927@zwoll1.home.nl>
Source record: 33463

Vasco <vasco3@poczta.fm>

: I have source of SDX. Send You?

Would like to have it too, so please send me a copy also... (mailto: fox-1 AT aq.nl)

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
BBSing is terminal.

6340. Re: "historical" books about Atari

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-28 23:22:38 UTC
From: stonic <scottith@ptd.net>
Message-ID: <2r0D7.6350$VL1.186536@nnrp1.ptd.net>
Source record: 33461

> And for a very good video based triology, check out the videos by Howard
> Scott Warshaw (Once Upon Atari...). Howard was part of the 2600 game
> developers. He wrote three famous games: E.T., Raiders of the Lost Ark,
> and Yar's Revenge. You can find info on it at
> http://scottw.com/ouatari.html. I find this the best video series on
Atari.
> It was written and produced by a person who acutally experience what it
was
> like at Atari. Plus you get to see the faces of the people who worked at
> Atari and wrote a lot of the famous 2600 games. You get an understanding
of
> the agony the went through in programming the 2600 and dealing with the
> Warner management when it came to recognition. The tape series is well
> worth the investment!

Ditto.
I just wish he would make the last installment of it already....

6341. Re: Anyone know a atari 8bit software artchive?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-28 23:47:03 UTC
From: William Kendrick <nbs@sonic.net>
Message-ID: <XN0D7.9764$no1.109690@typhoon.sonic.net>
Source record: 33462

Dan S <cjh3@hotmail.com> wrote:
: Anyone know a atari 8bit software artchive?

: With software images games, utilities, etc?

: I want to build up a collection for myself - feel free to mail me at:
: cjh3@hotmail.com for confidentiality.

XL Search is a search engine which provides results for /numerous/
(over 12 now, I think) Atari 8-bit software and file archives.

http://xlsearch.atari.org/

-bill!

6342. Re: SV: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-29 03:46:31 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BDCD115.426D5DC9@home.com>
Source record: 33464
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Steve,

Your hole reasoning and tone in this thread is an insult. Ben isn't "using" anyone. He's an atari user, who runs an atari related business. You have NO right to attempt to blacklist him from posting the occasional message. He isn't posting hundreds of messages. He isn't posting anything thats not atari related. Your inept arguments have no basis in reality. END OF STORY!!!!

btw, I haven't seen you complaining about the numerous ebay ads popping up in the atari newsgroups or the regular wanted / for sale ads from others. Its got me wondering just what kind of grudge you've got against Ben. Frankly I'd have no trouble to buy anything from him and I plan to do so where as seeing your own character I certainly wouldn't trust you in any matter where money was changing hands.

Steve Sweet wrote:

> Hi James
> Precisley, this is an Atari discussion base, not
> alt.support.the.brain.damaged.dealer. He's in here for your money, he's
> using you.

6343. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-29 03:49:12 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BDCD1B6.51612550@home.com>
Source record: 33465
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Hey Alan,

thats a very good point, And having a few good dealers and developers around like Ben Smith, Rogher Burrows, Nima Montaser, Uwe siemet, Brad Koda and many others I haven't mentioned help keep us atari users going too.

Alan Sharkis wrote:

> Well said, Ken.
>
> There will always be complainers. There will also always be contributors.
> Of course, there will also always be newbies with little experience but lots
> of enthusiasm. Contributors encourage newbies. Complainers drive them
> away. The survival of this community will not only depend on veterans
> staying, but on newbies staying.

6344. Re: Super Cart for Sparta DOS

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-29 04:16:09 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <dK4D7.8987$2K5.897372@newsread2.prod.itd.earthlink.net>
Source record: 33466

You just missed spartados x on ebay

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1287825288

"Tim M" <timwm@pgtc.net> wrote in message
news:26VC7.355$x%2.19727@eagle.america.net...
> Is it still possible to purchase SpartaDOS?
>

6345. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-29 05:37:29 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-D16960.21372828102001@corp-radius.supernews.com>
Source record: 33467
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

I don't mind the occasional ads at all, but I wish Ben would stop putting
that apostrophe in the word "wants". Is that too much to ask?

--Kevin
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- http://www.atarimagazines.com
& Atariarchives.org -- http://www.atariarchives.org
Moderator of news:comp.sys.atari.announce -- Atari computer news

6346. RIP Picture Converter

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-29 06:17:49 UTC
From: Atari 8 Man <KMFerrante@cfl.rr.com>
Message-ID: <hw6D7.446826$aZ.87803005@typhoon.tampabay.rr.com>
Source record: 33468

Hello,

Im looking for a util that will convert graphics to the RIP format
What program do I need and where can I find it.

Thanks

6347. Re: RIP Picture Converter

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-29 07:03:13 UTC
From: William Kendrick <nbs@sonic.net>
Message-ID: <Ra7D7.9863$no1.110826@typhoon.sonic.net>
Source record: 33469

Atari 8 Man <KMFerrante@cfl.rr.com> wrote:
: Hello,

: Im looking for a util that will convert graphics to the RIP format
: What program do I need and where can I find it.

Unfortunately, I found nothing searching http://xlsearch.atari.org/
However, I did have great results on Google using the keywords
"rip atari graphics convert"

Good luck!

-bill!

6348. Re: Anyone know a atari 8bit software artchive?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-29 07:18:01 UTC
From: Homesoft Atari <atari_homesoft@gmx.de>
Message-ID: <21ad61a4594953322a1a6bf7c6d2c73d.12012@mygate.mailgate.org>
Source record: 33470

"Dan S" <cjh3@hotmail.com> wrote in message
news:FoSC7.6289$c5.67021@newsfeeds.bigpond.com...

> Anyone know a atari 8bit software artchive?
>
> With software images games, utilities, etc?
>
> I want to build up a collection for myself - feel free to mail me at:
> cjh3@hotmail.com for confidentiality.
>
> Dan.

Look at
http://www.atarihomesoft.f2s.com
There you will find a lot of games and demos for the 8bit ATARI.

--
Posted from ddn2-t1-1.mcbone.net [62.104.204.64]
via Mailgate.ORG Server - http://www.Mailgate.ORG

6349. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-29 10:19:19 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1004350724@rtfm.mit.edu>
Source record: 33471
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 20, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
```

http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/
Atari Phoenix Project E-Zine: http://atariphoenix.com

6350. Hello Mark Bushue please e-mail me your e-mail address was incorrect, about Computereyes

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-29 11:21:21 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bdd3d05$0$1541$e4fe514c@newszilla.xs4all.nl>
Source record: 33472

```
Hi,

Please e-mail me at: txg@the-underground.myweb.nl

Subject: Computereyes

TXG
```

6351. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-29 12:28:28 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0110290412070.29508-100000@shell.pacifier.com>
Source record: 33479
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Hello Steve,

I read once "It takes 2 fools to make a fight." and that's why I dont want to be drawn into an argument. On the other hand, Your flames has shown me I have an abundance of Friends, Supporters and Benefactors in the Atari Community. So, as Klingon Captain, Kang the Merciless said on Star Trek "Only a Fool fights in a Burning House!"

==Thanx==
===Ben===

On Sat, 27 Oct 2001, Steve Sweet wrote:

> Hi All
>
> > > Steve Sweet wrote in message <1004032361.41180.2@eurus.uk.clara.net>...
> > > >Hey Asshole
> > > >
> > > >
> > > >> Hi, I'm Ben Smith of Bravo Sierra Computers.
> > > >
> > > >Cant you take this spam and shove it somewhere that's painful.
>
> If he was to pop up now and again with a reminder that he's alive things
> would be OK, but he posts a few K's of repeated dribble everytime and
> invites email responses, this is against the mood of this echo and is a
> misuse of same.

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6352. this NG as 8-bit support group (was: Bravo....)

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-29 12:52:14 UTC
From: Roy G Biv <erasmus@6502.old.folks.home>
Message-ID: <Pine.GSO.4.33.0110290722450.29060-100000@shell1>
Source record: 33473

```
->From: Ken Springer (wordworks at greeleynet dot com)
->Newsgroups: comp.sys.atari.8bit
->Subject: Re: Bravo Sierra want's Your Money! NEW/Revised Links!
->Date: Sun, 28 Oct 2001 13:56:54 -0700
->
->This newsgroup has become the de facto source of Atari information
->and support today.

I agree with that. This has been the case for many years now,
particularly with regard to 8-bits.

->Even though I firmly believe there is still a place for a simpler
->computer like the Atari, ...

I'd like to agree with that!! Ahh, if it were only so!!

->... I do not recommend the platform to anyone anymore because of
->the way people behave in this newsgroup.

But here I disagree. Your negative reaction is way too strong.
For several years I've been reading almost every Usenet newsgroup
that I follow on a strictly selective basis. On most newsgroups I
decide which postings to read based on subject header. On certain
newsgroups I use a different formula, based on the identity of the
poster. Either way, I'm selective. For one thing, I avoid flame
wars. If I know that a certain poster never has anything valuable
to contribute (and if you follow many other newsgroups, you'll
understand what I mean!), or if I see that a certain thread has
drifted from the original topic or has drifted into useless dis-
cussion or flaming, then I simply don't bother to read those post-
ings. You could do the same thing. There's no need for you to
dismiss the value of the entire newsgroup (and thence the entire
Atari platform?!?) just because of a few bad apples among the
posters or a few postings that you don't like or agree with.

Note: Because I'm strictly an 8-bitter and don't look at those
other newsgroups, I've deleted the crosspostings; and because of
thread drift I've changed the subject title.

>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *
```

6353. alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-29 12:58:54 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9rjjqglvi1@nets3.rz.RWTH-Aachen.DE>
Source record: 33474

Howdy folks

Could somebody please check if my files are in alt.binaries.atari
Everytime I go there I see them, but I keep hearing from two guys that they
can get there and ther don't see the files.

CU Mathy van Nisselroy

6354. Outlook Express (more help needed)

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-29 13:05:32 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9rjk6tmef1@nets3.rz.RWTH-Aachen.DE>
Source record: 33475

Howdy folks

Last week I managed to get Outlook Express to show me all the messages of all the threats in a newsgroup and also show me more then 300 messages at a time. Today I can not seem to be able to do so. I'm using a computer from a computer pool at the university and unfortunately, all the configuration stuff (and old messages) are saved to teh local harddrive. Meaning that if I get a different computer each time (which is highly likely), my configuration will be different every time and my old messages will be spread over a bunch of computers. Please help. (yes, I am getting desperate.)

CU Mathy van Nisselroy

6355. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-29 13:06:52 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <MvcD7.34484$C7.11818105@news02.optonline.net>
Source record: 33476

Hello James,

Thanks for the kind words.

You won't see me here frequently. I've been doing my 8-bitting in emulation for the past several years because of my expanding interests in using PCs to help people with disabilities, in music, and a bunch of other things. But I feel that nothing can disrupt a newsgroup and the community it represents more than the kinds of stuff we've been seeing in the past few days. I see it in other newsgroups. It comes and goes, and the newsgroup survives, but a lot of people are driven away.

But it's more serious in a group like csa8. Can the Atari 8-bit community afford to alienate people at this time? I don't care if they're newbies or very experienced people, vendors, developers, programmers, sysops, guys discovering Atari 8-bits for the first time, or people like me.

I have no Atari hardware at this point. The only software I have is a collection of .ATR files and the like. It wouldn't take much to get me to drop that, too, and the events of the past week had me thinking about it. But I've been involved with Atari 8-bit computers since 1983. I've made friends in user groups, on BBSs, and in this newsgroup. I learned how computers should work and about all the wonderful things they can do by using Ataris. That can't be done without a feeling of community.

Ben wrote to me to thank me for support, although I never bought, nor will I probably ever buy anything from Bravo Sierra. I guess it has more to do with shared interests, good manners and ethical behavior than dollars.

It's a story with a simple moral: If somebody has a complaint with a vendor, tell the vendor. Newsgroups are PUBLIC!

Take care.

Alan

"James Alexander" <james-m-alexander@home.com> wrote in message news:3BDCD1B6.51612550@home.com...
> Hey Alan,
>
> thats a very good point, And having a few good dealers and developers around
> like Ben Smith, Rogher Burrows, Nima Montaser, Uwe siemet, Brad Koda and many
> others I haven't mentioned help keep us atari users going too.
>
> Alan Sharkis wrote:

>
> > Well said, Ken.
> >
> > There will always be complainers. There will also always be
contributors.
> > Of course, there will also always be newbies with little experience but
lots
> > of enthusiasm. Contributors encourage newbies. Complainers drive them
> > away. The survival of this community will not only depend on veterans
> > staying, but on newbies staying.
>

6356. BBXFER 1.9 chewed up my PC disk (or temp. hardware madness)

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-29 13:34:35 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9rjltdnsk1@nets3.rz.RWTH-Aachen.DE>
Source record: 33477

Howdy folks

Either BBXFER 1.9 or one of my 3.5" mechs chewed up one of my PC disks. Is there an easy way to fix this. Scandisk tells me the disk is not formatted. It is, in PC format and contains a bunch of file I don't want to loose.

CU Mathy van Nisselroy

6357. machine language programmers wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-29 13:39:47 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9rjm74$o3q$1@nets3.rz.RWTH-Aachen.DE>
Source record: 33478

Howdy folks

Roland Scholz is looking for somebody who's willing to help him finish his PC-Bridge software. PC-Bridge is a piece of hardware that is fully PBI compatible and enables you to connect PC cards (ISA/8 bit, but he said something about 16 bit's would be possible) to your ATARI 8 bit. Contact him via roland.scholz@gerling.de (tell him I sent you, so he knows who's to blame.)

Talking about PC's:

Anybody ever come up with a way to have the BlackBox read and write PC disks. (I wanna use a standard atari 8 bit sector editor to check out PC disks and maybe even fix them)

CU Mathy van Nisselroy

6358. Re: SpartaDOS source

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-29 16:46:08 UTC
From: Vasco <vasco3@poczta.fm>
Message-ID: <3bdda47b@news.vogel.pl>
Source record: 33485

U&#65533;ytkownik "Fox-1" <DONT_USE_fox-1@home.nl> napisa&#65533; w wiadomo&#65533;ci
news:U_%C7.29893$78.3236927@zwoll1.home.nl...
>
> Vasco <vasco3@poczta.fm>
>
> : I have source of SDX. Send You?
>
> Would like to have it too, so please send me a copy also... (mailto:
fox-1 AT
> aq.nl)
>
>
I send by mail :)

```
For others: You can downoload from: www.atari8.prv.pl/stuff/sparta.zip

!!! It's all asm code with POLISH informations. !!!
```

6359. Re: Which monitors support sound ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-29 17:05:14 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B802CC4A.1366C%bobo_snyder@hotmail.com>
Source record: 33481

> From: "Rick Cortese" <ricortes@netmagic.net>
> Organization: Posted via Supernews, http://www.supernews.com
> Newsgroups: comp.sys.atari.8bit
> Date: Sat, 27 Oct 2001 17:33:01 -0700
> Subject: Re: Which monitors support sound ?
>
> <ronfucci@bellsouth.net> wrote in message
> news:3bdb4830.909593@news.atl.bellsouth.net...
>> I have a CBM 1702 that I use with my 800XL and 130XE and like it
>> because of the good display (video feed is from the monitor output on
>> the 8bit) and the fact that it supports sound. Can anyone suggest
>> others monitors that work as well as the 1702 ? Thanks.
>
> I think just about all CBM monitors are good, like the 1802 and the 1034<?>.
> The other one you want to keep an eye out for is the Magnavox Color 80. The
> Manavox color 40 is ok, but not in the same league with the 80.
>
>
i have 3 of those maganvox rgb 80s and i love them. 2 of them are my spares
in case something happens to my others. it was pretty funny about a year
ago, i got my first rgb80 magnavox and bought it home. when i got it home,
the danged thing was dead (a 1 dollar speical at the thrift).

i then bought it to my local computer montior repair person. he is an older
but very friendly guy who has done tv repair for the last 30 years and the
last few years changed his business into a monitor repair place. he laughed
when i had him repair this old composite 12 inch monitor. costs me 20 bux
to get fixed and i was thrilled..

now i have 3 rgb 80s, a 1702, and a couple apple 2e color composite monitors
and a couple green screen composites.. :)

6360. Re: Which monitors support sound ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-29 17:07:02 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B802CCB6.1366D%bobo_snyder@hotmail.com>
Source record: 33482

> From: "Rick Cortese" <ricortes@netmagic.net>
> Organization: Posted via Supernews, http://www.supernews.com
> Newsgroups: comp.sys.atari.8bit
> Date: Sat, 27 Oct 2001 20:17:51 -0700
> Subject: Re: Which monitors support sound ?
>
> IIRC, it not only attaches to the Atari, but has switchable inputs so you
> can use it as a CGA/EGA<320X200 16 color mode> monitor. I think it may have
> had inputs for others, but not posititive. Very crisp display.
>
> <ronfucci@bellsouth.net> wrote in message
> news:3bdb7390.12012750@news.atl.bellsouth.net...
>> Thanks Rick.
>> Can the Mag color 80 attach to the Atari computer consoles with an
>> Atari monitor cable ?
>>
>> ron
>>
>> On Sat, 27 Oct 2001 17:33:01 -0700, "Rick Cortese"
>> <ricortes@netmagic.net> wrote:

how would one use the rgb 80 as a cga/ega monitor?? mine only has the
composite rca jacks and a din jack in the back of the monitor (i think for
amigas and commodore 128s.

does anyone have the pinouts for the din jack on the back of the rgb 80.
also mine has NO 9 pin port on the back of it before anyone asks.

6361. Re: SpartaDOS source

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-29 17:59:17 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bdd9a61$0$1503$e4fe514c@newszilla.xs4all.nl>
Source record: 33483

```
Please send me a copy of SDX ...
```

"Vasco" <vasco3@poczta.fm> wrote in message news:3bdc43f6$1@news.vogel.pl...
>
> U&#65533;ytkownik "TXG" <txg@the-underground.myweb.nl> napisa&#65533; w wiadomo&#65533;ci
> news:3bdc0459$0$1505$e4fe514c@newszilla.xs4all.nl...
> > Hi,
> >
> > Could someone e-mail me the SpartaDOS 3.x source?
> >
>
> I have source of SDX. Send You?
>
> Vasco/Tristesse
>
>
>
>

6362. Re: Which monitors support sound ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-29 18:15:52 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <ttr75d31tv19e3@corp.supernews.com>
Source record: 33484

"bo snyder" <bobo_snyder@hotmail.com> wrote in message
news:B802CCB6.1366D%bobo_snyder@hotmail.com...
<snip>
> how would one use the rgb 80 as a cga/ega monitor?? mine only has the
> composite rca jacks and a din jack in the back of the monitor (i think for
> amigas and commodore 128s.
>
> does anyone have the pinouts for the din jack on the back of the rgb 80.
> also mine has NO 9 pin port on the back of it before anyone asks.
>

I could be wrong on the model, but there was definately a monitor out that
did multiple modes. Had about 3 connectors in the back, 9 pin IBM style for
mono or CGA/EGA, composite, maybe one or two others like TRS or Apple.

6363. Re: RIP Picture Converter

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-29 19:04:29 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <8DhD7.791$eZ5.216524@zwoll1.home.nl>
Source record: 33486

William Kendrick wrote

: : Im looking for a util that will convert graphics to the RIP format
: : What program do I need and where can I find it.

: Unfortunately, I found nothing searching http://xlsearch.atari.org/
: However, I did have great results on Google using the keywords
: "rip atari graphics convert"

The RIP format also seems to be used in the ST/TT scene as one or another graphic format. This explains why you get that much hits :-)

I have a PC-util laying around to make Atari RIP pics out of BMP pictures. You need to resize the picture and save it twice to you PC disk. One as 9-color pic (Paintshop for example can do this) and the other one as a greyscale pic. It's basically the same as HIP, which also combines 2 pictures to 1 display, but with RIP one of pics is a colorized one.

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
BBSing is terminal.

6364. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-29 21:12:19 UTC
From: Webster <ahole@thesaurus.net>
Message-ID: <9rkh91$im5$1@suaar1ac.prod.compuserve.com>
Source record: 33489
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1004386535.75907.8@hebe.uk.clara.net...

<snip>

> If it wasn't for the multi page dribble he posts each time, imposing
himself

<snip>

It's "drivel", not "dribble", dimwit. If you're going to insult people, at
least try to develop your vocabulary, or stick with gradeschool level words.

6365. Re: RIP Picture Converter

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-29 22:10:35 UTC
From: Atari 8 Man <KMFerrante@cfl.rr.com>
Message-ID: <vtkD7.449692$aZ.88491871@typhoon.tampabay.rr.com>
Source record: 33490

Thanks for the info, I need that file could you send it to me or give me
the filename so I can hunt it down.
I have some images to convert asap.

Thanks again.

"Fox-1" <DONT_USE_fox-1@home.nl> wrote in message
news:8DhD7.791$eZ5.216524@zwoll1.home.nl...
>
> William Kendrick wrote
>
> : : Im looking for a util that will convert graphics to the RIP format
> : : What program do I need and where can I find it.
>
> : Unfortunately, I found nothing searching http://xlsearch.atari.org/
> : However, I did have great results on Google using the keywords
> : "rip atari graphics convert"
>
> The RIP format also seems to be used in the ST/TT scene as one or another
> graphic format. This explains why you get that much hits :-)
>
> I have a PC-util laying around to make Atari RIP pics out of BMP pictures.
> You need to resize the picture and save it twice to you PC disk. One as
> 9-color pic (Paintshop for example can do this) and the other one as a
> greyscale pic. It's basically the same as HIP, which also combines 2
pictures
> to 1 display, but with RIP one of pics is a colorized one.
>
>
> --
>
> Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
>
http://punkenpro.does.it
> BBSing is terminal.
>
>
>

6366. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-29 22:17:46 UTC
From: Lonny Pursell <syntax.error@line.22>
Message-ID: <Pine.MNT.4.31.0110291716020.93-100000@Hades060>
Source record: 33480
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sun, 28 Oct 2001, Ken Springer wrote:

> There are a number of individuals in this newsgroup who should look at
> themselves in a mirror, and ask themselves if their actions present a
> positive or negative impression of the very few Atari users left.

Well said. I don't mind Ben's posts either, he helped me out when I
really needed some help.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6367. Re: SpartaDOS source

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-29 23:13:29 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <pilD7.2160$eZ5.318858@zwoll1.home.nl>
Source record: 33491

Vasco wrote
:

: > Would like to have it too, so please send me a copy also...

: I send by mail :)

Received over here.

: For others: You can downoload from: www.atari8.prv.pl/stuff/sparta.zip

: !!! It's all asm code with POLISH informations. !!!

Hmm. In many cases I wished I had learned Polish. Would be very handy on
some copy-parties and with source-codes, not to mention the games :-))

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
BBSing is terminal.

6368. Re: "historical" books about Atari

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-30 00:48:58 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <_NmD7.1503$hZ.108471@newsread2.prod.itd.earthlink.net>
Source record: 33492

I'm with Eric on being disappointed. I wanted more on the 400/800 and found
it seemed to focus more on the 2600 and the financial side of the business.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"eric" <eric@replyhere.net> wrote in message
news:3bdb5a21.1251933471@207.106.92.52...
> On 27 Oct 2001 13:52:10 -0700, calagan@beer.com (Calagan) wrote:
>
> >I'm considering to purchase "ZAP!: The Rise and Fall of Atari" by
> >Scott Cohen: is this book any good? Would anyone recommend similar
> >books?
>
> I just finished the book about a month ago. I was disappointed, but
> only because i was expecting more hardware and software details or
> something. It focuses on the business side of things (hence the title
> Rise and Fall). The author gets side tracked a few times. It
> contains some intresting info, but not enough.
>
> Just my opinion.
>
>

6369. Re: Which monitors support sound ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-30 00:51:23 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <fQmD7.1508$hZ.108831@newsread2.prod.itd.earthlink.net>
Source record: 33493

I think it is a 1084; and there is an "S" stereo version which will not
matter without the pokey upgrade.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Rick Cortese" <ricortes@netmagic.net> wrote in message
news:ttmkfv18his806@corp.supernews.com...
> <ronfucci@bellsouth.net> wrote in message
> news:3bdb4830.909593@news.atl.bellsouth.net...
> > I have a CBM 1702 that I use with my 800XL and 130XE and like it
> > because of the good display (video feed is from the monitor output on
> > the 8bit) and the fact that it supports sound. Can anyone suggest
> > others monitors that work as well as the 1702 ? Thanks.
>
> I think just about all CBM monitors are good, like the 1802 and the
1034<?>.
> The other one you want to keep an eye out for is the Magnavox Color 80.
The
> Manavox color 40 is ok, but not in the same league with the 80.

6370. Re: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-30 01:04:21 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <p0nD7.1536$hZ.109484@newsread2.prod.itd.earthlink.net>
Source record: 33494

Can't find that one on our server; only the one with 'comp' as the 3rd component.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message news:9rjjqglvi1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> Could somebody please check if my files are in alt.binaries.atari
> Everytime I go there I see them, but I keep hearing from two guys that they
> can get there and ther don't see the files.
>
> CU Mathy van Nisselroy

6371. Re: Which monitors support sound ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-30 01:41:23 UTC
From: ronfucci@bellsouth.net
Message-ID: <42952602.0110291741.3bd14a60@posting.google.com>
Source record: 33495

I have the Magnivox RGB 80 monitor hooked up to a 130XE via an Atari
monitor cable. The red lead is plugged into the composite RCA input
and gives a great picture. However the black lead plugged into the
audio input gives only static. How to get the audio correct ? tks

ron

"Rick Cortese" <ricortes@netmagic.net> wrote in message
news:<ttmu51c77d1s29@corp.supernews.com>...
> IIRC, it not only attaches to the Atari, but has switchable inputs so you
> can use it as a CGA/EGA<320X200 16 color mode> monitor. I think it may have
> had inputs for others, but not posititive. Very crisp display.
>
> <ronfucci@bellsouth.net> wrote in message
> news:3bdb7390.12012750@news.atl.bellsouth.net...
> > Thanks Rick.
> > Can the Mag color 80 attach to the Atari computer consoles with an
> > Atari monitor cable ?
> >
> > ron
> >
> > On Sat, 27 Oct 2001 17:33:01 -0700, "Rick Cortese"
> > <ricortes@netmagic.net> wrote:
> >
> > ><ronfucci@bellsouth.net> wrote in message
> > >news:3bdb4830.909593@news.atl.bellsouth.net...
> > >> I have a CBM 1702 that I use with my 800XL and 130XE and like it
> > >> because of the good display (video feed is from the monitor output on
> > >> the 8bit) and the fact that it supports sound. Can anyone suggest
> > >> others monitors that work as well as the 1702 ? Thanks.
> > > >
> > > >I think just about all CBM monitors are good, like the 1802 and the
> 1034<?>.
> > > >The other one you want to keep an eye out for is the Magnavox Color 80.
> The
> > > >Manavox color 40 is ok, but not in the same league with the 80.
> > > >
> > > >
> > >
> > >

6372. Re: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-30 02:08:29 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <7p2stts8a0shf08sj2lrtkmg387uqam61v@4ax.com>
Source record: 33496

On Mon, 29 Oct 2001 13:58:54 +0100, "Mathy van Nisselroy"
<nisse-ma@reze-1.rz.rwth-aachen.de> wrote:

>Howdy folks
>
>Could somebody please check if my files are in alt.binaries.atari
>Everytime I go there I see them, but I keep hearing from two guys that they
>can get there and ther don't see the files.
>
>CU Mathy van Nisselroy
>
>
I get the group but it's empty here on Clara..

We only have 2 days holding of anything so I can't give you a proper
answer.

When did you post these files?

6373. Re: SpartaDOS source

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-30 05:44:29 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bde3f98$0$1533$e4fe514c@newszilla.xs4all.nl>
Source record: 33297

I recieved it also thanx....

TXG/MNX
"Fox-1" <DONT_USE_fox-1@home.nl> wrote in message
news:pilD7.2160$eZ5.318858@zwoll1.home.nl...
>
> Vasco wrote
> :
>
> : > Would like to have it too, so please send me a copy also...
>
> : I send by mail :)
>
> Received over here.
>
>
> : For others: You can downoload from: www.atari8.prv.pl/stuff/sparta.zip
>
> : !!! It's all asm code with POLISH informations. !!!
>
> Hmm. In many cases I wished I had learned Polish. Would be very handy on
> some copy-parties and with source-codes, not to mention the games :-))
>
>
> --
>
> Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
>
http://punkenpro.does.it
> BBSing is terminal.
>
>

6374. Re: Outlook Express (more help needed)

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-30 10:22:03 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9rlv0c$a1f$1@nets3.rz.RWTH-Aachen.DE>
Source record: 33298

Howdy folks

Thanks guys (especially Barry and Kenneth (hope I remembered your names
correctly).
This really works. :-)

Since I'm on a german university (I live in the Netherlands but hop the
border almost every working day) all software here uses German text.
Tools is called Extra
Options is Optionen.

But I found it. Thanks dudes!!

CU Mathy van Nisselroy

6375. Re: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-30 10:24:02 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9rlv43$a37$1@nets3.rz.RWTH-Aachen.DE>
Source record: 33299

Howdy folks

> I get the group but it's empty here on Clara..
>
> We only have 2 days holding of anything so I can't give you a proper
> answer.
>
> When did you post these files?

The 19th, 23th and 25th of October.

CU Mathy van Nisselroy

6376. Re: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-30 11:47:23 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <po4ttt42gfk5g0hr21nod2cmuc7l39p6hh@4ax.com>
Source record: 33300

On Tue, 30 Oct 2001 11:24:02 +0100, "Mathy van Nisselroy"
<nisse-ma@reze-1.rz.rwth-aachen.de> wrote:

>Howdy folks
>
>> I get the group but it's empty here on Clara..
>>
>> We only have 2 days holding of anything so I can't give you a proper
>> answer.
>>
>> When did you post these files?
>
>The 19th, 23th and 25th of October.
>
>CU Mathy van Nisselroy
>
>

Slap 'em back up as they would have been purged by Clara.

I'll let you know if they arrive..

6377. onderdeeltje voor Whirlpool magnetron

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-30 12:02:14 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9rm4sa$el5$1@nets3.rz.RWTH-Aachen.DE>
Source record: 33301

Hallo luitjes

Onze magnetron AVM930 van Whirlpool heeft een nieuw onderdeeltje nodig. Ik ben hiervoor bij Handyman geweest, maar die hebben het verkeerde onderdeel in hun computer gevonden. Hoe kan ik nu aan het juiste onderdeel komen.

Boven in de (combi) magnetron zit een grill element. Onder dat grillelement loopt een 'ijzer draad' van voor tot achter. (deze zit er onlosmakelijk mee verbonden) Om te zorgen dat er geen vonken overslaan tussen deze draad en de binnenkant van de magnetron zitten er op beide eindjes dopjes. Ik neem aan van keramiek. En nu is een van die dopjes kapot gegaan. Dus hebben we een nieuwe nodig. Hoe kom ik aan zo'n dingetje. Ik heb al op het net gezocht, maar zonder resultaat.

Het dopje ziet er eigenlijk een beetje uit als een mok, maar dan zonder oortje en op 'playmobil' formaat. (een busje/cilinder met een blind gat, diameter en lengte allebei nog geen centimeter schat ik)

CU Mathy van Nisselroy

6378. Re: onderdeeltje voor Whirlpool magnetron

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-30 12:27:54 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9rm6cc$fs0$1@nets3.rz.RWTH-Aachen.DE>
Source record: 33302

```
Sorry, wrong newsgroup
```

6379. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-30 15:28:28 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <JJzD7.62$Q54.1715@nsw.nnrp.telstra.net>
Source record: 33303
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

"Webster" <ahole@thesaurus.net> wrote in message
news:9rkh91$im5$1@suaar1ac.prod.compuserve.com...
>
> "Steve Sweet" <stevesweet@freeuk.com> wrote in message
> news:1004386535.75907.8@hebe.uk.clara.net...
>
> <snip>
>
> > If it wasn't for the multi page dribble he posts each time, imposing
> himself
>
> <snip>
>
> It's "drivel", not "dribble", dimwit. If you're going to insult people,
at
> least try to develop your vocabulary, or stick with gradeschool level
words.
>

It's dribble, not drivel.

Learn some real English, not that American shit.

6380. Re: RIP Picture Converter

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-30 16:51:43 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3BDEDA9F.C9C68C37@mail.uni-mainz.de>
Source record: 33304

Well,
I have some "sort of" RIP source stuff. Looks to me as if the converter program only works on PC - but I have not tested this yet. Which image do you prefer ATR, XFD or DCM ?!? E-mail me and I will mail the image to you... -Andreas.

Atari 8 Man schrieb:
>
> Hello,
>
> Im looking for a util that will convert graphics to the RIP format
> What program do I need and where can I find it.
>
> Thanks

6381. Text Files

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-30 17:15:53 UTC
From: "rtdos@yahoo.com" <rtdos@hotmail.com>
Message-ID: <ffBD7.141$Q%3.109540@news.uswest.net>
Source record: 33305
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.os.cpm

Does anyone have any programming or techincal files that are text based for offline viewing by a DOS text viewer?

--
J.Wood
rtdos@juno.com

6382. Re: RIP Picture Converter

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-30 19:09:02 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <pNCD7.895$w36.138701@zwoll1.home.nl>
Source record: 33306

Atari 8 Man wrote

: Thanks for the info, I need that file could you send it to me or give me
: the filename so I can hunt it down.

I'll look if I can find it on my harddisks. Haven't played that much with the
utils myself, but they should work o.k...

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
BBSing is terminal.

6383. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-30 19:12:20 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <9rmu2k$ir5$1@news.panix.com>
Source record: 33307
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Clockmeister <gerryvdb@tnet.com.au> writes:

: "Webster" <ahole@thesaurus.net> wrote in message
: news:9rkh91$im5$1@suaar1ac.prod.compuserve.com...
: >
: > "Steve Sweet" <stevesweet@freeuk.com> wrote in message
: > news:1004386535.75907.8@hebe.uk.clara.net...
: >
: > <snip>
: >
: > > If it wasn't for the multi page dribble he posts each time, imposing
: > himself
: >
: > <snip>
: >
: > It's "drivel", not "dribble", dimwit. If you're going to insult people,
: at
: > least try to develop your vocabulary, or stick with gradeschool level
: words.
: >

: It's dribble, not drivel.

: Learn some real English, not that American shit.

Now I get it. That is dribble, this is drivel.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

6384. Re: SV: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-30 20:18:59 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004479173.51381.3@hebe.uk.clara.net>
Source record: 33308
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

James

> Your hole reasoning and tone in this thread is an insult. Ben isn't
"using"
> anyone. He's an atari user, who runs an atari related business.

And you yourself have just deemed him a commercial enterprise and agrees he
posts in a non-commercial base, would you like to forward this mail to
abuse@ yourself??.

> You have NO right to attempt to blacklist him from posting the occasional
message. He isn't
> posting hundreds of messages. He isn't posting anything thats not atari
> related. Your inept arguments have no basis in reality. END OF STORY!!!!

Ive got every right, under the rules of this echo, under the conditions
youve stated above.

> btw, I haven't seen you complaining about the numerous ebay ads popping
up in
> the atari newsgroups or the regular wanted / for sale ads from others.

They are short private ads, not commercial ads, and non-persistant.

>Its got me wondering just what kind of grudge you've got against Ben.

I have no grudge against Ben, and i dont know enough about to be able to
judge him either way.

> Frankly I'd have no trouble to buy anything from him and I plan to do so
where as seeing your
> own character I certainly wouldn't trust you in any matter where money was
> changing hands.

I'd buy frm him if circumstsnces matched, but i still object to him and
others commercialising this echo.

> > Precisley, this is an Atari discussion base, not
alt.support.the.brain.damaged.dealer.
> >He's in here for your money, he's using you.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6385. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-30 20:31:36 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004479176.51381.4@hebe.uk.clara.net>
Source record: 33309
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Hi Ken

> The following is just my opinion, please feel free to simply skip this
> post if you wish.

Are people entitled to opinions in here then??.

> This is for those people who are complaining about any commercial posts in
the newsgroup.

I'm listening.

> Here are some points to consider:

> Some of the comments I've read in this thread and others are, IMO,
absolutely childish.

Ive not seen any childish comments yet, some adult discussion, and lots of
disagreement.

> I used to be very proud of Atari owners, but these days I'm ashamed of
them.

Hence your lax attitude to this echo.

> This newsgroup has become the de facto source of Atari information and
support today.

Non-commercial of course.

> Even though I firmly believe there is still a place for a simpler computer
like the Atari, I do not
> recommend the platform to anyone anymore because of the way people behave
in this newsgroup.

You pratt!!. you'd better tell people to stop buying Ford Fiesta's and
Vauxhall Nova's coz of the way they are driven by 'Some People'. Dillweed!!.

> There are a number of individuals in this newsgroup who should look at
> themselves in a mirror, and ask themselves if their actions present a
> positive or negative impression of the very few Atari users left.

Could you take the time to explain what a 'rule' is and its purpose please.
Or are you the sort of idiot who turns a blind eye to what suits them.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6386. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-30 20:34:08 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004479179.51381.5@hebe.uk.clara.net>
Source record: 33310
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Hi Kevin

> I don't mind the occasional ads at all, but I wish Ben would stop putting
> that apostrophe in the word "wants". Is that too much to ask?

I don't mind occasional ads, I do mind people imposing multi-page ads on me that I have no choice but to pay for. Others can advertise with a simple one sentence with a link in, others should be able to adapt.

--

Steve. S.

6387. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-30 20:35:19 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004479184.51381.6@hebe.uk.clara.net>
Source record: 33311
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Lonny

> > There are a number of individuals in this newsgroup who should look at
> > themselves in a mirror, and ask themselves if their actions present a
> > positive or negative impression of the very few Atari users left.

> Well said. I don't mind Ben's posts either, he helped me out when I
> really needed some help.

Do you pay by the second for your IP use Lonny?.

6388. looking for atari lynx games

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-30 22:12:56 UTC
From: Simon Putz <simon.putz@t-online.de>
Message-ID: <9rn8n0$3sk$02$1@news.t-online.com>
Source record: 33312

hi,

i am looking to buy atari lynx game modules, preferably a pack or bundle of lots of games

any offers? i am in germany, but shipping shouldnt be a real problem

bye

simon putz

6389. Monkey Wrench 2

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-30 23:24:05 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3BDF3695.8F4432B6@asw.cz>
Source record: 33313

Hi,

how to use subj.? I've got Atari 800.

Jindroush (kubecj@asw.cz)
Atari Cartridge Dumping Project (http://jindroush.atari.org)

6390. Re: Text Files

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-30 23:39:16 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3bdf7ef7$0$37099$4c5ecdc7@news.erinet.com>
Source record: 33318
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.os.cpm

> Does anyone have any programming or techincal files that are text based
for
> offline viewing by a DOS text viewer?
>
> --
> J.Wood
> rtdos@juno.com
It'd be good if you were a little more specific what you're looking for.
There are whole technical reference books, like 'Mapping the Atari',
available on the net. Don't know if could view it with DOS viewer.
I mean, you could maybe save it and unhtmlize it (I have a program
to unhtmlize.) For a very brief intro to assembler, I have a could
text files on my site. One ATASCII and one ASCII I think.
There's also ATAS2ASC and ASC2ATAS for converting there.
It's in the assembler info area, about 1/2 way down the opening page.
http://www.en.com/users/russg.
You almost sound like you're using a non-browser type connection,
like lynx.
Russg

6391. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-30 23:43:07 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004552372.30341.4@demeter.clara.net>
Source record: 33333
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Hi Webster

> <snip>
>
> > If it wasn't for the multi page dribble he posts each time, imposing
> himself
>
> <snip>
>
> It's "drivel", not "dribble", dimwit. If you're going to insult people,
at
> least try to develop your vocabulary, or stick with gradeschool level
words.

Its 'Dribble' here, a local thing I think, as for the gradeschool level, I thought that is what I was on.

Does the "ahole" in your email address stand for Arsehole??.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6392. R: Handler Questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-31 03:35:30 UTC
From: Ken Siders <atari8bitREMOVE@columbus.rr.com>
Message-ID: <6kKD7.9045$_Q6.3161348@typhoon.columbus.rr.com>
Source record: 33315

I have found a few sources of the various XIO functions used with an R:
devices but a couple
things I have never seen explained.

If you do a GET and no characters are available, does it
(1) Block until there is something to get? (don't think so)
(2) Returns immediately with Null? (or other value?)
(3) Returns immediately with some error status? (error code # would be??)

And for a PUT, if the output buffer is full...
(1) Does it block until some buffer space is freed up?
(2) Return an error status code?

Or if someone has some really detailed documentation.

Thanks,
Ken Siders
http://home.columbus.rr.com/ksiders/atari.htm

6393. Re: Handler Questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-31 03:50:12 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <ttut6fpmnqv84f@corp.supernews.com>
Source record: 33316

"Ken Siders" <atari8bitREMOVE@columbus.rr.com> wrote in message
news:6kKD7.9045$_Q6.3161348@typhoon.columbus.rr.com...
>
> I have found a few sources of the various XIO functions used with an R:
> devices but a couple
> things I have never seen explained.
>
> If you do a GET and no characters are available, does it
> (1) Block until there is something to get? (don't think so)
> (2) Returns immediately with Null? (or other value?)
> (3) Returns immediately with some error status? (error code # would be??)

I don't know what everyone else does or how it is supposed to be done.

How I do it: I always issue a status command to the handler first. If the
status shows a byte is available, I think do the GET byte routine. If there
is nothing there, I don't go to the GET routine.

6394. Re: SV: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-31 04:01:08 UTC
From: jt august <starsaber@worldnet.att.net>
Message-ID: <starsaber-11CCAC.22042630102001@netnews.worldnet.att.net>
Source record: 33317
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

In article <1004479173.51381.3@hebe.uk.clara.net>,
"Steve Sweet" <stevesweet@freeuk.com> wrote:

>
> I'd buy frm him if circumstsnces matched, but i still object to him and
> others commercialising this echo.

I'm now wondering, is this interNet newsgroup gating through somewhere as a Fido echo also? If so, that would explain the disagreeing perspectives on rules. Fido Net does still maintain strict rules that are enforcable, whereas interNet newsgroups rules and guidelines are not only virtually unenforcable, but are much more liberal and anymore subject to evolutionary change.

If there is a bridge into Fido Net, said bridge needs to be severed, as the two are not supposed to be mutually exchangable.

--
The Starsabre is a British blade. Please reverse the r and e
to reply to me directly.

6395. Re: Text Files

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-31 05:00:45 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <1ALD7.1514$y_3.464865353@newssvr11.news.prodigy.com>
Source record: 33319
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.os.cpm

Try this link,

http://www.textfiles.com/

Chocked full of old hacking, phreaking, fast 28.8 modem stuff, etc.
Not much good for use on todays systems but alot of good history to be found
in there.
Mo

Russ Gilbert wrote in message <3bdf7ef7$0$37099$4c5ecdc7@news.erinet.com>...
>> Does anyone have any programming or techincal files that are text based
>for
>> offline viewing by a DOS text viewer?
>>
>> --
>> J.Wood
>> rtdos@juno.com
>It'd be good if you were a little more specific what you're looking for.
>There are whole technical reference books, like 'Mapping the Atari',
>available on the net. Don't know if could view it with DOS viewer.
>I mean, you could maybe save it and unhtmlize it (I have a program
>to unhtmlize.) For a very brief intro to assembler, I have a could
>text files on my site. One ATASCII and one ASCII I think.
>There's also ATAS2ASC and ASC2ATAS for converting there.
>It's in the assembler info area, about 1/2 way down the opening page.
>http://www.en.com/users/russg.
>You almost sound like you're using a non-browser type connection,
>like lynx.
>Russg
>
>

6396. Re: Text Files

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-31 05:41:42 UTC
From: "White Flame (aka David Holz)" <whiteflame52@y.a.h.o.o.com>
Message-ID: <9ro2ml$2djv$1@barad-dur.nas.com>
Source record: 33320
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.os.cpm

"rtdos@yahoo.com" <rtdos@hotmail.com> wrote in message
news:ffBD7.141$Q%3.109540@news.uswest.net...
> Does anyone have any programming or techincal files that are text based
for
> offline viewing by a DOS text viewer?

http://www.geocities.com/white-flame/files/c64 has some good C64 books.

--
White Flame (aka David Holz)
http://fly.to/theflame

(spamblock in effect)

6397. Re: Which monitors support sound ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-31 09:05:34 UTC
From: Ben Corr <bjcorr@sonic.net>
Message-ID: <y9PD7.10476$no1.118722@typhoon.sonic.net>
Source record: 33321

Well, lookie here;
>
> I could be wrong on the model, but there was definately a monitor out that
> did multiple modes. Had about 3 connectors in the back, 9 pin IBM style
for
> mono or CGA/EGA, composite, maybe one or two others like TRS or Apple.

Sounds exactly like my CBM 1902.....

Ben Corr

6398. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-31 09:22:41 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.ccaorrdn@localhost>
Source record: 33322
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Lonny Pursell wrote:
>
> On Tue, 30 Oct 2001, Steve Sweet wrote:
>
> > Do you pay by the second for your IP use Lonny?.

> ignore this thread. If your news program cannot surf headers and you
> are forced to read every msg, I suggest you upgrade you program or
> move to a new platform with a better news reader. I surf headers
> on my old Atari, I'm baffled why someone who pays by the second
> does not...

I'll second that. Downloading the whole newgroup is your choice.
Can't blame anyone else for doing that really. Even NEWSie will let
you scan the headers before downloading posts.

/Joakim

(I pay by the minute for www access)

6399. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-31 09:42:06 UTC
From: Lonny Pursell <syntax.error@line.22>
Message-ID: <Pine.MNT.4.31.0110310437170.118-100000@Hades060>
Source record: 33314
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Tue, 30 Oct 2001, Steve Sweet wrote:

> Do you pay by the second for your IP use Lonny?.

No. Also I do not want to get into the same stupid arguement again.
So do not single me out. I only have one comment further and I'll
ignore this thread. If your news program cannot surf headers and you
are forced to read every msg, I suggest you upgrade you program or
move to a new platform with a better news reader. I surf headers
on my old Atari, I'm baffled why someone who pays by the second
does not...

--

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6400. Re: Text Files

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-31 11:10:38 UTC
From: rstevew@deeptht.armory.com
Message-ID: <3bdfdc2e$0$440$8eec23a@newsreader.tycho.net>
Source record: 33323
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.os.cpm

In article <ffBD7.141$Q%3.109540@news.uswest.net>,
rtdos@yahoo.com <rtdos@rocketmail.com> wrote:
>Does anyone have any programming or techincal files that are text based for
>offline viewing by a DOS text viewer?
>
>--
>J.Wood
>rtdos@juno.com

There are DOS html browsers, and DOS Adobe acrobat readers.
-Steve
--
-Steve Walz rstevew@armory.com ftp://ftp.armory.com/pub/user/rstevew
-Electronics Site!! 1000 Files/50 Dirs!! http://www.armory.com/~rstevew
Europe Naples, Italy: ftp://ftp.unina.it/pub/electronics/ftp.armory.com

6401. new Atari 8-bit web page monitoring service

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-31 12:22:05 UTC
From: NoOne@FakeEmail.com
Message-ID: <914B47502CTHEnterprises@205.212.123.11>
Source record: 33324

I've set up a service that watches Atari 8-bit web pages for changes in content. It checks on them once a week and produces a web page that has a status icon beside each link. If a web page has had new content added or altered an "updated" icon will appear beside it. If it is a new link then "new" will appear beside it. If it is currently offline then a circle with a slash will be beside it. If it is online but it's content hasn't changed then a check mark will appear beside it. The service is called HotLinks. By using it you can quickly see which sites have had new content added to them. The URL is- http://cth.dtdns.net/HotLinks/hotlinksEnglish.html

If the service goes as well as I want then I will expand upon it and add the other Atari 8-bit language sites in my link-farm to it as well.

6402. JHV of ABBUC (yearly meeting of 8 bit user group)

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-31 13:27:18 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9rou7n$5t$1@nets3.rz.RWTH-Aachen.DE>
Source record: 33325

Howdy folks

First pictures of the JHV of the ABBUC last weekend in Herten are now available at http://www.abbuc.de click on JHV then below the first picture on 'Link zur Diashow' and sit back. There's no picture of me yet (19 pictures) but in picture 8 you can see (clockwise) Freddy Offenga, Frits ??? (White Warrior), Robert Verdaasbonk (Fox-1), Rene de Bie (TXG) and a guy I don't know the name of.

CU Mathy van Nisselroy

BTW in the first picture standing at the left is Bo Schreurs (Pooldisk) en sitting next to him (with the pony tale) is Freddy again.

6403. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-31 14:14:19 UTC
From: Roy G Biv <erasmus@6502.old.folks.home>
Message-ID: <Pine.GSO.4.33.0110310900490.5047-100000@shell1>
Source record: 33326

->From: "Steve Sweet" (stevesweet at freeuk dot com)
->Newsgroups: comp.sys.atari.8bit [crossposts deleted]
->Date: Tue, 30 Oct 2001 20:34:08 -0000
->I do mind people imposing multi-page ads on me that I have no
->choice but to pay for.

Doesn't your program have a "next" key that lets you skip to the
next posting?

>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *

6404. Re: Text Files

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-31 14:59:04 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3be01e85_2@news.iglou.com>
Source record: 33328
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.os.cpm

Russ Gilbert wrote in message <3bdf7ef7$0$37099$4c5ecdc7@news.erinet.com>...
>> Does anyone have any programming or techincal files that are text based
>for
>> offline viewing by a DOS text viewer?
>>
>> --
>> J.Wood
>> rtdos@juno.com
>It'd be good if you were a little more specific what you're looking for.
>There are whole technical reference books, like 'Mapping the Atari',
>available on the net. Don't know if could view it with DOS viewer.

Your Atari suggestions are fine, but look at the groups this thread is
crossposted in. Talk about being a little more specific! :)

6405. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-31 15:17:58 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B8055626.7A8%bobo_snyder@hotmail.com>
Source record: 33327
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

> From: "Steve Sweet" <stevesweet@freeuk.com>
> Newsgroups: comp.sys.atari.8bit,comp.sys.atari.st
> Date: Tue, 30 Oct 2001 20:35:19 -0000
> Subject: Re: Bravo Sierra want's Your Money! NEW/Revised Links!
>
> Hi Lonny
>
>>> There are a number of individuals in this newsgroup who should look at
>>> themselves in a mirror, and ask themselves if their actions present a
>>> positive or negative impression of the very few Atari users left.
>
>> Well said. I don't mind Ben's posts either, he helped me out when I
>> really needed some help.
>
> Do you pay by the second for your IP use Lonny?.
>

Then don't read the freakin' newsgroup, dummy. if you are so concerned. exactly how much is it per second for internet access? a penny? if so add up the amount of penny's as to how many of ben's posts there are over the period of a year. i bet its like 50 or 60 cents or something like that (over a years time). If you are so darned concerned about that kind of money, you shouldn't be able to afford a computer much less internet access.

if i am totally wrong (if its like a dollar per second or somethingg like that) i will take what i said back.

if you are so concerned about the small change cost for one of bens posts and you are upset over it because of the "principle" then thats just silly. i think you have "wasted" more money with this debate than you ever would just ignoring ben's posts.

like others have said, just DON'T download the messages when you scan the headers!!!

6406. Last Day: 1140+ new, boxed Atari & Commodore software packages

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-31 16:45:38 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <SUVD7.569355$8c3.90334778@typhoon.tampabay.rr.com>
Source record: 33329
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.commodore64.marketplace

```
> 1140 + pieces of new, boxed, unopened Atari and Commodore software!
> Including games, programming, education, productivity and emulation (run
IBM
> software on an Atari ST!).
>
> Perfect for a reseller, aspiring reseller or SERIOUS collector.
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1289335161
>
>
```

6407. Re: Which monitors support sound ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-31 16:58:21 UTC
From: ronfucci@bellsouth.net
Message-ID: <42952602.0110310858.1df3fd6f@posting.google.com>
Source record: 33330

Ben,

From what I can find on the web, the Magnivox RGB 80 is like either
the 1902 or the 1084.

Since you have the 1902, which Atari 8 bit do you hook the monitor to
? (If you use it for the purpose). Do you use a monitor cable from
the ATari to the Commodore monitor and if so, which leads do you use
to attach to the monitor ? Thanks.

Ron

"Ben Corr" <bjcorr@sonic.net> wrote in message
news:<y9PD7.10476$no1.118722@typhoon.sonic.net>...
> Well, lookie here;
> >
> > I could be wrong on the model, but there was definately a monitor out that
> > did multiple modes. Had about 3 connectors in the back, 9 pin IBM style
> for
> > mono or CGA/EGA, composite, maybe one or two others like TRS or Apple.
>
> Sounds exactly like my CBM 1902.....
>
> Ben Corr

6408. Re: new Atari 8-bit web page monitoring service

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-31 18:12:14 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3BE03F00.870CD155@optonline.net>
Source record: 33331

Tom Hunt wrote:
>
> I've set up a service that watches Atari 8-bit web pages for changes
> in content. It checks on them once a week and produces a web page that has
> a status icon beside each link. If a web page has had new content added or
> altered an "updated" icon will appear beside it. If it is a new link then
> "new" will appear beside it. If it is currently offline then a circle with
> a slash will be beside it. If it is online but it's content hasn't changed
> then a check mark will appear beside it. The service is called HotLinks.
> By using it you can quickly see which sites have had new content added to
> them. The URL is- http://cth.dtdns.net/HotLinks/hotlinksEnglish.html
>
> If the service goes as well as I want then I will expand upon it and
> add the other Atari 8-bit language sites in my link-farm to it as well.

Here's a web service that can e-mail the page and highlight the changes
to your e-mail. I have about 15 pages watched for me.
http://mindit.netmind.com/
Enjoy!

--

Robert S Ely - aka - Eli-the-Iceman
rsely74@optonline.net
rsely@dhs.state.nj.us
rsely74@hotmail.com
hsrelyy@vm.state.nj.us
ICQ#: 33390750
AOL-IM: Eliice1954
Work Phone:1-609-894-4057
Work FAX:1-609-894-4048

6409. Re: Last Day: 1140+ new, boxed Atari & Commodore software packages

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-31 18:14:02 UTC
From: "rtdos@yahoo.com" <rtdos@hotmail.com>
Message-ID: <NbXD7.930$bE4.88119@news.uswest.net>
Source record: 33332
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.commodore64.marketplace

I'm still interested, as a serious collector and emulator developer.
However, the price is a little too steep. Sorry.

"Hugh Falk" <hughfalk@mindspring.com> wrote in message
news:SUVD7.569355$8c3.90334778@typhoon.tampabay.rr.com...
> > 1140 + pieces of new, boxed, unopened Atari and Commodore software!
> > Including games, programming, education, productivity and emulation (run
> IBM
> > software on an Atari ST!).
> >
> > Perfect for a reseller, aspiring reseller or SERIOUS collector.
> >
> > http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1289335161
> >
> >
>
>

6410. Re: SV: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-31 18:59:49 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004645021.43796.2@eos.uk.clara.net>
Source record: 33358
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Hi "jt august"

> > I'd buy frm him if circumstsnces matched, but i still object to him and
> > others commercialising this echo.

> I'm now wondering, is this interNet newsgroup gating through somewhere
> as a Fido echo also? If so, that would explain the disagreeing
> perspectives on rules. Fido Net does still maintain strict rules that
> are enforcable, whereas interNet newsgroups rules and guidelines are not
> only virtually unenforcable, but are much more liberal and anymore
> subject to evolutionary change.

It seems that rules dont count if the relevant anus has done you a favour
sometime in the distant past.
I should join ALT.PARKING.TICKETS, or ALT.GET.OUT.OF.JAIL.FREE and hopw
double standars operate in there.

> If there is a bridge into Fido Net, said bridge needs to be severed, as
the two are not supposed to be mutually >exchangable.

Good old fidonet, now what was my node no. 2.254.102.9 ???

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6411. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-31 19:29:06 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004645024.43796.3@eos.uk.clara.net>
Source record: 33359
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Ho Joakim

> > On Tue, 30 Oct 2001, Steve Sweet wrote:
> >
> > > Do you pay by the second for your IP use Lonny?.
>
> > ignore this thread. If your news program cannot surf headers and you
> > are forced to read every msg, I suggest you upgrade you program or
> > move to a new platform with a better news reader. I surf headers
> > on my old Atari, I'm baffled why someone who pays by the second
> > does not...
>
> I'll second that. Downloading the whole newgroup is your choice.

Thats right, and its my choice to suscribe to a non-commercial base, and its not your or anyone elses decision to make it otherwise.

> Can't blame anyone else for doing that really. Even NEWSie will let
> you scan the headers before downloading posts.

That is not the point is it?, one click in outlook and he's killfiled, but i shouldnt have to do that should i.

6412. Re: JHV of ABBUC (yearly meeting of 8 bit user group)

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-31 19:41:33 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3BE053EC.12DBC57E@t-online.de>
Source record: 33334

> available at http://www.abbuc.de click on JHV then below the first picture
> on 'Link zur Diashow' and sit back.

The dia show does not work.

Andre

6413. Re: JHV of ABBUC (yearly meeting of 8 bit user group)

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-31 20:59:39 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <%CZD7.4753$S4.376987@newsread1.prod.itd.earthlink.net>
Source record: 33335

At least, not properly for me either! It clears the window and starts another image before the previous one was completely loaded and it is much too quick.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Andre" <Chrodegang@t-online.de> wrote in message news:3BE053EC.12DBC57E@t-online.de...
> > available at http://www.abbuc.de click on JHV then below the first picture
> > on 'Link zur Diashow' and sit back.
>
> The dia show does not work.

6414. Happy Halloween!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-31 21:22:40 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <AYZD7.2759$Lc7.653371572@newssvr12.news.prodigy.com>
Source record: 33336

Unpleasent dreams!

Mo
8-)

6415. Re: JHV of ABBUC (yearly meeting of 8 bit user group)

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-31 22:05:47 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B805B5BB.829%bobo_snyder@hotmail.com>
Source record: 33337

> From: "Ron Hamilton" <oldatarian@atariland.com>
> Organization: EarthLink Inc. -- http://www.EarthLink.net
> Newsgroups: comp.sys.atari.8bit
> Date: Wed, 31 Oct 2001 20:59:39 GMT
> Subject: Re: JHV of ABBUC (yearly meeting of 8 bit user group)
>
> At least, not properly for me either! It clears the window and starts
> another image before the previous one was completely loaded and it is much
> too quick.
>
> --
> -Ron
>

maybe if we used 8bit ataris which would then be slow enough to properly
view this page, we wouldn't have any problems. LOL

6416. Re: new Atari 8-bit web page monitoring service

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-31 22:14:04 UTC
From: William Kendrick <nbs@sonic.net>
Message-ID: <MI_D7.10636$no1.120098@typhoon.sonic.net>
Source record: 33338

Robert S Ely <rsely74@optonline.net> wrote:

: Here's a web service that can e-mail the page and highlight the changes
: to your e-mail. I have about 15 pages watched for me.
: http://mindit.netmind.com/

Can't some browsers do this? I seem to remember Netscape (from long, long ago... and under Win95, which I don't use) having some kind of "has this bookmarked page been updated since I last saw it?" feature.

-bill!

6417. Larget collection of Atari 8 software ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-31 22:16:48 UTC
From: "rtdos@yahoo.com" <rtdos@hotmail.com>
Message-ID: <lL_D7.29$wL5.19293@news.uswest.net>
Source record: 33339

Where is the largest collection of Atari 8 collection of downloadable
software either by http or ftp (umich does not do ftp, unfortunately) I
wish to compile a distributable CD for others here (no charge of course)
with as many emulators as possible.
--
J.Wood
rtdos@juno.com

6418. Re: Happy Halloween!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-31 22:17:29 UTC
From: William Kendrick <nbs@sonic.net>
Message-ID: <ZL_D7.10637$no1.120098@typhoon.sonic.net>
Source record: 33340

Mo <mygranny@swbell.net> wrote:
: Unpleasent dreams!

When I was a kid, I'd write little 'screensaver' like programs with
pumpkins and bats and lightnight flashes (SETCOLOR 4,0,15 ;))
and set up my 1200XL in the front room of our house, so people could see
it as they walked by.

I /almost/ considered doing the smae this halloween, but didn't have much
time to get ready.

I hope we get some trick-or-treaters!

-bill!

6419. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-31 22:20:35 UTC
From: james <jamesrfr@SPAMMENOT.home.com>
Message-ID: <3BE0791D.B20D31E@SPAMMENOT.home.com>
Source record: 33341

[crossposting removed]

Steve Sweet wrote:
>
> Hi Ken
>
[snip, and more snippage below...]
> > Some of the comments I've read in this thread and others are, IMO,
> absolutely childish.
>
> Ive not seen any childish comments yet, some adult discussion, and lots of
> disagreement.
>

see below a bit.

> Hence your lax attitude to this echo.

This is a usenet newsgroup, neither a 'base' nor a fidonet echo.

> > This newsgroup has become the de facto source of Atari information and
> support today.
>
> Non-commercial of course.

No such rule exists for this newgroup, cf. below.

> You pratt!!. you'd better tell people to stop buying Ford Fiesta's and
> Vauxhall Nova's coz of the way they are driven by 'Some People'. Dillweed!!.

Childish comment, cf. above.

> Could you take the time to explain what a 'rule' is and its purpose please.
> Or are you the sort of idiot who turns a blind eye to what suits them.

From the faq, at:
http://www.faqs.org/faqs/atari-8-bit/welcome/
...
There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the
custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups
instead.
...

So, no charter, no moderator, and no binaries. Searching the faq for 'commercial' or 'business' gets no hits. Looks like Bravo Sierra _is_ following the rules.

> Regards from STEve & his nice warm cosy PAK'd MegaSTE.

Regards from James and his IBM-compatible(s), A3000, A2000, A1000, 800XL w/256k, 400 w/48k, TRS-80 Model 1 Level II

6420. Re: Larget collection of Atari 8 software ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-10-31 22:31:45 UTC
From: William Kendrick <nbs@sonic.net>
Message-ID: <IZ_D7.10645$no1.120068@typhoon.sonic.net>
Source record: 33342

rtdos@yahoo.com <rtdos@hotmail.com> wrote:
: Where is the largest collection of Atari 8 collection of downloadable
: software either by http or ftp (umich does not do ftp, unfortunately) I
: wish to compile a distributable CD for others here (no charge of course)
: with as many emulators as possible.

Here's the list of ftp and websites accessible via XL Search.
It's not all-encompassing, unfortunately, but it's 13 sites (incl. Umich)
and over 25,000 files (lots of duplicates, of course, but...)

http://www.newbreedsoftware.com/xlsearch/showarchives.cgi

-bill!

6421. Re: Larget collection of Atari 8 software ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-01 02:07:00 UTC
From: Egidio Basso <egidio.basso@brutele.be>
Message-ID: <9rqao7$g7n$1@news.brutele.be>
Source record: 33343

"rtdos@yahoo.com" <rtdos@hotmail.com> a ï¿½crit dans le message de news:
lL_D7.29$wL5.19293@news.uswest.net...
> Where is the largest collection of Atari 8 collection of downloadable
> software either by http or ftp (umich does not do ftp, unfortunately) I
> wish to compile a distributable CD for others here (no charge of course)
> with as many emulators as possible.
> --
> J.Wood
> rtdos@juno.com
>
>

Here is another world of Atari 800 and 800XL...

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: August 7, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the
custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups
instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive
http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search search engine, kept by Bill Kendrick
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

University of Michigan Archive, kept by Bill Kendrick
http://www.umich.edu/~archive/atari/8bit

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A.
Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/

Ape cable and softs:
http://www.atarimax.com/

6422. Re: Happy Halloween!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-01 02:08:34 UTC
From: Egidio Basso <egidio.basso@brutele.be>
Message-ID: <9rqar9$g82$1@news.brutele.be>
Source record: 33344

"Mo" <mygranny@swbell.net> a ï¿½crit dans le message de news:
AYZD7.2759$Lc7.653371572@newssvr12.news.prodigy.com...
> Unpleasent dreams!
>
> Mo
> 8-)
>
>
>

Thank you, there is the birthday of my son ! He have 18 years old today.

6423. FA: Ebay - Several hard to find 8-bit carts

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-01 05:15:14 UTC
From: jhardie@pipeline.com
Message-ID: <3be0d981.78548008@news.pipeline.com>
Source record: 33345

I've got some decent 8-bit cart titles on ebay that I wanted to let
everyone know about. Email me with any questions.

Titles are:

- Abracadabra
- Assault Force w/ Supercharger cart
- Claim Jumper
- Ozzy's Orchard
- Slime
- Spider City

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&userid=jhardie%4
0pipeline.com&include=0&since=-1&sort=2&rows=25

Thanks,
John

6424. Re: Larget collection of Atari 8 software ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-01 06:18:28 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <3BE0C287.1049@swbell.net>
Source record: 33346

rtdos@yahoo.com wrote:
>
> Where is the largest collection of Atari 8 collection of downloadable
> software either by http or ftp (umich does not do ftp, unfortunately) I
> wish to compile a distributable CD for others here (no charge of course)
> with as many emulators as possible.
> --
> J.Wood
> rtdos@juno.com

I seriously hope you're not planning on selling these files you are downloading! I noticed you've posted the same question in several newsgroups that I frequent. I've also noted the fact that I've never seen you post in any of these groups before. These FTP sites are for the benefit of the 8bit computer hobbyist, not to benefit your pocket. Most of these programs are still copyrighted and the authors frequent these newsgroups as well as the popular auction sites. I'd be very careful whatever your intentions are.
Mo

6425. Re: Larget collection of Atari 8 software ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-01 07:09:44 UTC
From: Homesoft Atari <atari_homesoft@gmx.de>
Message-ID: <a33b47aaea40d6cd8e9b30b0b79f0cd1.12012@mygate.mailgate.org>
Source record: 33347

"rtdos@yahoo.com" <rtdos@hotmail.com> wrote in message
news:lL_D7.29$wL5.19293@news.uswest.net...

> Where is the largest collection of Atari 8 collection of downloadable
> software either by http or ftp (umich does not do ftp, unfortunately) I
> wish to compile a distributable CD for others here (no charge of course)
> with as many emulators as possible.
> --
> J.Wood
> rtdos@juno.com

Have a look at:
http://www.atarihomesoft.f2s.com
There you can find a lot of well sorted games and demos for the good old ATARI
8Bit.

--
Posted from ddn2-t1-2.mcbone.net [62.104.204.81]
via Mailgate.ORG Server - http://www.Mailgate.ORG

6426. Re: Free Quick Reference Cards in PDF format

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-01 07:41:52 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9rquc0ohh1@venus.itns.co.za>
Source record: 33348
Cross-posted to: comp.sys.apple2.usergroups,comp.sys.arm,comp.sys.atari.8bit

On Mon, 08 Oct 2001 06:20:34 GMT, William Kendrick wrote:

> In comp.sys.atari.8bit Robert O Greenawalt <av261@lafn.org> wrote:
>: This seems to have nothing to do with Apple][subjects. Correct?
>
> Hey! We could sue for false advertising! "You came onto these newsgroups
> and promised quick reference cards, but you don't have them for these
> computers." :)
>
> -bill!
> (being silly)

Yeah this reminds me of Sun's boast that Java would "run on all platforms".
Anybody seen Java for the Apple II?

--
If woman don't find you handsome, they should find you handy.

6427. Re: JHV of ABBUC (yearly meeting of 8 bit user group)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-01 08:02:53 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3BE101AD.91ADDCD2@t-online.de>
Source record: 33349

> At least, not properly for me either! It clears the window and starts
> another image before the previous one was completely loaded and it is much
> too quick.

What I get from my Netscape brwoser is: The requested URL /diashow/Abbuc was
not found on this server.

Andre

6428. Re: Larget collection of Atari 8 software ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-01 08:04:07 UTC
From: Oliver Graf <oliver@knusperkopf.de>
Message-ID: <1738441.JKV5NW6geO@knusperkopf.de>
Source record: 33350

On Donnerstag, 1. November 2001 07:18, Mo wrote:

> rtdos@yahoo.com wrote:
>>
>> Where is the largest collection of Atari 8 collection of downloadable
>> software either by http or ftp (umich does not do ftp, unfortunately) I
>> wish to compile a distributable CD for others here (no charge of course)
>> with as many emulators as possible.
>
> I seriously hope you're not planning on selling these files you are
> downloading! [...]

Cool down, Mo! He said "no charge".

--
Oliver Graf, Oberhofstr. 11, 44575 Castrop-Rauxel, Germany
Phone: +49 2305 14230 - http://www.knusperkopf.de - ABBUC #709

"If I hadn't seen such riches I could live with being poor." - James

6429. Re: Text Files

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-01 09:13:00 UTC
From: Muad'Dib <tomkostolom@hotmail.com>
Message-ID: <9rsdbbifd1@sunce.iskon.hr>
Source record: 33363
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.os.cpm

"Mo" <mygranny@swbell.net> wrote in message
> Try this link,
>
> http://www.textfiles.com/
>
> Chocked full of old hacking, phreaking, fast 28.8 modem stuff, etc.
> Not much good for use on todays systems but alot of good history to be found
> in there.

Yes Mo, it's great site - I've downloaded the whole archive by FTP...
400MB, but it's worth it...

One of the best is the mp3 part - listen how that dude has fun with cert....

--
"To do is to be." -- Platon
"To be is to do." -- Kant
"Do be do be do." -- Sinatra

Peace, Tomo
<tomkostolom@hotmail.com>

6430. Re: Happy Halloween!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-01 09:21:43 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <f052utojf5u7222ljsbukjero0du7dveal@4ax.com>
Source record: 33351

On Thu, 1 Nov 2001 03:08:34 +0100, "Egidio Basso"
<egidio.basso@brutele.be> wrote:

>
>"Mo" <mygranny@swbell.net> a ï¿½crit dans le message de news:
>AYZD7.2759$Lc7.653371572@newssvr12.news.prodigy.com...
>> Unpleasent dreams!
>>
>> Mo
>> 8-)
>>

>Thank you, there is the birthday of my son ! He have 18 years old today.

Oh, at 18 he will be used to weird dreams :-)

6431. Re: Larget collection of Atari 8 software ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-01 15:44:01 UTC
From: rtdos at yahoo dot com <rtdos@hotmail.com>
Message-ID: <b5eE7.32$O%4.145754@news.uswest.net>
Source record: 33352

Mo,
I have no intentions of selling the CD's either to recoup my losses on blank cd's or postage or even to make a profit. My idea is to archive as much eight bit software as possible before they really do die off.
Jeff

"Mo" <mygranny@swbell.net> wrote in message news:3BE0C287.1049@swbell.net...
> rtdos@yahoo.com wrote:
> >
> > Where is the largest collection of Atari 8 collection of downloadable
> > software either by http or ftp (umich does not do ftp, unfortunately) I
> > wish to compile a distributable CD for others here (no charge of course)
> > with as many emulators as possible.
> > --
> > J.Wood
> > rtdos@juno.com
>
>
> I seriously hope you're not planning on selling these files you are
> downloading! I noticed you've posted the same question in several
> newsgroups that I frequent. I've also noted the fact that I've never
> seen you post in any of these groups before. These FTP sites are for the
> benefit of the 8bit computer hobbyist, not to benefit your pocket. Most
> of these programs are still copyrighted and the authors frequent these
> newsgroups as well as the popular auction sites. I'd be very careful
> whatever your intentions are.
> Mo

6432. Indus GT Atari Drive FS

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-01 16:02:32 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <9rrrmo$kp0$1@mohawk.hwcn.org>
Source record: 33354

I have an Atari Indus GT disk drive for sale with power supply and SIO cable. I am asking $35 US plus shipping.

email for details

6433. Re: JHV of ABBUC (yearly meeting of 8 bit user group)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-01 16:25:32 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <npt2utcvau2163jp7uhpbkaampkvfstg9b@4ax.com>
Source record: 33353

On Thu, 01 Nov 2001 09:02:53 +0100, Andre <Chrodegang@t-online.de>
wrote:

>> At least, not properly for me either! It clears the window and starts
>> another image before the previous one was completely loaded and it is much
>> too quick.
>
>What I get from my Netscape brwoser is: The requested URL /diashow/Abbuc was
>not found on this server.

well they should make a thumbnail list and everybody can have a look
on it.

unfortunately, best way to have a look on it, was to be there, just
like me :-)

-thomsen@ilm

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Business Computer Science
Technical University of Ilmenau

6434. Re: Free Quick Reference Cards in PDF format

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-01 17:09:33 UTC
From: CUTjblakeney@sympatico.ca
Message-ID: <3be180a9.81841540@news1.on.sympatico.ca>
Source record: 33355
Cross-posted to: comp.sys.apple2.usergroups,comp.sys.arm,comp.sys.atari.8bit

On Thu, 1 Nov 2001 07:41:52 +0000 (UTC), Stephen Shaw
<xstephenx@apple2.org.za> wrote:

>Yeah this reminds me of Sun's boast that Java would "run on all platforms".
>Anybody seen Java for the Apple II?

Funny you should mention that as I noticed last week that someone had
posted some new messages to a 3 year old thread about doing Java on
the IIgs over on Delphi. :)

--
Jeff Blakeney - Dean of the Apple II Unversity on A2Central.com
- CUT the obvious from my address to e-mail me

6435. Re: Text Files

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-01 17:21:36 UTC
From: Rubywand <rubywand@swbell.net>
Message-ID: <3BE18687.8D4F1D82@swbell.net>
Source record: 33357
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.os.cpm

"rtdos@yahoo.com" writes ...
>
> Does anyone have any programming or techincal files that are text based for
> offline viewing by a DOS text viewer?
>
....

There are piles of such files available to Apple II users. Here are a few links
...

ftp://ground.ecn.uiowa.edu/apple2/Faqs/

ftp://ground.ecn.uiowa.edu/apple2/Technotes/

http://www.textfiles.com/apple/

ftp://ground.ecn.uiowa.edu/apple2/MiscInfo/Hardware/

http://home.swbell.net/rubywand/csa2pfaq.html#002

Rubywand

6436. Re: Larget collection of Atari 8 software ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-01 17:23:54 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <KyfE7.2386$Nh4.629048477@newssvr11.news.prodigy.com>
Source record: 33356

Okay 8-)
Mo

rtdos at yahoo dot com wrote in message ...
>Mo,
>I have no intentions of selling the CD's either to recoup my losses on
blank
>cd's or postage or even to make a profit. My idea is to archive as much
>eight bit software as possible before they really do die off.
>Jeff
>
>
>
>
>
>"Mo" <mygranny@swbell.net> wrote in message
news:3BE0C287.1049@swbell.net...
>> rtdos@yahoo.com wrote:
>> >
>> > Where is the largest collection of Atari 8 collection of downloadable
>> > software either by http or ftp (umich does not do ftp, unfortunately)
I
>> > wish to compile a distributable CD for others here (no charge of
course)
>> > with as many emulators as possible.
>> > --
>> > J.Wood
>> > rtdos@juno.com
>>
>>
>> I seriously hope you're not planning on selling these files you are
>> downloading! I noticed you've posted the same question in several
>> newsgroups that I frequent. I've also noted the fact that I've never
>> seen you post in any of these groups before. These FTP sites are for the
>> benefit of the 8bit computer hobbyist, not to benefit your pocket. Most
>> of these programs are still copyrighted and the authors frequent these
>> newsgroups as well as the popular auction sites. I'd be very careful
>> whatever your intentions are.
>> Mo
>
>

6437. Re: Larget collection of Atari 8 software ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-01 20:04:19 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BE1AA87.6AA6A8E@home.com>
Source record: 33360

Hiya,

I certainly hope the files will still be usable on a real 8bit (of which I have 2) and not emulators only. If so then I'd be interested

"rtdos@yahoo.com" wrote:

> Where is the largest collection of Atari 8 collection of downloadable
> software either by http or ftp (umich does not do ftp, unfortunately) I
> wish to compile a distributable CD for others here (no charge of course)
> with as many emulators as possible.
> --
> J.Wood
> rtdos@juno.com

6438. Re: Larget collection of Atari 8 software ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-01 20:52:45 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <nad3utsn4lhlbklhnkuekkcq98qbtob658@4ax.com>
Source record: 33361

This has been done before. Several times, actually. I did it myself a
few years back, but I made the mistake of charging for it. It paid for
my first CD recorder, but I got a lot of complaints from people whose
work appeared on it.

I now have parts of it (rotated periodically) at my web site at
http://www.holyoak.com/atari

- Trevor

On Wed, 31 Oct 2001 15:16:48 -0700, "rtdos@yahoo.com"
<rtdos@hotmail.com> wrote:

>Where is the largest collection of Atari 8 collection of downloadable
>software either by http or ftp (umich does not do ftp, unfortunately) I
>wish to compile a distributable CD for others here (no charge of course)
>with as many emulators as possible.

_____
Posted Via Binaries.net = SPEED+RETENTION+COMPLETION = http://www.binaries.net

6439. Re: differences between UK and USA Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-01 21:09:12 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BE1B9BB.5EFFC94E@home.com>
Source record: 33362

Aside from differences in the video hardware the power supplies will be
different, in differing parts of the world (ie europe in this example)
different powrer plugs (on the wall) are used and often the operationg voltages
are in the 220 to 240 volt range insetead of 110 to 120 used in north america

switchblade wrote:

> Just wondering, as there seem to be loads more Atari 800's on Ebay in the
> USA....
>
> If I was to get an 800 bought over to the UK, would it work? Are all the
> power adaptors the same? I guess I would need a "step down" convertor? Would
> the Atari "RF adaptor" just plug in and go? Would I get a black and white
> pic? Are the TV-out sockets the same?
>
> Questions questions!

6440. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-01 22:38:58 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tu3jmaki36mk27@corp.supernews.com>
Source record: 33364
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1004645024.43796.3@eos.uk.clara.net...
> Ho Joakim
>
> > > On Tue, 30 Oct 2001, Steve Sweet wrote:
> > >
> > > > Do you pay by the second for your IP use Lonny?.
> >
> > > ignore this thread. If your news program cannot surf headers and you
> > > are forced to read every msg, I suggest you upgrade you program or
> > > move to a new platform with a better news reader. I surf headers
> > > on my old Atari, I'm baffled why someone who pays by the second
> > > does not...
> >
> > I'll second that. Downloading the whole newgroup is your choice.
>
> Thats right, and its my choice to suscribe to a non-commercial base, and
its
> not your or anyone elses decision to make it otherwise.
>
> > Can't blame anyone else for doing that really. Even NEWSie will let
> > you scan the headers before downloading posts.
>
> That is not the point is it?, one click in outlook and he's killfiled, but
i
> shouldnt have to do that should i.

True on both levels.

You are right that you shouldn't have to put forward the effort to killfile
someone who is using bandwidth in a manner you find objectionable.

You are right that it is easy for me to killfile you with a click or two in
OE as you have contributed more to off topic and cross posting, taking more
bandwidth, then Ben has in the last year.

Thanks for reminding me or both items. I would suggest you follow your own
pet criteria and don't force more people to do an extra click or two to
killfile you if you are sincere in your beliefs.

6441. 8-bit software on a vinyl record?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-01 22:40:33 UTC
From: NoOne@FakeEmail.com
Message-ID: <914CBB8B5CTHEnterprises@205.212.123.11>
Source record: 33365

I found this while surfing the other day. For all I know it is a joke, but then I have no idea. It says-

" The 8-Bit Construction Set record is also the first ever use of the vinyl recording medium for software distribution "

and

" "What Joe Satriani is on guitar, The 8-Bit Construction Set are on Atari! "

Here's the links-
http://beigerecords.com/artists/8bitcs.html
http://www.beigerecords.com/products/beg-004.html

6442. Re: new Atari 8-bit web page monitoring service

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-01 22:42:46 UTC
From: NoOne@FakeEmail.com
Message-ID: <914CB716BCTHEnterprises@205.212.123.11>
Source record: 33368

Some people don't like giving out their email addresses. This way
it's a bit more anonymous. One click and you can see what's new this week
without cluttering up your inbox.

rsely74@optonline.net (Robert S Ely) wrote in
<3BE03F00.870CD155@optonline.net>:

>
>Here's a web service that can e-mail the page and highlight the changes
>to your e-mail. I have about 15 pages watched for me.
>http://mindit.netmind.com/
>Enjoy!
>
>--
>
>Robert S Ely - aka - Eli-the-Iceman
>rsely74@optonline.net
>rsely@dhs.state.nj.us
>rsely74@hotmail.com
>hsrelyy@vm.state.nj.us
>ICQ#: 33390750
>AOL-IM: Eliice1954
>Work Phone:1-609-894-4057
>Work FAX:1-609-894-4048
>

6443. Re: new Atari 8-bit web page monitoring service

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-01 22:50:55 UTC
From: NoOne@FakeEmail.com
Message-ID: <914CB4466CTHEnterprises@205.212.123.11>
Source record: 33366

Some people might not feel comfortable with allowing a browser handling this unattended at night, privacy issues and all that. Then there's bandwidth issues. Compare 1000 users all checking the same pages as compared to a single user. I'm a big fan of conserving bandwidth on the net. I even use a lynx browser on my PC. With lynx you get pure content without the hype.

nbs@sonic.net (William Kendrick) wrote in
<MI_D7.10636$no1.120098@typhoon.sonic.net>:
>Can't some browsers do this?

6444. Re: 8-bit software on a vinyl record?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-01 23:07:15 UTC
From: Jon-paul <pockets@cix.co.uk>
Message-ID: <9rskgs$j47$1@thorium.cix.co.uk>
Source record: 33367

The Stranglers released a text adventure alongside their 'Aural sculpture'
LP. If i remember right it was avalible on a 33rpm single.
the adventure if i remember was a Quill program.

"Tom Hunt" <NoOne@FakeEmail.com> wrote in message
news:914CBB8B5CTHEnterprises@205.212.123.11...
>
> I found this while surfing the other day. For all I know it is a joke,
but
> then I have no idea. It says-
>
> " The 8-Bit Construction Set record is also the first ever use of the
vinyl
> recording medium for software distribution "
>
> and
>
> " "What Joe Satriani is on guitar, The 8-Bit Construction Set are on
Atari!
> "
>
> Here's the links-
> http://beigerecords.com/artists/8bitcs.html
> http://www.beigerecords.com/products/beg-004.html
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.268 / Virus Database: 140 - Release Date: 08/08/01

6445. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-01 23:42:37 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.pmapogpm@localhost>
Source record: 33370
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Steve Sweet wrote:

> > I'll second that. Downloading the whole newgroup is your choice.
>
> Thats right, and its my choice to suscribe to a non-commercial base,
> and its not your or anyone elses decision to make it otherwise.
>
> > Can't blame anyone else for doing that really. Even NEWSie will let
> > you scan the headers before downloading posts.
>
> That is not the point is it?, one click in outlook and he's
> killfiled, but i shouldnt have to do that should i.

Well you brought the cost aspects up, that is why I mentioned this.
Well if you're happy with downloading the whole thing, that's ok with
me.

About killfile, I tend to agree. But then, should I have to add you to
my killfile, in order to avoid seeing posts where you call ppl
different kinds of names?

I should not have to do that, should I?

Regards,

Jokaim

6446. Bravo Sierra Gives Thanks! Customer Appreciation Month!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-01 23:48:51 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0111011541490.22604-100000@shell.pacifier.com>
Source record: 33369
Cross-posted to:
alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

http://www.pacifier.com/~atari/thankyou.htm Customer Appreciation!
http://www.pacifier.com/~atari/8btsales.htm More NEW 8 Bit Software!
http://www.pacifier.com/~atari/jagsales.htm Jaguar NEW Games stuff!

Hi, I'm Ben Smith of Bravo Sierra Computers. I've found, due to newsgroup flaming that I have an abundance of Friends, Supporters and Benefactors in the Atari Community who proved it by coming to my Defense! So, this Month, I'm offering a Customer Appreciation Discount for my Defenders! See above Link at thankyou.htm for information. Or Call Ben anytime at (503)256-9974

These are Lean times, hard on me and I appreciate my Customers Patronage! For those of you who said you'ld do business with me, now is the Time! As I was just Burglarized & I need the Business! I feel so violated.Help Me!

http://www.pacifier.com/~atari/atarisales.htm NEWly Added Web Pages!
http://www.pacifier.com/~atari/stsales.htm Atari ST Sales News!
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/antispam.htm Spamming News!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6447. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-02 00:58:49 UTC
From: tony rudzki <tony.rudzki@nu-metrics.com>
Message-ID: <ddmE7.580$Ic1.17605@typhoon2.gnilink.net>
Source record: 33371

This reminds me of the time I was subscribed to the newsgroup for PIC (microchip) microcontrollers. A guy got on and said he was a business owner who had a contractor who got all pissed off one day,left, and took the source code with him. The only thing the guy had was a chip that was programmed, but copy protected. The poster was wondering if there was any way to clear the protection bit, to read the code back out of the thing...

MY PROBLEM, was that I actually gave the guy the benefit of the doubt and answered him truthfully that there was little he could do....

THEN, and here's the BEST part.... a group of like 2 or 3 guys tore this guy a new asshole and then proceeded to tear into ME, because I was saying to the group that 'this guy posting could be telling the truth'. This attack went on over 3 or 4 days..... good grief.

The end result? Well, I make a living programming PIC microcontrollers, but I will NEVER go back there again. I have also been asked by other guys using PICs if there was a place on-line and I've told them the truth,'you can try this group, but ......'

tony

6448. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-02 01:20:03 UTC
From: tony rudzki <tony.rudzki@nu-metrics.com>
Message-ID: <7xmE7.344$3w3.15514@typhoon1.gnilink.net>
Source record: 33372

This reminds me of the time I was subscribed to the newsgroup for PIC (microchip) microcontrollers. A guy got on and said he was a business owner who had a contractor who got all pissed off one day,left, and took the source code with him. The only thing the guy had was a chip that was programmed, but copy protected. The poster was wondering if there was any way to clear the protection bit, to read the code back out of the thing...

MY PROBLEM, was that I actually gave the guy the benefit of the doubt and answered him truthfully that there was little he could do....

THEN, and here's the BEST part.... a group of like 2 or 3 guys tore this guy a new asshole and then proceeded to tear into ME, because I was saying to the group that 'this guy posting could be telling the truth'. This attack went on over 3 or 4 days..... good grief.

The end result? Well, I make a living programming PIC microcontrollers, but I will NEVER go back there again. I have also been asked by other guys using PICs if there was a place on-line and I've told them the truth,'you can try this group, but ......'

tony

6449. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-02 01:20:27 UTC
From: tony rudzki <tony.rudzki@nu-metrics.com>
Message-ID: <vxmE7.346$3w3.15514@typhoon1.gnilink.net>
Source record: 33373

And just to be on the ironic side..... I've looked at all the ads for BSC
that are current, and each of the 3 of them is 3K or less, while this thread
including the copying of the original messages in the replys are EACH 3K,
and theres like 20 or 25 of them!! Sooooo because of this tread, everyone
has downloaded 6X the amount they normally would.....hahahahha

6450. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-02 01:47:38 UTC
From: Mod
Message-ID: <1004665833.878.1@eurus.uk.clara.net>
Source record: 33374
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1004479176.51381.4@hebe.uk.clara.net...
> Hi Ken
>
>
> > The following is just my opinion, please feel free to simply skip this
> > post if you wish.
>
> Are people entitled to opinions in here then??.
>
>
> > This is for those people who are complaining about any commercial posts
in
> the newsgroup.
>
> I'm listening.
>
> > Here are some points to consider:
>
> > Some of the comments I've read in this thread and others are, IMO,
> absolutely childish.
>
> Ive not seen any childish comments yet, some adult discussion, and lots of
> disagreement.

Most of it directed at YOU.

> > I used to be very proud of Atari owners, but these days I'm ashamed of
> them.
>
> Hence your lax attitude to this echo.

Ken's attitude may be Lax but yours is offensive.

> > This newsgroup has become the de facto source of Atari information and
> support today.
>
> Non-commercial of course.
>
> > Even though I firmly believe there is still a place for a simpler
computer
> like the Atari, I do not
> > recommend the platform to anyone anymore because of the way people
behave

> in this newsgroup.
>
> You pratt!!. you'd better tell people to stop buying Ford Fiesta's and
> Vauxhall Nova's coz of the way they are driven by 'Some People'.
Dillweed!!.

Getting better. You managed to type a couple of sentences
before the abusive insult. Keep trying.

> > There are a number of individuals in this newsgroup who should look at
> > themselves in a mirror, and ask themselves if their actions present a
> > positive or negative impression of the very few Atari users left.
>
> Could you take the time to explain what a 'rule' is and its purpose
please.
> Or are you the sort of idiot who turns a blind eye to what suits them.

And once again the abuse. Ken makes a valid comment and is called an
idiot.

You really are a foul mouthed, ignorant, self opinionated, tight fisted git.
Where you the class room bully aswell ?

You complain enough about others so I think others should start complaining
about you. Just face it, most people don't mind small businesses posting
but do mind your language and abuse. Either grow up or go away.

6451. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-02 02:05:36 UTC
From: Mod
Message-ID: <1004666741.4424.1@demeter.clara.net>
Source record: 33375
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1004386535.75907.8@hebe.uk.clara.net...
> Hi Rolaid
>

> I wont have to pay for it. Some people seem to forget that in GB we
> pay by the second for our IP.

Do we?

Why don't you get an anytime account for £12.99 per month you
tight fisted git.

6452. Re: 8-bit software on a vinyl record?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-02 02:57:18 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3BE226F1.4BE5814F@ev1.net>
Source record: 33376

```
Tom Hunt wrote:
>
> I found this while surfing the other day. For all I know it is a joke, but
> then I have no idea. It says-
>
> " The 8-Bit Construction Set record is also the first ever use of the vinyl
> recording medium for software distribution "
>
> and
>
> " "What Joe Satriani is on guitar, The 8-Bit Construction Set are on Atari!
> "
>
Back in the 70's, there was a BASIC for the Motorola 6800 processor
that was released on a phonograph record. IIRC, you used the turn
table like a read-only cassette recorder.

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

6453. Atari 8-Bit Computers: Frequently Asked Questions

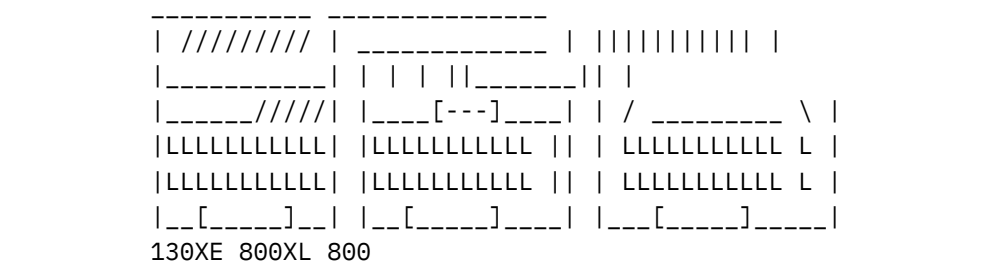
Newsgroup: comp.sys.atari.8bit
Date: 2001-11-02 11:40:59 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/faq_1004701241@rtfm.mit.edu>
Source record: 33377
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

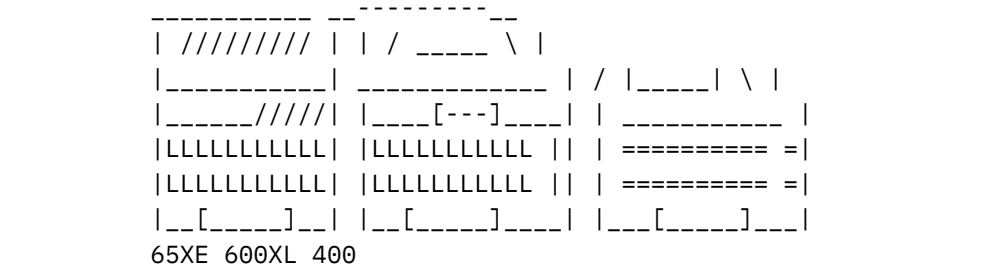
Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: October 27, 2001

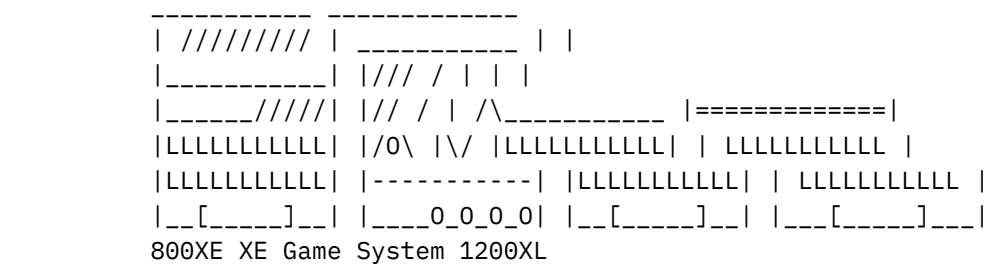
Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Frequently Asked Questions List


130XE 800XL 800


65XE 600XL 400


800XE XE Game System 1200XL

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu

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that portion reproduced is not modified, and so long as credit is given to this
FAQ list or its Maintainer, or the author of that section reproduced when
given.

This FAQ list is in a constant state of development and comes with no
guarantees. If you see any problems, I need to hear from you!

Please refer to the latest version of this FAQ list whenever possible!
Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/faq/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

****
For other 8-bit Atari related FAQs
(vendors/developers, new users, emulators, BBS's, hardware mod's, disk images)
please follow the links contained in:

http://www.faqs.org/faqs/atari-8-bit/welcome/

which is also posted to news:comp.sys.atari.8bit every 7 days.
****

Subject: 0.1) Table of contents

0.1) Table of contents

The Computers
1.1) What is an Atari 8-bit computer?
1.2) What is the Atari 400?
1.3) What is the Atari 800?
1.4) What is the Atari 1200XL?
1.5) What is the Atari 600XL?
1.6) What is the Atari 800XL?
1.7) What is the Atari 65XE?
1.8) What is the Atari 130XE?
1.9) What is the Atari 800XE?
1.10) What is the Atari XE Game System?
1.11) What are the ANTIC, CTIA/GTIA, POKEY, and FREDDIE chips?
1.12) What is the internal layout of the 8-bit Atari?
1.13) What issues surround NTSC vs PAL versions of the 8-bit Atari?
1.14) What are the pinouts for the various ports on the Atari?

Video Display
2.1) What video display devices can I use with my Atari?

Mass Storage
3.1) What are the Atari 410, 1010, and XC12 Program Recorders?
3.2) How do I run a program from cassette?
3.3) What are the Atari 810, 1050, and XF551 Disk Drives?
3.4) What floppy disk drives can I use with my Atari?
3.5) What kinds of 5.25" floppy disks can I use with my Atari drives?
3.6) What do I need to connect a hard drive to my 8-bit Atari?

Printers
4.1) What are the Atari 820, 822, and 825 Printers?
4.2) What are the Atari 1020, 1025, 1027, and 1029 Printers?
4.3) What are the Atari XMM801 and XDM121 Printers?

Modems
5.1) What are the Atari 830, 835, 1030, XM301, and SX212 Modems?
5.2) What should I know about modems and the Atari?

More hardware
6.1) What is the Atari 850 Interface Module?
6.2) What is the Atari XEP80 Interface Module?
6.3) What accessories did Atari produce for their 8-bit computers?
6.4) What "vaporware" computers/peripherals were never released?
6.5) What are the power requirements for my Atari components?

Core software: OS, BASIC, DOS
7.1) What versions of the Atari Operating System (OS) are there?
7.2) What is the ATASCII character set?
7.3) What versions of Atari BASIC are there?
7.4) What are Atari DOS I, DOS II v2.0S, DOS III, DOS 2.5, and DOS XE?
7.5) What's the best DOS for the Atari?
7.6) How do I modify Atari DOS to support more than two drives?
7.7) Are there Graphical User Interfaces (GUIs) for the Atari?

Software
8.1) What are the best terminal emulators available?
8.2) What BBS software can be used on the Atari?
8.3) What programming languages are available for the Atari?
8.4) What cartridges were released for the Right Slot of the 800?
8.5) What games support 4 or more simultaneous players?
8.6) What programs run only on the 400 and 800 models, and why?
8.7) What programs make use of the Light Gun or a light pen?
8.8) What programs have a track ball mode or support a mouse?
8.9) What programs have a paddle(s) or Koala Pad mode?
8.10) What programs have a CX85 mode?
8.11) What programs have a Touch tablet mode?

File Formats
9.1) What's this UUEncoding stuff (.uu, .uue files) all about?
9.2) What is an .arc file?
9.3) What are the .DCM, .ATR, .XFD, .SCP, and .DI disk image formats?
9.4) What are the .XMO and .BIN file formats?
9.5) How can I make my commercial boot disk (tape, cart) into a load file
or disk image?
9.6) How can I convert my commercial boot tape into a cassette image file?

File Transfer Solutions
10.1) Can I read/write 8-bit Atari disks on an IBM-PC?
10.2) How do I transfer files using a null modem cable?
10.3) What is SIO2PC?
10.4) What is the Atari Peripheral Emulator (APE)?

Timeline
11.1) How did Atari get it's name?
11.2) What is the History of Atari?

Subject: 1.1) What is an Atari 8-bit computer?

Based in Silicon Valley in the U.S.A., the company known as Atari produced a line of home computers from 1979 to 1992 often referred to collectively as the "Atari 8-bits," the "8-bit Ataris," the "400/800/XL/XE series," etc.

The computers included the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

These machines competed in the marketplace with the likes of the Commodore 64 series, the Apple II series, the Texas Instruments TI99/4A, and the Radio Shack Color Computer. Of these, the 8-bit Atari is most similar to the Commodore 64.

The 8-bit Atari computers are not software compatible with other Atari platforms, such as the 2600 Video Computer System (VCS), the 5200 SuperSystem, the 7800 ProSystem, or the ST/TT/Falcon computers. All of these but the 5200, however, do share the same joystick/controller hardware port.

Here are some of the performance specifications of the 8-bit Atari:

(Some of the rest of this section by Bill Kendrick)

CPU: 6502 (MOS Technology)
CPU CLOCK SPEED:
NTSC machines: 1.7897725 MHz
PAL machines: 1.773447 MHz

SCREEN REFRESH RATE:
59.94 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines

GRAPHICS MODES:
ANTIC CIO/BASIC Display Resolution Number of
Mode # Graphics # Type (full screen) Colors
---
2 0 Char 40 x 24 1 *
3 - Char 40 x 19 1 *
4 12 ++ Char 40 x 24 5
5 13 ++ Char 40 x 12 5
6 1 Char 20 x 24 5
7 2 Char 20 x 12 5
8 3 Map 40 x 24 4
9 4 Map 80 x 48 2
A 5 Map 80 x 48 4
B 6 Map 160 x 96 2
C 14 ++ Map 160 x 192 2
D 7 Map 160 x 96 4
E 15 ++ Map 160 x 192 4

F 8 Map 320 x 192 1 *
F 9 + Map 80 x 192 1 **
F 10 + Map 80 x 192 9
F 11 + Map 80 x 192 16 ***
* 1 Hue; 2 Luminances
** 1 Hue; 16 Luminances
*** 16 Hues; 1 Luminance
+ require the GTIA chip. 1979-1981 400/800's shipped with CTIA
++ Not available via the BASIC GRAPHICS command in 400/800's.

GRAPHICS INDIRECTION (COLOR REGISTERS AND CHARACTER SETS):
Nine color registers are available. Each color register holds any of 16 luminances x 16 hues = 256 colors. (Four registers are for player-missile graphics.

Character sets of 128 8x8 characters, each with a normal and an inverse video incarnation, are totally redefinable.

PLAYER-MISSILE GRAPHICS: (byte height and OR corrections from Piotr Fusik)
Four 8-bit wide, 120 or 240 byte high single color players, and four 2-bit wide, 120 or 240 byte high single color missiles are available. A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to OR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection.

DISPLAY LIST INTERRUPTS (DLI's):
Screen modes can be mixed (by lines) down the screen using the Display List - a program which is executed by the ANTIC graphics chip every screen refresh:

All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via DLI's.

SCROLLING:
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.

SOUND:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution, 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.

A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was (fortunately!) rerouted through the normal audio output, and the keyclick can be disabled.

Subject: 1.2) What is the Atari 400?

Released along with the 800 in 1979, the 400 was the low-end model of the two. The only 8-bit Atari with a membrane keyboard rather than a full-stroke keyboard. One of the few 8-bit Ataris lacking a composite monitor port. Originally released with just 8K RAM, but most were sold with 16K RAM. There was also a factory-authorized 48K upgrade available through dealers.

Only the 400 and 800 8-bit Atari models have four controller (joystick) ports.

Early 400 units include the CTIA chip; later units include the GTIA chip, also present in all later 8-bit Ataris.

The 1982 Atari catalog calls the 400 "The Basic Computer".

The 400 was discontinued in 1983.

During development the 400 was known internally as "Candy."

Subject: 1.3) What is the Atari 800?

Released along with the 400 in 1979, the 800 was the high-end model of the two. The 800 is the only 8-bit Atari with a Right Cartridge slot, in addition to the Left Cartridge slot as present on all 8-bit Ataris. Originally released with just 8K RAM, many were sold with 16K, later on 48K was standard.

The 800 is also the only 8-bit Atari with a four-slot modular design, where the first slot holds the CX801 (CX801-P for PAL machines) 10K ROM module, and the other three slots hold combinations of CX852 8K or CX853 16K RAM modules.

Only the 400 and 800 8-bit Atari models have four controller (joystick) ports.

Early 800 units include the CTIA chip; later units include the GTIA chip, also present in all later 8-bit Ataris.

The 800 was discontinued in 1983.

During development the 800 was known internally as "Colleen."

Subject: 1.4) What is the Atari 1200XL?

Released as a big brother to the 400/800 in 1982, the 1200XL now uses Atari's slightly customized 6502C microprocessor, and includes a full 64K RAM. The 1200XL was the first 8-bit Atari with just 2 controller ports. In addition, the 1200XL includes 4 programmable Function keys and a Help key, 4 LEDs, built-in diagnostic and graphics demonstration programs, and probably the favorite keyboard of any 8-bit Atari computer. Clicks previously outputted through the built-in speaker are now heard from the television or monitor's speaker. The revised 16K Operating System offers many new features, including an alternate International Character Set.

The 1200XL was the biggest single step forward in development of the 8-bit Atari platform, but the corresponding software compatability problems hurt its popularity.

The 1200XL lacks separate chroma video signal, and also lacks the +5 Volts power on pin 10 of the SIO port.

The 1200XL was discontinued in 1983.

Subject: 1.5) What is the Atari 600XL?

Released in 1983 as a replacement for the 400, the 600XL is the low-end version of the 800XL. The 600XL/800XL include most of the features of the 1200XL minus the Function keys and the demo program. But both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Bus Interface (PBI), providing fast parallel access to the heart of the computer. The 600XL has 16K RAM.

The 600XL can be expanded from 16K to 64K with the Atari 1064 Memory Module.

Normally boots with Atari BASIC (Revision B) enabled;
Hold down [Option] on startup to boot without BASIC.

The North American/NTSC 600XL does not include a composite monitor port;
The European/PAL 600XL includes the monitor port, but this lacks the chroma video signal.

The 600XL was discontinued in 1985.

Subject: 1.6) What is the Atari 800XL?

Released in 1983 as a replacement for the 800 and 1200XL, the 800XL is the high-end version of the 600XL. The 600XL/800XL include most of the features of the 1200XL minus the Function keys and the demo program. But both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Bus Interface (PBI), providing fast parallel access to the heart of the computer. The 800XL contains 64K RAM.

Normally boots with Atari BASIC (Revision B) enabled;
Hold down [Option] on startup to boot without BASIC.

The 800XL lacks separate chroma video signal.

There was a late version of the 800XL in Europe, called 800XLF. The 800XLF includes a redesigned motherboard (a la the XE computers) and contains FREDDIE for memory management and has chroma output. BASIC is Revision C.

Though Atari never disclosed sales figures, the 800XL was likely the most-sold of all 8-bit Atari computer models.

The 800XL was discontinued in 1985.

Subject: 1.7) What is the Atari 65XE?

Released in 1985 as a replacement for the 600XL, the 65XE is the low-end version of the 130XE. The 65XE is nearly identical to the 800XL in features, minus the PBI. European 65XE's include the ECI port, present only on the 130XE in North America. All XE computers also include the FREDDIE memory management chip.

Normally boots with Atari BASIC (Revision C) enabled;
Hold down [Option] on startup to boot without BASIC.

The 65XE was discontinued in 1992.

Subject: 1.8) What is the Atari 130XE?

Released in 1985 as a replacement for the 800XL, the 130XE is the high-end version of the 65XE. The 130XE offers 128K RAM, plus the FREDDIE memory management chip, supporting the unique (but rarely used) ability for the 6502 and the ANTIC to independently access RAM banks. In addition, the 130XE replaces the PBI port with the Enhanced Cartridge Interface (ECI), continuing the powerful feature of a fast parallel port.

Normally boots with Atari BASIC (Revision C) enabled;
Hold down [Option] on startup to boot without BASIC.

The 130XE was discontinued in 1992.

Subject: 1.9) What is the Atari 800XE?

Unseen and unknown in North America, the 800XE was sold in eastern Europe. The 800XE is identical in features to the European version of the 65XE (which was sold in western Europe). The 800XE could also be described as a 64K version of the 130XE.

Normally boots with Atari BASIC (Revision C) enabled;
Hold down [Option] on startup to boot without BASIC.

Jindrich Kubec writes, "The problematic Chinese 800XEs with GTIA problems were manufactured in 1992."

The 800XE was discontinued in 1992.

Subject: 1.10) What is the Atari XE Game System?

In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system. It offers the convenience of a detachable keyboard and built-in Missile Command game (hold down Select at startup), while offering 64K RAM and full compatibility with the 65XE. It was packaged with the Light Gun, and the Flight Simulator II and Bug Hunt cartridges.

James Bradford offers:
With the keyboard connected and no cart, basic boots, with out a

keyboard connected and no cart, the built in game runs.
There is only 1 32K ROM in the XEGS, it has the OS, BASIC (Rev C) and
Missile Command on it.

The XE Game System was discontinued in 1992.

Subject: 1.11) What are the ANTIC, CTIA/GTIA, POKEY, and FREDDIE chips?

The following four paragraphs were written by Chris Crawford and appear in De
Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc.,
1981-1982. The text been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different
from other systems. It of course has a microprocessor (a 6502), RAM,
ROM, and a PIA. However, it also has three special-purpose (LSI) chips
known as ANTIC, GTIA, and POKEY. These chips were designed by Atari
engineers primarily to take much of the burden of housekeeping off of the
6502, thereby freeing the 6502 to concentrate on computations. While
they were at it, they designed a great deal of power into these chips.
Each of these chips is almost as big (in terms of silicon area) as a
6502, so the three of them together provide a tremendous amount of
power. Mastering the Atari 8-bit computers is primarily a matter of
mastering these three chips.

ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor
dedicated to the television display. It is a true microprocessor; it has an
instruction set, a program (called the display list), and data. The display
list and the display data are written into RAM by the 6502. ANTIC retrieves
this information from RAM using direct memory access (DMA). It processes the
higher level instructions in the display list and translates these instructions
into a real-time stream of simple instructions to GTIA.

CTIA ("Color Television Interface Adapter") / GTIA ("George's Television
Interface Adapter") is a television interface chip. ANTIC directly controls
most of GTIA's operations, but the 6502 can be programmed to intercede and
control some or all of GTIA's functions. GTIA converts the digital
commands from ANTIC (or the 6502) into the signal that goes to the
television. GTIA also adds some factors of its own, such as color
values, player-missile graphics, and collision detection.

POKEY (means "POT and KEY" as in the paddles and keyboard) is a digital
input/output (I/O) chip. It handles such disparate tasks as the serial I/O
bus, audio generation, keyboard scan, and random number generation. It also
digitizes the resistive paddle inputs and controls maskable interrupt (IRQ)
requests from peripherals.

All four of these LSI chips function simultaneously. Careful
separation of their functions in the design phase has minimized conflicts
between the chips. The only hardware level conflict between any two
chips in the system occurs when ANTIC needs to use the address and data
buses to fetch its display information. To do this, it halts the 6502

and takes control of the buses."

6502--MORE:
While the 400/800 models contain a generic 6502B CPU (a faster version of the original 6502A microprocessor), all of the XL/XE models contain Atari's customized 6502C chip.

On the Atari, there are two microprocessors, ANTIC and the 6502. To allow them to coexist, ANTIC must shut off the 6502, a process called DMA. The 6502B supports DMA, but in Atari's implementation, it required 4 chips. The 6502C has an extra line called HALT. It is controlled by ANTIC which uses it whenever it needs the data/address bus. The HALT line is on pin 35 of the Atari 6502C and must be pulled high for the chip to work.

FREDDIE:
The 65XE/130XE/800XE/XEGS contain a small additional LSI called FREDDIE, a RAM address multiplexer. According to James Bradford, "FREDDIE is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. FREDDIE also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a FREDDIE but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from FREDDIE, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to FREDDIE for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say FREDDIE does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO FREDDIE) and an extra 8 RAM chips."

And more recently James Bradford has written:
FREDDIE is just a memory decoder and timer. It replaces several chips in the 800xl The small chip near FREDDIE does all the bank selection.CO25953. One line from FREDDIE , Ras (or is it cas?) goes to this chip, Halt and the bank /processor select lines go into this same chip and ras (cas?) comes out. a pin for each bank. If i remember correctly, refresh also goes into this small chip. It would be quite easy to make an 800xl work just like a 130xe with this chip since Ras (Cas?) is required by ALL dynamic ram.

GTIA--MORE:
In BASIC, type POKE 623,64 [RETURN] and if the screen blackens, you have the GTIA chip. If it stays blue, you have the old CTIA chip.

By the way, apparently no CTIA-equipped Ataris were shipped to Europe.

Clay Halliwell provides this tidbit:
A bit of trivia: CTIA 400/800s artifacted in blue/green, GTIA 400/800s artifacted in green/blue, and all XL/XEs artifact in red/blue.

Jerry Jessop explains why French Ataris produce fewer colors:

"I will tell you why it only has monochrome out, because it's SECAM and a SECAM GTIA was never produced. The PAL GTIA is used in France and the Lum outputs are run into an onboard encoder to produce a "psudo" color depending on the Luminance output, composite only. This is why a SECAM VCS or 800 has nowhere near the same number of colors (16) availible as a PAL or NTSC unit (256).

> Jindrich Kubec interjects: (5/12/01)
> This is questionable. There's at least one SECAM computer with SECAM
> GTIA part no. C020120. On the other hand it's maybe prototype. (Curt
> Vendel has it on his site).

The FGTIA was never completed as the market size did not warrant the expense. The largest SECAM market is not France but the Soviet Union (former) and in 80-84 sales of these items there were not possible."

Andreas Magenheimer writes:
All of these newer and buggy GTIA`s were built with the "eastern european" XE computers. they were made in China. Although Atari knew about this, they did not change them. so you have to replace them with older XL/XE GTIA chips...

But one more thing to GTIA and ANTIC chips: All PAL versions of these chips have a color bug, since gr. 11 produces 16 colors, but merely 15 different colors (one color: brown at the beginning and end of the palette is absolutely the same; normally there should be a red tone here !); with gr. 9 you will see 16 shades, but merely 15 different shades (the same as gr. 11, one shade is doubled!).

Strange enough, I also found this color bug to appear in PAL ANTIC chips, there is also the red tone missing (and the brown one doubled !). This color bug appears in all PAL ANTIC and especially GTIA chips. Atari never fixed it, so you find it inside any GTIA equipped PAL Atari 800 and also the later XL and XE models. Since PAL users have to live with this bug, they sometimes do programs which look absolutely strange on NTSC and vice versa (not to mention the different Herz frame 50/60 hz and higher PAL line resolution/overscan).

Imagine the following: a PAL GTIA has 15 colors in gr. 11
a NTSC GTIA has 16 colors in gr. 11
a PAL GTIA has 15 shades in gr. 9
a NTSC GTIA has 16 shades in gr. 9

Thus, a combination of gr. 9 and 11 gives:
16x16 = 256 colors on NTSC
15x15 = 225 colors on PAL

And - as said before, the bug seems also to appear with ANTIC...
Bad luck, we PAL users... Greets - Andreas Magenheimer.

Jindrich Kubec provides another opinion: (5/12/01)
"ANTIC has nothing to do with colors. So it can't have any color bug.

The colors are generated in this way: color 0 is not a color. So it leaves us with 15 colors. Imagine it as a color circle. And each color is generated with some shift. (360 / 15 degrees). It seems that the value was selected incorrectly for PAL so that the first (color 1) and last (color 15) are same or almost same.

I haven't noticed any problems with shades in graphics 9.

Thomas Richter interjects: (5/12/01)
> I did, happens on my (PAL) 800XL in Gr.9. Grey shapes 7 and 8 are
> identically. I would guess the problem is a poorly adjusted D/A converter.

Jindrich:
> I should test this. But the luminance circuits should be same for PAL &
> NTSC.

Thomas:
> Other strange effects happen if you place a shape 7 pixel near a shape 8
> pixel, it looks like a faint vertical line of a slightly darker shape.
> Most likely a capicity/charge problem in the D/A converter (note that the
> output of every single bit gets reversed!)

Jindrich:
> Yes, I notified this many times.
>
> But there is nothing like adjustable D/A converter ;) There are four
> outputs of GTIA called LUM0-LUM3. They are amplified, run thru four
> different resistors (36k, 18k, 9k1, 4k7) and the lines are then
> connected together with CSYNC. The output goes to some analog circuit
> (amplifier?) and out goes the luminance signal.

Thomas:
> This *IS* the D/A converter. (-;

Jindrich:
> But it's not adjustable ;)

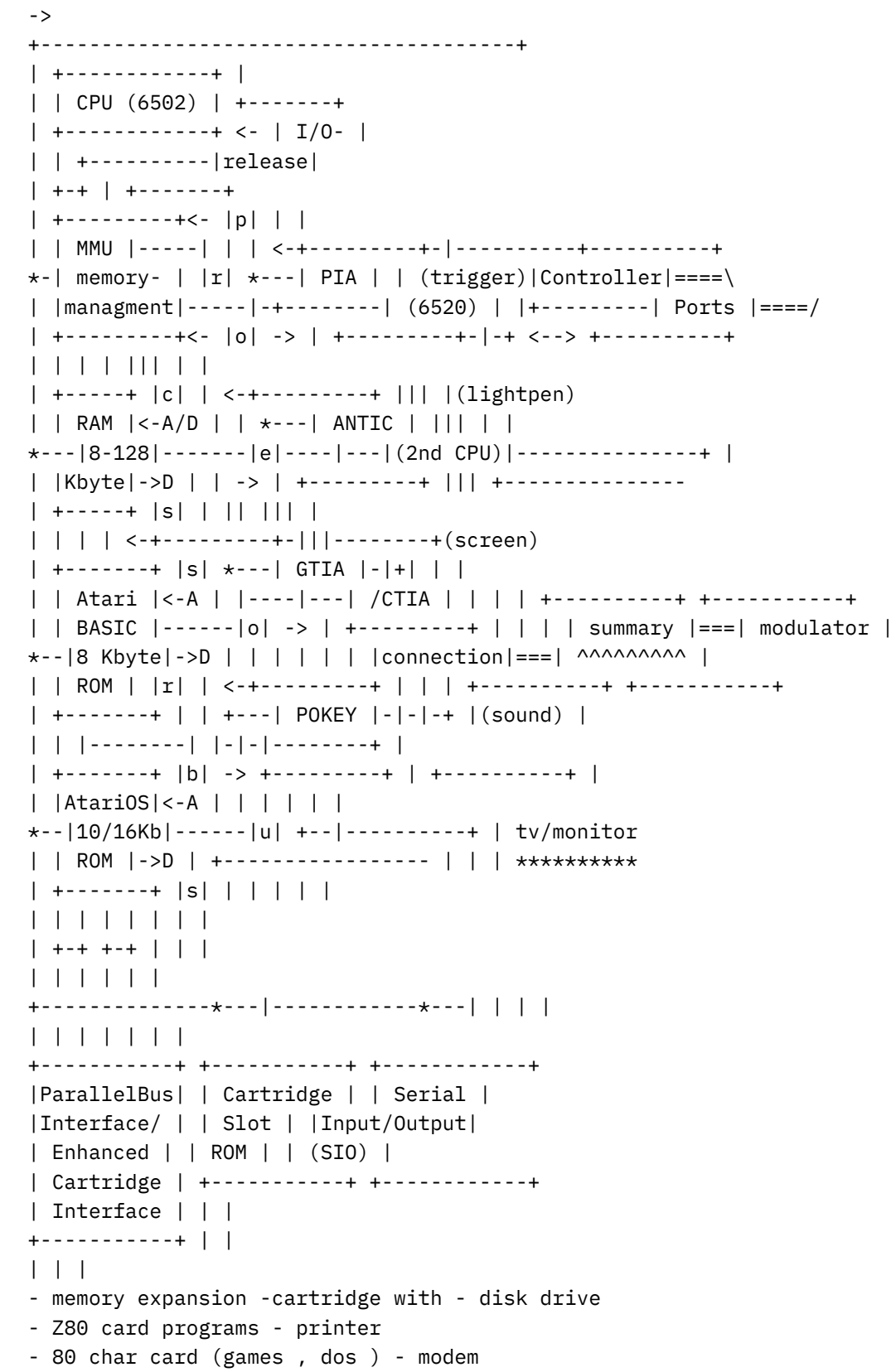
Greg Menke:
> Sure it is, just change the resistors- 10 turn pots with the center
> values more or less equivalent to the respective resistors would
> probably do it.

Jindrich Kubec adds:
"The other thing is real existing GTIA problem in latest revisions of China produced XEs, where GTIA modes have problem that 2 of 4 subpixels of pixel have invalid luminance."

Technical data and schematics for the ANTIC, GTIA, and POKEY chips are available on Curt Vendel's web site, thanks to permission from Hasbro's Atari Interactive Divisions release of this data. See:
http://www.atari-history.com/articles.html

Subject: 1.12) What is the internal layout of the 8-bit Atari?

ASCII art by Thomas Havemeister.



- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos) - modem

NOTES
* RAM: 400/800: 8K, 16K or 48K standard

600XL:16K standard
1200XL/800XL/65XE/800XE/XEGS: 64K standard
130XE:128K standard
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502B, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE/European 65XE only
* Some late XE's use a 68B21 for PIA; PIA is 6520/6520A on all others

The following are most of the team who originally designed the 400/800.
Credit for providing this information for the FAQ goes to:
Doug Neubauer (by way of James Finnegan), Jerry Jessop, Scott Emmons

VLSI HARDWARE:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators - Partner in "Cyan Engineering"
Lawrence D. Emmons - Also one of the creators - Partner in "Cyan Engineering"
Joe Decuir - ANTIC and system and creator
???A French guy - ANTIC logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - POKEY logic design
Mark Shieu - POKEY chip design
Steve Stone - POKEY layout design
Steve Smith - Technician for ANTIC and GTIA
Delwin Pearson - Technician for POKEY

Subject: 1.13) What issues surround NTSC vs PAL versions of the 8-bit Atari?

Contributors to this section:
Wayne Booth, Graham Thornton, Brent Buescher Jr., Thomas Richter

Some quick definitions first:

NTSC standard: Abbreviation for "National Television Standards Committee"
TV signal standard used in North America, Central America, a number of South
American countries, and some Asian countries, including Japan.
525 lines per frame
60 half-frames per second (interlaced) = 60 Hz
Complete frame refreshed 30 times per second

PAL: Acronym for "phase alternation by line"
TV signal standard used in the United Kingdom, much of the rest of western
Europe, several South American countries, some Middle East and Asian
countries, several African countries, Australia, New Zealand, and other
Pacific island countries.
625 lines per frame
50 half-frames per second (interlaced) = 50 Hz
Complete frame refreshed 25 times per second.

PAL-M: A modified version of PAL, used in Brazil.

SECAM: Acronym for "systeme electronique couleur avec memoire"
TV signal standard used in France, eastern European countries, the former USSR, and some African countries.
625 lines per frame
50 half-frames per second (interlaced) = 50 Hz
Complete frame refreshed 25 times per second.

Now then, how do the differences among 8-bit Atari computers designed for the different world television signal standards affect users trying to use software written elsewhere in the world?

The 50Hz vertical refresh frequency of PAL machines translates into more vertical blank interrupt (VBI) time for demos and other computation-intensive graphics software, when compared to the time available for VBIs on NTSC machines with the faster 60Hz refresh frequency. So PAL demos and games that won't work on NTSC machines are usually returning from a VBI too late. Some also attempt to use more vertical resolution ("longer" display lists) than an NTSC display can handle.

Note that the reverse is also true. Software using VBIs will run more slowly on a PAL Atari than on an NTSC Atari.

Replacing the NTSC ANTIC chip in an NTSC Atari with a PAL ANTIC changes the screen refresh rate to 50Hz, allowing most of the PAL-only European software to run on a North American NTSC Atari. However, make sure your display device can support a 50Hz PAL signal first! North American Atari users can also obtain and use real European PAL Atari machines, with the same caveat concerning the display device.

Bottom line:
Software written for NTSC machines (North America) will always work on PAL machines (Europe), but software designed on PAL machines won't necessarily work on NTSC machines.

Thomas Richter mentions another NTSC vs PAL issue:
Another point is that the popular pseudo-colors used in the ANTIC-F (Graphics 8) mode are not colorful at all when displayed on a PAL TV, because of differences in the color encoding for the TV. The schematics of the XL computers include however a hack how to change the PAL version to the NTSC version (the PAL versions include two crystals, one with 5/4th of the frequency of the other. One is used for the system clock, the other for the color clock), but I never dared to apply it.

Subject: 1.14) What are the pinouts for the various ports on the Atari?

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
CX22 trackball meanings from Steve
Wallace:

1. (Joystick) Forward Input X Direction
2. (Joystick) Back Input X Motion
3. (Joystick) Left Input Y Direction
4. (Joystick) Right Input Y Motion
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Serial I/O (SIO) Port (all machines):
2 12
o o o o o o
o o o o o o o
1 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready (not on 1200XL)
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Monitor Jack (all but 400, N. American 600XL, XE Game System, SECAM systems):
3 1
5 4
2
1. Composite Luminance
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Monitor Jack, SECAM systems: (thanks Jer Sobola)
V

5 1
3
4 2

6
1 +12V DC 5mA max
2 Audio 1 output
3 Audio 2 output
4 Video output
5 GND
6 +5V 100mA max
Amplitude Audio 2 is about 6 times closer than Audio 1

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output

41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

Enhanced Cartridge Interface (ECI) (130XE, 800XE and European 65XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Keyboard Port (XE Game System only):
1 8
o o o o o o o o
o o o o o o o
9 15
1. KR2 Keyboard Response 8. K2 Keyboard Scan
2. K3 Keyboard Scan 9. Ground
3. K4 Keyboard Scan 10. Not Connected
4. K5 Keyboard Scan 11. Ground
5. KR1 Keybaord Response 12. Not Connected
6. K0 Keyboard Scan 13. Trigger 2
7. K1 Keyboard Scan 14. 5 VDC
15. 5 VDC

Subject: 2.1) What video display devices can I use with my Atari?

Most 8-bit Atari computers put out video signals in two places:

1) Radio-Frequency (RF) signal: VHF Channel 2 or 3, selectable via a switch on the computer.

Accessories needed:
a) RF Cable. (RF=radio frequency--video and audio signals in the same line)
On the 400/800 models, the RF Cable does not detach from the computer.
The output end of the cable is an RCA male connector.

b) TV Switch Box. Includes an RCA female connector for RF signal input from the Atari, input connector(s) for your TV attenna and/or cable TV company, and 75- and/or 300-ohm VHF output connector(s) for connection to the VHF input on the television. (Radio Shack carries a suitable TV Switch Box.)

2) A proprietary 5-pin DIN Monitor Jack, which includes two video signals:
a) Composite video.
b) Y/C Video, also known as S-Video:

separate composite luminance (Y) and chrominance (C) signals.

Exceptions among the computer models:
-the 400 and North American 600XL lack the Monitor Jack.
-the XE Game System includes an RCA-style jack in place of the Monitor Jack, providing a plain composite video signal only.
-the Monitor Jack on the 600XL, 800XL and 1200XL lacks the separate chrominance signal. (But it exists internally, and can be restored to the monitor jack via hardware modification.)

The pinout for the Atari Monitor Jack is in the pinouts sections of this FAQ list.

The typical Atari Monitor Cable includes the male 5-pin DIN connector on one end, and two RCA male connectors on the other end. One of the RCA connectors will carry the monophonic sound signal, and the other will carry the composite video signal. Color composite monitors were common in the mid-80's, but these days many televisions have an RCA female composite video input connector which works fine with the Atari.

You may find an Atari Monitor Cable where the video signal carried on the second RCA connector is not the composite video signal, but the composite luminance signal. These cables are for use with monochrome composite video monitors.

The ideal Atari Monitor Cable includes 3 RCA male connectors on the output end, carrying the sound signal, the composite luminance signal, and the composite chrominance signal. Only the best composite monitors include separate chrominance and luminance inputs. Commodore produced many fine monitors of this type, popular with Atari users.

Lonnie McClure provides this information on suitable Commodore monitors:
1701, 1702, 1802, CM-141, 1080, 2002, 1902, 1902A*, 1084**, 1084S**

* The 1902A used a DIN connector for chroma/luma, which makes cabling a bit more of a problem. The composite and audio connectors are standard RCA jacks, however.

** The 1084 and 1084S had more than one version. Some used the a DIN connector for chroma/luma connections, like the 1902A, while some used standard RCA jacks.

The 1902 and 1902A are very different in appearance. The original 1902 shares the same slightly rounded front case design as the 1080 and 2002, while the 1902A is has a rather square case design, and was manufactured by Magnavox (as were some of the 1084 and 1084S versions).

The separate composite chrominance and luminance signals that the Atari puts out comprise what the world has since come to call Y/C video or S-video. S-video connectors are normally Mini4. It is possible to build a cable, or purchase several adapters, that can allow you to utilize the separate Y/C signals generated by the Atari with a television (or other display device) that provides a standard S-video Mini4 input jack. This is the ultimate

display option for the 8-bit Atari.

Adapters also exist that will take in composite video or s-video, and output
a conversion of the signal as a standard VGA video signal. With such a
device, the 8-bit Atari can be used with a standard PC VGA monitor.
One such adapter is the Cheese Video Box, from TV One, http://www.tvone.com/
An earlier popular device was the JAM!! from AIMS Lab.

Subject: 3.1) What are the Atari 410, 1010, and XC12 Program Recorders?

Mass storage devices retain data even when the computer is turned off.

The Atari Program Recorders provide storage and retrieval of programs
and data on cassette tape. In addition to the digital track that stores
computer data, a second audio track is provided to play music or voice
as the program runs.

Data transmission rate: 600 bits per second.
Data storate capacity: 100,000 bytes per 60-minute cassette.
Track configuration: 4 track, 2 channel (digital data and audio track)

410 Program Recorder
- early Japan version had a carrying handle
- most versions made in Hong Kong
- 410a--Taiwan version
- permanent SIO cable - must end SIO daisy chain
- power - plugs directly into wall

1010 Program Recorder
- Chelco version has Stop/Eject, then Pause buttons
- Sanyo version has Pause, then Stop/Eject buttons
- two SIO ports

XC11 Program Recorder
XC12 Program Recorder
XCA12 Program Recorder -in same case as XC12...Poland
CA12 Program Recorder -in same case as XC12...Poland
image: http://romualdl.multimania.com/images/atari/ca12.jpg
XL12 Program Recorder -XC12 w/slight changed design. Czech/Slovak/Poland
XC13 Program Recorder -XC12 which was "T2000 ready". Czech/Slovak/Poland

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Subject: 3.2) How do I run a program from cassette?

To run an Atari BASIC program from cassette:

1. Place the cassette in the recorder.
2. Press REWIND of FORWARD, if necessary, to bring the tape to the position
where the program is located.
3. Boot the computer to the Atari BASIC READY prompt.
4. There are several possibilities for the next step, depending on how the

program was saved, and whether you want to run the program or just load
it into RAM. Enter one of the following four commands:
a. CLOAD loads programs saved with CSAVE
b. LOAD "C:" loads programs saved with SAVE "C:"
c. ENTER "C:" loads programs saved with LIST "C:"
d. RUN "C:" loads&runs programs saved with SAVE "C:"

] Relative efficiency of the three cassette tape recording techniques:
] CSAVE/CLOAD - most efficient - fastest saves/loads - tokenized files
] SAVE "C:"/LOAD "C:" - middle efficiency - middle speed - tokenized files
] LIST "C:"/ENTER "C:" - least efficient - slowest - straight ATASCII

5. The computer will "beep" as a signal for you to press PLAY on the recorder.
6. Press the RETURN key on the computer keyboard, and the program will load
into the computer.
7. Press STOP on the recorder when loading has finished.
8. Unless you entered RUN "C:" above, now enter the command: RUN

To run an Atari BASIC or machine language program from cassette upon startup:

1. Place the cassette in the recorder
2. Press REWIND of FORWARD, if necessary, to bring the tape to the position
where the program is located.
3. Turn on the computer while holding down the START key.
But if your computer has Atari BASIC built-in and you're running a machine
language program, hold down both the START key and the OPTION key.
4. The computer will "beep" as a signal for you to press PLAY on the recorder.
5. Let go of the START/OPTION button(s).
6. Press the RETURN key on the computer keyboard, and the program will load
into the computer.
7. Press STOP on the recorder when loading is complete and the program is
running.

Subject: 3.3) What are the Atari 810, 1050, and XF551 Disk Drives?

Mass storage devices retain data even when the computer is turned off.

The Atari Disk Drives provide storage and retrieval of programs
and data on 5.25" floppy disks.

==> Atari 810 --- a 5.25" floppy disk drive
The least common denominator for the Atari. Single-Sided, Single-Density:
FM 40 tracks x 18 sectors/track x 128 byte/sector = 90K capacity
19.2Kbps transfer rate. 288RPM.
The 810 includes a 6507 microprocessor.
Shipped with DOS I (very early) or DOS II Version 2.0S
earlier MPI version- push button door opening for disk access
later Tandon version- lift door, like a garage door disk access
two SIO ports
accessories from Atari:
CX8100 Atari 810 Blank Diskettes (5 per box)

CX8111 Atari 810 Formatted Diskettes II (5 per box)
CX8202 Atari 810/815 Blank Diskettes (5 per box, certified for double density)

Third-party upgrades for the 810:
810 Archiver -- copy many copy-protected programs
Happy 810 -- Happy Backup, Warp Speed 52Kbps, 18 sector buffer
810 Fast Chip by Binary 10%-40% faster
810 Turbo by Neanderthal Computer Things (NCT) -- double-density
see: http://www.qnet.com/~dons/810T.html

==> Atari 1050 --- a 5.25" floppy disk drive
Same as the 810, plus Dual-Density capability:
Single-Sided, Single-Density, 810 compatible
Single-Sided, Dual-Density, otherwise known as "Enhanced Density" because it
is not true double-density:
MFM 40 tracks x 26 sectors/track x 128 bytes/sector = 128K capacity
19.2Kbps transfer rate. 288RPM
The 1050 includes a 6507 microprocessor.
Shipped with DOS II v2.0S, DOS III, or DOS 2.5
DIP switches: Black & white left: Drive 1
Black right, white left: Drive 2
Black left, white right: Drive 3
Black & white right: Drive 4
Third-party upgrades for the 1050:
ICD US Doubler SS SD/ED/DD UltraSpeed (US) 54Kbps, sector skewing
Happy 1050 SS SD/ED/DD Warp Speed 52Kbps, 36 sector buffer,
Happy Backup. also read/write 180K 5.25" MS-DOS floppies
CSS Super Archiver SS SD/ED/DD UltraSpeed 54Kbps (US Doubler clone)
CSS Super Archiver II SS SD/ED/DD UltraSpeed 54Kbps (US Doubler clone)
Cheer-Up 1050 SS SD/ED/DD Warp Speed 52Kbps (Happy clone)
Speedy 1050 SS SD/ED/DD Warp Speed 55-57Kbps (Happy clone)
Super Speedy 1050 SS SD/ED/DD Warp Speed 55-57Kbps (Happy clone),w/180K RAM
SuperMax 1050 SS SD/ED/DD UltraSpeed 52Kbps (US Doubler clone)
Lazer 1050 SS SD/ED/DD Warp Speed and UltraSpeed 54Kbps

Rich Mier professes:
You've been plugging and unplugging the SIO cable with the 1050 power pack
plugged in, right? That's a no-no. Most of the time it's Okay, but about 1
in 10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C. at the right,
rear of the main board. A 14 pin DIL chip. Actually it is an array of 5
transistors.

Unplug the power pack from the 1050, then unplug the SIO cable. Power can be
ON on the CPU. The problem has to do with the secondary winding of the Power
Pack. Remember, the problem only occurs 1 out of 10 - 20 times that you do
it, not all the time.

It doesn't really matter if the 1050 Transformer has power on or off, it
'Might' happen if plugged into the 1050. It is really bad on 810's.

One thing, if the system has been turned off for, oh say, 5 - 10 minutes it
won't matter. By then all the capacitors should be bled(sc?) to 0 volts.

==> Atari XF551 --- a 5.25" floppy disk drive
Single-Sided, Single-Density, 810 compatible
Single-Sided, Enhanced-Density, 1050 compatible
Single-Sided, Double-Density:
MFM 80 tracks x 18 sectors/track x 256 bytes/sector = 360K capacity
Writes "backwards" to the second side of the disk, rendering it incompatible
with existing third-party 180K formats on the reverse side of the disk.
High speed 38400 bps burst mode usable only with SpartaDOS X, SuperDOS
5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2.
Rotaton rate: 300RPM.
Shipped with DOS 2.5 or DOS XE.
DIP switches: Both dips down: Drive 1
Left down, right up: Drive 2
Left up, Right down: Drive 3
Left and Right up: Drive 4
Chinon-built XF551-cannot read/write/format backside if no timing hole
Mitsumi-built XF551--can read/write backside if to timing hole, if formatted
Third-party upgrades for the XF551:
CSS XF Single Drive Upgrade--3.5", 720K floppy drive replacement
also read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFsingdrup.htm
CSS XF Dual Drive Upgrade--add 3.5" drive w/o losing the 5.25" drive
also read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFdualdrup.htm
CSS XF551 Enhancer--overcomes sensor for index hole, create flippy disks
see http://www.nleaudio.com/css/products/XF551enh.htm
CSS XF Update--replace drive OS, adds UltraSpeed
see http://www.nleaudio.com/css/products/XFupdate.htm

Subject: 3.4) What floppy disk drives can I use with my Atari?

Major contributors to this section: Glenn M. Saunders, Tomasz M. Tatar,
James Bradford, Konrad M. Kokoszkiewicz, Don Schoengarth, Andreas Magenheimer

SS=Single-Sided SD=Single-Density, 90K/disk side
DS=Double-Sided ED=Enhanced-Density, 128K/disk side
DD=Double-Density, 180K/disk side

Printer port=has a standard Centronics printer port,+ maybe a print buffer
Master=includes drive controller, can add additional,non-Atari-specific drives

Top transfer rate=19.2Kbps unless stated otherwise

Atari 810 SS SD
Atari 1050 SS SD/ED
Atari XF551 DS SD/ED/DD, 38.4Kbps burst mode
Access Unlimited ATAR88-1 SS SD master
Access Unlimited ATAR40-1 SS SD/DD master
Amdek AMDC I SS SD/DD uses flippy Amdisk III 3" disk/carts,printer port,master
Amdek AMDC II SS SD/DD dual drives, printer port, master
AS SN-360 DS SD/ED/DD

Astra 1620 SS SD/DD dual drives
Astra 2001 SS SD/DD dual drives
Astra Big-D DS SD/DD dual drives
Astra The One DS SD/DD, printer port
B&C 810 SS SD, optional Happy Warp Speed 52Kbps
Concorde C-221M SS SD/DD master
Concorde C-222M DS SD/DD master
CSS Floppy Board, for the Black Box, master, support PC 720K and 1.44MB 3.5"
drives, support PC 1.2MB and 360kB 5.25" drives,
also read/write 5.25" and 3.5" MS-DOS disks
see: http://www.nleaudio.com/css/products/floppy.htm
High-Density Disk Interface (HDI) a PCB master,connect up to 4 standard drives
Indus GT SS SD/ED/DD, Synchromesh mode usable with SpartaDOS X
and DOS XL only. 72Kbps under SpartaDOS X, 37Kbps under DOS XL. Z-80 cpu
RAM-Charger--expansion card contains 64K RAM + software, for CP/M support
KARIN MAXI DS SD/ED/DD/QD
L.E. Systems LEDS5-01 SS SD/DD master, 134.4Kbps, 800 only
CP/M expansion: 4MHz Z80, 64K RAM
L.E. Systems LEFDC-04 SS SD Four drives, copies a disk in 22 secs, 800 only
L.E. Systems LEFDC-08 SS SD Eight drives, copies a disk in 22 secs, 800 only
LDW Super 2000 SS SD/DD, 19.2Kbps or 67Kbps
image: http://romualdl.multimania.com/images/atari/super2000.jpg
LDW CA2001 SS SD/DD, 19.2Kbps or 38.4Kbps "California Access"
image: http://romualdl.multimania.com/images/atari/ca2001.jpg
LDW CA2002 DS SD/ED/DD,19.2Kbps,70Kbps w/SpartaDOS. "Calif. Access"
Micro MainFrame MF-1681 SS SD/DD, printer port, 4K to 54K printer buffer,
hard disk firmware included, master, Z-80 CPU w/ 16K to 64K RAM for CP/M,
TRSDOS, MaxiDOS A, and OASIS. see: http://www.qnet.com/~dons/mmf.html
Micro MainFrame MF-1682 dual drives version of MF-1681
Percom RFD40-S1 SS SD/DD, master
Percom RFD40-S2 SS SD/DD dual drives, master
Percom RFD44-S1 DS SD/DD, master
Percom RFD44-S2 DS SD/DD dual drives, master
(80-track RFDs hinted at http://www.atarimagazines.com/v1n2/newproducts.html
Percom AT88 SS SD, master
Percom AT88-S1 PD SS SD/DD, printer port, master
Percom AT88-S2 PD SS SD/DD dual drives, printer port, master
Rana 1000 SS SD/ED/DD, stand alone disk formatting
RCP 810 SS SD
San Jose Computer Special Edition 810 SS SD, optional Happy Warp Speed 52Kbps
SWP ATR8000 4MHz Z80, 16K RAM, RS232, master, printer port
or 4MHz Z80, 64K RAM, RS232, master, printer port, CP/M 2.2
options: 128K or 256K CO-POWER-88 with MS-DOS; CP/M-86
TOMS 720 DS SD/ED/ID/DD/QD/ID printer port, MYDOS 4.50 on ROM, 70Kbps
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB

- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
TOMS 710 DS SD/ED/ID/DD/QD/ID printer port, MYDOS 4.50 on ROM, 67Kbps
one more format: double sided, 80 tracks, IBM (720 KB)
also TOMS Navigator on ROM (like Norton Commander).
Trak AT-1 SS SD/DD master.upgrade: printer port+4K/16K buffer
Trak AT-D1 SS SD master, printer port, 4K print buffer.upgrade:16K
Trak AT-D2 SS SD/DD master, printer port, 4K print buffer.upgrade:16K
Trak AT-D4 DS SD/DD, printer port, print buffer
Trak Champ SS SD master
Trak Champ2 SS SD/DD master
Trak AT-S1 SS SD/DD slave
XFD601B DS SD/ED/DD 70kbps,Top Drive,Synchromesh,UltraSpeed,XF551 compat.
XFD602B dual DS SD/ED/DD 70kbps,Top Drive,Synchromesh,UltraSpeed,XF551 compat

While any standard "slave" drive will work with "master" drives listed above,
the following are slave drives marketed specifically to Atari users:
Access Unlimited ATAR88-A1 SS SD slave
Access Unlimited ATAR40-A1 SS SD/DD slave
Concorde C-221S SS SD/DD slave
Concorde C-222S DS SD/DD slave
Percom RFD40-A1 SS SD/DD slave
Percom AT88-A1 SS SD/DD slave
RCP 100 DS SD/DD, slave
RCP 200 DS SD/DD dual drives, slave

Subject: 3.5) What kinds of 5.25" floppy disks can I use with my Atari drives?

Russ Gilbert writes:
If you're talking standard computer store, you can't use those 5 1/4" disks. I
mean you can't use high density disks. They must be double density to use
with the 1050. Almost all double density 5 1/4" disks have a hub ring, high
density disks don't have the hub ring.

RHamiIton5 elaborates: (5/12/01)
The Atari 8 drives do not have write heads and circuity which can handle the
type of oxide coating used on the high density floppy media; they cannot write
reliably to them. The hub ring has just become a sort of marker to distinguish
the high density from the standard double density diskettes.

Way back in your apple days of '79-'82, most disks were hubless and only the
really premium brands offered hubs to prevent slippage and out of round
problems; you could even buy little kits for adding you own hub rings.

When the home computer swell really hit around '83 and price wars began, hub
rings became common on good disks and eventually became standard down to
include most generic bargain diskettes.

The introduction of high density 5.25's required a different coercivity (=
magnetizability) to get more bits in a smaller space and suitable electronics
to do it. These disks were produced hubless; was it a differentiating label or
just unnecessary because of stronger mylar construction? Anyone?

Subject: 3.6) What do I need to connect a hard drive to my 8-bit Atari?

==> Corvus hard drive (10 megabytes)
Fast but still relatively slow I/O, kludge through joystick ports for 800
only, connects through joystick ports 3 & 4.

==> K-Products/Supra Hard Disk Drive Interface
by K-Products (Bob Klaas)
Some limitations on drive type and size and total number of drives in sys.

==> Multi I/O (MIO) by ICD
256 byter per sector restriction. 256K and 1 meg ramdisk models.
Printer and modem, modem will handle 19.2Kbps

==> CSS Black Box
RS-232 Serial Modem Port (19.2Kbps) w/ hardware flow control,
Parallel Printer Port,SASI/SCSI Hard Disk Port, Operating System Enhancements,
optional 64K printer buffer. Supports drives with 512-byte sectors.
see http://www.nleaudio.com/css/products/black.htm

==> IDE Hard Drive Interface
from Konrad M. Kokoszkiewicz and Jacek Zuk
(see http://www.orient.uw.edu.pl/~conradus/docs/ide_eng.html)
o Maximum drive capacity: 16777215 physical blocks on each device.
o Maximum number of partitions: 16
o Maximum capacity of a partition: 16777215 logical sectors
o Logical sector length: 256 or 512 bytes
o Average speed (in kilobytes per second, WDC 130AB drive):
- Native mode, sequence of sectors (R): 75
- Emulation mode, sequence of sectors (R): 43
- Emulation mode, back sequence (R): 28
- Emulation mode, random sectors (R): 13
- Emulation mode, same sector (R): 29
- Emulation mode, DOS file (W): 7
- Emulation mode, DOS file (R): 36
o Booting from any partition (on the standard XL OS)
o Write protection capability
o 8 jumpers to set the device number for the operating system
o Sweet 16 compatibility

==> Fine Tooned Engineering Multi I/O II
An IDE interface. Released?

==> MSC IDE Harddisk-Controller
created by Steve Birmanns and Matthias Belitz
http://www.birmanns.de/
* real device for the parallel-port of the Atari XL-Series
* up to 240 partitions per harddisk supported
* emulates D1: until D9: of disk devices (access to 9 partitions at one time)
* full bootable from any partition (with standard XL-OS)
* write protectition capability
* supports master/slave configuration

* more than 30 KB/s file access with SPARTA-DOS 3.2 gx (reading)
* more than 10 KB/s file access with SPARTA-DOS 3.2 gx (writing)
* access of ATAPI-CDROM with additional software

==> BTL Hard Disk System
BTL 2001 Connector for 600XL/800XL PBI
BTL 2002 Connector for 130XE/800XE/European 65XE ECI
BTL 2004 SASI Hard Disk Adapter
More info at http://www.atarimagazines.com/v5n12/BTLHardDisk.html

==> Gary Morton's BadSector"A" Project
Wants to connect his IDE drive to the SIO bus.
http://www.alma.demon.co.uk/Atari/AtariProjects.html

==> MyIDE, project by Mr Atari, Sijmen Schouten
http://www.atari.myweb.nl/hardware.htm

==> SIO2IDE, by Marek Mikolajewski
http://www.atari.cuprum.com.pl/sio2ide.htm

Subject: 4.1) What are the Atari 820, 822, and 825 Printers?

Atari 820 Printer:
- 40-column impact printer
- 5x7 dot matrix
- 40 characters per line, upper & lower case alpha
- horizontal and vertical alphanumeric characters
- 6507 microprocessor, 6532 RAM I/O chip, 2K ROM
- 40 characters per second
- uses Standard Roll Paper/adding machine paper

Atari 822 Thermal Printer:
- 37 characters per second
- 10 characters per inch
- 40 characters per line, upper/lower case and point graphics
- 5x7 dot matrix

Atari 825 80-Column Printer (= Centronics 737)
- 3 character sets:
monospaced 7x8 dot matrix at 10 characters per inch
monospaced condensed at 16.7 cpi
proportionately spaced Nx9 dot matrix at avg of 14 cpi (N=6..18)
- all characters can be elongated (printer double width)
- characters per line: 80 at 10 cpi; 132 at 16.7 cpi
- speed: 50 cps at 10 cpi; 83 cps at 16.7 cpi; 79 cps avg. proportional
- print buffer: 1200 dot columns
- paper: roll, fanfold, or cut sheets
- requires Atari 850 Interface Module or equivalent

Subject: 4.2) What are the Atari 1020, 1025, 1027, and 1029 Printers?

Atari 1020 Color Printer:
- 4-color graphics: (black, red, blue, green). optional 8-pen rainbow package
- alphanumberics and X,Y plotting capability
- 10 cps (40-column mode)
- 20, 40 and 80-column modes
- horizontal and vertical alphanumerics, English and International chr sets
- water soluble ink pen technology
- 4-pen barrel print head
- microprocessor
- paper: standard roll paper (40 column width)
- AtariGraphics cassette software included
Frank McKenney writes: The printer/plotter mechanism for the Atari 1020 is (I believe) the same one used in the Tandy/Radio Shack CGP series and the Commodore 1520(?), and was made by a company named ALPS.

Atari 1025 80-Column Printer: (= Okidata ML80)
- 40 cps (80-column 10 cpi mode)
- 5 cpi expanded (40 col), 10 cpi (80 col), 16.7 cpi condensed (132-col)
- 5x7 character dot matrix
- buffer: 132 chrs at 16.7 cpi, 80 chrs at 10 cpi
- paper: roll,fanfold,single sheets. optional:roll paper holder, tractor feed

Atari 1027 Letter Quality Printer: (= Mann-Tally Riteman LQ.)
- fully formed characters, prestige elite 12)
- 12 characters per inch (80 columns)
- 20 characters per second
- single sheets or roll paper

Atari 1029 Programmable Printer (by Seikosha)
- 7-pin dot matrix, same as Commodore MPS-801
- Released for Europe only

Subject: 4.3) What are the Atari XMM801 and XDM121 Printers?

Atari XMM801 Printer:
- 80 columns, dot matrix
- friction feed or pin feed
- pica 10 cpi, double width pica 5 cpi, elite 12 cpi,double width elite 6 cpi, condensed 16.5 cpi, double width condensed 8.25 cpi
- Ribbon: Commodore 1526 and the Mannesman-Tally Spirit 80

Atari XDM121 Printer:
- 80 column, daisy wheel--letter quality
- underlining, subscripts, superscripts
- friction feed paper
- Ribbon: Silver Reed CF130, Olivetti ET201,ET221,Nu-Kote NK136

Subject: 5.1) What are the Atari 830, 835, 1030, XM301, and SX212 Modems?

A MODulator/DEModulator translates digital information from your computer into
acoustic tones that can be sent and received via standard telephone lines.

Atari 830 Acoustic Modem: (= Novation 'CAT')
- a stand-alone, acoustically coupled, frequency shift keying (FSK) modem
- up to 300 bits per second
- Bell 103/113 modem compatible
- requires Atari 850 Interface Module or equivalent

Atari 835 Direct Connect Modem:
- 300 bps
- Bell 103/113 modem compatible

Atari 1030 Direct Connect Modem:
- 300 bps
- Bell 103/113 modem compatible
- built-in ModemLink software.
- 2 SIO ports

Atari XM301 Modem:
- direct-connect
- 300 bps
- Bell 103/113 modem compatible
- with XE Term disk software
- permanent SIO cable, must be at end of SIO chain
- draws its power from the computer via SIO

Atari SX212 Modem:
- SIO & DB25 RS232 serial ports, must be at end of SIO chain
- 1200 baud
- Bell 103/113/212A modem compatible
- rarely with SX-Express! disk software.

Subject: 5.2) What should I know about modems and the Atari?

Thanks to Bob Puff and Clay Halliwell for helping me with this section.
But I'm still not real confident about the accuracy here. I'd love for
anyone to help me fix up this section!

There are three types of modem protocols: modulation protocols, error
correction protocols, and compression protocols. The international
standards for these protocols are laid down by the branch of the United
Nations known as the ITU-TSS (formerly the CCITT). ITU standards are
known by their "V-Dot" names. They're only names, don't try to apply
any meaning to the names.

Modulation protocol standards, the major ones
(bits per second)
300 bps - V.21 (103J is used instead in the USA)
1200 bps - V.22 (212A is used instead in the USA)
2400 bps - V.22bis
9600 bps - V.32

14.4 Kbps - V.32bis
28.8 Kbps - V.34

Error Correction standard:
V.42 - requires either software or hardware flow control

Compression standard:
V.42bis - requires V.42, and hardware flow control.

If your modem is capable of V.42bis compression, set your communications software to enable hardware flow control. If your terminal interface allows you to set the terminal<->modem (DTE) and modem<->modem (DCE) baud rates separately, you should set the DTE rate to the maximum allowed. If the DTE and DCE cannot be set separately, set the terminal baud rate at four times the maximum actual data rate of your modem (V.42bis achieves a compression ratio of up to 4:1). Examples: If a V.22bis/V.42bis modem is used, set the terminal for 9600 baud. If a V.32/V.42bis modem is used, set the terminal for 38400 baud. If a V.32bis/V.42bis modem is used, set the terminal for 57600 baud.

Let's define a "high-speed" modem as a modem capable of V.42bis compression. (Some 2400 bps modems, and all modems faster than that)

Using high-speed modems on the Atari

Unless you're using a CSS Black Box or a patched MIO, the 8-bit Atari RS232 interfaces do not support hardware flow control. (I have heard that the P:R: Connection does too, but it can't be controlled in software.) So we must send the modem a command to tell the modem not to use it. Using a Hayes-compatible modem, the modem command AT &K4 will enable software flow control, and disable hardware flow control. AT &K0 will disable all flow control.

The MIO patch, HyperSpeed by Len Spencer, is available at:
http://members.aol.com/lenspencer/atari8.htm

Question. Why does my modem report V.42bis is used even when my terminal it set for the same speed as my modem?

Cause the modem will do what you tell it. You've configged it to talk at the highest speed, using LAP/M, and compression. Even if you connect modem to modem at 14.4k, you can be talking to the modem at 300 baud, and it will still use everything. You'll undoubtedly drop bytes, but hey...

Question. Why does V.42bis compression appear to function after I have sent the modem the AT &K4 or AT &K0 commands? And knowing the Atari doesn't support hardware flow control?

Compression doesn't have to have flow control to work. Same as above - its just an added step that the data goes through. Note that if the modem's input buffer is small, you can overrun it easily if you send it data faster than it can digest and send. That's why you -really should- be using flow control with compression... But it's not a necessity.

Question. Why does V.42 error correction appear to work even when I have disabled flow control with the AT &K0 command?

Question. Why don't I have problems performing binary downloads when I have software flow control enabled? (flow control characters could appear in data stream accidentally)

Depends on the protocol. Zmodem accounts for spurious XON/XOFFs. Xmodem and Ymodem don't. Also, you are able to digest the data as fast as the modem is giving it to you, hence no flow control is happening. I suspect it would be a different case if you were uploading using a streaming protocol like Ymodem G.

More tips, from Clay Halliwell:
On 11 Feb 1996, Marc G. Frank said:

> I'm having problems getting a modem attached to my Atari 850 to
> communicate at 9600 baud. When I set my communications program to 2400
> baud, everything works fine. However, when I set it to 9600 baud, the
> modem echoes my characters but doesn't act on them. That is, at 2400,

The problem with the 850 is that some of them (like mine) don't produce a PERFECT 9600 baud signal. As a result modems can't train on it, and while they will echo characters back, for some nitpicky reason they won't pick up on the "AT" attention code.

The solution is to do all your dialing at 2400 baud, but set the S37 register to force the modem to try to connect at 9600. Then switch your Atari to 9600 after connecting.

Jon Melbo responded to me in 1997:

>I have a Zoom 2400bps V.42bis modem, connected through a P:R:Connection. I
>need to do the
>at&k4 no matter what I'm dialing into, and no matter what comm program I'm
>running.
>
>Nobody's ever really been able to explain it to me, but I know it has helped a
>few other people. Try it!

What &K4 does is select XON/XOFF flow control. Apparently, all/most atari serial interfaces or at least R: handler software does not support hardware (CTS/RTS) handshaking (selected on the modem via &K3 which is also a default). Anyway, that's why the &K4 setting helps a lot.

Glenn Saunders responded to other writing of Jon's, 4/5/97:
: 28.8 CARRIER connects are possible BB or no, it's just that there is
: no point in having your modem do data faster than your puter can.

It simplifies modem configuration to let the modems connect at their native speeds.

: Right! But you should never have your DCE to DCE speed exceed your
: DTE to DCE speed. Never, unless you like errors and strange behavior.
: With a BB, one should use CTS/RTS flow control, and force the modem to

: operate at a maximum of 19.2 PERIOD (this means disable compression).

It doesn't really matter. CTS/RTS can throttle the I/O down as much as it needs to. The faster modem will wait for I/O without any complaints. Disabling compression isn't a good idea because it will disable it for ALL calls including 9600 or 14.4 users in which it could do some good even on an 8-bit BBS. Software flow control is pretty much dead in telecommunication, and has been dead as long as data compression has been standard since the stop and start commands take way too long to register that way.

: If using some other serial interface, I would use software flow
: control, disable data compression on the modem, force the modem to a
: max speed of 9600bps, and experiment with error correction. Does

This combination is deadly for most modern users unless they degrade their modem via reconfiguration. And if users have to do this, odds are they will stay away rather than futz with AT settings to get a reliable connect. That's why I think the MIO essentially died as a viable BBS interface when 14.4s became standard. They won't work well unless the "mythical" hardware flow control of the thing is enabled in some way.

An explanation of XON/XOFF from Eric Sokolowsky, 4/11/97:

I looked in my modem manual, and the at&k4 command enables XON/XOFF flow control, which is a form of software flow control. As I understand it, when a XOFF is sent by the receiving end of a line, the sending end holds off sending for a little while to give the receiving end a chance to catch up. When the receiving end catches up, it can send a XON which tells the sending end to continue sending. Using this should reduce the liklihood of dropped characters. It's not as good as hardware (RTS/CTS -- check out the FC light on most high-speed external modems on fast transfers) flow control (enabled by default or the at&k3 command), but it's good enough for the Atari, which as I understand, doesn't normally allow hardware flow control, unless using such a device as the Black Box.

to which Robert Ely responded:

Just a quick addition. If you are using a modem at 9600bps or faster, don't use xon/xoff, use the RTS/CTS. Since you can do this with the MI/O and BlackBox, use it for all it's worth. If you are on an 850 or P:R:Connection, you won't be able to deal with it and probably won't be going at or above 9600bps anyway.

Subject: 6.1) What is the Atari 850 Interface Module?

Atari 850 Interface Module:
- early design all metal (black) case
- most in plastic beige case
- four 9-pin serial EIA RS232C ports

- One 15-pin 8-bit parallel Centronics-type port
- programmable baud rate on any port, including:
75, 110, 134.5, 150, 300, 600, 1200, 1800, 2400, 4800, and 9600 bps;
baudot speeds of 60, 66, 75, 100 words per minute
- uses standard ASCII. Baudot support for radio-teletype (RTTY).

850 R1: Serial port DB9P:
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

850 R2: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

850 R3: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

850 R4: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

850 P: Parallel port DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3

4. D2 + 4
5. D3 + 5
6. D4 + 6
7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +
10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

Subject: 6.2) What is the Atari XEP80 Interface Module?

This text written by Thomas Raukamp.

Since the development of the Atari 8-bit line of computers in 1979, users wanted better text displays than the default 40x24. There has been some attempts to satisfy this need, like the Austin-Franklin board or the Ace 80/80xl cartridge. For more informations about these modifications read The Atari 8-bit Hardware Upgrade FAQ from David A. Paterson.

The Atari XEP80 Interface Module is Atari's entry to the 80 column field. It lets a XL, XE, 400 or 800 computer system display a full 80 columns across your monitor screen. The XEP80 provides a 256-character wide by 25-line display window. Up to 80 characters are displayed horizontally at once, and you can scroll horizontally all the way to the 256th character, depending on the application you're running. The XEP80 is connected to your system via a joystick port.

The XEP80 Module interprets commands from the computer for screen display or output to a printer. The module is supplied with an industry-standard 8-bit parallel port so you can connect a parallel printer to your Atari 8-bit (I even use a HP LaserJet IV on my 130XE ;)).

All programs that use the standard screen call (E:) should be compatible with the XEP80 Module. The software provided by Atari supports a 320x200 graphics mode - this mode only support direct bit images. Note that you can't use all of the standard graphic capabilities of the Atari anymore.

Although Atari recommends a monochrome monitor for usage with the XEP80, it runs fine with any type of composite monitor. The output looks great on my Commodore 1084 for example.

Along with the module comes a software-package containing an AUTORUN.SYS file, which is the XEP80 handler. If you want to use the module with an application that is compatible with the XEP80, which has it's own AUTORUN.SYS file, you can append the application's AUTORUN.SYS on the module's AUTORUN.SYS.
****

Editors for the XEP80:
AtariWriter 80 by Atari
TurboWord by MicroMiser
emacs subset by Stan Lackey
MAE and its previous standalone editor ED

XEP80 P: Parallel port:
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 6.3) What accessories did Atari produce for their 8-bit computers?

This should be a complete list of Atari "CX" accessories, two or three digit numbers, marketed for use with the 8-bit computers.

CX30-04 Paddle Controller Pair
CX40-04 Joystick Controller Pair
CX40 Single Joystick Controller
CX41 Joystick Repair Kit
CX22 Trak-Ball
CX23 Kid's Controller
CX24 Pro-Line Joystick
CX42 Remote Control Wireless Joysticks
CX50 Keyboard Controller Pair
CX70 Light Pen (beige; the original Atari light pen)
CX75 Light Pen (+ Atarigraphics cartridge)
CX77 Touch Tablet (+ AtariArtist cartridge)
CX78 Joypad (shipped with the 7800 in Europe)
CX80 Trak-Ball
CX81 I/O Data Cord (5 ft)
CX82 Monitor Cable (Black and White Monitor)
CX85 Numerical Keypad (+ software Handler on diskette)
CX86 Printer Cable (included with 825 Printer)
CX87 Interface/Modem Cable (included with 830 Acoustic Modem)
CX88 Interface/Terminal Cable (null modem)
CX89 Monitor Cable (Color Monitor)
CX418 The Home Manager Kit (Personal Financial Management, Home Filing Manager -or- Family Finances, The Home Filing Manager)
CX419 The Bookkeeper Kit/Atari Accountant (The Bookkeeper disk, CX85 keypad)
CX481 The Entertainer (Star Raiders, (Missile Command or Pac-Man), 2 joysticks)
CX482 The Educator (410, BASIC cart., States & Capitals cassette)
CX483 The Programmer (BASIC, BASIC Ref. Manual, BASIC Self-Teaching Guide)
CX484 The Communicator (850, 830, TeleLink I cart.)
CX488 The Communicator II (835, TeleLink II cart.)

????? The Arcade Champ (Pac-Man, Qix, 2 joysticks, cartridge storage case)
????? The BASIC Tutor I (Inside Atari BASIC book,Invitation to Programming 2&3)
CX852 8K RAM Memory Module (for 800 computer)
CX853 16K RAM Memory Module (for 800 computer)
XG-1 Light Gun (+ Bug Hunt cart.)

Subject: 6.4) What "vaporware" computers/peripherals were never released?

For definitive information on unreleased Atari products, see:

Atari Historical Society, http://www.atari-history.com/ (Curt Vendel)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
800D (Developers Bus System)
1000 Sweet 16 Project, lower end model. Became the 1200XL
1000-X Sweet 16 Project, higher end model. Became the 1200XL
1200 1200XL internally, many slight cosmetic differences
1200XLS 1200XL Show prototype, top-mounted cartridge slot
600 early 600XL, all black case, joyports on the left, missing PBI
800XL brown prototype
800XLD low-cost 1450XLD,no modem&speech,include disk drive controller&FREDDIE
800XLCR Cost Reduced, with CGIA chip ("Keri"), which is a combined GTIA&ANTIC
900XLF early name for 65XE
1250XLD Earlier name for the 1450XLD
1400XL brown prototype
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL 1400XL plus room for 2 internal 5.25" drives (controller not included)
1450XLD 1400XL plus 5.25" floppy drive (Epson SD521 360K disk drives)
1600XL Amiga/Amiga-like.Now appears that 1850XLD was the model name for this
1650XLD to use 1450XLD case and 1200XL keyboard
1850XLD "Mickey" Atari clone of the Amiga Lorraine
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMY sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D. some were produced!
1027 PLUS -daisy-wheel, 80 columns
1053 -looks like a 1050, but supports DS/DD 360K format
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1060 CP/M Add-On Module -"SweetPea" Z-80 CPU, 64K RAM, CP/M 2.2, 80 col display
1090 XL Expansion System-5 PBI slots, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor (Goldstar)
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XF351 -a 3.5" drive.
XC35 -an XF551 with a 3.5" mechanism
XTM201 -non-impact printer
XTC201 -XE Thermal Color Printer

Subject: 6.5) What are the power requirements for my Atari components?

Thanks to Matthias Belitz for the European
data in this section. I need more international help!

As with the rest of this FAQ list, please let me know if any of this
information conflicts with the units you have.

The most important information is the voltage (in volts) required, and
whether you need a transformer (AC output) or an adapter (DC output).
The power (in voltamps or watts) and current (in amperes) specifications
of the original equipment as presented here should be regarded as
minimum values. Higher-than-specified power and current capacities are
entirely usable, and often preferable because such supplies run cooler
and last longer.

Direct Current (DC):
Power (in watts) = current (in amps) * voltage (in volts)

Alternating Current (AC):
Apparent Power (in voltamps) = current (in amps) * voltage (in volts)
Effective/True Power (in watts) = current (in amps) * voltage (in volts)
* (cosine of the angle of lag)

N O R T H A M E R I C A: INPUT = 115-120 V AC, 50/60Hz
==========
9 V AC 5.4 VA (600 mA) Atari#CO62195/CO17539 transformer:
1030
9 V AC 4.5 VA (500 mA) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748/CA016804 transformer:
400,800,822,850,1010,1200XL,810
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,822,850,1010,1200XL,810,1020,1050,XF551
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,822,850,1010,1200XL,810,1020,1050,XF551
9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027,1090XL
20 V AC 6.6 VA (330 mA) Atari#CO60479/CA060535 transformer:
835
24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
600XL,65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982/CA024814 adapter:
600XL,800XL,65XE,130XE,800XE,XE Game System
6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P" (vaporware)
9 V DC 200 mA (1.8 W) adapter:
MPP1000C (the modem from MPP, interfaces via a joystick port)

9 V DC 500 mA (4.5 W) Atari#CO16353/CA014034/CO10472/CX261 adapter:
XEP80,SX212,2600 (center positive)
9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200
5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297/DV1450 adapter:
1400XL,1450XLD

E U R O P E (and elsewhere?) INPUT = 220/240 V AC, 50 Hz
==========
9 V AC 4.5 VA (0.5 A) Atari#CO61516/34 transformer (UK):
1010
9.3 V AC 15.44 VA (1,66 A) (Atari# not printed), FW 6799 transformer:
400,800,822,850,1010,1200XL
9 V AC 27 VA (3.0 A) Atari#CO60592-34 transformer (UK):
400,800,822,850,1010,1200XL,810,1020,1050,XF551

5 V DC 1.8 A (9.0 W) Atari#CO61763-107 adapter:
600XL,800XL,65XE,130XE,800XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61763-34 adapter (UK):
600XL,800XL,65XE,130XE,800XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61763-11 adapter:
600XL,800XL,65XE,130XE,800XE,XE Game System
two ones with the same part number, but different cases and different
input Values :#1, 65XE (Poland, made in Taiwan), Input 22 VA
#2, 800XL, Input 26 VA
8.5 V DC Atari#CO61605 adapter:
600XL,800XL,65XE,130XE,800XE,XE Game System

These draw their power from the SIO +5 V:
XM301 (60 mA),XC11,XC12,ICD P:R:Connection,Wizztronics MidiMax,RVerter

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

OTHER:
The ICD Multi I/O (MIO), all versions, can use both AC and DC supplies, BUT:
stick to voltages of at least 6.2-7.2 V.
Rana 1000: 9 VAC & 3.4 AMPS

Subject: 7.1) What versions of the Atari Operating System (OS) are there?

Most of this section by permission from:
http://www.student.kun.nl/f.offenga/atari.htm

Atari 8-bit Operating Systems
~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Version 3.3, 6/27/1999.
By Freddy Offenga (mailto:F.Offenga@student.kun.nl)

400/800 10kB OS roms
~~~~~~~~~~~~~~~~~~~~

Rev.	TV	Date	CRC-32	Part Nr(s)
A	NTSC	(?)	(?)	(?)
A	PAL	(?)	0x72b3fed4	CO15199, CO15299, CO12399B
B	NTSC	(?)	0x0e86d61d	CO12499B, CO14599B, 12399B
B	PAL	(?)	(?)	(?)

XL/XE 16kB OS roms
~~~~~~~~~~~~~~~~~~

Rev.	System	Date	CRC-32	Part Nr(s)
10	1200XL	10/26/1982	0xc5c11546	CO60616A, CO60617A
11	1200XL	12/23/1982	(?)	CO60616B, CO60617B
1	600XL	03/11/1983	0x643bcc98	CO62024
2	XL/XE	05/10/1983	0x1f9cd270	CO61598B
3	800XE	03/01/1985	0x29f133f7	C300717
4	XEGS	05/07/1987	0x1eaf4002	C101687

(?) This information is missing. If someone can supply this info,
please write me an e-mail.

NOTES:
The 400/800 O.S's consist of three ROMs (two 4kB and one 2kB).
The 1200XL contains two ROMs for the OS (8k each), XL/XE's use a single
16k ROM and the 16k XEGS OS is stored in a 32k ROM (together with 8k
BASIC and 8k for Missile Command).

Origins of ROM information
~~~~~~~~~~~~~~~~~~~~~~~~~~
400/800 rev.A NTSC Could exist, since the PAL version exists and
rev.A is mentioned in the rev.B source code.
400/800 rev.A PAL All info found in two Atari 400's and Atari 800
ROM module CX801.P
400/800 rev.B NTSC Information from a ROM dump and the rev.B source
listing. The part numbers were listed in the
catalog from 'Best Electronics'. According to
'Mapping the Atari' rev.B ROMs have a 'B' at the
end of the part number, therefore I figure these
part numbers are from rev.B.
400/800 rev.B PAL Could exist, since the NTSC version exists and
there's some conditional PAL/NTSC assembly in
the rev.B source code
1200XL rev.10 PAL/NTSC All info found in an Atari 1200XL. The XL/XE
rev.2 source code refers to it as rev.10.
'Best Electronics' calls it rev.A.
1200XL rev.11 PAL/NTSC Refered to rev.11 by the XL/XE source code.
~~~~~~~~~~~~~~~~~~~~~~~~~~

'Best Electronics' calls it rev.B.
XL/XE rev.1 All info found in an Atari 600XL
XL/XE rev.2 All info found in an Atari 800XL
XL/XE rev.3 All info found in an 800XE
XL/XE rev.4 All info found in an Atari XE Game System

O.S. Authors and dates
~~~~~~~~~~~~~~~~~~~~~
The following info is from the Atari XL/XE rev.2 source code.

Revision A (400/800)
D.Crane / A.Miller / L.Kaplan / R.Whitehead

Revision B (400/800)
Fix several problems.
M.Mahar / R.S.Scheiman

Revision 10 (1200XL)
Support 1200XL, add new features.
H.Stewart / L.Winner / R.S.Scheiman /
Y.M.Chen / M.W.Colburn 10/26/82

Revision 11 (1200XL)
Fix several problems.
R.S.Scheiman 12/23/82

Revision 1 (600XL/800XL)
Support PBI and on-board BASIC.
R.S.Scheiman / R.K.Nordin / Y.M.Chen 03/11/83

Revision 2 (600XL/800XL)
Fix several problems.
R.S.Scheiman 05/10/83
Bring closer to coding standard (object unchanged)
R.K.Nordin 11/01/83

Vapour-ware
~~~~~~~~~~~
The following OS roms originate from rare Atari 8-bit systems.
Since I don't own any of these (unfortunately), I don't have much
information about these roms. Who can help me?

I've got two 16K rom dumps from the 1450XLD. Both ID's are rev.3.
The first dated 3/23/1984 comes from the 'Pooldisk Too' CD-ROM
(filename: 1540os3.v0) and the second dated 6/21/1984 was send to
me by Nir Dary (filename: os1450.128). Main differences between
these two are in the first 3K ($C000 - $CBFF).

The XL/XE OS rev.3B is from an Atari from Arabia. It's probably based
on rev.3. There are changes in the fonts (Arab characters) and several
patches in the code. More info at:
http://www.savetz.com/vintagecomputers/arabic65xe/

Rev. Found in Size CRC-32 Date
~~~~ ~~~~~~~~ ~~~~~ ~~~~~~~~~~ ~~~~~~~~~~
3 1450XLD 16kB 0x0d477aa1 3/23/1984
3 1450XLD 16kB 0xd425a9cf 6/21/1984
3B 65XE 16kB 0xf0a236d3 7/21/1984

References
~~~~~~~~~~
- The modified september Atari 400/800 computer operating system
listing, revision B, (c)1982 Atari.
- The Atari O.S. source code rev.2, (c)1984 Atari.
- Atari XL addendum Atari home computer system operating system
manual: supplement to Atari 400/800 technical reference notes.
- Best Electronics, catalog of Atari 8-bit parts.
- Mapping the Atari, revised edition, Ian Chadwick, Compute! books
publication, 1985.

Credits
~~~~~~~
Special thanks to Nir Dary for the rev.2 source code, rom dumps and
the 1200XL. It's in good hands.

~~~~~~
More info on what is maybe either the 1985 or 1987 XL/XE OS versions listed
above. From ST*ZMAGAZINE #36, Sept. 1, 1989 (as reprinted in PSAN Nov 89):
by Mark Elliot, Innovative Concepts
The following changes have been incorporated in the 130XE computer.

The O.S. has minor changes like:
A) The MEMORY TEST (from SELF TESTS) tests the extra 64K now! (in 4 squares)
B) Also, the MEMORY TEST checks the first 48K over TWICE as fast as before!
C) The KEYBOARD TEST has the F1-F4 keys missing on top. (function keys),
although the code that interprets them is probably there (like XEGS).
D) Also, it types out "COPYRIGHT 1985 ATARI" at the keyboard test, when all
tests are done. (compared to COPYRIGHT 1983 ATARI, before)
E) And, the O.S. chip itself, is on a 27256 EPROM, but only half of it is
used! (comprared to the original, which was on a 16K x 8 ROM, 27128 comp.
~~~~~~
james adds (3/8/01):
Your faq, regarding OS Rev A, states:
Origins of ROM information
~~~~~~~~~~~~~~~~~~~~~~~~~~
400/800 rev.A NTSC Could exist, since the PAL version exists and
rev.A is mentioned in the rev.B source code.

Did exist! My parents bought me an Atari 400 w/ 410 back in 1981 for
entertainment when I was badly injured in a motorcycle accident. A
year or so later I paid good money ($40 USD or so?) to have the OS A
upgraded to OS B.

Subject: 7.2) What is the ATASCII character set?

ASCII is an acronym for the American Standard Code for Information Interchange. Pronounced ask-ee, ASCII is a code for representing English characters as numbers, with each letter assigned a number from 0 to 127. For example, the ASCII code for uppercase M is 77. Most computers use ASCII codes to represent text, which makes it possible to transfer data from one computer to another.

The 8-bit Atari computers use a modified version of the ASCII character set called Atari ASCII, or ATASCII.

David Moeser produced this nice translation table.
Piotr Fusik corrected the description of Atari character 5.

ASCII TRANSLATION TABLE -- IBM & ATARI 8-BIT (ATASCII)
==

SECTION ONE: CONTROL CHARACTERS
===============================

DECIMAL ATARI IBM <----> ATARI ASCII
-HEX NAME KEY GRAPHICS CHARACTER FUNCTION
======= ==== === ====================== ========
0 00 NUL ^, none heart Null
1 01 SOH ^A smiley |- Start of header
2 02 STX ^B [smiley] right | Start of text
3 03 ETX ^C heart (9:00) End of last text
4 04 EOT ^D diamond -| End of transmission
5 05 ENQ ^E club (9:30) Enquiry
6 06 ACK ^F spade / Acknowledge (handshake)
7 07 BEL ^G rain dot \ Bell
8 08 BS ^H doorbell L triangle Backspace
9 09 HT ^I o low-R-sq. Horizontal tab
10 0A LF ^J [doorbell] R triangle Line feed
11 0B VT ^K Mars hi-R-sq. Vertical tab
12 0C FF ^L Venus hi-L-sq. Form feed
13 0D CR ^M note high bar Carriage return
14 0E SO ^N 2 notes low bar Shift out
15 0F SI ^O sun low-L-sq. Shift in
16 10 DLE ^P R pennant club Data link escape (break)
17 11 DC1 ^Q L pennant (3:30) Device #1 (P:)
18 12 DC2 ^R V arrows -- Device #2
19 13 DC3 ^S !! cross Device #3 (deselects P:)
20 14 DC4 ^T paragraph cloudy Device #4 (stop)
21 15 NAK ^U section low block Negative acknowl. (error)
22 16 SYN ^V short - left | Synchronous idle
23 17 ETB ^W base-V-arrs.low T End of block
24 18 CAN ^X up arrow hi perp. Cancel memory (in buffer)
25 19 EM ^Y DN arrow left half End medium (tape drive)
26 1A SUB ^Z R arrow (3:00) Substitute
27 1B ESC EE L arrow escape Escape
28 1C FS E^- (3:00) up arrow File separator
29 1D GS E^= ice needles DN arrow Group separator
30 1E RS E^+ up triangle L arrow Record separator

31 1F US E^* DN triangle R arrow Unit separator
32 20 SPC bar space space Space

SECTION TWO: SPECIAL CHARACTERS
==============================
127 7F DEL ETB home plate R pennant Deleted
155 9B EOL RETURN box, etc. Atascii end of line
(only at end of paragraphs or last column for data)
13,10 EOL ENTER ^M^J IBM end of line
(at end of every 80-column screen line)
13 EOL ENTER ^M (or ^M and null) Unix end of line

KEY TO ABBREVIATIONS:
====================
^ = control key L = left hi = upper
S = shift key R = right low = lower
E = escape key UP = points up [ ] = inverse
BS = backspace DN = points down V = vertical
TB = tab key sq = square perp = perpendicular
(time) = position of hands on a clockface

Where possible, descriptions of graphics characters are taken
from standard symbols used in mathematics, weather, astronomy, etc.
Note: Different computer platforms, operating systems, programs,
printers, etc. will produce different graphics characters.

SECTION THREE: KEYBOARD CHARACTERS
==================================

DECIMAL IBM ATARI DECIMAL IBM ATARI
-HEX KEY CHAR. KEY CHAR. -HEX KEY CHAR. KEY CHAR.
======= === ==== === ==== ======= === ==== === ====
32 20 bar space bar space 80 50 P P P P
33 21 S1 ! S1 ! 81 51 Q Q Q Q
34 22 S' " S2 " 82 52 R R R R
35 23 S3 # S3 # 83 53 S S S S
36 24 S4 $ S4 $ 84 54 T T T T
37 25 S5 % S5 % 85 55 U U U U
38 26 S7 & S6 & 86 56 V V V V
39 27 ' ' S7 ' 87 57 W W W W
40 28 S9 (S9 (88 58 X X X X
41 29 S0) S0) 89 59 Y Y Y Y
42 2A S8 * * * 90 5A Z Z Z Z
43 2B S= + + + 91 5B [[S, [
44 2C , , , , 92 5C \ \ S+ \
45 2D - - - - 93 5D]] S.]
46 2E . . . . 94 5E S6 ^ S* ^
47 2F / / / / 95 5F S- _ S- _
48 30 0 0 0 0 96 60 ` ` ^. `
49 31 1 1 1 1 97 61 a a a a
50 32 2 2 2 2 98 62 b b b b
51 33 3 3 3 3 99 63 c c c c

52 34 4 4 4 4 100 64 d d d d
53 35 5 5 5 5 101 65 e e e e
54 36 6 6 6 6 102 66 f f f f
55 37 7 7 7 7 103 67 g g g g
56 38 8 8 8 8 104 68 h h h h
57 39 9 9 9 9 105 69 i i i i
58 3A S; : S; : 106 6A j j j j
59 3B ; ; ; ; 107 6B k k k k
60 3C S, < < < 108 6C l l l l
61 3D = = = = 109 6D m m m m
62 3E S. > > > 110 6E n n n n
63 3F S/ ? S/ ? 111 6F o o o o
64 40 S2 @ S8 @ 112 70 p p p p
65 41 A A A A 113 71 q q q q
66 42 B B B B 114 72 r r r r
67 43 C C C C 115 73 s s s s
68 44 D D D D 116 74 t t t t
69 45 E E E E 117 75 u u u u
70 46 F F F F 118 76 v v v v
71 47 G G G G 119 77 w w w w
72 48 H H H H 120 78 x x x x
73 49 I I I I 121 79 y y y y
74 4A J J J J 122 7A z z z z
75 4B K K K K 123 7B S[{ ^; spade
76 4C L L L L 124 7C S\ | S= |
77 4D M M M M 125 7D S] } E^< left-turn
78 4E N N N N 126 7E S` ~ EBS L pennant
79 4F O O O O 127 7F none house ETB R pennant

Subject: 7.3) What versions of Atari BASIC are there?

There were three versions of Atari BASIC produced: A, B, and C.

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Freddy Offenga adds:
You can also take a look at the part numbers on the IC's
inside your Atari and compare them with the numbers from
the following table:

Part# Version
~~~~~~~~~~~~~~~~~~~~ ~~~~~~~~
CO12402 + CO14502 A
CO60302A B
CO24947A C
~~~~~~~~~~~~~~~~~~~~

On versions A, B, and C, Greg Miller writes:

"Rev A had a number of bugs, not just the commonly
described crash bug. Rev B fixed most (maybe all, I don't remember) of
these, but in the process, they added a new bug. You see, the crashes
were caused by a bug in one of OSS's memory move routines. When the bug
was fixed, the fix mistakenly applied to a routine that actually worked
in Rev A, causing the new lockup problem.

Rev C differs in only a few bytes. AFAIK, the only change was to remove
the alteration made to the routine that was broken by Rev B.

You can get more details from the annotated source listing published by
Compute! books. Bill Wilkinson described many of the problems in detail.
He also talked about it in his column in Compute! magazine."

Wally Lang adds:

--- Warner's Atari issued Rev B in two formats:
(1) As a built-in Basic on 600XL and 800XL computers.
(2) As a special request order item for 400/800 and 1200XL computers.

--- Tramiel's Atari issued Rev C in both formats for XE series computers and
ALL previous Atari 8-Bit Computers.

Subject: 7.4) What are Atari DOS I, DOS II v2.0S, DOS III, DOS 2.5, and DOS XE?

Here are short descriptions of the various Disk Operating Systems (DOS)
versions produced by Atari for use with their 8-bit computers.

The original Atari DOS shipped with all 810 disk drives from 1979-1981. It
consists of a single file, DOS.SYS, which is loaded into memory from disk on
startup.
At the top of the menu screen it reads:
DISK OPERATING SYSTEM 9/24/79
COPYRIGHT 1979 ATARI
Unless you are a collector, you probably have no reason to work with DOS I.
The DOS I disk is labeled: Atari 810 Master Diskette (CX8101).

DOS II Version 2.0S was shipped with all 810 disk drives, and early 1050 disk
drives, from 1981-1983. It consists of two files:
DOS.SYS is loaded into memory from disk on startup
DUP.SYS, which contains the DOS menu, is loaded only when needed.
MEM.SAV can be employed to preserve the contents of memory to disk when
DUP.SYS is loaded, so that the data can be restored to memory when exiting
from the DOS menu. DOS 2.0S supports Atari's proprietary single-sided, single
density 90K 5.25" floppy disk format only. DOS 2.0S represents the lowest
common denominator of Atari DOS versions--you can be assured than any Atari
disk drive for the 8-bit Atari can work with disks formatted with DOS 2.0S.
The DOS 2.0S disk is labeled: Atari 810 Master Diskette II (CX8104).

DOS II Version 2.0D was shipped with the rare Atari 815 Dual Disk Drive.
This is the double density version of DOS 2.0S.

The DOS 2.0D disk is labeled: Atari 815 Master Diskette (CX8201).

DOS III shipped with 1050 disk drives from 1983-1985. It was created in part to take advantage of the 1050's Dual-Density capability, by employing a single-sided, enhanced-density 128K 5.25" floppy disk drive format. Atari called this format "dual-density," but the Atari community quickly came to refer to this format as "enhanced-density" to better differentiate it from widely available 3rd-party truly double density disk drives and supporting versions of DOS. DOS III uses a disk format incompatible with DOS 2.0S. It included a utility to convert files from DOS 2.0S to DOS III, but not back again. It used disk space less efficiently than DOS 2.0S. For these reasons and others, DOS III was not widely accepted by the Atari community, and like DOS I is not generally used except for curiosity's sake.

DOS 2.5 shipped with 1050 disk drives and early XF551 disk drives from 1985-1988. DOS 2.5 represented Atari's relenting to the masses, returning to DOS 2.0S compatability. DOS 2.5 very closely resembles DOS 2.0S, with just a few features added. It supports both DOS 2.0S single-density 90K formats, as well as an enhanced density 128K format for use with the 1050 disk drive. DOS 2.5 also includes a RAMdisk utility for use with the 128K 130XE computer, a utility to convert files from DOS III disks back to DOS 2.5, and other disk utilities. DOS 2.5 is just about as universal among Atari users as DOS 2.0S.

DOS XE shipped with XF551 disk drives from 1988-1992. Like DOS III, DOS XE introduced a whole new format for Atari floppy disks; but unlike DOS III, DOS XE also preserved general compatability with DOS 2.0S/2.5. DOS XE supports the full capabilities of the double-sided, double density 360K per 5.25" floppy disk XF551 disk drive, including that drive's high-speed burst mode. DOS XE also fully supports the 90K SS/SD capability of the 810 disk drive, the 128K SS/ED capability of the 1050 disk drive, the 180K SS/DD capability of most 3rd-party disk drives for the Atari, and a RAMdisk for use with the 130XE. Date-stamping of files is supported. DOS XE requires an XL or XE computer; it is not compatable with the 400/800 computer models. Even though DOS XE was critically well-received, and represented a substantial jump in capabilities over DOS 2.5, its arrival came so late in the crouded realm of Atari and 3rd-party DOS versions that it never achieved much acceptance among real users, and is now relegated to the same status as DOS I and DOS III before it. Before its release, DOS XE was widely known as "ADOS."

Subject: 7.5) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system.

Either MYDOS or SpartaDOS will work with almost any disk drive, up to 8 drives or hard disk partitions, and ramdisk.

MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit

sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum. Complete documentation about the disk formats and commands, as well as the source code, is available. MyDOS 4.53/3 was released by David R. Eichel on 12/31/89.

SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g and 3.2gx are disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS 3.3a and 3.3b were rewritten by Stephen J. Carden for use with BBS Express PRO!. SpartaDOS 3.3c is produced on a 16K ROM cartridge from Video 61.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2g)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Another popular, powerful DOS is BW-DOS, freeware by Jiri Bernasek.
(it is pronounced "Bay Vay Dos")

Carolyn Hoglin adds:
I didn't see TOP-DOS mentioned anywhere. This superior DOS was written by R. K. Bennett of Eclipse Software in Sunnyvale, CA. It was based on Atari DOS, but with many, many more features. It fully supports my double-density, double-sided Astra drives, automatically sensing the proper density and sidedness of both drives 1 and 2. (MYDOS only seemed to do that on drive 1.) Also supported are large ramdisks for Axlon, Mosaic, etc. The latest version was TOP-DOS 1.5+, which came with an excellent manual explaining how to use its powerful capabilities.

Any other versions of DOS all 8-bit Atari users should be aware of??
- SuperDOS 5.1
- BiboDOS 5.x

Subject: 7.6) How do I modify Atari DOS to support more than two drives?

Russ Gilbert writes:

DOS 2 type DOSes default to two drives.
Boot DOS and BASIC.
? PEEK(1802)
if it is 3 then you only recognize two drives.
To get the 3rd drive, poke 1802,7. Then go to dup.sys (type DOS)
and write system files. Next time you boot that DOS, you'll recognize
3 drives.
If you want four drives, poke 1802,15.

Subject: 7.7) Are there Graphical User Interfaces (GUIs) for the Atari?

Contributors: Andreas Magenheimer (5/12/01), Mathy van Nisselroy (5/12/01)

- Diamond GOS version 1 (PD disk version), version 2 (cart), version 3 (cart); plus some applications (painter program, text program, etc.); Diamond GOS has been made freeware by the author Alan Reeve;

- G.O.S., the Graphic operating system by Total Control systems; two different versions are avaiable (I call them GOS 1 and GOS 2) and they are PD;

- G.O.E., the Graphic Operating Environment also by Total Control Systems (this one merely works under Sparta DOS, not with Bewe-DOS and not at all with DOS 2.x); so far I have found 3 different versions (GOE 1,2,3) with some applications (graphic/painting program, etc.); PD;

- S.A.M., the Screen Aided Management (unfortunately it has the same name as SAM, the software aided mouth) from PPP/Germany. It is avaiable in two different versions: a) the type-in listing from Atari magazin and/or the Lazy finger disks (which are PD!) or b) the commercial version 2.0 which has many add-ons and can still be bought from Dean Garaghty/UK or PD-World-Versand/Germany; This GUI merely works correct under DOS 2.5 and Medium/dual density, however...

- BOSS-XL, the XL-Desktop from Mirko Sobe; written in Turbo-Basic; freeware; http://www.atarixle.de/

- BOSS-XE, the XE-Desktop from Mirko Sobe; written in Turbo-Basic;freeware, http://www.atarixle.de/

- BOSS-X the newest desktop version from Mirko Sobe, needs an 128k+ Computer (128k or more memory), supports MyDOS up to 16MB and MyDOS subdirs...; still written in Turbo-Basic; many applications and drivers; freeware; http://www.atarixle.de/

- XL-TOS a small and "cheap" GUI version from Atari magazin (i.e. a type-in listing; the basic file, which consists of many data lines creates a short object code file); unfortunately this GUI only looks good, it loads almost nothing... PD;

- ST-TOS a small basic program, that looks like a GUI; it can merely load Basic files and do a few DOS commands, like lock, unlock, delete and such... (PD)

- Basic desktop, a GUI written in Basic just as a sample, what can be done with an 8-bit computer; this one loads basic and text files (maybe also ML files); PD;

- DCS, the desktop construction set from Tom Hunt; there are 3 different versions avaiable, a) for DOS 2.5, b) for MyDOS andc) for Sparta-DOS; I have tested the Sparta DOS version, which worked with batchfiles and could easily load some ML files, text files and basic files (which were already on the DCS disk); it also works with high densities and/or hard disk partitions up to

16MB and supports subdirs of course; hmm, freeware or shareware ?!?

- ATOS - GUI by Tom Hunt/Closer To Home. http://cth.dtdns.net/atos/

- there are a lot more GUI programs, however many of them are written in Basic
or Turbo Basic and are very restricted; most of them merely look like a GUI
but need to much memory for everyday use. Thats why most users still prefer
those DOS or Gamedos (Gameloader, Multiloader, etc.) programs...

Subject: 8.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

Ice-T XE v2.72 (128K XL/XE) or Ice-T 800 v1.1 (48K)
shareware by Itay Chamiel
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: X/Y/ZMODEM download
Autodial: Yes (2.72) or No (1.1)
Backscroll buffer: Yes--8 screens (2.72) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.72) or No (1.1)
Summary: Outstanding flicker-free high-speed VT100 emulation.Recommended!
http://www.cs.huji.ac.il/~itayc

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus

BobTerm 1.22, shareware by Bob Puff
(There's also a 1.23 that's specific to PC XFormer)
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; best for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No

Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Only option combining VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Only option for VT100 emulation on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

Subject: 8.2) What BBS software can be used on the Atari?

Contributors to this section: Winston Smith, Steven Sturza, Chad Hendrickson,
Don Fanning.

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
The AMIS BBS was written in BASIC by people from the
Michigan Atari Computer Enthusiasts. It included designs for a ring-detector.
You needed a sector editor and had to allocate message space by hand, hex byte
by hex byte.

Steven Sturza adds:
The AMIS BBS was written by people from the Michigan Atari Computer
Enthusiasts.

o TODAMIS 1.0, for 1030/XM301, Copyright (C) 1986 Trent Dudley
Don Fanning writes:
TODAMIS was a spin off of AMIS written by Trent Dudley (of AMODEM fame).

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer writes:
FoReM BBS derived from an early AMIS. When multiple message areas were added the name was extended to FoReM 26M. Then, When OSS released BASIC XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most of the Assembler routines (where is he now?).

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE cartridge in order to run. It is in the public domain and can import and export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only, control ATASCII graphics are reserved for message data-structure bytes). FOREM-XE BBS is still currently in use as we speak, and may be reached via the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in effect.

o Forem-XE Pro -- by Len Spencer. http://members.aol.com/lenspencer/

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported features such as intra-line editors. Unfortunately, the coding of the ABBCS was really poor. You could practically blow on your keyboard and crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston, Massachusetts, USA, area. I'm not sure whether his BBS for the Atari 8-bit has been placed into the public domain or not. This BBS was the first to support a RAMdisk, which Paul Swanson called a "V:" device for "virtual disk". This BBS was written in Atari BASIC and required a joystick hardware "dongle" device. This was notable as being one of the first Atari 8-BIT BBSes that could actually go for a week without having to be rebooted. Pointers to the message base were kept in an Atari "very long string" (for which Atari BASIC is famous). The BBS would only have problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of the commercial BASIC XE cartridge to run. This BBS program was very popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It expects to be running under a SpartaDOS environment. This was a problem until very recently, when the disk-based version of SpartaDOS was re-released as shareware. This BBS program uses a "modem clock string" rather than an R-Time 8 cartridge in order to retrieve the current time. It also comes with an Atari BASIC game door called "Sabotage".

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS, which is the Keith Ledbetter companion project of the EXPRESS!-TERM terminal program of days gone by. I am not familiar with this program. I think that it is written in Action! and only supports XMODEM Checksum

transfers. I have never called or seen this program demonstrated.

o BBS Express! Professional -- a product of Video 61, www.atarisales.com
http://cth.dtdns.net/pro/pro1.html

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and comes with a "dial out" screen so that the Sysop can use the BBS as a terminal program to call and fetch files without having to bring the BBS down and reload a terminal program. OASIS supports "Door programs" which it refers to as "OASIS PAL modules". This OASIS demo module comes with an excellent message system. The OASIS file system is one of the most complicated that I have ever seen. It consists of "file libraries" with suites of "file types". There is quite a bit of overhead involved in performing a download (which may be a good thing, as it discourages file hogs). There is a commercial version of OASIS called "OASIS IV" that performs networking. There was an OASIS network between Boston, Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word of the OASIS IV developers reaches the network from New Zealand or Canada.

o OASIS IV -- a product of ???

o Frank Walters BBS -- I know nothing about this BBS except that Frank Walters wrote it.

o Carina BBS -- a shareware product of Shadow Software.

Subject: 8.3) What programming languages are available for the Atari?

Contributors: Freddy Offenga, Kevin Savetz.
Based upon a file located at http://www.student.kun.nl/f.offenga/atari.htm

==========
!!!! This section is under construction - HELP WANTED !!!!

The goal is to give information about all available languages
for the Atari 8-bit computer. This information will include:
title, last version, author, date and a short description.
It would also be nice to know how to get it and where to get
more information (like reference cards, reviews and such).

Freddy Offenga, mailto: F.Offenga@student.kun.nl
==========

There are quite a lot! To get some structure in this section it's
divided into the following categories;

a) ASSEMBLER
b) BASIC
c) C
d) PASCAL

e) LISP
f) FORTH
g) PILOT
h) LOGO
i) All the rest

The following format is used:

- Language title (medium)
version, year : version, year
author/company : author/company
available..... : where/how to get it
package..... : programs, documentation
features..... : main features
Description.

The question marks (?) indicate that more information is
required about that topic.

Definitions:
umich University of Michigan Atari archive

Some resources:
- The Multi-lingual Atari, Analog magazine 45, August 1986
- A bunch of manuals
- Some copy-pasted lines from the Atari 8-bit newsgroup

a) ASSEMBLER

- 130XE+ Makro Assembler (disk)
version, year : 2.2, 1992
author/company : Torsten Karwoth
available..... : freeware, ?
package..... : assembler, editor, menu, monitor,
batch enhancement, linker/packer
features..... : macros
Two pass 6502 assembler with integrated menu, editor
and monitor shell. Needs extra RAM banks. Source
format is derived from Atmas Makroassembler.

- A65 (disk)
version, year : ?, 1989
author/company : Charles Marslett, WORDMARK Systems
available..... : freeware, ?
package..... : assembler, manual
features..... : source include
Two pass 6502 assembler. Source format is based on the
Atari Macro Assembler. Assembler source included.

- Alfasm, Turbo-Assembler/16 (disk)
version, year : 1.0, 1990
author/company : Jeff Williams, DataQue Software
available..... : ?

```
package..... : assembler, docs
features..... : source include
Two pass 6502/65816 assembler.

- Atari Assembler/Editor (cart)
version, year : ?, 1981
author/company : Atari
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : -
Two pass 6502 assembler with integrated editor/monitor

- Atari Macro Assembler (disk)
version, year : 1.0C, 1981
author/company : Atari
available..... : ?
package..... : assembler, editor, debugger, manual
features..... : macros, source include
Two pass 6502 assembler.

- Atmas Makroassembler (disk)
version, year : 2, 1985
author/company : Peter Finzel, Hofacker
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : macros
Two pass 6502 assembler with integrated editor/monitor.

- Bibo Assembler (disk)
version, year : ?, 1986
author/company : Compy-shop
available..... : ?
package..... : assembler, editor, monitor
features..... : source include, data include
Two pass 6502/65c02 assembler with integrated editor/
monitor.

- Datasm/65 assembler (disk)
version, year : 2.0, 1981
author/company : DataSoft Inc.
available..... : ?
package..... : assembler, editor, menu, manual
features..... : -
Two pass 6502 assembler.

- EASMD (disk)
version, year : 1.0, 1981
author/company : OSS
available..... : ?
package..... : assembler, editor, monitor
features..... : ?
Two pass 6502 assembler with integrated editor/monitor.
```

- Fast Assembler (disk)
version, year : 1.5, 1995
author/company : MMMG Soft
available..... : ?
package....... : assembler, editor, disassembler
features...... : ?

- Kasm65 (disk)
version, year : 2.41, 1994
author/company : Ken Siders
available..... : shareware, umich
package....... : assembler, editor, linker, docs
features...... : macros, relocation, source include,
conditional assembly
Two pass 6502 assembler. Relocatable object files are
compatible with ra65. Source format is derived from
the Atari Macro Assembler.

- MAC/65 Macro Assembler (disk|cart)
version, year : 2.00, 1982
author/company : Stephen D. Lawrow, OSS
available..... : ?
package....... : assembler, editor, monitor, manual
features...... : macros, source include
Two pass 6502 assembler with integrated editor/monitor.
Mac/65 is a direct descendant of the Atari Assembler/
Editor (via EASMD).

- MAE (disk)
version, year : .96, 1996
author/company : John Harris
available..... : umich
package....... : assembler, menu, editor, monitor, docs
features...... : macros, source include, data include,
conditional assembly
Two pass 6502/65816 assembler with integrated editor/
monitor. Extra RAM supported.

- NASM65 (disk)
version, year : ?, 1992
author/company : Nat!
available..... : ?
package....... : assembler, linker, librarian
features...... : macros, relocation, source include
One pass 6502 portable cross assembler (initially for
the ST). Highly compatible with MAC/65.

- PC-65 (disk)
version, year : 1.0 beta, 1996
author/company : Jan Feenstra & Freddy Offenga
available..... : mailto: F.Offenga@student.kun.nl
package....... : assembler
features...... : macros, source include, data include,

boundary directive
Two pass 6502 cross assembler for the PC. The source
format is highly compatible with the ST-65 assembler.

- Quick Assembler (disk)
version, year : 1.0, 1990?
author/company : JBW, Avalon?
available..... : ?
package....... : assembler, editor, menu, debugger
features...... : source include
Two pass 6502 cross assembler with integrated editor.
Very user friendly menu environment.

- Ra65 (disk)
version, year : 1.0, 1989
author/company : John R. Dunning
available..... : public domain, umich
package....... : assembler, linker, librarian
part of cc65 (c-compiler)
features...... : ?

- Synassembler (disk|cart)
version, year : ?, 1982
author/company : Steve Hales, Synapse Soft
available..... : ?
package....... : assembler, editor, monitor, manual
features...... : source include
Two pass 6502 assembler.

- ST-65 (disk)
version, year : ?, 1991
author/company : A. Stauffenberg, F. Offenga
available..... : mailto: F.Offenga@student.kun.nl
package....... : assembler, menu shell, manual
features...... : macros, conditional assembly,
source include, data include,
boundary directive
Two pass 6502/65c02 cross assembler for the Atari ST
written in 68000 assembly. As far as I know this is
the first assembler with the boundary directive.

- X-Assembler
version, year : 2.4, 2001
author/company : Piotr Fusik
available..... : freeware, mailto: fox@scene.pl
package....... : assembler, docs
features...... : conditional assembly, source include,
binary include, pseudo commands,
pseudo addressing modes
Two pass 6502 cross assembler for PC. The source
format is backward compatible with Quick Assembler.

b) BASIC

- A BASIC Compiler (?)
version, year : 1.03, ?
author/company : Monarch Data Systems
available..... : ?
package....... : BASIC compiler
features...... : ?

- Advan BASIC (disk)
version, year : ?, ?
author/company : Advan Language Designs
available..... : ?
package....... : BASIC compiler
features...... : ?

- Atari 800 Basic (disk)
version, year : 1.0, 1981
author/company : Microsoft
available..... : ?
package....... : ?
features...... : ?

- Atari BASIC (cart)
version, year : Rev.C, 1983
author/company : Atari
available..... : standard ROM in Atari XL/XE
package....... : BASIC interpreter, manual
features...... : pretty plain BASIC implementation

- Atari Microsoft BASIC II (cart)
version, year : ?, 1991
author/company : Atari
available..... : ?
package....... : BASIC interpreter
features...... : ?

- BASIC A+ (disk)
version, year : 3.05, 1981
author/company : OSS
available..... : ?
package....... : BASIC interpreter
features...... : ?

- BASIC XL (cart)
version, year : ?, ?
author/company : OSS
available..... : ?
package....... : BASIC interpreter
features...... : ?

- BASIC XE (cart)
version, year : ?, 1985
author/company : OSS

available..... : ?
package....... : BASIC interpreter
features...... : ?

- Turbo Basic XL (disk)
version, year : 1.5, 1985
author/company : Frank Ostrowski, Happy Computer
available..... : ?
package....... : BASIC interpreter, compiler (V1.1)
features...... : ?
Published in the German magazine "Happy Computer".

c) C

- ACE C (disk)
version, year : ?
author/company : John Palevich & Ralph Walden
available..... : ?
package....... : ?
features...... : ?
This is a newer version of 'Deep Blue C'.

- C/65 (?)
version, year : ?
author/company : OSS
available..... : ?
package....... : ?
features...... : ?
Probably derived from Dr.Dobbs "Small C". Compiles to 6502
code which emulates the 8080 instruction set.

- C65 (?)
version, year : ?
author/company : Keith Ledbetter
available..... : ?
package....... : ?
features...... : good macro assembler
This compiler does not support structs.

- CC65 (disk)
version, year : 1989
author/company : John R. Dunning
available..... : www.cc65.org
package....... : compiler, linker, assembler, librarian
features...... : ?
Public domain compiler. Also used as cross compiler.
Relocatable object linkage files, and the most thorough
K&R C for the 8-bit. Comes with an relocatable assembler.

- CC8 (disk)
version, year : 2.3
author/company : John Palevich & Steve Kennedy

available..... : ?
package....... : Compiler
features...... : ?
ACE C with more "real" C support (e.g. arrays of pointers
to structs). Requires ACE C runtime libs and linker.

- Deep Blue C (disk)
version, year : 1.2, 1982
author/company : John Palevich, APX
available..... : http://www.atariarchives.org/APX/showinfo.php?cat=20166
Source code "Deep Blue Secrets" downloadable at
http://www.atariarchives.org/APX/showinfo.php?cat=20179
package....... : Compiler, Linker
features...... : ?
Deep Blue C was originally an independent product, but it
then became available from APX. It converts C to pseudo-
code and then interprets the pseudo code (8080 instruction
set emulation).
Drawn from Ron Cain's public domain C-compiler (Small-C).

- DVC C (disk)
version, year : 1.05, 1985
author/company : Ralph E. Walden
available..... : ?
package....... : Editor, Compiler, Optimizer, Linker
features...... : Quite user friendly program
The compiler generates special object files (.CCC)
which can be optimized and linked. The package uses a
special DOS called DVC DOS which contains runtime stuff.

- LightSpeed C (disk)
version, year : 1.08, 1986
author/company : Clearstar Softechnology
available..... : ?
package....... : Compiler, Optimizer, Linker
features...... : ?
Runs under CLI DOS's and MENU DOS's.

- Tiny-C
version, year : ?
author/company : OSS
available..... : ?
package....... : ?
features...... : ?
First sold C compiler by OSS. This compiler was used to
compile itself! First true language "bootstrap" on any
8-bit machine (it was also available for Apple and CP/M
machines). Derived from Dr.Dobbs "Small C". Compiles to
6502 code which emulates the 8080 instruction set.

d) PASCAL

- Atari Pascal (disk)
version, year : 1.0, 1982
author/company : APX
available..... : APX-20102
Information at http://www.atariarchives.org/APX/showinfo.php?cat=20102
package..... : ?
features..... : ?
Needs two drives.

- Draper Pascal (disk)
version, year : 2.1, 1989
author/company : Norm Draper
available..... : ?
package..... : ?
features..... : ?

- Kyan Pascal (disk)
version, year : 1985,1987
author/company : Kyan Software
available..... : ?
package..... : editor, compiler, linker, macro-assembler
and manual
features..... : ?
versions: 1)64K XL/XE version supports 130XE RAMdisk 2)400/800 version

e) LISP

- INTER-LISP/65 (disk)
version, year : 2.1, 1981
author/company : Special Software Systems, DataSoft
available..... : ?
package..... : ?
features..... : ?

f) FORTH

- ValForth (?)
version, year : ?
author/company : Valpar International
available..... : ?
package..... : ?
features..... : ?

- Extended fig-Forth (disk)
version, year : version 2.0 is dated 1/15/1982. An earlier version
(exact version number not known) is dated 11/10/1981
author/company : Patrick Mullarky, APX
available..... : APX-20029
http://www.atariarchives.org/APX/showinfo.php?cat=20029
package..... : ?
features..... : ?

- fig-Forth (disk)
version, year : 1.4s

author/company : ?
available..... : ?
package....... : ?
features...... : ?

- fun-Forth (disk)
version, year : ?
author/company : Joel Gluck, APX
available..... : APX-20146
http://www.atariarchives.org/APX/showinfo.php?cat=20146
package....... : ?
features...... : ?

- Grafik-FORTH
version, year : ?
author/company : ?
available..... : ?
package....... : ?
features...... : ?

- QS Forth (?)
version, year : ?
author/company : Quality Software
available..... : ?
package....... : ?
features...... : ?

g) PILOT

- Atari PILOT (cart)
version, year : 1980
author/company : Atari
available..... : ?
package....... : ?
features...... : ?

h) LOGO

- Atari LOGO (cart)
version, year : 1983
author/company : LCSI, Atari
available..... : ?
package....... : ?
features...... : ?

i) All the rest

- Action! (cart)
version, year : 1983
author/company : OSS
available..... : ?
package....... : compiler, editor, monitor and library
features...... : fast compiler which generates good code

Needs cartridge for runtime procedures. A PD runtime
library is also available.
All variables are static, so recursive routine calls
are not possible. No floating point type (though a
PD library should make this possible). No arrays of
objects (arrays of POINTERS to objects are possible).

- Quick (disk)
version, year : 2.0, 1990
author/company : Raindorf Soft
available..... : ?
package....... : ?
features...... : ?
This is the "poor man's Action!". Same restrictions as
Action! apply also to Quick. Further restrictions are:
only simple assignment expressions, no records and no
pointers.

- Test Computer Language (disk)
version, year : 2.2, 1985-1990
author/company : D.Firth
available..... : public domain, ?
package....... : compiler and editor
features...... : ?

- Extended WSFN (WSFN = Which Stands For Nothing)
version, year : ?
author/company : Harry Stewart, APX
available..... : APX-20026
package....... : ?
features...... : ?
Info at http://www.atariarchives.org/APX/showinfo.php?cat=20026

Subject: 8.4) What cartridges were released for the Right Slot of the 800?

Contributors: Gene, Larry White, others

Austin Franklin Austin 80 Console Software
Eastern House KISS
Eastern House Monkey Wrench
Eastern House Monkey Wrench II
Geminisoft/Sar-An Magic Dump
Geminisoft Magic Dump II
Radical Systems Cartridge Maker (eprom burner)
Block (first right cart/first "backup" program hardware device)
R-Time 8 ICD (battery-backed clock, for left or right cart slots)

Subject: 8.5) What games support 4 or more simultaneous players?

contributors to this section:
Jeff M Lodoen, Vidar \"Hawk\" Olavesen, Pat Mulvey,
Steven E. Posey (Party Quiz controllers description), Andreas Magenheimer

The following games support 4 player head-to-head play. Remember, only the
400 and 800 computer models sport 4 controller ports.

Asteroids, Basketball, Dandy, M.U.L.E., Maze War, Silicon Warrior, Survivor,
Thorn EMI Soccer, Major League Hockey

The following support 8 players on the 400/800 or 4 on the other computer
models, using the 2 controllers-per-port CX30 Paddle controllers:

Super Breakout, Worms?

The following supports 4 players on all machines, using special 4-button keypad
controllers linked together with RJ-11 jacks (standard phone jacks) to a box
with 2 joystick port connectors.

Party Quiz by Suncom

Andreas Magenheimer contributes the following:
- Networking 1-8 players/computers games:
Dataque once (1989-1992) developed a Network game+cable which lets you
connect 1-8 A8 computers together. The cable (octagon or so) could be
selfmade or bought. The game avaiable was Maze of Agdagon (shareware
from the Agda Group/Dataque). Maze of Agdagon worked on all 8Bit Ataris
with a minimum of 48k RAM. In 1999/2000 Bewesoft discovered this and
developed the game Multidash which is network-compatible to the previous
game, i.e. it can use the same network cable. But, because of its
interlaced grapic mode Multidash will only run on XL/XE computers.
Therfore Jiri included a good Gr. 8 picture how to built an easy network
cable for 2 players/computers (using a SIO cable as a nullmodem cable!)
and an -not so easy - network cable for 2-8 players/computers. The game
and its text+picture was released as freeware; it can be found on the
internet or the abbuc magazine...

in short: networking games with 1-8 players: a) Maze of Agdagon
b) Multidash

- more multi-joystick games:
MULTIJOY device by Radek Sterba (Raster), supports 8 joysticks attached to
one controller port.
Two games by Raster supporting this device: Cervi, Multris.
http://www.infos.cz/raster/atari

Subject: 8.6) What programs run only on the 400 and 800 models, and why?

The following are reported as incompatable with models other than the original
Atari 400/800. Most probably do work on XL/XE's if you use a translator to
run the original 400/800 OS on your XL/XE.

Apple Panic Broderbund
Aquatron Sierra On-Line
Astro Chase First Star Software / Parker
Atlantis Imagic
Attack at EP-CYG-4 (by Bram) Romox
Bandits
BearJam Chalkboard Inc.
Boulders And Bombs CBS
Chicken Synapse
Demon Attack Imagic
Disk 50
Dreadnaught Factor, The Activision
Drelbs Synapse
Forbidden Forest Cosmi
Fort Apocalypse Synapse
Galahad And The Holy Grail APX
(Downloadable from http://www.atariarchives.org/APX/showinfo.php?cat=20132)
Go Hayden
Gorf Roklan
Jawbreaker II
Jet Boot Jack English
Juggler IDSI
K-Razy Antiks K-Byte
K-razy Kritters CBS Software
K-razy Kritters K-Byte
Kangaroo Atari prototype
KoalaPainter Koala
Leo's 'Lectric Paintbrush Chalkboard Inc.
Leo's Links Chalkboard Inc.
LogicMaster Chalkboard Inc.
Lunar Leeper
Mario Bros. ('83) Atari
Maze Epyx
MicroMaestro Chalkboard Inc.
Monkey Wrench
Monster Maze Epyx
Ms. Pac-Man Atari [some problems
M.U.L.E.(early release only)Electronic Arts
Nautilus Synapse
Pac-Man Jr. Atari prototype
Picnic Paranoia Synapse
Pool 1.5 IDSI
Pool 400 IDSI
Protector II Synapse
Rack 'Em Up Rocklan
Shamus Synapse
Slime Synapse
Snapper Silicon Valley Systems
Space Dungeon Atari
Squish 'Em Sirius
Super Pac-Man Atari prototype

Konrad M.Kokoszkiewicz writes:

XL/XE software won't work on 400/800 if:

1) it uses shadow RAM at $C000-$CFFF and $D800-$FFFF
2) it uses RAM expansions at $4000-$7FFF controlled by PORTB $D301
3) it uses specific XL OS functions (like JNEWDEVC)
4) it uses illegal XL OS addresses.
5) it uses European Charset :)

Subject: 8.7) What programs make use of the Light Gun or a light pen?

Bertrand M. (LEXX) writes:

Bug Hunt, Barnyard Blaster, Crossbow, Crimebuster, Operation Blood, Operation Blood II - Special Forces (not completely sure about that one), Light Gun Blaster (PD), Gangsterville (Italian game written in BASIC), maybe a couple more...

James Bradford mentions:
"On the 400, the light gun /pen will only work in joystick port 4." This renders much light gun and light pen software unusable on the 400.

Andreas Magenheimer adds:
all Lightgun games can be used with a lightpen (which is not as accurate as a Lightgun however). And: all lightpen games can be used with lightgun. thus add:
- Atari Graphics (Atari) Lightpen graphic software
- 5 Matrix or Matrix 5, a PD game...
- Alien Invaders (DGS) a Space Invaders clone from the brits...
- Bembelwo (Thorsten Butschke) a sort of golf/minesweeper game, written in Quick and PD!
- Sharp Shooter (Mat*Rat) a PD game from Analog, also avaiable on cart from Video 61/Lance Ringquist
- Lightgun Shooter (ABBUC mag.) a simple shooter game, at least PD!
- Flyshot (or Flyshoot) a Turbo Basic game (PD) from ZONG, the KE Soft mag.

More:
Geisterschloss by KE Soft, 1992

Subject: 8.8) What programs have a track ball mode or support a mouse?

Contributors: Andreas Magenheimer, Mirko Sobe

Title	Keystroke Required
Missile Command (Atari)	CTRL-T
Slime (Synapse)	[T]
Shanghai (Activision)	choose controller type: ST mouse ! (plug it into port 2; if you do not have one, you have to reboot!!)

Bombdown (Roemer of Uno) choose between Joystick, Amiga
mouse, ST mouse or CX85 numeric
keypad (use port 2 for any mice)
Minesweeper (PPP/PD-World Versand) use an ST mouse in port 2
The Brundles (KE-Soft/Kaisersoft) use an ST mouse in port 2
The Brundles Editor (KE-Soft, PD) use an ST mouse in port 2
Geisterschloss/Ghost Castle (KE-Soft, PD) choose Lightgun (port 1) or ST
mouse (port 2)
10-12 games from ZONG magazine ST mouse games !! (they use port 2
(KE SOFT, now PD) and a driver
called KEMAUS.COM)
Multi-Mouse manager (PD/shareware) drivers for mice, TB, etc.
Unriagh I (german PD adventure) has drivers for ST mouse+Joystick
(stick=port 1, mouse=port2)
Unriagh II (german PD adventure) has drivers for ST mouse+joystick
(stick=port 1, mouse=port 2)
little Calculator (AMC-Verlag, PD) uses mouse only (port 2)
big UPN calculator (PD) uses ST mouse, TB, Touch tab. and
joystick; (there are different COM
files, rename the one you wish to
use to *.EXE; all drivers use port
1 - if I remember correctly)
Operation Blood (ANG/Mirage) press mouse fire or Select to start
in ST mouse mode (port 2)
Operation Blood 2 / Special Forces press mouse fire or Select to start
(ANG/Mirage) in ST mouse mode
Sprint XL (ABBUC Jahresgabe 1992) uses an ST mouse in port 2
M.O.S. (ABBUC magazine) uses an ST mouse in port 2
Multi-(Tasking-)Operating-System,
Diamond GOS (Reeve software) Version 1.0 (disk), 2.0 & 3.0
(cart.)
support an ST mouse in port 2
S.A.M. (Power per Post) german GUI, supports an ST mouse in
port 2
G.O.E. (TCS) supports an ST mouse in port 1
BOSS-X (MS-Software, Mirko Sobe) supports ST-Mouse in Port 2

RE: Missile Command, Andreas writes:
there are many different versions avaible... I know the old Atari 800
cart version, which works correct with Joystick and Trakball, but not at
all with a mouse. The newer XL version works with Mouse, trackball and
Joystick, also the newest (built-in) XEGS version of MC. But, there is
also a tape version (and maybe a disk version) of MC avaiable. I am not
sure if this tape version behaves like the old 800 version or like the
newer XL and XE/XEGS versions...

And about mice, Andreas adds:
Maybe you did not know, there is a little difference between Trackball
and ST-mouse. Although MC works with both input devices does not mean,
they are the same. they are not !! Connect the TB to an ST computer and
you see: it does not work at all !! You have to do a small conversion to

convert the TB to an ST mouse. (Plans are avaiable from ABBUC, germany).
maybe somebody already did this with Harvey`s TB (and to make things
worse: the old Atari 800 version does not support a mouse; so if the TB
has been converted to a mouse this MC version will not work with it!).

Subject: 8.9) What programs have a paddle(s) or Koala Pad mode?

Andreas Magenheimer contributes:

- Super Breakout (Atari) breakout clone
- Live Wire (Analog) tempest clone
- Live wire 2 (Analog) tempest clone
- Planetary Defense (Analog)
- Pong (Antic) Pong clone
- Pong (Analog) Pong clone
- Super Ball (Compy Shop Magazin) Breakout clone
- Arkanoid (Taito/Imagic) Breakout clone
- Koala/Micro-Illustrator (Island graphics/Koala Ware) graphics program
- Chiseler (Antic or Analog) a breakout clone
- Slime (Synapse) a slimy shooter...
- Chicken (Synapse) catch the chicken eggs...
- many more dozens of Pong and Breakout clones
(forgot their names, maybe someone can help here!)
- many more programs (which I do not remember right now!)

Subject: 8.10) What programs have a CX85 mode?

Andreas Magenheimer writes:

- Multi mouse Management (PD)
- UPN calculator (PD)
- the Bookkeeper (published by ???)
- Bombdown (Roemer of Uno)
- many games from KE-Soft and Powersoft
(forgot their names, help needed!)

Subject 8.11) What programs have a Touch tablet mode?

Andreas Magenheimer writes:

- Atari Artist (Atari) graphics program
- Pixel Artist Deluxe 1.3 (PD) graphics program
- The Brundles (KE-Soft) Lemmings clone
- many more (which I do not remember right now!)

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The archives contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: superarc.arc - both Super Un-Arc & Super Arc
suprarc2.arc - Super Arc
supunarc.com - Super Un-Arc
supunarc.uue - Super Un-Arc
location: http://www.umich.edu/~archive/atari/8bit/Archivers/Arc/

Subject: 9.3) What are the .DCM, .ATR, .XFD, .SCP, and .DI disk image formats?

These are all filename extensions used to name files containing entire 8-bit
Atari floppy disk images.

DCM - Image format invented by Bob Puff, for his Disk Communicator 3.2 utility.
Used when working with native Atari hardware.
DCM specs at: http://home.planet.nl/~ernest/diskcomm.zip

ATR - Image format invented by Nick Kennedy, for his SIO2PC project.
Used with most 8-bit Atari emulators running on other computer platforms.

XFD - Image format invented by Emulators Inc, for their ST Xformer emulator.
Identical to ATR except without the 16 byte header.
Used with ST Xformer and PC Xformer emulators.

PRO - Image format invented by Steven Tucker, for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.

SCP - SpartaDOS SCOPY image file.

DI - Image format invented by Kolja Koischwitz & Christian Kruger for their
800XL DJ emulator for the Atari ST.

One tool for converting among all of these disk image formats is:
Acvt v1.06 by Jindrich Kubec
Latest version can be found at http://www.asw.cz/~kubecj

Subject: 9.4) What are the .XMO and .BIN file formats?

XMO stands for XMODEM. The idea was that the file was not plain text,
but was a binary file. As a binary file, it had to be downloaded using a
file transfer protocol such as XMODEM. The use of ".xmo" as a filename
extender was popular once, but has been discouraged for years.

BIN - another filename extension sometimes used to designate binary-load
files. Like .xmo, use of .bin is discouraged.

On 10/5/01 Ron Hamilton wrote:
> Originally .COM files used the file start load address as the execution
> point; they were normally called by their name typed at the command
> processor prompt. Often these were external components of the file
> management system or similar utilities and expected to find data in
> predetermined buffers and code or pointers present from a specific DOS
> version.
>
> .EXE files used the Atari DOS 2.0 convention of appending a load segment
> containing the execution address to be placed into $2E0-1 or $2E2-3.
> Usually these were complete applications and were rarely DOS specific.
>
> .BIN files in their simplest form were just binary RAM images of data or
> code; they were not intended to execute immediately after the load.
> Multiple load stages were possible, but typically no INIT or RUN address
> was included.

Subject: 9.5) How can I make my commercial boot disk (tape, cart) into a load
file or disk image?

Russ Gilbert writes:

The disk image part is a matter of taking a copyable boot
disk and making an atr, xfd, dcm or other disk image type
file out of it, usually for use with an emulator. Before
emulators, the Bob Puff .dcm format was used to
store/archive/retrieve boot disk images.

Almost all commercial software for the A8 is/was copy
protected. For boot disks, this usually involved a large
number of special formatting that couldn't be copied using
ordinary sector copiers. Usually the boot process involved
checking to see if a certain sector error occurred, then
proceeding. If the error did not occur, the disk was a copy

and would not work.

For carts, usually the method of protection was to write to the cart area of memory and see if the value changed. If the value changed, the cart program was in RAM, not ROM and would fail to operate.

For tapes, again a fair number of schemes were used. Some varied the speed at which the tape loaded. I'm not familiar with tape protection schemes.

With all software media (cart, tape, disk), there may be program encryption, which must be decrypted before the program can run. This to make more difficult disassembly of the program.

There were/are a number of products to defeat copy protection/allow copying of protected software for the A8. The most common way to defeat copy protection was to disassemble the software and revise sections of code so that the copy protection was defeated. A software with defeated copy protection is called a 'cracked' software. The basic procedure is to understand how cart/tape/disk software initializes, loads and runs. Usually make a file out of the software and 'follow the code', starting with loading of the program, to decryption to the actual running of the program. Today, it is unnecessary to copy original commercial A8 software because it has already been defeated and may be found at a few ftp sites. (Note umich archive has no commercial/non-shareware software.)

Besides 'cracking' software, there were/are hardware devices to copy commercial protected software. The Happy 1050 and the Archiver, and probably other modifications to the 810, or 1050 allowed 'bit image' copying and reproduction of the special formatting that copy protected disks had. Using these archiving disk drives, a copy of the original disk, including all special formatting and the original code is copied, thus making a copy protected copy, not cracked, just like the original.

For carts, copying could involve cracking or again there were/are products to reproduce the cart and simulate a ROM. Or the cart might be copied and burned on the correct type of eprom, to make a plug in cart. 'The Impersonator', the 'Pill' are two cart copy schemes copy the cart to a file, then don't change the code, but use a 'dummy cart' to fool the software into thinking there is a ROM present.

Basic tools for copying, then cracking, carts and disks are a sector editor and disassembler. Carts are usually most easily dumped using a special OS, like Omnimon, to interrupt

the cart and dump memory to disk. There are a few pd cart copiers that have the user plug the cart in when the program is running, I don't believe these pd cart copiers are very good or very wise to use.

So, the basic answer to 'how do I make a copy of my copy protected commercial software' is don't bother. Find it on the net.

There is one exception, in that this 'solution' involves a minimum of effort and is relatively safe. I refer to 'Chipmunk' and 'Black Patch' software to make cracked boot disk copy of commercial disks. HOWEVER, even if you use these two commercial archival tools, be sure you write protect your originals, and be careful not to accidentally write to the original disk.

Finally, I'll mention a very modern (I mean 1997) product. The APE Pro system, by Steven Tucker, in the registered version of this shareware allows making disk images called 'Pro' images. APE (Atari Peripheral Emulator) requires a cable, called the SIO2PC cable, that connects the A8 13 pin serial port to a serial port on the IBM PC clone. To make 'Pro' images, a special adapter cable is needed, not just the 'standard' SIO2PC cable. The 'Pro' image can 'capture' the copy protection of an original commercial disk. The 'Pro' image can then be loaded into an A8 using the APE registered version software, thus backing up your original disk software. Note the 'Pro' image will only be of use to person(s) owning registered APE software and 'Pro' adapter cable.

Subject: 9.6) How can I convert my commercial boot tape into a cassette image file?

Ernest R. Schreurs writes:

For those of you that like ALL classic Atari software, there is now a way to store all software that has been recorded on cassette tapes on the hard disk of your PC. I have written a program that is similar to the SIO2PC utility written by Nick Kennedy. But this one is intended for use with cassette software. You will need the following items:

Any PC equipped with a sound card and about 50 to 100 Megs of free disk space to work with. The sound card should be able to sample sound at a sample rate of 44.100 Hz mono. The sample must be recorded into a .wav file.
You need the wav2cas program to convert the .wav file to a .cas file. The .cas file is a digital cassette image file that only contains the data that is on the cassette tape. Once you have that, you can throw away the .wav file. The .cas files are typically 16 to 64K, so they

are relatively small.

To load cassette files into your Atari (i.e. boot a digital cassette
image) you do not need a sound card. You do need a SIO2PC cable or
similar device. You also need the cas2sio program.

The wav2cas and cas2sio programs should be available from the archives
of Umich by now. They have been put together in one zip file
wav2cas.zip, along with the documentation and the 'C' source code.
You can download it through the web interface at the URL
http://www.umich.edu/~archive/atari/8bit/Emulators/Peripherals/wav2cas.zip
Note the capital in Emulators and in Peripherals.
Thanks to William Kendrick for helping me get it uploaded there!
You can also try the gopher stuff:
gopher://gopher.archive.umich.edu:7055/11/atari/8bit/Emulators/Peripherals/

Steven Tucker, the author of APE, has added support for this file
format as of version 1.15 of APE. It looks real neat, so try that out
too! Thanks to Steven for adding a nice user interface for these
cassette images. He did a nice job. I am hoping other using are
willing to write some programs to get more enjoyment out of this
underrated storage medium.

My stuff is available totally free for personal use, so I hope you
enjoy it. Read the docs about the conditions.

Subject: 10.1) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

Ataridsk V1.2 (c) 95-12-09 by HiassofT (Matthias Reichl)
http://www.horus.com/~hias/atari/

MyUTIL and the XF551 - tips from JTKIRK:

]MyUtil works fine with the XF551. The XF551's speed is 300 rpm (sometimes even
]up to 303 rpm). I've got two XF551s and can read/write disks written on a PC
]with MyUtil on both with no problems. MyUtil even can write to a DS/DD disk,
]for a total of 360 K, BUT: the ATARI disks not only have the bits inverted,
]the second side is also read BACKWARDS respect to PC disks. That is, when
]MyUtil on the PC writes to what it thinks is sector 721, it really is writing
]to sector 1440! Worse, if you take an ATARI disk with a file whose sectors
]get past sector 720, MyUtil will attempt to read the sector 2161-n instead of
]'n', and you'll get a 'truncated record' error. The solution is simply to
]rewrite the code to take into account this (if sec>720 then sec=2161-sec).
]Let me know if you modify this. You don't know how frustrating it is to have
]to use only 180 K of a 360 K disk! I'm going to analyze the source code, but
]I don't know if I will be able to modify it properly. If someone does it
]before, please email me and send me an uuencoded copy or tell me where to get
]it.

Here's some advice on using the above utilities from Hans Breitenlohner:

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad Kokoszkiewicz answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

Jon D. Melbo sums it up this way:
So a basic rule of themb when sharing 360KB floppies among 360KB &
1.2MB drives is: Never do any writes with a 1.2MB drive to a disk that
has been previously written to in a 360KB drive....UNLESS... you only
plan on ever using that disk in the 1.2Mb drive from then on out. Of
course a disk can be reformated in a particular drive any time for use
in that drive. As long as you follow that rule, you can utilize the
backwards compatible 360KB modes that most 1.2MB drives offer.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Apparently 2.07 is buggy.
Anadisk 2.06 is available at: http://ch.twi.tudelft.nl/~sidney/atari/

Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to Preston Crow:
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 10.2) How do I transfer files using a null modem cable?

This section by Russ Gilbert.

Q: How do I connect two cmputers using a null modem cable?

A: You need a term program and RS 232 ports on both
computers. The RS 232 ports need to be connected
together using a 'null modem cable'.

For up to 4800 baud, no flow control lines need be
connected. Just cross the transmit and receive lines
and join the grounds together. Transmit is pin #2,
receive is pin #3 and ground is pin #7 on the 25 pin
port. 25 pin #2 goes to Atari #4 (XMT to RCV), 25 pin
#3 goes to #3 on Atari (RCV to XMT) and #5 of 850 goes
to #7 of 25 pin (GND to GND).

The right hand pin on the 'long' side of a female 'D'
connector is #1. There are 13 holes on this 'long'
side, 12 holes on the 'short' side. The numbers go

to the left 1 to 13 then #14 is under #1 and left again so that #25 is under #13.

Most term programs allow a null connection, without a carrier detect. Notably, 'Express 850' does not. I have only used 'Procomm 2.4.3' (the last shareware version of Procomm) on the PC and Bob Term on the Atari, but other term programs may work.

To check your null modem connection, start both PC and Atari term programs, set baud to 2400 or 4800 on both computers. No parity, 8 data bits, 1 stop bit on the PC. Be sure to use the correct COM port on the PC. Go to 'terminal' mode and you should now be able to type on either computer and see it on the other screen. To accomplish a file transfer, use Y-modem probably from Bob Term, rather than X-modem. X-modem will often append bytes to a file transfer, an undesirable event. There is also a very nice Z-modem recieve program for the Atari, called AtarZmodem by Larry Black for the Atari.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors (Radio Shack) some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modems and plugging in the null modem cable into the two modem cables. This also avoids the confusion of variations in the computer ports. Most computers connect into the modem end via a standard RS232 DB25 connection. With this both ends 25 pin cable, you would cross pins 2 and 3 and connect the #7s together to make a null modem cable.

The SIO port on the Atari cannot be used directly. An 850, P:R: connection, MIO, Black Box or similar device that provides an RS232 port must be used.

Following are pin assignments for a DB25 pin RS 232 C port.
1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

For higher speed connections, above 4800 or 9600, you need the flow control lines and Atari term software that has flow control built in. You also need an MIO or Black Box, which uses the PBI (parallel bus). A high speed

cable would need not only XMT, RCV, and GND, but also
flow control lines. I suggest a commercial null modem
from computer store to ensure correct lines. A null
modem is a small adapter with the correct lines already
crossed. I don't know how to correctly connect the CTS,
RTS, DTR, DSR, CRX lines for a high speed null modem.
With a null modem, you just plug it into the 25 pin
connectors of the two modem cables you might already
have connected to your Atari and PC or Mac. You may need
a straight thru 25 pin gender changer also.

Following is in this FAQ elsewhere, but I summarize here:
(Figure out or look for pin numbers on the ports.) Note
that these are pin assignments, and NOT null modem
connections with the XMT, RCV crossed and GND straight
thru.

Atari 8-bit PC AT 25 PC AT 9 pin
----
1. DTR 20 4*
2. CRX 8 1*
3. XMT 2 3
4. RCV 3 2*
5. GND 7 5
6. DSR 6 6
7. RTS 4 7
8. CTS 5 8
9. No connect? shield RI
22 RI

Note: * above indicates the difference between an AT 9 pin
and a Atari 8-bit 9 pin cable connector. eg. If you check
continuity from pin 3 of 25 pin end and it goes to pin
4 of nine pin end, you have an Atari serial cable. If pin
3 of 25 pin goes to pin 2 of 9 pin end, you have a PC
serial cable.
(updated 3/1/99)
(DTE = Data Terminal Equipment ie. your computer.
DCE = Data Communications Equipment ie. your modem.)

Subject: 10.3) What is SIO2PC?

From the SIO2PC home page, written by Nick Kennedy:

SIO2PC is a hardware & software package interfacing the 8-bit Atari to PC
compatible computers.

The original idea was to have the PC emulate Atari disk drives so Atari
programs could be stored on the PC's hard (or floppy) drives. It turned out to
be quite successful. About 95% of my work was in the software, but a hardware
device to convert logic levels was also necessary. This device is now commonly

referred to as an SIO2PC cable.

Features:

Emulates 1 to 4 Atari disk drives

Store your Atari files on PC hard or floppy drives

Boot from the PC, real drive not needed to start-up

No software or drivers required for the Atari;
no conflicts: use your favorite DOS

Twice as fast as an Atari 810 drive and more reliable

Co-exists with real drives in the Atari daisy chain

Compatible down to the hardware level: use sector copiers, etc.

Print-Thru captures Atari print-out and routes to PC's printer

Convert Atari files to PC files and vice versa

1050-2-PC version connects PC directly to Atari disk drive

Nick Kennedy
http://www.cswnet.com/~nkennedy/

Another source for building SIO2PC cables is Clarence Dyson's page at
http://www.redshift.com/~cdyson/atari.html

Subject: 10.4) What is the Atari Peripheral Emulator (APE)?

David A. Paterson writes:

"Steven J. Tucker took SIO2PC one better and wrote new software. The
Atari Peripheral Emulator (APE for short) lets your PC act as high-speed
drives. It lets you print to your PC printer. And it lets you use your
PC modem on the 8-bit."

The APE ProSystem goes even further. The ProSystem has two components:

- The program PROSYS.EXE is used to create the protected and unprotected
disk images which are then used by APE.

- The ProSystem hardware is a device designed to allow direct connection
of a stock 1050 disk drive directly to a PC for use by the PROSYS.EXE
software.

APE home page: http://www.atarimax.com/

Subject: 11.1) How did Atari get it's name?

Graham Thornton types:

This article was published in "I/O - The Magazine of the Atari Home Computer Club" in issue 3 - Summer 1983. The magazine was the official mouthpiece of Atari UK. The article was not attributed to any one person. The words are theirs, not mine.

How Atari Got It's Name

The name Atari actually comes from Japan. And yet the company is most definitely American. Every wondered why? It's an interesting story and one well worth telling.

In 1972 three friends decided to invent and market the first commercially feasible video game. They were Nolan Bushnell, Ted Dabney and Larry Bryan.

To become a partner each man had to submit $100 to the project - a remarkably small sum when you consider the company's success! The next step was to find a name.

Drinking beer and thumbing through the dictionary one day, the three friends came across an interesting entry under "S". The word was Syzygy, or "the straight-line configuration between three celestial bodies". What a perfect name they thought, for three such astronomically talented people!

Now they could get on with the business of inventing games. Their first, Computer Space, was produced and all seemed to be going well.

But then things started to get a little shaky. Larry Bryan decided not to ante up his $100 and pulled out, leaving Bushnell and Dabney to go it alone.

The set up a shop in Santa Clara, California, and incorporated the business. A little later they invented Pong(r).

Busnell and Dabney applied for the name Syzygy to the Office of the California Secretary of State, which regulates Californian corporations, but were told that they were too late. The name was already taken.

Following unsuccessful attempts to buy the rights to the name from the first Syzygy corporation, which appeared to be inactive, the friends' solicitor pressed them to think up an alternative.

This proved difficult. BD Inc and DB Inc were tested and then rejected in turn: the first bore too close a resemblance to Black & Decker, the second to Dunn and Bradstreet.

Inspiration occurred at last, once again in an informal atmosphere. Bushnell and Dabney were both keen players of Go, a Japanese strategy game, and their best brainstorming always occurred over a good game and a bottle of beer.

This time, they decided to make a list of several Go words to see if one of them would fly as the new corporate name.

First choice was "Sente", which means "the upper hand" - something that greatly appealed. Second and third choices were "Atari", which has a

similar meaning to the English word "check", and "Hanne", an
acknowledgement of an over-taking move.

Busnell and Dabney submitted the list once again to the Office of the
Californian Secretary of State, which approved "Atari". The rest is
history.

When the company name changed, Bushnell and Dabney decided to update the
logo too. They incorporated the "S" from Syzygy and the "A" from Atari
into the new design.

It was not until later, as the company became increasingly successful, that
an advertising agency designed the slicker and now famous Atari logo - the
"fuji" or stylised "A" design.

Subject: 11.2) What is the History of Atari?

Here is a very condensed history of Atari, centered around their 8-bit
computers.

1972
Atari Inc. is formed by Nolan Bushnell, incorporated on Tuesday, June 27.
Atari created the first coin-operated arcade video game with the introduction
of Pong. The video game industry was launched and has shaped pop culture ever
since.

1976
Warner Communications acquires Atari Inc.

1977
Atari launches the Video Computer System (VCS), later known as the 2600, giving
birth to home video game systems.

1978
In December, Atari announces the Atari 400 and 800 personal computers, using
the 6502 microprocessor.

ATARI BASIC: (according to Atari BASIC Sourcebook)
Paul Laughton and Kathleen O'Brien - Most of Atari Basic
Paul Krasno - Helped with Trnscendental routines
Bill Wilkinson - Designed Floating Point Scheme
Bob Shepardson - Modified IMP-16 Assembler to accept special syntax tables
Paul invented
Mike Peters - Key punching and operating

1979
The Atari 400 and Atari 800 Home Computers debut at the Winter Consumer
Electronics Show (CES) in early January.

Jerry Jessop writes:
"The first official small shipment of the 400/800 was on August 29th 1979.
These were hand built pilot run units to Sears that needed to be in stock by

Sept. 1 so they could be placed in the big fall catalog. The units were placed in the Sears warehouse and then immediatly returned to Atari after the "in stock" requirment had been meet.

The first "real" consumer units were shipped in Nov. of 79 and were 400's to Sears followed very shortly by 800's."

This extremely long URL leads to Atari's patent for the 8-bit Atari computer: (thanks Rick Cortese)
http://164.195.100.11/netacgi/nph-Parser?Sect1=PTO2&Sect2=HITOFF&p=2&u=/netahtml/search-bool.html&r=94&f=G&l=50&co1=AND&d=pall&s1=atari.ASNM.&OS=AN/atari&RS=AN/atari

All Atari computers are tested at the factory by a master computer called the Atari Sentinel System.

1981
November: 400/800's begin shipping with the new GTIA chip in place of CTIA, increasing the palette of simultaneously displayable colors to 256 and adding 3 new graphics modes. CTIA is totally phased out by the end of the year.

Jerry Jessop adds:
"The very first proto systems did have the GTIA, but it had some problems and was not released in the consumer version until 1981. The GTIA was completed before the CTIA."

1982
The introduction of the 1200XL in late 1982 marks the single largest advance in the 8-bit Atari system.

1983
In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL.

1984
Warner Communications sells Consumer Electronics and Home Computer divisions of Atari Inc. to Tramiel Technologies on Monday, July 2.

Atari Corporation is formed by Tramiel Technologies and its products marketed under the Atari brand.

(
Atari Games Corporation is also formed from the former coin-op division and markets coin-operated games under the Atari Games brand.

Atari Games inherits Atari copyrights/trademarks/patents for use in the coin-operated arcade video game market only.

Atari Games was acquired by Midway Games on March 29, 1996.

January 2000: Atari Games is renamed Midway Games West, and games produced by the group will sport the Midway Games brand. The last coin-op game with the Atari Games logo: San Francisco Rush 2049, released in 1999.

June 22, 2001: Midway Games announces it is exiting the coin-operated arcade video game market; its game development efforts will now be focused on games for home game platforms.
)

1985
The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985.

1987
In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system.

1992
Atari (US) officially dropped all remaining support of their 8-bit computer line on January 1, 1992. (Some 800XE's were still being manufactured in China in 1992.)

1996
On July 31, 1996, Atari Corp. became a JTS subsidiary. JTS Corp., with headquarters in San Jose, Calif., was founded in 1994 to design, manufacture and supply enhanced-capacity hard disk drives for the notebook and desktop personal computer markets.

1998
On February 23, 1998, JTS sold its Atari Division to HIACXI Corp., a wholly-owned subsidiary of Hasbro Interactive, Inc., which is a subsidiary of Hasbro, Inc., for $5 million in cash.

(JTS filed for Chapter 11 Bankruptcy Protection on December 11, 1998, and then converted it to Chapter 7 on February 28, 1999)

Hasbro Interactive produced games for several platforms, including PCs running MS-Windows. Some of Hasbro's games, including several re-makes of classic Atari titles, were marketed under the Atari label. The Atari Interactive brand was termed "a Hasbro Affiliate."

Games produced by Atari under Hasbro ownership included:
Atari Arcade Hits 1 & 2, Breakout, Centipede, Frogger, Glover, H.E.D.Z. - Head Extreme Destruction Zone, Missile Command, Nerf ArenaBlast, Pong, Q*Bert, The Next Tetris, Atari Greatest Hits

2001
On January 29, 2001 Infogrames Entertainment announced completion of its acquisition of Hasbro Interactive from Hasbro. The purchase included the Atari titles and intellectual properties.

TODAY
Atari is a label of Infogrames Entertainment.

Founded in 1983, France-based Infogrames Entertainment SA (IESA) is a global publisher and distributor of video games for consoles (Sony, Sega, Nintendo, and Microsoft), personal computers and Macintosh systems, as well as interactive digital television, mobile smart devices (WAP, HDML) and in-flight entertainment systems. The company's award-winning franchises include Alone In

The Dark, Driver, Deer Hunter, Test Drive, and Unreal. Infogrames Inc.'s Humongous Entertainment division is a leader in children's entertainment software and its Macintosh publishing label, MacSoft, is the number one publisher of Macintosh entertainment software. IESA recently acquired Infogrames Interactive, Inc. (formerly Hasbro Interactive), including its line of software based on well-known licenses such as Monopoly, Jeopardy, Tonka, and Atari.

Corporate web home: http://www.infogrames.com/

The Atari website: http://www.atari.com/

Current Atari releases: (10/01)
Atari Anniversary Edition
Splashdown http://www.gosplashdown.com/
MXrider http://www.atari.com/mxrider/
Transworld Surf http://www.transworldgames.com/surf/

==========
End of atari-8-bit/faq
==========

6454. Re: JHV of ABBUC (yearly meeting of 8 bit user group)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-02 12:51:53 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9ru4tb$c36$1@nets3.rz.RWTH-Aachen.DE>
Source record: 33378

Howdy folks

> >What I get from my Netscape brwoser is: The requested URL /diashow/Abbuc
was
> >not found on this server.
>
> well they should make a thumbnail list and everybody can have a look
> on it.
>
> unfortunately, best way to have a look on it, was to be there, just
> like me :-)

I was there too. But only until 16.30 (that's 4.30 pm for you
non-europeans. :-))

I'll send Wolfgang a message.

BTW the diashow works here. I'm forced to use Explorer.

CU Mathy van Nisselroy

6455. Re: 8-bit software on a vinyl record?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-02 16:11:21 UTC
From: Doug Wheeler <dwheeler.xnospamx@mediaone.net>
Message-ID: <3be2c528$1_2@spamkiller.newsgroups.com>
Source record: 33380

There where a couple of magazines in the early 80's (or late 70's) that had bound-in "records" (those flimsy plastic 33 1/3 RPM records you had to put a coin on for weight) containing software. I believe Interface Age and perhaps another magazine had them.

--Doug

"Tom Hunt" <NoOne@FakeEmail.com> wrote in message news:914CBB8B5CTHEnterprises@205.212.123.11...
>
> I found this while surfing the other day. For all I know it is a joke, but
> then I have no idea. It says-
>
> " The 8-Bit Construction Set record is also the first ever use of the vinyl
> recording medium for software distribution "
>
> and
>
> " "What Joe Satriani is on guitar, The 8-Bit Construction Set are on Atari!
> "
>
> Here's the links-
> http://beigerecords.com/artists/8bitcs.html
> http://www.beigerecords.com/products/beg-004.html
>
>

6456. Re: JHV of ABBUC (yearly meeting of 8 bit user group)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-02 16:34:14 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3BE2CB06.A630032F@mail.uni-mainz.de>
Source record: 33381

Well,
you have to sit back and wait a while !!!
We Atarians call this a slideshow (one pic after another,
automatically).
-Andreas.

Andre schrieb:
>
> > available at http://www.abbuc.de click on JHV then below the first picture
> > on 'Link zur Diashow' and sit back.
>
> The dia show does not work.
>
> Andre

6457. Re: JHV of ABBUC (yearly meeting of 8 bit user group)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-02 16:37:21 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3BE2CBC1.74499A75@mail.uni-mainz.de>
Source record: 33382

Well,
thanks to M$ and bad HTML code, this diashow only works with the
Internet Explorer... -andreas.

Andre schrieb:
>
> > At least, not properly for me either! It clears the window and starts
> > another image before the previous one was completely loaded and it is much
> > too quick.
>
> What I get from my Netscape brwoser is: The requested URL /diashow/Abbuc was
> not found on this server.
>
> Andre

6458. Re: 8-bit software on a vinyl record?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-02 17:56:44 UTC
From: ajpalacios@netscape.net
Message-ID: <6f45253f.0111020956.31838d2f@posting.google.com>
Source record: 33383

> I found this while surfing the other day. For all I know it is a joke, but
> then I have no idea. It says-
>
> " The 8-Bit Construction Set record is also the first ever use of the vinyl
> recording medium for software distribution "
>
> and
>
> " "What Joe Satriani is on guitar, The 8-Bit Construction Set are on Atari!

As far as I can remember, I saw an ad in a magazine (I collect
computer magazines from the 80's back) that shows a photo with a
small, 45 rpm turntable with a disc labeled "business programs in
Basic". I've seen also a 33 1/3 rpm LP that says "BASIC programs for
the office". So I think it was not strange to see LPs with software
back in the days of Altair, Apple and TRS-80.

6459. Re: 8-bit software on a vinyl record?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-02 18:02:52 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <gdBE7.9697$046.384142@news.easynews.com>
Source record: 33384

"Aristarco Palacios" <ajpalacios@netscape.net> wrote in message
news:6f45253f.0111020956.31838d2f@posting.google.com...
> > I found this while surfing the other day. For all I know it is a joke,
but
> > then I have no idea. It says-
> >
> > " The 8-Bit Construction Set record is also the first ever use of the
vinyl
> > recording medium for software distribution "
> >
> > and
> >
> > " "What Joe Satriani is on guitar, The 8-Bit Construction Set are on
Atari!
>

If I remember correctly, one of the first issues of UK gaming magazine
"Computer & Video Games" came with one of those very flimsy 7inch vinyl
things! (We are talking very early 80's here)

6460. Electronics for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-02 19:11:59 UTC
From: ajpalacios@netscape.net
Message-ID: <6f45253f.0111021111.11318c45@posting.google.com>
Source record: 33385

I am an instrumentation electronics engineer and I'd like to join with a story and an offer.

First, let me tell you I was a child with arthritis because of a Joystick (just kidding), so when computing became affordable (here in Mï¿½xico, computing classes were way too rare and too expensive until 1990), I learned programming and immediatly figured out that I could program my Atari 2600 and Intellivision in a snap. Wrong! I then discovered the platform differencies and incompatibility issues.

When I was about to enter the University, I got and Atari 65 XE game system and immediatly started writting programs just for fun and for art's sake. I started playing around with the paddle inputs so I sould measure light. I was in the middle of my career when I started using my 65 XE to check out circuit designs for Digital Electronics I and II. I used the joystick ports as outputs (thanks to a magazine article I found in a trash can in my faculty's library) and injected bit streams to my circuits because I had no signal injectors nor a logic analyzer.

Now I'm working and have too little or no time at all for making Atari based circuits. I've enrolled in a new adventure that is creating a moving sign and I want it to be Atri Controlled. I have nothing but a cassete recorder (XC-12) and two systems: the 65XE and the 65XE Game System. I use the second for definitive use and the second to test modifications. I'm also planning to build an EPROM programmer, a PLD programmer, a Real Time Clock (in cartridge), a security system, and a garden or greenhouse controller (check humidity, turn on water sprinklers, check temperature, etc.)

I do not know anything about Atari OS, disk management or cable adapters. I've heard a lot about them here in this forum. But I have no idea how to make 'em, buy 'em or hack 'em. Anyway, I plan to make my own if you help. I'd like to connect a matrix printer (like the Star NX-1001) to my 65XE, just the way I do it with my C64 (I love it too). Since I know to program AVR microcontrollers, I think I can make a lot with it.

Now, the deal is this: Anyone interested in an Atari based device can contact me and we could design it. All I need is schematics and some references (I'm learning haow to interface to the cartridge port by now), and I'll work as hard as my job lets me. When any device I develop gets finished and tested, I'll give it away to as many persons as I can. No $ accepted!! All free!! My payment will be the periodic reporting of how it works. I've ever hated that people asks for money in exchage of knowledge, so this is my payment.

Good deal, don't you think? I really have no money to buy schematics, plans or pieces from the USA (shipment charges are sometimes 10 times the price of a schematic!), but I can buy parts here and assemble gizmos and sen them to anywhere in the world (sending is a lot cheaper than receiving in Mï¿½xico).

Well guys, I hope you to get interested. If you don't, I don't care. I've learned a lot from this groups anyway!

6461. Re: Larget collection of Atari 8 software ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-02 19:21:49 UTC
From: Egidio Basso <egidio.basso@brutele.be>
Message-ID: <9rurol$31p$1@news.brutele.be>
Source record: 33386

"rtdos at yahoo dot com" <rtdos@hotmail.com> a ï¿½crit dans le message de news: b5eE7.32$0%4.145754@news.uswest.net...
> Mo,
> I have no intentions of selling the CD's either to recoup my losses on blank
> cd's or postage or even to make a profit. My idea is to archive as much
> eight bit software as possible before they really do die off.
> Jeff

Right, I had have the all files and original disk games from Atari 800, and when i buyed my Atari 1040 ST, i have selled all my 500 disk with side A and side B writed for a cents, if you understand, and now i have get my Atari 800 with a 1050 disk drive to play with extra games into cartridge and 5 disks with the best games !
Now i want to retryve all the games into files or disk images for to revive my old Atari 800 ! Thank you for your answers. Egidio.

6462. Re: Electronics for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-02 20:04:45 UTC
From: rtdos at yahoo dot com <rtdos@hotmail.com>
Message-ID: <B%CE7.121$FU5.297231@news.uswest.net>
Source record: 33387

I'm working on an alterante operating system for the PC based on the old,
great atari eight.

"Aristarco Palacios" <ajpalacios@netscape.net> wrote in message
news:6f45253f.0111021111.11318c45@posting.google.com...
> I am an instrumentation electronics engineer and I'd like to join with
> a story and an offer.
>
> First, let me tell you I was a child with arthritis because of a
> Joystick (just kidding), so when computing became affordable (here in
> M�xico, computing classes were way too rare and too expensive until
> 1990), I learned programming and immediatly figured out that I could
> program my Atari 2600 and Intellivision in a snap. Wrong! I then
> discovered the platform differencies and incompatibility issues.
>
> When I was about to enter the University, I got and Atari 65 XE game
> system and immediatly started writting programs just for fun and for
> art's sake. I started playing around with the paddle inputs so I sould
> measure light. I was in the middle of my career when I started using
> my 65 XE to check out circuit designs for Digital Electronics I and
> II. I used the joystick ports as outputs (thanks to a magazine article
> I found in a trash can in my faculty's library) and injected bit
> streams to my circuits because I had no signal injectors nor a logic
> analyzer.
>
> Now I'm working and have too little or no time at all for making Atari
> based circuits. I've enrolled in a new adventure that is creating a
> moving sign and I want it to be Atri Controlled. I have nothing but a
> cassete recorder (XC-12) and two systems: the 65XE and the 65XE Game
> System. I use the second for definitive use and the second to test
> modifications. I'm also planning to build an EPROM programmer, a PLD
> programmer, a Real Time Clock (in cartridge), a security system, and a
> garden or greenhouse controller (check humidity, turn on water
> sprinklers, check temperature, etc.)
>
> I do not know anything about Atari OS, disk management or cable
> adapters. I've heard a lot about them here in this forum. But I have
> no idea how to make 'em, buy 'em or hack 'em. Anyway, I plan to make
> my own if you help. I'd like to connect a matrix printer (like the
> Star NX-1001) to my 65XE, just the way I do it with my C64 (I love it
> too). Since I know to program AVR microcontrollers, I think I can make
> a lot with it.
>

> Now, the deal is this: Anyone interested in an Atari based device can
> contact me and we could design it. All I need is schematics and some
> references (I'm learning haow to interface to the cartridge port by
> now), and I'll work as hard as my job lets me. When any device I
> develop gets finished and tested, I'll give it away to as many persons
> as I can. No $ accepted!! All free!! My payment will be the periodic
> reporting of how it works. I've ever hated that people asks for money
> in exchage of knowledge, so this is my payment.
>
> Good deal, don't you think? I really have no money to buy schematics,
> plans or pieces from the USA (shipment charges are sometimes 10 times
> the price of a schematic!), but I can buy parts here and assemble
> gizmos and sen them to anywhere in the world (sending is a lot cheaper
> than receiving in M&#65533;xico).
>
> Well guys, I hope you to get interested. If you don't, I don't care.
> I've learned a lot from this groups anyway!

6463. Re: 8-bit software on a vinyl record?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-02 21:08:45 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <xXDE7.10156$hZ.952368@newsread2.prod.itd.earthlink.net>
Source record: 33388

The site indicates release date of Feb 2001...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Tom Hunt" <NoOne@FakeEmail.com> wrote in message
news:914CBB8B5CTHEnterprises@205.212.123.11...
>
> I found this while surfing the other day. For all I know it is a joke,
but
> then I have no idea. It says-
>
> " The 8-Bit Construction Set record is also the first ever use of the
vinyl
> recording medium for software distribution "
>
> and
>
> " "What Joe Satriani is on guitar, The 8-Bit Construction Set are on
Atari!
> "
>
> Here's the links-
> http://beigerecords.com/artists/8bitcs.html
> http://www.beigerecords.com/products/beg-004.html
>
>
>

6464. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-02 21:35:37 UTC
From: Lonny Pursell <syntax.error@line.22>
Message-ID: <Pine.MNT.4.31.0111021629570.97-100000@Hades060>
Source record: 33379
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Thu, 1 Nov 2001, gokmase wrote:

> Steve Sweet wrote:
>
> > > I'll second that. Downloading the whole newgroup is your choice.
>
> I should not have to do that, should I?

At the rate he's generating off topic posts he'll go broke soon...
then perhaps it will stop. Not the best solution perhaps, but
a solution none the less. It's his choice.

--

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

6465. Re: Electronics for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-02 21:59:14 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <SGEE7.10229$hZ.960721@newsread2.prod.itd.earthlink.net>
Source record: 33389

You can connect a text (7 bit) parallel printer to the joystick ports easily as long as you have access to install the driver which excludes many commercial applications. The plans were in an early (#16-25) issue of Analog.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Aristarco Palacios" <ajpalacios@netscape.net> wrote in message news:6f45253f.0111021111.11318c45@posting.google.com...
> I am an instrumentation electronics engineer and I'd like to join with
> a story and an offer.
>
> First, let me tell you I was a child with arthritis because of a
> Joystick (just kidding), so when computing became affordable (here in
> M�xico, computing classes were way too rare and too expensive until
> 1990), I learned programming and immediatly figured out that I could
> program my Atari 2600 and Intellivision in a snap. Wrong! I then
> discovered the platform differencies and incompatibility issues.
>
> When I was about to enter the University, I got and Atari 65 XE game
> system and immediatly started writting programs just for fun and for
> art's sake. I started playing around with the paddle inputs so I sould
> measure light. I was in the middle of my career when I started using
> my 65 XE to check out circuit designs for Digital Electronics I and
> II. I used the joystick ports as outputs (thanks to a magazine article
> I found in a trash can in my faculty's library) and injected bit
> streams to my circuits because I had no signal injectors nor a logic
> analyzer.
>
> Now I'm working and have too little or no time at all for making Atari
> based circuits. I've enrolled in a new adventure that is creating a
> moving sign and I want it to be Atri Controlled. I have nothing but a
> cassete recorder (XC-12) and two systems: the 65XE and the 65XE Game
> System. I use the second for definitive use and the second to test
> modifications. I'm also planning to build an EPROM programmer, a PLD
> programmer, a Real Time Clock (in cartridge), a security system, and a
> garden or greenhouse controller (check humidity, turn on water
> sprinklers, check temperature, etc.)
>
> I do not know anything about Atari OS, disk management or cable

> adapters. I've heard a lot about them here in this forum. But I have
> no idea how to make 'em, buy 'em or hack 'em. Anyway, I plan to make
> my own if you help. I'd like to connect a matrix printer (like the
> Star NX-1001) to my 65XE, just the way I do it with my C64 (I love it
> too). Since I know to program AVR microcontrollers, I think I can make
> a lot with it.
>
> Now, the deal is this: Anyone interested in an Atari based device can
> contact me and we could design it. All I need is schematics and some
> references (I'm learning haow to interface to the cartridge port by
> now), and I'll work as hard as my job lets me. When any device I
> develop gets finished and tested, I'll give it away to as many persons
> as I can. No $ accepted!! All free!! My payment will be the periodic
> reporting of how it works. I've ever hated that people asks for money
> in exchage of knowledge, so this is my payment.
>
> Good deal, don't you think? I really have no money to buy schematics,
> plans or pieces from the USA (shipment charges are sometimes 10 times
> the price of a schematic!), but I can buy parts here and assemble
> gizmos and sen them to anywhere in the world (sending is a lot cheaper
> than receiving in M&#xfffd;xico).
>
> Well guys, I hope you to get interested. If you don't, I don't care.
> I've learned a lot from this groups anyway!

6466. Re: Convert Atari 8-Bit Disk Images to Actual Disks...

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-02 23:12:37 UTC
From: Mighty Echidna <cowman777@hotmail.com>
Message-ID: <3BE32819.94D53163@hotmail.com>
Source record: 33390

Rockin' ! I finally got me an SIO2PC cable to use with my Atari 130XE and it works great! What an amazing piece of hardware..... Thanks a lot for telling me about it, guys!

Mo wrote:

> Quick and easy answer, get a 1050-2-PC or SIO2PC cable and hook your atari
> drive up to the serial of your PC. Use the APE software by Steven Tucker to
> read and write to it!
> Mo
>
> Mighty Echidna wrote in message <3B8D74AB.D3487CBF@hotmail.com>...
> >I'm sure you guys get this question all the time, but I can't seem to
> >find any real discussion about it here, so here it goes...
> >
> >Is there any way I can convert ATR/XFD disk images to an actual DS/DD
> >Atari diskette for use with my Atari 130XE and 1050 Disk Drive? I have
> >a 5&1/4" disk drive for my IBM, and no kind of formatting seems to
> >work... (I didn't really expect it to, but I figured I'd try since I
> >can easily transfer Atari ST images of Atari disks without any
> >problems.) Is there some software I can get to make the computer
> >read/write Atari diskettes, or is there some cable I can get to hook my
> >1050 to my IBM?
> >
> >Thanks a lot
> >Matt
> >

6467. Re: Free Quick Reference Cards in PDF format

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-03 02:47:58 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <yVIE7.10016$S4.847395@newsread1.prod.itd.earthlink.net>
Source record: 33391
Cross-posted to: comp.sys.apple2.usergroups,comp.sys.arm,comp.sys.atari.8bit

"Stephen Shaw" <xstephenx@apple2.org.za> wrote in message
news:9rquc0ohh1@venus.itns.co.za...
> On Mon, 08 Oct 2001 06:20:34 GMT, William Kendrick wrote:
>
> Yeah this reminds me of Sun's boast that Java would "run on all
platforms".
> Anybody seen Java for the Apple II?
>

On all platforms that someone would bother to write a JVM for.

6468. New in mint in PLASTIC - funny

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-03 09:06:41 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3BE3B3A0.7B202A34@t-online.de>
Source record: 33392

You want to lough? Look at this:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1292878685

Very funny :o)

Andre

6469. Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-03 14:44:56 UTC
From: tony rudzki <tony.rudzki@nu-metrics.com>
Message-ID: <IpTE7.1359$Ic1.125322@typhoon2.gnilink.net>
Source record: 33393

the Atari 8-Bit Computers: Frequently Asked Questions is 187K??

This is going to give Steve Sweet a stroke!!

:)

6470. REAL Carina II BBS online and accessible via the Internet!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-03 15:36:21 UTC
From: Chad Hendrickson <chadh@REMOVETHISmediaone.net>
Message-ID: <V9UE7.129795$P8.44557201@news1.elmhst1.il.home.com>
Source record: 33394

The Dark Side of the Moon BBS is back and running Carina II on a REAL ATARI 130XE! This is NOT an emulator!

You can now "call" DSOM over the internet. First, you will need to get ATS 2.0 (Atari Terminal Simulator) from www.atarimax.com and then connect to "dsom.sytes.net". Just like the old days, only one person can be connected at a time. If someone is connected to it when you try to call, you will receive a message telling you to try again in a few minutes.

There may be bugs with the board... it may lock up on you... etc. Please email me at dsombbs@home.net if you encounter a problem and if you could include a screen shot (alt-printscreen) that would be great! I predict that at first, the board will be down more than it is up while I work out the bugs.

Please try to logoff the board properly and close down your connection properly.

Yes... there are online games... including RoboWar II and Zenobia!!!

I plan on adding a lot of stuff to the board... especially old archive material such as old user lists, messages, bulletins, text files, etc. It is a work in progress.

Anyways, go at it and let me know what you think.

Chad
aka Dioskilos

6471. Re: thanks...

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-03 16:37:09 UTC
From: mcurrent@carleton.edu
Message-ID: <tu879lps19u9c@news.supernews.com>
Source record: 33395

In article <02ff86993e662abf7ffda3094b3b898b.36882@mygate.mailgate.org>,
mkush@idirect.com says...
>Thanks Michael, thats the answer I was hoping for as I just won one on ebay.
>I got burned on Demon Attacks that only runs on a 400/800 a couple of weeks
>ago.
>Are there a lot of carts like that or is Demon Attacks the exception?

There's a FAQ section on this topic:
http://www.faqs.org/faqs/atari-8-bit/faq/section-46.html

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

6472. Re: New in mint in PLASTIC - funny

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-04 00:32:05 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0111031632.27557ab7@posting.google.com>
Source record: 33396

LOL - maybe it is the plastic that is mint ;-).

Andre <Chrodegang@t-online.de> wrote in message news:<3BE3B3A0.7B202A34@t-online.de>...
> You want to lough? Look at this:
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1292878685
>
> Very funny :o)
>
> Andre

6473. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-04 02:20:35 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9s28lj$327$1@thorium.cix.co.uk>
Source record: 33397
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In message <Pine.MNT.4.31.0110310437170.118-100000@Hades060>, syntax.error@line.22 said:

>On Tue, 30 Oct 2001, Steve Sweet wrote:
>
>> Do you pay by the second for your IP use Lonny?.
>
>No. Also I do not want to get into the same stupid arguement again.
>So do not single me out. I only have one comment further and I'll
>ignore this thread. If your news program cannot surf headers and you
>are forced to read every msg, I suggest you upgrade you program or
>move to a new platform with a better news reader. I surf headers
>on my old Atari, I'm baffled why someone who pays by the second
>does not...

I can tell you why: Because generally it costs more that way *and*
wastes considerable time! I used to download headers only, but
found that a) it took ages to look through and select them, b) I
probably wanted to download most of them anyway as the headings
weren't clear enough to make a decision on and c) it then needed a
separate blink to get the posts - so at least another phonecall or
wait until the next blink, which may not be till a day or so
later. So I decided that a full download was preferable.

On the matter that started all this, strictly speaking Steve is
right as commercial ads are banned in private newsgroups by the
RFCs, I think. Personally I don't mind seeing Ben's adds now and
then, but not every week (at one time he used to post it twice!)
and not at such length. I think it would be better if he posted
either a summary, or just a link to a web page with perhaps a few
highlights of what's new. Just my 2 cents worth!

Regards, /Peter/

6474. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-04 14:15:31 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004883380.90770.1@hebe.uk.clara.net>
Source record: 33398
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Peter

<xlator@cix.compulink.co.uk> wrote in message
news:9s28lj$327$1@thorium.cix.co.uk...
> In message <Pine.MNT.4.31.0110310437170.118-100000@Hades060>,
syntax.error@line.22 said:
>
> >On Tue, 30 Oct 2001, Steve Sweet wrote:
> >
> >> Do you pay by the second for your IP use Lonny?.
> >
> >No. Also I do not want to get into the same stupid arguement again.
> >So do not single me out. I only have one comment further and I'll
> >ignore this thread. If your news program cannot surf headers and you
> >are forced to read every msg, I suggest you upgrade you program or
> >move to a new platform with a better news reader. I surf headers
> >on my old Atari, I'm baffled why someone who pays by the second
> >does not...
>
> I can tell you why: Because generally it costs more that way *and*
> wastes considerable time! I used to download headers only, but
> found that a) it took ages to look through and select them, b) I
> probably wanted to download most of them anyway as the headings
> weren't clear enough to make a decision on and c) it then needed a
> separate blink to get the posts - so at least another phonecall or
> wait until the next blink, which may not be till a day or so
> later. So I decided that a full download was preferable.
>
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> right as commercial ads are banned in private newsgroups by the
> RFCs, I think. Personally I don't mind seeing Ben's adds now and
> then, but not every week (at one time he used to post it twice!)
> and not at such length. I think it would be better if he posted
> either a summary, or just a link to a web page with perhaps a few
> highlights of what's new. Just my 2 cents worth!

That would do me fine Pete.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6475. Re: Convert Atari 8-Bit Disk Images to

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-04 14:43:06 UTC
From: ebaiz@skyenet.net
Message-ID: <_tcF7.41$V86.81754@newsfeed.slurp.net>
Source record: 33399

On 2 Nov 2001 23:12:37 G, Mighty Echidna wrote:
>Rockin' ! I finally got me an SIO2PC cable to use with my Atari 130XE and it
>works great! What an amazing piece of hardware..... Thanks a lot for telling
>me about it, guys!

Remeber, you can also do the same thing if you have an Atari ST by
using 800XLDJ.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6476. Re: New in mint in PLASTIC - funny

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-04 16:31:15 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3BE588B4.97E8A921@ev1.net>
Source record: 33400

```
Haywood Ubeegoode wrote:
>
> LOL - maybe it is the plastic that is mint ;-).
>
Or maybe it comes with a plastic bag of mints...
make mine peppermints!!!

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

6477. Minigame competition - a reminder

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-04 21:38:20 UTC
From: gasman@raww.org.RemoveThisBit.invalid
Message-ID: <914FDA13Agasmanrawworg@163.1.2.7>
Source record: 33401
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.amstrad.8bit

Just to remind you there's one week left to send in your votes for the Minigame competition (you know, the contest to find the best 8-bit game written in 512 bytes or 2K of code), to decide upon a winner.

Up till now, votes have been a bit slow in coming in. Hopefully this just means that there'll be a last-minute rush of votes, just as there was for the entries themselves - either that or people are afraid of going over to the Dark Side and actually downloading an emulator for that arch-rival computer :-) If it's the latter, please don't be put off... a lot of sterling work has gone into the entries from all sides, so it's well worth checking out - and clear instructions for running the emulators are included, in the download pack and on the website.

The website? Oh yes. http://demo.raww.net/minigame/

The deadline for voting forms is Friday 9th November...go on, take part. You'll like it, oh yes you will.

Matthew Westcott

[NB: FollowUp-To set to comp.sys.sinclair to avoid flamewars... that's where I'm most likely to see replies]

6478. FA: INFOCOM ZORK II and A MIND FOREVER VOYAGING

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-04 22:34:24 UTC
From: J Dogg <jcdove@bellsouth.N0SPLAM.net>
Message-ID: <myjF7.7909$LD.159357@e3500-atl2.usenetserver.com>
Source record: 33402

Two Infocom classics. The ZORK series is well known and beloved by many an adventurer! This ZORK II for IBM PC is in the box with what appears to be all the contents! I tested the 5.25" disk on my venerable Compaq Portable III. I about choked up when I saw "There is a strangely familiar brass lantern here."

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1292127206
or see it at http://www.devmage.com

A Mind Forever Voyaging was quite a departure from the standard Infocom formulaic FIND-ITEM-DROP-ITEM-OPEN-DOOR game. It utilized special commands and featured a uniques story line in which you are AI meant to map out future feasibility studies in a VR environment! Confusing?! Yes! But also one of the best and least known Infocom all-text games out there!

See more at http://www.devmage.com !

6479. Re: R: Handler Questions

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-04 23:56:00 UTC
From: Itay Chamiel <itaycspam@cs.huji.ac.il>
Message-ID: <9s4khl$r5c$1@news.huji.ac.il>
Source record: 33403

To the best of my knowledge, it's (1) both times.

When you do a GET it will wait until a character is available.
When you do a PUT it will wait until the buffer has room (I am a bit less
certain of this one though).

-itay
--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc

"Ken Siders" <atari8bitREMOVE@columbus.rr.com> wrote in message
news:6kKD7.9045$_Q6.3161348@typhoon.columbus.rr.com...
>
> I have found a few sources of the various XIO functions used with an R:
> devices but a couple
> things I have never seen explained.
>
> If you do a GET and no characters are available, does it
> (1) Block until there is something to get? (don't think so)
> (2) Returns immediately with Null? (or other value?)
> (3) Returns immediately with some error status? (error code # would be??)
>
> And for a PUT, if the output buffer is full...
> (1) Does it block until some buffer space is freed up?
> (2) Return an error status code?
>
> Or if someone has some really detailed documentation.
>
> Thanks,
> Ken Siders
> http://home.columbus.rr.com/ksiders/atari.htm
>
>
>
>

6480. announcing matt trimby's twilight world now on cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-05 01:05:42 UTC
From: Video61@webtv.net
Message-ID: <21085-3BE5E5E6-155@storefull-173.iap.bryant.webtv.net>
Source record: 33404

matt trimby's awesome adventure shooter is now available on cartridge
for any atari personal home computer with at least 48k.
thanks to matt trimby for permission, and thanks to the guys at video
61 for there effort.
matts other famous game slingshot might be held up do to a source code
problem. we will announce it if we are successful.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

6481. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-05 02:06:58 UTC
From: Mod
Message-ID: <1004926021.19673.1@demeter.clara.net>
Source record: 33405
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1004883380.90770.1@hebe.uk.clara.net...
> Hi Peter
>
> <xlator@cix.compulink.co.uk> wrote in message
> news:9s28lj$327$1@thorium.cix.co.uk...
> > In message <Pine.MNT.4.31.0110310437170.118-100000@Hades060>,
> syntax.error@line.22 said:
> >
> > >On Tue, 30 Oct 2001, Steve Sweet wrote:
> > >
> > >> Do you pay by the second for your IP use Lonny?.
> > >
> > >No. Also I do not want to get into the same stupid arguement again.
> > >So do not single me out. I only have one comment further and I'll
> > >ignore this thread. If your news program cannot surf headers and you
> > >are forced to read every msg, I suggest you upgrade you program or
> > >move to a new platform with a better news reader. I surf headers
> > >on my old Atari, I'm baffled why someone who pays by the second
> > >does not...
> >
> > I can tell you why: Because generally it costs more that way *and*
> > wastes considerable time! I used to download headers only, but
> > found that a) it took ages to look through and select them, b) I
> > probably wanted to download most of them anyway as the headings
> > weren't clear enough to make a decision on and c) it then needed a
> > separate blink to get the posts - so at least another phonecall or
> > wait until the next blink, which may not be till a day or so
> > later. So I decided that a full download was preferable.
> >
> > On the matter that started all this, strictly speaking Steve is
> > right as commercial ads are banned in private newsgroups by the
> > RFCs, I think. Personally I don't mind seeing Ben's adds now and
> > then, but not every week (at one time he used to post it twice!)
> > and not at such length. I think it would be better if he posted
> > either a summary, or just a link to a web page with perhaps a few
> > highlights of what's new. Just my 2 cents worth!
>
> That would do me fine Pete.

Now i can add arse licker to tight fisted git.

Who says that commercial ads are banned ?

Get a life you sad muppet.

Anyone that supports the platform should be welcomed as a valued contributor.

6482. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-05 02:13:52 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <ABmF7.5287$a64.1180124176@newssvr30.news.prodigy.com>
Source record: 33406
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Mod <@> wrote in message

>Get a life you sad muppet.
>
>Anyone that supports the platform should be welcomed as a valued
>contributor.

Hey leave the Muppets out of this! I happen to love them!
Mo

6483. Need Docs for Monkey Wrench II

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-05 02:15:40 UTC
From: "Ralph E. Dodd" <redodd@home.com>
Message-ID: <gDmF7.72989$ez.9675456@news1.rdc1.nj.home.com>
Source record: 33407

Hello,

I have a Monkey Wrench II cart but I don't have any documentation. I can't find it on the net. Can someone point to where I might find it. TIA.

Ralph

6484. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-05 02:41:15 UTC
From: Mod
Message-ID: <1004928073.8694.1@eurus.uk.clara.net>
Source record: 33408
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Mo" <mygranny@swbell.net> wrote in message
news:ABmF7.5287$a64.1180124176@newssvr30.news.prodigy.com...
>
> Mod <@> wrote in message
>
> >Get a life you sad muppet.
> >
> >Anyone that supports the platform should be welcomed as a valued
> >contributor.
>
>
> Hey leave the Muppets out of this! I happen to love them!
> Mo
>
>
>

Hey Kermit..... Is that YOU ?????????

6485. JHV of ABBUC (yearly meeting of 8 bit user group)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-05 09:11:31 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9s5l44$a6t$1@nets3.rz.RWTH-Aachen.DE>
Source record: 33409

Howdy Folks

More pictures are available. This time without slideshow. Just go to
http://www.abbuc.de click on JHV, then on the line above 'diashow'. On the
next page, where it says 'Seite x' you can choose which side to look at.
'Zurueck' means 'Back', 'Vorwaerts' means 'Forward'

CU Mathy van Nisselroy

--

My old email address will seize to exist as of the end of 2001, please use
my new address.
Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine
neue Adresse.
Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn
nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de

6486. CDAP latest version on my WEBSITE (smiling from ear to ear)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-05 10:10:54 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9s5ojfdcn1@nets3.rz.RWTH-Aachen.DE>
Source record: 33410

Howdy folks

You can now download the latest version of CDAP from my WEBSITE. (I'm so happy......)

BTW there's a small bug in this latest version. I'ld appreciate any help I can get with this bug. Read all about it at http://www-users/rwth-aachen.de/mathy.van_nisselroy (there even is a listed version)

CU Mathy "Happy to have a Homepage" van Nisselroy

--

My old email address will seize to exist as of the end of 2001, please use my new address.
Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de

6487. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-05 10:28:30 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1004956057@rtfm.mit.edu>
Source record: 33411
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 20, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
```

http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

FidoNet National Atari echo: news://zwieracz.ideefixe.nom.pl/fido.atari

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/
Atari Phoenix Project E-Zine: http://atariphoenix.com

6488. Disk Communicator source code

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-05 18:27:14 UTC
From: mad ATARI user <rtdos@hotmail.com>
Message-ID: <aSAF7.91$DN2.252436@news.uswest.net>
Source record: 33412

Has Bob Puff released his source code to Diskcom? It'd work great if
someone were to incorporate it in some sort of emulator. :)

--
J.Wood
rtdos@juno.com

6489. Re: Disk Communicator source code

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-05 20:47:25 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <xNCF7.18815$88.2339830@zwoll1.home.nl>
Source record: 33413

mad ATARI user wrote

: Has Bob Puff released his source code to Diskcom? It'd work great if
: someone were to incorporate it in some sort of emulator. :)

This is allready been done. Atari800Win supports the DCM format, and there
are several utils/converters for PC platform to convert between ATR <-> DCM
images...

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
BBSing is terminal.

6490. Atari stick to PC port.

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-05 21:19:42 UTC
From: Rob <rzabaga@aligne.com>
Message-ID: <OnDF7.13680$xS6.18391@www.newsranger.com>
Source record: 33414

Hi Gang -

Okay, I'm having A HARD time using the PC gamepad when playing
my old Atari favorites on the the ol' emulator.

It's time to FIND or MAKE a converter!

I want to use my atari's WICO bat-handle joystick on my PC!

How can I do this?

-thanks a lot!!!
Rob

6491. Re: no stickers will be dark shallow walnuts

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-05 22:02:12 UTC
From: spamless@Nil.nil
Message-ID: <3be70c64$1_1@nntp2.nac.net>
Source record: 33415

This is a post of HipCrime's (or a HipClone).

He is a spammer.

This is not one of his spam runs, but a punishment run.

He shares his code (for generating random Markov text,
finding open Proxies and using them to post hundreds
of thousands of messages to USENET, etc.) with his
"followers" (HipClones).

He considers himself to be the Lord High Ruler of Usenet
and spammer king. Those who do not accept his rule are
targetted for punishment.

Among his favourite targets are NANAE (news.admin.net-abuse.usenet)
and NANAE (news.admin.net-abuse.email).

He used just to send hundreds of thousands of harassing posts
to the groups. They block him based on the path in the header.

His current method is to post hundreds of thousands of harassing
messages to various groups with the Followup-To header set to
the group he is currently targetting for punishment (currently NANAE).

If you reply or post an irritated followup you will be doing his
work. The From address is forged (often being that of a regular
in one of his targetted groups). The Followup-To header will
have your message redirected to flood the group he wants to
punish (which will be unable to block messages based on the path
since the followups come from all over).

The current message is a Mime Attachment, HTML formatted,
JavaScript message to write (in a new browser window) text
pretending to format your hard drive. Two weeks ago the
harassing messages were obscene JPGs of Bin Laden buggering
Bush. Who knows what they will be two weeks from now? Maybe
just plain random Markov text.

The headers from his post are:

From bernadette@ITYGNY.AC.CR Mon Nov 5 17:01:20 2001
From: bernadette@ITYGNY.AC.CR
Newsgroups: comp.sys.atari.8bit
Subject: Re: no stickers will be dark shallow walnuts
Message-ID: <AD287B1B53B8EB3ACA296A870869@61.9.128.12>
Followup-To: news.admin.net-abuse.email
MIME-Version: 1.0

Content-Type: multipart/mixed;
boundary="878424584144774157422761000055475451480202117807 68"
Lines: 41
Date: Mon, 05 Nov 2001 19:27:31 GMT
NNTP-Posting-Host: 61.9.168.177
X-Complaints-To: news@bigpond.net.au
X-Trace: news-server.bigpond.net.au 1004988451 61.9.168.177 (Tue, 06 Nov 2001 06:27:31
EST)
NNTP-Posting-Date: Tue, 06 Nov 2001 06:27:31 EST
Organization: BigPond Internet Services (http://www.bigpond.net.au)
Path: nntp2.nac.net!newspeer1.nac.net!newspeer.monmouth.com!cpk-news-hub1.bbnplanet.com!ne
ws.gtei.net!newsfeed1.cidera.com!Cidera!novia!novia!intgwlon.nntp.telstra.net!news-server.
bigpond.net.au!not-for-mail
Xref: nntp2.nac.net comp.sys.atari.8bit:17743

6492. Re: Disk Communicator source code

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-06 00:09:06 UTC
From: mad ATARI user <rtdos@hotmail.com>
Message-ID: <HSFF7.707$X84.193658@news.uswest.net>
Source record: 33416

Ok, let me re-phrase the question: Where can I find the source code to
Atari800Win ? :)

"Fox-1" <DONT_USE_fox-1@home.nl> wrote in message
news:xNCF7.18815$88.2339830@zwoll1.home.nl...
>
> mad ATARI user wrote
>
> : Has Bob Puff released his source code to Diskcom? It'd work great if
> : someone were to incorporate it in some sort of emulator. :)
>
> This is allready been done. Atari800Win supports the DCM format, and
there
> are several utils/converters for PC platform to convert between ATR <->
DCM
> images...
>
>
> --
>
> Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
>
http://punkenpro.does.it
> BBSing is terminal.
>
>

6493. Re: CDAP latest version on my WEBSITE (smiling from ear to ear)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-06 01:02:50 UTC
From: NoOne@FakeEmail.com
Message-ID: <9150C7681CTHEnterprises@205.212.123.11>
Source record: 33417

nisse-ma@reze-1.rz.rwth-aachen.de (Mathy van Nisselroy) wrote in
<9s5ojfdcn1@nets3.rz.RWTH-Aachen.DE>:

>http://www-users/rwth-aachen.de/mathy.van_nisselroy

Congratulations, on both the web page and the programming projects. One
small correction though, the web page URL should be-

http://www-users.rwth-aachen.de/mathy.van_nisselroy/

Also, I couldn't get to the BlackBox ASPI manager at http://www-users.rwth-
aachen.de/mathy.van_nisselroy/bbas040.com . But don't feel bad because
we've all posted a bad link at least once. ;-)

6494. Re: Anyone know a atari 8bit software artchive?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-06 01:56:04 UTC
From: Glenn Bruner <glenn.bruner@verizon.net>
Message-ID: <UqHF7.662$Mn2.629305@paloalto-snr2.gtei.net>
Source record: 33418

Also check out http://www.atariland.com

"Dan S" <cjh3@hotmail.com> wrote in message
news:FoSC7.6289$c5.67021@newsfeeds.bigpond.com...
> Anyone know a atari 8bit software artchive?
>
> With software images games, utilities, etc?
>
> I want to build up a collection for myself - feel free to mail me at:
> cjh3@hotmail.com for confidentiality.
>
> Dan.
>
>

6495. Re: Disk Communicator source code

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-06 01:56:25 UTC
From: david_p@istop.com
Message-ID: <9150D3E9Adavidpistopcom@205.189.152.45>
Source record: 33419

rtdos@rocketmail.com (mad ATARI user) wrote in
<aSAF7.91$DN2.252436@news.uswest.net>:

>Has Bob Puff released his source code to Diskcom? It'd work great if
>someone were to incorporate it in some sort of emulator. :)
>
>--
>J.Wood
>rtdos@juno.com

Bob has released some source (including DCM 3.2) at:

http://www.nleaudio.com/css/source.htm

Hope this helps,

David P.

6496. Re: machine language programmers wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-06 02:07:57 UTC
From: Glenn Bruner <glenn.bruner@verizon.net>
Message-ID: <0CHF7.665$Mn2.640546@paloalto-snr2.gtei.net>
Source record: 33420

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:9rjm74$o3q$1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> Roland Scholz is looking for somebody who's willing to help him finish his
> PC-Bridge software. PC-Bridge is a piece of hardware that is fully PBI
> compatible and enables you to connect PC cards (ISA/8 bit, but he said
> something about 16 bit's would be possible) to your ATARI 8 bit. Contact
> him via roland.scholz@gerling.de (tell him I sent you, so he knows who's
to
> blame.)
>
> Talking about PC's:
>
> Anybody ever come up with a way to have the BlackBox read and write PC
> disks. (I wanna use a standard atari 8 bit sector editor to check out PC
> disks and maybe even fix them)
>

Bob Puff released the floppy board for the Black Box that enables the 8bit
Atari
to use 1.44Meg floppies. I do believe there's a utility that enables you to
transfer
files between the 8bit and a PC formatted floppy.

The Black Box floppy board is the only one I know of that can do this.
There may
be some products made in Europe that I'm unfamilar with.

Bob Puff also sold a 3.5 inch floppy drive upgrade for the XF551 that came
with a utility
to read 720k PC formatted disks. But it could only read the disks. The
XF551 doesn't
have enough buffer RAM to support the 512 byte sectors for writting
purposes.

Below is the link to Bob Puff's web site. There you will find a link to the
CSS stuff. There's
even source code available for the Black Box utility.

http://www.nleaudio.com/

Glenn

6497. Re: Atari stick to PC port.

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-06 05:33:22 UTC
From: Mopar Man <nospam@nowhere.com>
Message-ID: <i8teut46j12i076254frm7lji0pbgc1hln@4ax.com>
Source record: 33421

On Mon, 05 Nov 2001 21:19:42 GMT, Rob<rzabaga@aligne.com> wrote:

>Hi Gang -
>
>Okay, I'm having A HARD time using the PC gamepad when playing
>my old Atari favorites on the the ol' emulator.
>
>It's time to FIND or MAKE a converter!
>
>I want to use my atari's WICO bat-handle joystick on my PC!
>
>How can I do this?
>
>-thanks a lot!!!
>Rob
>

http://www.zophar.net/joy.html

http://homepage1.nifty.com/musuke/indexdpadeg.html

http://www.arcadecontrols.speedhost.com/arcade_downloads.shtml

Hopefully one of the above links will point you in the correct
direction. I haven't tried any of these adapters, as I've been quite
happy with my Logitech Wingman Rumblepad (nearly identical to the PSX
dual schock analog controllers). Still, at times, a digital joystick
would be nice on the PC.

Stephen Anderson

6498. Classic Event Naming Contest

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-06 07:58:55 UTC
From: wgungfu@alpha2.csd.uwm.edu
Message-ID: <9s857v$5q1$1@uwm.edu>
Source record: 33422

In June 2002, the GOAT Store, LLC and Marty "Retro Rogue" Goldberg of ClassicGaming.Com will host an exciting new midwestern classic gaming and computing event: And they want you to name it! Visit the The Goatstore at www.goatstore.com to submit your ideas!

6499. Re: Atari stick to PC port.

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-06 08:09:54 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01c1669a$7b9bf660$310f643e@windows>
Source record: 33423

> Van: Rob <rzabaga@aligne.com>
> Datum: maandag 5 november 2001 22:19

> It's time to FIND or MAKE a converter!

I use Emmanuel Fernandez' adapter. I said it before, and I'll say it again:
It works great!!!!

So Emmanuel (or someone else), it's the same story onve again: Please tell
Rob where to find the schematics, or how he can by one of these great
gadgets from you...

Richard

6500. Re: Disk Communicator source code

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-06 09:03:52 UTC
From: William Kendrick <nbs@sonic.net>
Message-ID: <YHNF7.1227$DD2.19900@typhoon.sonic.net>
Source record: 33424

mad ATARI user <rtdos@hotmail.com> wrote:
: Ok, let me re-phrase the question: Where can I find the source code to
: Atari800Win ? :)

http://atari800.atari.org/

:)

-bill!

6501. Re: HELP - converting Atari disks to ATR

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-06 10:40:41 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3be802f9$0$37103$4c5ecdc7@news.erinet.com>
Source record: 33430

I'm not familiar with the 1050 to PC cable.
But the problem may be your trial APE software.
APE trial disables writes from A8 to PC.
You could try Nick Kennedy's sio2pc software.
Or buy the APE.
Seems Steve Tucker could make the disabled features report
better than it does, if I recall it just doesn't work and leaves
you thinking something is wrong with your setup.
I think a way around it is to make a DCM, using SpartaDOS.
Seems APE trial will allow writes using SpartaDOS. Then
extract the DCM using Bo Schreur's xdir, if I recall.
You would run Bob Puff's Disk Communicator 3.2 to on
your real A8 to write the DCM to an image in APE.
Russg

6502. HELP - converting Atari disks to ATR

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-06 11:56:00 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <kdQF7.10102$BJ3.151934@news.easynews.com>
Source record: 33425

Hello

I have recently invested in a SIO and 1050 to PC cable. However, I am having no luck in trying to back up my disks to ATR format. I bought this to basically back up all my multiboot / Rob C / Alpha-Load menu disks onto the PC, as the 5.25 disks are getting a bit old now.

I am using the trial APE/Prosystem, which has detected my 1050 US Doubler drive.

I have tried a number of disks of varying format:

3 x Alpha-Load menu disks (double density?)

1 x normal Game disk (1 game per side)

Neither of these worked. The Alpha-Load menu disks abort after a few sectors (cant remember the error, but think it was "unexpected error" or "CRC" I will check later). The game disk went all the way through but complained about CRC errors and empty/dead sectors toward the end of the disk.

Has anyone had any success with this Prosystem and 1050 US Doubler, together with Alpha-Load and multiboot menus? Dare I try a ROB C menu or Ian C menu??!

Worryingly, my treasured 1050 is now making a high pitched whining sound (which it never did before) when I put it back on my 800xl!!!

Is this 40 quid down the drain, together with a now possibly broken 1050?!!!

Help!

Paul

6503. Building SpartaDos cart.

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-06 12:27:58 UTC
From: Tim M <timwm@pgtc.net>
Message-ID: <NHQF7.665$vB.32890@eagle.america.net>
Source record: 33426

Hi, Anyone out there have instructions for building the SpartaDOS X cartridge? I would also like to have the source code.

Tim

6504. Re: CDAP latest version on my WEBSITE (smiling from ear to ear)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-06 13:15:57 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9s8nqengi1@nets3.rz.RWTH-Aachen.DE>
Source record: 33427

Howdy Tom, folks

I could have sworn I uploaded it there. It should be up there right now.
Please check again. When I tried to open it where it was instead of saving
it, I got an error message. But saving seems to work.

> Also, I couldn't get to the BlackBox ASPI manager at
http://www-users.rwth-
> aachen.de/mathy.van_nisselroy/bbas040.com . But don't feel bad because
> we've all posted a bad link at least once. ;-)

O no, I'm not feeling bad. I love having a homepage, even if it means I
have to go back and change it every 5 minutes because I forgot something.
:-)

CU Mathy van Nisselroy

6505. Re: New in mint in PLASTIC - funny

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-06 14:27:17 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B80D3345.AB5%bobo_snyder@hotmail.com>
Source record: 33428

you mean if i go out and buy a package of Saran Wrap, i can now sell all the used crap of mine on ebay as New in plastic Mint! like all those Basic Computing Language carts that i got (hell they gotta be mint, since its a "Computing Language")

> From: Andre <Chrodegang@t-online.de>
> Organization: T-Online
> Newsgroups: comp.sys.atari.8bit
> Date: Sat, 03 Nov 2001 10:06:41 +0100
> Subject: New in mint in PLASTIC - funny
>
> You want to lough? Look at this:
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1292878685
>
> Very funny :o)
>
> Andre
>

6506. World's ONLY online Carina II BBS just got faster!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-06 15:26:41 UTC
From: Chad Hendrickson <chadh@REMOVETHISmediaone.net>
Message-ID: <RiTF7.3050$gQ1.552940@news1.elmhst1.il.home.com>
Source record: 33429

The Dark Side of the Moon BBS is back and running Carina II on a REAL ATARI 130XE! This is NOT an emulator!

UPDATE: I have revived my old ICD MIO and have now added a whopping 256K RAMDISK to the BBS. This means a lot of things a much faster. I am still optimizing it but right now you will notice a big increase in speed.

You can now "call" DSOM over the internet but you must run a Telnet program that emulates ATASCII. First, you will need to get ATS 2.0 (Atari Terminal Simulator) from www.atarimax.com and then connect to "dsom.sytes.net". Just like the old days, only one person can be connected at a time. If someone is connected to it when you try to call, you will receive a message telling you to try again in a few minutes.

Please email me at dsombbs@home.net if you encounter a problem and if you could include a screen shot (alt-printscreen) that would be great!

Yes... there are online games... including RoboWar II and Zenobia!!!

I plan on adding a lot of stuff to the board... especially old archive material such as old user lists, messages, bulletins, text files, etc. It is a work in progress.

Anyways, go at it and let me know what you think.

Chad
aka Dioskilos

6507. TOM HUNT: virtual atari ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-06 16:06:49 UTC
From: mad ATARI user <rtdos@hotmail.com>
Message-ID: <yUTF7.45$gz4.58924@news.uswest.net>
Source record: 33431

What about a "virtual" Atari (not multitasking but seperate systems) ?

--
J.Wood
rtdos@juno.com

6508. Re: Atari stick to PC port.

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-06 16:50:45 UTC
From: Emmanuel Fernandes <manu@writeme.com>
Message-ID: <9s93s9$m9d$1@ail.sri.ucl.ac.be>
Source record: 33432

Hi!

For those who want to build an adapter for connecting atari joysticks to a PC and use them with your favorite emulator, give my adapter a try!!! You'll find the schematics to build it here :

http://kukenan.dyndns.org/a2pc/

This a new version of my old Atari-to-PC joystick interface (http://users.swing.be/atari/joystick.html). I recommend the new version. Easier to build, less components and cheaper.. This new version also support the second button of some gamepads, as the SEGA megra drive gamepad..

Enjoy..

Emmanuel.

http://kukenan.dyndns.org/a2pc/
"Rob" <rzabaga@aligne.com> wrote in message
news:OnDF7.13680$xS6.18391@www.newsranger.com...
> Hi Gang -
>
> Okay, I'm having A HARD time using the PC gamepad when playing
> my old Atari favorites on the the ol' emulator.
>
> It's time to FIND or MAKE a converter!
>
> I want to use my atari's WICO bat-handle joystick on my PC!
>
> How can I do this?
>
> -thanks a lot!!!
> Rob
>
>

6509. Re: HELP - converting Atari disks to ATR

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-06 16:51:09 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <1yUF7.26908$BJ3.400553@news.easynews.com>
Source record: 33433

"Russ Gilbert" <russg@en.com> wrote in message
news:3be802f9$0$37103$4c5ecdc7@news.erinet.com...
> I'm not familiar with the 1050 to PC cable.
> But the problem may be your trial APE software.
> APE trial disables writes from A8 to PC.
> You could try Nick Kennedy's sio2pc software.
> Or buy the APE.
> Seems Steve Tucker could make the disabled features report
> better than it does, if I recall it just doesn't work and leaves
> you thinking something is wrong with your setup.
> I think a way around it is to make a DCM, using SpartaDOS.
> Seems APE trial will allow writes using SpartaDOS. Then
> extract the DCM using Bo Schreur's xdir, if I recall.
> You would run Bob Puff's Disk Communicator 3.2 to on
> your real A8 to write the DCM to an image in APE.
> Russg
>

Just to confirm, I'm using the PoSystem (1050 to PC) part of APE, with the software directly accessing my 1050.

Obviously I don't want to purchase a product that doesn't appear to work with my disks!!

6510. Re: HELP - converting Atari disks to ATR

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-06 17:24:06 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <W0VF7.5917$fh4.1443151031@newssvr30.news.prodigy.com>
Source record: 33434

I use the APE for DOS v117. I haven't registered it so I believe the Doubler
and Happy features aren't enabled. I just use a stock 1050 and it works
great for 720 and 1040 (SD,ED) atari disks. Using the Prosystem that comes
with APE I can even backup copyprotected disks for use on an emulator.

Mo

switchblade wrote in message ...
>Hello
>
>I have recently invested in a SIO and 1050 to PC cable. However, I am
having
>no luck in trying to back up my disks to ATR format. I bought this to
>basically back up all my multiboot / Rob C / Alpha-Load menu disks onto the
>PC, as the 5.25 disks are getting a bit old now.
>
>I am using the trial APE/Prosystem, which has detected my 1050 US Doubler
>drive.
>
>I have tried a number of disks of varying format:
>
>3 x Alpha-Load menu disks (double density?)
>
>1 x normal Game disk (1 game per side)
>
>Neither of these worked. The Alpha-Load menu disks abort after a few
sectors
>(cant remember the error, but think it was "unexpected error" or "CRC" I
>will check later). The game disk went all the way through but complained
>about CRC errors and empty/dead sectors toward the end of the disk.
>
>Has anyone had any success with this Prosystem and 1050 US Doubler,
together
>with Alpha-Load and multiboot menus? Dare I try a ROB C menu or Ian C
>menu??!
>
>Worryingly, my treasured 1050 is now making a high pitched whining sound
>(which it never did before) when I put it back on my 800xl!!!
>
>Is this 40 quid down the drain, together with a now possibly broken
1050?!!!
>
>Help!
>
>Paul

>
>

6511. Re: HELP - converting Atari disks to ATR

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-06 17:26:39 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <j3VF7.5918$Vh4.1443193965@newssvr30.news.prodigy.com>
Source record: 33435

I had alot of trouble getting the windows version to work. When I went to
the DOS version, no more problems!
Mo

switchblade wrote in message <1yUF7.26908$BJ3.400553@news.easynews.com>...
>"Russ Gilbert" <russg@en.com> wrote in message
>news:3be802f9$0$37103$4c5ecdc7@news.erinet.com...
>> I'm not familiar with the 1050 to PC cable.
>> But the problem may be your trial APE software.
>> APE trial disables writes from A8 to PC.
>> You could try Nick Kennedy's sio2pc software.
>> Or buy the APE.
>> Seems Steve Tucker could make the disabled features report
>> better than it does, if I recall it just doesn't work and leaves
>> you thinking something is wrong with your setup.
>> I think a way around it is to make a DCM, using SpartaDOS.
>> Seems APE trial will allow writes using SpartaDOS. Then
>> extract the DCM using Bo Schreur's xdir, if I recall.
>> You would run Bob Puff's Disk Communicator 3.2 to on
>> your real A8 to write the DCM to an image in APE.
>> Russg
>>
>
>Just to confirm, I'm using the PoSystem (1050 to PC) part of APE, with the
>software directly accessing my 1050.
>
>Obviously I don't want to purchase a product that doesn't appear to work
>with my disks!!
>
>
>

6512. Re: HELP - converting Atari disks to ATR

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-06 18:50:04 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tugc6c33ttc810@corp.supernews.com>
Source record: 33436

"switchblade" <xxx@nospam.com> wrote in message
news:1yUF7.26908$BJ3.400553@news.easynews.com...
> "Russ Gilbert" <russg@en.com> wrote in message
> news:3be802f9$0$37103$4c5ecdc7@news.erinet.com...
> > I'm not familiar with the 1050 to PC cable.
> > But the problem may be your trial APE software.
> > APE trial disables writes from A8 to PC.
> > You could try Nick Kennedy's sio2pc software.
> > Or buy the APE.
> > Seems Steve Tucker could make the disabled features report
> > better than it does, if I recall it just doesn't work and leaves
> > you thinking something is wrong with your setup.
> > I think a way around it is to make a DCM, using SpartaDOS.
> > Seems APE trial will allow writes using SpartaDOS. Then
> > extract the DCM using Bo Schreur's xdir, if I recall.
> > You would run Bob Puff's Disk Communicator 3.2 to on
> > your real A8 to write the DCM to an image in APE.
> > Russg
> >
>
> Just to confirm, I'm using the PoSystem (1050 to PC) part of APE, with the
> software directly accessing my 1050.
>
> Obviously I don't want to purchase a product that doesn't appear to work
> with my disks!!

Excuse me but this doesn't quite register with me as sounding right.

Here is the problem: The ProSystem Cable with the software does not return errors except as kind of a status report. Are these the errors your are talking about? I mean the basic Pro software just chugs merrily along accepting all the errors the drive generates and appends the bad track, CRC errors, etcetera to of the image.

The other thing is, are you sure you are copying disks with a format the non registered version of ProSytems supports? It is really very limited, I think I could back up Ultima III. Just about every other piece of software I had used more sophisticated copy protection that the demo program wouldn't copy.

6513. Re: Atari stick to PC port.

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-06 19:01:00 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3be834e0$0$221$e4fe514c@newszilla.xs4all.nl>
Source record: 33437

Check this out: http://www.infos.cz/raster/atari/hw/lptjoy.htm

6514. A8 Elite

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-06 20:38:19 UTC
From: Frank Schroeder-Hoeftmann <frank_sh@web.de>
Message-ID: <9s9hb1ojn1@olaf.komtel.net>
Source record: 33438

Hello all!

I was just downloading a demo version of Elite from Ian Bell's (one of the programmers) site for the 8bit (www.iancgbell.clara.net).

I tried the ATR with Atari800Win PLus 2.8 but the program chrashes as soon as a key is pressed. Does anyone know whether the title screen is all there is to see in this demo version? Plus, does anybody have a clue how far Elite was developed on the XL/XE?

(I've always preferred "Mercenary" anyway...) *ha*

Frank

6515. Re: A8 Elite

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-06 21:27:27 UTC
From: Mark Keates <mark@mkeates.f9.co.uk>
Message-ID: <yAYF7.4001$h4.255127@stones>
Source record: 33439

Hi,

Yep, sorry about that, I didn't put a keyboard interrupt handler in.
Use the Start button to cycle through the screens.

No more progress to report as family and other projects have
been keeping me occupied. I've some time off over the Xmas
holidays and so I aim to get back to it then.

Regards,

Mark

"Frank Schroeder-Hoeftmann" <frank_sh@web.de> wrote in message
news:9s9hb1ojn1@olaf.komtel.net...
> Hello all!
>
> I was just downloading a demo version of Elite from Ian Bell's (one of the
> programmers) site for the 8bit (www.iancgbell.clara.net).
>
> I tried the ATR with Atari800Win PLus 2.8 but the program chrashes as soon
> as a key is pressed. Does anyone know whether the title screen is all
there
> is to see in this demo version? Plus, does anybody have a clue how far
Elite
> was developed on the XL/XE?
>
> (I've always preferred "Mercenary" anyway...) *ha*
>
> Frank
>
>

6516. Re: A8 Elite

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-06 22:40:01 UTC
From: Frank Schroeder-Hoeftmann <frank_sh@web.de>
Message-ID: <9s9oep$r8j$1@olaf.komtel.net>
Source record: 33440

> No more progress to report as family and other projects have
> been keeping me occupied. I've some time off over the Xmas
> holidays and so I aim to get back to it then.

Cool!

I thought it was a version from way back as I saw it advertised "soon
available" in several magazines at the end of the eighties. I didn't realise
it is still under development. Is that the very version which was to be
published then? Or when did you start writing it?

Thanks,
Frank

6517. Re: TOM HUNT: virtual atari ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-07 02:54:12 UTC
From: NoOne@FakeEmail.com
Message-ID: <9151D2403CTHEnterprises@205.212.123.11>
Source record: 33441

rtdos@rocketmail.com (mad ATARI user) wrote in
<yUTF7.45$gz4.58924@news.uswest.net>:

What do you mean? More than one emulated A8 using MUX software to
communicate with each other?

>What about a "virtual" Atari (not multitasking but seperate systems) ?
>
>--
>J.Wood
>rtdos@juno.com
>
>

6518. Boulder Dash Construction Kit - bad image? (was:Re: Anyone know a atari 8bit software artchive?)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-07 04:38:37 UTC
From: Chris Chiesa <cchiesa1@rochester.rr.com>
Message-ID: <hV2G7.13823$M21.2814165@typhoon.nyroc.rr.com>
Source record: 33442

Hello all, long time no see!

Speaking of XL Search -- I just used it to look up downloadable ATRs for the Boulder Dash Construction Kit, and found a wealth of things. Kudos to Bill and whoever else is/was involved in creating/maintaining it.

I have only one problem this evening. One of the images I downloaded was one called "Boulder Dash Construction Kit Data" (.atr in .zip), at ftp://ftp.spudster.org//pub/atari/cth/games/atr/b/boulderdash_construction_kit_data.zip. Unfortunately, this image appears to be corrupted. Using it under Atari800Win PLus 2.7b (for Windows; sorry Bill), I can use Atari DOS 2.x or MyDOS to view a directory listing full of interesting-looking .CAV filenames, but any attempt to access any of them results in sector-linkage errors (Error 164 in DOS 2.x). MyDOS and OS/A+ fare no better. Sector-dumping, to the extent I can perform it (hex only, using a program I myself wrote), indicates that, indeed, the sector links are messed up, or at least don't correspond to what the directory (at sector 361 decimal, anyway) says. The image is bootable and when booted presents a simple title page indicating that this is "Boulder Dash Construction Kit Data Disk #1" from Mega Magazine, but doing nothing further.

Anybody know whether there's some "trick" to using this disk (image)? Special DOS required, hidden "real" directory, other trickery? I find it hard to believe that an "unusable" image would sit in the archive for any length of time... So, what am I missing?

(E-mail, please, even if you also post here; I don't get here nearly as often as I'd like, anymore. :-(Thanks in advance.)

Chris Chiesa
cchiesa1@rochester.rr.com

6519. Re: 8-bit software on a vinyl record?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-07 04:51:35 UTC
From: Chris Chiesa <cchiesa1@rochester.rr.com>
Message-ID: <r53G7.13919$M21.2828245@typhoon.nyroc.rr.com>
Source record: 33443

Tom Hunt <NoOne@FakeEmail.com> wrote in message
news:914CBB8B5CTHEnterprises@205.212.123.11...
>

> " The 8-Bit Construction Set record is also the first ever use of the
vinyl
> recording medium for software distribution

Not an unreasonable idea. I considered experimenting with BROADCASTING one
of my Atari cassettes over my high school FM radio station, back in the late
70s/early 80s, but never actually had the nerve to subject the entire
community to 20+ minutes of that horrible shriek... :-) Would've been a
cool after-hours transmitter-test experiment, though. ;-)

Chris

6520. Re: Atari stick to PC port.

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-07 08:53:51 UTC
From: Emmanuel Fernandes <manu@writeme.com>
Message-ID: <9sasa1$sv1$1@ail.sri.ucl.ac.be>
Source record: 33444

The problem with that device is that it requires a a special windows driver
so that your windows could use and recognize the connection through the
Parallel Port. I don't think this cable will work with emulators working
under DOS. The advantage of my device is that the connections go through the
PC gameport, and the computer doesn't even notive the difference with this
device and a standard PC joystick or game pad. So you can use it with any
software which is expecting an analog joystick connected to the game port.
And it supports TWO joysticks....

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:3be834e0$0$221$e4fe514c@newszilla.xs4all.nl...
> Check this out: http://www.infos.cz/raster/atari/hw/lptjoy.htm
>
>

6521. Re: 8-bit software on a vinyl record?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-07 10:04:45 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3BE9073D.91BDF495@mail.uni-mainz.de>
Source record: 33445

Well,
in eastern germany they had been broadcasting 8-bit software via fm
radio. it was simple basic software and very slow (tape speed). but it
was avaiable for different 8-bit computers. all you needed, to run the
program on your own system (an atari for instance) was a special loader
called "basicode". you can find this program in several atari pd
libraries, as soon as it has been loaded it says "basicode v.1.0" and
"READY". Thus, quite a lot of A8 users think they have loaded another
(unknown) basic version, but thats wrong. its just that special loader
for the radio broadcasted software. it was illegal in those days, but
eastern germany (a communist country at that time) did not care about
it. nowadays it is almost useless, since no-one broadcasts these
software anymore - but collectors might want to have it in their
collection (as for the memories of the old days). -Andreas

Chris Chiesa schrieb:
>
> Tom Hunt <NoOne@FakeEmail.com> wrote in message
> news:914CBB8B5CTHEnterprises@205.212.123.11...
> >
>
> > " The 8-Bit Construction Set record is also the first ever use of the
> vinyl
> > recording medium for software distribution
>
> Not an unreasonable idea. I considered experimenting with BROADCASTING one
> of my Atari cassettes over my high school FM radio station, back in the late
> 70s/early 80s, but never actually had the nerve to subject the entire
> community to 20+ minutes of that horrible shriek... :-) Would've been a
> cool after-hours transmitter-test experiment, though. ;-)
>
> Chris

6522. Re: Boulder Dash Construction Kit - bad image? (was:Re: Anyone know a atari 8bit software artchive?)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-07 10:13:52 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3BE90960.28D29F7@mail.uni-mainz.de>
Source record: 33446

Well,
are you sure, you tested it with MyDOS (or TopDOS) ?!? Since MyDOS does
not use sector links in Medium/Dual/Enhanced/1050 Density (and TopDOS
also) you will always get an Error 164 when trying to read such a
disk/directory or trying to access the files with DOS 2 or DOS 2.5 and
(fully) compatibles.

(Fully compatible means here: sector 720 is ALWAYS unused, there are 2
VTOC`s in medium density, one at sector 360 and one at sector 1024;
quite a lot of DOS versions make use of sector 720 - thus you lose one
data sector when reading/copying such DOS files with DOS 2.0 or 2.5;
even more DOS versions do not like the DOS 2.5 medium format and behave
differently, they do not have sector links and/or a second VTOC,
etc.) -Andreas.

Chris Chiesa schrieb:
>
> Hello all, long time no see!
>
> Speaking of XL Search -- I just used it to look up downloadable ATRs for the
> Boulder Dash Construction Kit, and found a wealth of things. Kudos to Bill
> and whoever else is/was involved in creating/maintaining it.
>
> I have only one problem this evening. One of the images I downloaded was
> one called "Boulder Dash Construction Kit Data" (.atr in .zip), at
> ftp://ftp.spudster.org//pub/atari/cth/games/atr/b/boulderdash_construction_k
> it_data.zip. Unfortunately, this image appears to be corrupted. Using it
> under Atari800Win PLus 2.7b (for Windows; sorry Bill), I can use Atari DOS
> 2.x or MyDOS to view a directory listing full of interesting-looking .CAV
> filenames, but any attempt to access any of them results in sector-linkage
> errors (Error 164 in DOS 2.x). MyDOS and OS/A+ fare no better.
> Sector-dumping, to the extent I can perform it (hex only, using a program I
> myself wrote), indicates that, indeed, the sector links are messed up, or at
> least don't correspond to what the directory (at sector 361 decimal, anyway)
> says. The image is bootable and when booted presents a simple title page
> indicating that this is "Boulder Dash Construction Kit Data Disk #1" from
> Mega Magazine, but doing nothing further.
>
> Anybody know whether there's some "trick" to using this disk (image)?
> Special DOS required, hidden "real" directory, other trickery? I find it
> hard to believe that an "unusable" image would sit in the archive for any
> length of time... So, what am I missing?
>

> (E-mail, please, even if you also post here; I don't get here nearly as
> often as I'd like, anymore. :-(Thanks in advance.)
>
> Chris Chiesa
> cchiesa1@rochester.rr.com

6523. Re: A8 Elite

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-07 11:21:01 UTC
From: postmaster@mkeates.f9.co.uk
Message-ID: <xO8G7.4031$h4.260334@stones>
Source record: 33247

Frank Schroeder-Hoeftmann wrote:

> > No more progress to report as family and other projects have
> > been keeping me occupied. I've some time off over the Xmas
> > holidays and so I aim to get back to it then.

> Cool!

> I thought it was a version from way back as I saw it advertised "soon
> available" in several magazines at the end of the eighties. I didnï¿½t realise
> it is still under development. Is that the very version which was to be
> published then? Or when did you start writing it?

> Thanks,
> Frank

Not the same I'm sorry to say. I too saw in Page 6 way back
that Elite was being ported. Rumours were abound that there
was an agreement between Acornsoft (AS) and Firebrid
(I think they did the other ports) that AS would OK the port
and that the A8 version (with page-flipping etc) outshone
the BBC version and was canned. Don't believe any of this,
Ian Bell has stated that NO A8 version was done. (Although
I did have a conversion with someone who's friend wrote
cart games for Atari UK and they were supposed to have a
prototype... ;-) I would have expected a demo version to
have floated around the scene by now if one existed so
I doubt there ever was one (I though that about Barbarian).

Since my uni days I've been slowly disassembling the C64
version and understanding how its put together, last year
I got to porting the graphic and text routines enough to
get the demo together (inspired by Christian Pinder work
on the PC remake Elite - The Next Generation). The game
loop is a bit harder to port but that'll be my next task,
hopefully to be able to launch the ship and fly around.

I'm also having the XE super-cart circuitry squeezed into
the old-style cart-case board. Once this is done I can
write a bank-switching cart version (its a couple of weeks
away from producing a prototype, the disk image version will
be free but the cart can be ordered - tape version anyone?).

Regards,

Mark

6524. Re: A8 Elite

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-07 12:03:23 UTC
From: NoOne@FakeEmail.com
Message-ID: <91524638FCTHEnterprises@205.212.123.11>
Source record: 33248

Why not just buy and use the Williams super cart that Lance sells at
Video 61? I'm sure he'd give you a fair price, probably lower than setting
up and manufacturing a new prototype.

postmaster@mkeates.f9.co.uk (Mark Keates) wrote in
<xO8G7.4031$h4.260334@stones>:
>
>I'm also having the XE super-cart circuitry squeezed into
>the old-style cart-case board.

6525. Keyboard help (electronics)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-07 13:01:34 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <003d6373@fmlynet.org>
Source record: 33259

FamilyNet Newsgate

I was curious how the Atari 800 keyboard differs from a Atari ST (1040STE for example) keyboard.

I was wondering what it would take to get a ST to recognize a Atari 800 keyboard for it's own use.

Open to fun theories on this. You are even welcome to ask why I would try something like this for sanity's sake. :)

Thanks,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6526. Re: HELP - converting Atari disks to ATR

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-07 13:03:54 UTC
From: ebaiz@skyenet.net
Message-ID: <_iaG7.1634$MP.55872@newsfeed.slurp.net>
Source record: 33249

On 6 Nov 2001 11:56:00 G, "switchblade" wrote:
>Hello
>
>I have recently invested in a SIO and 1050 to PC cable. However, I am having
>no luck in trying to back up my disks to ATR format. I bought this to
>basically back up all my multiboot / Rob C / Alpha-Load menu disks onto the
>PC, as the 5.25 disks are getting a bit old now.

I know what you mean. Mine are getting old also. What disks are you
trying to convert. Chances are, they are already converted. That is the
case with me. I have only a few that are not. There are tons of
ATR/DI/XLD images available for download...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6527. Re: Larget collection of Atari 8 software ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-07 13:03:55 UTC
From: ebaiz@skyenet.net
Message-ID: <%iaG7.1635$MP.55748@newsfeed.slurp.net>
Source record: 33250

On 31 Oct 2001 15:16:48 , "rtdos@yahoo.com" wrote:
>Where is the largest collection of Atari 8 collection of downloadable
>software either by http or ftp (umich does not do ftp, unfortunately) I
>wish to compile a distributable CD for others here (no charge of course)
>with as many emulators as possible.
>--
>J.Wood
>rtdos@juno.com

Try the sites below:

http://surfnett.de/daniel/atari_game.htm
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6528. Re: A8 Elite

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-07 13:46:37 UTC
From: postmaster@mkeates.f9.co.uk
Message-ID: <1XaG7.3792$ur6.227240@wards>
Source record: 33251

I've discussed this with Lance off thread and
their boards, although being highly configurable,
are a pig to populate compared with the XE super cart
design. Also the availability of XE cart cases is
not as good as the older style, hence the desire to
use the smaller board.

Tom Hunt wrote:

> Why not just buy and use the Williams super cart that Lance sells at
> Video 61? I'm sure he'd give you a fair price, probably lower than setting
> up and manufacturing a new prototype.

6529. Re: HELP - converting Atari disks to ATR

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-07 18:06:21 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.165342159a16f2179896a2@news.nacs.net>
Source record: 33252

In article <kdQF7.10102$BJ3.151934@news.easynews.com>, xxx@nospam.com
says...
> Hello
>
> I have recently invested in a SIO and 1050 to PC cable. However, I am having
> no luck in trying to back up my disks to ATR format. I bought this to
> basically back up all my multiboot / Rob C / Alpha-Load menu disks onto the
> PC, as the 5.25 disks are getting a bit old now.
>
> I am using the trial APE/Prosystem, which has detected my 1050 US Doubler
> drive.
>
> I have tried a number of disks of varying format:
>
> 3 x Alpha-Load menu disks (double density?)
>
> 1 x normal Game disk (1 game per side)
>
> Neither of these worked. The Alpha-Load menu disks abort after a few sectors
> (cant remember the error, but think it was "unexpected error" or "CRC" I
> will check later). The game disk went all the way through but complained
> about CRC errors and empty/dead sectors toward the end of the disk.

A couple of things come to mind here. First its doubtful that
alpha-load disks are copy protected. If your getting CRC errors and
other errors trying to read the disks, you may have a defective drive.

Try cleaning the heads on the drive, these are easily contaminated
by just one bad disk, often making all your others fail to read until
the drive is cleaned.

Also test the drive speed to make sure its still near normal.

Steve

6530. Re: Boulder Dash Construction Kit - bad image? (was:Re: Anyone know a atari 8bit software artchive?)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-07 18:38:14 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <qcfG7.6110$_M2.1600730175@newssvr30.news.prodigy.com>
Source record: 33253

If you can't figure it out, I have the real disk and I can make a PRO image
of it that you could use it on an emulator with.

Mo

Chris Chiesa wrote in message ...
>Hello all, long time no see!
>
>Speaking of XL Search -- I just used it to look up downloadable ATRs for
the
>Boulder Dash Construction Kit, and found a wealth of things. Kudos to Bill
>and whoever else is/was involved in creating/maintaining it.
>
>I have only one problem this evening. One of the images I downloaded was
>one called "Boulder Dash Construction Kit Data" (.atr in .zip), at
>ftp://ftp.spudster.org//pub/atari/cth/games/atr/b/boulderdash_construction_
k
>it_data.zip. Unfortunately, this image appears to be corrupted. Using it
>under Atari800Win PLus 2.7b (for Windows; sorry Bill), I can use Atari DOS
>2.x or MyDOS to view a directory listing full of interesting-looking .CAV
>filenames, but any attempt to access any of them results in sector-linkage
>errors (Error 164 in DOS 2.x). MyDOS and OS/A+ fare no better.
>Sector-dumping, to the extent I can perform it (hex only, using a program I
>myself wrote), indicates that, indeed, the sector links are messed up, or
at
>least don't correspond to what the directory (at sector 361 decimal,
anyway)
>says. The image is bootable and when booted presents a simple title page
>indicating that this is "Boulder Dash Construction Kit Data Disk #1" from
>Mega Magazine, but doing nothing further.
>
>Anybody know whether there's some "trick" to using this disk (image)?
>Special DOS required, hidden "real" directory, other trickery? I find it
>hard to believe that an "unusable" image would sit in the archive for any
>length of time... So, what am I missing?
>
>(E-mail, please, even if you also post here; I don't get here nearly as
>often as I'd like, anymore. :-(Thanks in advance.)
>
>Chris Chiesa
> cchiesa1@rochester.rr.com
>
>

6531. Re: TOM HUNT: virtual atari ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-07 19:38:31 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <8_fG7.32915$88.3889662@zwoll1.home.nl>
Source record: 33254

Tom Hunt wrote

: rtdos@rocketmail.com (mad ATARI user) wrote in
: <yUTF7.45$gz4.58924@news.uswest.net>:
:
: What do you mean? More than one emulated A8 using MUX software to
: communicate with each other?

Don't know of his ideas, but it is at least my idea of connecting my multiline-BBS to the internet. I have the Atari's, Black-Box', harddisks and Pro! 5.0, but no MUX!

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
BBSing is terminal.

6532. Re: Atari stick to PC port.

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-07 19:44:38 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <F2gG7.32962$88.3891679@zwoll1.home.nl>
Source record: 33255

Emmanuel Fernandes wrote

: under DOS. The advantage of my device is that the connections go through the
: PC gameport,

I don't have a gameport.

(I know, silly, but couldn't resist. Don't use emulators anyways :-))

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
BBSing is terminal.

6533. Re: 8-bit software on a vinyl record?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-07 19:53:38 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <5bgG7.33084$88.3896799@zwoll1.home.nl>
Source record: 33256

Chris Chiesa wrote

: Not an unreasonable idea. I considered experimenting with BROADCASTING one
: of my Atari cassettes over my high school FM radio station, back in the late
: 70s/early 80s,

I thought only we were crazy enough to do that :-)

Some years ago we modified some Atari 1010 tapedrives (added external audio
IN/OUT to it) and used it to send message's to each other on 3M band (public
broadcast FM frequencies over here). Very slow, but it worked o.k. Just used
a small BASIC program for it, something like:

```
OPEN #1,8,0,"C:"
PUT #1,TX$
```

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
BBSing is terminal.

6534. Re: X-Men

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-07 20:24:14 UTC
From: krieg@shell.core.com
Message-ID: <3be9986e$0$35568$272ea4a1@news.execpc.com>
Source record: 33257

At long last, your search for the Atari X-Men Adventure is ended!

>>I wrote an X-Men adventure game for the Atari 8-bit, way back when, using
the
>>adventure game generator from Analog magazine.
>>I posted it on Compuserve way back when but I don't know if anyone ever
>>downloaded it. I'm sure I must still have a copy somewhere I could post
to
>>one of the ftp sites if anyone would like to try it. The puzzles are kind
of
>>challenging too.
>>
>>The only bad thing about the generator is that you had to find the 'exact'
>>verb for actions, but otherwise it created nice games. Many of the
adventure
>>games in Analog were generated from this tool.

> OK, I've got the file ready to go. I tried it out and it's not too bad.
> There are a couple of traps that you can't get out of if you don't have
> the proper item. Unfortunately I didn't kill the player off on a couple
> of these so you are just sort of stuck. Also, the engine has a glitch.
> Once in a great while when you drop an object, it remains in your inventory.
> You have to move to another room for your inventory to reset.

> There is a "SAVE GAME" command that lets you save your current position
> and inventory, so use that occasionally in case you get caught in a trap.

I finally found an Atari FTP site that allows uploads! You can now get
this file at: ftp://ftp.spudster.org/Incoming/
--
=__ __ __ _ __ _= Andrew Krieg - Lead Software Engineer =
=_ __ _ __ _ _ __= =
=_ _ _ ___= E-mail: krieg@execpc.com =
=_ __ _ __ _ __ _= WWW: http://www.execpc.com/~krieg =

6535. Help with ATR images from real disks (again)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-07 20:32:31 UTC
From: xxx@switchblade.com
Message-ID: <uTgG7.44277$gy3.490867@news.easynews.com>
Source record: 33258

OK

I am now at home, and my 1050 US doubler is attached to my PC via 1050-2-pc cable.

APE trial version is running (Windows version, under Windows ME), and I have started ProSystem and I am now sat at the screen "Read disk in to .ATR image".

I have succesfully generated one image, which was from an enhanced density "multi menu" multiboot disk. This disk at first would not run in Atari800Win emulator, however after using APE to "sign and seal" it worked ok.

HOWEVER - I am now trying to generate an ATR of a double density "ALPHA-LOAD" menu disk. This is what I get...

Click START on the above mentioned screen

Messages display:
[Drive 1] 1 Side(s) 40 Tracks 18 SPT 128 BPS
[Drive 1] Attempting to set speedy 1050 "fast-mode"

The first dot on the disk progress thingy shows green, and then I get a messagebox

"Prosystem for Windows95/98.... Unusual Error [Bad Frame Checksum].

Hopefully someone knows what is going wrong here?!

6536. Re: CD audio player version 118

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-07 21:11:58 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <003d7b2b@fmlynet.org>
Source record: 33267

FamilyNet Newsgate

Hmmm... I know the DVD encription can be something else. Anyone know what
the smarts are in a DVD player board?

Maybe this is one of those things a person can control though a APE
interface connection? (Atari 800 controlling a PC through SIO2PC connection..)

Doctor Clu

> From: John Dickson <jm.XremoveX.dickson@home.com>
> No, DVD drives do not decode video by themselves (yet!) unlike CD drives that
> decode audio.
> Mathy van Nisselroy wrote:
>>
>> Howdy Marco, folks
>>
>> > >The latest version of my Audio player utility (for people with a BlackBox
>> > >and SCSI CD ROM players is available at alt.binaries.atari
>>
>> > Are we likely to see a DVD movie player later?
>> > ;-)
>>
>> It wouldn't be that much harder.
>> I don't know DVD players that well, so I don't know if they have a way to
>> get
>> a video signal out via another way then the SCSI bus, and if yes, if it's
>> ready to
>> be displayed on a TV or monitor, but the part that tells the DVD player what
>> to display wouldn't be that difficult. And if you wanna use David Deavon's
>> InfraRed Gateway, you can even use you remote controle.

>SNIP!>

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6537. Re: Looking for 2 rare atr's...

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-07 21:12:36 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <003d7b2c@fmlynet.org>
Source record: 33268

FamilyNet Newsgate

> From: "Ron Hamilton" <oldatarian@atariland.com>
> I found mostly ST material there; almost none was 800/XL/XE...
> --
> -Ron

And what is wrong with that? :)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6538. REAL Carina II BBS online and accessible via the Internet!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-07 21:21:40 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <003d7b2d@fmlynet.org>
Source record: 33269

FamilyNet Newsgate

Oh I just love this!! So tell me, is it possible to telnet to this BBS?

Thanks!!
Doctor Clu
Wanting to get my actual Atari 800 there via telnet

> From: "Chad Hendrickson" <chadh@REMOVETHISmediaone.net>
> The Dark Side of the Moon BBS is back and running Carina II on a REAL ATARI
> 130XE! This is NOT an emulator!
> You can now "call" DSOM over the internet. First, you will need to get ATS
> 2.0 (Atari Terminal Simulator) from www.atarimax.com and then connect to
> "dsom.sytes.net". Just like the old days, only one person can be connected
> at a time. If someone is connected to it when you try to call, you will
> receive a message telling you to try again in a few minutes.
> There may be bugs with the board... it may lock up on you... etc. Please
> email me at dsombbs@home.net if you encounter a problem and if you could
> include a screen shot (alt-printscreen) that would be great! I predict that
> at first, the board will be down more than it is up while I work out the
> bugs.
> Please try to logoff the board properly and close down your connection
> properly.
> Yes... there are online games... including RoboWar II and Zenobia!!!
> I plan on adding a lot of stuff to the board... especially old archive
> material such as old user lists, messages, bulletins, text files, etc. It
> is a work in progress.
> Anyways, go at it and let me know what you think.
> Chad
> aka Dioskilos

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6539. Re: Keyboard help (electronics)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-07 21:34:14 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <003d7b2e@fmlynet.org>
Source record: 33270

FamilyNet Newsgate

> From: "Fox-1" <DONT_USE_fox-1@home.nl>
> Greg Goodwin wrote
> : I was wondering what it would take to get a ST to recognize a Atari 800
> : keyboard for it's own use.
>I want to do the opposite. I have a 130XE in a ST case, but the keyboard is a
> problem, since the 8-bit keys are rastered and directly connected to the
> POKEY, where the ST is using a serial interface. I started to make my own
> keyboard (re-wiring an old terminal keyboard with XE and ST keycaps) but this
> is a hell of a job!

Making a ST keyboard for the 8-bit. You are a massaquist. Hehehe... (I'm one to talk). So out of curiousity, why a 8-bit in a ST case? I personally find the sexy tan look of the 400/800 more appealing. :)

Well as far as the ST keyboard goes, my education came from reading the Spectre (Macintosh emulator for the ST) manual that Dave Small put out as he was telling his humorous yarn about how he wrote the keyboard interface while coding to Neil Young music (a great story). What he had to say was...

"This was really hard, and I struggled over the design for a long time. Problem was, on the Mac, the mouse was run directly by the 68000 via interrupts, coming through the SCC chip. On the ST, the mouse is run by the keyboard microprocessor, which periodically interrupts the 68000 to tell it where the mouse moved to. Very different. Also, on both units, the keyboard was run by a standalone microprocessor, and the codes returned were totally different."
Spectre GCR manual page 27 by Dave Small (1989)

> : Open to fun theories on this. You are even welcome to ask why I would
> try
> : something like this for sanity's sake. :)
> Why :-)
> I know the 800 keyboards are better, but you won't have enough keys I guess..

I just find the sexy tan appearance of the 400/800 more appealing. And I wanted only one keyboard on my desktop. I have a ST in a 800 looking computer case that controls SIO2PC, 80 column interpretation, Macintosh Emulation, and so forth. Just would like to be able to switch my Atari 800 keyboard to work as a Atari 800 keyboard or as a ST keyboard (for those few times when a keyboard would really be nice on the ST).

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6540. american technavision?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-07 22:17:49 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <hqiG7.21965$S4.2044909@newsread1.prod.itd.earthlink.net>
Source record: 33260

Hi

I'm trying to find the number to American Technavision. They were listed in the Atari vendor list at

http://www.umich.edu/~archive/atari/8bit/Faqs/acvendors.txt

but the 510 number is now a private residence and the 800 is a doctor's office. I'm assuming they are still in business(?)

TIA!

6541. Re: american technavision?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-07 22:28:26 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <eAiG7.21994$S4.2046775@newsread1.prod.itd.earthlink.net>
Source record: 33261

hehe...i think i found my answer. out-o-business.

Anyone know where else i could get the sio pc connectors? Actually, I'm looking to buy a small qty (10) of sio cables and their pc connectors cuz I'm making a few sio2pc cables for me & friends to hookup our ataris to pc's. So if anyone knows of a source let me know. TIA.

"SoftNGui" <softngui@earthlink.net> wrote in message news:hqiG7.21965$S4.2044909@newsread1.prod.itd.earthlink.net...
> Hi
>
> I'm trying to find the number to American Technavision. They were listed in
> the Atari vendor list at
>
> http://www.umich.edu/~archive/atari/8bit/Faqs/acvendors.txt
>
> but the 510 number is now a private residence and the 800 is a doctor's
> office. I'm assuming they are still in business(?)
>
> TIA!
>
>
>

6542. Re: Boulder Dash Construction Kit - bad image? (was:Re: Anyone know a atari 8bit software artchive?)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-07 22:38:28 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3BE9B7E4.1BA9077D@asw.cz>
Source record: 33262

> Chris Chiesa wrote in message ...
> >I have only one problem this evening. One of the images I downloaded was
> >one called "Boulder Dash Construction Kit Data" (.atr in .zip), at
> >ftp://ftp.spudster.org//pub/atari/cth/games/atr/b/boulderdash_construction_
> k
> >it_data.zip. Unfortunately, this image appears to be corrupted. Using it
> >under Atari800Win PLus 2.7b (for Windows; sorry Bill), I can use Atari DOS
> >2.x or MyDOS to view a directory listing full of interesting-looking .CAV
> >filenames, but any attempt to access any of them results in sector-linkage
> >errors (Error 164 in DOS 2.x). MyDOS and OS/A+ fare no better.

You may try my PC util called ADIR. Extracts all files but last three
(will look at it later, maybe that's just the bug). You must explicitly
use -mydos switch.

Jindroush (kubecj@asw.cz)
http://jindroush.atari.org

6543. Re: Keyboard help (electronics)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-07 22:49:23 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <lOiG7.34466$88.3995758@zwoll1.home.nl>
Source record: 33263

Greg Goodwin wrote

: I was wondering what it would take to get a ST to recognize a Atari 800
: keyboard for it's own use.

I want to do the opposite. I have a 130XE in a ST case, but the keyboard is a problem, since the 8-bit keys are rastered and directly connected to the POKEY, where the ST is using a serial interface. I started to make my own keyboard (re-wiring an old terminal keyboard with XE and ST keycaps) but this is a hell of a job!

: Open to fun theories on this. You are even welcome to ask why I would
try
: something like this for sanity's sake. :)

Why :-)

I know the 800 keyboards are better, but you won't have enough keys I guess..

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
BBSing is terminal.

6544. Re: Boulder Dash Construction Kit - bad image?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-07 23:34:11 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3BE9C4F3.4D86D435@asw.cz>
Source record: 33290

Jindrich Kubec wrote:
> You may try my PC util called ADIR. Extracts all files but last three
> (will look at it later, maybe that's just the bug). You must explicitly
> use -mydos switch.

Stupid me, I tested the files with my BDash file viewer later and all
were invalid. Indeed, the file is broken. But you can put three missing
sectors to sector $10 and then extract it with my util. ;-)

Howto:
aext -n 790 orig.atr part1
aext -s 790 orig.atr part2
aext -n 180 -e 1680f orig.atr secs
copy /b part1 + secs + part2 bad.atr
acvt bad.atr good.atr (reply 1 when asked for repair mode)
adir -dos2 -e good.atr (will extract all files except for wall.cav,
which is incomplete {at least I didn't find the missing sectors
anywhere})

All of the above utils (except for copy ;-) are available on my site.

Jindroush (kubecj@asw.cz)
http://jindroush.atari.org

6545. Re: Boulder Dash Construction Kit - bad image? (was:Re: Anyone know a atari 8bit software artchive?)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-08 01:43:23 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <%qlG7.24013$hZ.2209147@newsread2.prod.itd.earthlink.net>
Source record: 33264

Your link below was truncated and the image is curious. Two boot sectors I have not digested, but it is mostly a display list and screen data for '1991 Megazine...'. The shifted directory contains 64 entries for 5 sector .CAV files and the VTOC was zeroed.

The VTOC and direcory sectors have been moved down 3 sectors from DOS 2.0/2.5 format to 357-365 and most of the files begin 3 sectors lower than directory entries indicate and have links shifted 3 sectors higher. All in all, a sort of jumble unless the game module is expecting data to be relocated. Only files zero and one are correct and intact while file two is partially overwritten by file three. File three should begin at sector 19, but starts at sector 16 and links to sector 20 while the data is in sector 17? This situation repeats for the final 60 files in the directory except for the EOF sectors in each chain.

The disk can be reclaimed for 2.0/2.5 usage by:
a) Recreating vtoc and directory in proper area,
b) Correcting 61 directory entries,
c) Adjusting 244 forward pointer links.

A is easy, B is quicker than it sounds and C can be automated on the Atari with a fairly simple routine.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Chris Chiesa" <cchiesa1@rochester.rr.com> wrote in message
news:hV2G7.13823$M21.2814165@typhoon.nyroc.rr.com...
> Hello all, long time no see!
>
> Speaking of XL Search -- I just used it to look up downloadable ATRs for
the
> Boulder Dash Construction Kit, and found a wealth of things. Kudos to
Bill
> and whoever else is/was involved in creating/maintaining it.
>
> I have only one problem this evening. One of the images I downloaded was
> one called "Boulder Dash Construction Kit Data" (.atr in .zip), at
>
ftp://ftp.spudster.org//pub/atari/cth/games/atr/b/boulderdash_construction_k
> it_data.zip. Unfortunately, this image appears to be corrupted. Using it
> under Atari800Win PLus 2.7b (for Windows; sorry Bill), I can use Atari DOS

> 2.x or MyDOS to view a directory listing full of interesting-looking .CAV
> filenames, but any attempt to access any of them results in sector-linkage
> errors (Error 164 in DOS 2.x). MyDOS and OS/A+ fare no better.
> Sector-dumping, to the extent I can perform it (hex only, using a program
I
> myself wrote), indicates that, indeed, the sector links are messed up, or
at
> least don't correspond to what the directory (at sector 361 decimal,
anyway)
> says. The image is bootable and when booted presents a simple title page
> indicating that this is "Boulder Dash Construction Kit Data Disk #1" from
> Mega Magazine, but doing nothing further.
>
> Anybody know whether there's some "trick" to using this disk (image)?
> Special DOS required, hidden "real" directory, other trickery? I find it
> hard to believe that an "unusable" image would sit in the archive for any
> length of time... So, what am I missing?
>
> (E-mail, please, even if you also post here; I don't get here nearly as
> often as I'd like, anymore. :-(Thanks in advance.)
>
> Chris Chiesa

6546. Re: Boulder Dash Construction Kit - bad image? (was:Re: Anyone know a atari 8bit software artchive?)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-08 01:43:27 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <3rlG7.24014$hZ.2209147@newsread2.prod.itd.earthlink.net>
Source record: 33265

Your link below was truncated and the image is curious. Two boot sectors I have not digested, but it is mostly a display list and screen data for '1991 Megazine...'. The shifted directory contains 64 entries for 5 sector .CAV files and the VTOC was zeroed.

The VTOC and direcory sectors have been moved down 3 sectors from DOS 2.0/2.5 format to 357-365 and most of the files begin 3 sectors lower than directory entries indicate and have links shifted 3 sectors higher. All in all, a sort of jumble unless the game module is expecting data to be relocated. Only files zero and one are correct and intact while file two is partially overwritten by file three. File three should begin at sector 19, but starts at sector 16 and links to sector 20 while the data is in sector 17? This situation repeats for the final 60 files in the directory except for the EOF sectors in each chain.

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a) Recreating vtoc and directory in proper area,
b) Correcting 61 directory entries,
c) Adjusting 244 forward pointer links.

A is easy, B is quicker than it sounds and C can be automated on the Atari with a fairly simple routine.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Chris Chiesa" <cchiesa1@rochester.rr.com> wrote in message
news:hV2G7.13823$M21.2814165@typhoon.nyroc.rr.com...
> Hello all, long time no see!
>
> Speaking of XL Search -- I just used it to look up downloadable ATRs for
the
> Boulder Dash Construction Kit, and found a wealth of things. Kudos to
Bill
> and whoever else is/was involved in creating/maintaining it.
>
> I have only one problem this evening. One of the images I downloaded was
> one called "Boulder Dash Construction Kit Data" (.atr in .zip), at
>
ftp://ftp.spudster.org//pub/atari/cth/games/atr/b/boulderdash_construction_k
> it_data.zip. Unfortunately, this image appears to be corrupted. Using it
> under Atari800Win PLus 2.7b (for Windows; sorry Bill), I can use Atari DOS

> 2.x or MyDOS to view a directory listing full of interesting-looking .CAV
> filenames, but any attempt to access any of them results in sector-linkage
> errors (Error 164 in DOS 2.x). MyDOS and OS/A+ fare no better.
> Sector-dumping, to the extent I can perform it (hex only, using a program
I
> myself wrote), indicates that, indeed, the sector links are messed up, or
at
> least don't correspond to what the directory (at sector 361 decimal,
anyway)
> says. The image is bootable and when booted presents a simple title page
> indicating that this is "Boulder Dash Construction Kit Data Disk #1" from
> Mega Magazine, but doing nothing further.
>
> Anybody know whether there's some "trick" to using this disk (image)?
> Special DOS required, hidden "real" directory, other trickery? I find it
> hard to believe that an "unusable" image would sit in the archive for any
> length of time... So, what am I missing?
>
> (E-mail, please, even if you also post here; I don't get here nearly as
> often as I'd like, anymore. :-(Thanks in advance.)
>
> Chris Chiesa

6547. Dark Side of the Moon (telnetable BBS)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-08 03:02:40 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <003d8631@fmlynet.org>
Source record: 33279

FamilyNet Newsgate

> From: "Chad Hendrickson" <chadh@REMOVETHISmediaone.net>
> Remember RoboWar???
> ROBOWAR II is online and waiting for you!!!
> The Dark Side of the Moon BBS is back and running Carina II! This is NOT an
> emulator!

Truly cool. So far when I try it I get...

```
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
_|_| _|_|_| _|_|_|_| _| _|_| _|_|
_| _| _| _| _| _| _| _| _|
_|_|_|_| _|_|_| _|_|_| _|_|_| _|_|
_| _| _| _| _| _| _|
_| _| _| _|_|_|_| _|_|_| _|_|
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
APE98 Internet Modem - (c)2000 Steven J Tucker
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

(and sometimes it will say)

Someone is currently connected to The Dark Side of the Moon. Please try again
in a few minutes.

... but in the times it doesn't say the above message... is there something
that needs to be entered?

Thanks,

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6548. Telnetable BBS's

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-08 03:05:54 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <003d8632@fmlynet.org>
Source record: 33280

FamilyNet Newsgate

Well, just for a recount since I am getting my second wind after a bit of a slump lately...

What are the current active telnet BBS's out there?

Dark Side of the Moon
Closer to Home

What else?

Laters!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6549. Re: Boulder Dash Construction Kit - bad image? (was:Re: Anyone know a atari 8bit software artchive?)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-08 03:22:56 UTC
From: Ken Siders <atari8bitREMOVE@columbus.rr.com>
Message-ID: <kUmG7.77$uZ6.107260@typhoon.columbus.rr.com>
Source record: 33266

One thing I noticed looking at another one of the level disks, is they also
don't
seem to be standard dos format (ATR utility doesn't recognize them as a
DOS disk). Maybe it uses it's own format or a slightly modified format?

--Ken

6550. Re: REAL Carina II BBS online and accessible via the Internet!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-08 04:01:35 UTC
From: Chad Hendrickson <chadh@REMOVETHISmediaone.net>
Message-ID: <zsnG7.5815$gQ1.1790305@news1.elmhst1.il.home.com>
Source record: 33271

Essentially, when you use the ATS program, you are telneting to the BBS. But with ATS, it emulates the ATASCII that is needed to connect. I figure that if you are going to "call" an Atari BBS, you might as well do it the right way... in ATASCII mode.

If you try to just use a normal telnet program, it will tell you that you need to connect in ATASCII mode.

Chad

"Greg Goodwin" wrote...
> FamilyNet Newsgate
>
> Oh I just love this!! So tell me, is it possible to telnet to this BBS?
>
> Thanks!!
> Doctor Clu
> Wanting to get my actual Atari 800 there via telnet
>
> > From: "Chad Hendrickson"
> > The Dark Side of the Moon BBS is back and running Carina II on a REAL ATARI
> > 130XE! This is NOT an emulator!
> > You can now "call" DSOM over the internet. First, you will need to get ATS
> > 2.0 (Atari Terminal Simulator) from www.atarimax.com and then connect to
> > "dsom.sytes.net". Just like the old days, only one person can be connected
> > at a time. If someone is connected to it when you try to call, you will
> > receive a message telling you to try again in a few minutes.
> > There may be bugs with the board... it may lock up on you... etc. Please
> > email me at dsombbs@home.net if you encounter a problem and if you could
> > include a screen shot (alt-printscreen) that would be great! I predict that
> > at first, the board will be down more than it is up while I work out the
> > bugs.
> > Please try to logoff the board properly and close down your connection
> > properly.
> > Yes... there are online games... including RoboWar II and Zenobia!!!
> > I plan on adding a lot of stuff to the board... especially old archive
> > material such as old user lists, messages, bulletins, text files, etc.

It
> > is a work in progress.
> > Anyways, go at it and let me know what you think.
> > Chad
> > aka Dioskilos

6551. Remember RoboWar? Do you want to play it? YOU CAN NOW!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-08 04:07:09 UTC
From: Chad Hendrickson <chadh@REMOVETHISmediaone.net>
Message-ID: <NxnG7.5818$gQ1.1796768@news1.elmhst1.il.home.com>
Source record: 33272

Remember RoboWar???

ROBOWAR II is online and waiting for you!!!

The Dark Side of the Moon BBS is back and running Carina II! This is NOT an emulator!

You can now "call" DSOM over the internet but you must run a Telnet program that emulates ATASCII. First, you will need to get ATS 2.0 (Atari Terminal Simulator) from www.atarimax.com and then connect to "dsom.sytes.net". You will then be connected to a REAL Atari 130XE in ATASCII mode. Just like the good old days!

After you are connected, go to the RoboWar section by typing "go robowar" and then type "game" to play RoboWar II!

Chad
aka Dioskilos

6552. Re: Help with ATR images from real disks (again)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-08 04:56:15 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.1653da7b5c1c4fc69896a3@news.nacs.net>
Source record: 33273

In article <uTgG7.44277$gy3.490867@news.easynews.com>,
xxx@switchblade.com says...
> OK
>
> I am now at home, and my 1050 US doubler is attached to my PC via 1050-2-pc
> cable.
>
> APE trial version is running (Windows version, under Windows ME), and I have
> started ProSystem and I am now sat at the screen "Read disk in to .ATR image".
>
> I have succesfully generated one image, which was from an enhanced density
> "multi menu" multiboot disk. This disk at first would not run in Atari800Win
> emulator, however after using APE to "sign and seal" it worked ok.

The CRC signing function only changes a few bytes in the ATR
header that Atari800 probably just ignores anyway.

> HOWEVER - I am now trying to generate an ATR of a double density "ALPHA-LOAD"
> menu disk. This is what I get...
>
> Click START on the above mentioned screen
>
> Messages display:
> [Drive 1] 1 Side(s) 40 Tracks 18 SPT 128 BPS
> [Drive 1] Attempting to set speedy 1050 "fast-mode"
>
> The first dot on the disk progress thingy shows green, and then I get a
> messagebox
>
> "Prosystem for Windows95/98.... Unusual Error [Bad Frame Checksum].

Looks like its being ID'ed ok but as single density. Are you
able to load that disk ok and verify its actually double density in
the same drive?

Steve

6553. Re: 3.5 XF551

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-08 06:18:18 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3BEA23A9.C65352E5@cswebmail.com>
Source record: 33274

Tim M wrote:

> Hi, I would like to install a 3.5 drive in my XF551 and am in need of
> instructions and new ROM. I have a burner all I need is the BIN file.
>
> Thanks, Tim

The only thing I know of is purchasing the kit from CSS.

Rick D.

6554. Re: Anyone know a atari 8bit software artchive?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-08 06:20:36 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3BEA2434.74AD2745@cswebmail.com>
Source record: 33275

Dan S wrote:

> Anyone know a atari 8bit software artchive?
>
> With software images games, utilities, etc?
>
> I want to build up a collection for myself - feel free to mail me at:
> cjh3@hotmail.com for confidentiality.
>
> Dan.

the closer to hom esite is supposed to have thousands of files. I
frequently go to umich archives..."www.umich.edu/~archive/".

Rick D.

6555. Re: BBXFER 1.9 chewed up my PC disk (or temp. hardware madness)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-08 06:33:11 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3BEA2727.6B5A7C66@cswebmail.com>
Source record: 33276

Mathy van Nisselroy wrote:

> Howdy folks
>
> Either BBXFER 1.9 or one of my 3.5" mechs chewed up one of my PC disks. Is
> there an easy way to fix this. Scandisk tells me the disk is not formatted.
> It is, in PC format and contains a bunch of file I don't want to loose.
>
> CU Mathy van Nisselroy

I have heard of only two ways to recover the disk...one is to send it to a service. $$$$$

The other involves taking apart the disk, heating a regular iron(if its to hot to touch, its to hot to use). Unplug it, and when its cool enough, use it to flatten out the media. Parchment paper should be used to let the iron slide over the media without scratching.

Its better to start of with an iron thats too cool, and warm it up more each time. You will need a disk housing, new or the old one to put it back in. UNPLUG the iron before using.

You have a 50% chance of recovering the disk, maybe.

You may have to use a sector copier to recover the data.

Rick D.

6556. Re: 8-bit software on a vinyl record?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-08 07:32:06 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <WxqG7.6456$RG7.1719856178@newssvr30.news.prodigy.com>
Source record: 33277

You wouldn't happen to remember a quicky schematic for that in/out on the
1010 would you? I'm still making CAS files of my tapes and if I could record
directly off of the recorder with my laptop while it's loading, it would
make a much cleaner recording than recording off of a standard tape deck.
Mo

Fox-1 wrote in message <5bgG7.33084$88.3896799@zwoll1.home.nl>...
>
>Chris Chiesa wrote
>
>: Not an unreasonable idea. I considered experimenting with BROADCASTING
one
>: of my Atari cassettes over my high school FM radio station, back in the
late
>: 70s/early 80s,
>
>I thought only we were crazy enough to do that :-)
>
>Some years ago we modified some Atari 1010 tapedrives (added external audio
>IN/OUT to it) and used it to send message's to each other on 3M band
(public
>broadcast FM frequencies over here). Very slow, but it worked o.k. Just
used
>a small BASIC program for it, something like:
>
>OPEN #1,8,0,"C:"
>PUT #1,TX$
>
>
>--
>
>Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
>
http://punkenpro.does.it
> BBSing is terminal.
>
>
>
>

6557. Re: CD audio player version 118

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-08 07:37:47 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <fDqG7.6459$wN7.1720292560@newssvr30.news.prodigy.com>
Source record: 33278

There is so much to decode in a DVD it's not even funny. Happens to be another hobby of mine, making DIVX rips off of DVD's. DVD's have macrovision, mpeg2,several audio streams (all in stereo). The encryption itself requires an algorithm to decode along with the content scrambling system (CSS). It's hard enough for a pentium to keep up with, I don't think an Atari would be able to 'hack' it. If there was an MPG1 player for the 8bit, you could rip DVD's into MPG1's and do it that way- of course you'd have the problem of storage space for the MPG's.
Mo

Greg Goodwin wrote in message <003d7b2b@fmlynet.org>...
>FamilyNet Newsgate
>
> Hmmm... I know the DVD encription can be something else. Anyone know
what
>the smarts are in a DVD player board?
>
> Maybe this is one of those things a person can control though a APE
>interface connection? (Atari 800 controlling a PC through SIO2PC
connection..)
>
> Doctor Clu
>
>
>> From: John Dickson <jm.XremoveX.dickson@home.com>
>> No, DVD drives do not decode video by themselves (yet!) unlike CD drives
that
>> decode audio.
>> Mathy van Nisselroy wrote:
>>>
>>> Howdy Marco, folks
>>>
>>> > >The latest version of my Audio player utility (for people with a
BlackBox
>>> > >and SCSI CD ROM players is available at alt.binaries.atari
>>>
>>> > Are we likely to see a DVD movie player later?
>>> > ;-)
>>>
>>> It wouldn't be that much harder.
>>> I don't know DVD players that well, so I don't know if they have a way
to
>>> get
>>> a video signal out via another way then the SCSI bus, and if yes, if

it's
>>> ready to
>>> be displayed on a TV or monitor, but the part that tells the DVD player
what
>>> to display wouldn't be that difficult. And if you wanna use David
Deavon's
>>> InfraRed Gateway, you can even use you remote controle.
>
>>SNIP!>
>
>FamilyNet <> Internet Gated Mail
>http://www.fmlynet.org
>

6558. Re: Help with ATR images from real disks (again)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-08 10:01:05 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <BJsG7.6693$204.48190@news.easynews.com>
Source record: 33281

> Looks like its being ID'ed ok but as single density. Are you
> able to load that disk ok and verify its actually double density in
> the same drive?
>
> Steve

Yep I'm able to load that disk on a real Atari, and the other 50 like it!
I'm wondering if APE doesn't know about "alpha-load" disks... maybe they
were peculiar to the UK only? Maybe Paul Irvine can shed some light on
this...

6559. Re: BBXFER 1.9 chewed up my PC disk (or temp. hardware madness)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-08 12:03:58 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9sdsbfifb1@nets3.rz.RWTH-Aachen.DE>
Source record: 33282

Howdy Rick, folks

> > Either BBXFER 1.9 or one of my 3.5" mechs chewed up one of my PC disks.
Is
> > there an easy way to fix this. Scandisk tells me the disk is not
formatted.
> > It is, in PC format and contains a bunch of file I don't want to loose.

> The other involves taking apart the disk, heating a regular iron(if its to
hot
> to touch, its to hot to use). Unplug it, and when its cool enough, use it
to
> flatten out the media. Parchment paper should be used to let the iron
slide
> over the media without scratching.

It chewed the data, not the disk, sorry.
Somebody has sent me a PC sector editor already. But I don't have enough space on my floppies to take it home. Could you guys working on the internetsoftware for the Atari hurry up, so I can use my dial up access.... :-)

CU Mathy van Nisselroy

6560. Re: machine language programmers wanted

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-08 12:08:25 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9sdsjqiol1@nets3.rz.RWTH-Aachen.DE>
Source record: 33283

Howdy Glenn

> > Roland Scholz is looking for somebody who's willing to help him finish
his
> > PC-Bridge software. PC-Bridge is a piece of hardware that is fully PBI
> > compatible and enables you to connect PC cards (ISA/8 bit, but he said
> > something about 16 bit's would be possible) to your ATARI 8 bit.
Contact
> > him via roland.scholz@gerling.de (tell him I sent you, so he knows
who's
> > to blame.)
> >
> > Talking about PC's:
> >
> > Anybody ever come up with a way to have the BlackBox read and write PC
> > disks. (I wanna use a standard atari 8 bit sector editor to check out
PC
> > disks and maybe even fix them

I own both the 'dual drive upgrade' and the 'floppyboard'. What I'ld like
to do is use my Atari to repair PC disks, so I don't have to use my Dad's
PC. (I own 7 computers, 2 130XE's, 2 XEGS, 1 800XE, 1 800XL, 1 65XE, no PC)

The PC Bridge is a nice thing in that it enables you to connect standard PC
ISA cards to the computer, like hercules, RS232, network, etc. (no network
card software yet).

CU Mathy van Nisselroy

6561. Need help with CD audio utility (TurboBASIC problems, not hardware related problems)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-08 12:20:08 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9sdt9qjbn1@nets3.rz.RWTH-Aachen.DE>
Source record: 33284

Howdy folks

I seem to run into problems while adding features to CDAP.
As of version 129, it locks up everything after a CD change (could this be a problem related to me poking into screenmemory directly, more on this you can find on my homepage)?
In my latest, yet unreleased version (139), it locks up totally. Could it be that I'm using to many variables, or jump through to many procedures?
(139 is not on my site yet. If somebody wants to have a look at it, I can post it there. Same goes for 129. I could upload 128 and 129 so you can see the difference.)

CU Mathy van Nisselroy

My old email address will seize to exist as of the end of 2001, please use my new address.
Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

6562. Re: Dark Side of the Moon (telnetable BBS)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-08 14:21:55 UTC
From: Chad Hendrickson <chadh@REMOVETHISmediaone.net>
Message-ID: <7ywG7.6534$gQ1.2141950@news1.elmhst1.il.home.com>
Source record: 33285

"Greg Goodwin" wrote...
>
> > From: "Chad Hendrickson" <chadh@REMOVETHISmediaone.net>
> > Remember RoboWar???
> > ROBOWAR II is online and waiting for you!!!
> > The Dark Side of the Moon BBS is back and running Carina II! This is
NOT an
> > emulator!
>
> Truly cool. So far when I try it I get...
>
>
> ~~~~~~
> _|_| _|_|_| _|_|_|_| _| _|_| _|_|
> _| _| _| _| _| _| _| _| _|
> _|_|_|_| _|_|_| _|_|_| _|_|_| _|_|
> _| _| _| _| _| _| _|
> _| _| _| _|_|_|_| _|_|_| _|_|
> ~~~~~~
> APE98 Internet Modem - (c)2000 Steven J Tucker
> ~~~~~~
>
> (and sometimes it will say)
>
> Someone is currently connected to The Dark Side of the Moon. Please try
again
> in a few minutes.
>
>
>
> ... but in the times it doesn't say the above message... is there
something
> that needs to be entered?
>
> Thanks,
>
> Doc Clu

If all is working, then it should say "Press [RETURN]" and then you will
press Return and log in. There are still some stability problems that I am
working on. Keep trying.

Chad

6563. Bravo Sierra want's Your Money! NEW 8 Bit Software!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-08 15:03:57 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0111080700030.13684-100000@shell.pacifier.com>
Source record: 33286
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

http://www.pacifier.com/~atari/8btsales.htm I've just bought over $1,000 worth of Classic Atari 8 Bit Software, +NEW in BOX and I've added it to my 8 Bit Software Catalog. So goto my 8bt Link above or directly Link below! http://www.pacifier.com/~atari/8bt_soft.htm 8 Bit Games/Software Catalog!

http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!
http://www.pacifier.com/~atari/stsales.htm ST Sales Page
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales News!
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/antispam.htm Spamming News!

Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and Atari Jaguar Games. The Great Communicator once said, "It's a Recession when It's in your Neighbor's back yard. But when It's in your back yard, it's a Depression!". Usually Atari sales depend on Customers with extra income. Money over and above what it takes to pay bills. This has cut into my livelyhood. With the current economy as it has been. I'm looking for Atari Customers with extra income! Especially repeat customers familiar with the way I do Business! My Specials, Sales & Discounts still apply! So check my HotLinks below, E-Mail me at atari@pacifier.com or call Ben anytime at (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6564. Re: american technavision?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-08 15:16:30 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <003dae7e@fmlynet.org>
Source record: 33291

FamilyNet Newsgate

Let me guess.. he gave it a viking funeral. :)

Doctor Clu

> From: Video61@webtv.net (Lance Ringquist)
> hi,
> ralph folded american technavison at least 6 years ago, i bought him
> out.
> he did some things to his remaining stock that i could not get shipped
> in time that probaby would drive everyone nuts because i think about it
> daily.
> thanks,
> lance
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6565. Re: TOM HUNT: virtual atari ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-08 15:18:18 UTC
From: mad ATARI user <rtdos@hotmail.com>
Message-ID: <8nxG7.525$ai.68780@news.uswest.net>
Source record: 33287

No, I remember a program for the Atari that if you had 128 K or more RAM, you could simulate 2 Atari's thus emulating mutli-tasking. What I propose is a true-multi-tasking system on one hand, but on the other, seperate virtual machines that act as one. Ideal for programmers who get frustrated in writing programs but don't want to keep saving & loading code. Make sense ?

"Tom Hunt" <NoOne@FakeEmail.com> wrote in message news:9151D2403CTHEnterprises@205.212.123.11...
> rtdos@rocketmail.com (mad ATARI user) wrote in
> <yUTF7.45$gz4.58924@news.uswest.net>:
>
> What do you mean? More than one emulated A8 using MUX software to
> communicate with each other?
>
> >What about a "virtual" Atari (not multitasking but seperate systems) ?
> >
> >--
> >J.Wood
> >rtdos@juno.com
> >
> >
>

6566. 850 handler to use with APE?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-08 15:19:50 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <003dae7f@fmlynet.org>
Source record: 33292

FamilyNet Newsgate

> From: Chris Martin <cmartin@ti.com>
> All,
> I know I have asked this before, but what 850 handler will work with
> APE. I have one called Rhandler, and apparently this does not work.
> Does anyone have the 850 handler that works with APE?
> With all this talk of BBSes, I just have to start one!!!!
> --Chris

You mean in addition to Stargate on the TT? :)

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6567. Re: american technavision?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-08 16:32:20 UTC
From: Video61@webtv.net
Message-ID: <3922-3BEAB394-132@storefull-172.iap.bryant.webtv.net>
Source record: 33288

hi,
ralph folded american technavison at least 6 years ago, i bought him
out.
he did some things to his remaining stock that i could not get shipped
in time that probaby would drive everyone nuts because i think about it
daily.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

6568. 850 handler to use with APE?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-08 19:23:39 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3BEADBBB.ABEE25B2@ti.com>
Source record: 33289

All,

I know I have asked this before, but what 850 handler will work with
APE. I have one called Rhandler, and apparently this does not work.
Does anyone have the 850 handler that works with APE?

With all this talk of BBSes, I just have to start one!!!!

--Chris

6569. Re: TOM HUNT: virtual atari ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-08 22:02:36 UTC
From: NoOne@FakeEmail.com
Message-ID: <9153AD4B1CTHEnterprises@205.212.123.11>
Source record: 33293

That's one of the reasons I made snapshot. Two or more virtual
computers, stored in the extended ram banks. Snap almost instantly between
them, and whatever programs you had running in the virtual machines would
still be there. Is this kind of what you were talking about?

rtdos@rocketmail.com (mad ATARI user) wrote in
<8nxG7.525$ai.68780@news.uswest.net>:

>Ideal for programmers who
>get frustrated in writing programs but don't want to keep saving &
>loading code. Make sense ?
>

6570. ATARI Fido echo - gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-08 22:08:36 UTC
From: NoOne@FakeEmail.com
Message-ID: <9153AE642CTHEnterprises@205.212.123.11>
Source record: 33294

Does anyone know if the ATARI Fido echo is gone? I looked on Doc's Place BBS and the echo is still there, but with zero messages in it. Does anyone know where I could get an archive of all the messages? Or of even portions of it?

6571. Re: 850 handler to use with APE?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-08 22:26:24 UTC
From: NoOne@FakeEmail.com
Message-ID: <9153B0514CTHEnterprises@205.212.123.11>
Source record: 33295

And Closer To Home BBS ;-). There have been a few other part time A8 BBSes on the net over the last year or so. Perhaps with this new conversation going on they might put them up full time. Then maybe we can exchange networked message packets. Sigh, just like the old days. Heck, I'm even considering putting up some online games. Remember these games?- Pro! Arena, Colony, Chess, Dog Race, Nebula Elite, Kingdom, Hamurabi, In Search of Lady Lisa, Roulette, Saga, Online Text Adventure Game #1, and War at Sea? Nebula Elite was probably the most popular. These all were Pro! games. My favorite on Carina was single player ATASCII trek game. I don't think that any of the A8 BBS games were ever networked though.

Greg.Goodwinp0.f2.n8.z8@fmlynet.org (Greg Goodwin) wrote in <003dae7f@fmlynet.org>:
>
> You mean in addition to Stargate on the TT? :)
>

6572. Re: TOM HUNT: virtual atari ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-08 22:44:03 UTC
From: mad ATARI user <rtdos@hotmail.com>
Message-ID: <%UDG7.298$V%.195382@news.uswest.net>
Source record: 33296

Exactly! But on a more grander scale. I forgot completly you had mad
snapshot. sorry. :)

It shows you how long i've not actually had my hands on my xl (2 or 3 years
maybe). :)

But what if this were incorporated into some sort of emulator, say rtdos ?

"Tom Hunt" <NoOne@FakeEmail.com> wrote in message
news:9153AD4B1CTHEnterprises@205.212.123.11...
>
> That's one of the reasons I made snapshot. Two or more virtual
> computers, stored in the extended ram banks. Snap almost instantly
between
> them, and whatever programs you had running in the virtual machines would
> still be there. Is this kind of what you were talking about?
>
>
> rtdos@rocketmail.com (mad ATARI user) wrote in
> <8nxG7.525$ai.68780@news.uswest.net>:
>
> >Ideal for programmers who
> >get frustrated in writing programs but don't want to keep saving &
> >loading code. Make sense ?
> >

6573. Re: 850 handler to use with APE?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-08 22:51:18 UTC
From: Frank Rachel <frachel@navisys.com>
Message-ID: <3beb0c6c$0$13825$4c41069e@reader0.ash.ops.us.uu.net>
Source record: 33197

What about Archery and 38-Column Dash?...

"Tom Hunt" <NoOne@FakeEmail.com> wrote in message
news:9153B0514CTHEnterprises@205.212.123.11...
>
> And Closer To Home BBS ;-). There have been a few other part time A8
> BBSes on the net over the last year or so. Perhaps with this new
> conversation going on they might put them up full time. Then maybe we can
> exchange networked message packets. Sigh, just like the old days. Heck,
> I'm even considering putting up some online games. Remember these games?-
> Pro! Arena, Colony, Chess, Dog Race, Nebula Elite, Kingdom, Hamurabi, In
> Search of Lady Lisa, Roulette, Saga, Online Text Adventure Game #1, and
War
> at Sea? Nebula Elite was probably the most popular. These all were Pro!
> games. My favorite on Carina was single player ATASCII trek game. I
don't
> think that any of the A8 BBS games were ever networked though.
>
> Greg.Goodwinp0.f2.n8.z8@fmlynet.org (Greg Goodwin) wrote in
> <003dae7f@fmlynet.org>:
> >
> > You mean in addition to Stargate on the TT? :)
> >

6574. Re: Boulder Dash Construction Kit - bad image? (was:Re: Anyone know a atari 8bit software artchive?)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-08 23:09:59 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <bhEG7.26447$hZ.2424902@newsread2.prod.itd.earthlink.net>
Source record: 33198

I have always wondered how folk managed to double post and now I have done
it and *still* do not know exactly how it happened...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:3rlG7.24014$hZ.2209147@newsread2.prod.itd.earthlink.net...
> Your link below was truncated and the image is curious. Two boot sectors I
> have not digested, but it is mostly a display list and screen data for
'1991
> Megazine...'. The shifted directory contains 64 entries for 5 sector .CAV
> files and the VTOC was zeroed.
>
> The VTOC and direcory sectors have been moved down 3 sectors from DOS
> 2.0/2.5 format to 357-365 and most of the files begin 3 sectors lower than
> directory entries indicate and have links shifted 3 sectors higher. All in
> all, a sort of jumble unless the game module is expecting data to be
> relocated. Only files zero and one are correct and intact while file two
is
> partially overwritten by file three. File three should begin at sector 19,
> but starts at sector 16 and links to sector 20 while the data is in sector
> 17? This situation repeats for the final 60 files in the directory except
> for the EOF sectors in each chain.
> ... (snip)

6575. Re: Looking for 2 rare atr's...

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-08 23:17:51 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <zoEG7.26464$hZ.2426137@newsread2.prod.itd.earthlink.net>
Source record: 33199

Not a thing unless it claims to have some... Do not label a link with
"400/800/XL/XE Stuff over here" and fail to have it.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:003d7b2c@fmlynet.org...
> FamilyNet Newsgate
>
> > From: "Ron Hamilton" <oldatarian@atariland.com>
> > I found mostly ST material there; almost none was 800/XL/XE...
> > --
> > -Ron
>
> And what is wrong with that? :)
>
> Doctor Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

6576. Re: BBXFER 1.9 chewed up my PC disk (or temp. hardware madness)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-08 23:29:47 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <LzEG7.26489$hZ.2428134@newsread2.prod.itd.earthlink.net>
Source record: 33200

Which editor was supplied? PC-Tools ver 4 or 5 would each fit on a single
1.44.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:9sdsbfifb1@nets3.rz.RWTH-Aachen.DE...
>
> It chewed the data, not the disk, sorry.
> Somebody has sent me a PC sector editor already. But I don't have enough
> space on my floppies to take it home. Could you guys working on the
> internetsoftware for the Atari hurry up, so I can use my dial up
access....
> :-)
>
> CU Mathy van Nisselroy

6577. ATARI Fido echo - gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 00:06:34 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <003dca63@fmlynet.org>
Source record: 33206

FamilyNet Newsgate

> From: NoOne@FakeEmail.com (Tom Hunt)
> Does anyone know if the ATARI Fido echo is gone? I looked on Doc's
> Place BBS and the echo is still there, but with zero messages in it. Does
> anyone know where I could get an archive of all the messages? Or of even
> portions of it?

Well hello fake-email person. :)

Yeh, as it stands, the 8-bit Atari fido was let go just short of 2000 I believe. The Atari 8-bit and ST crowd have funneled into the Atari St fido, which continues on with a constant stream. I have checked the fido from my account on the Family-Net BBS, which you can access at:

www.family-bbs.net

Here is the traffic on the Atari ST fido...

2001-10-20 Atari International needs a new name Winston Smith Troy H. Cheek
2001-10-21 5200 Emulator Updated Troy H. Cheek All 2001-10-21 New German Site
for the XL/XE-Series Troy H. Cheek All 2001-10-21 VCSp Interview Troy H.
Cheek All 2001-10-23 Mental Kombat Announced for 2600 Troy H. Cheek All
2001-10-23 Welcome to the echo! Troy H. Cheek All 2001-10-24 Welcome to the
echo! Andy Ball Troy H. Cheek 2001-10-26 2600 Connection #67 Troy H. Cheek
All 2001-10-26 Atarisoft Joust for Colecovision Troy H. Cheek All
2001-10-26 Combat Remake for the PC Troy H. Cheek All 2001-10-26 Computer
Chess Prototype for 2600 Troy H. Cheek All 2001-10-26 October RetroGaming
Radio Show Troy H. Cheek All 2001-10-29 another new games available at
Classic Retro Gaming BARRY LAWS JR ALL
2001-10-28 MegaPOV v.0.7 and Eureka rev.1.10 Troy H. Cheek All 2001-10-29
ParaCon 3 party date affirmed. Troy H. Cheek All 2001-10-28 The Atari Phoenix
Project EZine Troy H. Cheek All 2001-11-01 Top Posters and Stuff Troy H.
Cheek All 2001-11-05 Atari Icon Library updated Troy H. Cheek All
2001-11-05 New Atari-Amiga show in Germany! Troy H. Cheek All 2001-11-05
ST/Falcon diskmag ALIVE is out ! Get this third issue. Troy H. Cheek All
2001-11-05 Steem v2 Troy H. Cheek All 2001-11-07 Keyboard help (electronics)
Greg Goodwin All 2001-11-08 Welcome to the echo! Troy H. Cheek All
2001-11-08 Early Bird Atari Sale at Songbird! Troy H. Cheek All 2001-11-08
Satantronic news Troy H. Cheek All

As you can see, a lot of stuff from Troy Cheek and myself. If nothing else a good media for getting the combined news that he and I find. There are a few users that get on there too.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6578. FS Atari 2600 sixswitch woody

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 01:10:40 UTC
From: Russ <russ@mytholme.freeserve.co.uk>
Message-ID: <9sfaf4$o4g$1@news8.svr.pol.co.uk>
Source record: 33201

Please click on the link to view
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=1293586652

--
Regards
Russ Green

6579. Re: Monkey Wrench 2

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 01:14:44 UTC
From: Catweazle <catweazle@history.com>
Message-ID: <edbmut0f90t034638kmm4fuukrsqhc0o95@4ax.com>
Source record: 33202

The monkey wrench is ment for the right cartridge slot.
It should be inserted there, place basic in the left cartridge slot,
and then boot your machine.
Can't remember how to activate the wrench at this time...

On Wed, 31 Oct 2001 00:24:05 +0100, Jindrich Kubec <kubecj@asw.cz>
wrote:

>Hi,
>
>how to use subj.? I've got Atari 800.
>
>Jindroush (kubecj@asw.cz)
>Atari Cartridge Dumping Project (http://jindroush.atari.org)

6580. HACE - Houston Atari Computer Enthusiasts

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 01:34:02 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <003dcd7e@fmlynet.org>
Source record: 33211

FamilyNet Newsgate

Well looking to get more involved with my local Atari group.. which is three hours away. :) Having a new car helps.

So what is their current website these days? http://hace.atari.org is not currently working.

Laters,

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6581. Re: 850 handler to use with APE?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 01:38:25 UTC
From: NoOne@FakeEmail.com
Message-ID: <9153D30A1CTHEnterprises@205.212.123.11>
Source record: 33203

Oh, yeah! Those were good, too.

frachel@navisys.com (Frank Rachel) wrote in
<3beb0c6c$0$13825$4c41069e@reader0.ash.ops.us.uu.net>:

>What about Archery and 38-Column Dash?...
>

6582. Re: Telnetable BBS's

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 01:43:47 UTC
From: NoOne@FakeEmail.com
Message-ID: <9153DB301CTHEnterprises@205.212.123.11>
Source record: 33204

Those are the only active ones that I'm aware of. The others that are
sometimes up are:

APE BBS,www.atarimax.com
The Boot Factory BBS,cabell.tzo.com
strange,bbs.strange.cx

Greg.Goodwinp0.f2.n8.z8@fmlynet.org (Greg Goodwin) wrote in
<003d8632@fmlynet.org>:
>
> What are the current active telnet BBS's out there?
>

6583. Re: 850 handler to use with APE?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 02:15:42 UTC
From: Frank Rachel <frachel@navisys.com>
Message-ID: <3beb3c59$0$4389$4c41069e@reader1.ash.ops.us.uu.net>
Source record: 33205

I first came across those 2 on Jolly Joe's, and they were so addictive I
wrote em for our BBS the next day (Death Star)..

Mesron's Castle had some game that he wrote, but I don't remember what it
was called..

"Tom Hunt" <NoOne@FakeEmail.com> wrote in message
news:9153D30A1CTHEnterprises@205.212.123.11...
>
> Oh, yeah! Those were good, too.
>
> frachel@navisys.com (Frank Rachel) wrote in
> <3beb0c6c$0$13825$4c41069e@reader0.ash.ops.us.uu.net>:
>
> >What about Archery and 38-Column Dash?...
> >

6584. Re: 850 handler to use with APE?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 07:32:57 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.165550b69294d9ea9896a4@news.nacs.net>
Source record: 33207

In article <3BEADBBB.ABEE25B2@ti.com>, cmartin@ti.com says...
> All,
>
> I know I have asked this before, but what 850 handler will work with
> APE. I have one called Rhandler, and apparently this does not work.
> Does anyone have the 850 handler that works with APE?

APE has its own built in R: handler, like the PR Connection and
850 interface. Just use a 850 boot loader to download the
handler.

In spartados its called RS232.

Steve

6585. Re: american technavision?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 07:41:08 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.165552a052d5a2a29896a5@news.nacs.net>
Source record: 33208

In article <3922-3BEAB394-132@storefull-172.iap.bryant.webtv.net>,
Video61@webtv.net says...
> hi,
> ralph folded american technavison at least 6 years ago, i bought him
> out.
> he did some things to his remaining stock that i could not get shipped
> in time that probaby would drive everyone nuts because i think about it
> daily.

I talked to Ralph about 2 years ago, all he had left for the Atari
was a box of MPP printer interfaces you probably could have crushed a
small car with.

I managed to get a few SIO cables, everything else was gone. =[

Steve

6586. Re: Help with ATR images from real disks (again)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 07:44:29 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.16555366bb8999d99896a6@news.nacs.net>
Source record: 33209

In article <BJsG7.6693$204.48190@news.easynews.com>, xxx@nospam.com
says...
> > Looks like its being ID'ed ok but as single density. Are you
> > able to load that disk ok and verify its actually double density in
> > the same drive?
> >
> > Steve
>
> Yep I'm able to load that disk on a real Atari, and the other 50 like it!
> I'm wondering if APE doesn't know about "alpha-load" disks... maybe they
> were peculiar to the UK only? Maybe Paul Irvine can shed some light on
> this...

Unless its some strange special format it shouldnt matter whats
on the disk. If you have any extra disks your welcome to send me one
and I will make sure its compatible for you, or make it that way.

Steve

6587. Re: Dark Side of the Moon (telnetable BBS)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 07:50:09 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.1655544949fe93b69896a7@news.nacs.net>
Source record: 33210

In article <7ywG7.6534$gQ1.2141950@news1.elmhst1.il.home.com>,
chadh@REMOVETHISmediaone.net says...
> >
> > > From: "Chad Hendrickson" <chadh@REMOVETHISmediaone.net>
> > > Remember RoboWar???
> > > ROBOWAR II is online and waiting for you!!!
> > > The Dark Side of the Moon BBS is back and running Carina II! This is
> NOT an
> > > emulator!
> >
> > Truly cool. So far when I try it I get...
> If all is working, then it should say "Press [RETURN]" and then you will
> press Return and log in. There are still some stability problems that I am
> working on. Keep trying.

You might want to have Carina look and see if CD is up to tell if
its connected. I think its waiting for the RING/CONNECT string right
now and is occasionally missing it if its busy cleaning up after the
last caller.

If it looks for CD instead in WAITCALL it should catch a
connection right away.

Steve

6588. Re: ATARI Fido echo - gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 11:38:11 UTC
From: NoOne@FakeEmail.com
Message-ID: <915441F82CTHEnterprises@205.212.123.11>
Source record: 33212

I just read an interesting article by Larry Black created in 1997, in which he asks the FIDO coordinators to please drop "Draconian restrictions" in order to keep FIDO a dynamically evolving, progressive private network. It can be found at http://www.magnet.ru/fido/fido1450.htm , then hit control-f and search for his name.

6589. Re: Telnetable BBS's

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 12:14:54 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <003de4eb@fmlynet.org>
Source record: 33232

FamilyNet Newsgate

Make it telnet and I'll be there. I've known you are there and I've admired
that. But international calls to a BBS would be a killer!

Good luck!

Doctor Clu

> From: "TXG" <txg@the-underground.myweb.nl>
> Hi,
>> Those are the only active ones that I'm aware of. The others that are
>> sometimes up are:
>>
>> APE BBS,www.atarimax.com
>> The Boot Factory BBS,cabell.tzo.com
>> strange,bbs.strange.cx
> There are also still some BBS systems on telephone line that will be on
> telnet in the future...
> Running BBS Pro! 5.0b on a real Atari:
> Thunderdome BBS (NL) +31-416-279990 (21:00 - 7:00) CET 130XE (320kb) +
> Blackbox + 676Mb SCSI
> The Underground Node #472 BBS +31-416-561927 24hr/7days 130XE (1Mb) +
> Blackbox + 140Mb SCSI
> Sysop*TXG & Sysop*Fox-1
> Are there still some more active 8-bit BBS systems?

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6590. Re: CD audio player version 118

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 12:43:32 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9sgj1l$j65$1@nets3.rz.RWTH-Aachen.DE>
Source record: 33213

Howdy Mo, folks

> It's hard enough for a pentium to keep up with, I don't think
> an Atari would be able to 'hack' it.

Doesn't the videocard do most of that? I mean, decode MPEG's? If these was
a way to directly connect the DVD mech to an MPEG2 decoder....
But MPEG2 decoders have non-ISA slot's I guess? (Roland Scholz' PC-Bridge
has ISA slots to connect PC ISA cards to 8 bit Atari's.)

CU Mathy van Nisselroy

6591. Re: BBXFER 1.9 chewed up my PC disk (or temp. hardware madness)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 12:45:19 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9sgj53$j8v$1@nets3.rz.RWTH-Aachen.DE>
Source record: 33214

Howdy folks

> Which editor was supplied? PC-Tools ver 4 or 5 would each fit on a single
> 1.44.

DrivePro. Runs from DOS (meaning it doesn't need much CPU power or memory).

CU Mathy van Nisselroy

6592. Re: Telnetable BBS's

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 13:01:47 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bebd539$0$212$e4fe514c@newszilla.xs4all.nl>
Source record: 33215

Hi,

> Those are the only active ones that I'm aware of. The others that are
> sometimes up are:
>
> APE BBS,www.atarimax.com
> The Boot Factory BBS,cabell.tzo.com
> strange,bbs.strange.cx

There are also still some BBS systems on telephone line that will be on telnet in the future...

Running BBS Pro! 5.0b on a real Atari:

Thunderdome BBS (NL) +31-416-279990 (21:00 - 7:00) CET 130XE (320kb) + Blackbox + 676Mb SCSI
The Underground Node #472 BBS +31-416-561927 24hr/7days 130XE (1Mb) + Blackbox + 140Mb SCSI

Sysop*TXG & Sysop*Fox-1

Are there still some more active 8-bit BBS systems?

6593. Re: Help with ATR images from real disks (again)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 13:12:58 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <uDQG7.7793$9k4.154964@news.easynews.com>
Source record: 33216

"Steven Tucker" <classics@atarimax.com> wrote in message
news:MPG.16555366bb8999d99896a6@news.nacs.net...
> In article <BJsG7.6693$204.48190@news.easynews.com>, xxx@nospam.com
> says...
> > > Looks like its being ID'ed ok but as single density. Are you
> > > able to load that disk ok and verify its actually double density in
> > > the same drive?
> > >
> > > Steve
> >
> > Yep I'm able to load that disk on a real Atari, and the other 50 like
it!
> > I'm wondering if APE doesn't know about "alpha-load" disks... maybe they
> > were peculiar to the UK only? Maybe Paul Irvine can shed some light on
> > this...
>
> Unless its some strange special format it shouldnt matter whats
> on the disk. If you have any extra disks your welcome to send me one
> and I will make sure its compatible for you, or make it that way.
>
> Steve

I have a spare disk I can send you. I will do one side "alpha-load" and
think of another weird UK format to put on the other :)

email me at spacedmonkeys@yahoo.co.uk

6594. XEX files

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 14:14:56 UTC
From: Tomasz Cichon <tonc@home.com>
Message-ID: <AxRG7.155491$YL3.46909720@news3.rdc1.on.home.com>
Source record: 33217

I am trying to run XEX files under the Atari800Win emulator using DOS2.5,
but so far no dice. Could anybody tell me how to do that? I start DOS2.5
and then what? How do I access the XEX files on my PC harddrive?

Big thanks in advance,

Tom C.

6595. Looking for a file manager like this:

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 15:37:01 UTC
From: lbaeza@usa.net
Message-ID: <c860ca33.0111090737.1281ef34@posting.google.com>
Source record: 33218

```
Hi

I'm looking for a "a la" PCTOOLS file manager for the 800XL.
It should look like this (I love ASCII ART):

>D1:< D2:
+----------------------+ +----------------------+
! >FROGGER.EXE 24< ! ! PROGRAM.EXE 54 !
! PACMAN.COM 65 ! ! !
! MONTEZUMA.EXE 26 ! ! !
! ! ! !
! ! ! !
! ! ! !
+----------------------+ +----------------------+
3 Files, 115 bytes 1 Files, 54 bytes

[C]opy C[H]ange drv [D]elete [R]ename [E]dit E[X]it

Where >text< is text in inverse video.
At tha bottom, typical filename functions (Copy, Delete, etc.)
and if I hit the key "C", FROGGER.EXE will be copied
to drive D:. If I hit E, a new screen will show the content
of FROGGER.EXE like this, allowing to edit it.

D1:FROGGER.EXE, 54 bytes

=B(Y#/Y= 12 32 32 65 98 98 98 98 <<
=#B&#FR? 12 87 89 98 78 88 75 55
B)(F/)B/ 54 54 45 54 65 65 98 98
OKLNSN() 87 87 87 87 87 85 55 77
!"($/$NH 12 87 89 98 78 88 75 55
239057vv 54 54 45 54 65 65 98 98
8b7489b7 12 32 32 65 98 98 98 98
4903t7v0 87 87 87 87 87 85 55 77
48409v0' 12 87 89 98 78 88 75 55 >>

[E]dit [S]ave [U]ndo [P]rev [N]ext E[X]it

What program for the 800XL have a look like this,
and has these typical file functions?
Any recommendations?
```

6596. Re: american technavision?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 15:51:04 UTC
From: Video61@webtv.net
Message-ID: <29854-3BEBFB68-283@storefull-174.iap.bryant.webtv.net>
Source record: 33221

hi doctor,
no he hauled a semi-truck load of software to the dump, and had it crushed even thou i had bought the first load, and told him once it was here, and unloaded that i would buy the rest.
tens of thousands of carts, and disks new in the box, including many titles that he found that he thought that he was out of because he was packing them for me and found them, including infocom, ultima, even more alternate reality.
i cannot get it out of my mind, it haunts me daily.
you can find commodore anywhere, but atari stuff was hard to find even in its hayday, and ralph was a weird one, he put no value on this stuff even when he was doing well with it in the 80's, all he ever did was complain,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

6597. Re: american technavision?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 15:53:02 UTC
From: mad ATARI user <rtdos@hotmail.com>
Message-ID: <JZSG7.42$BA2.59929@news.uswest.net>
Source record: 33220

Is B&C Still around ? Anyothers ?

"SoftNGui" <softngui@earthlink.net> wrote in message
news:hqiG7.21965$S4.2044909@newsread1.prod.itd.earthlink.net...
> Hi
>
> I'm trying to find the number to American Technavision. They were listed
in
> the Atari vendor list at
>
> http://www.umich.edu/~archive/atari/8bit/Faqs/acvendors.txt
>
> but the 510 number is now a private residence and the 800 is a doctor's
> office. I'm assuming they are still in business(?)
>
> TIA!
>
>
>

6598. Re: XEX files

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 15:56:14 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3bebfb74_2@news.iglou.com>
Source record: 33219

Tomasz Cichon wrote in message ...
>I am trying to run XEX files under the Atari800Win emulator using DOS2.5,
>but so far no dice. Could anybody tell me how to do that? I start DOS2.5
>and then what? How do I access the XEX files on my PC harddrive?
>
I've never heard of XEX files, do you mean EXE? On Atari systems,
file extensions are just part of the name and have no special meaning
to the operating system (except in Spartados). To run most files, at
the DOS 2.5 menu you type "L" and then the file name. Some files
might need the Basic ROM to be enabled or disabled. Read the emulator
instructions to find how to do that.

6599. Re: ATARI Fido echo - gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 16:19:07 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tuo0e6mnggmm22@corp.supernews.com>
Source record: 33222

"Tom Hunt" <NoOne@FakeEmail.com> wrote in message
news:915441F82CTHEnterprises@205.212.123.11...
>
> I just read an interesting article by Larry Black created in 1997, in
> which he asks the FIDO coordinators to please drop "Draconian
> restrictions" in order to keep FIDO a dynamically evolving, progressive
> private network. It can be found at
http://www.magnet.ru/fido/fido1450.htm
> , then hit control-f and search for his name.
>

FWIW: I heard the reason you see so much work place violence in the US Post Office is because of the autocratic way each branch is set up. Like a lot of little fiefdoms.

In my experience, Fidonet was much like that and that had more to do with dooming it then technical issues.

For instance, in order to get the Atari echo you had to ask the local Fido boards sysop to carry it until you found one that would. Just because they started carrying it was no guarantee they would continue, I had the rug pulled out from underneath me more then once.

The internet is known to be one of the most contentious forums you participate in, it has NOTHING on Fidonet. Between the moderators and cliques on that system, well the Post Office still holds a good comparison. I never found it to be a friendly place.

For example, a new poster to this newsgroup is often greeted with "welcome aboard" or other such expression of emotion. My experience on Fidonet was more like "Who the hell do you think you are?"

Fidonet also provided nothing over internet access as far as cost is concerned. My initial access to the internet was provided by one of BAAUG's members Mike Sherwin. He ran a Waffle board, added the Atari newsgroups at my request, and was a local call. Of course I now get dinged for $26/month, but that is my choice for a commercial provider vs. local Waffle board.

Really, that is about it. I found Fidonet and specifically the Atari 8 echo to have a lot of unfriendly people in a clique and not a lot of valuable information. I found the c.s.a.8 to be superior in both technical knowledge and acceptance of new arrivals.

The delays like Larry talks about were not an issue, the old Waffle boards operated exactly like the BBSs in that that only allowed 30-60 minutes of access a day. I never got a reply or sent a message that was received in less then a day or two cycle.

BTW: In case you think my comments <or Larry's> about the nature of Fidonet are out of line, I have heard that the originator of the system went to one of the governing meetings and blasted the admins for some of the same reasons. The report I read said he used adjectives like "disgusted".

6600. Re: HELP - converting Atari disks to ATR

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 17:18:26 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3BEC0FE2.8E0E56AB@mail.uni-mainz.de>
Source record: 33223

Well,
fortunately I did not use any of these british menus (alpha, multi,
howfen, etc.) regularly. just experimented a little with them. thats
what I found out so far:
- they are not at all DOS (2,3,4,Xe or sparta or something) compatible
- thus they do not have a regular directory
- mostly they try to use ultraspeed, warpspeed or highspeed
- there are not so many converter programs avaiable to convert to DOS 2
format
(as of yet, there is none for Howfen DOS!)

Ok, when converting them to ATR image this works fine with Ape or
SIO2PC, but only converting (uploading to the PC). Trying to boot any of
these ATRs failed, i.e. the computer hanged up after a few seconds.
Think this has to do with the changed SIO routine (ultraspeed, warpspeed
or highspeed), which most of the emulators do not like. tested it with
SIO2PC and all those british menus (images) did not work alright,
although they did not have any copy protection nor were they defective
(they work on the real machine but not on the emulator!) . Another quite
unusual effect is that Ape and SIO2PC support a higher SIO speed rate
and this works with most DOS or Gamedos versions, but not with those
british menus...

But afaik, most of those british menus contain only pirated software, so
maybe it is a good thing, that they do not work with the emulators
(laughing)... to get serious again, maybe someone can write a converter
program to convert all these menus (their programs) to standard DOS 2
format. Then one can convert them to ATR without any further
problems... -Andreas.

P.S.: Also try Jindrich`s ACVT and ADIR PC programs, maybe they can
help...

Steven Tucker schrieb:
>
> In article <kdQF7.10102$BJ3.151934@news.easynews.com>, xxx@nospam.com
> says...
> > Hello
> >
> > I have recently invested in a SIO and 1050 to PC cable. However, I am having
> > no luck in trying to back up my disks to ATR format. I bought this to
> > basically back up all my multiboot / Rob C / Alpha-Load menu disks onto the
> > PC, as the 5.25 disks are getting a bit old now.
> >
> > I am using the trial APE/Prosystem, which has detected my 1050 US Doubler

> > drive.
> >
> > I have tried a number of disks of varying format:
> >
> > 3 x Alpha-Load menu disks (double density?)
> >
> > 1 x normal Game disk (1 game per side)
> >
> > Neither of these worked. The Alpha-Load menu disks abort after a few sectors
> > (cant remember the error, but think it was "unexpected error" or "CRC" I
> > will check later). The game disk went all the way through but complained
> > about CRC errors and empty/dead sectors toward the end of the disk.
>
> A couple of things come to mind here. First its doubtful that
> alpha-load disks are copy protected. If your getting CRC errors and
> other errors trying to read the disks, you may have a defective drive.
>
> Try cleaning the heads on the drive, these are easily contaminated
> by just one bad disk, often making all your others fail to read until
> the drive is cleaned.
>
> Also test the drive speed to make sure its still near normal.
>
> Steve

6601. Re: XEX files

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 17:34:30 UTC
From: Mopar Man <nospam@nowhere.com>
Message-ID: <hf4out8s81t16nv2q9ilm08214qmgeug8c@4ax.com>
Source record: 33225

On Fri, 09 Nov 2001 14:14:56 GMT, "Tomasz Cichon" <tonc@home.com>
wrote:

>I am trying to run XEX files under the Atari800Win emulator using DOS2.5,
>but so far no dice. Could anybody tell me how to do that? I start DOS2.5
>and then what? How do I access the XEX files on my PC harddrive?
>
>Big thanks in advance,
>
>Tom C.
>
>

As long as the file associations are set correctly, simply double
click on the XEX file (under windows file manager). This will launch
the Atari emulator, load the program, and away you go. You cannot
load an XEX file from within the emulator. In order to run files off
of your harddrive from within the emulator, you map the drives under
File->Hard Drives (assuming you have the newest version, which is
2.8). Then, from your emulated DOS, the drive letters are Hx: The
file types you can run are the ones a real Atari would load, such as
*.com, *.bas, etc.

Stephen Anderson

6602. Re: HELP - converting Atari disks to ATR

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 17:46:25 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.1655e055ccaa22129896a8@news.nacs.net>
Source record: 33224

In article <3BEC0FE2.8E0E56AB@mail.uni-mainz.de>, magea000@mail.uni-mainz.de says...
> Well,
> fortunately I did not use any of these british menus (alpha, multi,
> howfen, etc.) regularly. just experimented a little with them. thats
> what I found out so far:
> - they are not at all DOS (2,3,4,Xe or sparta or something) compatible
> - thus they do not have a regular directory
> - mostly they try to use ultraspeed, warpspeed or highspeed
> - there are not so many converter programs avaiable to convert to DOS 2
> format
> (as of yet, there is none for Howfen DOS!)

Your comments got me thinking... I went back and looked over what I had done for other people and lo and behold I already made a alpha-load image fixer.

Anyone who needs it please e-mail me, it just fixes a few bytes in the boot loader.

Steve

6603. Re: XEX files

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 17:59:28 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <4QUG7.34$Eo3.5379118@newssvr12.news.prodigy.com>
Source record: 33226

I've seen XEX files before, I think it's just a play on EXE and it loads the
same. I'm thinking that they would only work on XL's though.
I've downloaded a few music demos that had that extension.
Mo

Bill Marcum wrote in message <3bebfb74_2@news.iglou.com>...
>
>Tomasz Cichon wrote in message ...
>>I am trying to run XEX files under the Atari800Win emulator using DOS2.5,
>>but so far no dice. Could anybody tell me how to do that? I start DOS2.5
>>and then what? How do I access the XEX files on my PC harddrive?
>>
>I've never heard of XEX files, do you mean EXE? On Atari systems,
>file extensions are just part of the name and have no special meaning
>to the operating system (except in Spartados). To run most files, at
>the DOS 2.5 menu you type "L" and then the file name. Some files
>might need the Basic ROM to be enabled or disabled. Read the emulator
>instructions to find how to do that.
>
>
>
>
>

6604. Re: XEX files

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 18:04:32 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <QUUG7.35$eu3.5720220@newssvr12.news.prodigy.com>
Source record: 33227

I've never done it that way. Under Atari800WIN, you set your Windows desktop
as H1: (hard drive one) under the hard disks menu. Boot up a good DOS like
MyDOS 4.5 , format a blank ATR , and copy from H1:file.xex,D2:file.xex

Mo

Mopar Man wrote in message ...
>On Fri, 09 Nov 2001 14:14:56 GMT, "Tomasz Cichon" <tonc@home.com>
>wrote:
>
>>I am trying to run XEX files under the Atari800Win emulator using DOS2.5,
>>but so far no dice. Could anybody tell me how to do that? I start DOS2.5
>>and then what? How do I access the XEX files on my PC harddrive?
>>
>>Big thanks in advance,
>>
>>Tom C.
>>
>>
>
>As long as the file associations are set correctly, simply double
>click on the XEX file (under windows file manager). This will launch
>the Atari emulator, load the program, and away you go. You cannot
>load an XEX file from within the emulator. In order to run files off
>of your harddrive from within the emulator, you map the drives under
>File->Hard Drives (assuming you have the newest version, which is
>2.8). Then, from your emulated DOS, the drive letters are Hx: The
>file types you can run are the ones a real Atari would load, such as
>*.com, *.bas, etc.
>
>Stephen Anderson
>

6605. Re: Dark Side of the Moon (telnetable BBS)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 18:26:59 UTC
From: Frank Rachel <frachel@navisys.com>
Message-ID: <3bec2000$0$10089$4c41069e@reader1.ash.ops.us.uu.net>
Source record: 33228

AAAAhhh. For some reason reading the RING/CONNECT made me think of
something - I made a *lot* (ok, for a 12 year old a lot) of $$ making and
selling Ring Detectors for the 1030 so it could ato-answer the phone. (uncle
worked at phone co so he helped).

Memories....

"Steven Tucker" <classics@atarimax.com> wrote in message
news:MPG.1655544949fe93b69896a7@news.nacs.net...
> In article <7ywG7.6534$gQ1.2141950@news1.elmhst1.il.home.com>,
> chadh@REMOVETHISmediaone.net says...
> > >
> > > > From: "Chad Hendrickson" <chadh@REMOVETHISmediaone.net>
> > > > Remember RoboWar???
> > > > ROBOWAR II is online and waiting for you!!!
> > > > The Dark Side of the Moon BBS is back and running Carina II! This
is
> > NOT an
> > > > emulator!
> > >
> > > Truly cool. So far when I try it I get...
> > If all is working, then it should say "Press [RETURN]" and then you will
> > press Return and log in. There are still some stability problems that I
am
> > working on. Keep trying.
>
> You might want to have Carina look and see if CD is up to tell if
> its connected. I think its waiting for the RING/CONNECT string right
> now and is occasionally missing it if its busy cleaning up after the
> last caller.
>
> If it looks for CD instead in WAITCALL it should catch a
> connection right away.
>
> Steve

6606. Re: Need Docs for Monkey Wrench II

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 19:19:05 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <J_VG7.27716$S4.2492957@newsread1.prod.itd.earthlink.net>
Source record: 33229

Wasn't there a review in Analog with several examples of use?

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Ralph E. Dodd" <redodd@home.com> wrote in message
news:gDmF7.72989$ez.9675456@news1.rdc1.nj.home.com...
> Hello,
>
> I have a Monkey Wrench II cart but I don't have any documentation. I
can't
> find it on the net. Can someone point to where I might find it. TIA.
>
> Ralph
>
>
>

6607. Re: Boulder Dash Construction Kit - bad image? (was:Re: Anyone know a atari 8bit software artchive?)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 19:33:29 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <dcWG7.27728$S4.2494615@newsread1.prod.itd.earthlink.net>
Source record: 33230

That used to be fairly common; LJK shifted the directory locations for
Letter Perfect and Data Perfect files and Print Shop did something
semi-similar.

Ken's .ATR utility recognizes this one after I relocated the directory and
VTOC sectors. It still cannot read the files until I fix the forward pointer
links.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Ken Siders" <atari8bitREMOVE@columbus.rr.com> wrote in message
news:kUmG7.77$uZ6.107260@typhoon.columbus.rr.com...
>
> One thing I noticed looking at another one of the level disks, is they
also
> don't
> seem to be standard dos format (ATR utility doesn't recognize them as a
> DOS disk). Maybe it uses it's own format or a slightly modified format?

6608. Re: american technavision?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 19:38:10 UTC
From: Glenn Bruner <glenn.bruner@verizon.net>
Message-ID: <BgWG7.355$pQ3.486808@paloalto-snr2.gtei.net>
Source record: 33231

Of course B&C is still around. Bruce & Cathy can be found at
http://www.myatari.com.

They moved the business out of Silicon Valley to El Dorado, CA (east of
Sacramento in the Sierra foothills) several years ago. They're strictly
mail order. The cost of running a retail store in Silicon Valley just cost
way too much and it was either change or go out of business.

Glenn

"mad ATARI user" <rtdos@hotmail.com> wrote in message
news:JZSG7.42$BA2.59929@news.uswest.net...
> Is B&C Still around ? Anyothers ?
>
>
>
>
>
>
>
>
>
> "SoftNGui" <softngui@earthlink.net> wrote in message
> news:hqiG7.21965$S4.2044909@newsread1.prod.itd.earthlink.net...
> > Hi
> >
> > I'm trying to find the number to American Technavision. They were
listed
> in
> > the Atari vendor list at
> >
> > http://www.umich.edu/~archive/atari/8bit/Faqs/acvendors.txt
> >
> > but the 510 number is now a private residence and the 800 is a doctor's
> > office. I'm assuming they are still in business(?)
> >
> > TIA!
> >
> >
> >
>
>

6609. Re: 850 handler to use with APE?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 20:48:40 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3BEC4128.EABAF2D8@ti.com>
Source record: 33233

Steven Tucker wrote:

> In article <3BEADBBB.ABEE25B2@ti.com>, cmartin@ti.com says...
> > All,
> >
> > I know I have asked this before, but what 850 handler will work with
> > APE. I have one called Rhandler, and apparently this does not work.
> > Does anyone have the 850 handler that works with APE?
>
> APE has its own built in R: handler, like the PR Connection and
> 850 interface. Just use a 850 boot loader to download the
> handler.
>
> In spartados its called RS232.
>

Thanks Steve! I've tried the "setauto.850" program to generate an autorun.sys file to load the APE R: handler. Now, when I run FOREM2.6M it at least doesn't say "Atari is not ready to accept connections...." However, I expect that there is a different problem here.

When I tried running Carina 1.0 (will try Carine 2.6 when I get a chance), I can connect with Telnet, but I have to type "RING", and then "CONNECT 2400", and then the BBS starts up. I may have to do the same with FOREM. Dunno.

I'll try the RS232.com as well.

Thanks,
Chris

6610. Re: Looking for a file manager like this:

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 21:55:29 UTC
From: Vasco <vasco3@poczta.fm>
Message-ID: <3bec6e67@news.vogel.pl>
Source record: 33238

> What program for the 800XL have a look like this,
> and has these typical file functions?
> Any recommendations?

For me best is Dos Control 2.3, but working only under DOS II+/D 6.1 or 6.4.

Vasco/Tristesse

6611. UNHappy Happy 810

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 22:46:18 UTC
From: Tim M <timwm@pgtc.net>
Message-ID: <%0ZG7.79$tg4.8668@eagle.america.net>
Source record: 33234

Hi, I installed an Happy board in my 810 the drive works but the Happy software tells me it is not an enhanced drive. I have no installation instructions.
Any ideas what I did wrong?

Tim

6612. Getting back my old 800XL - Do I stand a chance of making it work?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 23:20:22 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <9shobo0nn9@enews4.newsguy.com>
Source record: 33237

I'm getting back my old 800XL with RamRod XL & 256K RAM (if I remember right) and my old Indus GT. My old dual drive Amdek has failed so I won't be getting that back. It has been with the guy I sold it to for over ten years and I'm worried that all of the software may be unreadable by the Indus. To get the RamRod to work well, DOS XL was out and had to use other DOSes, of which I had several and hopefully will be getting it all back.

My best software, Basic XL, Mac 65 and Action! were on cartridge so I expect they will work fine, but it's all irrelevant if none of the DOS disks will boot. Some questions for a good soul that will forgive me for selling this stuff in the first place and help me:

1) If my Indus GT still works, can I format high density floppies at single or double density on it? I've heard that you need old DD disks.

2) Can I still get MYDOS or SpartaDOS or some DOS that will use the extra RAM banks of the RamRod XL?

3) I hear of APE and SIO2PC and might like to make use of one of them if I can get the hardware. However, my PC has WinXP and the disks are formatted NTFS. DO I stand a chance in getting either to work?

Thanks to anyone who can answer any of this,
John McCulloch

6613. Re: american technavision?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 23:27:49 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <VDZG7.28093$S4.2535391@newsread1.prod.itd.earthlink.net>
Source record: 33235

B&C are out there on the web even...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"mad ATARI user" <rtdos@hotmail.com> wrote in message
news:JZSG7.42$BA2.59929@news.uswest.net...
> Is B&C Still around ? Anyothers ?

6614. Re: Monkey Wrench 2

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-09 23:41:50 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <2RZG7.28130$S4.2539001@newsread1.prod.itd.earthlink.net>
Source record: 33236

The original Monkey Wrench review appeared in Analog #9; have yet to find
anything on MW II.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Catweazle" <catweazle@history.com> wrote in message
news:edbmut0f90t034638kmm4fuukrsqhc0o95@4ax.com...
> The monkey wrench is ment for the right cartridge slot.
> It should be inserted there, place basic in the left cartridge slot,
> and then boot your machine.
> Can't remember how to activate the wrench at this time...
>
>
>
> On Wed, 31 Oct 2001 00:24:05 +0100, Jindrich Kubec <kubecj@asw.cz>
> wrote:
>
> >Hi,
> >
> >how to use subj.? I've got Atari 800.
> >
> >Jindroush (kubecj@asw.cz)
> >Atari Cartridge Dumping Project (http://jindroush.atari.org)
>
>

6615. Re: ATARI Fido echo - gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-10 00:01:35 UTC
From: NoOne@FakeEmail.com
Message-ID: <9154C17FCCTHEnterprises@205.212.123.11>
Source record: 33240

In the beginning, FIDO was very progressive. There was a reason for the many requirements and rules. It made sense at the time. But as time went on the world changed, but FIDO didn't. Or at least, it changed very little. It seemed to attract individuals that had a megalomaniac personality. Some actually seemed to be harsh dictators, but others were more benign.

Personally, I always liked the ATARI echo. But then, I like just about anything that has something to do with the A8.

6616. Atari 800 with 810 and 850 system on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-10 00:23:37 UTC
From: Atari 8 Man <KMFerrante@cfl.rr.com>
Message-ID: <ds_G7.50833$zK1.12951107@typhoon.tampabay.rr.com>
Source record: 33239

Looking for a Full Classic Atari 800 system with 810 drive and 850
interface?
Look here.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1295574975

Thanks

6617. SIO2pc components

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-10 00:24:32 UTC
From: ronfucci@bellsouth.net
Message-ID: <3bec728f.9674796@news.atl.bellsouth.net>
Source record: 33241

The instructions for building the ProSys / 1050-2-PC Interface on
http://www.atariworld.com/prosys.html call for a 1/4 resistor. Does
it matter if a 1/2 watt is used instead ? tks

ron

6618. Re: american technavision?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-10 01:09:46 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <003e0060@fmlynet.org>
Source record: 33001

FamilyNet Newsgate

Hmph! Sounds like what the guy in Florida did. What was it? "The
Dungeon" or something like that.

Oh well. I've come to understand I can't save all that is Atari. I can
only save what I know about. What I can find homes for. Etc.

You'll drive yourself nuts otherwise.

Doc Clu

> From: Video61@webtv.net (Lance Ringquist)
> hi doctor,
> no he hauled a semi-truck load of software to the dump, and had it
> crushed even thou i had bought the first load, and told him once it was
> here, and unloaded that i would buy the rest.
> tens of thousands of carts, and disks new in the box, including many
> titles that he found that he thought that he was out of because he was
> packing them for me and found them, including infocom, ultima, even more
> alternate reality.
> i cannot get it out of my mind, it haunts me daily.
> you can find commodore anywhere, but atari stuff was hard to find even
> in its hayday, and ralph was a weird one, he put no value on this stuff
> even when he was doing well with it in the 80's, all he ever did was
> complain,
> thanks,
> lance
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6619. Atari Virus

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-10 01:19:23 UTC
From: jtorres50@hotmail.com
Message-ID: <293e0185.0111091719.7b6262dd@posting.google.com>
Source record: 33242

I found the other day in a ftp a virus scanner for the atari

```
------------------
VIRUS SCANNER V 1.0
By Bewesoft (1993)
------------------
```

Somebody knows if exist any virus for the Atari i never heard about that, en the mega magazine read a few articles , but never see a full source or a compiled virus. only ideas.

Greets

6620. Re: SIO2pc components

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-10 02:42:25 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tup4v0c1eqjt79@corp.supernews.com>
Source record: 33243

<ronfucci@bellsouth.net> wrote in message
news:3bec728f.9674796@news.atl.bellsouth.net...
> The instructions for building the ProSys / 1050-2-PC Interface on
> http://www.atariworld.com/prosys.html call for a 1/4 resistor. Does
> it matter if a 1/2 watt is used instead ? tks

No.

6621. Re: Looking for a file manager like this:

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-10 03:01:20 UTC
From: ronfucci@bellsouth.net
Message-ID: <42952602.0111091901.13dbc1b6@posting.google.com>
Source record: 33244

Where can Dos Control 2.3 be found ?

ron

"Vasco" <vasco3@poczta.fm> wrote in message news:<3bec6e67@news.vogel.pl>...
> > What program for the 800XL have a look like this,
> > and has these typical file functions?
> > Any recommendations?
>
> For me best is Dos Control 2.3, but working only under DOS II+/D 6.1 or 6.4.
>
> Vasco/Tristesse

6622. FA: MIB Atari 400/800 1200 Bookkeeper Kit

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-10 03:12:15 UTC
From: robotron X <gonerzxy@aol.com>
Message-ID: <3BEC9B1F.A3F20C98@aol.com>
Source record: 33245

Item name: Atari computer 400/800 1200 Bookkeeper Kit
Item number: 1293116589
Minimum bid: $10.49
End date: Nov-10-01 15:56:20 PST
To view item, click here:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1293116589

Item name: 6 vintage SSI Dungeons & Dragons IBM PC Games

Item number: 1292478400
Minimum bid: $9.99
End date: Nov-11-01 19:09:56 PST
To view item, click here:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1292478400

Item name: BOXED RCA Studio II system, parts, Games
Item number: 1293114129
Minimum bid: $10.99
End date: Nov-10-01 15:49:09 PST
To view item, click here:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1293114129

Item name: 3 Sega Game Gear Games for Kids
Item number: 1293124401
Minimum bid: $28.00
End date: Nov-10-01 16:16:38 PST
To view item, click here:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1293124401

Item name: 4 Sega Game Gear Games for Teenagers / Adults

Item number: 1293126047
Minimum bid: $9.99
End date: Nov-10-01 16:20:50 PST
To view item, click here:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1293126047

Item name: Spice Girls CD Collection & VHS Spiceworld
Item number: 1483863234
Minimum bid: $22.00
End date: Nov-18-01 18:15:50 PST
To view item, click here:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1483863234

Item name: Four NEW & Like NEW Life-Like slot cars
Item number: 1661343150
Minimum bid: $9.99

End date: Nov-18-01 18:55:56 PST
To view item, click here:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1661343150

Item name: Tyco slot car Track - 4 sets of Banked Curves

Item number: 1661335220
Minimum bid: $24.99
End date: Nov-18-01 18:48:56 PST
To view item, click here:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1661335220

Item name: Competition Pro Joystick 4 the Atari 5200
Item number: 1295355833
Minimum bid: $49.99
End date: Nov-18-01 18:26:11 PST
To view item, click here:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1295355833

Item name: Super Nintendo + 3 free games - 1st bid wins!

Item number: 1295414483
Minimum bid: $49.99
End date: Nov-18-01 20:07:45 PST
To view item, click here:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1295414483

Item name: Two DIVX Test Disc CD cd's
Item number: 1293118450
Minimum bid: $9.99
End date: Nov-10-01 16:02:15 PST
To view item, click here:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1293118450

Item name: Sony sound on sound & echo adaptor
Item number: 1294505950
Minimum bid: $9.99
End date: Nov-11-01 17:22:04 PST
To view item, click here:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1294505950

Item name: Nintendo NES + 7 Free Games - 1st bid wins!!
Item number: 1292995872
Minimum bid: $49.99
End date: Nov-10-01 09:59:32 PST
To view item, click here:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1292995872

6623. Re: UNHappy Happy 810

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-10 03:39:34 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <Wj1H7.7185$Wk7.2046264469@newssvr30.news.prodigy.com>
Source record: 33246

I'm probably wrong on this, but if you have the Happy software version 7 or higher- it's for the 1050. That's the version I have that matches my Happy 1050.
Mo

Tim M wrote in message
>Hi, I installed an Happy board in my 810 the drive works but the Happy
>software tells me it is not an enhanced drive. I have no installation
>instructions.
>Any ideas what I did wrong?
>
>Tim
>
>

6624. Re: Getting back my old 800XL - Do I stand a chance of making it work?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-10 03:41:45 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.16566bf22c15f2479896a9@news.nacs.net>
Source record: 32997

In article <9shobo0nn9@enews4.newsguy.com>, mcculloch@accesstoledo.com
says...
> I'm getting back my old 800XL with RamRod XL & 256K RAM (if I remember
> right) and my old Indus GT. My old dual drive Amdek has failed so I won't
> be getting that back. It has been with the guy I sold it to for over ten
> years and I'm worried that all of the software may be unreadable by the
> Indus. To get the RamRod to work well, DOS XL was out and had to use other
> DOSes, of which I had several and hopefully will be getting it all back.
>
> My best software, Basic XL, Mac 65 and Action! were on cartridge so I expect
> they will work fine, but it's all irrelevant if none of the DOS disks will
> boot. Some questions for a good soul that will forgive me for selling this
> stuff in the first place and help me:
>
> 1) If my Indus GT still works, can I format high density floppies at
> single or double density on it? I've heard that you need old DD disks.

The Indus GT can format disks in any of the 3 'normal' Atari
formats, Single, Enhanced or Double density. You cant use PC disks
that are marked High Density, you need Double Density disks. These
are hard but not impossible to find.

> 2) Can I still get MYDOS or SpartaDOS or some DOS that will use the extra
> RAM banks of the RamRod XL?

Yes you can download any of these. You will need some cables to
transfer them to regular disks if you dont have a modem setup.

Go to www.atarimax.com and click on the pooldisk link, you will
find the various dos system disks in there for download.

> 3) I hear of APE and SIO2PC and might like to make use of one of them if
> I can get the hardware. However, my PC has WinXP and the disks are
> formatted NTFS. DO I stand a chance in getting either to work?

You will have to make a dos system disk and boot that, then use
the DOS version of either program. The Win'98 version of APE wont run
at all on Windows XP.

Steve

6625. Re: UNHappy Happy 810

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-10 03:43:16 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.16566c642795d2459896aa@news.nacs.net>
Source record: 32998

In article <%0ZG7.79$tg4.8668@eagle.america.net>, timwm@pgtc.net says...
> Hi, I installed an Happy board in my 810 the drive works but the Happy
> software tells me it is not an enhanced drive. I have no installation
> instructions.
> Any ideas what I did wrong?

Well if the drive works, you must have installed the upgrade
correctly. Are you sure its a Happy board? There were a number
of other upgrades, the Archiver and its various clones come to mind.

Steve

6626. Re: 850 handler to use with APE?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-10 03:47:57 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.16566d74e16cacf89896ab@news.nacs.net>
Source record: 32999

> Thanks Steve! I've tried the "setauto.850" program to generate an
> autorun.sys file to load the APE R: handler. Now, when I run FOREM2.6M
> it at least doesn't say "Atari is not ready to accept connections...."
> However, I expect that there is a different problem here.
>
> When I tried running Carina 1.0 (will try Carine 2.6 when I get a
> chance), I can connect with Telnet, but I have to type "RING", and then
> "CONNECT 2400", and then the BBS starts up. I may have to do the same
> with FOREM. Dunno.
>
> I'll try the RS232.com as well.

Chris,

I recently updated APE to work better with BASIC BBS programs. I
was sending the RING/CONNECT messages to the Atari a little too quick
for a program written in BASIC to see them.

Drop me an e-mail and I'll get you the newest version. If Forem
has a module to use hardware handshaking (CD/DTR) instead of looking for
connection status messages that will work even better.

Steve

6627. Re: FA: MIB Atari 400/800 1200 Bookkeeper Kit

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-10 05:59:02 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3BECC226.186628E8@one.net>
Source record: 33000

I'd gladly take Ben's postings over this kind of crap anyday.

-Bob

robotron X wrote:

[garbage snipped]

6628. [ANN] The Official SPECTRE GCR Website updated!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-10 07:29:02 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <003e0852@fmlynet.org>
Source record: 33004

FamilyNet Newsgate

I am pleased to announce that the website devoted to all things Spectre GCR has been updated, and will receive further updates and additions as the weekend progresses (for it is a holiday weekend!).

You can find this site at...

http://www.geocities.com/clu-da-bard/spectre.html

New additions would include:

* More files and Spectre adds that were added to the download section
* More links to other Spectre references.
* Basic cleanup of the website in general.
* More links to other classic Mac clubs and sites.
* Added a software review section to say what files and OS's work and not and how well.

The Spectre GCR site would love to hear from any one with Spectre GCR experience on items not already covered on this weeksite (and that, I realize, could leave a lot open.. but we're trying to be thorough..)

Come check it out.. me know what you think!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6629. Re: XEX files

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-10 14:34:09 UTC
From: Tomasz Cichon <tonc@home.com>
Message-ID: <BVaH7.160264$YL3.48689153@news3.rdc1.on.home.com>
Source record: 33002

Thanks for the replies, guys. I've figured it out yesterday, too. :) I simply load an executable using "Load an executable" (duh! :) option in AtariWIN, and voila.

6630. The pigs, wolves, and balloons.

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-10 14:35:36 UTC
From: Tomasz Cichon <tonc@home.com>
Message-ID: <YWaH7.160271$YL3.48691473@news3.rdc1.on.home.com>
Source record: 33003

What is that game called? You're a pig riding on some kind of elevator up and down and you get to shoot wolves that are trying to reach top of the screen flying on balloons?

6631. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-10 14:42:07 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3BED3CBF.ABA8D8C7@greeleynet.com>
Source record: 33005
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

xlator@cix.compulink.co.uk wrote:
>
> I can tell you why: Because generally it costs more that way *and*
> wastes considerable time! I used to download headers only, but
> found that a) it took ages to look through and select them, b) I
> probably wanted to download most of them anyway as the headings
> weren't clear enough to make a decision on and c) it then needed a
> separate blink to get the posts - so at least another phonecall or
> wait until the next blink, which may not be till a day or so
> later. So I decided that a full download was preferable.

Excellent point about the subject lines of a lot of posts. AutoDesk
(the AutoCAD people) gets more posts in a day than this group does in a
month, and so many times the subject line has absolutely nothing to do
with the topic of the message.

> On the matter that started all this, strictly speaking Steve is
> right as commercial ads are banned in private newsgroups by the
> RFCs, I think. Personally I don't mind seeing Ben's adds now and
> then, but not every week (at one time he used to post it twice!)
> and not at such length. I think it would be better if he posted
> either a summary, or just a link to a web page with perhaps a few
> highlights of what's new. Just my 2 cents worth!

Good point about the content of Ben's postings.

6632. Re: The pigs, wolves, and balloons.

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-10 15:48:28 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tuqj1bhu7vka0f@corp.supernews.com>
Source record: 33006

Pooyand or Pookyan, something like that.

Kind of a silly game. I don't think I played it 20 minutes before it started
collecting dust.
"Tomasz Cichon" <tonc@home.com> wrote in message
news:YWaH7.160271$YL3.48691473@news3.rdc1.on.home.com...
> What is that game called? You're a pig riding on some kind of elevator up
> and down and you get to shoot wolves that are trying to reach top of the
> screen flying on balloons?
>
>
>

6633. Re: The pigs, wolves, and balloons.

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-10 16:09:13 UTC
From: Chad Hendrickson <chadh@REMOVETHISmediaone.net>
Message-ID: <JicH7.9769$gQ1.3971735@news1.elmhst1.il.home.com>
Source record: 33007

Pooyan

"Tomasz Cichon" <tonc@home.com> wrote in message
news:YWaH7.160271$YL3.48691473@news3.rdc1.on.home.com...
> What is that game called? You're a pig riding on some kind of elevator up
> and down and you get to shoot wolves that are trying to reach top of the
> screen flying on balloons?
>
>
>

6634. Re: Atari Virus

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-10 19:17:40 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <o3fH7.30684$hZ.2856155@newsread2.prod.itd.earthlink.net>
Source record: 33008

I don't know how common they were, but I *do* remember running into 1. A friend brought over a disk that was infected. I don't know the method of infection, but it was destructive by overwriting sectors on the floppy with random data.

"John Torton" <jtorres50@hotmail.com> wrote in message news:293e0185.0111091719.7b6262dd@posting.google.com...
> I found the other day in a ftp a virus scanner for the atari
>
> -------------------
> VIRUS SCANNER V 1.0
> By Bewesoft (1993)
> -------------------
>
> Somebody knows if exist any virus for the Atari i never heard about
> that, en the mega magazine read a few articles , but never see a full
> source or a compiled virus. only ideas.
>
> Greets

6635. Re: Free Quick Reference Cards in PDF format

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-10 20:11:45 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9sk1m1$as4$1@venus.itns.co.za>
Source record: 33009
Cross-posted to: comp.sys.apple2.usergroups,comp.sys.arm,comp.sys.atari.8bit

On Thu, 01 Nov 2001 17:09:33 GMT, Jeff Blakeney wrote:

> On Thu, 1 Nov 2001 07:41:52 +0000 (UTC), Stephen Shaw
> <xstephenx@apple2.org.za> wrote:
>
>>Yeah this reminds me of Sun's boast that Java would "run on all platforms".
>>Anybody seen Java for the Apple II?
>
> Funny you should mention that as I noticed last week that someone had
> posted some new messages to a 3 year old thread about doing Java on
> the IIgs over on Delphi. :)

Eek blush!

--
Heisenberg may have slept here.

6636. Re: The pigs, wolves, and balloons.

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-11 00:44:50 UTC
From: Paul Gifford <paul.gifford@home.nospam.com>
Message-ID: <6SjH7.12716$Ze5.8204396@news1.rdc1.md.home.com>
Source record: 33010

Pooyan! Silly but very addictive. You're armed with arrows and ham or
something like that. Why pigs would shoot ham, I don't know, so maybe it's
chicken, the other other white meat :)

"Tomasz Cichon" <tonc@home.com> wrote in message
news:YWaH7.160271$YL3.48691473@news3.rdc1.on.home.com...
> What is that game called? You're a pig riding on some kind of elevator up
> and down and you get to shoot wolves that are trying to reach top of the
> screen flying on balloons?
>
>
>

6637. Re: 850 handler to use with APE?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-11 07:22:26 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-BUxMbXnRjpUD@draco.home.pacbell.net>
Source record: 33011

Hi Steve,
Has there been any updates since 1.17 for dos? that is the one I
bought. Never much worried about updates tho because it works just
fine.

Ken

On Sat, 10 Nov 2001 03:47:57, Steven Tucker <classics@atarimax.com>
wrote:

> > Thanks Steve! I've tried the "setauto.850" program to generate an
> > autorun.sys file to load the APE R: handler. Now, when I run FOREM2.6M
> > it at least doesn't say "Atari is not ready to accept connections...."
> > However, I expect that there is a different problem here.
> >
> > When I tried running Carina 1.0 (will try Carine 2.6 when I get a
> > chance), I can connect with Telnet, but I have to type "RING", and then
> > "CONNECT 2400", and then the BBS starts up. I may have to do the same
> > with FOREM. Dunno.
> >
> > I'll try the RS232.com as well.
>
> Chris,
>
> I recently updated APE to work better with BASIC BBS programs. I
> was sending the RING/CONNECT messages to the Atari a little too quick
> for a program written in BASIC to see them.
>
> Drop me an e-mail and I'll get you the newest version. If Forem
> has a module to use hardware handshaking (CD/DTR) instead of looking for
> connection status messages that will work even better.
>
> Steve

--

6638. Re: The pigs, wolves, and balloons.

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-11 07:56:55 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <bbqH7.32465$hZ.3001024@newsread2.prod.itd.earthlink.net>
Source record: 33012

Pooyan. There are some 2600 carts on ebay.

You can also play it on a java-enabled browser at-
http://web.utanet.at/nkehrer/JPooyan.html

"Tomasz Cichon" <tonc@home.com> wrote in message
news:YWaH7.160271$YL3.48691473@news3.rdc1.on.home.com...
> What is that game called? You're a pig riding on some kind of elevator up
> and down and you get to shoot wolves that are trying to reach top of the
> screen flying on balloons?
>
>
>

6639. Re: 850 handler to use with APE?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-11 08:25:32 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.1658000bdf44888b9896ac@news.nacs.net>
Source record: 33013

In article <f5O4dXX6MbiT-pn2-BUxMbXnRjpUD@draco.home.pacbell.net>,
kenames@pacbell.net says...
> Hi Steve,
> Has there been any updates since 1.17 for dos? that is the one I
> bought. Never much worried about updates tho because it works just
> fine.

1.18 is the newest DOS version, basically a few bug fixes. Send
me an e-mail and I will send you the latest build.

Steve

6640. Re: XEX files

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-11 12:08:58 UTC
From: Catweazle <catweazle@history.com>
Message-ID: <hhqsutg802jujle6fkpf32psisgmj237bg@4ax.com>
Source record: 33014

Hi,

what are XEX files???

Cat.

On Fri, 09 Nov 2001 14:14:56 GMT, "Tomasz Cichon" <tonc@home.com>
wrote:

>I am trying to run XEX files under the Atari800Win emulator using DOS2.5,
>but so far no dice. Could anybody tell me how to do that? I start DOS2.5
>and then what? How do I access the XEX files on my PC harddrive?
>
>Big thanks in advance,
>
>Tom C.
>
>

6641. Re: Keyboard help (electronics)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-11 17:29:45 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <5wyH7.59072$88.7086918@zwoll1.home.nl>
Source record: 33015

Greg Goodwin wrote

: Making a ST keyboard for the 8-bit. You are a massaquist. Hehehe...
(I'm
: one to talk). So out of curiousity, why a 8-bit in a ST case?

For the space inside. I use 3 Atari ST cases to make one big case. In it
there should be build an 130XE (few MB's RAM and Stereo Pokey with audio
amplifier), Black-Box, SCSI harddisk, 3,5" floppy, and 5,25" floppy.

: I personally
: find the sexy tan look of the 400/800 more appealing. :)

Me too, but it lacks a parallelbus, which I need for the Blackbox...

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
BBSing is terminal.

6642. Re: Atari Virus

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-11 17:59:55 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <qUyH7.59209$88.7102269@zwoll1.home.nl>
Source record: 33016

John Torton wrote

: Somebody knows if exist any virus for the Atari i never heard about

Technically, it is possible to write a virus for the 8-bitter without too much effort by changing the SIO routines in memory. It'll not be very effective if you don't have a harddisk, but several o.s' allow one to do a reboot without having to shut down the power of the computer so the banked memory (as in the 130XE) will not be erased at reboot, so the virus-code could be stored over there.

A virus could be made, but I don't see a reason for it (as for every virus :-)). I know however how to code a very effective trojan for people who use an emulator that will be loaded from an ATR image into the emulated memory of the emulator. I tested it and it works very effective :-) When loaded on an original Atari system you won't notice a thing. No, I won't give details...

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
BBSing is terminal.

6643. Re: Looking for a file manager like this:

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-11 18:02:50 UTC
From: Vasco <vasco3@poczta.fm>
Message-ID: <3beebf1e@news.vogel.pl>
Source record: 33017

> > > What program for the 800XL have a look like this,
> > > and has these typical file functions?
> > > Any recommendations?
> >
> > For me best is Dos Control 2.3, but working only under DOS II+/D 6.1 or
6.4.
> >
> Where can Dos Control 2.3 be found ?

It's shareware. Unregistered version 1.3: www.atari8.prv.pl/stuff/dc13.zip
:) In this ATR file is polish :) documentation, but Jurgi/Tristesse still
translateting this to english.

I have full 2.3. It's great! :)

Vasco/Tristesse

6644. Re: 8-bit software on a vinyl record?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-11 18:22:31 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <CdzH7.59391$88.7116008@zwoll1.home.nl>
Source record: 33018

Mo wrote

: >Some years ago we modified some Atari 1010 tapedrives (added external audio
: >IN/OUT to it) and used it to send message's to each other on 3M band

: You wouldn't happen to remember a quicky schematic for that in/out on the
: 1010 would you?

Never made a schematic for it since it basically consist of connecting some wires directly to the tapeheads of the 1010 (with use of some resistors to get a "normalized" signal).

: I'm still making CAS files of my tapes and if I could record
: directly off of the recorder with my laptop while it's loading, it would
: make a much cleaner recording than recording off of a standard tape deck.

Usually the audio-quality of an audio tapedeck is better, compared to the 1010, but if you're looking for a very simple way to get clean data you may use a CD2Tape adapter for this. It's a cassettetape with a wire on it with a jackplug. The official use of it is to put the "tape" into a car-cassetteplayer and connect the jackplug to a portable CD. This way you can play CD's thru your car-cassetteplayer.

The same device can be used the other way around. Start-up a copier on your Atari, load the tape (or diskfile) into memory, insert the cd2Cas "tape", press Play&Record on the 1010, connect the jackplug to the laptop and save the Atari program to tape. Data will flow straight into your PC system. Signal may be a bit low, but normalizing afterwards on your laptop will do.

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
BBSing is terminal.

6645. Re: HELP - converting Atari disks to ATR

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-12 00:45:03 UTC
From: kubecj@asw.cz
Message-ID: <d4ce21ec.0111111645.42616c22@posting.google.com>
Source record: 33019

Steven Tucker <classics@atarimax.com> wrote in message
news:<MPG.1655e055ccaa22129896a8@news.nacs.net>...
> Your comments got me thinking... I went back and looked over what I had
> done for other people and lo and behold I already made a alpha-load
> image fixer.
>
> Anyone who needs it please e-mail me, it just fixes a few bytes in the
> boot loader.

I'm just wondering why don't you patch such images on the fly?

Jindroush (kubecj@asw.cz)

6646. Re: HELP - converting Atari disks to ATR

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-12 00:48:47 UTC
From: kubecj@asw.cz
Message-ID: <d4ce21ec.0111111648.478b27e4@posting.google.com>
Source record: 33020

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote in message
news:<3BEC0FE2.8E0E56AB@mail.uni-mainz.de>...
> - there are not so many converter programs avaiable to convert to DOS 2
> format
> (as of yet, there is none for Howfen DOS!)
>
> P.S.: Also try Jindrich`s ACVT and ADIR PC programs, maybe they can
> help...

Adir does extract Jon.W, Rob.C & Howfen menus. To the PeeCee files, of course (not a problem to copy them back to a dos2 disk using emulator).

The other menus:
1) use plain dos files
2) I don't have creator utilities for them. So if somebody has them, feel free to send me them. I'll add them to ADIR.

Bye,
Jindroush (kubecj@asw.cz)
http://jindroush.atari.org

6647. Re: The pigs, wolves, and balloons.

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-12 02:18:12 UTC
From: Tomasz Cichon <tonc@home.com>
Message-ID: <EjGH7.172291$YL3.51609565@news3.rdc1.on.home.com>
Source record: 33021

Thanks for the replies. :) Pooyan is the game, and it brings back some memories, oh yes... I'll play it on my PC using AtariWIN.

6648. FA: Jaguar items and modems

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-12 05:39:30 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <B814CAC2.293%atari@bright.net>
Source record: 33022
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
For auction:
Jaguar system
Tempest cart
14.4 modem
28.8 modem

Use this one link to locate my auctions:

http://members.ebay.com/aboutme/atarilp/

No reserve, low starting bids!
Good luck...
--------------------------------------------------------------------------
Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/
```

6649. Lasermania, the game.

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-12 06:20:42 UTC
From: Tomasz Cichon <tonc@home.com>
Message-ID: <_SJH7.173751$YL3.52080269@news3.rdc1.on.home.com>
Source record: 33023

Has anybody here played LASERMANIA? All of the versions I've come across and tried, won't let me finish the first level.
I complete the level, the door to the 2nd level opens, but... I can't enter it.

Anybody has a version that will let me cross to the next level?

6650. Re: 8-bit software on a vinyl record?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-12 07:07:07 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <vyKH7.414$ks4.248163486@newssvr11.news.prodigy.com>
Source record: 33024

Hey Fox, great idea!
I actually have a couple of those adapters lying around, later I'll try it out. I also have a couple of dead 410's I might just permanently wire up for tape copying. The problem I've run into with audio players/recorders is that all of the ones I have add a slight reverb to the output, I guess to make a fuller sound on a little speaker. I discovered this in my TRS-80 tape transfering when I examined the wave files with Cooledit the difference was as clear as night and day.
Thanks for the advice,
Mo

Fox-1 wrote in message ...
>
>Mo wrote
>
>: >Some years ago we modified some Atari 1010 tapedrives (added external audio
>: >IN/OUT to it) and used it to send message's to each other on 3M band
>
>: You wouldn't happen to remember a quicky schematic for that in/out on the
>: 1010 would you?
>
>
>Never made a schematic for it since it basically consist of connecting some
>wires directly to the tapeheads of the 1010 (with use of some resistors to get
>a "normalized" signal).
>
>
>: I'm still making CAS files of my tapes and if I could record
>: directly off of the recorder with my laptop while it's loading, it would
>: make a much cleaner recording than recording off of a standard tape deck.
>
>
>Usually the audio-quality of an audio tapedeck is better, compared to the
>1010, but if you're looking for a very simple way to get clean data you may
>use a CD2Tape adapter for this. It's a cassettetape with a wire on it with a
>jackplug. The official use of it is to put the "tape" into a
>car-cassetteplayer and connect the jackplug to a portable CD. This way you
>can play CD's thru your car-cassetteplayer.
>
>The same device can be used the other way around. Start-up a copier on your

>Atari, load the tape (or diskfile) into memory, insert the cd2Cas "tape",
>press Play&Record on the 1010, connect the jackplug to the laptop and save
the
>Atari program to tape. Data will flow straight into your PC system.
Signal
>may be a bit low, but normalizing afterwards on your laptop will do.
>
>
>--
>
>Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
>
http://punkenpro.does.it
> BBSing is terminal.
>
>

6651. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-12 10:56:39 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1005562532@rtfm.mit.edu>
Source record: 33025
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 10, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
```

http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/
Atari Phoenix Project E-Zine: http://atariphoenix.com

6652. Re: Atari Virus

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-12 12:50:51 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <LAPH7.65906$%94.9368354@news02.optonline.net>
Source record: 33026

So, the next time we find a Trojan, we look at you? Should somebody alert McAffee and Symantec?
Nope, there are already too many Trojans, worms, viruses out there. How's a guy to gain any notoriety with all that competition?

(JUST KIDDING!)

Somebody else talked about an Atari 8-bit virus, and if I remember, I'll ask him about it the next time I see him.

Take care.

Alan

"Fox-1" <DONT_USE_fox-1@home.nl> wrote in message news:qUyH7.59209$88.7102269@zwoll1.home.nl...
> John Torton wrote
>
> : Somebody knows if exist any virus for the Atari i never heard about
>
>
> Technically, it is possible to write a virus for the 8-bitter without too much
> effort by changing the SIO routines in memory. It'll not be very effective if
> you don't have a harddisk, but several o.s' allow one to do a reboot without
> having to shut down the power of the computer so the banked memory (as in the
> 130XE) will not be erased at reboot, so the virus-code could be stored over
> there.
>
> A virus could be made, but I don't see a reason for it (as for every virus
> :-)). I know however how to code a very effective trojan for people who use
> an emulator that will be loaded from an ATR image into the emulated memory of
> the emulator. I tested it and it works very effective :-) When loaded on an
> original Atari system you won't notice a thing. No, I won't give details...
>
>
> --
>

> Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
>
http://punkenpro.does.it
> BBSing is terminal.
>
>

6653. FA: 56k modem and CD-ROM reader also

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-12 15:10:31 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <B8155097.2A4%atari@bright.net>
Source record: 33027
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
More items for auction:

http://members.ebay.com/aboutme/atarilp/

Good luck...

--------------------------------------------------------------------------
Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/
```

6654. Re: HELP - converting Atari disks to ATR

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-12 16:11:34 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <WwSH7.20395$2K3.357931@news.easynews.com>
Source record: 33028

"Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message
news:3BEC0FE2.8E0E56AB@mail.uni-mainz.de...
> Well,
> fortunately I did not use any of these british menus (alpha, multi,
> howfen, etc.) regularly. just experimented a little with them. thats
> what I found out so far:
> - they are not at all DOS (2,3,4,Xe or sparta or something) compatible
> - thus they do not have a regular directory
> - mostly they try to use ultraspeed, warpspeed or highspeed
> - there are not so many converter programs avaiable to convert to DOS 2
> format
> (as of yet, there is none for Howfen DOS!)
>
> Ok, when converting them to ATR image this works fine with Ape or
> SIO2PC, but only converting (uploading to the PC). Trying to boot any of
> these ATRs failed, i.e. the computer hanged up after a few seconds.
> Think this has to do with the changed SIO routine (ultraspeed, warpspeed
> or highspeed), which most of the emulators do not like. tested it with
> SIO2PC and all those british menus (images) did not work alright,
> although they did not have any copy protection nor were they defective
> (they work on the real machine but not on the emulator!) . Another quite
> unusual effect is that Ape and SIO2PC support a higher SIO speed rate
> and this works with most DOS or Gamedos versions, but not with those
> british menus...
>
>
> But afaik, most of those british menus contain only pirated software, so
> maybe it is a good thing, that they do not work with the emulators
> (laughing)... to get serious again, maybe someone can write a converter
> program to convert all these menus (their programs) to standard DOS 2
> format. Then one can convert them to ATR without any further
> problems... -Andreas.
>
> P.S.: Also try Jindrich`s ACVT and ADIR PC programs, maybe they can
> help...
>

I'm glad someone else out there has even heard of my "alpha-load" and other
such UK specific menu disks. I am forwarding some to Steve Tucker, so that
he can hopefully code some utils/changes in APE.

6655. sio2pc lead...

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-12 16:29:10 UTC
From: bsg <bigsexygav@yahoo.comREMOVE>
Message-ID: <oNSH7.12034$is2.2470384@news6-win.server.ntlworld.com>
Source record: 33029

Recently i've got back into the retro groove and one of my first purchases was an Atari 800xl, 1050 disc drive and xc12 Datasette. The 800xl was teh first computer I ever owned but could never afford the 1050 - this one I obtained at the cracking price of £65 gbp including the 800xl. .

I have a cd full of disc images that I would like to 'plop' on 5.25" floppy so I ordered a sio2pc lead from j131 in Poland (very courteous btw - well recommended) who has confirmed that the lead is on its way. Basically, what I am wanting to know is what is the procedure for doing this and is it easy?

regards

Gavin
www.xscomputers.co.uk

--

++++++++ Begin No66y's Code Block +++++++
a2 s4 b3 n4 d5 u+ l+ nu5 o5 c5 p5 t5 pr3 ad4 z+
+++++++++ End No66y's Code Block ++++++++

6656. Re: ATARI Fido echo - gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-12 19:04:26 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <9spr4u$14nmck$3@ID-15679.news.dfncis.de>
Source record: 33035

Hi,

> In the beginning, FIDO was very progressive. There was a reason
>for the many requirements and rules....
>....It seemed to attract individuals that had a megalomaniac
>personality....

Tell me about it, I ran a mail only node for several years (serving "point" users). I shut down and left Fido mainly because of the constant politics and wrangling which was ruining the hobby for many of us.

In fact, I was part of a number of networks, including SFNet, TrekNet, IncarNET amongst others. Fido was by far the most oppressive, with all too many of the region 2 controllers/coordinators acting like petty little despots!

More than anything I think that attitude is what has ultimately destroyed FidoNET. And quite frankly it serves them right. :-(

> Personally, I always liked the ATARI echo....

That was one of my hangouts too, along with the "OBSOLETE" echo.

Sadly, the last time I took a look at the list of echoes (about 18 months back) it had gone, along with many of the other echoes I used to frequent. :-(

In fact, I had a devil of a time finding any Fido BBSs in my area. According to the nodelist I grabbed then, my old net (2503? I forget....it was created when net 253 was deemed too large and split up - AGAINST the wishes of the majority of the sysops affected) had all but died. Hardly surprising since the guy who took over the running of the newly created net, erstwhile sysop of the "Magic Castle", hadn't got a clue how to run his own system, let alone an entire net!

Typical of the Fido I'd grown to know and detest....

TTFN - Pete.

6657. Re: SIO2pc components

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-12 19:06:18 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <9spr4v$14nmck$4@ID-15679.news.dfncis.de>
Source record: 33036

Hi,

>....matter if a 1/2 watt is used instead ? tks

No, as long as you use the same value only the size of the finished unit
will be affected.

TTFN - Pete.

6658. Re: sio2pc lead...

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-12 19:14:27 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <ncVH7.483$dA1.301510753@newssvr11.news.prodigy.com>
Source record: 33030

I've gotten both of my cables from him and he is a very good person to deal with. You can use the SIO2PC to connect your 8bit to a PC and use the PC to emulate the disk drive (actually a bunch of disk drives). You need something like APE on the PC if you do a search you can find it probably at www.ape.com I can't remember, I'm sure Mr. Tucker will let you know for sure. For ATR to Floppy writes I mainly use the 1050 to PC cable made by the same person, it allows you to hook a 1050 up to your PC and do disk dumps. It will also allow you to archive your real disks into ATR or PRO images for copyprotected disks. I haven't found a protected disk yet that wouldn't dump successfully. You'd use the same APE software for that as well. I've had alot of luck using the DOS version.

Mo

bsg wrote in message ...
>Recently i've got back into the retro groove and one of my first purchases
>was an Atari 800xl, 1050 disc drive and xc12 Datasette. The 800xl was teh
>first computer I ever owned but could never afford the 1050 - this one I
>obtained at the cracking price of ?65 gbp including the 800xl. .
>
>I have a cd full of disc images that I would like to 'plop' on 5.25" floppy
>so I ordered a sio2pc lead from j131 in Poland (very courteous btw - well
>recommended) who has confirmed that the lead is on its way. Basically, what
>I am wanting to know is what is the procedure for doing this and is it
easy?
>
>regards
>
>Gavin
>www.xscomputers.co.uk
>
>--
>
>++++++++ Begin No66y's Code Block +++++++
>a2 s4 b3 n4 d5 u+ l+ nu5 o5 c5 p5 t5 pr3 ad4 z+
>+++++++++ End No66y's Code Block ++++++++
>
>
>
>
>

6659. Re: HELP - converting Atari disks to ATR

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-12 19:39:07 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <9spr50$14nmck$5@ID-15679.news.dfncis.de>
Source record: 33037

Hi Andreas,

> Ok, when converting them to ATR image this works fine with Ape
>or SIO2PC, but only converting (uploading to the PC). Trying to
>boot any of these ATRs failed, i.e. the computer hanged up after
>a few seconds....

Which Atari system were you emulating? I have a vague recollection that some of these loaders used illegal OS ROM calls and therefore wouldn't work on XL/XE series machines - at least not until updated versions were released.

>....Think this has to do with the changed SIO routine (ultraspeed,
>warpspeed or highspeed), which most of the emulators do not like....

Can't comment on that, but I'm pretty sure that in the case of the early versions of "MultiBoot" they were calling the routine which prints a line of text to the screen directly (the same truly _stupid_ mistake an awful lot of programmers made).

>....maybe someone can write a converter program to convert all these
>menus (their programs) to standard DOS 2 format....

I don't see why, MultiBoot was a particularly useful menu system - the VAST majority of my old discs are in that format.

If the emulator(s) cannot cope with MB then it's the emulator which is at fault and it is the emulator which should be corrected; after all, if the software runs on a real machine then the emulator simply isn't doing it's job properly if it won't run that software, IMHO!

TTFN - Pete.

6660. Re: Atari Virus

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-12 21:05:41 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bf03b13$0$189$e4fe514c@newszilla.xs4all.nl>
Source record: 33031

> So, the next time we find a Trojan, we look at you? Should somebody alert
> McAffee and Symantec?
> Nope, there are already too many Trojans, worms, viruses out there. How's
a
> guy to gain any notoriety with all that competition?
>

hmm maybe a virus competition would be great just to see if we can write
also worms like code red!

TXG/MNX

6661. Re: sio2pc lead...

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-12 23:05:37 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <5BYH7.36568$hZ.3399142@newsread2.prod.itd.earthlink.net>
Source record: 33032

Very easy. Just connect the XL to the 1050 set as D1: and daisy chain to the CD system thru the cable. Boot your favorite DOS (I prefer MyDos so you can force all sectors to copy when not a good VTOC present.) or load a sector copier. Start the SIO2PC software and load a disk image from the CD as D2: in case you have 2.0 or 2.5 and then duplicate from D2: to D1: ... voila.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"bsg" <bigsexygav@yahoo.comREMOVE> wrote in message
news:oNSH7.12034$is2.2470384@news6-win.server.ntlworld.com...
> Recently i've got back into the retro groove and one of my first purchases
> was an Atari 800xl, 1050 disc drive and xc12 Datasette. The 800xl was teh
> first computer I ever owned but could never afford the 1050 - this one I
> obtained at the cracking price of £65 gbp including the 800xl. .
>
> I have a cd full of disc images that I would like to 'plop' on 5.25"
floppy
> so I ordered a sio2pc lead from j131 in Poland (very courteous btw - well
> recommended) who has confirmed that the lead is on its way. Basically,
what
> I am wanting to know is what is the procedure for doing this and is it
easy?

6662. Re: 8-bit software on a vinyl record?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-13 00:13:10 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <LsZH7.71249$88.8121161@zwoll1.home.nl>
Source record: 33033

Mo wrote

: Hey Fox, great idea!
: I actually have a couple of those adapters lying around, later I'll try it
: out.

Didn't try the adapter thing myself, but I don't see a reason why it shouldn't
work.

: tape copying. The problem I've run into with audio players/recorders is that
: all of the ones I have add a slight reverb to the output

This is normal for old tapes. Tapes are magnetic media. When the tape is not
used for a long time, it "copies" the audio/data from one part of the tape to
the overlaying and underlaying parts. Like carbon paper, but then magnetic
:-)

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
BBSing is terminal.

6663. Re: sio2pc lead...

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-13 00:28:14 UTC
From: bsg <bigsexygav@yahoo.comREMOVE>
Message-ID: <yOZH7.15060$MN4.1718537@news11-gui.server.ntli.net>
Source record: 33034

Many thanks to both who replied, the unfortunate thing is Mo, buying all teh stuff i've took delivery of has ermm, left me destitute so a 1050 2 PC cable is out of my reach for the next few weeks.

I would never have honestly though of doing it the method you mentioned Ron, sounds simple (nothing beats playing the old greats like Fort Apocolypse, Chop Suey and the like on teh real thing - somehow emulation just doesn't cut it!)

Hopefully my lead will be with me soon and I can relive my youth ;o)

regards

Gavin
www.xscomputers.co.uk

--

++++++++ Begin No66y's Code Block +++++++
a2 s4 b3 n4 d5 u+ l+ nu5 o5 c5 p5 t5 pr3 ad4 z+
+++++++++ End No66y's Code Block ++++++++

6664. Re: The pigs, wolves, and balloons.

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-13 05:17:44 UTC
From: Anthony Ramos <aramos@ele-mental.org>
Message-ID: <B815ECF8.1E97%aramos@ele-mental.org>
Source record: 33038

It's a one-color, eight-pixel rendition of a barbell. Come on, can't you
tell? ;-)

in article 6SjH7.12716$Ze5.8204396@news1.rdc1.md.home.com, Paul Gifford at
paul.gifford@home.nospam.com wrote on 10 11 01 16.44:

> Pooyan! Silly but very addictive. You're armed with arrows and ham or
> something like that. Why pigs would shoot ham, I don't know, so maybe it's
> chicken, the other other white meat :)
>
>
> "Tomasz Cichon" <tonc@home.com> wrote in message
> news:YWaH7.160271$YL3.48691473@news3.rdc1.on.home.com...
>> What is that game called? You're a pig riding on some kind of elevator up
>> and down and you get to shoot wolves that are trying to reach top of the
>> screen flying on balloons?
>>
>>
>>
>
>

--
Anthony Ramos________
600 SE 39th Ave., # 3 __ aramos@ele-mental.org .. aramos@hyperreal.org
Portland, OR 97214 ___ information design .. multimedia production
(503) 236-6303 ____________interactive art .. image synthesis

6665. Re: Lasermania, the game.

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-13 06:12:38 UTC
From: Atari 8 Man <KMFerrante@cfl.rr.com>
Message-ID: <qR2I7.71610$zK1.18135233@typhoon.tampabay.rr.com>
Source record: 33039

I have also been looking for a good working version of lasermania, the only thing I can find is a cheat version that works.
at http://xlent.nostalgia.pl/XLent.html

Atari8Man

"Tomasz Cichon" <tonc@home.com> wrote in message news:_SJH7.173751$YL3.52080269@news3.rdc1.on.home.com...
> Has anybody here played LASERMANIA? All of the versions I've come across
> and tried, won't let me finish the first level.
> I complete the level, the door to the 2nd level opens, but... I can't enter
> it.
>
> Anybody has a version that will let me cross to the next level?
>
>
>
>

6666. Gilmore

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-13 12:53:28 UTC
From: palo_l@gmx.net
Message-ID: <3487a2e2.0111130453.2208fdd4@posting.google.com>
Source record: 33040

Hi guys

Has anybody e-mail address or any other contact to Adam Gilmore, best musician ever?

Thanx.

6667. Atari XE Karateka cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-13 13:32:10 UTC
From: Mark Rathwell <mrathw5177@home.com>
Message-ID: <B8168B9B.44EA%mrathw5177@home.com>
Source record: 33041

Hi,

Does anyone have a cartridge version of Karateka that they would be
interested in parting with?

Please let me know via private email.

Thanks!

Mark

6668. Re: Lasermania, the game.

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-13 14:05:10 UTC
From: Tomasz Cichon <tonc@home.com>
Message-ID: <qM9I7.181310$YL3.54598047@news3.rdc1.on.home.com>
Source record: 33042

I think I've tried this one. It works, but you still won't be able to pass
that 1st level. It seems like it's a copy protection, or something.

6669. Re: Atari Virus

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-13 15:17:39 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <nQaI7.88781$%94.12069960@news02.optonline.net>
Source record: 33043

Looks like I opened a can of (dare I say it) worms again!

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:3bf03b13$0$189$e4fe514c@newszilla.xs4all.nl...
>
> > So, the next time we find a Trojan, we look at you? Should somebody
alert
> > McAffee and Symantec?
> > Nope, there are already too many Trojans, worms, viruses out there.
How's
> a
> > guy to gain any notoriety with all that competition?
> >
>
> hmm maybe a virus competition would be great just to see if we can write
> also worms like code red!
>
> TXG/MNX
>
>

6670. Microleague Box Score Stat Compiler

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-13 17:42:25 UTC
From: fletch@fast.net
Message-ID: <fletch-1311011242250001@nyco3.nycocorp.org>
Source record: 33044

My Microleague Box Score Stat compiler disk has died on me. I ordered a new copy from B&C, but they called me back to tell me that they have sold out. I have searched every archive I could think of, but have had no luck so far. Anyone know where to get a copy or have one they'd be willing to sell.

Thanks!

Pete

6671. Alternative Party: Atari 8 bits, ST, Amiga, C64 etc.

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-13 18:17:47 UTC
From: Kristoffer Lawson <setok@fishpool.com>
Message-ID: <9sro4b$965$1@news.bbnetworks.net>
Source record: 33045

We are organising what we believe is one of the best computer parties around, dubbed The Alternative Party. Basically it's about collecting a wide variety of alternative demo platforms together into an event for people who love machines with personality, and who are trying to create demos with them. Previously we've seen Atari Falcons, Amigas, C64s, a Vectrex, a Commodore PET, a Telmac, Spectrums, UNIX workstations etc. etc. We are also combining all of this with experimental and alternative art. Some artists who will be playing live at the 3-day event: Pnmf!, Tero Mi¿½yri¿½nen (plays live music with synths and a C64), Telamurska, Happo, Analogia, No I Aint.

It will take place in Helsinki, Finland from the 11th of January to the 13th. For more information contact me or visit the website, http://www.altparty.org/ (you can get an Atari Falcon invitro from there).

In addition, we've set up an area for collecting together information about cool machines and interesting art, or the "Alternative Wiki". Absolutely anybody can contribute information to it by clicking "Edit Text" at the bottom of any page, and add new pages freely. If there are people here who would like to contribute, please do! The Alternative Wiki can be found at http://www.altparty.org/wiki/.

--
Kristoffer Lawson | Setok / Aggression | Main Alternative Party organiser

6672. CC65 Programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-13 20:01:17 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <4it2vtks9grppesqposaba2tp4rlm4rfs7@4ax.com>
Source record: 33046

Hi,

I have a question about creating programs with CC65:

If you wish to create custom DLs and utilize P/M graphics is the best way to locate these by moving memtop down and 'reserving' memory for them just as you might in BASIC?

I'm new to cc65 (but old with Atari 8-bits) and all my C programming is with gcc and the PC. Manually using memory is not quite what I've been accustomed to.

Also does anybody know the memory usage of a cc65 program? What is still available for me in the way of memory?

Thanks for any help!

--
Shawn Jefferson

6673. Re: CC65 Programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-13 21:24:50 UTC
From: Chris Martin <cmartin_at_ti_dot_com@a.a>
Message-ID: <3BF18FA2.1AA89088@a.a>
Source record: 33047

Shawn Jefferson wrote:

> Hi,
>
> I have a question about creating programs with CC65:
>
> If you wish to create custom DLs and utilize P/M graphics is the best
> way to locate these by moving memtop down and 'reserving' memory for
> them just as you might in BASIC?
>

I am new to cc65 programming as well, but I have been messing around
with setting up DLs. It is possible to malloc() a location for it. I
have
some programs that use the following:

```
display_list = (unsigned char *) malloc(((192 - scanlines)/scanlines)
+16);
/* Write the display list to mem here... */

display_list[count++] = blah;
display_list[count++] = blah;
display_list[count++] = etc;

reg = (unsigned char *) 0x0230;
*reg = (unsigned char) ((int)display_list) & 0xff;
reg = (unsigned char *) 0x0231;
*reg = (unsigned char) (((int)display_list)>>8) & 0xff;
```

There is some other magic that goes on, but it is possible to malloc
both the
display list memory and the screen memory as long as you align things
properly.

--Chris

6674. Aynone have a scan of the 850 interface manual?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-13 21:52:34 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.165b602b759ac019896ad@news.nacs.net>
Source record: 33048

Cant seen to find mine =[

--
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
*
* * * Turn your 8-bit Atari into a powerhouse with APE! * *
*
* * * Ape Homepage: http://www.atarimax.com/ * *
*
* * *** *
*
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+
Items !!

6675. Re: CC65 Programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-13 21:57:32 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <1j53vtkju5u6tlo3en2pqto7ijm4bqhmug@4ax.com>
Source record: 33049

On Tue, 13 Nov 2001 15:24:50 -0600, Chris Martin
<cmartin_at_ti_dot_com@a.a> wrote:

> display_list = (unsigned char *) malloc(((192 - scanlines)/scanlines)
>+16);
>
>There is some other magic that goes on, but it is possible to malloc
>both the
>display list memory and the screen memory as long as you align things
>properly.

Yea, but how do you align things properly? DLs can't cross a 1k
boundary (without special design and how do you set this up?) , and
P/M graphics a 2k boundary right?

I was hoping to create a generic function to setup a display list, and
P/M graphics, but I am just trying to fathom how you go about doing
this in C.

--
Shawn Jefferson

6676. Re: CC65 Programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-13 22:51:45 UTC
From: Chris Martin <cmartin_at_ti_dot_com@a.a>
Message-ID: <3BF1A400.4F8856DF@a.a>
Source record: 33050

> I was hoping to create a generic function to setup a display list, and
> P/M graphics, but I am just trying to fathom how you go about doing
> this in C.

Ah, I see. I have a function in which you send it the
antic number and it sets up a DL for full screen mode
(ie, you cannot mix modes at the moment). It also
returns a pointer to the screen data (also malloc'ed
in the function).

It takes into account the 4K limitation of the screen
data, but not the 1K boundary of the DL. The DLs that
I am using right now are at most 207 bytes long. I guess
I have just never run into the case where it crossed a 1K
boundary.

You can cross a 1K boundary, if you know where it is ahead
of time, and since you know the malloc address, you do.
You just need to insert a JMP instruction before the
1K boundary. I haven't added this to my code yet, but I
plan on testing it soon.

I can send you the code I have if you like. I am in the
process of writing a game all in C. (Hopefully, it won't
be too slow :) Any help would be good anyway....
especially, if you start writing some functions and are
willing to pass them along.

L8r,
--Chris

6677. Re: Aynone have a scan of the 850 interface manual?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-13 22:53:05 UTC
From: Chris Martin <cmartin_at_ti_dot_com@a.a>
Message-ID: <3BF1A451.AB73957B@a.a>
Source record: 33051

Steven Tucker wrote:

> Cant seen to find mine =[
>

Steve,

You can find one here:
http://www.dislerdesign/Atari/

I don't think it is complete though....

--Chris

6678. Re: CC65 Programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-13 23:30:06 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <oua3vtkhmdctr5c4dkl1jpfk4gc2817cuk@4ax.com>
Source record: 33052

On Tue, 13 Nov 2001 16:51:45 -0600, Chris Martin
<cmartin_at_ti_dot_com@a.a> wrote:

>Ah, I see. I have a function in which you send it the
>antic number and it sets up a DL for full screen mode
>(ie, you cannot mix modes at the moment). It also
>returns a pointer to the screen data (also malloc'ed
>in the function).

I'd like to make a function that you can pass a display list (without
the LMS and return addresses) and the function does everything it
needs to set it up properly.

Your function sounds like a useful function too!

>I can send you the code I have if you like. I am in the
>process of writing a game all in C. (Hopefully, it won't
>be too slow :) Any help would be good anyway....
>especially, if you start writing some functions and are
>willing to pass them along.

I'd love to see the code, I've had zero experience programming on the
Atari beyond some very basic BASIC.

--
Shawn Jefferson

6679. Re: CC65 Programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-14 01:54:41 UTC
From: Ken Siders <atari8bitREMOVE@columbus.rr.com>
Message-ID: <B9kI7.9868$uZ6.4284629@typhoon.columbus.rr.com>
Source record: 33053

"Shawn Jefferson" <sjeffers@home.com> wrote in message
news:4it2vtks9grppesqposaba2tp4rlm4rfs7@4ax.com...
> Hi,
>
> I have a question about creating programs with CC65:
>
> If you wish to create custom DLs and utilize P/M graphics is the best
> way to locate these by moving memtop down and 'reserving' memory for
> them just as you might in BASIC?
>
> I'm new to cc65 (but old with Atari 8-bits) and all my C programming
> is with gcc and the PC. Manually using memory is not quite what I've
> been accustomed to.
>
> Also does anybody know the memory usage of a cc65 program? What is
> still available for me in the way of memory?
>
> Thanks for any help!
>
> --
> Shawn Jefferson

With the linker configuration file you can define a block of memory to be at
a
particular memory boundry (any power of two I think) and have the linker
define a symbol that points to it that you should be able to access via
extern
from the assembler. This requires one to create a linker config file vs.
using
a built in atari one.

In the segments section of the linker config file if you added:
ALIGNED: load = RAM, type = bss align=256, define=yes

This will define a global assembler symbol __ALIGNED__
which I think would be accessable to the c compiler using
extern char _ALIGNED__[whateverSize];
But I would need to test it since I mostly have only
have used the assembler with linker config files.

With the assembler you could also just create a file with
some byte statements and have the linker locate it at the
appropriate boundary but I am not sure how to do that
with the C compiler.

--Ken

6680. Re: CC65 Programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-14 02:40:45 UTC
From: NoOne@FakeEmail.com
Message-ID: <9158DC624CTHEnterprises@205.212.123.11>
Source record: 33054

The program stack used by CC65 compiled programs is held in high memory. It is pointed to by the stack pointer as 0x80. The technique I would use would be to store your DL and PMs in lower memory, and give your compiled program a target address above that. Here's an example on how to do this with the JRD version of cc65-

First in cc65:

```
#include <stdio.h>

extern char dl[];

#asm
_dl = $2400
#endasm

char dl_header[]={0x40,0x40,0x40,0x02,0x02,0x00};
main()
{

strcpy(dl,dl_header);
}
```

This gets compiled to:

```
_dl = $2400
_dl_header:
.byte 64
.byte 64
.byte 64
.byte 2
.byte 2
.byte 0
_main:
jsr enterfun
ldax #_dl
jsr pushax
ldax #_dl_header
jsr pushax
ldy #2
jsr _strcpy
jmp exitfun
.globl _strcpy
.globl _main
.globl _dl_header
.globl _dl
.globl _errno
```

```
.globl _stderr
.globl _stdout
.globl _stdin
```

Then you would link with the -B parameter and specify the target start address of your program to be above the memory you want to use for the DL.

sjeffers@home.com (Shawn Jefferson) wrote in <4it2vtks9grppesqposaba2tp4rlm4rfs7@4ax.com>:

>Hi,
>
>I have a question about creating programs with CC65:
>
>If you wish to create custom DLs and utilize P/M graphics is the best
>way to locate these by moving memtop down and 'reserving' memory for
>them just as you might in BASIC?
>

6681. Indus hi-speeed>>>

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-14 03:52:45 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <hUII7.7399$o16.359441@typhoon2.gnilink.net>
Source record: 33056

I am transferring software from old 8-bit floppies to my APE machine using an Indus GT and SpartaDOS.

I was wondering if there was a driver I could use to get higher read speed (SIO 3x or even 2x) on the Indus?

If so, where can I get this driver?

6682. FT: Cloudburst by Dana (CIB)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-14 05:06:04 UTC
From: Joe Grand <jgrand@mindspring.com>
Message-ID: <3BF1FBBC.4A7A2733@mindspring.com>
Source record: 33055

Subject says it all. I have a complete-in-box Cloudburst cart for Atari
8-bit machines.. If you're interested in trading, drop me a line!

Joe
jgrand@mindspring.com

6683. Re: Aynone have a scan of the 850 interface manual?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-14 07:34:18 UTC
From: Glenn Bruner <glenn.bruner@verizon.net>
Message-ID: <_7pI7.705$Dd5.1737581@paloalto-snr2.gtei.net>
Source record: 33057

You left the .com off your URL.

Try here:

http://www.dislerdesign.com/Atari/

Glenn

"Chris Martin" <cmartin_at_ti_dot_com@a.a> wrote in message
news:3BF1A451.AB73957B@a.a...
> Steven Tucker wrote:
>
> > Cant seen to find mine =[
> >
>
> Steve,
>
> You can find one here:
> http://www.dislerdesign/Atari/
>
> I don't think it is complete though....
>
> --Chris
>

6684. Re: Indus hi-speeed>>>

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-14 08:55:00 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.165bfb6b121b32929896ae@news.nacs.net>
Source record: 33058

In article <hUlI7.7399$o16.359441@typhoon2.gnilink.net>,
cabell.clarkeNOSPAM@SPAMNOverizon.net says...
> I am transferring software from old 8-bit floppies to my APE machine using
> an Indus GT and SpartaDOS.
>
> I was wondering if there was a driver I could use to get higher read speed
> (SIO 3x or even 2x) on the Indus?
>
> If so, where can I get this driver?

DOS-XL includes the Syncromesh driver for the Indus.

Steve

6685. Re: CC65 Programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-14 11:22:10 UTC
From: thor@math.tu-berlin.de
Message-ID: <3bf245d2@news.ivm.net>
Source record: 33059

Chris Martin <cmartin_at_ti_dot_com@a.a> wrote:

Hi Chris,

> You can cross a 1K boundary, if you know where it is ahead
> of time, and since you know the malloc address, you do.
> You just need to insert a JMP instruction before the
> 1K boundary. I haven't added this to my code yet, but I
> plan on testing it soon.

The problem with the ANTIC JMP is that it costs one scan line,
i.e. you would see one blank line on screen.

There's another solution, though: Allocate more memory! If
you need to hold a DLIST of n bytes, allocate n + 1K - 1 bytes,
and align the resulting memory pointer to the next upper 1K
border:

```
size_t dsize;
char *dlist;

dlist = malloc(dsize + 0x3ff);
dlist = (dlist + 0x3ff) & (~0x3ff);
```

This will align dlist to a 1K boundary, and you've no problems.

So long,
Thomas

6686. Re: Atari XE Karateka cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-14 12:13:37 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <cuc3vto91m33fumhl7bprbgefong2n70ls@4ax.com>
Source record: 33060

On Tue, 13 Nov 2001 13:32:10 GMT, Mark Rathwell <mrathw5177@home.com>
wrote:

>Hi,
>
>Does anyone have a cartridge version of Karateka that they would be
>interested in parting with?

Was there a cart version???

6687. Re: Indus hi-speeed>>>

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-14 14:07:45 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3bf27981_3@news.iglou.com>
Source record: 33061

Steven Tucker wrote in message ...
>In article <hUlI7.7399$o16.359441@typhoon2.gnilink.net>,
>cabell.clarkeNOSPAM@SPAMNOverizon.net says...
>> I am transferring software from old 8-bit floppies to my APE machine
using
>> an Indus GT and SpartaDOS.
>>
>> I was wondering if there was a driver I could use to get higher read
speed
>> (SIO 3x or even 2x) on the Indus?
>>
>> If so, where can I get this driver?
>
>DOS-XL includes the Syncromesh driver for the Indus.
>
As far as I know, the only other OS that could run an Indus drive at
high speed was Spartados X (the cartridge).

6688. Re: Atari XE Karateka cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-14 18:23:08 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bf2b7fd$0$212$e4fe514c@newszilla.xs4all.nl>
Source record: 33062

Yes there was an catridge version (c) 1988 RX9095 by Atari.

The box is blue XE style

TXG/MNX
"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
news:cuc3vto91m33fumhl7bprbgefong2n70ls@4ax.com...
> On Tue, 13 Nov 2001 13:32:10 GMT, Mark Rathwell <mrathw5177@home.com>
> wrote:
>
> >Hi,
> >
> >Does anyone have a cartridge version of Karateka that they would be
> >interested in parting with?
>
> Was there a cart version???

6689. Re: Aynone have a scan of the 850 interface manual?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-14 19:58:00 UTC
From: fletch@fast.net
Message-ID: <fletch-1411011458000001@nyco3.nycocorp.org>
Source record: 33063

Steven,

I think I have a photo copied version if that would help you. I made a copy of a friend's way back when I had lost mine. Soon after I found my original so you can have the copied one if you'd like.

Pete

In article <MPG.165b602b759ac019896ad@news.nacs.net>, Steven Tucker <classics@atarimax.com> wrote:

> Cant seen to find mine =[

6690. Alternative Party: Atari 8 bits, ST, Amiga, C64 etc.

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-14 22:46:18 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <003f0719@fmlynet.org>
Source record: 33074

FamilyNet Newsgate

Wow! Sounds like fun! Maybe someday the states will be up to doing this.
But know that I think this is a really cool idea. Makes me want to visit
Finland. :)

> From: Kristoffer Lawson <setok@fishpool.com>

> We are organising what we believe is one of the best computer parties around,
> dubbed The Alternative Party. Basically it's about collecting a wide variety
> of alternative demo platforms together into an event for people who love
> machines with personality, and who are trying to create demos with them.
> Previously we've seen Atari Falcons, Amigas, C64s, a Vectrex, a Commodore

> It will take place in Helsinki, Finland from the 11th of January to the 13th.
> For more information contact me or visit the website,
> http://www.altparty.org/ (you can get an Atari Falcon invitro from there).

Atari Falcon invitro?

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6691. Aynone have a scan of the 850 interface manual?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-14 22:47:46 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <003f071a@fmlynet.org>
Source record: 33073

FamilyNet Newsgate

I just got my scanner working and I am scanning in the Spectre GCR manual.
If no one replies in a week, let me know. ;)

Doctor Clu

> From: Steven Tucker <classics@atarimax.com>

> Cant seen to find mine =[

> --
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
> *
> * * * Turn your 8-bit Atari into a powerhouse with APE! * *
> *
> * * * Ape Homepage: http://www.atarimax.com/ * *
> *
> * * *** *
> *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+
> Items !!

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6692. Re: Aynone have a scan of the 850 interface manual?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-14 22:50:22 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <003f071b@fmlynet.org>
Source record: 33075

FamilyNet Newsgate

Kewl.... knew someone would have it.

So what's missing on it?

Doc Clu

> From: Chris Martin <cmartin_at_ti_dot_com@a.a>

> Steven Tucker wrote:

>> Cant seen to find mine =[
>>

> Steve,

> You can find one here:
> http://www.dislerdesign/Atari/

> I don't think it is complete though....

> --Chris

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6693. Re: Atari XE Karateka cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-15 00:30:00 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <tu26vtk8plj37d0taktpdktv1qdliemp9j@4ax.com>
Source record: 33064

On Wed, 14 Nov 2001 19:23:08 +0100, "TXG"
<txg@the-underground.myweb.nl> wrote:

>Yes there was an catridge version (c) 1988 RX9095 by Atari.
>
>The box is blue XE style
>
Cheers for that..

Must have missed that one out at the time

6694. Minigame final results

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-15 02:06:51 UTC
From: gasman@raww.org.RemoveThisBit.invalid
Message-ID: <915A1AD8Agasmanrawworg@163.1.2.7>
Source record: 33065
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.amstrad.8bit

The votes have been counted, and the full results of the 8-bit Minigame compo are here at last!

So, do we have a definitive answer to the question of which 8-bitter is best? Could this mean that we never need to resort to flamewars again? Of course not, don't be silly. But anyway, to see how all the entries fared, check out http://demo.raww.net/minigame/

And if you missed the competition, not to worry... download the game pack, and get down to some serious retro action. Just make sure you've got a couple of hours to spare...

Matthew Westcott

6695. Re: Indus hi-speeed>>>

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-15 02:23:08 UTC
From: Roy G Biv <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.33.0111142059370.11799-100000@shell1>
Source record: 33066

On Tue, 13 Nov 2001 at 22:52:45 EST, CBClarke (cabell dot
clarkeNOSPAM at SPAMNOverizon dot net) scribbled:
->I was wondering if there was a driver I could use to get higher
->read speed (SIO 3x or even 2x) on the Indus?

In reply to which, on Wed, 14 Nov 2001 at 03:55:00 -0500, Steven
Tucker (classics at atarimax dot com) dribbled:
->DOS-XL includes the Syncromesh driver for the Indus.

The problem I found with using Synchromesh is that the usual
error-checking procedure that DOS programs use is dispensed with.
That's apparently how the faster speed is obtained. When I first
got Synchromesh I tried it out, but I quickly abandoned it when I
found that it resulted in a huge number of copying errors. (And
for an Indus user, ANY copying error is a rare event.)

Thus I think you're better off using regular DOS programs at
regular speed. Later on, you may regret having used Synchromesh
when you go to look at the files you thought you successfully copied,
but instead you find you can't use those files or even access them
because they're filled with error sectors. You'll discover that
months or years after the copying, and by then your original disks
will be long gone. At that point you'll have lost your data. Is
it worth taking that risk?

>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "All Indus -- All The Time!" *

6696. Re: Minigame final results

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-15 02:51:22 UTC
From: Don Judy <hsaller@epix.net>
Message-ID: <3BF32EA6.B6612E63@epix.net>
Source record: 33067
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.amstrad.8bit

Matthew Westcott wrote:
>
> The votes have been counted, and the full results of the 8-bit Minigame
> compo are here at last!
>
> So, do we have a definitive answer to the question of which 8-bitter is
> best? Could this mean that we never need to resort to flamewars again?
>
> Matthew Westcott

No need for a flamewar. The results are clear. Either there are
better coders on C64, more of them, the machine is better, or
all three are true. Ehm, or more C64 guys want to justify their
love. Just an amazing response, really, I'm impressed with the
entries from *all* the 8-bitters, but all these emulators...
my PC is confused about its identity and my hard drive is lying
about the space these files take up. And I had to dig out the
800XL and 1050. Freakin' contest. Now I have even less room to
move around in.

dj

dj

6697. The Boot Factory BBS

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-15 02:52:17 UTC
From: NoOne@FakeEmail.com
Message-ID: <9159D7C11CTHEnterprises@205.212.123.11>
Source record: 33068

Hey everyone. Check out The Boot Factory BBS. Abdul is the sysop, and it's a BBS Express! Professional v2.1a A8 system. Hours are 11 p.m. to 6 a.m. EST (for now). Telnet on over to cabell.tzo.com and check it out!

6698. Re: Minigame final results

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-15 03:24:28 UTC
From: CreaMD/Dmagic <creamd@host.sk>
Message-ID: <9svcqn$as2$1@news.telecom.sk>
Source record: 33069
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.amstrad.8bit

Thumbs Up.
CreaMD

6699. Re: The Boot Factory BBS

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-15 05:12:53 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <p9lI7.56$4l5.7524@typhoon2.gnilink.net>
Source record: 33070

The thing is still a little shaky so please bear with me!!!

"Tom Hunt" <NoOne@FakeEmail.com> wrote in message
news:9159D7C11CTHEnterprises@205.212.123.11...
>
> Hey everyone. Check out The Boot Factory BBS. Abdul is the sysop, and
> it's a BBS Express! Professional v2.1a A8 system. Hours are 11 p.m. to 6
> a.m. EST (for now). Telnet on over to cabell.tzo.com and check it out!
>

6700. Re: Indus hi-speeed>>>

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-15 05:18:11 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <neII7.59$4I5.4081@typhoon2.gnilink.net>
Source record: 33071

hmmm... I do have an X-cart... I'll try that
"Bill Marcum" <bmarcum@iglou.com> wrote in message
news:3bf27981_3@news.iglou.com...
>
> Steven Tucker wrote in message ...
> >In article <hUlI7.7399$o16.359441@typhoon2.gnilink.net>,
> >cabell.clarkeNOSPAM@SPAMNOverizon.net says...
> >> I am transferring software from old 8-bit floppies to my APE machine
> using
> >> an Indus GT and SpartaDOS.
> >>
> >> I was wondering if there was a driver I could use to get higher read
> speed
> >> (SIO 3x or even 2x) on the Indus?
> >>
> >> If so, where can I get this driver?
> >>
> >DOS-XL includes the Syncromesh driver for the Indus.
> >
> As far as I know, the only other OS that could run an Indus drive at
> high speed was Spartados X (the cartridge).
>
>
>

6701. FA: Atari 800 system ,810,850 plus+

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-15 05:22:00 UTC
From: Atari 8 Man <KMFerrante@cfl.rr.com>
Message-ID: <YhII7.45280$Yb.13071789@typhoon.tampabay.rr.com>
Source record: 33072

Classic 800 system on Ebay complete
1 day left

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1295574975

Take a peek

6702. Re: Minigame final results

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-15 07:26:50 UTC
From: David Rambo <aa@bb.cc>
Message-ID: <2bKI7.9309$cj.1093087@news2-win.server.ntlworld.com>
Source record: 33076
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.amstrad.8bit

Funniest thing I've read in a long time!

lol

6703. Re: Alternative Party: Atari 8 bits, ST, Amiga, C64 etc.

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-15 07:48:49 UTC
From: Kristoffer Lawson <setok@fishpool.com>
Message-ID: <9svs11$2bpk$1@news.bbnetworks.net>
Source record: 33077

Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
: FamilyNet Newsgate

: Wow! Sounds like fun! Maybe someday the states will be up to doing this.
: But know that I think this is a really cool idea. Makes me want to visit
: Finland. :)

Well, if ever you needed a good excuse to visit Finland, this is it. Based on previous experiences I can honestly say you wont regret it :-) Lots of fantastic machines and people hacking out demos etc. A couple of somewhat legendary groups will be there. We're also planning an after-party for foreigners: sauna, beer, noise, snow & fun. So all in all, a nice holiday.

:> It will take place in Helsinki, Finland from the 11th of January to the 13th.
:> For more information contact me or visit the website,
:> http://www.altparty.org/ (you can get an Atari Falcon invitro from there).

: Atari Falcon invitro?

An invitation intro made by Wildfire for the Atari Falcon. Hopefully more platforms will turn up shortly (if anybody wants to make one for an Atari 8-bit, contact me!).

--
Kristoffer Lawson | Setok / Aggression | Main Alternative Party organiser

6704. Re: Indus hi-speeed>>>

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-15 11:25:44 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3bf3ec63$0$30978$1dc6e903@news.corecomm.net>
Source record: 33080

(shoot I can't remember everyone's names).
I totally agree with the person who says don't use high speed.
If you do use SpX high speed be sure to use the verify on.
AND then do a crc check of the files after you transfer.
I have a crc16 checker for A8 and PC.
Only then can you be sure your transfers were correct.
Russg

6705. Re: The Boot Factory BBS

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-15 13:05:07 UTC
From: ebaiz@skyenet.net
Message-ID: <74PI7.1392$fL.47475@newsfeed.slurp.net>
Source record: 33078

On 15 Nov 2001 02:52:17 , Tom Hunt wrote:
>
>Hey everyone. Check out The Boot Factory BBS. Abdul is the sysop, and
>it's a BBS Express! Professional v2.1a A8 system. Hours are 11 p.m. to 6
>a.m. EST (for now). Telnet on over to cabell.tzo.com and check it out!

Is there any special sign-in you have to do?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6706. Loading text into HTML file

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-15 13:16:36 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9t0f7l$m58$1@nets3.rz.RWTH-Aachen.DE>
Source record: 33079

Howdy folks

Anybody know if it is possible to load a textfile just like you load a
picture in HTML. I wanna use a seperate textfile (ASCII) and have that
automatically loaded when my homepage is accessed. That way I can change
the text without changing my homepage.

CU Mathy van Nisselroy

My old email address will seize to exist as of the end of 2001, please use
my new address.
Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine
neue Adresse.
Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn
nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

6707. Re: Atari XE Karateka cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-15 17:09:03 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bf3f822$0$215$e4fe514c@newszilla.xs4all.nl>
Source record: 33081

Hi,

Sorry I meant RX8095...

TXG
"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
news:tu26vtk8plj37d0taktpdktv1qdliemp9j@4ax.com...
> On Wed, 14 Nov 2001 19:23:08 +0100, "TXG"
> <txg@the-underground.myweb.nl> wrote:
>
> >Yes there was an catridge version (c) 1988 RX9095 by Atari.
> >
> >The box is blue XE style
> >
> Cheers for that..
>
> Must have missed that one out at the time

6708. Re: Aynone have a scan of the 850 interface manual?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-15 17:55:39 UTC
From: GB <GB@nospam.net>
Message-ID: <b608vtov44655hv2ahb0vc26egdklk2tga@4ax.com>
Source record: 33082

On Tue, 14 Nov 2001 22:47:46 , "Greg Goodwin"
<Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:

>FamilyNet Newsgate
>
> I just got my scanner working and I am scanning in the Spectre GCR manual.
> If no one replies in a week, let me know. ;)
>
> Doctor Clu
>
Wow, does THAT bring back memories...I always thought the GCR manual
was one of the best I've ever seen. Thoughts, anyone?

Also, does anyone know what ever became of Dave Small? I searched
around and couldn't find anything on the net about him...

Greg B.

6709. Re: Aynone have a scan of the 850 interface manual?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-15 19:21:31 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01c16e0a$d9c85e00$5902643e@windows>
Source record: 33083

Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> schreef in artikel
<003f071a@fmlynet.org>...
> FamilyNet Newsgate

> I just got my scanner working and I am scanning in the Spectre GCR
manual.

Wow! I used to own that manual (and gadget, by Small) and would be very
unterested in those scans. Are you going to put them online somewhere?

Richard

6710. Re: CC65 Programming

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-15 19:23:01 UTC
From: uz@musoftware.de
Message-ID: <lm41t9.tkh.ln@dialin.musoftware.de>
Source record: 33084

Shawn Jefferson <sjeffers@home.com> wrote:
> If you wish to create custom DLs and utilize P/M graphics is the best
> way to locate these by moving memtop down and 'reserving' memory for
> them just as you might in BASIC?
>
> I'm new to cc65 (but old with Atari 8-bits) and all my C programming
> is with gcc and the PC. Manually using memory is not quite what I've
> been accustomed to.

Just use malloc() as you would do on a PC. A solution for an aligned block has already been posted, but there is additional trick that will make the unsed memory again available for the heap. Here is some sample code:

```
/* Declare the hadd library function */
extern void __fastcall__ hadd (void* mem, size_t size);

/* Allocate memory */
char* D = malloc (Count + 0x3FF);

/* Create an aligned memory pointer */
char* B = (char*) ((((unsigned) D) + 0x3FF) & ~0x3FF);

/* Add unused memory back to the heap */
unsigned LoFree = B - D;
unsigned HiFree = 0x3FF - LoFree;
hadd (D, LoFree);
hadd (B + Count, HiFree);
```

The only problem with this approach is that you cannot just free() the block B points to, because parts of it have already added to the free list. So if you want to free this block, you will also have to use hadd(). You may also loose a small amount of memory if one of both slices freed is less than 6 bytes in size, because the it will be ignored by hadd() in this case.

Regards

Uz

--
Ullrich von Bassewitz uz@musoftware.de

6711. Re: Aynone have a scan of the 850 interface manual?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-15 20:17:27 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tv88kp6ikal0c8@corp.supernews.com>
Source record: 33085

"GB" <GB@nospam.net> wrote in message
news:b608vtov44655hv2ahb0vc26egdklk2tga@4ax.com...
> On Tue, 14 Nov 2001 22:47:46 , "Greg Goodwin"
> <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
>
> >FamilyNet Newsgate
> >
> > I just got my scanner working and I am scanning in the Spectre GCR
manual.
> > If no one replies in a week, let me know. ;)
> >
> > Doctor Clu
> >
> Wow, does THAT bring back memories...I always thought the GCR manual
> was one of the best I've ever seen. Thoughts, anyone?
>
> Also, does anyone know what ever became of Dave Small? I searched
> around and couldn't find anything on the net about him...
>

Ugly divorce is the rumor I heard, with the localized ground zero effects on
him and his business.

6712. Re: Loading text into HTML file

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-15 20:51:05 UTC
From: Phil Goembel <i-like-cw.n@t.sp.am.wi.rr.com>
Message-ID: <3BF42AB9.66240159@t.sp.am.wi.rr.com>
Source record: 33086

Mathy van Nisselroy wrote:
>
> Howdy folks
>
> Anybody know if it is possible to load a textfile just like you load a
> picture in HTML. I wanna use a seperate textfile (ASCII) and have that
> automatically loaded when my homepage is accessed. That way I can change
> the text without changing my homepage.
>
> CU Mathy van Nisselroy
>
How about using frames? There may be a better
way, but without using dynamic page generation,
this is the only way I can think of.

If you want, I can send you a simple example.

Regards,
Phil

6713. Re: Loading text into HTML file [off-topic]

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-15 20:52:15 UTC
From: William Kendrick <nbs@sonic.net>
Message-ID: <3WVI7.4549$DD2.49441@typhoon.sonic.net>
Source record: 33087

Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote:
: Howdy folks

: Anybody know if it is possible to load a textfile just like you load a
: picture in HTML. I wanna use a seperate textfile (ASCII) and have that
: automatically loaded when my homepage is accessed. That way I can change
: the text without changing my homepage.

If your webserver has Server Side Includes (SSIs) enabled, you could do
something like:

<!--#include file="somefile.txt"-->

Your HTML document may need to be renamed, eg, "index.shtml" or "index.shtm"...

Or, if your webserver has PHP enabled, you could do a similar command:

<?php include("somefile.txt"); ?>

Your HTML document mayu need to be renamed, eg, "index.php" or "index.php3"
or "index.phtml" or...

-bill!

6714. Re: The Boot Factory BBS

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-15 23:47:47 UTC
From: NoOne@FakeEmail.com
Message-ID: <3bf453d8.41201896@news.bright.net>
Source record: 33088

Nope. If it's up just hit RETURN a few times until you get the logon prompt. The rest of the logon process is just your normal Pro! logon dialog.

On Thu, 15 Nov 2001 13:05:07 GMT, ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote:
>
>Is there any special sign-in you have to do?
>

6715. Re: Loading text into HTML file

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-15 23:49:23 UTC
From: NoOne@FakeEmail.com
Message-ID: <3bf45455.41326766@news.bright.net>
Source record: 33089

If your web server supports it you can use SSI.

On Thu, 15 Nov 2001 14:16:36 +0100, "Mathy van Nisselroy"
<nisse-ma@reze-1.rz.rwth-aachen.de> wrote:

>Anybody know if it is possible to load a textfile just like you load a
>picture in HTML. I wanna use a seperate textfile (ASCII) and have that
>automatically loaded when my homepage is accessed.

6716. Re: Loading text into HTML file

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-16 00:18:15 UTC
From: William Kendrick <nbs@sonic.net>
Message-ID: <bXYI7.4581$DD2.49571@typhoon.sonic.net>
Source record: 33090
Body handling: HTML body converted to readable text

Phil Goembel wrote:
:
: How about using frames?

;)

-bill!

6717. Re: Indus hi-speeed>>>

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-16 02:00:11 UTC
From: llpwhite@cs.com
Message-ID: <20011115210011.00467.00000115@mb-fw.news.cs.com>
Source record: 33091

Just a question about this -- will the Indus run at high speed with the CSS Ultra Speed O/S (or Black Box)?
Larry

6718. Re: Indus hi-speeed>>>

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-16 04:21:48 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.33.0111152315150.17677-100000@moose.erie.net>
Source record: 33092

But is there a high speed driver for the Indus that is compatible
with the disk-based versions of Spartados? I have looked many times over
the years and never found one. The lack of an Indus high speed driver was
my only disappointment with Spartados. A friend of mine had one that
"sorta" worked, but it was not compatible with the 64K RAM track buffer.
I know that the Sparta X cartridge has one built in. Could it be
extracted to work with the disk-based versions?

On Wed, 14 Nov 2001, Steven Tucker wrote:

> In article <hUlI7.7399$o16.359441@typhoon2.gnilink.net>,
> cabell.clarkeNOSPAM@SPAMNOverizon.net says...
> > I am transferring software from old 8-bit floppies to my APE machine using
> > an Indus GT and SpartaDOS.
> >
> > I was wondering if there was a driver I could use to get higher read speed
> > (SIO 3x or even 2x) on the Indus?
> >
> > If so, where can I get this driver?
>
> DOS-XL includes the Syncromesh driver for the Indus.
>
> Steve
>

6719. Re: The Boot Factory BBS

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-16 04:38:06 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <OK0J7.155$dd5.35054@typhoon2.gnilink.net>
Source record: 33093

"If it is up" is right. It was up all day today but something was locked up on the PC and it would not start. Who nose?

Anyway... I am leaving it up indefinitely for now, so it is up now and will be up tomorrow too.

6720. Re: Indus hi-speeed>>>

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-16 04:40:13 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <NM0J7.147$0Q4.28857@typhoon1.gnilink.net>
Source record: 33094

I seem to remember it worked with my WARP OS+ 800xl, but Steve can tell us
for sure.

"LLpwhite" <llpwhite@cs.com> wrote in message
news:20011115210011.00467.00000115@mb-fw.news.cs.com...
> Just a question about this -- will the Indus run at high speed with the
CSS
> Ultra Speed O/S (or Black Box)?
> Larry

6721. the ethics of atasm

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-16 07:18:31 UTC
From: Mark M <markcm@mor-net.on.ca>
Message-ID: <%b3J7.152054$Lg.7806321@sjcpnn01.usenetserver.com>
Source record: 33095

Hello all! I d/l'd Atasm for the 8bit along with Xformer, the 8bit
emulator. Atasm is a MAC/65 compatible assembler that allows you to asm
6502 code for the Atari 400/800, etc. Very Nice! I shudder to think what
would happen if we all did this, lol! Atari rulz...

As for 8bit docs goto
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/texts/reference.manu
la

Here is a short list for programming for the Atari 8bits:
(all hypertext)
http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/
and get imu14.zip for .XFD<=>IBM disks

http://www.umich.edu/~archive/atari/8bit/Languages/Assembly/
and get atasm90.zip for MAC/65 compatible asm-ing for editing/assembling
6502 code on IBM

http://www.emulators.com/xformer.htm
for the Xformer emulator/licenced DOS 2.5, etc. all ready-to-run!!!

However, I wonder just how the REAL Atari Users feel about all of this
legitimate stuff that we can now get to run/assemble/write real 8bit
programs??? Any thoughts???

MarkM

6722. correction

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-16 07:37:02 UTC
From: Mark M <markcm@mor-net.on.ca>
Message-ID: <nt3J7.152485$Lg.7823103@sjcpnn01.usenetserver.com>
Source record: 33096

the Atari 8bit manual is at
http://pmww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/texts/reference.manua
l
sorry for the broken link; I just checked it!

MarkM

6723. Re: Atari 800 and 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-16 10:28:18 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3bf52ed6$0$35619$1dc6e903@news.corecomm.net>
Source record: 33162

I think the 1050 will work with the 800.
Why Baiz says it didn't work with his 400 I don't know.
(he says it works with an 810, so it must be a 64k 400.)
The only thing I can think of is the autoload disks trying
to use are somehow using RAM under the OS, like
SpartaDOS or Turbo BASIC. SpartaDOS will not
work on an 800, but it informs you so when you try
to boot it.
I mean, why wouldn't a 1050 work with a 800?
Russg

6724. Atari 800 and 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-16 10:46:44 UTC
From: Richard Davis <richard@eurographics.co.uk>
Message-ID: <9t2rqo$nq8$1@newsreaderm1.core.theplanet.net>
Source record: 33147

Hi Guys,
Just wondering if it's possible to use the Atari 800 and the 1050 disk drive? I've several autoload/boot disks which work fine on my 65xe and 130xe but using them with the 800 and the 1050 don't seem to do the job.

Also are the disk commands the same on the 800 as the XL series?

Cheers,
Richard

6725. Re: Loading text into HTML file

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-16 12:25:32 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9t30jthgl1@nets3.rz.RWTH-Aachen.DE>
Source record: 33149

Howdy folks

Thanks for the tips, but... No scripts allowed and the first page should be named either index.htm or index.html. So that's it. Please also read my new message about my page.

CU Mathy van Nisselroy

6726. Please help (problems with homepage)!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-16 12:32:17 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9t310lhoi1@nets3.rz.RWTH-Aachen.DE>
Source record: 33150

Howdy folks

Could you guys (and gals) please check my site
http://www-users.rwth-aachen.de/mathy.van_nisselroy
and go to the BlackBox site. When I go to the BlackBox site, I no longer
see the pictures that I saw before. I checked and they are there. They are
just not loaded. I normally use Internet Explorer (my regular computerpool
changed software), but this week I was in another pool and they use
Netscape. Could that have anything to do with it?

CU Mathy van Nisselroy

My old email address will seize to exist as of the end of 2001, please use
my new address.
Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine
neue Adresse.
Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn
nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

6727. Re: Indus hi-speeed>>>

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-16 12:45:37 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.165ed456d7d1164b9896af@corp.supernews.com>
Source record: 33151

In article <Pine.BSI.4.33.0111152315150.17677-100000@moose.erie.net>,
sagedm@erie.net says...
>
> But is there a high speed driver for the Indus that is compatible
> with the disk-based versions of Spartados? I have looked many times over
> the years and never found one. The lack of an Indus high speed driver was
> my only disappointment with Spartados. A friend of mine had one that
> "sorta" worked, but it was not compatible with the 64K RAM track buffer.
> I know that the Sparta X cartridge has one built in. Could it be
> extracted to work with the disk-based versions?

The Syncromesh driver for the Indus actually reprograms the Indus.
I'm not sure it even applies a patch to DOS-XL, the support may be
built in.

The question now is does Spartados support talking to the
Syncromech Indus at high speed, and I believe that the answer
to that is NO unless your using spartados X.

Since your basically downloading new firmware into the
Indus (which then runs from its own internal RAM), you could
modify the Syncromesh code to be Spartados compatible.

I believe the Indus GT runs a Z80 processor. Hope someone
knows Z80 assembler cause I sure dont =]

Steve

6728. Re: Aynone have a scan of the 850 interface manual?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-16 12:48:38 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.165ed52ccc46d6cb9896b0@corp.supernews.com>
Source record: 33153

Thanks to everyone who replied =]

Steve

6729. Re: Please help (problems with homepage)!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-16 12:48:56 UTC
From: Guenther Bartl <gueba@straubing.baynet.de>
Message-ID: <9t31s6$1lgg$1@ID-50368.news.dfncis.de>
Source record: 33152

Hi Mathy,

just fill in the values for heigt and width for each image or just delete
the *height=" " and width=" "* . Then it schould work.

greetings

Guenther
gueba@gueba.de

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> schrieb im
Newsbeitrag news:9t310lhoi1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> Could you guys (and gals) please check my site
> http://www-users.rwth-aachen.de/mathy.van_nisselroy
> and go to the BlackBox site. When I go to the BlackBox site, I no longer
> see the pictures that I saw before. I checked and they are there. They
are
> just not loaded. I normally use Internet Explorer (my regular
computerpool
> changed software), but this week I was in another pool and they use
> Netscape. Could that have anything to do with it?
>
> CU Mathy van Nisselroy
>
>
>
> ---
> My old email address will seize to exist as of the end of 2001, please use
> my new address.
> Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine
> neue Adresse.
> Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu
mijn
> nieuwe adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy
>
>

6730. Re: The Boot Factory BBS

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-16 13:01:36 UTC
From: Mark M <markcm@mor-net.on.ca>
Message-ID: <Ed8J7.161905$Lg.8051944@sjcpnn01.usenetserver.com>
Source record: 33154

> Hey everyone. Check out The Boot Factory BBS. Abdul is the sysop, and
> it's a BBS Express! Professional v2.1a A8 system. Hours are 11 p.m. to 6
> a.m. EST (for now). Telnet on over to cabell.tzo.com and check it out!
>

Hiya Tom...do you have a brief description for the BBS...sounds interesting!
(like files available, catagories, etc.)
Been a long time since ive been on a BBS...
Greetings!

MarkM

6731. Re: Atari 800 and 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-16 13:03:27 UTC
From: thor@math.tu-berlin.de
Message-ID: <3bf5008f@news.ivm.net>
Source record: 33148

Richard Davis <richard@eurographics.co.uk> wrote:
Hi,

> Just wondering if it's possible to use the Atari 800 and the 1050 disk
> drive? I've several autoload/boot disks which work fine on my 65xe and
> 130xe but using them with the 800 and the 1050 don't seem to do the job.

> Also are the disk commands the same on the 800 as the XL series?

The disk commands stayed the same except that the 1050 knows one additional
command (format enhanced density), so did the serial communication protocol.

So long,
Thomas

6732. fa: Atari 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-16 13:10:41 UTC
From: bsg <bigsexygav@yahoo.comREMOVE>
Message-ID: <jf8J7.1442$hU6.230911@news11-gui.server.ntli.net>
Source record: 33157

Due to me successfully bidding on 2 on different auction sites, one has to
go :o(

http://page.auctions.shopping.yahoo.com/uk/auction/56903171

--

++++++++ Begin No66y's Code Block +++++++
a2 s4 b3 n4 d5 u+ l+ nu5 o5 c5 p5 t5 pr3 ad4 z+
+++++++++ End No66y's Code Block ++++++++

6733. Re: Atari 800 and 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-16 13:15:12 UTC
From: ebaiz@skyenet.net
Message-ID: <Aj8J7.436$sP1.56261@newsfeed.slurp.net>
Source record: 33156

>Hi Guys,
> Just wondering if it's possible to use the Atari 800 and the 1050 disk
>drive? I've several autoload/boot disks which work fine on my 65xe and
>130xe but using them with the 800 and the 1050 don't seem to do the job.
>
>Also are the disk commands the same on the 800 as the XL series?
>
>Cheers,
> Richard

I do not think the two will work. I tried to get my 1050 to work with
my Atari 400 and it did not. Luckily I still have my 810 and a Percom
Data drive that do like my 400.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6734. Video Game Garage Sale

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-16 13:25:49 UTC
From: GENE EHRICH <gene@ehrich.com>
Message-ID: <xt8J7.51903$Yb.14840735@typhoon.tampabay.rr.com>
Source record: 33155
Cross-posted to: alt.games.atari,comp.sys.atari.8bit,rec.games.video.atari

Lots of Atari items included

--
http://www.voicenet.com/~generic
On-Line Computer & Video Game Garage Sale
gene@ehrich.com

6735. Re: Atari 800 and 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-16 13:36:23 UTC
From: Richard Davis <richard@eurographics.co.uk>
Message-ID: <9t34p1qpf1@newsreaderm1.core.theplanet.net>
Source record: 33158

Hi Guys
Humm, ok so the next question is should I keep the 1050 on my XL
machines and get an 810 for the 800?

Richard

6736. Re: Please help (problems with homepage)!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-16 13:56:46 UTC
From: Glenn Bruner <glenn.bruner@verizon.net>
Message-ID: <yW8J7.151$%o.105977@paloalto-snr1.gtei.net>
Source record: 33159
Body handling: HTML body converted to readable text

Like the previous poster indicated, you have a height and width set to
nothing. Here's what the HTML line looks like now:

Update it to this:

Also, your file for explaining on how to do the upgrade is being linked as a
image. You need to use a hyperlink so the person
reading the page can display the instructions. By doing what you did, it's
not being display because the browser doesn't know
what kind of graphic file a .UPG file is. Here's what the line looks like:

Make it into this:
Text file describing FlashROM upgrade."

Glenn

"Mathy van Nisselroy" wrote in message
news:9t310lhoi1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> Could you guys (and gals) please check my site
> http://www-users.rwth-aachen.de/mathy.van_nisselroy
> and go to the BlackBox site. When I go to the BlackBox site, I no longer
> see the pictures that I saw before. I checked and they are there. They
are
> just not loaded. I normally use Internet Explorer (my regular
computerpool
> changed software), but this week I was in another pool and they use
> Netscape. Could that have anything to do with it?
>
> CU Mathy van Nisselroy
>
>
>
> ---
> My old email address will seize to exist as of the end of 2001, please use
> my new address.
> Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine
> neue Adresse.
> Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu
mijn
> nieuwe adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy
>

>

6737. Re: Please help (problems with homepage)!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-16 14:26:51 UTC
From: Glenn Bruner <glenn.bruner@verizon.net>
Message-ID: <Lm9J7.298$%o.121562@paloalto-snr1.gtei.net>
Source record: 33160

Ooops. I missed a dobule quote character on that second suggestion I had.

Make it into this:
Text file describing FlashROM upgrade.

Glenn

>
>
> "Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
> news:9t310lhoi1@nets3.rz.RWTH-Aachen.DE...
> > Howdy folks
> >
> > Could you guys (and gals) please check my site
> > http://www-users.rwth-aachen.de/mathy.van_nisselroy
> > and go to the BlackBox site. When I go to the BlackBox site, I no
longer
> > see the pictures that I saw before. I checked and they are there. They
> are
> > just not loaded. I normally use Internet Explorer (my regular
> computerpool
> > changed software), but this week I was in another pool and they use
> > Netscape. Could that have anything to do with it?
> >
> > CU Mathy van Nisselroy
> >
> >
> >
> > ---
> > My old email address will seize to exist as of the end of 2001, please
use
> > my new address.
> > Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie
meine
> > neue Adresse.
> > Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu
> mijn
> > nieuwe adres.
> > mathy.van_nisselroy@post.rwth-aachen.de
> > http://www-users.rwth-aachen.de/mathy.van_nisselroy
> >
> >
>
>

6738. Re: Please help (problems with homepage)!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-16 14:28:20 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9t37q4$o1n$1@nets3.rz.RWTH-Aachen.DE>
Source record: 33161
Body handling: HTML body converted to readable text

Howdy Glenn, Guenther

>

Silly thing is, it worked like that for a week. I already changed it so now
it should work (it does when I access it now).

> Also, your file for explaining on how to do the upgrade is being linked as
a
> image. You need to use a hyperlink so the person
> reading the page can display the instructions.

Will the visitor see the text as part of my page or as a new page?

CU Mathy van Nisselroy

6739. Re: Atari 800 and 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-16 15:37:14 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <KoaJ7.1802$vv2.366274686@newssvr30.news.prodigy.com>
Source record: 33163

The programs may require more memory than your 800 has. All of my 1050's
work great with my 800.
Mo

Richard Davis wrote in message
<9t2rqo$nq8$1@newsreaderm1.core.theplanet.net>...
>Hi Guys,
> Just wondering if it's possible to use the Atari 800 and the 1050 disk
>drive? I've several autoload/boot disks which work fine on my 65xe and
>130xe but using them with the 800 and the 1050 don't seem to do the job.
>
>Also are the disk commands the same on the 800 as the XL series?
>
>Cheers,
> Richard
>
>
>

6740. Re: Atari 800 and 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-16 16:42:09 UTC
From: Richard Davis <richard@eurographics.co.uk>
Message-ID: <9t3flbqjv1@newsreaderg1.core.theplanet.net>
Source record: 33164

Hi Guys,

Well many thanks for everyone's advice etc, will be playing around with the 800 and the 1050 over the weekend so I will keep you all informed. Oh and as for the autobooting disks, I beleive their turboDos.

Regards,
Richard

6741. Re: Atari 800 and 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-16 17:30:33 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Z2cJ7.45961$S4.4191180@newsread1.prod.itd.earthlink.net>
Source record: 33165

"Turbo..." sounds like an XL/XE only app which might not function on the
400/800. 1050's, Ranas and Indus's do just fine on the original 8-bits, but
the DUP.SYS menu cannot load on a 16K 400 because of memory limitations.
Basic can boot DOS.SYS on the 16K 400 as long as you do not expect much in
the way of statement table space and display RAM size.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Richard Davis" <richard@eurographics.co.uk> wrote in message
news:9t3flbqjv1@newsreaderg1.core.theplanet.net...
> Hi Guys,
>
> Well many thanks for everyone's advice etc, will be playing around
with
> the 800 and the 1050 over the weekend so I will keep you all informed. Oh
> and as for the autobooting disks, I beleive they're turboDos.
>
> Regards,
> Richard

6742. Re: Please help (problems with homepage)!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-16 17:58:33 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <dtcJ7.46050$S4.4195637@newsread1.prod.itd.earthlink.net>
Source record: 33166
Body handling: HTML body converted to readable text

Hi Mathy;

The instructions are seen as a link to another page and displayed as raw text which is not properly formatted. I would recommend that you either make the .upg file a very simple .htm file so it will wrap in the browser window or pre-format it with some carriage returns to break up those lonnngg lines.

Just now at 18:34 Fri Nov 16 your page time, 3 images appeared on the site with IE5.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Mathy van Nisselroy" wrote in message
news:9t37q4$o1n$1@nets3.rz.RWTH-Aachen.DE...
> Howdy Glenn, Guenther
>
> >

>
> Silly thing is, it worked like that for a week. I already changed it so
now
> it should work (it does when I access it now).
>
> > Also, your file for explaining on how to do the upgrade is being linked
as
> a
> > image. You need to use a hyperlink so the person
> > reading the page can display the instructions.
>
> Will the visitor see the text as part of my page or as a new page?

6743. Re: Loading text into HTML file

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-16 22:28:54 UTC
From: gozarcollins.hotmail@NoSpam.com
Message-ID: <mMZ97A+8AwIY092yn@NoSpam.com>
Source record: 33102

In article <9t0f7l$m58$1@nets3.rz.RWTH-Aachen.DE>,
"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote:
>Howdy folks
>
>Anybody know if it is possible to load a textfile just like you load a
>picture in HTML. I wanna use a seperate textfile (ASCII) and have that
>automatically loaded when my homepage is accessed. That way I can change
>the text without changing my homepage.

It is possible to do it with Javascript, check out:
http://javascript.about.com/library/weekly/aa102901a.htm

You might also want to look into blogs,
http://www.blogger.com.

--
Ryan 'Gozar' Collins

6744. SmartIDE upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-17 00:02:16 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <gp9bvts3a74klbcss71d22oso1rn384io2@4ax.com>
Source record: 33167

I was thinking about trying to do a SmartIDE upgrade on one of my
800Xls, or maybe the 1200XL, but since I am not too knowledgeable
about reading schematics I have some questions:

Here's the schematic:

http://www.redshift.com/~cdyson/mods/ide1.gif

What do the connections in the upper left hand corner go to? These
are labeled D1, D6, D7, OS, J/S, CSROM and two unlabeled.

Where is System Vcc (from the DS1210) hooked up to? The power supply
that you are supposed to install (at least in the 1200xl as per the
SmartIDE article?)

On the right side in the middle there are two gates that are not
connected to anything else (except ground.) Is that right? (I know
that those are two gates in the ICs, but I was expecting them to make
a connection to the rest of the circuit somehow.

Once you're done laughing, thanks for the help!

--
Shawn Jefferson

6745. Re: Atari 800 and 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-17 00:42:22 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <MPG.165f7c7a62bdc65c9896b1@corp.supernews.com>
Source record: 33168

In article <9t34p1qpf1@newsreaderm1.core.theplanet.net>,
richard@eurographics.co.uk says...
> Hi Guys
> Humm, ok so the next question is should I keep the 1050 on my XL
> machines and get an 810 for the 800?

All Atari 8-bit computers and SIO peripherals interoperate
the same way, including the 400 and XEGS game system. If you
cant boot your 1050 on a 400, it may be because the 400 does
not have enough memory to accomidate the dos system or the
software on the disk your using.

An 810 does look nice next to an 800 though.

Steve

6746. Re: Loading text into HTML file

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-17 01:03:31 UTC
From: machf <no_me_j.j_t_kirk@geocities.com>
Message-ID: <ppdbvt89aaobonrhnh42chsl557d9mid3s@4ax.com>
Source record: 33169

On Fri, 16 Nov 2001 13:25:32 +0100, "Mathy van Nisselroy"
<nisse-ma@reze-1.rz.rwth-aachen.de> wrote:

>Howdy folks
>
>Thanks for the tips, but... No scripts allowed and the first page should be
>named either index.htm or index.html. So that's it. Please also read my
>new message about my page.
>
>CU Mathy van Nisselroy
>
Hey, Mathy, can you at least use JavaScript?
If so, maybe I could help you...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

6747. Re: Indus hi-speeed>>>

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-17 01:26:29 UTC
From: llpwhite@cs.com
Message-ID: <20011116202629.00438.00000266@mb-fw.news.cs.com>
Source record: 33170

>But is there a high speed driver for the Indus that is compatible with the disk-based versions of Spartados? <

I could be wrong, but I am pretty sure that there was a driver at Draco's web site that was for the disk-based Sparta. I downloaded it, but have not been able to locate it, yet. Of course, I'm not a Sparta user, so I never even tried out the download. I don't think that site is still up. Perhaps someone else remembers this?
Larry

6748. FA: more misc computer items

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-17 02:52:03 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <B81B3B03.339%atari@bright.net>
Source record: 33171
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I posted some more items for auction which Atari users might find useful.

http://members.ebay.com/aboutme/atarilp/

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

6749. Re: Please help (problems with homepage)!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-17 03:50:07 UTC
From: machf <no_me_j.j_t_kirk@geocities.com>
Message-ID: <jinbvtgh5j6qluj08jb2l3d38kii4es143@4ax.com>
Source record: 33172

On Fri, 16 Nov 2001 13:32:17 +0100, "Mathy van Nisselroy"
<nisse-ma@reze-1.rz.rwth-aachen.de> wrote:

>http://www-users.rwth-aachen.de/mathy.van_nisselroy

I'm using Netscape 4.78 and I don't see anything wrong with the BlackBox page...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

6750. Re: SmartIDE upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-17 04:28:17 UTC
From: machf <no_me_j.j_t_kirk@geocities.com>
Message-ID: <41obvtc9os7v0buaf9co56evtd96n0vf9g@4ax.com>
Source record: 33173

On Fri, 16 Nov 2001 16:02:16 -0800, Shawn Jefferson <sjeffers@home.com> wrote:

>I was thinking about trying to do a SmartIDE upgrade on one of my
>800Xls, or maybe the 1200XL, but since I am not too knowledgeable
>about reading schematics I have some questions:
>
>Here's the schematic:
>
>http://www.redshift.com/~cdyson/mods/ide1.gif
>
>What do the connections in the upper left hand corner go to? These
>are labeled D1, D6, D7, OS, J/S, CSROM and two unlabeled.
>
Well, according to the instructions in the accompanying article:

Dl U18 pin 14
D6 U18 pin9
D6 U18 pin 7
OS right side of W12 (remove W12 jumper)
CSROM left side of W12
J/S right side of R62 (below cart, port)

I guess the second "D6" really means "D7"...

The other two are probably unused...

>Where is System Vcc (from the DS1210) hooked up to? The power supply
>that you are supposed to install (at least in the 1200xl as per the
>SmartIDE article?)
>
Not really sure about that one... probably yes.
Or then, maybe that pin is what PROVIDES the Vcc to the rest of the chips
on the board (you'll notice there are no indications of where the Vcc and
ground pins of all the chips are to be connected to...) Let me see:

DS1210
Nonvolatile SRAM controller chip.
TOL selects power-fail VCC level, based on 5% tolerance when 0 or
10% tolerance when 1.

```
+----------+ +------------+
VCCo |1 +--+ 8| VCC |/EN|VCC |/Y |
VBAT1 |2 DS 7| VBAT2 |---+----+---|
TOL |3 1210 6| /Y | 1 | OK | 1 |
GND |4 5| /EN | 0 | OK | 0 |
+----------+ | X | LO | 1 |
```

+------------+

[This information is part of the GIICM]

Looks like you should connect the Vcc source to pin 8 of it and it will
provide in turn the "right" Vcc for U6...

>On the right side in the middle there are two gates that are not
>connected to anything else (except ground.) Is that right? (I know
>that those are two gates in the ICs, but I was expecting them to make
>a connection to the rest of the circuit somehow.
>
Those are just unused gates, I'd say, you connect the inputs to ground to
prevent them from being damaged by static...

>Once you're done laughing, thanks for the help!

Sorry, still laughing...
(not really)
--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

6751. NIB Atari 4 Sale! FREE Atari Catalogs! Via E-Mail or Web Site!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-17 07:11:59 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0111162259420.21815-100000@shell.pacifier.com>
Source record: 33174
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,fr.comp.sys.atari,rec.games.video.atari

http://www.pacifier.com/~atari/8btsales.htm I've just bought over $1,000 worth of Classic Atari 8 Bit Software, +NEW in BOX and I've added it to my 8 Bit Software Catalog. It's a buying Frenzy! Buy Now before others buy up Treasures you've been searching for! Goto my Atari 8 bit Link above/below! http://www.pacifier.com/~atari/8bt_soft.htm 8 Bit Games/Software Catalog!

http://www.pacifier.com/~atari/newinbox.htm I've got Mountains of Atari (Mt. Fuji) Inventory, +NEW in BOX! Much of it Hard to Find! Discover Atari Treasures you didnt know you wanted, Forgotten in youth or maybe you never stopped searching for! The Rainbow Ends @Bravo Sierra Computers! Check my Links below/above, E-Mail atari@pacifier.com call Ben 24Hrs (503)256-9974! http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!

http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.pacifier.com/~atari/catalogs.htm Catalog Area
http://www.pacifier.com/~atari/stsales.htm ST Sales Page
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales News!
http://www.pacifier.com/~atari/testing.htm My Test Standards.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6752. Re: Atari 800 and 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-17 07:30:48 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <ImoJ7.476$%y5.39900@typhoon1.gnilink.net>
Source record: 33175

My first computer was an 800 and my first drive was a 1050 - they worked
fine together.

"Russ Gilbert" <russg@en.com> wrote in message
news:3bf52ed6$0$35619$1dc6e903@news.corecomm.net...
> I think the 1050 will work with the 800.
> Why Baiz says it didn't work with his 400 I don't know.
> (he says it works with an 810, so it must be a 64k 400.)
> The only thing I can think of is the autoload disks trying
> to use are somehow using RAM under the OS, like
> SpartaDOS or Turbo BASIC. SpartaDOS will not
> work on an 800, but it informs you so when you try
> to boot it.
> I mean, why wouldn't a 1050 work with a 800?
> Russg
>
>

6753. Re: Monkey Wrench 2

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-17 13:14:18 UTC
From: Steven Posey <stevenNOSPAMposey@yahoo.com>
Message-ID: <9t5nsp$g2v7$1@ID-60478.news.dfncis.de>
Source record: 33176

I used the MW II for a long time, before I got a 130XE. It's always activated when BASIC is plugged in. Actually, you never want to have it plugged in with any other cart, although I managed to get into the disassembler with my Pacman cart plugged in (got a nice dump of the code, too).

MW II was a major help with things like auto line numbering and renumbering (something that TurboBasic eliminated the need for), and the Machine Language Monitor was helpful when trying to copy multi-stage tapes (Zaxxon).

It was a cool tool to have for the 800, but the 130XE and TurboBasic loaded into ramdisk quickly became my preferred setup. Every now & then I'll drag out the 800 & MW II to play with, but it really has fallen by the wayside for me.

One of these days when I can dig the manual out of storage, I'll scan it. I know there've been some requests for it, but I don't know if anyone has done it yet.

Steven

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:2RZG7.28130$S4.2539001@newsread1.prod.itd.earthlink.net...
> The original Monkey Wrench review appeared in Analog #9; have yet to find
> anything on MW II.
>
> --
> -Ron
>
> Experience is something you don't get until just after you need it.
> http://www.atariland.com/members/oldatarian
>
> "Catweazle" <catweazle@history.com> wrote in message
> news:edbmut0f90t034638kmm4fuukrsqhc0o95@4ax.com...
> > The monkey wrench is ment for the right cartridge slot.
> > It should be inserted there, place basic in the left cartridge slot,
> > and then boot your machine.
> > Can't remember how to activate the wrench at this time...
> >
> >
> >
> > On Wed, 31 Oct 2001 00:24:05 +0100, Jindrich Kubec <kubecj@asw.cz>
> > wrote:
> >
> > >Hi,
> > >

> > >how to use subj.? I've got Atari 800.
> > >
> > >Jindroush (kubecj@asw.cz)
> > >Atari Cartridge Dumping Project (http://jindroush.atari.org)
> >
> >
>
>

6754. New site uploaded

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-17 20:02:32 UTC
From: 3Y3 <eruminski@sympatico.ca>
Message-ID: <LmzJ7.44276$vR4.4971285@news20.bellglobal.com>
Source record: 33177

Finally got my site up. I had to rush a bit to meet a dead line so I only put up the graphics mode outline in the BASIC tutorials section.

http://www.sheridanc.on.ca/~ruminski/enterance.html

I should have about 8 more reviews up within a week or so after I get chance to capture more games on video. Warning to all Netscape 4 users that I dosn't work in Nav 4 but it will work in Nav 6 (good enough reason to upgrade to 6 :)

I just got in 5 extra PCs with 51/4 floppys so as soon as I get one out of them working I will begin extracting code (first to be extracted will be mountain king)

3Y3

6755. Atari 400/800 manuals

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-17 20:44:16 UTC
From: stefano.priore@inwind.it
Message-ID: <07i6t9.c16.ln@toy.sector1.net>
Source record: 33178

Hi!

Does anybody know where I can find, if available somewhere, the original documentation that came with the Atari 400 and 800 in .pdf format?

--
Stefano Priore | SuSE Linux 7.1 kernel 2.4.14
---------------------------------+---------------------------------
"Video meliora proboque, | Linux Registered User #210152
autem deteriora sequor..." | Linux Registered Machine #97752

6756. Re: Loading text into HTML file

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-17 21:21:34 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3BF6D4DE.91813C3@cswebmail.com>
Source record: 33179

Mathy van Nisselroy wrote:

> Howdy folks
>
> Anybody know if it is possible to load a textfile just like you load a
> picture in HTML. I wanna use a seperate textfile (ASCII) and have that
> automatically loaded when my homepage is accessed. That way I can change
> the text without changing my homepage.
>
> CU Mathy van Nisselroy

Since you want the text section to be part of the index.htm file, the easiest way is just to modify that file each time you make changes and then upload it. Keep a bunch of blank lines before and after the text section to find it easily. You will only have to upload this one file anytime you change it. The only other way is with frames or scripting.

If you have a homepage with an index.html file you can't change (it requires a site homepage manager), then make it only point to your real homepage, index.htm or homepage.htm, etc. This is the file you'd change and upload as needed. (<META HTTP-EQUIV="refresh" CONTENT="1; URL=homepage.htm">)

But you will probably need to add a button that lets the user go there if the auto refresh doesn't work.

Rick D.

6757. searching for game

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-17 22:43:29 UTC
From: Richard Coppack <rcoppack@lineone.net>
Message-ID: <1103_1006037009@dell>
Source record: 33180

Looking for a game involving chasing terrorist around Washington DC? All the landmarks were there under attack from tanks etc? If I remember you were counter attacking by helicopter. On Atari 8bit.

6758. NONE

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-17 22:51:15 UTC
From: Richard Coppack <rcoppack@lineone.net>
Message-ID: <1105_1006037475@dell>
Source record: 33181

```
Bristles by Sirera On Line
```

6759. Homesoft where are you?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-17 23:54:21 UTC
From: mathu <mathu@indigo.ie>
Message-ID: <qLCJ7.9671$8s4.44122@news.indigo.ie>
Source record: 33182

?

Site is down...........Please help.

Message to homesoft.
Very good site(when available)!!!!

6760. Re: Atari 400/800 manuals

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-18 03:22:27 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <TPFJ7.2038$tq.520803477@newssvr30.news.prodigy.com>
Source record: 33183

Exactly which manuals were you looking for? I'm putting together a new
webpage where all of the documentation is in PDF format. Mostly game manuals
but if I have what you want, I'll scan it up and post it.
Mo

stefano.priore@inwind.it wrote in message <07i6t9.c16.ln@toy.sector1.net>...
>Hi!
>
>Does anybody know where I can find, if available somewhere, the original
documentation that came with the Atari 400 and 800 in .pdf format?
>
>--
> Stefano Priore | SuSE Linux 7.1 kernel 2.4.14
>--------------------------------+--------------------------------
>"Video meliora proboque, | Linux Registered User #210152
> autem deteriora sequor..." | Linux Registered Machine #97752

6761. Crossbow Dump?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-18 06:33:16 UTC
From: jtorres50@hotmail.com
Message-ID: <293e0185.0111172233.36f0edd0@posting.google.com>
Source record: 33184

Hi Everybody :

I wondering if exist a downloable cart dump of the game Crossbow RX8088, I searching for a long time now with any good results, only dumps for the 2600 and 7800 console, i like to see that game again. Anybody knows a good link or a ftp address where i can dl that dump?

Or a good soul can send me a copy to my mail ,i appreciate that action very much.

Thanx for your time, and keep this great group alive!

An Old Atarian...

6762. Re: Crossbow Dump?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-18 08:36:38 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bf7748f$0$209$e4fe514c@newszilla.xs4all.nl>
Source record: 33185

Hi,

> Hi Everybody :
>
> I wondering if exist a downloable cart dump of the game Crossbow
> RX8088, I searching for a long time now with any good results, only
> dumps for the 2600 and 7800 console, i like to see that game again.
> Anybody knows a good link or a ftp address where i can dl that dump?
>
> Or a good soul can send me a copy to my mail ,i appreciate that action
> very much.
>
> Thanx for your time, and keep this great group alive!

Why you need a dump, I think the cartridge is still for sale on the
internet. Try B&C and BEST.

TXG

6763. Old Computer Mag website!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-18 09:35:15 UTC
From: ville <ville@blueyonder.co.uk>
Message-ID: <nhLJ7.10446$9Q.1366192@news1.cableinet.net>
Source record: 33186

Hi. I've just launched my new website (at last). It's a site dedicated to my old computer mag collection which I'm hoping a few people here may find interesting. If you've a passing interest in magazines such as Big K, Sinclair User, Crash, C&VG, Zzap! 64 (as well as some more obscure computer mags) etc, why not pop along here and have a sneaky look...
http://www.old-computer-mags.co.uk/

Any comments and suggestions are welcome, or you could just point out any horrendous spelling mistakes :0)

Regards,
David.

6764. Re: Atari 400/800 manuals

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-18 12:54:01 UTC
From: stefano.priore@inwind.it
Message-ID: <91b8t9.ot.ln@toy.sector1.net>
Source record: 33188

Mo <mygranny@swbell.net> wrote:
> Exactly which manuals were you looking for? I'm putting together a new
> webpage where all of the documentation is in PDF format. Mostly game manuals
> but if I have what you want, I'll scan it up and post it.
> Mo

Atari Basic manuals, DOS manuals and so on...

--
Stefano Priore | SuSE Linux 7.1 kernel 2.4.14
---------------------------------+--------------------------------
"Video meliora proboque, | Linux Registered User #210152
autem deteriora sequor..." | Linux Registered Machine #97752

6765. Re: Atari 800 and 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-18 14:18:19 UTC
From: ebaiz@skyenet.net
Message-ID: <LqPJ7.3095$VS3.60817@newsfeed.slurp.net>
Source record: 33187

>Hi Guys
> Humm, ok so the next question is should I keep the 1050 on my XL
>machines and get an 810 for the 800?
>
>
>Richard

I would or else game the 800 for just cartridge games and programs.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6766. Boot Factory BBS Online

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-18 16:37:18 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <2tRJ7.1335$%y5.96851@typhoon1.gnilink.net>
Source record: 33189

OK well... I am going to leave the bbs online 24/7 for now. So if you want to see another ATASCII bbs on the net (ASCI users welcome too), telnet://cabell.tzo.com

6767. Re: the ethics of atasm

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-18 16:40:01 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <%DRJ7.4703$98.669357@zwoll1.home.nl>
Source record: 33190

Mark M wrote

: Hello all! I d/l'd Atasm for the 8bit along with Xformer, the 8bit
: emulator. Atasm is a MAC/65 compatible assembler that allows you to asm
: 6502 code for the Atari 400/800, etc. Very Nice! I shudder to think what
: would happen if we all did this, lol! Atari rulz...

: However, I wonder just how the REAL Atari Users feel about all of this
: legitimate stuff that we can now get to run/assemble/write real 8bit
: programs??? Any thoughts???

I don't take the people who are using an emulator too seriously. They say
"it's great" and things about "nostalgic reasons". What's nostalgic about a
proggie running on an expensive Pentium or what??? Some of those people even
think they're supporting Atari 8-bit this way, or are an 8-bit user. Well,
that's life I guess...

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
BBSing is terminal.

6768. Re: Indus hi-speeed>>>

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-18 18:12:42 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <vKSJ7.4801$98.703155@zwoll1.home.nl>
Source record: 33191

Sage wrote

: But is there a high speed driver for the Indus that is compatible
: with the disk-based versions of Spartados?

Try the one from DOS XL 2.35. I have it online at:

http://www7.brinkster.com/atari/ataridl/dosdisk/dosxl235.lzh

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
BBSing is terminal.

6769. Re: Crossbow Dump?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-18 18:17:55 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <jPSJ7.4813$98.705752@zwoll1.home.nl>
Source record: 33192

John Torton wrote

: I wondering if exist a downloable cart dump of the game Crossbow
: RX8088, I searching for a long time now with any good results,

What about ordering a new cart from one of todays vendors?

If you want to run it on an emulator, well, IIRC, the game requires a
lightgun, wasn't it?

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
BBSing is terminal.

6770. Re: Aynone have a scan of the 850 interface manual?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-18 18:26:29 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <kXSJ7.4828$98.709382@zwoll1.home.nl>
Source record: 33193

GB wrote

: On Tue, 14 Nov 2001 22:47:46 , "Greg Goodwin" wrote:

: > I just got my scanner working and I am scanning in the Spectre GCR
manual.
: > If no one replies in a week, let me know. ;)

: Wow, does THAT bring back memories...I always thought the GCR manual
: was one of the best I've ever seen. Thoughts, anyone?

Yes, I've thoughts... What's a Spectre GCR??? I thought I knew about all
8-bit related hardware but never heard of such a thing...

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
BBSing is terminal.

6771. Re: Atari 800 and 1050

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-18 18:32:22 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <k1TJ7.4841$98.712282@zwoll1.home.nl>
Source record: 33194

Richard Davis wrote

: Just wondering if it's possible to use the Atari 800 and the 1050 disk
: drive? I've several autoload/boot disks which work fine on my 65xe and
: 130xe but using them with the 800 and the 1050 don't seem to do the job.

All are compatible. It may be your autoload-menu disks or bootdisks are not
compatible with the 800 o.s.

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
BBSing is terminal.

6772. Re: Atari 400/800 manuals

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-18 18:39:02 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <afTJ7.3343$to3.846228660@newssvr12.news.prodigy.com>
Source record: 33195

Uhuh, I knew you'd want the biggest ones! Okay, give me a couple of days
(thats alot of scanning). I'll try to at least get the Atari BASIC manual
and maybe DOS 2.0s scanned. I'll post here when they're ready.
Mo

stefano.priore@inwind.it wrote in message <91b8t9.ot.ln@toy.sector1.net>...
>Mo <mygranny@swbell.net> wrote:
>> Exactly which manuals were you looking for? I'm putting together a new
>> webpage where all of the documentation is in PDF format. Mostly game
manuals
>> but if I have what you want, I'll scan it up and post it.
>> Mo
>
>Atari Basic manuals, DOS manuals and so on...
>
>--
> Stefano Priore | SuSE Linux 7.1 kernel 2.4.14
>--------------------------------+-------------------------------
>"Video meliora proboque, | Linux Registered User #210152
> autem deteriora sequor..." | Linux Registered Machine #97752

6773. Re: Crossbow Dump?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-18 21:47:39 UTC
From: jtorres50@hotmail.com
Message-ID: <293e0185.0111181347.1e6bd7d5@posting.google.com>
Source record: 33196

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:<3bf7748f$0$209$e4fe514c@newszilla.xs4all.nl>...
>
> Why you need a dump, I think the cartridge is still for sale on the
> internet. Try B&C and BEST.
>
> TXG

I live in Brazil and the shipping cost are very expensive, the
emulator Atari800Win PLus you can use the mouse for play that game,
Why don't used that capabilities in a emulator, I have a 130XE with a
ATP 1050, but i don't any chances to find a light gun, here ..

Greets

6774. NIB Atari Games! FREE Atari Catalogs! Auctions Suck!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-18 22:05:28 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0111181359470.26962-100000@shell.pacifier.com>
Source record: 33097
Cross-posted to:
alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

http://www.pacifier.com/~atari/8btsales.htm I've just bought over $1,000 worth of Classic Atari 8 Bit Games, +NEW in BOX and I've added it to my 8 Bit Software Catalog. It's a buying Frenzy! Buy Now before others buy up Treasures you've been searching for! Goto my Atari 8 bit Link above/below! http://www.pacifier.com/~atari/8bt_soft.htm 8 Bit Games/Software Catalog!

http://www.pacifier.com/~atari/newinbox.htm I've got Mountains (Mt. Fuji) of Atari Games, +NEW in BOX! Much of it Hard to Find! Discover Treasures you didnt know you wanted, Forgotten in your youth or maybe never stopped searching for! The Rainbow Ends at Bravo Sierra Computers! Check my Links below/above, E-Mail atari@pacifier.com or call Ben anytime (503)256-9974! http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!

http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!
http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.pacifier.com/~atari/catalogs.htm Catalogs Area
http://www.pacifier.com/~atari/auctions.htm Auctions SUCK!
http://www.pacifier.com/~atari/testing.htm My Test Standards.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6775. Re: the ethics of atasm

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-18 22:30:37 UTC
From: NoOne@FakeEmail.com
Message-ID: <3bf82fe3.423273@news.bright.net>
Source record: 33100

I used to kind of feel that way. I once posted a message on here and actually suggested that we split this newsgroup in to two. One for "REAL" 8-bit users and the other for the emulator users. That was back in 1996 or so, I don't remember now. Back then I suppose I was irratated at the chatter about emulators and such. I also suppose a "REAL" purist would insist on using only "REAL" Atari Corp equipment. An Atari 850 interface, an Atari SX or acoustic modem, an Atari BBS network. If that's what floats your boat then more power to you. But even back then I was hanging all kinds of non-Atari peripheral equipment off of my XL.

As far as using PC tools to develop Atari 8-bit programs, I'm all for it if you've got the tools. SDX was developed with MAD MAC (and/or XASM) on a PC. Many BBS Express! Professional C modules were cross compiled using Keith's C65. I think that the BBS core itself has been cross assembled using Keith's XASM ever since 5.0. Even the original Atari 8-bit o.s. was cross assembled on another computer. My unzip utility was done with ATASM and my ATOS was done with ATASM and the JRD version of the CC65 cross compiler.

So if your focus is to be productive in developing 8-bit software then sometimes the PC tools and emulators might help. Or for a quick A8 game without all the desktop clutter. But if it's the unique Atari 8-bit magic that you are after, there's just no substitute for a "REAL" Atari 8-bit keyboard.

On Sun, 18 Nov 2001 17:40:01 +0100, "Fox-1" <DONT_USE_fox-1@home.nl> wrote:

>
>
>I don't take the people who are using an emulator too seriously.

6776. Re: Boot Factory BBS Online

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-18 22:35:32 UTC
From: NoOne@FakeEmail.com
Message-ID: <3bf836a2.2150898@news.bright.net>
Source record: 33098

Yea! I know, you could hear the cheering all the way from Ohio!

On Sun, 18 Nov 2001 16:37:18 GMT, "CBClarke"
<cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote:

>OK well... I am going to leave the bbs online 24/7 for now. So if you want
>to see another ATASCII bbs on the net (ASCI users welcome too),
>telnet://cabell.tzo.com
>
>
>

6777. Re: Atari 400/800 manuals

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-18 22:49:00 UTC
From: stefano.priore@inwind.it
Message-ID: <8b721135.0111181449.96b45c8@posting.google.com>
Source record: 33099

"Mo" <mygranny@swbell.net> wrote in message
news:<afTJ7.3343$to3.846228660@newssvr12.news.prodigy.com>...
> Uhuh, I knew you'd want the biggest ones! Okay, give me a couple of days
> (thats alot of scanning). I'll try to at least get the Atari BASIC manual
> and maybe DOS 2.0s scanned. I'll post here when they're ready.
> Mo

Thanks! What's your URL?

Ciao

6778. FA: Atari TT030 among other things

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-19 00:47:27 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <B81DC0CF.374%atari@bright.net>
Source record: 33101
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
Click this link, scroll to the bottom for a list of all my auctions:

http://members.ebay.com/aboutme/atarilp/

Happy bidding...

--------------------------------------------------------------------------
Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/
```

6779. Re: Boot Factory BBS Online

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-19 03:51:28 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <4l%J7.1964$%y5.115578@typhoon1.gnilink.net>
Source record: 33103

Not exactly... but my sister heard it (She's on the Ohio River in WVA.

"Tom Hunt" <NoOne@FakeEmail.com> wrote in message
news:3bf836a2.2150898@news.bright.net...
>
> Yea! I know, you could hear the cheering all the way from Ohio!
>
> On Sun, 18 Nov 2001 16:37:18 GMT, "CBClarke"
> <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote:
>
> >OK well... I am going to leave the bbs online 24/7 for now. So if you
want
> >to see another ATASCII bbs on the net (ASCI users welcome too),
> >telnet://cabell.tzo.com
> >
> >
> >
>

6780. Re: Atari 400/800 manuals

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-19 08:23:01 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <Fj3K7.3251$H_3.662723623@newssvr30.news.prodigy.com>
Source record: 33104

The URL (probably not permanent) is
http://members.tripod.com/~chainsaw1661

I'm actually looking for a decent page host that'll give me 100+ megs for
free. These are becoming harder and harder to find. The manuals may take
longer than I thought, I did the first 20 pages of the BASIC reference and
watched an hour and a half of my life go by. 8-)
Mo

Stefano Priore wrote in message
<8b721135.0111181449.96b45c8@posting.google.com>...
>"Mo" <mygranny@swbell.net> wrote in message
news:<afTJ7.3343$to3.846228660@newssvr12.news.prodigy.com>...
>> Uhuh, I knew you'd want the biggest ones! Okay, give me a couple of days
>> (thats alot of scanning). I'll try to at least get the Atari BASIC manual
>> and maybe DOS 2.0s scanned. I'll post here when they're ready.
>> Mo
>
>Thanks! What's your URL?
>
>Ciao

6781. Re: NIB Atari Games! FREE Atari Catalogs! Auctions Suck!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-19 09:10:22 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3BF8CC7E.E90C516F@t-online.de>
Source record: 33105
Cross-posted to:
alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

What you offer for $10 or even higher prices is available for $3 or less at populated online-auctions, so I think your "shop" sucks... I wouldn't wonder if you buy your stuff at online-auctions and sell it overpriced to newsgroups-newbies who follow your annoying ads in this actually non-commercial newsgroup.

Andre

6782. FA: best SIO2PC interfaces by j131 on ebay again

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-19 10:47:21 UTC
From: j131@inetia.pl
Message-ID: <9tao1q$8dg$1@korweta.task.gda.pl>
Source record: 33106
Cross-posted to: comp.sys.atari.8bit,pl.comp.sys.atari

```
Want to connect your 8bit Atari and your PC?
Check it out.
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1298690360

j131
```

6783. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-19 11:22:42 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1006168921@rtfm.mit.edu>
Source record: 33107
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 10, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
```

http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/
Atari Phoenix Project E-Zine: http://atariphoenix.com

6784. Re: Loading text into HTML file

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-19 12:17:59 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9tat9o$1hu$1@nets3.rz.RWTH-Aachen.DE>
Source record: 33108

Howdy Brad, folks

> The same way you'd link to any other page. For example;

That's how it is set up now. But I don't want it to be a separate page, I
want it to be part of the page. Just like the pictures.

CU Mathy van Nisselroy

6785. Re: Loading text into HTML file

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-19 12:21:09 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9tatfp$1ml$1@nets3.rz.RWTH-Aachen.DE>
Source record: 33109

Howdy Marco

> Hey, Mathy, can you at least use JavaScript?
> If so, maybe I could help you...

They said no scripts, then they attach this piece of code that makes the legal stuff come up the first time my page is accessed. Silly people....

I'll try some of the stuff Ryan is talking about.

CU Mathy van Nisselroy

6786. Re: Loading text into HTML file

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-19 12:24:50 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9tatmo$3u2$1@nets3.rz.RWTH-Aachen.DE>
Source record: 33110

Howdy Rick

"> If you have a homepage with an index.html file you can't change (it
requires a
> site homepage manager), then make it only point to your real homepage,
index.htm
> or homepage.htm, etc. This is the file you'd change and upload as needed.
> (<META HTTP-EQUIV="refresh" CONTENT="1; URL=homepage.htm">)
>
> But you will probably need to add a button that lets the user go there if
the
> auto refresh doesn't work.

I can change my index.htm(l) as often as I want. Can you explain the auto
refresh a bit more? If I upload a new version of the text, doesn't
everybody get the new version from that moment on? That is AFTER you leave
you mail program and return again.

CU Mathy van Nisselroy

6787. FlashROM upgrade for BlackBox

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-19 12:32:24 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9tau4p$5d0$1@nets3.rz.RWTH-Aachen.DE>
Source record: 33111

Howdy folks

You'll find a description of how to replace your BlackBox's ROM with a
FlashROM on my homepage
(see below for URL).

CU Mathy van Nisselroy

--

My old email address will seize to exist as of the end of 2001, please use
my new address.
Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine
neue Adresse.
Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn
nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

6788. Re: Crossbow Dump?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-19 12:34:32 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9tau8t$5g7$1@nets3.rz.RWTH-Aachen.DE>
Source record: 33112

Howdy Rene

> Why you need a dump, I think the cartridge is still for sale on the
> internet. Try B&C and BEST.

You forgot our most active cartridge maker, Video61. Lance even reads this newsgroup from time to time.

CU Mathy van Nisselroy

6789. Have datasheets, will scan! (XEP80)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-19 12:42:30 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9taunu$60d$1@nets3.rz.RWTH-Aachen.DE>
Source record: 33113

Howdy folks

I have got the datasheets to the NS405, the main chip in the XEP80, at home. I scanned the first page last week and found out the space I have on my site is way to little. So now I'm looking for somebody who's willing to put them up after I scan them. It's 38 sheets of paper, each (except the last one) showing two pages from a book. The NS405 is capable of handling 64k x 8 or even 16 bits. And can even do color. Schematics using blackboxes -----CPU------multiplexor-----switch-----(just an example to show you what kind of schematic. As you can see, no capacitors and resistors and stuff like that. I think they are called Blokck schematics)) are included.

CU Mathy van Nisselroy

--

My old email address will seize to exist as of the end of 2001, please use my new address.
Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

6790. Name of Game.

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-19 15:14:54 UTC
From: Dan Gorham <djg@nospam.world.com>
Message-ID: <OI9K7.4421$eh7.2897031@typhoon.ne.mediaone.net>
Source record: 33114

Does anyone know the name of this arcade game. It looked very much like the Space Eggs game from Sirius for the 8bit.

Thanks,
Dan

6791. Re: Aynone have a scan of the 850 interface manual?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-19 17:52:12 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <gFbK7.54047$hZ.5187671@newsread2.prod.itd.earthlink.net>
Source record: 33115

Hi Fox-1

IIRC that was a mod for the ST allowing execution of Mac software... The
comment inadvertantly slipped into our realm.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Fox-1" <DONT_USE_fox-1@home.nl> wrote in message
news:kXSJ7.4828$98.709382@zwoll1.home.nl...
>
> GB wrote
>
> : On Tue, 14 Nov 2001 22:47:46 , "Greg Goodwin" wrote:
>
>
> : > I just got my scanner working and I am scanning in the Spectre GCR
> manual.
> : > If no one replies in a week, let me know. ;)
>
> : Wow, does THAT bring back memories...I always thought the GCR manual
> : was one of the best I've ever seen. Thoughts, anyone?
>
>
> Yes, I've thoughts... What's a Spectre GCR??? I thought I knew about
all
> 8-bit related hardware but never heard of such a thing...
>
> --
> Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
>
http://punkenpro.does.it
> BBSing is terminal.

6792. Re: Have datasheets, will scan! (XEP80)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-19 18:13:26 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <aZbK7.54085$hZ.5190475@newsread2.prod.itd.earthlink.net>
Source record: 33116

Have you checked http://www.powow.com and atariland.com? Both require a
registration, but provide no-cost web space and you can link to content
there from your main page...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:9taunu$60d$1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> I have got the datasheets to the NS405, the main chip in the XEP80, at
home.
> I scanned the first page last week and found out the space I have on my
site
> is way too little. So now I'm looking for somebody who's willing to put
them
> up after I scan them.

6793. Re: Atari Virus

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-19 19:12:58 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3BF959BA.290B3484@mail.uni-mainz.de>
Source record: 33117

Well,
the same counts for me. I only read, that there has been some sort of virus (which destroys the 3 disk boot sectors) in a czech magazine (not the funny Paperweight! it was a different program). thats why Bewesoft (also a czech Atarian) coded this anti-virus program. As of yet, I have never seen this virus program nor had any trouble with viruses on the little atari. Hope this will continue in the future. You should not write programs (viruses) to destroy other peoples work. Especially not on the little Atari... -Andreas.

John Torton schrieb:
>
> I found the other day in a ftp a virus scanner for the atari
>
> -------------------
> VIRUS SCANNER V 1.0
> By Bewesoft (1993)
> -------------------
>
> Somebody knows if exist any virus for the Atari i never heard about
> that, en the mega magazine read a few articles , but never see a full
> source or a compiled virus. only ideas.
>
> Greets

6794. Re: The pigs, wolves, and balloons.

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-19 19:15:10 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3BF95A3E.99FD7F70@mail.uni-mainz.de>
Source record: 33118

Well,
its Pooyan by Datasoft (disk, US) or Databyte (tape, UK). -Andreas.

Rick Cortese schrieb:
>
> Pooyand or Pookyan, something like that.
>
> Kind of a silly game. I don't think I played it 20 minutes before it started
> collecting dust.
> "Tomasz Cichon" <tonc@home.com> wrote in message
> news:YWaH7.160271$YL3.48691473@news3.rdc1.on.home.com...
> > What is that game called? You're a pig riding on some kind of elevator up
> > and down and you get to shoot wolves that are trying to reach top of the
> > screen flying on balloons?
> >
> >
> >

6795. Re: Lasermania, the game.

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-19 19:42:08 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3BF96090.967D984D@mail.uni-mainz.de>
Source record: 33119

Well,
isn`t Lasermania one of that many proto carts ?!? Maybe it was never
finished and thats why you cannot reach level 2. I remember Nebulus,
called Tower toppler for the XL/XE. This one is also a proto, it crashes
completely after level 2 (allthough the game should have 8
levels/towers). You should be aware, that protos are not always finished
game carts and have some small or even big bugs. Otherwise they would
not be prototype carts... -Andreas.

Tomasz Cichon schrieb:
>
> I think I've tried this one. It works, but you still won't be able to pass
> that 1st level. It seems like it's a copy protection, or something.

6796. Re: Atari XE Karateka cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-19 19:44:37 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3BF96125.D2D520B@mail.uni-mainz.de>
Source record: 33120

Well,
yes !!! I have it and most US dealers are already sold out on that
one...
-Andreas.

Paul Irvine schrieb:
>
> On Tue, 13 Nov 2001 13:32:10 GMT, Mark Rathwell <mrathw5177@home.com>
> wrote:
>
> >Hi,
> >
> >Does anyone have a cartridge version of Karateka that they would be
> >interested in parting with?
>
> Was there a cart version???

6797. Re: Alternative Party: Atari 8 bits, ST, Amiga, C64 etc.

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-19 19:46:41 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3BF961A1.8D7FB073@mail.uni-mainz.de>
Source record: 33121

Why not make an atari party on the North Pole ?? and next year on the
south pole, har har har... -andreas.

Greg Goodwin schrieb:
>
> FamilyNet Newsgate
>
> Wow! Sounds like fun! Maybe someday the states will be up to doing this.
> But know that I think this is a really cool idea. Makes me want to visit
> Finland. :)
>
> > From: Kristoffer Lawson <setok@fishpool.com>
>
> > We are organising what we believe is one of the best computer parties around,
> > dubbed The Alternative Party. Basically it's about collecting a wide variety
> > of alternative demo platforms together into an event for people who love
> > machines with personality, and who are trying to create demos with them.
> > Previously we've seen Atari Falcons, Amigas, C64s, a Vectrex, a Commodore
>
> > It will take place in Helsinki, Finland from the 11th of January to the 13th.
> > For more information contact me or visit the website,
> > http://www.altparty.org/ (you can get an Atari Falcon invitro from there).
>
> Atari Falcon invitro?
>
> Doctor Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

6798. Re: the ethics of atasm

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-19 19:54:17 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <CjdK7.9441$98.1533845@zwoll1.home.nl>
Source record: 33122

: >I don't take the people who are using an emulator too seriously.

Tom Hunt wrote:

: I used to kind of feel that way. I once posted a message on
: here and actually suggested that we split this newsgroup in to two.

Which would be o.k. for me.

: One for "REAL" 8-bit users and the other for the emulator users. That
: was back in 1996 or so, I don't remember now.

1997 IIRC :-)

: Back then I suppose I
: was irratated at the chatter about emulators and such. I also suppose
: a "REAL" purist would insist on using only "REAL" Atari Corp
: equipment.

Maybe I'm a bit of a purist, but I don't really hate emulators or such. I am a registered user of A.P.E. and use the "non-Atari-corp." Blackbox' and such, but things I don't like are questions like:

"where can I find ATR's to play games on my emulator"
"what is the best emulator around"
"why is game X not running on my emu"
"why does my emu not recognize my joypad"
"what Pentium do I need to run emu X"
etc, etc, etc...

I admit, there aren't that many messages anymore over here. Some time ago 75% of the post were about emulators. Like if a real Atari never existed. That's why I left csa8bit for a while...

: As far as using PC tools to develop Atari 8-bit programs, I'm
: all for it if you've got the tools. SDX was developed with MAD MAC
: (and/or XASM) on a PC. Many BBS Express! Professional C modules were
: cross compiled using Keith's C65. I think that the BBS core itself
: has been cross assembled using Keith's XASM ever since 5.0.

I run 5.0b, and I'm sure it's cross-assembled. There nothing wrong with developing software this way, as long as the result is o.k. Unfortunately, when looking at most of the modules provided with Pro! 5.0b the results are everything but good. There are modules in it (like "suspend.cmd" to name one) that are several kilobytes in size, while my own one is only a few bytes, and it performs better, and is written using MAC/65 on real Atari 8-bit...

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
BBSing is terminal.

6799. Re: Name of Game.

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-19 19:58:24 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <yndK7.9450$98.1536563@zwoll1.home.nl>
Source record: 33123

Dan Gorham wrote

: Does anyone know the name of this arcade game. It looked very much like the
: Space Eggs game from Sirius for the 8bit.

Bandits?

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
BBSing is terminal.

6800. Re: NIB Atari Games! FREE Atari Catalogs! Auctions Suck!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-19 20:58:20 UTC
From: Paul Gifford <paul.gifford@home.nospam.com>
Message-ID: <MneK7.38429$Ze5.20666851@news1.rdc1.md.home.com>
Source record: 33124
Cross-posted to:
alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

I know one place I won't be buying from now. I'll be avoiding the BS for my non-auction needs...

For those looking for a reputable shop, I recommend B&C ComputerVisions at http://www.myatari.com. They've been around for years..back in the 80's when I lived in the SF Bay Area I not only bought from them but had them repair some hardware (my old 810, still in use today).

Stay away from the BS shoveled by spammers...at least check out someone who can afford his own domain name...

Paul

"Bravo Sierra Computers" <atari@pacifier.com> wrote in message news:Pine.BSO.4.33.0111181359470.26962-100000@shell.pacifier.com...
> http://www.pacifier.com/~atari/auctions.htm Auctions SUCK!

6801. Re: Atari 400/800 manuals

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-19 21:57:40 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3BF99BA9.7E140C28@ev1.net>
Source record: 33125

Mo wrote:
>
> The URL (probably not permanent) is
> http://members.tripod.com/~chainsaw1661
>
> I'm actually looking for a decent page host that'll give me 100+ megs for
> free. These are becoming harder and harder to find. The manuals may take
> longer than I thought, I did the first 20 pages of the BASIC reference and
> watched an hour and a half of my life go by. 8-)
>
You are right...scanning is a *very* time consuming activity...

I know an ISP in the Houston area that gives 300 meg of WEB space,
IIRC. It is called Everyone's Internet...althought I can *not*
make any claims about their reliability. You might check them out.

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

6802. suspend.cmd WAS:Re: the ethics of atasm

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-19 23:01:25 UTC
From: NoOne@FakeEmail.com
Message-ID: <3bf98eaa.39721293@news.bright.net>
Source record: 33126

On Mon, 19 Nov 2001 20:54:17 +0100, "Fox-1" <DONT_USE_fox-1@home.nl>
wrote:

Hmmm, that's interesting. The one that should be in the current
distribution should be only 262 bytes in size. Why don't you email it
to me sometime so I can analyze it?

>There are modules in it (like "suspend.cmd" to name one)
>that are several kilobytes in size, while my own one is only a few bytes, and
>it performs better, and is written using MAC/65 on real Atari 8-bit...

6803. Re: Lasermania, the game.

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-20 00:07:08 UTC
From: Atari 8 Man <KMFerrante@cfl.rr.com>
Message-ID: <M8hK7.78851$Yb.20109731@typhoon.tampabay.rr.com>
Source record: 33127

Nope, Lasermania was released by LK Avalon and I have the whole package
right here.
All the cracks out there don't work besides the cheat version.

Atari8Man

"Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message
news:3BF96090.967D984D@mail.uni-mainz.de...
> Well,
> isn`t Lasermania one of that many proto carts ?!? Maybe it was never
> finished and thats why you cannot reach level 2. I remember Nebulus,
> called Tower toppler for the XL/XE. This one is also a proto, it crashes
> completely after level 2 (allthough the game should have 8
> levels/towers). You should be aware, that protos are not always finished
> game carts and have some small or even big bugs. Otherwise they would
> not be prototype carts... -Andreas.
>
>
>
> Tomasz Cichon schrieb:
> >
> > I think I've tried this one. It works, but you still won't be able to
pass
> > that 1st level. It seems like it's a copy protection, or something.
>

6804. FS/T: Atari 8-bit computer items and more... [11/20/2001]

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-20 05:06:46 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <17pjvtk40j0gldukkddouheack6f4lsiej@4ax.com>
Source record: 33128
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 11/20/2001

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site, including 52 for the Atari 8-bit computers!

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari 8-bit computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection list for this system is currently on-line!

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 2.00 Missile Command
$ 1.50 Space Invaders
$ 3.00 2-pack: Missile Command and Space Invaders

Box and manual only, no cartridge:
$ 2.00 Millipede

Manual only, no cartridge or box:
$ 1.00 Galaxian

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 4.00 Atari 1010 Program Recorder Owner's Guide (16 pages)
$ 4.00 Atari 1200XL Home Computer Owner's Guide (20 pages)
$ 7.00 Atari 65XE Personal Computer Owner's Manual (138 pages)
$ 4.00 Atari 800XL Home Computer Owner's Guide (24 pages)
$ 4.00 Atari BASIC Reference Guide: For Experienced Programmers
(16 pages)
$ 2.50 Atari Home Computers: The Next Generation catalog
(32 pages)
$ 7.00 2-pack: Atari Disk Operating System Reference Manual:
DOS 3 (112 pages). Lot also includes An Introduction
to the Atari Disk Operating System: DOS 3 (32 pages)
$ 7.00 Inside Atari BASIC [Atari / Reston] (196 pages)

[Pictures of the items listed below will be available soon]

HARDWARE:

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1050 (127K) DISK DRIVE.

This disk drive does not include the power supply, or Molex
connector cable.

NOTE: Light comes on, and drive tries to read disk, but drive will
not boot up. Sold as non-working item, possibly repairable, for
parts only!

$ 2.00

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.95 for the first
game and $1.25 for each additional game. Shipping for hardware and
accessories depends on weight/distance. Large orders will be weighed
as a package, to reduce shipping costs. Foreign orders welcome.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for
something that isn't listed, please don't ask (because if I
had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and
systems have been tested and are in working order. I very

rarely sell items that aren't working, but if I do, they are
clearly labeled as such.

3) Trade offers, in particular for items that I need, will be
considered (especially if the trade offer overwhelms me). I
collect for over 50 different systems, so please feel free
to send me a trade list.

4) Buyer has seven (7) days to send payment, and pays all shipping
costs. Shipping cost depends on both the weight of the order
and the distance that the order must travel, unless a set
amount is already listed. No orders will be sent C.O.D. So
if you can't mail the payment within 7 days, please do NOT order!

5) Since items will be held specifically for you, if you aren't
serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly
listed. There is no minimum order.

7) If you have a problem with the listed price, please remember
that nobody is forcing you to buy from me. I have been in
business since 09/05/93, so I have a good idea how to price
items. My personal philosophy is that something is only worth
what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either Personal Check, money
order, Cashier's Check, cash or PayPal. Orders from outside the
U.S. are also accepted (postal money order, PayPal or cash only!)

9) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your
order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in
(please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this
information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@io.com

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 8 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

6805. Re: Atari 400/800 manuals

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-20 08:05:19 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <39oK7.4339$Nz.812314720@newssvr30.news.prodigy.com>
Source record: 33129

Yeah www.ev1.net I think, they make a lot of claims but they've been a real disapointment for their customers. I couldn't sign up with them because I didn't want to use a credit card for payment. I'm sticking with Ma Bell for now (www.swbell.net) , they're lame in the webpage dept. but I like the net being on my phone bill. I'm still looking for webspace though, and I don't think I'm going to be able to post those big manuals until I find at least a couple of hundred megs for free (I've got a lot of other stuff I want to upload as well).
Mo

Charles Richmond wrote in message <3BF99BA9.7E140C28@ev1.net>...
>Mo wrote:
>>
>> The URL (probably not permanent) is
>> http://members.tripod.com/~chainsaw1661
>>
>> I'm actually looking for a decent page host that'll give me 100+ megs for
>> free. These are becoming harder and harder to find. The manuals may take
>> longer than I thought, I did the first 20 pages of the BASIC reference
and
>> watched an hour and a half of my life go by. 8-)
>>
>You are right...scanning is a *very* time consuming activity...
>
>I know an ISP in the Houston area that gives 300 meg of WEB space,
>IIRC. It is called Everyone's Internet...althought I can *not*
>make any claims about their reliability. You might check them out.
>
>--
>+--+
>| Charles and Francis Richmond <richmond@plano.net> |
>+--+

6806. Re: NIB Atari Games! FREE Atari Catalogs! Auctions Suck!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-20 10:43:26 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <itqK7.17782$nC.260380@news.easynews.com>
Source record: 33130
Cross-posted to:
alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

"Bravo Sierra Computers" <atari@pacifier.com> wrote in message
news:Pine.BSO.4.33.0111181359470.26962-100000@shell.pacifier.com...
> http://www.pacifier.com/~atari/8btsales.htm I've just bought over $1,000
> worth of Classic Atari 8 Bit Games, +NEW in BOX and I've added it to my
> 8 Bit Software Catalog. It's a buying Frenzy! Buy Now before others buy up
> Treasures you've been searching for! Goto my Atari 8 bit Link above/below!
> http://www.pacifier.com/~atari/8bt_soft.htm 8 Bit Games/Software Catalog!

Nothing has changed since I last looked at your site last week. Nothing new.
When did you "just" buy it? 6 months ago?

>
> http://www.pacifier.com/~atari/newinbox.htm I've got Mountains (Mt. Fuji)
> of Atari Games, +NEW in BOX! Much of it Hard to Find! Discover Treasures
> you didnt know you wanted, Forgotten in your youth or maybe never stopped
> searching for! The Rainbow Ends at Bravo Sierra Computers! Check my Links
> below/above, E-Mail atari@pacifier.com or call Ben anytime (503)256-9974!
> http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!

Theres not mountains, theres a few minor road humps.

6807. Re: Old Computer Mag website!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-20 10:51:27 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <PAqK7.18201$nC.265087@news.easynews.com>
Source record: 33131

"ville" <ville@blueyonder.co.uk> wrote in message
news:nhLJ7.10446$9Q.1366192@news1.cableinet.net...
> Hi. I've just launched my new website (at last). It's a site dedicated to
my
> old computer mag collection which I'm hoping a few people here may find
> interesting. If you've a passing interest in magazines such as Big K,
> Sinclair User, Crash, C&VG, Zzap! 64 (as well as some more obscure
computer
> mags) etc, why not pop along here and have a sneaky look...
> http://www.old-computer-mags.co.uk/
>
> Any comments and suggestions are welcome, or you could just point out any
> horrendous spelling mistakes :0)
>
> Regards,
> David.
>
>
>

I must say that is a very nice, clean, site. Nice content too..

6808. Re: Name of Game.

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-20 12:19:39 UTC
From: Dan Gorham <djg@nospam.world.com>
Message-ID: <vTrK7.6753$eh7.3763203@typhoon.ne.mediaone.net>
Source record: 33132

Nope, I just found it. Moon Cresta!

"Fox-1" <DONT_USE_fox-1@home.nl> wrote in message
news:yndK7.9450$98.1536563@zwoll1.home.nl...
>
> Dan Gorham wrote
>
> : Does anyone know the name of this arcade game. It looked very much like
the
> : Space Eggs game from Sirius for the 8bit.
>
> Bandits?
>
>
> --
>
> Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
>
http://punkenpro.does.it
> BBSing is terminal.
>
>

6809. 800xl power-on problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-20 13:04:02 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <6xsK7.27462$nC.335664@news.easynews.com>
Source record: 33133

Having bought a 1050-2-PC and SIO-2-PC cable, and started transferring some of my disks across to the PC (although not the aplahload ones - they wont!). I have uncovered a problem with my 800xl...

It seems that it only wants to boot from disk when it gets warm?! More details...

Initial power on is ok, and it boots from disk. However if I power off, and try to boot from disk again, it may take 20 or more attempts (power off power on) until it will boot again. If it fails, it just sits there with a blue screen, cursor in the top left, doing nothing.

Any ideas?

6810. Re: Lasermania, the game.

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-20 13:23:23 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3BFA594B.DAD2CE99@mail.uni-mainz.de>
Source record: 33135

Well,
sometimes I get confused with names (Lasermania by LK Avalon, Lasermaze
by KE-Soft and last not least that proto cart) especially if they are
very similar and have the same game-idea or gameplay...
-Andreas.

Atari 8 Man schrieb:
>
> Nope, Lasermania was released by LK Avalon and I have the whole package
> right here.
> All the cracks out there don't work besides the cheat version.
>
> Atari8Man
>
> "Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message
> news:3BF96090.967D984D@mail.uni-mainz.de...
> > Well,
> > isn`t Lasermania one of that many proto carts ?!? Maybe it was never
> > finished and thats why you cannot reach level 2. I remember Nebulus,
> > called Tower toppler for the XL/XE. This one is also a proto, it crashes
> > completely after level 2 (allthough the game should have 8
> > levels/towers). You should be aware, that protos are not always finished
> > game carts and have some small or even big bugs. Otherwise they would
> > not be prototype carts... -Andreas.
> >
> >
> >
> > Tomasz Cichon schrieb:
> > >
> > > I think I've tried this one. It works, but you still won't be able to
> pass
> > > that 1st level. It seems like it's a copy protection, or something.
> >

6811. Re: Looking for a file manager like this:

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-20 13:50:02 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3BFA5F8A.1A951652@mail.uni-mainz.de>
Source record: 33136

Well,
the polish URL is damn slow !!! So write me an e-mail to get some other
file managers (or file copiers) for DOS 2.0, Dos 2.5, MyDOS and probably
others (as always: collected on a medium density disk). Let me know
which image (ATR, XFD, DCM) you prefer... -Andreas.

ron fucci schrieb:
>
> Where can Dos Control 2.3 be found ?
>
> ron
>
> "Vasco" <vasco3@poczta.fm> wrote in message news:<3bec6e67@news.vogel.pl>...
> > > What program for the 800XL have a look like this,
> > > and has these typical file functions?
> > > Any recommendations?
> >
> > For me best is Dos Control 2.3, but working only under DOS II+/D 6.1 or 6.4.
> >
> > Vasco/Tristesse

6812. Re: 800xl power-on problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-20 14:16:20 UTC
From: thor@math.tu-berlin.de
Message-ID: <3bfa57a4@news.ivm.net>
Source record: 33134

switchblade <xxx@nospam.com> wrote:

> Initial power on is ok, and it boots from disk. However if I power off, and
> try to boot from disk again, it may take 20 or more attempts (power off
> power on) until it will boot again. If it fails, it just sits there with a
> blue screen, cursor in the top left, doing nothing.

How long did you power it off? Due to persistent RAM contents, the Os may
think that the power-off/on cycle was only a reset (it does so by checking
three memory cells in page 3). You should power it off for around 20secs, and
then it *should* work again.

So long,
Thomas

6813. Seeking URL's

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-20 14:23:27 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9tdp12$i2p$1@nets3.rz.RWTH-Aachen.DE>
Source record: 33137

Howdy folks

I'm looking for the following:

Does Bob Klaas have a homepage?
Is there a site that has Atari Classics hardware articles on line?
Are there more sites with harddisk interface info (apart from CSS) (only
info on harddrive interfaces that can handle 16 bit data please.)?

CU Mathy van Nisselroy

--

My old email address will cease to exist as of the end of 2001, please use
my new address.
Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine
neue Adresse.
Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn
nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

6814. Re: Have datasheets, will scan! (XEP80)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-20 14:36:23 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9tdppbisn1@nets3.rz.RWTH-Aachen.DE>
Source record: 33138

Howdy Ron

> Have you checked http://www.powow.com and atariland.com? Both require a
> registration, but provide no-cost web space and you can link to content
> there from your main page...

Powow asks for a credit card, haven't checked out atariland.com yet.
Somehow I'ld prefer it if somebody else would put them on his or her site
and I would just include a link to his or her page. (it's one of those 'I
can't explain it, it's just a feeling' things.)

CU Mathy van Nisselroy

6815. Re: Old Computer Mag website!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-20 16:30:45 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <cl0lvt0d72018lf7aj7srperb1ou7faua3@4ax.com>
Source record: 33139

On Sun, 18 Nov 2001 09:35:15 GMT, "ville" <ville@blueyonder.co.uk>
wrote:

>Hi. I've just launched my new website (at last). It's a site dedicated to my
>old computer mag collection which I'm hoping a few people here may find
>interesting. If you've a passing interest in magazines such as Big K,
>Sinclair User, Crash, C&VG, Zzap! 64 (as well as some more obscure computer
>mags) etc, why not pop along here and have a sneaky look...
>http://www.old-computer-mags.co.uk/
>
>Any comments and suggestions are welcome, or you could just point out any
>horrendous spelling mistakes :0)
>
>Regards,
>David.

What Atari User's have you?

I'm trying to find all my old articles for them and I am a few short,
I'd appreciate a scan of them if it was possible.

Thanks

6816. Telnet to worlds only online Atari ST BBS!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-20 18:27:02 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00403e0e@fmlynet.org>
Source record: 33146

FamilyNet Newsgate

I knew there was a ST online BBS!

> From: ncc0106@nbc.netcom.ca (Jeff Mitchell)
> We're back! (never really left, but had ISP issues for awhile). IF
> you want to play good old classic ST online games or get a good retro-on,
> heres where to do it ;) And if you have any suggestions for cool things to
> do on an ST BBS, let me know. (ie: Games are not enough to make it worth
> coming back to.. we need to have some more twisted retro fun..)
> http://www.skeleton.org/bbsindex.html
> or telnet to..
> shadow.skeleton.org, login "bbs".
> jeff

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6817. Re: Crossbow Dump?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-20 18:36:51 UTC
From: Video61@webtv.net
Message-ID: <23544-3BFAA2C3-33@storefull-172.iap.bryant.webtv.net>
Source record: 33140

hi john,
we ship world wide including brazil.
we have crossbow in stock, and also the light gun.
www.atarisales.com
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

6818. Re: Have datasheets, will scan! (XEP80)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-20 21:29:12 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <IWzK7.868$5X4.91799@newsread2.prod.itd.earthlink.net>
Source record: 33141

Are you certain? All I gave was a name and email address...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:9tdppbisn1@nets3.rz.RWTH-Aachen.DE...
> Howdy Ron
>
> > Have you checked http://www.powow.com and atariland.com?

> Powow asks for a credit card, haven't checked out atariland.com yet.
> Somehow I'ld prefer it if somebody else would put them on his or her site
> and I would just include a link to his or her page. (it's one of those 'I
> can't explain it, it's just a feeling' things.)
>
> CU Mathy van Nisselroy

6819. Re: suspend.cmd WAS:Re: the ethics of atasm

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-20 23:11:44 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <CiBK7.4574$c8.715992@zwoll1.home.nl>
Source record: 33142

Tom Hunt wrote

: Hmmm, that's interesting. The one that should be in the current
: distribution should be only 262 bytes in size.

Don't know how much the current version differs of the 5.0b one...

: Why don't you email it
: to me sometime so I can analyze it?

Hmm, where did I ever put my Pro! disks? Have to search for it...

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
BBSing is terminal.

6820. Re: Name of Game.

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-20 23:14:59 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <9pBK7.4603$c8.746219@zwoll1.home.nl>
Source record: 33143

Dan Gorham wrote

: > : Space Eggs game from Sirius for the 8bit.
: >
: > Bandits?

: Nope, I just found it. Moon Cresta!

I know I have it somewhere. Can't remember the gameplay right now...

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
BBSing is terminal.

6821. Re: Have datasheets, will scan! (XEP80)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-20 23:18:43 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <apBK7.4604$c8.746787@zwoll1.home.nl>
Source record: 33144

Mathy van Nisselroy wrote

: Somehow I'ld prefer it if somebody else would put them on his or her site
: and I would just include a link to his or her page. (it's one of those 'I
: can't explain it, it's just a feeling' things.)

I have about 800Mb free on my site at the "atozasia-servers". Don't know the
filelimit over there, but it'll list a small commercial footer on each page,
which is the reason I don't use it except for Atari-party-picture's...

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
BBSing is terminal.

6822. 600xl parallel...

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-20 23:58:52 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1011120195736.6389A-100000@halifax.chebucto.ns.ca>
Source record: 33145

I noticed a strange looking parallel port on the 600xl - different than
the one on the 130xe. What sort of connector go there?

Thanks...

6823. Re: 800xl power-on problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-21 01:49:37 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <9tf795$25jid$1@ID-15679.news.dfncis.de>
Source record: 32947

Hi,

> Initial power on is ok, and it boots from disk. However if I power
>off, and try to boot from disk again, it may take 20 or more attempts
>(power off power on) until it will boot again....

Hmm, that's actually quite normal behaviour for an (early model?) 800XL in my experience. My original machine had the same "problem".

I'm not sure exactly what causes it, some have said it has something to do with the RAM chips Atari used in these machines having a long data retention time (I don't really subscribe to this theory myself since we're talking dynamic memory).

Others have said it has something to do with a reservoir capacitor in the power input circuitry. Allegedly Atari chose such a large value for this capacitor that it held enough charge to keep the RAM and refresh circuitry going for some seconds after power off - albeit at a level where the RAM contents degraded rapidly, but slowly enough to cause real problems.

I tend to believe this one since I've known people who have changed this cap in their machine and cured the problem (though don't ask me which one, it's been too many years).

TTFN - Pete.

6824. lost roms found, mr. do's castle plus others

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-21 03:36:48 UTC
From: Video61@webtv.net
Message-ID: <28456-3BFB2150-406@storefull-174.iap.bryant.webtv.net>
Source record: 32948

hi,
we have unearthed some lost roms, and made them available. they are,
M*A*S*H, CHESS BY ATARI, FLASH GORDON, MR. DO'S CASTLE, SATANS HOLLOW,
AND TRACK & FIELD.
they all run on a 16k stock 400, and are xl/xe compatible.
we also have moved our warehouse twice in the last year, and have
unearthed some out of stock disk based games, they are in very limited
quantities, and box condition varies from poor to almost mint.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

6825. lost roms found, mr. do's castle plus others

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-21 03:37:34 UTC
From: Video61@webtv.net
Message-ID: <28457-3BFB217E-130@storefull-174.iap.bryant.webtv.net>
Source record: 32949

hi,
we have unearthed some lost roms, and made them available. they are,
M*A*S*H, CHESS BY ATARI, FLASH GORDON, MR. DO'S CASTLE, SATANS HOLLOW,
AND TRACK & FIELD.
they all run on a 16k stock 400, and are xl/xe compatible.
we also have moved our warehouse twice in the last year, and have
unearthed some out of stock disk based games, they are in very limited
quantities, and box condition varies from poor to almost mint.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

6826. the quest for quintana roo rom finally released

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-21 04:26:21 UTC
From: Video61@webtv.net
Message-ID: <22172-3BFB2CED-422@storefull-173.iap.bryant.webtv.net>
Source record: 32950

hi,
TELEGAMES the only third party publishers signed up for atari's XEGM
program announced THE QUEST FOR QUINTANA ROO for the XEGM in the late
80's but it was never released.
video 61 has aquired the rights to release this lost gem , and it is
now availible.
telegames will also be carrying this game soon, there shipment will
arrive in the middle of december.
thanks to terry grantham of telegames for there permission, and thanks
to the gang at video 61 for producing it.
thanks
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

6827. Re: Old Computer Mag website!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-21 13:22:15 UTC
From: ville <davet@runecraft.co.uk>
Message-ID: <dUNK7.2067$AQ3.308367@news6-win.server.ntlworld.com>
Source record: 32951

"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
news:cl0lvt0d72018lf7aj7srperb1ou7faua3@4ax.com...
> On Sun, 18 Nov 2001 09:35:15 GMT, "ville" <ville@blueyonder.co.uk>
> wrote:
>
> >Hi. I've just launched my new website (at last). It's a site dedicated to
my
> >old computer mag collection which I'm hoping a few people here may find
> >interesting. If you've a passing interest in magazines such as Big K,
> >Sinclair User, Crash, C&VG, Zzap! 64 (as well as some more obscure
computer
> >mags) etc, why not pop along here and have a sneaky look...
> >http://www.old-computer-mags.co.uk/
> >
> >Any comments and suggestions are welcome, or you could just point out any
> >horrendous spelling mistakes :0)
> >
> >Regards,
> >David.
>
> What Atari User's have you?
>
> I'm trying to find all my old articles for them and I am a few short,
> I'd appreciate a scan of them if it was possible.
>
> Thanks

Hi. I don't know for sure Paul, I'm in the middle of scanning my Atari Users
mags at the moment. I'm aiming to put the "Atari User Section" on-line this
weekend. I'll drop you a mail when it's done so you can have a browse
through...

Cheers,
David.

6828. Re: Old Computer Mag website!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-21 16:30:02 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <ghlnvtsjett7dhffle3tuhamc037qilv4u@4ax.com>
Source record: 32952

On Wed, 21 Nov 2001 13:22:15 -0000, "ville" <davet@runecraft.co.uk>
wrote:

>Hi. I don't know for sure Paul, I'm in the middle of scanning my Atari Users
>mags at the moment. I'm aiming to put the "Atari User Section" on-line this
>weekend. I'll drop you a mail when it's done so you can have a browse
>through...
>
>Cheers,
>David.
>

Many thanks David, no rush tho...

6829. Re: Name of Game.

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-21 16:33:27 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <0llnvtgga5t782rgfgkhm48sbae5kudmc7@4ax.com>
Source record: 32953

On Wed, 21 Nov 2001 00:14:59 +0100, "Fox-1" <DONT_USE_fox-1@home.nl>
wrote:

>
>Dan Gorham wrote
>
>: > : Space Eggs game from Sirius for the 8bit.
>: >
>: > Bandits?
>
>: Nope, I just found it. Moon Cresta!
>
>I know I have it somewhere. Can't remember the gameplay right now...

A Galaxians style shoot em up except your craft was split into 3 parts
which if you completed stages rewarded you with another part of your
ship docked on to increase the fire power.

If you died you went lost a part of the ship going from small head
part with single shot to the mega wide base part which was big and
slow with twin shot.

6830. Dallas] Boxes and boxes of Atari stuff- come get it!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-21 18:07:52 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <004077b5@fmlynet.org>
Source record: 32960

FamilyNet Newsgate

Well, I have thinned out my Atari collection, and I have all my extra Atari 8-bit and Atari ST here that I didn't need all boxed up.

You got the truck or large car, come by and pick it up!

Contact me at : drclu@swbell.net for further details.

Look forward to hearing from you,

Doctor Clu
Dallas, TX

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6831. Re: 600xl parallel...

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-21 18:59:13 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3bfbf84f_3@news.iglou.com>
Source record: 32954

Tony Cianfaglione wrote in message ...
>
>I noticed a strange looking parallel port on the 600xl - different than
>the one on the 130xe. What sort of connector go there?
>
I assume you mean the same parallel bus port that is on the 800xl. Atari
made a few prototypes of an expansion box called the 1090xl. There was
a guy in England who sold 64k memory upgrades for the 600xl, which
plugged into that port. Also the MIO and Black Box interfaces can
be connected, but I'm not sure if they work on an unexpanded 600xl.

6832. Re: Name of Game.

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-21 21:34:10 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <a4VK7.9201$c8.1505968@zwoll1.home.nl>
Source record: 32955

Paul Irvine wrote

: >: > : Space Eggs game from Sirius for the 8bit.

: >: Nope, I just found it. Moon Cresta!

: A Galaxians style shoot em up except your craft was split into 3 parts

If I read it right, exactly the same gameplay as Space Eggs :-))

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
BBSing is terminal.

6833. Re: 600xl parallel...

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-21 21:41:29 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <d4VK7.9202$c8.1505753@zwoll1.home.nl>
Source record: 32956

Bill Marcum wrote

: >I noticed a strange looking parallel port on the 600xl

: I assume you mean the same parallel bus port that is on the 800xl. Atari
: made a few prototypes of an expansion box called the 1090xl. There was
: a guy in England who sold 64k memory upgrades for the 600xl, which
: plugged into that port.

Atari itself made such a memory-expansion too: the Atari 1064.

600XL (and 800XL) have parallelbus, and cartridge-slot on top.
130XE has cartridge-slot on the back, together with a smaller expansion-bus.
Combining those two ports makes a parallel-bus as on the 600XL.

More info at: http://www7.brinkster.com/atari/pinouts.htm#pinouts

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
BBSing is terminal.

6834. Re: 600xl parallel...

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-21 21:45:04 UTC
From: david_p@istop.com
Message-ID: <9160ACFBEdavidpistopcom@205.189.152.45>
Source record: 32957

bmarcum@iglou.com (Bill Marcum) wrote in <3bfbf84f_3@news.iglou.com>:

>
>Tony Cianfaglione wrote in message ...
>>
>>I noticed a strange looking parallel port on the 600xl - different than
>>the one on the 130xe. What sort of connector go there?
>>
>I assume you mean the same parallel bus port that is on the 800xl. Atari
>made a few prototypes of an expansion box called the 1090xl. There was
>a guy in England who sold 64k memory upgrades for the 600xl, which
>plugged into that port. Also the MIO and Black Box interfaces can
>be connected, but I'm not sure if they work on an unexpanded 600xl.
>

The Yorkie memory upgrade actually gave 256K; atari also sold the 1064 (think that was the number) that gave 64K. Best still has the PBI Experimenter's kit from MPP available; it gives some projects etc you can do with the PBI.

There are also tech docs from Atari floating around on the net (and somewhere on my hard drive!) which describe in detail the 1090xl, how interfaces work, memory mapping and other such issues. Had ICD or CSS respected the Atari design specs, it would have been possible to have multiple boxes daisy-chained onto the PBI, with just a jumper or switch changed. Unfortuantely, both devices are ill-behaved, occupying all the memory intended for devices.

David P.

6835. Re: 600xl parallel...

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-21 21:48:20 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1011121174742.7684B-100000@halifax.chebucto.ns.ca>
Source record: 32958

```
Thanks for the info. I'll look around them.

-----------------------------------

On Wed, 21 Nov 2001, Fox-1 wrote:

>
> Bill Marcum wrote
>
> : >I noticed a strange looking parallel port on the 600xl
>
>
> : I assume you mean the same parallel bus port that is on the 800xl. Atari
> : made a few prototypes of an expansion box called the 1090xl. There was
> : a guy in England who sold 64k memory upgrades for the 600xl, which
> : plugged into that port.
>
>
> Atari itself made such a memory-expansion too: the Atari 1064.
>
> 600XL (and 800XL) have parallelbus, and cartridge-slot on top.
> 130XE has cartridge-slot on the back, together with a smaller expansion-bus.
> Combining those two ports makes a parallel-bus as on the 600XL.
>
> More info at: http://www7.brinkster.com/atari/pinouts.htm#pinouts
>
>
>
>
> --
>
> Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
> http://punkenpro.does.it
> BBSing is terminal.
>
>
>
>
>
>
```

6836. Re: Name of Game.

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-21 22:44:58 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <biaovtctuppg8pklp9bk0iv93df7arsoha@4ax.com>
Source record: 32959

On Wed, 21 Nov 2001 22:34:10 +0100, "Fox-1" <DONT_USE_fox-1@home.nl>
wrote:

>
>Paul Irvine wrote
>
>: >: > : Space Eggs game from Sirius for the 8bit.
>
>: >: Nope, I just found it. Moon Cresta!
>
>: A Galaxians style shoot em up except your craft was split into 3 parts
>
>
>If I read it right, exactly the same gameplay as Space Eggs :-))

Er yes....A bit like Moon Cresta too ;-)

6837. de re atari quick reference card?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-22 03:27:20 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <sg_K7.1522$oF.168401@newsread2.prod.itd.earthlink.net>
Source record: 32962

Hi

I have De Re Atari but I can't find the reference card anymore. I lost it somewhere/somehow! Anyway, does anyone know where I can find it online? Perhaps someone scanned it? TIA!!!

Fernando

6838. Re: Dallas] Boxes and boxes of Atari stuff- come get it!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-22 08:38:34 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00409323@fmlynet.org>
Source record: 32967

FamilyNet Newsgate

Well, that is about the way it works. I received several collections,
picked out what I wanted, and now I pass on the rest. :)

I love this hobby!

Doc Clu

> From: "Aaron Wheeler" <holmesatari@hotmail.com>
> Man, If I didnt live in New Zealand, I'd cruise on by, and pick this lot up!
> ;-)
> Great to see some people still give this stuff away.
> Aaron
> "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
> news:004077b5@fmlynet.org...
>> FamilyNet Newsgate
>>
>> Well, I have thinned out my Atari collection, and I have all my extra
> Atari
>> 8-bit and Atari ST here that I didn't need all boxed up.
>>
>> You got the truck or large car, come by and pick it up!
>>
>> Contact me at : drclu@swbell.net for further details.
>>
>> Look forward to hearing from you,
>>
>> Doctor Clu
>> Dallas, TX
>>
>> FamilyNet <> Internet Gated Mail
>> http://www.fmlynet.org
>>

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6839. Re: Dallas] Boxes and boxes of Atari stuff- come get it!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-22 09:09:59 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <Jb3L7.1138$kM3.117649@news02.tsnz.net>
Source record: 32961

Man, If I didnt live in New Zealand, I'd cruise on by, and pick this lot up!
;-)
Great to see some people still give this stuff away.

Aaron

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:004077b5@fmlynet.org...
> FamilyNet Newsgate
>
> Well, I have thinned out my Atari collection, and I have all my extra
Atari
> 8-bit and Atari ST here that I didn't need all boxed up.
>
> You got the truck or large car, come by and pick it up!
>
> Contact me at : drclu@swbell.net for further details.
>
> Look forward to hearing from you,
>
> Doctor Clu
> Dallas, TX
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

6840. Atari Software for Sale

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-22 10:50:49 UTC
From: John Thackeray <john@tradeinpost.com>
Message-ID: <9tileg$98s$3@uranium.btinternet.com>
Source record: 32963
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,uk.games.misc

John Thackeray
Trade In Post
Victoria Road,
Shifnal
Shropshire TF11 8AF
john@tradeinpost.com
www.tradeinpost.com

6841. Re: Loading text into HTML file

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-22 11:31:34 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9tinmo$h6n$1@nets3.rz.RWTH-Aachen.DE>
Source record: 32964

Howdy folks

I've tried a lot of things. Looks like nothing really works except a link
to the textfile. I'll leave it that way. Thanks

CU Mathy van Nisselroy

6842. Re: Have datasheets, will scan! (XEP80)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-22 11:35:34 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9tinu8hdo1@nets3.rz.RWTH-Aachen.DE>
Source record: 32965

Howdy Ron

> Are you certain? All I gave was a name and email address...

Just checked. They don't seem to ask for a credit card now. Sure looked
different last time I was there.

CU Mathy van Nisselroy

6843. Re: 600xl parallel...

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-22 13:33:22 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9tiur3nkt1@nets3.rz.RWTH-Aachen.DE>
Source record: 32966

Howdy Tony

> >I noticed a strange looking parallel port on the 600xl - different than
> >the one on the 130xe. What sort of connector go there?
> >
> I assume you mean the same parallel bus port that is on the 800xl.....
(snip)
> Also the MIO and Black Box interfaces can
> be connected, but I'm not sure if they work on an unexpanded 600xl.

Check out my site to see what a BlackBox looks like
http://www-users.rwth-aachen.de/mathy.van_nisselroy

If you wanna use a BlackBox or MIO, 16kB is not enough. Maybe for the
hardware, but.... Compare it to using a data recorder while using a 1Mb
memory upgrade. It just won't do.

CU Mathy van Nisselroy

6844. Re: 600xl parallel...

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-22 16:38:13 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <9tjnor$3486v$1@ID-15679.news.dfncis.de>
Source record: 32968

Hi,

> There are also tech docs from Atari floating around on the net
>(and somewhere on my hard drive!) which describe in detail the
>1090xl....

Interesting, any pointers on where to look for these docs?

TTFN - Pete.

6845. Atari chat session

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-22 20:00:50 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0040a78c@fmlynet.org>
Source record: 32975

FamilyNet Newsgate

Well folks, this is reminder of the JYBOLAC (Just Your Basic On-Line Atari (or Anchunt) Computerchat session. We will have it going on tonight from 8 pm Central standard time onwards at:

http://stargate.cs.swau.edu/atari

And you can catch us again on Sunday, same place, 10 am CST.

And again next week (and every week) Thursday, 8pm CST.

Take care!

Doctor Clu
Atari 800 / Newton 2000 enthusiast

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6846. Re: 600xl parallel...

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-22 21:06:27 UTC
From: david_p@istop.com
Message-ID: <9161A8182davidpistopcom@205.189.152.45>
Source record: 32969

pete@get.bent.spammers.wintermute.org.uk (Pete) wrote in
<9tjnor$3486v$1@ID-15679.news.dfncis.de>:

>Hi,
>
> > There are also tech docs from Atari floating around on the net
> >(and somewhere on my hard drive!) which describe in detail the
> >1090xl....
>
>Interesting, any pointers on where to look for these docs?
>
>
> TTFN - Pete.

Anyone who asks nicely can get a copy in their mailbox - ASCII text ZIPped
is what I've got...

David P

6847. Re: Name of Game.

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-22 21:21:50 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <PWdL7.15143$c8.2348267@zwoll1.home.nl>
Source record: 32970

Paul Irvine wrote

: >: A Galaxians style shoot em up except your craft was split into 3 parts

: >If I read it right, exactly the same gameplay as Space Eggs :-))

: Er yes....A bit like Moon Cresta too ;-)

Probably :-) Maybe I should start digging it up to check it myself :-)

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
BBSing is terminal.

6848. Atari 2600 & games recently featured on the collector show...

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-22 21:34:50 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <_beL7.2984$oF.324085@newsread2.prod.itd.earthlink.net>
Source record: 32971

Hi

I don't remember the name of the show, but its the one where they travel around and invite people to bring their junk and have experts give estimates on its value. The travelling road show, or something?

In Tuesday's show (in NY), someone brought an Atari 2600 and some games in different condition...some with real bad labels torn off, others in very good condition. The Atari 2600 appeared to be either the 4-switch or 6-switch wood grain model. Hard to tell cuz they didn't zoom in long enough to distinguish clearly and I wasn't taping it (actually, was surprised to see it on...was flipping channels at the time)

Anyway, their expert priced the game system alone at $100. And games for it between $5 and $10 for common games, and as much as $2000+ for really rare games that were given away as promotional items at trade shows (I believe one example of these games was some kool-aid game that was never in wide distribution but given away at industry shows by the owner-company as a gimmick)

Anyway, these estimates would have made me cough my milk through my nose if I had been drinking milk. Was this guy close in his estimates? I think he went way overboard...after all, I didn't see anything there but a good condition 2600 (no box, no manuals, not even a hint that it included joysticks or a simple combat game). I see stuff like that on sale on ebay for $5-$10 tops regularly.

6849. Re: Dallas] Boxes and boxes of Atari stuff- come get it!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-22 21:59:50 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <mbrqvtk8qcrmtsj1uvbcfrdgvlgbsp8l02@4ax.com>
Source record: 32972

On Wed, 22 Nov 2001 08:38:34 , "Greg Goodwin"
<Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:

>FamilyNet Newsgate
>
> Well, that is about the way it works. I received several collections,
>picked out what I wanted, and now I pass on the rest. :)
>
> I love this hobby!
>
> Doc Clu
>
Send it all to me please :-)

Will 5 UK pounds cover the postage :-)

6850. Happy emulating a US Doubler?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-23 00:14:54 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <h65rvt42vturac58rds4tdvdd6ug9sfj36@4ax.com>
Source record: 32973

I was looking through some old utility disk and I found a program that would make my happy 1050 emulate a US doubler. Why would I want to do that?

--
Shawn Jefferson

6851. DD Diskettes

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-23 01:53:37 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <9tkaa3028he@enews4.newsguy.com>
Source record: 32974

Anyone know where to get Double Density 5 1/4" diskettes?

6852. Re: DD Diskettes

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-23 03:15:40 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3BFDDAAF.C2F60A4E@ev1.net>
Source record: 32976

John McCulloch wrote:
>
> Anyone know where to get Double Density 5 1/4" diskettes?
>
Try your local thrift store for used ones pretty cheap...and
occasionally they will have a few boxes of *new* ones. Also,
check a store called the Micro Center...

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

6853. Re: 600xl parallel...

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-23 05:41:40 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <nelL7.1296$kM3.134461@news02.tsnz.net>
Source record: 32977

Hi David,
I'd certainly be interested in any oddball Atari tech docs you may have.

Thanks

Aaron

"David A Paterson" <david_p@istop.com> wrote in message
news:9161A8182davidpistopcom@205.189.152.45...
> pete@get.bent.spammers.wintermute.org.uk (Pete) wrote in
> <9tjnor$3486v$1@ID-15679.news.dfncis.de>:
>
> >Hi,
> >
> > > There are also tech docs from Atari floating around on the net
> > >(and somewhere on my hard drive!) which describe in detail the
> > >1090xl....
> >
> >Interesting, any pointers on where to look for these docs?
> >
> >
> > TTFN - Pete.
>
> Anyone who asks nicely can get a copy in their mailbox - ASCII text ZIPped
> is what I've got...
>
> David P

6854. NIB Atari Games! FREE Atari Catalogs! Via E-Mail & Web!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-23 06:40:44 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0111222236200.467-100000@shell.pacifier.com>
Source record: 32978
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

http://www.pacifier.com/~atari/8btsales.htm I've just bought over $1,000 worth of Classic Atari 8 Bit Games, +NEW in BOX and I've added it to my 8 Bit Software Catalog. It's a buying Frenzy! Buy Now before others buy up Treasures you've been searching for! Goto my Atari 8 bit Link above/below! http://www.pacifier.com/~atari/8bt_soft.htm 8 Bit Games/Software Catalog!

http://www.pacifier.com/~atari/newinbox.htm I've got Mountains (Mt. Fuji) of Atari Games, +NEW in BOX! Much of it Hard to Find! Discover Treasures you didnt know you wanted, Forgotten in your youth or maybe never stopped searching for! The Rainbow Ends at Bravo Sierra Computers! Check my Links below/above, E-Mail atari@pacifier.com or call Ben anytime (503)256-9974! http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!

http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!
http://www.pacifier.com/~atari/st_sales.htm Atari ST Sales Web Page!
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.pacifier.com/~atari/catalogs.htm Catalogs Area
http://www.pacifier.com/~atari/testing.htm My Test Standards.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6855. 8 Bit IDE Interface

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-23 11:44:36 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0040c02b@fmlynet.org>
Source record: 32983

FamilyNet Newsgate

> From: "Mark W. Smith" <MSmith@optonline.net>
> Can anyone tell me where the repository for information is for the Atari
> 8-bit Smart-IDE interface? I assume someone is collecting data on this.
> Thanks,
> Mark
> MSmith@optonline.net

Mr. Atari in the Netherlands has made some excellent strides in the IDE interface department. He has built them for the XL, XE, and currently working on one for the Atari 800.

You can see the instructions at:

http://www.atari.myweb.nl/myide.htm

The XL/XE IDE information...

http://www.atari.myweb.nl/hardware.htm

... and the upcoming Atari 800 IDE interface at...

http://www.atari.myweb.nl/DrClusproject.htm

At least one fine example of the IDE interface for the 8-bit.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6856. Email going by bye

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-23 12:14:00 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9tlei9mpp1@nets3.rz.RWTH-Aachen.DE>
Source record: 32979

Howdy folks

If you've sent me email somewhere between thurstday last week (18th???) and this weeks wednesday (22th??) and you think I should have answered it but didn't please send it again.

I'm having problems here with my email. One of the guru's had a look at it and didn't really find an answer but he was gonna work on it. Result up till now, my non-deleted emails still disappear (as they have done since the new server is up) while my deleted emails (as of today) come back each time I log in. This seems to have something to do with where this stuff is saved. Unfortunately, even the guru didn't know why I can not change the location where my mail and configuration is saved. I only know the guru by face, not by name. And the SysAdmin who knows who this guru is, has gone home. :-(((

CU Mathy van Nisselroy
--

My old email address will cease to exist as of the end of 2001, please use my new address.
Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

6857. 8 Bit IDE Interface

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-23 16:10:43 UTC
From: "Mark W. Smith" <MSmith@optonline.net>
Message-ID: <B823DF54.2E82%MSmith@optonline.net>
Source record: 32980

Can anyone tell me where the repository for information is for the Atari
8-bit Smart-IDE interface? I assume someone is collecting data on this.

Thanks,
Mark
MSmith@optonline.net

6858. Re: Atari 2600 & games recently featured on the collector show...

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-23 16:31:59 UTC
From: gozarcollins.hotmail@NoSpam.com
Message-ID: </nn/7A+8AMYA092yn@NoSpam.com>
Source record: 32798

In article <_beL7.2984$oF.324085@newsread2.prod.itd.earthlink.net>,
"SoftNGui" <softngui@earthlink.net> wrote:
>I don't remember the name of the show, but its the one where they travel
>around and invite people to bring their junk and have experts give estimates
>on its value. The travelling road show, or something?

Antique Roadshow.

>Anyway, their expert priced the game system alone at $100. And games for it
>between $5 and $10 for common games, and as much as $2000+ for really rare
>games that were given away as promotional items at trade shows (I believe
>one example of these games was some kool-aid game that was never in wide
>distribution but given away at industry shows by the owner-company as a
>gimmick)
>
>Anyway, these estimates would have made me cough my milk through my nose if
>I had been drinking milk. Was this guy close in his estimates? I think he
>went way overboard...after all, I didn't see anything there but a good
>condition 2600 (no box, no manuals, not even a hint that it included
>joysticks or a simple combat game). I see stuff like that on sale on ebay
>for $5-$10 tops regularly.

Check out this thread, which also has a transcript:
http://groups.google.com/groups?q=quadrun&hl=en&rnum=3&selm=20011119232802.10971.00000714%
40mb-cn.aol.com

(Basically, the appraiser was trying to inflate the values for his store...)

--
Ryan 'Gozar' Collins

6859. Re: Old Computer Mag website!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-23 16:33:34 UTC
From: JT <JT@JTmail.com>
Message-ID: <MRuL7.1932$NQ6.487605@news2-win.server.ntlworld.com>
Source record: 32981

you're only scanning the covers though, aren't you?

"ville" <davet@runecraft.co.uk> wrote in message
news:dUNK7.2067$AQ3.308367@news6-win.server.ntlworld.com...
> "Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
> news:cl0lvt0d72018lf7aj7srperb1ou7faua3@4ax.com...
> > On Sun, 18 Nov 2001 09:35:15 GMT, "ville" <ville@blueyonder.co.uk>
> > wrote:
> >
> > >Hi. I've just launched my new website (at last). It's a site dedicated
to
> my
> > >old computer mag collection which I'm hoping a few people here may find
> > >interesting. If you've a passing interest in magazines such as Big K,
> > >Sinclair User, Crash, C&VG, Zzap! 64 (as well as some more obscure
> computer
> > >mags) etc, why not pop along here and have a sneaky look...
> > >http://www.old-computer-mags.co.uk/
> > >
> > >Any comments and suggestions are welcome, or you could just point out
any
> > >horrendous spelling mistakes :0)
> > >
> > >Regards,
> > >David.
> >
> > What Atari User's have you?
> >
> > I'm trying to find all my old articles for them and I am a few short,
> > I'd appreciate a scan of them if it was possible.
> >
> > Thanks
>
> Hi. I don't know for sure Paul, I'm in the middle of scanning my Atari
Users
> mags at the moment. I'm aiming to put the "Atari User Section" on-line
this
> weekend. I'll drop you a mail when it's done so you can have a browse
> through...
>
> Cheers,
> David.
>
>

6860. Indus GT Manuals, Doc available ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-23 18:15:14 UTC
From: ronfucci@bellsouth.net
Message-ID: <3bfe91e5.20880796@news.atl.bellsouth.net>
Source record: 32982

Can anyone point me to these on the net, or if you have it, can you copy it to paper or scan ? tks

ron

6861. Anyone know a cheat for Drol?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-23 21:03:19 UTC
From: jrotbard <jrotbard@acd-pc.com>
Message-ID: <rQyL7.36623$636.6361239@news02.optonline.net>
Source record: 32984

Does anyone know a cheat for the game, Drol by Broderbund? Or does anyone know how I can change the number of lives with a sector editor?

6862. Re: Happy emulating a US Doubler?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-23 21:11:11 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <PXyL7.282$zf.41843@typhoon2.gnilink.net>
Source record: 32985

So you can format disks in ultra-speed sector skew. Even though a happy
drive doesn't need US skew to read at hi-speed, the 1050 doubler does.

"Shawn Jefferson" <sjeffers@home.com> wrote in message
news:h65rvt42vturac58rds4tdvdd6ug9sfj36@4ax.com...
> I was looking through some old utility disk and I found a program that
> would make my happy 1050 emulate a US doubler. Why would I want to do
> that?
>
>
> --
> Shawn Jefferson

6863. 800 XL TV Switch Box / RF converter

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-23 23:19:07 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <9tmlhd0u2h@enews2.newsguy.com>
Source record: 32986

I just got an 800XL with 256K and another Newell thing that has a little cable with switch on the end sticking out the back (don't remember what this is). I owned this unit many years ago, but there's no PS or TV cable. I can get a PS on ebay, but I can't find a TV cable/switch box. I need the whole thing from the "SWITCH BOX" port on the back of the 800XL to the TV. Don't remember how much is involved.

Anyone know where to get one of these? I do have an assembly that appears to connect to the single RCA type connector of the 800XL to a small box which in turn connects to a longer cable with the same kind of connector on the end. I suspect this may be part of the whole assembly I need, but it obviously won't connect to a TV. Needless to say, I got no docs back.

Also, I the 800XL with the good Newell stuff is worn and the keyboard has visible problems. Does any know if one can get 256K upgrades for the 800XL any more? I received a standard 800XL (of course, also with no PS or RF) which is in much better shape.

6864. Re: 8 Bit IDE Interface

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-24 00:01:04 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <tpotvtk9sb3uua5dk769j63q9kcnmeouh0@4ax.com>
Source record: 32987

On Fri, 23 Nov 2001 16:10:43 GMT, "Mark W. Smith"
<MSmith@optonline.net> wrote:

>Can anyone tell me where the repository for information is for the Atari
>8-bit Smart-IDE interface? I assume someone is collecting data on this.

http://www.redshift.com/~cdyson/smartide-1.html
http://www.magelair.com/atari_8bit_stuff.htm

--
Shawn Jefferson

6865. FA: Atari 800xl, 1050 disc drive and XC12 Datasette (amongst others)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-24 02:19:15 UTC
From: bsg <bigsexygav@yahoo.com>
Message-ID: <IsDL7.5243$NQ6.986801@news2-win.server.ntlworld.com>
Source record: 32988

Atari 800xl complete package - bidding currently at ?5 gbp
http://page.auctions.shopping.yahoo.com/uk/auction/57472600

Atari 520st (notFM) - bidding currently at ?4.99 gbp
http://page.auctions.shopping.yahoo.com/uk/auction/57189028

Commodore 64c Light pack (boxed) - bidding currently at ?4.99 gbp
http://page.auctions.shopping.yahoo.com/uk/auction/56903924

regards

Gavin
--

ICQ: 49110946

We have lingered in the chambers of the sea
By sea-girls wreathed with seaweed red and brown
Till human voices wake us, and we drown. -- T.S. Eliot

6866. Re: 800 XL TV Switch Box / RF converter

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-24 12:31:11 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <9to3uf$gg3$1@thorium.cix.co.uk>
Source record: 32989

If the keyboard is ropey, why not just swap the keyboards. IIRC its just a ribbon cable that slots in.

The Newell thingamy is not something i remember having or using though. so can't help there. Y shaped tv aerial cable split boxes are still generaly avalible though for a couple of quid and work just as well.

Just ideas though.

JP

"John McCulloch" <mcculloch@accesstoledo.com> wrote in message news:9tmlhd0u2h@enews2.newsguy.com...
> I just got an 800XL with 256K and another Newell thing that has a little
> cable with switch on the end sticking out the back (don't remember what this
> is). I owned this unit many years ago, but there's no PS or TV cable. I
> can get a PS on ebay, but I can't find a TV cable/switch box. I need the
> whole thing from the "SWITCH BOX" port on the back of the 800XL to the TV.
> Don't remember how much is involved.
>
> Anyone know where to get one of these? I do have an assembly that appears
> to connect to the single RCA type connector of the 800XL to a small box
> which in turn connects to a longer cable with the same kind of connector on
> the end. I suspect this may be part of the whole assembly I need, but it
> obviously won't connect to a TV. Needless to say, I got no docs back.
>
> Also, I the 800XL with the good Newell stuff is worn and the keyboard has
> visible problems. Does any know if one can get 256K upgrades for the 800XL
> any more? I received a standard 800XL (of course, also with no PS or RF)
> which is in much better shape.
>
>
>
>
>
>
>

6867. Re: Atari 2600 & games recently featured on the collector show...

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-24 12:36:55 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <9to497$gj3$1@thorium.cix.co.uk>
Source record: 32990

A lot of comercial shops/sellers seem to way over-estimate
their prices.

A quick look at e-bay.co.uk and ebay.com also shows silly prices.

Taking a look at Yahoo auctions on the other hand seems far more resonable.

And there is always the pot luck of Carboot sales and charity shops (Flea
markets and thrift stores to our mates across the pond).

"SoftNGui" <softngui@earthlink.net> wrote in message
news:_beL7.2984$oF.324085@newsread2.prod.itd.earthlink.net...
> Hi
>
> I don't remember the name of the show, but its the one where they travel
> around and invite people to bring their junk and have experts give
estimates
> on its value. The travelling road show, or something?
>
> In Tuesday's show (in NY), someone brought an Atari 2600 and some games in
> different condition...some with real bad labels torn off, others in very
> good condition. The Atari 2600 appeared to be either the 4-switch or
> 6-switch wood grain model. Hard to tell cuz they didn't zoom in long
enough
> to distinguish clearly and I wasn't taping it (actually, was surprised to
> see it on...was flipping channels at the time)
>
> Anyway, their expert priced the game system alone at $100. And games for
it
> between $5 and $10 for common games, and as much as $2000+ for really rare
> games that were given away as promotional items at trade shows (I believe
> one example of these games was some kool-aid game that was never in wide
> distribution but given away at industry shows by the owner-company as a
> gimmick)
>
> Anyway, these estimates would have made me cough my milk through my nose
if
> I had been drinking milk. Was this guy close in his estimates? I think
he
> went way overboard...after all, I didn't see anything there but a good
> condition 2600 (no box, no manuals, not even a hint that it included
> joysticks or a simple combat game). I see stuff like that on sale on ebay
> for $5-$10 tops regularly.
>
>

>
>

6868. Re: Anyone know a cheat for Drol?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-24 13:45:09 UTC
From: ebaiz@skyenet.net
Message-ID: <FvNL7.32$oC1.69589@newsfeed.slurp.net>
Source record: 32991

On 23 Nov 2001 21:03:19 , "jrotbard" wrote:
>Does anyone know a cheat for the game, Drol by Broderbund? Or does anyone
>know how I can change the number of lives with a sector editor?

I wish I knew. I did make it to the end of the game a few times.
Wonderful game....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6869. Re: 800 XL TV Switch Box / RF converter

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-24 15:10:14 UTC
From: njc@CC47532-A.ewndsr1.nj.home.com
Message-ID: <slrn9vveki.lfp.njc@CC47532-A.ewndsr1.nj.home.com>
Source record: 32992

On Sat, 24 Nov 2001 12:31:11 -0000, Pockets wrote:
>If the keyboard is ropey, why not just swap the keyboards. IIRC its just a
>ribbon cable that slots in.
>
>The Newell thingamy is not something i remember having or using though. so
>can't help there. Y shaped tv aerial cable split boxes are still generaly
>avalible though for a couple of quid and work just as well.

Sounds like Omnimon XL, switch should go to an add on board with an
EPROM on it.

--
Linux Home Automation Neil Cherry ncherry@home.net
http://members.home.net/ncherry (Text only)
http://linuxha.sourceforge.net/ (SourceForge)
http://hcs.sourceforge.net/ (HCS II)

6870. DOOM clone screenshots for XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-24 15:27:47 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bffbde9$0$55503$e4fe514c@newszilla.xs4all.nl>
Source record: 32993

Hi,

Fox/Taquart has opened a page with screenshots for the XL/XE doom clone.
Move your mouse over the pictures to read extra info...

http://atariarea.nostalgia.pl/vector

TXG/MNX

6871. Re: DOOM clone screenshots for XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-24 15:37:50 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3BFFBECE.B200BC08@t-online.de>
Source record: 32994

> Fox/Taquart has opened a page with screenshots for the XL/XE doom clone.
> Move your mouse over the pictures to read extra info...
>
> http://atariarea.nostalgia.pl/vector

Very interesting screenshots. Are there some technical information
available?

Andre

6872. Re: 800 XL TV Switch Box / RF converter

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-24 16:30:45 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <9tohvm01322@enews3.newsguy.com>
Source record: 32995

Thank You! Omnimon XL sounds familiar now, just don't remember how to work it. This not really what I need in my working unit, it's the 256K (also Newell) upgrade. I still have no power supply of video cable. Once I can get one of each, I'll decide how to get one working system.
John McCulloch

"Neil Cherry" <njc@CC47532-A.ewndsr1.nj.home.com> wrote in message news:slrn9vveki.lfp.njc@CC47532-A.ewndsr1.nj.home.com...
> On Sat, 24 Nov 2001 12:31:11 -0000, Pockets wrote:
> >If the keyboard is ropey, why not just swap the keyboards. IIRC its just a
> >ribbon cable that slots in.
> >
> >The Newell thingamy is not something i remember having or using though. so
> >can't help there. Y shaped tv aerial cable split boxes are still generaly
> >avalible though for a couple of quid and work just as well.
>
> Sounds like Omnimon XL, switch should go to an add on board with an
> EPROM on it.
>
> --
> Linux Home Automation Neil Cherry ncherry@home.net
> http://members.home.net/ncherry (Text only)
> http://linuxha.sourceforge.net/ (SourceForge)
> http://hcs.sourceforge.net/ (HCS II)

6873. Re: FlashROM upgrade for BlackBox

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-24 17:22:12 UTC
From: euskara@aol.com
Message-ID: <20011124122212.24735.00002409@mb-mv.aol.com>
Source record: 32996

What is a FlasROM?

6874. Re: DOOM clone screenshots for XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-24 19:03:18 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bfff070$0$55493$e4fe514c@newszilla.xs4all.nl>
Source record: 32797

> > Fox/Taquart has opened a page with screenshots for the XL/XE doom clone.
> > Move your mouse over the pictures to read extra info...
> >
> > http://atariarea.nostalgia.pl/vector
>
> Very interesting screenshots. Are there some technical information
> available?

No not yet, but this is the first info we see about this project. It's heavy under development. But the first screenshots look good. I hope the preview for this game will be released soon...

TXG/MNX

6875. Re: DOOM clone screenshots for XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-24 22:35:21 UTC
From: William Kendrick <nbs@sonic.net>
Message-ID: <JgVL7.6557$DD2.72373@typhoon.sonic.net>
Source record: 32799

TXG <txg@the-underground.myweb.nl> wrote:

: No not yet, but this is the first info we see about this project. It's heavy
: under development. But the first screenshots look good. I hope the preview
: for this game will be released soon...

Woo-hoo! F'ing awesome looking! What rez. will the game be in?
(These are TINY screenshots, so it's hard to tell)

-bill!

6876. Re: DOOM clone screenshots for XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-24 23:17:39 UTC
From: Itay Chamiel <itaycspam@cs.huji.ac.il>
Message-ID: <9tp9naion1@news.huji.ac.il>
Source record: 32800

"William Kendrick" <nbs@sonic.net> wrote in message
news:JgVL7.6557$DD2.72373@typhoon.sonic.net...
> TXG <txg@the-underground.myweb.nl> wrote:
>
> : No not yet, but this is the first info we see about this project. It's
heavy
> : under development. But the first screenshots look good. I hope the
preview
> : for this game will be released soon...
>
> Woo-hoo! F'ing awesome looking! What rez. will the game be in?
> (These are TINY screenshots, so it's hard to tell)
>
> -bill!

Geez, Bill, you're losing your touch.

They look like GTIA 16-shade mode (Graphics 9). I guess the pictures are in
such low resolution because they don't look much better in higher res :)

-itay

--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc

6877. Re: Anyone know a cheat for Drol?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-24 23:41:42 UTC
From: Itay Chamiel <itaycspam@cs.huji.ac.il>
Message-ID: <9tpb4cjke1@news.huji.ac.il>
Source record: 32801

"jrotbard" <jrotbard@acd-pc.com> wrote in message
news:rQyL7.36623$636.6361239@news02.optonline.net...
> Does anyone know a cheat for the game, Drol by Broderbund? Or does anyone
> know how I can change the number of lives with a sector editor?

Change two bytes, at $7C0A, to $1A $1A. If you're using Atari800Win, just
hit F8 and type: c 7c0a 1a 1a
and then "cont" to get back to the game.

If you are using a sector editor, search for the sequence:
A5 74 E9 01 85 74
(In assembly: LDA $74; SBC #$01; STA $74)
Replace the E9 01 with 1A 1A, which is two NOPs.

-itay

--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc

6878. Re: DOOM clone screenshots for XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-25 00:24:34 UTC
From: William Kendrick <nbs@sonic.net>
Message-ID: <6TWL7.6568$DD2.72454@typhoon.sonic.net>
Source record: 32802

Itay Chamiel <itaycspam@cs.huji.ac.il> wrote:

: Geez, Bill, you're losing your touch.

: They look like GTIA 16-shade mode (Graphics 9). I guess the pictures are in
: such low resolution because they don't look much better in higher res :)

Well, I guessed as much (since the GIF screenshots were about 80 across),
but it's a shame to lose the verticle resolution. I wanna see 320x200
screenshots with nice, big long pixels. :)

Also, is the 9-color mode really just plain 'ol 9-color mode (aka
OS "GRAPHICS 10" mode in BASIC)?

And WHEN can we see a demo!? :) Anything!

-bill!

6879. Re: Anyone know a cheat for Drol?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-25 00:39:58 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <t9f00uouv0mjg6pf2dt4ui2nglrmbmii54@4ax.com>
Source record: 32803

```
On Sun, 25 Nov 2001 01:41:42 +0200, "Itay Chamiel"
<itaycspam@cs.huji.ac.il> wrote:

>"jrotbard" <jrotbard@acd-pc.com> wrote in message
>news:rQyL7.36623$636.6361239@news02.optonline.net...
>> Does anyone know a cheat for the game, Drol by Broderbund? Or does anyone
>> know how I can change the number of lives with a sector editor?
>
>Change two bytes, at $7C0A, to $1A $1A. If you're using Atari800Win, just
>hit F8 and type: c 7c0a 1a 1a
>and then "cont" to get back to the game.
>
>If you are using a sector editor, search for the sequence:
>A5 74 E9 01 85 74
>(In assembly: LDA $74; SBC #$01; STA $74)
>Replace the E9 01 with 1A 1A, which is two NOPs.
>
>-itay

EA EA ?
```

6880. Re: 800 XL TV Switch Box / RF converter

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-25 03:07:45 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <5gZL7.3345$WC1.377175@newsread2.prod.itd.earthlink.net>
Source record: 32804

The cable with box and 1/4 inch RCA plugs will deliver a 75 ohm signal. You
can either:
find a pin plug to F-type cable adapter for TV connect.
or any standard video game TV adapter
or replace one RCA plug with the F-type connector.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"John McCulloch" <mcculloch@accesstoledo.com> wrote in message
news:9tmlhd0u2h@enews2.newsguy.com...
> I just got an 800XL with 256K and another Newell thing that has a little
> cable with switch on the end sticking out the back (don't remember what
this
> is). I owned this unit many years ago, but there's no PS or TV cable. I
> can get a PS on ebay, but I can't find a TV cable/switch box. I need the
> whole thing from the "SWITCH BOX" port on the back of the 800XL to the TV.
> Don't remember how much is involved.
>
> Anyone know where to get one of these? I do have an assembly that appears
> to connect to the single RCA type connector of the 800XL to a small box
> which in turn connects to a longer cable with the same kind of connector
on
> the end. I suspect this may be part of the whole assembly I need, but it
> obviously won't connect to a TV. Needless to say, I got no docs back.
>
> Also, I the 800XL with the good Newell stuff is worn and the keyboard has
> visible problems. Does any know if one can get 256K upgrades for the
800XL
> any more? I received a standard 800XL (of course, also with no PS or RF)
> which is in much better shape.
>
>
>
>
>
>
>

6881. Re: ATARI Fido echo - gone?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-25 07:34:36 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <004109cb@fmlynet.org>
Source record: 32805

FamilyNet Newsgate

6882. FA: modem and CD-ROM changer

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-25 14:28:50 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <B8266A52.46F%atari@bright.net>
Source record: 32806
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I still have some items left, check my list of auctions at:

http://members.ebay.com/aboutme/atarilp/

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

6883. Re: DOOM clone screenshots for XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-25 17:02:09 UTC
From: Piotr Fusik <fox@NOSPAMscene.pl>
Message-ID: <9tr85h$3ma$1@news.tpi.pl>
Source record: 32807

> What rez. will the game be in?

80 x 48

fox

6884. Re: Anyone know a cheat for Drol?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-25 17:49:16 UTC
From: jrotbard <jrotbard@acd-pc.com>
Message-ID: <waaM7.76327$636.11329329@news02.optonline.net>
Source record: 32808

Thanks for the info! However, Atari800Win does not appear to have an editor
or machine language monitor. F8 controls the speed of the emulator. I am
using Atair800Win ver. 2.6c.

"Itay Chamiel" <itaycspam@cs.huji.ac.il> wrote in message
news:9tpb4cjke1@news.huji.ac.il...
>
> Change two bytes, at $7C0A, to $1A $1A. If you're using Atari800Win, just
> hit F8 and type: c 7c0a 1a 1a
> and then "cont" to get back to the game.

6885. Re: DOOM clone screenshots for XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-25 19:48:02 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3C014AF2.9152D95A@t-online.de>
Source record: 32809

> 80 x 48

Will there be more than one opponent? Do you use PM-graphics for the
weapon seen on one of the screenshots?

Thanks,

Andre

6886. Re: Anyone know a cheat for Drol?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-25 22:33:58 UTC
From: Itay Chamiel <itaycspam@cs.huji.ac.il>
Message-ID: <9trrho$894$1@news.huji.ac.il>
Source record: 32810

"jrotbard" <jrotbard@acd-pc.com> wrote in message
news:waaM7.76327$636.11329329@news02.optonline.net...
> Thanks for the info! However, Atari800Win does not appear to have an
editor
> or machine language monitor. F8 controls the speed of the emulator. I am
> using Atair800Win ver. 2.6c.

Time to upgrade. Atari800WinPlus 2.8 really is good, and in it F8 brings up
a runtime monitor.

Paul Irvine <mclane.dellos@btinternet.com> wrote in message
news:t9f00uouv0mjg6pf2dt4ui2nglrmbmii54@4ax.com...
> >If you are using a sector editor, search for the sequence:
> >A5 74 E9 01 85 74
> >(In assembly: LDA $74; SBC #$01; STA $74)
> >Replace the E9 01 with 1A 1A, which is two NOPs.
>
> EA EA ?

You're right. I didn't check any charts, this is what A800Win assembles when
you ask for a NOP.

It seems that Atari800WinPlus will disassemble 1A, 3A, 5A, 7A, DA, EA and FA
as NOP. I assume the real 6502 does likewise, even though EA may be the
'official' code and the best one to use on real machines or other emulators.

-itay
--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc

6887. Re: Anyone know a cheat for Drol?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-25 23:21:45 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <s3v20ug8qijtod8e6rfblfs18eaijbnn3j@4ax.com>
Source record: 32811

On Sun, 25 Nov 2001 17:49:16 GMT, "jrotbard" <jrotbard@acd-pc.com>
wrote:

>Thanks for the info! However, Atari800Win does not appear to have an editor
>or machine language monitor. F8 controls the speed of the emulator. I am
>using Atair800Win ver. 2.6c.
>

Find Atari800win plus

http://www.vg-network.com/?

It's Rich's version of the emu but much expanded upon.

6888. Re: New site uploaded

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-26 02:30:44 UTC
From: 3Y3 <eruminski@sympatico.ca>
Message-ID: <jPhM7.2767$3i2.427288@news20.bellglobal.com>
Source record: 32812

Had to move the site to a new folder on the server

http://www.sheridanc.on.ca/~ruminski/ataritrion/enterance.html

3Y3

"3Y3" <eruminski@sympatico.ca> wrote in message
news:LmzJ7.44276$vR4.4971285@news20.bellglobal.com...
> Finally got my site up. I had to rush a bit to meet a dead line so I only
> put up the graphics mode outline in the BASIC tutorials section.
>
> http://www.sheridanc.on.ca/~ruminski/enterance.html
>
> I should have about 8 more reviews up within a week or so after I get
> chance to capture more games on video. Warning to all Netscape 4 users
that
> I dosn't work in Nav 4 but it will work in Nav 6 (good enough reason to
> upgrade to 6 :)
>
>
> I just got in 5 extra PCs with 51/4 floppys so as soon as I get one out of
> them working I will begin extracting code (first to be extracted will be
> mountain king)
>
>
> 3Y3
>
>
>
>

6889. Re: Anyone know a cheat for Drol?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-26 09:32:49 UTC
From: Keith Olson <"s p a m t r a p 0 0 7"@y>
Message-ID: <u043lse1naguc4@corp.supernews.com>
Source record: 32813

```
"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
news:t9f00uouv0mjg6pf2dt4ui2nglrmbmii54@4ax.com...
> On Sun, 25 Nov 2001 01:41:42 +0200, "Itay Chamiel"
> <itaycspam@cs.huji.ac.il> wrote:
>
> >"jrotbard" <jrotbard@acd-pc.com> wrote in message
> >news:rQyL7.36623$636.6361239@news02.optonline.net...
> >> Does anyone know a cheat for the game, Drol by Broderbund? Or
does anyone
> >> know how I can change the number of lives with a sector editor?
> >
> >Change two bytes, at $7C0A, to $1A $1A. If you're using
Atari800Win, just
> >hit F8 and type: c 7c0a 1a 1a
> >and then "cont" to get back to the game.
> >
> >If you are using a sector editor, search for the sequence:
> >A5 74 E9 01 85 74
> >(In assembly: LDA $74; SBC #$01; STA $74)
> >Replace the E9 01 with 1A 1A, which is two NOPs.
> >
> >-itay
>
> EA EA ?

OH (Sorry, just couldn't resist)

--

Keith Olson

----------------------------------------------------------------
| For the memory of the uncompromisingly righteous is a blessing. |
| Proverbs 10:7a |
----------------------------------------------------------------
```

6890. REQ: source code for PLANETARY DEFENSE

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-26 10:25:17 UTC
From: qwerty <qwerty@qwerty.com>
Message-ID: <7t540u8h8umt1qjlr553piao1i1u9n1h0s@4ax.com>
Source record: 32814

The program was in ANALOG Computing issue #17.

Can someone please O.C.R. the source or scan the pages?
Please post it here.

Thank you for any help.

6891. Re: DOOM clone screenshots for XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-26 10:40:00 UTC
From: keiva@atari.net
Message-ID: <9b7361ee.0111260240.2123c0bc@posting.google.com>
Source record: 32815

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:<3bffbde9$0$55503$e4fe514c@newszilla.xs4all.nl>...
> Hi,
>
> Fox/Taquart has opened a page with screenshots for the XL/XE doom clone.
> Move your mouse over the pictures to read extra info...
>
> http://atariarea.nostalgia.pl/vector
>
> TXG/MNX

Looks squishingly good. ;) After having seen some of the wonderful
effects demos done in that special screen mode,I was wondering when
someone was going to try to implement them into gameplay. Kudos and
good luck to the coders, artists and everyone involved! :)

Keiva-CE*

*Compact Edition :P (coined after a recent incident with an amusement
park sign. "Must be this high to ride---->" :( )

6892. Re: DOOM clone screenshots for XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-26 12:11:34 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9ttbhokin1@nets3.rz.RWTH-Aachen.DE>
Source record: 32816

Howdy Piotr, folks

> > What rez. will the game be in?
>
> 80 x 48

Will there be a multilink version? So you can hook up to 8 computers
together and play together/against each other?

CU Mathy van Nisselroy

--

My old email address will cease to exist as of the end of 2001, please use
my new address.
Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine
neue Adresse.
Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn
nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

6893. Added counter to homepage

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-26 12:30:34 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9ttclells1@nets3.rz.RWTH-Aachen.DE>
Source record: 32817

Howdy folks

Could some of you guys and gals check out my site
http://www-users.rwth-aachen.de/mathy.van_nisselroy please so that I can see
if the counter I added is working?

BTW, I also added my 'wish list'

CU Mathy van Nisselroy
--

My old email address will cease to exist as of the end of 2001, please use
my new address.
Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine
neue Adresse.
Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn
nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

6894. WTB: 65XEM (w/"AMY" chip) - anybody?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-26 19:27:31 UTC
From: Krystian Sergiejew <kriss@alphavibes.com>
Message-ID: <DIwM7.6331$Qw2.17719@typhoon.jacksonville.mediaone.net>
Source record: 32818

Is it even possible to find 65XEM? Let me know if you have one.

Thanks!
Krystian

ksergiejew(at)yahoo.com

6895. Re: WTB: 65XEM (w/"AMY" chip) - anybody?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-26 20:09:50 UTC
From: jhardie@pipeline.com
Message-ID: <3c02a0bd.37065201@news.pipeline.com>
Source record: 32819

I don't believe the 65XEM w/ Amy chip ever reached a working stage.

I do have some AMY software on my web-site at:

http://www.pipeline.com/~jhardie

Hope that helps,
John

On Mon, 26 Nov 2001 19:27:31 GMT, "Krystian Sergiejew"
<kriss@alphavibes.com> wrote:

>Is it even possible to find 65XEM? Let me know if you have one.
>
>Thanks!
>Krystian
>
>ksergiejew(at)yahoo.com
>
>

6896. Re: Indus GT Manuals, Doc available ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-26 23:00:57 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <JQzM7.7322$Kc2.818878@newsread1.prod.itd.earthlink.net>
Source record: 32820

I remember the GT spreadsheet along with a word processor and data base.
What else was there besides the DOS XL manual slanted toward the Indus?

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

<ronfucci@bellsouth.net> wrote in message
news:3bfe91e5.20880796@news.atl.bellsouth.net...
> Can anyone point me to these on the net, or if you have it, can you
> copy it to paper or scan ? tks
>
> ron

6897. Dal-ACE disk archives

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-26 23:09:42 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00416c75@fmlynet.org>
Source record: 32826

FamilyNet Newsgate

Hey gang, just wanted to let you know about a ongoing project. We at JYBOLAC are working on bringing the wonder of the Dal-ACE disks online and make them available. As you'll see, we have only found a few out of the many disks that were out there, but we hope to somehow find more. Come check it out and check often. We'll try to get more up there at least weekly until we have added all the disks that we have found to date.

You can find this at:

http://www.geocities.com/doctor_clu/DALACE.html

Take care,

Greg Goodwin / Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6898. Re: DOOM clone screenshots for XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-26 23:31:11 UTC
From: david_p@istop.com
Message-ID: <9165B620Cdavidpistopcom@205.189.152.45>
Source record: 32821

nbs@sonic.net (William Kendrick) wrote in
<6TWL7.6568$DD2.72454@typhoon.sonic.net>:

>
>Well, I guessed as much (since the GIF screenshots were about 80
>across), but it's a shame to lose the verticle resolution. I wanna see
>320x200 screenshots with nice, big long pixels. :)
>
>Also, is the 9-color mode really just plain 'ol 9-color mode (aka
>OS "GRAPHICS 10" mode in BASIC)?
>
>And WHEN can we see a demo!? :) Anything!
>
>-bill!

Personally, I'd probably do it in a character mode, to simplify draws/redraws, especially since you're dealing with straight lines. Mind you, that would work best with a "Wolfenstein" type game that's only 2D (vice the 2 1/2 in Doom). Doing in in the 40x24 4 colour mode would also give you some flexibility in terms of player priorities (hide the enemies behind walls, show them through other places).

Using two players per enemy gives you two three-colour enemies onscreen at once without resorting to any twiddling; the missiles would still be available for shooting etc.

I just hope this isn't another "2600 DOOM" situation (look at http://www.geocities.com/TimesSquare/Arcade/8691/2600DOOM.HTM for more details on that)

David P.

6899. Re: Indus GT Manuals, Doc available ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-27 00:04:53 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u05m318a2q676a@corp.supernews.com>
Source record: 32822

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:JQzM7.7322$Kc2.818878@newsread1.prod.itd.earthlink.net...
> I remember the GT spreadsheet along with a word processor and data base.
> What else was there besides the DOS XL manual slanted toward the Indus?

Supposed to be an expansion to 64k and CP/M. I have seen neither of these.

Short story. Bought my first Indus when B&C had them on sale for $175. Next trip in to B&C I told Bruce ~"You know the DOS XL and spreadsheet software bundle that is shown on the box wasn't included in the package." To which he replied ~"These were returns from Mexico", "The software wasn't any good anyway." I think he recomended I switch to Top DOS.

6900. Re: DOOM clone screenshots for XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-27 02:39:54 UTC
From: William Kendrick <nbs@sonic.net>
Message-ID: <_1DM7.7244$DD2.80335@typhoon.sonic.net>
Source record: 32823

David A Paterson <david_p@istop.com> wrote:
<snip>
: Using two players per enemy gives you two three-colour enemies onscreen at
: once without resorting to any twiddling; the missiles would still be
: available for shooting etc.

I think the enemies are blitted just like the rest of the 3D graphics.
Probably not P/M Gfx. Of course, the authors would have the definitive
answer. :)

-bill!

6901. Re: Added counter to homepage

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-27 03:31:35 UTC
From: eric@replyhere.net
Message-ID: <3c030906.105894543@207.106.92.52>
Source record: 32824

looks good. i see a counter that is.
:-)

On Mon, 26 Nov 2001 13:30:34 +0100, "Mathy van Nisselroy"
<nisse-ma@reze-1.rz.rwth-aachen.de> wrote:

>Howdy folks
>
>Could some of you guys and gals check out my site
>http://www-users.rwth-aachen.de/mathy.van_nisselroy please so that I can see
>if the counter I added is working?
>
>BTW, I also added my 'wish list'
>
>CU Mathy van Nisselroy
>--
>---
>My old email address will cease to exist as of the end of 2001, please use
>my new address.
>Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine
>neue Adresse.
>Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn
>nieuwe adres.
>mathy.van_nisselroy@post.rwth-aachen.de
>http://www-users.rwth-aachen.de/mathy.van_nisselroy
>
>

6902. 8 carts - Atari 8-bit (400/800/XL/XE), Pac-Man \Donkey Kong\Star Raiders\Galaxian\Centipede\Missile Command\Tennis

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-27 03:59:20 UTC
From: Steven G <g@mindspring.com>
Message-ID: <B8284F98.41E4%g@mindspring.com>
Source record: 32825

8 Classic titles for Atari 8-bit (400/800/XL/XE).

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1302425196

Pac-Man

Donkey Kong

Star Raiders

Galaxian

Centipede

Missile Command

Tennis

6903. Re: Added counter to homepage

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-27 04:24:17 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <RzEM7.3201$3n6.206116@typhoon1.gnilink.net>
Source record: 32831

It was on 9 when I was there.

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:9ttclells1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> Could some of you guys and gals check out my site
> http://www-users.rwth-aachen.de/mathy.van_nisselroy please so that I can
see
> if the counter I added is working?
>
> BTW, I also added my 'wish list'
>
> CU Mathy van Nisselroy
> --
> ---
> My old email address will cease to exist as of the end of 2001, please use
> my new address.
> Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine
> neue Adresse.
> Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu
mijn
> nieuwe adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy
>
>

6904. Re: Anyone know a cheat for Drol?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-27 10:59:50 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <q8s60u06pehigk3r5ag70ru4b8s7tfkbgm@4ax.com>
Source record: 32827

On Mon, 26 Nov 2001 00:33:58 +0200, "Itay Chamiel"
<itaycspam@cs.huji.ac.il> wrote:

>Paul Irvine <mclane.dellos@btinternet.com> wrote in message
>news:t9f00uouv0mjg6pf2dt4ui2nglrmbmii54@4ax.com...

>> EA EA ?
>
>You're right. I didn't check any charts, this is what A800Win assembles when
>you ask for a NOP.
>
>It seems that Atari800WinPlus will disassemble 1A, 3A, 5A, 7A, DA, EA and FA
>as NOP. I assume the real 6502 does likewise, even though EA may be the
>'official' code and the best one to use on real machines or other emulators.
>
>-itay

Yeah I spotted that after the post, guess it just me having the
'official' op stuck in my head from ages of coding directly in hex.

(yes, I enjoyed doing it the hard way) :-)

6905. Re: Anyone know a cheat for Drol?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-27 11:00:17 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <khs60ukchc3mdt1taarfkrlurmkaf7j4sh@4ax.com>
Source record: 32828

On Mon, 26 Nov 2001 01:32:49 -0800, "Keith Olson" <s p a m t r a p 0 0
7 @ y a h o o . c o m> wrote:

>
>"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
>news:t9f00uouv0mjg6pf2dt4ui2nglrmbmii54@4ax.com...

>> EA EA ?
>
>OH (Sorry, just couldn't resist)

:-)

6906. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-27 12:29:57 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1006864131@rtfm.mit.edu>
Source record: 32829
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 10, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
```

http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/
Atari Phoenix Project E-Zine: http://atariphoenix.com

6907. Re: Indus GT Manuals, Doc available ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-27 12:34:11 UTC
From: ronfucci@bellsouth.net
Message-ID: <42952602.0111270434.1128e356@posting.google.com>
Source record: 32830

At least two manuals that came with the drive (see
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1300425728).
In addition, there are some technical manuals as recently auctioned by
Bob Klass on eBay.

ron

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<JQzM7.7322$Kc2.818878@newsread1.prod.itd.earthlink.net>...
> I remember the GT spreadsheet along with a word processor and data base.
> What else was there besides the DOS XL manual slanted toward the Indus?
>
> --
> -Ron
>
> Experience is something you don't get until just after you need it.
> http://www.atariland.com/members/oldatarian
>
> <ronfucci@bellsouth.net> wrote in message
> news:3bfe91e5.20880796@news.atl.bellsouth.net...
> > Can anyone point me to these on the net, or if you have it, can you
> > copy it to paper or scan ? tks
> >
> > ron

6908. Re: Added counter to homepage

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-27 14:03:08 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9u06ev$3qe$1@nets3.rz.RWTH-Aachen.DE>
Source record: 32832

Howdy Eric, CBClarke

Thanks for checking.

CU Mathy van Nisselroy

PS anybody know how to tell the counter not to count ME as a visitor? :-)

6909. Re: WTB: 65XEM (w/"AMY" chip) - anybody?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-27 14:45:14 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <2GNM7.12302$V9.1402245@news.direcpc.com>
Source record: 32833

Hi Krystian,

Its very difficult to find them as only a small handful were ever made,
I have a test unit which has the AMY chip but the only software I have is
the developers programs that were written for PC development.

The chip was designed by the Advanced Technologies Group at Atari in 1983
and was going to be used along with a new graphics chip called Rainbow in
Project "Gaza" a high end graphics/sound workstation. 2 such prototypes
were built and one was demo'd at the 1983 CES which performed a Opera in
both male and female voices.

When Atari was sold in 1984, the Tramiels attempted to wedge the AMY sound
chip into a 65XE (Atari 900XLF) and create the 65XEM, unfortunately they
fired the very team that developed the chip and with no money to invest in
getting the chip to work right (all funds were needed for the new ST line of
computers) they sold the chip to a company called Sight & Sound in
Milwaukee. S&S not only figured out how AMY worked but created a newer
and more powerful version, just as they were preparing to start selling this
new sound chip, Atari's lawyers swooped in with a vicious lawsuit which
must've been pretty damned frightening as the interviews I did with various
management and engineering staff at S&S were all done on an agreement of
anonimity still to this date. S&S was sold in 98' and the warehouse was
liquidated, fortunately some notes and software were saved.

There is only one other complete 65XEM out there which is owned by John
Hardie, he has most of the same developers software too. Another 65XEM is
owned by Chris Strong, but it is only a 65XEM case with what looks like a
proto for the XEGS inside (according to Chris).

If you want to learn more about the 65XEM, go to:

http://www.atari-history.com/computers/8bits/65xem.html

Curt

> On Mon, 26 Nov 2001 19:27:31 GMT, "Krystian Sergiejew"
> <kriss@alphavibes.com> wrote:
>
> >Is it even possible to find 65XEM? Let me know if you have one.
> >
> >Thanks!
> >Krystian
> >
> >ksergiejew(at)yahoo.com
> >
> >

>

6910. IK+ demos...

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-27 14:56:27 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C03A99B.A87891B@mail.uni-mainz.de>
Source record: 32834

Hello folks,
here are even more good atari news from Poland. Take a look at:
http://uce.pl/ikplus/
to find screenshots and downloadable demo versions of International
Karate Plus. There are at least two demos for the A8 avaiable
(downloadable), one is called Falcon and is just a superb demo. Press
SPace or Shift to leave the scroller and see the main part!!
The other demo is called IKV006.COM and is the Beta-Version 006 of IK+.
Press -+=* to move the Karateka left or right and to see the different
attack options. (Attention: this beta-demo has of course many bugs and
is far from finished !! Keep this in mind !)
-Andreas.

6911. Atari Touch Tablet

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-27 15:30:56 UTC
From: Ettore Pelliccioni <ettore_pelliccioni@hotmail.com>
Message-ID: <7IOM7.770$F3.351@news01.t-net.net.ve>
Source record: 32835

Is anybody interesting in Atari Touch Tablet.?

It's almost new: original box, software cartridge, manuals, pen, tablet.

I live in Venezuela. Caracas.

6912. Re: Anyone know a cheat for Drol?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-27 16:13:18 UTC
From: mark@mkeates.f9.co.uk
Message-ID: <yYOM7.7541$ur6.447052@wards>
Source record: 32836

```
> >> EA EA ?
> >
> >OH (Sorry, just couldn't resist)

> :-)

Sounds like a Teletubbies episode! ;-)
```

6913. Re: WTB: 65XEM (w/"AMY" chip) - anybody?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-27 21:27:57 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0111271327.1ca185ab@posting.google.com>
Source record: 32837

Kurt et al,
Sorry to hear of the vaporosity of this item :-(. Have a one page
Atari Product Sheet for the 65XEM. Looks interesting and was hoping at
least a small run was produced. Why a 65XEM and not 130XEM? Extra
memory would certainly help music applications.

6914. Whatever happened to CompuTalk BBS (Dallas)?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-27 21:39:43 UTC
From: Chris Martin <cmartin_at_ti_dot_com@a.a>
Message-ID: <3C04081F.1AEA4455@a.a>
Source record: 32838

Does anyone know what happened to Kris Meier, the SysOP, of CompuTalk or the hardware?

Here's the link:
http://www.atarimagazines.com/v6n4/computalk.html

6915. Re: Indus GT Manuals, Doc available ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-27 22:51:12 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <ANUM7.9828$WC1.1233590@newsread2.prod.itd.earthlink.net>
Source record: 32839

Are you certain that Taz... guy is Bob? He certainly would recognize the
ApeFace and know how to test the XL/Indus instead of making it sound a
little nebulous.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"ron fucci" <ronfucci@bellsouth.net> wrote in message
news:42952602.0111270434.1128e356@posting.google.com...
> At least two manuals that came with the drive (see
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1300425728).
> In addition, there are some technical manuals as recently auctioned by
> Bob Klass on eBay.
>
> ron

6916. 800XL Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-27 23:20:12 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <9u173h0ehc@enews4.newsguy.com>
Source record: 32841

Anybody selling a 800XL power supply?

6917. Re: Anyone know a cheat for Drol?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-27 23:46:47 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u089cb5s57t9e5@corp.supernews.com>
Source record: 32840

"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
news:q8s60u06pehigk3r5ag70ru4b8s7tfkbgm@4ax.com...
> On Mon, 26 Nov 2001 00:33:58 +0200, "Itay Chamiel"
> <itaycspam@cs.huji.ac.il> wrote:
>
> >Paul Irvine <mclane.dellos@btinternet.com> wrote in message
> >news:t9f00uouv0mjg6pf2dt4ui2nglrmbmii54@4ax.com...
>
> >> EA EA ?
> >
> >You're right. I didn't check any charts, this is what A800Win assembles
when
> >you ask for a NOP.
> >
> >It seems that Atari800WinPlus will disassemble 1A, 3A, 5A, 7A, DA, EA and
FA
> >as NOP. I assume the real 6502 does likewise, even though EA may be the
> >'official' code and the best one to use on real machines or other
emulators.
> >
> >-itay
>
> Yeah I spotted that after the post, guess it just me having the
> 'official' op stuck in my head from ages of coding directly in hex.

It is the way 6502 emulators have to work for speed. I actually had some C
programmer who I can't remember off hand argue ~that gnu C was smarter then
me so I could not possibly know of a way it could be done better.

Anyway, C compilers check for consequitive numbers and try and make a jump
table. That is, if they see
1 do this
2 do that
3 and don't forget this
4 because something bad will happen

They just make a jump table with a list of jump vectors to the subroutines.

If there is a skip, like
1 do this
2 do that
3 and don't forget this
5 because something bad will happen

They generate a test tree like

If 0<par<4 then times two it and hit the jump table
else if 4<par then ...

Which takes a lot of time to evaluate when you are talking about something like a 6502 instruction set.

So the solution is to fill all unused op codes with NOPs to make a single jump table. Anything that isn't an opcode should be parsed as a 6502 NOP.

I also got in an argument with some Ruskie about 'form' for doing this too. He had some way of defining an array declaration such that it automatically produced a jump table w/o having to fill in the NOPs. Guy really got on my shit about how much white space and large my source files were compared to him, which meant he must have a longer 'dick' or something. I figured he was so socially retarded he couldn't see the benefits of doing any other way then his own and gave up arguing with him. He will find out the first time someone uses a non implemented op code and it brings his entire system to its knees. I decided not to tell him that, let him figure out error handling is a good idea on his own.

6918. Re: Added counter to homepage

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-27 23:52:23 UTC
From: gozarcollins.hotmail@NoSpam.com
Message-ID: <3cCB8A+8AwNA092yn@NoSpam.com>
Source record: 32858

In article <9u06ev$3qe$1@nets3.rz.RWTH-Aachen.DE>,
"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote:
>Howdy Eric, CBClarke
>
>Thanks for checking.

It was 20 when I was there...

>PS anybody know how to tell the counter not to count ME as a visitor? :-)

You can usually tell the counter your IP address and it won't count it, but
you can't really use it if your IP address changes a lot.

--
Ryan 'Gozar' Collins

6919. Re: Indus GT Manuals, Doc available ?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-28 00:55:58 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c047aab$0$35618$1dc6e903@news.corecomm.net>
Source record: 32845

I have the little black book 'Indus GT, Indus systems disk drive manual for
Atari computers by Ron Kelly'. I think I threw the other little black
book out, it had the spreadsheet and database documentation and
I didn't think much of either of those.
What you looking for? Maybe I could read it and find what you're
looking for. I have no scanner to scan it with.
Russg
Oh, Table of Contents:
introduction
installation of drives
disk drive operations
care and use of diskettes
introduction to DOS
beginning with DOS
DOS error messages
disk drive error codes
noise radiation notice.

6920. Re: 800XL Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-28 02:05:34 UTC
From: Itay Chamiel <itaycspam@cs.huji.ac.il>
Message-ID: <9u1gm5$j00$1@news.huji.ac.il>
Source record: 32842

"John McCulloch" <mcculloch@accesstoledo.com> wrote in message
news:9u173h0ehc@enews4.newsguy.com...
> Anybody selling a 800XL power supply?

Get some parts from Radio Shack and pull 5VDC from your PC power supply.

Works for me :)

-itay
--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc

6921. Re: 800XL Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-28 03:27:11 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <jQYM7.398$nA7.159367353@newssvr11.news.prodigy.com>
Source record: 32843

I've got a dead one you can have for the cost of shipping. You might be able
to fix it who knows...
I haven't opened it up myself.
Mo

John McCulloch wrote in message <9u173h0ehc@enews4.newsguy.com>...
>Anybody selling a 800XL power supply?
>
>
>

6922. Re: WTB: 65XEM (w/"AMY" chip) - anybody?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-28 05:13:28 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <0o_M7.12315$V9.1407631@news.direcpc.com>
Source record: 32844

Most likely it was because the 65XE design was ready in Dec 84' (the 65XE was nothing more then an 800XLF being sold in Europe in August 84' redesigned and originally called the 900XLF, some of the first runs of the 65XE's actually have 900XLF on the bottoms of the motherboards)

Although shown at the Winter CES, the 130XE's were not ready until March 85' so it was easier for the Tramiels to show variations of the 65XE's, as those could actually have been retooled and produced quicker. The 130XE was delayed as several user groups were demanding Atari retain external expansion which fortunately it was, although it was never exploited to its fullest and the main products in the 80's: The MIO and the Black Box which were great products but didn't share well with others and broke the rules for using the PBI memory space for device drivers.

I have several of the product sheets you mention like the Grey scale & Red side bar product sheets. I used to run the Staten Island Atari Users Group from 85-89 and in March 85' Atari sent a product pak to me with all the various product sheets showing the different XE's, the ST's and the peripherals along with other announcements for products such as Atarilab, Plato Network Access and other announcements.

Well.... I've heard time and time again how "all proto's were destroyed" and so forth, yet amazingly those thought to be destroyed prototypes of various hardware turn up. Case in point, in 96' I was out at Atari and a woodchipper was around the back destroying what I was told were the prototypes of Jag II systems and motherboards and supposedly all were destroyed, yet last year I was able to obtain one and recently I was sent a 2nd unit and a bare motherboard and a box of various Jag II chips, so go figure....

Keep searching... patience and persistence will bring you rewards, I've been searching and hunting for Atari items for almost 20 years and the more you dig and search and research the closer you come, its like a good mystery novel, you need to read between the lines, look for hints, clues on the items themselves (such as dates, codes, address', telco#'s, names, and so forth) as these give you leads that bring you possibly a step closer, nothing happens overnight, but the fruits of your efforts are well worth it in the end.

Curt

"Haywood Ubeegoode" <ejgnandt@netzero.net> wrote in message news:4d2debfd.0111271327.1ca185ab@posting.google.com...
> Kurt et al,
> Sorry to hear of the vaporosity of this item :-(. Have a one page
> Atari Product Sheet for the 65XEM. Looks interesting and was hoping at

> least a small run was produced. Why a 65XEM and not 130XEM? Extra
> memory would certainly help music applications.

6923. Re: 800XL Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-28 06:27:17 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u090r88dh76t38@corp.supernews.com>
Source record: 32846

The easy way to do it is like Itay says.

Just cut off the cord part from the brick to the back of the Atari and use the right gender disk drive connector soldered on the end.

The mini PC power supplies, 75-150 Watts, aren't that much bigger then the Atari brick and they last forever.

Some of those Atari power supplies were really bad. They potted the whole thing in epoxy so they overheat and can't be repaired.
"Mo" <mygranny@swbell.net> wrote in message news:jQYM7.398$nA7.159367353@newssvr11.news.prodigy.com...
> I've got a dead one you can have for the cost of shipping. You might be able
> to fix it who knows...
> I haven't opened it up myself.
> Mo
>
> John McCulloch wrote in message <9u173h0ehc@enews4.newsguy.com>...
> >Anybody selling a 800XL power supply?
> >
> >
> >
>
>

6924. Indus GT Manuals...

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-28 10:58:12 UTC
From: Atarr <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.33.0111280552410.9444-100000@shell1>
Source record: 32847

In "news:JQzM7.7322$Kc2.818878@newsread1.prod.itd.earthlink.
net..." Ron Hamilton (oldatarian at atariland dot com) scribbled:
-> I remember the GT spreadsheet along with a word processor and data
->base. What else was there besides the DOS XL manual slanted toward
->the Indus?

To which, on Mon, 26 Nov 2001 at 16:04:53 -0800, Rick Cortese
(ricortes at netmagic at net) replied:
->Supposed to be an expansion to 64k and CP/M. I have seen neither of
->these.
->
->Short story. Bought my first Indus when B&C had them on sale for
->$175. Next trip in to B&C I told Bruce ~"You know the DOS XL and
->spreadsheet software bundle that is shown on the box wasn't includ-
->ed in the package." To which he replied ~"These were returns from
->Mexico", "The software wasn't any good anyway." I think he recomend-
->ed I switch to Top DOS.

Long story. (Sorry.) Okay, let's deal with this collection of
horror stories. (Nothing like defending a product that went extinct
15 years ago! [ha-ha!])

First, the Indus disk drive *always* came with four software disks.
The most important one was DOS-XL. All came with manuals or operating
guides, plus one for the disk drive itself. Some of those manuals or
guides were short, some lengthy. Later on, under Future Systems, they
were combined into one comb-bound book.

If you were sold a supposedly "new" product without all of those
items, then you were ripped off. Blame for that should go to the
vendor, not to the product. If you're still hot under the collar
about it, then you should trace down that vendor, show him your re-
ceipt, and demand appropriate compensation!

If the vendor sold the product package on some basis other than
completely "new," then your choices were either (1) to accept that
there may be certain differences in the package compared to the sale
of a completely "new" product, or (2) to not make the deal.

In other words, you can either buy the other-than-new product "as
is," or you can take your money somewhere else. I think if the Indus
company were still around today, they would tell you that this sounds
like a classic "as is" kind of deal.

It also smells! The vendor didn't provide a full and complete
package of all the items that should've been there, and in addition

the vendor talked down the product. Face it, you were ripped. The vendor looks bad, but that should have no effect on the Indus. The Indus remains the "Rolls Royce" of Atari disk drives.

As for the software programs (and manuals and guides), they were of varying quality. DOS-XL was an excellent program. It was an Atari-sized version of MS-DOS (on the "IBM"): a command-driven DOS with many options built in. Unfortunately, the real manual was not provided with the drive; serious users had to realize that it was needed and trace it down.

The word-processing program was also excellent. The database program was merely adequate. But it was useable, assuming that the user figured out (as I did) the mistakes in the manual and how to overcome the one big bug in the program. (Woe to anybody who either didn't figure all that out, or who didn't have access to the article I authored in the late '80s describing the fix.)

Those three programs were good, open, and compatible with Atari DOS 2.0. The fourth program was different. The spreadsheet was copy-protected, extremely limited in size, and junky. 'Nuff said.

As for the 64K CP/M module put out by Future Systems (the successor to Indus), it exists and it works. I made extensive use of it during one large programming project. There was software that came with it, as well as manuals. For something that turned a disk drive into a computer, it was rather awesome. However, by the time it came out CP/M was dying off. By the mid- to late-'80s the idea of "compatability with IBM" was becoming the dominant theme, and alternate operating systems and platforms died out as time passed.

If you gotta see it to believe it, you're more than welcome to buy the CP/M "Ram Charger" module.... [grin!] I've got an extra Indus with one installed, plus another new-in-the-box, never installed. But if you want to run it, note that you need to practically "refrigerate" the Indus, because the heat produced by the extra memory board overheats the drive. With the CP/M board installed, the Indus works fine as long as it's kept well chilled!

Final footnote: In addition to the five operating guides or program manuals that came with the Indus, the "real" DOS-XL manual was called "A USER'S GUIDE AND REFERENCE MANUAL." The copy I have, which went with DOS-XL version 2.30 (I believe that was the last fully-2.0-compatible, non-"turboed" version), was dated December 1983. 156 pages, including sections on batch processing and assembly language. This book was essential for any serious, DOS-XL Atari 8-bit user.

For the guru level Atarian, there was a 90-page book called "INDUS GT -- TECHNICAL USER NOTES." The copy I have is dated April 9, 1985, and is marked "last revision." For the superduper-guru level, there was a 200-some page book called "INDUS GT -- ROM CONTROL CODE, WART CONTROLLER, PROM V. 01.10 AND V. 01.20," dated March 15, 1984, with

source code. (!) There were also the various CP/M-related publications put out in 1986.

Final quote: "DOS-XL is an excellent disk operating system. It's versatile, easy to use, and has many nice features." --Angelo Giambra, author of "RAM DOS XL," in Analog Computing Magazine, August 1986, page 79.

--

>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<

* ATARI -- Love it or leave it! *

6925. Re: IK+ demos...

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-28 15:30:16 UTC
From: Video61@webtv.net
Message-ID: <4699-3C050308-54@storefull-171.iap.bryant.webtv.net>
Source record: 32848

hi andreas,
we have obtained the rights from archer maclean the author of
international karate, and dropzone to put them out as a cartridge.
he is currently working in partnership with the original author of
mercenary, escape, and encounter, we have obtained the rights to these
for cartridge projects also.
there company name is awesome developments, and of course they do today
playstation games, xbox, etc.
is this current version that is being done vastly different from the
original? the original is very very good, and i want it out on cart.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

6926. Homepage-URL has changes again !

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-28 17:51:16 UTC
From: Homesoft Atari <atari_homesoft@gmx.de>
Message-ID: <fa8231bf8f0e3656172c26a44dd28c53.12012@mygate.mailgate.org>
Source record: 32849

Hello evereybody,
i`m realy not happy about that sitiuation, but my homepage-url has changed
again from:
http://www.atarihomesoft.f2s.com to
http://www.atari8bit.de.vu
It`s always the same with those "free" providers, No money - no service !!!
Does anybody knows a free provider with ftp-access, cgi-support and no
advertising ???

--
Posted from du-020a-121.access.de.clara.net [213.221.71.121]
via Mailgate.ORG Server - http://www.Mailgate.ORG

6927. Improved Audio on my Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-28 18:21:10 UTC
From: Dana Eckel <deckel@fedteldirect.net>
Message-ID: <qW9N7.753$Fm2.131472@news7.onvoy.net>
Source record: 32850

I have read about several upgrades to change the quality or features to Atari's Audio. I read that these exist, but nothing on how to do it.

#1 Atari Super Audio Modification. What does this do? Where are the plans?
#2 Internal Covox Expansion. It works with 8 bit samples, are there plans around for this?
#3 Atari Bypass upgrade by Ben Poehland. Don't know a thing about it. Any iinfo?

Thanks all!
Lets keep Atari Alive!

6928. Re: DOOM clone screenshots for XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-28 19:43:58 UTC
From: Piotr Fusik <fox@NOSPAMscene.pl>
Message-ID: <9u3eoq$7gk$1@news.tpi.pl>
Source record: 32851

> > 80 x 48
>
> Will there be more than one opponent?

Sure. :-))

> Do you use PM-graphics for the
> weapon seen on one of the screenshots?

No.

6929. Re: DOOM clone screenshots for XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-28 19:44:48 UTC
From: Piotr Fusik <fox@NOSPAMscene.pl>
Message-ID: <9u3eqe$7qs$1@news.tpi.pl>
Source record: 32852

> Will there be a multilink version? So you can hook up to 8 computers
> together and play together/against each other?

Maybe in the future...

6930. Re: DOOM clone screenshots for XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-28 20:08:46 UTC
From: Piotr Fusik <fox@NOSPAMscene.pl>
Message-ID: <9u3qq2$5d$1@news.tpi.pl>
Source record: 32854

> I just hope this isn't another "2600 DOOM" situation (look at
> http://www.geocities.com/TimesSquare/Arcade/8691/2600DOOM.HTM for more
> details on that)

No, it isn't a fake.

6931. Re: Homepage-URL has changes again !

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-28 20:18:43 UTC
From: bsg <bigsexygav@yahoo.com>
Message-ID: <IEbN7.4077$F77.777731@news2-win.server.ntlworld.com>
Source record: 32853

'Does anybody knows a free provider with ftp-access, cgi-support and no advertising ???'

I run a webhosting company and although not free, if you would like some space we can come to some agreement - I do actually use your site a lot so I would like to see it prosper. What kind of hits do you take a month?

regards

Gavin
www.xshosting.co.uk

--

ICQ: 49110946

We have lingered in the chambers of the sea
By sea-girls wreathed with seaweed red and brown
Till human voices wake us, and we drown. -- T.S. Eliot

6932. Re: 800XL Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-29 00:05:52 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <9u3u50076i@enews3.newsguy.com>
Source record: 32855

It's been years now since I've been into this, but I remember one thing: the external power supply kept the Atari main unit cooler while the C64 overheated with its internal power supply.

Unfortunately, I'm a software geek, not a hardware geek. If I knew the exact specs of the power supply and know what voltage and max power each pin needs I could probably make something if I can get the right connector for the Atari.

"Rick Cortese" <ricortes@netmagic.net> wrote in message news:u090r88dh76t38@corp.supernews.com...
> The easy way to do it is like Itay says.
>
> Just cut off the cord part from the brick to the back of the Atari and use
> the right gender disk drive connector soldered on the end.
>
> The mini PC power supplies, 75-150 Watts, aren't that much bigger then the
> Atari brick and they last forever.
>
> Some of those Atari power supplies were really bad. They potted the whole
> thing in epoxy so they overheat and can't be repaired.
> "Mo" <mygranny@swbell.net> wrote in message
> news:jQYM7.398$nA7.159367353@newssvr11.news.prodigy.com...
> > I've got a dead one you can have for the cost of shipping. You might be
> able
> > to fix it who knows...
> > I haven't opened it up myself.
> > Mo
> >
> > John McCulloch wrote in message <9u173h0ehc@enews4.newsguy.com>...
> > >Anybody selling a 800XL power supply?
> > >
> > >
> > >
> >
> >
>
>

6933. Re: 800XL Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-29 01:29:35 UTC
From: Atarr <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.33.0111282010330.5172-100000@shell1>
Source record: 32856

On Wed, 28 Nov 2001 at 03:27:11 GMT, "Mo" (mygranny at swbell dot
net) scribbled:
->I've got a dead one you can have for the cost of shipping. You
->might be able to fix it who knows...
->I haven't opened it up myself.

For anybody with experience in home electrical wiring repairs,
these things are often easily fixed. Many of them have fuses inside.
Replacing a blown fuse is just a matter of taking the old fuse to
Radio Shack and getting the right type of replacement fuse.

>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* Question: 8 bits + 8 bits = ? Answer: two 8 bits! *

6934. Re: 800XL Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-29 02:52:46 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u0b8l3mr98abbb@corp.supernews.com>
Source record: 32857

"John McCulloch" <mcculloch@accesstoledo.com> wrote in message
news:9u3u50076i@enews3.newsguy.com...
> It's been years now since I've been into this, but I remember one thing:
the
> external power supply kept the Atari main unit cooler while the C64
> overheated with its internal power supply.
>
> Unfortunately, I'm a software geek, not a hardware geek. If I knew the
> exact specs of the power supply and know what voltage and max power each
pin
> needs I could probably make something if I can get the right connector for
> the Atari.

Are we talking about an 800XL here? If so, it is just needs +5V and ground.
The red wires on a PC power supply are +5V and the black are ground.

If you take a plug off an exixting power supply, it is already wired. You
only have to check which lead is ground and the other will be +5V by
default. Easiest way to do that is plug the cord in and use a continuity
tester/DVM/VOM to see which lead has zero resistance to the ground points.
Ground will be places like the outside of the RCA jack, exposed metal parts
like the cartridge door, RF shield.

6935. Re: Homepage-URL has changes again !

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-29 05:15:21 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <JvjN7.543$4h2.301080725@newssvr11.news.prodigy.com>
Source record: 32859

Thanks for the newlink! I was stuck on your page about Crystal claiming copyright on their games. If you find a healthy free provider let me know, I have a couple of hundred of MEGS I want to upload for all to enjoy. Mostly manuals and documentation.
Mo

Homesoft Atari wrote in message ...
>Hello evereybody,
>i`m realy not happy about that sitiuation, but my homepage-url has changed
>again from:
>http://www.atarihomesoft.f2s.com to
>http://www.atari8bit.de.vu
>It`s always the same with those "free" providers, No money - no service !!!
>Does anybody knows a free provider with ftp-access, cgi-support and no
>advertising ???
>
>
>--
>Posted from du-020a-121.access.de.clara.net [213.221.71.121]
>via Mailgate.ORG Server - http://www.Mailgate.ORG

6936. Re: Improved Audio on my Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-29 05:17:10 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <qxjN7.544$Xj2.301268109@newssvr11.news.prodigy.com>
Source record: 32860

Somewhere in my files is an upgrade that involves adding a second POKEY for stereo sound and I think Taquart actually did a few demos utilitizing it. If I find it I'll post back.
Mo

Dana Eckel wrote in message ...
>I have read about several upgrades to change the quality or features to
>Atari's Audio. I read that these exist, but nothing on how to do it.
>
>#1 Atari Super Audio Modification. What does this do? Where are the plans?
>#2 Internal Covox Expansion. It works with 8 bit samples, are there plans
>around for this?
>#3 Atari Bypass upgrade by Ben Poehland. Don't know a thing about it. Any
>iinfo?
>
>Thanks all!
>Lets keep Atari Alive!
>
>

6937. Warship by SSI

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-29 05:28:29 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <1IjN7.546$eF2.302656646@newssvr11.news.prodigy.com>
Source record: 32861

Does anyone have an ATR or CAS of Warship by SSI? I know it exists for the C64 (I'm looking at the box) but I can't find it anywhere on the net for A8. Thanks, Mo.

6938. Q: Chelco (Suppliers of serial cables)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-29 11:12:48 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <lFoN7.1003$y65.3044@nntpserver.swip.net>
Source record: 32862

Some of my old Ataris have serial cables (for cassette
units and diskette drive units) made by a company called
"Chelco". Other cables do not have the "Chelco" name.

Does anybody know which suppliers Atari used, and also:

Is there a way to tell which cable version belongs to
a specific version of an Atari device?

For example, I know that my first Atari ever, a
600XL computer bought in 1983, had a 1010
cassette recorder with a cable made by Chelco.

I also believe that serial cables for the XE
type of cassette unit were not made by
Chelco.

The reason I ask for detailed information is that
I want to keep computers and serial units that
are as close to the original configurations as
possible.

Anders

6939. Re: FlashROM upgrade for BlackBox

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-29 12:06:57 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9u58d3$j34$1@nets3.rz.RWTH-Aachen.DE>
Source record: 32863

Howdy Euskara

> What is a FlasROM?

FlashROM is kinda like an EPROM. The big difference is that with EPROMs,
you had to take them out, erase them, put them in an EPROM Burner, and after
burning you had to put it back where it usually sits. With FlashROM, you
don't have to remove anything. They are rewritten on the spot. Switch off
power and the memory will not be lost, just like on an EPROM or ROM.

They are used in just about everything that needs an update now and then.
Like extrenal modems and BIOS in PC's.

CU Mathy van Nisselroy

6940. Re: Improved Audio on my Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-29 12:29:05 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9u59mi$k8k$1@nets3.rz.RWTH-Aachen.DE>
Source record: 32864

Howdy Dana

> I have read about several upgrades to change the quality or features to
> Atari's Audio. I read that these exist, but nothing on how to do it.
>
> #1 Atari Super Audio Modification. What does this do? Where are the plans?
> #2 Internal Covox Expansion. It works with 8 bit samples, are there plans
> around for this?
> #3 Atari Bypass upgrade by Ben Poehland. Don't know a thing about it. Any
> iinfo?

Isn't #1 and #3 the same thing, or atleast from the same author and the same magazine?

CU Mathy van Nisselroy

6941. Re: 8 Bit IDE Interface

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-29 13:49:57 UTC
From: Marek M <marekm@aritech.com.pl>
Message-ID: <9u5eba$8tp$1@news2.ipartners.pl>
Source record: 32865

Please look at www.atari.cuprum.com.pl (SIO2IDE project). Documents
only in Polish.

Marek M

Uzytkownik "Mark W. Smith" <MSmith@optonline.net> napisal w wiadomosci
news:B823DF54.2E82%MSmith@optonline.net...
> Can anyone tell me where the repository for information is for the Atari
> 8-bit Smart-IDE interface? I assume someone is collecting data on this.
>
> Thanks,
> Mark
> MSmith@optonline.net
>

6942. Re: Improved Audio on my Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-29 14:25:56 UTC
From: Daniel Ko&#65533;mi&#65533;ski <dely@scene.pl>
Message-ID: <9u5gt6jkf1@news.tpi.pl>
Source record: 32866

> Somewhere in my files is an upgrade that involves adding a second POKEY
for
> stereo sound and I think Taquart actually did a few demos utilitizing it.
If
> I find it I'll post back.

Actually there is many more demos utilitising Stereo than `few`. At this
time almost all new demos have stereo music. There is great tool for making
stereo tunes: Theta Music Composer.

dely

ps. sorry for my poor english

6943. Re: Improved Audio on my Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-29 16:33:35 UTC
From: Dana Eckel <deckel@fedteldirect.net>
Message-ID: <zrtN7.789$Fm2.138273@news7.onvoy.net>
Source record: 32867

#1 and #3 could be the same. Like I said I have no clue about them at all.
Can't seem to find text on the internet about it.
The stereo Pokey is cool, I've heard demos on my Atari 800 Win in stereo,
I like what I hear, and I plan to do that to my 800xl someday too.

6944. Re: Chelco (Suppliers of serial cables)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-29 16:42:15 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u0cp8icnjjs2f7@corp.supernews.com>
Source record: 32868

"Anders Skelander" <ansk@hotmail.com> wrote in message
news:lFoN7.1003$y65.3044@nntpserver.swip.net...
>
> Some of my old Ataris have serial cables (for cassette
> units and diskette drive units) made by a company called
> "Chelco". Other cables do not have the "Chelco" name.
>
> Does anybody know which suppliers Atari used, and also:
>
> Is there a way to tell which cable version belongs to
> a specific version of an Atari device?

They are all completely compatible. The only differences are the colors they used in the cable which makes making things like sio2pc cables a little more complicated.

6945. Re: Warship by SSI

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-29 16:47:35 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c0666a3$0$37101$1dc6e903@news.corecomm.net>
Source record: 32869

Hiya, Mo.
I have 'Warship' SSI, (and Bismark). I haven't copied them
or even loaded them, ie. don't know if they still work.
Right now, I have no place to set up an Atari and try to see
if I can ATR them.
Russg

6946. Re: Warship by SSI

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-29 17:21:21 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <l8uN7.602$LU4.344357922@newssvr11.news.prodigy.com>
Source record: 32870

Cool, I forgot about Bismark- I need that one too. Let me know if/when you can archive them. To make things easier filling up my bookshelf, I've been aquiring C64 versions of these games and downloading the Atari disks to write out to floppy. The commodore versions seem to be more plentiful and cheaper.
Mo

Russ Gilbert wrote in message
<3c0666a3$0$37101$1dc6e903@news.corecomm.net>...
>Hiya, Mo.
>I have 'Warship' SSI, (and Bismark). I haven't copied them
>or even loaded them, ie. don't know if they still work.
>Right now, I have no place to set up an Atari and try to see
>if I can ATR them.
>Russg
>
>

6947. Re: Improved Audio on my Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-29 21:49:39 UTC
From: david_p@istop.com
Message-ID: <9168A3E9Edavidpistopcom@205.189.152.45>
Source record: 32871

There was a company in Germany I believe selling a plug-in module already
set up with the second POKEY. The generic name for this upgrade was
"GUMBY". I believe Chuck Steinman was the originator, though I'm willing
to be proven wrong.

David P.

mygranny@swbell.net (Mo) wrote in
<qxjN7.544$Xj2.301268109@newssvr11.news.prodigy.com>:

>Somewhere in my files is an upgrade that involves adding a second POKEY
>for stereo sound and I think Taquart actually did a few demos
>utilitizing it. If I find it I'll post back.
>Mo
>
>Dana Eckel wrote in message ...
>>I have read about several upgrades to change the quality or features to
>>Atari's Audio. I read that these exist, but nothing on how to do it.
>>
>>#1 Atari Super Audio Modification. What does this do? Where are the
>>plans? #2 Internal Covox Expansion. It works with 8 bit samples, are
>>there plans around for this?
>>#3 Atari Bypass upgrade by Ben Poehland. Don't know a thing about it.
>>Any iinfo?
>>
>>Thanks all!
>>Lets keep Atari Alive!

6948. Re: source code for PLANETARY DEFENSE

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-29 23:08:50 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <6ezN7.14511$WC1.1725173@newsread2.prod.itd.earthlink.net>
Source record: 32872

I have the mag and will try to work on that as soon as I get the scanner
going - probably a reinstall...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"qwerty" <qwerty@qwerty.com> wrote in message
news:7t540u8h8umt1qjlr553piao1i1u9n1h0s@4ax.com...
> The program was in ANALOG Computing issue #17.
>
> Can someone please O.C.R. the source or scan the pages?
> Please post it here.
>
>
> Thank you for any help.
>

6949. Re: de re atari quick reference card?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-29 23:09:52 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <4fzN7.14513$WC1.1726022@newsread2.prod.itd.earthlink.net>
Source record: 32873

Can do when the scanner again responds; am trying a reinstall...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"SoftNGui" <softngui@earthlink.net> wrote in message
news:sg_K7.1522$oF.168401@newsread2.prod.itd.earthlink.net...
> Hi
>
> I have De Re Atari but I can't find the reference card anymore. I lost it
> somewhere/somehow! Anyway, does anyone know where I can find it online?
> Perhaps someone scanned it? TIA!!!
>
> Fernando
>
>
>
>

6950. Re: de re atari quick reference card?

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-30 01:46:03 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <vxBN7.4591$Ao6.537981@newsread1.prod.itd.earthlink.net>
Source record: 32874

Great!

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:4fzN7.14513$WC1.1726022@newsread2.prod.itd.earthlink.net...
> Can do when the scanner again responds; am trying a reinstall...

6951. Looking for file

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-30 03:42:25 UTC
From: m_jewison@hotmail.com
Message-ID: <5899f6aa.0111291942.9340b17@posting.google.com>
Source record: 32875

Guys,

I'm looking for a long-lost file which was, at one point, contained in the library of stuff on Compuserve before it went the way of the dodo. The file was called TKFreeze, and was a modification to the Transkey keyboard adapter formerly sold by Dataque.

I've checked a number of archive sites, but can't seem to find it. Does anyone have a copy of this mod or, if not, is there a site which archived the old Compuserve files? Muchos thanks.

- Mike Jewison

6952. Re: Warship by SSI

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-30 05:13:07 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c071565$0$35619$1dc6e903@news.corecomm.net>
Source record: 32876

(let Mo know if I ATR 'Warship' and 'Bismark'.)
Uhm. These games have big documentation and I think would
be tough to play without the docs. It'll be a while before I
can try, my workbench has a project right now.
Regards,
Russ

6953. NIB Atari Games! FREE Atari Catalogs! FREE Atari Stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-30 06:28:23 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0111292222440.14705-100000@shell.pacifier.com>
Source record: 32877
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

http://www.pacifier.com/~atari/8btsales.htm I've just bought over $1,000 worth of Classic Atari 8 Bit Games, +NEW in BOX and I've added it to my 8 Bit Software Catalog. It's a buying Frenzy! Buy Now before others buy up Treasures you've been searching for! Goto my Atari 8 bit Link above/below! http://www.pacifier.com/~atari/8bt_soft.htm 8 Bit Games/Software Catalog!

I've added NEW Power Supplies to HardWare Catalogs for 8 Bit & Atari ST!

http://www.pacifier.com/~atari/newinbox.htm I've got Mountains (Mt. Fuji) of Atari Games, +NEW in BOX! Much of it Hard to Find! Discover Treasures you didnt know you wanted, Forgotten in your youth or maybe never stopped searching for! The Rainbow Ends at Bravo Sierra Computers! Check my Links below/above, E-Mail atari@pacifier.com or call Ben anytime (503)256-9974! http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!

http://www.pacifier.com/~atari/freegoods.htm I've got some FREE Atari Goods. Either Goods I have too much of or stuff I can't use and/or I can't sell. Please Limit FREE Orders to within the U.S.A. Also, find out where I get my Atari Inventory from below at recycle.htm Check Links below/above! http://www.pacifier.com/~atari/recycle.htm Ben Goes Dumpster Diving!

http://www.pacifier.com/~atari/st_sales.htm Atari ST Sales Web Page!
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.pacifier.com/~atari/catalogs.htm Catalogs Area
http://www.pacifier.com/~atari/testing.htm My Test Standards.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6954. New Release of Atari810 version 1.1

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-30 07:50:21 UTC
From: Zippy <zippy@mindspring.com>
Message-ID: <9u7dic$8f2$1@nntp9.atl.mindspring.net>
Source record: 32878

Hello All,

I've just released a new version of Atari810, the disk drive emulator in the tradition of SIO2PC, for the Windows NT/2000/XP platform.

This newest release has many new features including:

* High performance sio driver, running as a realtime process
* Graphical UI (in the "shape" of a real Atari810 - my first disk drive!)
* Session management stored in an xml database
* Disk image creation with customizable templates stored in an xml database

check out the screen shots and downloads at:

http://www.bitsofthepast.com/atari

-Dan

6955. Re: NIB Atari Games! FREE Atari Catalogs! FREE Atari Stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-30 12:41:09 UTC
From: Paul Gifford <paul.gifford@home.nospam.com>
Message-ID: <F7LN7.67448$Ze5.37468586@news1.rdc1.md.home.com>
Source record: 32879
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Of course, if you ever sell anything by auction read this BS take on
auctions:
http://home.pacifier.com/~atari/caveat.htm
then head over to B&C ComputerVisions at www.myatari.com for your Atari
needs.

"Bravo Sierra Computers" <atari@pacifier.com> wrote in message
news:Pine.BSO.4.33.0111292222440.14705-100000@shell.pacifier.com...
> http://www.pacifier.com/~atari/8btsales.htm I've just bought over $1,000
> worth of Classic Atari 8 Bit Games, +NEW in BOX and I've added it to my
> 8 Bit Software Catalog. It's a buying Frenzy! Buy Now before others buy up
> Treasures you've been searching for! Goto my Atari 8 bit Link above/below!
> http://www.pacifier.com/~atari/8bt_soft.htm 8 Bit Games/Software Catalog!
>
> I've added NEW Power Supplies to HardWare Catalogs for 8 Bit & Atari ST!
>
> http://www.pacifier.com/~atari/newinbox.htm I've got Mountains (Mt. Fuji)
> of Atari Games, +NEW in BOX! Much of it Hard to Find! Discover Treasures
> you didnt know you wanted, Forgotten in your youth or maybe never stopped
> searching for! The Rainbow Ends at Bravo Sierra Computers! Check my Links
> below/above, E-Mail atari@pacifier.com or call Ben anytime (503)256-9974!
> http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!
>
> http://www.pacifier.com/~atari/freegoods.htm I've got some FREE Atari
> Goods. Either Goods I have too much of or stuff I can't use and/or I can't
> sell. Please Limit FREE Orders to within the U.S.A. Also, find out where I
> get my Atari Inventory from below at recycle.htm Check Links below/above!
> http://www.pacifier.com/~atari/recycle.htm Ben Goes Dumpster Diving!
>
> http://www.pacifier.com/~atari/st_sales.htm Atari ST Sales Web Page!
> http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales Web Page!
> http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
> http://www.pacifier.com/~atari/catalogs.htm Catalogs Area
> http://www.pacifier.com/~atari/testing.htm My Test Standards.
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. My customers love the speedy service! I
> also have lots of Atari Reference Books. Which I can Mail by Book Rate!
>
> Please Direct all Replies Through E-Mail to: atari@benjamin.net or
> atari@pacifier.com. If you can't reach me at benjamin.net see my
> E-Mail/Web/Phone info in my Signature at the Bottom!
>

> Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games &
References/
> Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at
Ben's
> SubDomain at http://www.atari.benjamin.net Catalogs Requested by and
Received
> Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please
Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

6956. Re: Chelco (Suppliers of serial cables)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-30 15:33:02 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <lzNN7.1247$y65.3477@nntpserver.swip.net>
Source record: 32880

Rick Cortese <ricortes@netmagic.net> skrev i
diskussionsgruppsmeddelandet:u0cp8icnjjs2f7@corp.supernews.com...
> They are all completely compatible. The only differences
> are the colors they used in the cable which makes making
> things like sio2pc cables a little more complicated.

OK, but my question was not specific enough.

I meant, if I would want to restore each cassette
unit, each diskette drive et cetera to an authentic
original condition complete with the right type of
cables, I need to know which cable/manufacturer
belongs to which unit type.

Example (right or wrong?): All Atari 1010 tape
units came with 'Chelco' serial cables. All Atari
1010 diskette drive units came with <???>
serial cables. And so on.

Btw, is http://www.chelco.com/ *the* Chelco that
made Atari serial cables?

Anders

6957. Re: NIB Atari Games! FREE Atari Catalogs! FREE Atari Stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-30 17:00:08 UTC
From: njc@CC47532-A.ewndsr1.nj.home.com
Message-ID: <slrna0ffas.otk.njc@CC47532-A.ewndsr1.nj.home.com>
Source record: 32881
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

On Fri, 30 Nov 2001 12:41:09 GMT, Paul Gifford wrote:
>Of course, if you ever sell anything by auction read this BS take on
>auctions:
>http://home.pacifier.com/~atari/caveat.htm
>then head over to B&C ComputerVisions at www.myatari.com for your Atari
>needs.

I just sak'd them into my kill file. I'm getting real tired of their
continous ng SPAM.

--
Linux Home Automation Neil Cherry ncherry@athome.net
http://members.home.net/ncherry (Text only)
http://linuxha.sourceforge.net/ (SourceForge)
http://hcs.sourceforge.net/ (HCS II)

6958. Re: Warship by SSI

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-30 17:30:31 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <XmPN7.738$0c6.480764002@newssvr11.news.prodigy.com>
Source record: 32882

Hey thanks, I actually have the Docs for Warship, Bismark I don't though. That was one way Avalon Hill and SSI pirate-protected these, by creating necessary docs.

On another note I've come across a couple of ATR's that work fine on an emulator, but when I write them out to floppy they don't work on the real 800. I've had a lot of success doing this with my 1050-PC cable and it's just a couple that don't want to work. Examples are: Panzer Grenadier, Battle of Antietam from the Holmes archive.

I'm still tinkering with them, but is there something that the emulator sees (or doesn't) that the real A8 can't. Usually when I get a bad or short ATR, APE will error out saying 'invalid ATR' but these aren't doing that.
Thanks again,
Mo

Russ Gilbert wrote in message
<3c071565$0$35619$1dc6e903@news.corecomm.net>...
>(let Mo know if I ATR 'Warship' and 'Bismark'.)
>Uhm. These games have big documentation and I think would
>be tough to play without the docs. It'll be a while before I
>can try, my workbench has a project right now.
>Regards,
>Russ
>
>

6959. Re: IK+ demos...

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-30 17:58:59 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C07C8E3.BBAC1AB7@mail.uni-mainz.de>
Source record: 32883

Well,
allthough I do own IK (or KI) as an original disk from System 3 software (from europe, in the Us it was Epyx and the game was called World karate championships), I do not play it very often. As far as I remmeber the standard IK has two karatekas or fighters (plus a referee). You can play against the computer or against a friend. Every now and then (depending on the points or belts you get) another background picture is loaded - and there are six background pix avaiable.

With IK+ you have 3 karatekas (or fighters) plus the referee (or master guru or whatever he is) fighting each other. I believe you can play 2 players vs. 1 computer opponent or 1 player vs. 2 computer opponents. Not really sure about that. I also do not know if IK+ has more than one background, etc. You know, I never had an ST, Amiga or C64 and IK+ was only avaiable on these systems. Maybe someone else can shed some more light on IK+. For me it looks like it is just another IK clone or sequel with more fighters and a few more/different fighter options (jumping tricks), thats all.

But I am very proud to hear, that Dropzone, IK, Encounter and Mercenary are coming as XL/XE carts soon. Well, I will get some extra x-mas money soon (er, tomorrow I believe, since today it is the 30th of november), thus I will do another atari order soon. Have to take a look at your list and how many new carts you released since last year. Quite a lot I think (by the way I will also order the new labels you made). Well, still hoping you can officially burn Montezumas Revenge (the 16k version) on a cart soon. -Greetings, Andreas.

Lance Ringquist schrieb:
>
> hi andreas,
> we have obtained the rights from archer maclean the author of
> international karate, and dropzone to put them out as a cartridge.
> he is currently working in partnership with the original author of
> mercenary, escape, and encounter, we have obtained the rights to these
> for cartridge projects also.
> there company name is awesome developments, and of course they do today
> playstation games, xbox, etc.
> is this current version that is being done vastly different from the
> original? the original is very very good, and i want it out on cart.
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE

> Stacy MN 55079
> www.atarisales.com

6960. Re: Improved Audio on my Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-30 18:22:44 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C07CE74.EF3FF053@mail.uni-mainz.de>
Source record: 32884

Well,
the Pokey upgrade (called stereo enhancement, second pokey or simply Gumby) is described in several magazine articles. I had them on a medium/dual/enhanced ATR image, before my harddisk crashed (3 weeks ago). If I can recover this ATR, I will write a notice, so you can get it via e-mail. In the early nineties there were not so many programs avaiable for this upgrade. so I collected everything which supported stereo mode (stereo AMS players, stereo softsynth + world of wonders patch, stereo demos, stereo sounds, etc.) and put them on the disk with the articles. Around 1995 almost every new (polish/czech/slovak) demo had stereo sound, there were simply to many for me to collect them all. but you can find most of these demos online right now (visit Dely on his server Atari Area, there you will find all the newer stuff, the URL: http://atari-area.prv.pl or so...).
And there is a fine player called Mega-Player (or just MP) version 1.6 and 2.0 by MacGyver which plays many polish sound formats, like CMC, MPT, TMC and others in stereo or simulated stereo (if you have the second pokey/gumby)...

The covox is another story, it supports 8-bit digitized sample playback on your atari (normally pokey has only 4-bit digi playback, I believe). meaning, it is only useful for digitized samples, like WAV, MOD and some other digi sample formats (normally atari sample hardware/software sampled with 2-bit or 4bit, like Parrot, 2-Bit replay, sound`n sampler, ANG/mirage alphasys sampler, etc.).
I am not sure who made the upgrade, maybe tight, maybe Taquart or another former polish demo group that does not exist anymore. I once found the schematics on the net and sent them to ABBUC, but they never released it. nowadays I do not have these simple ASCII schematics anymore, nor do I know where to find them...
(But there were a few programs like Madteams MOD-player Inertia, which supported the Covox mod.) maybe you are lucky with xl-search or search engines like google and such... greetings, Andreas.

David A Paterson schrieb:
>
> There was a company in Germany I believe selling a plug-in module already
> set up with the second POKEY. The generic name for this upgrade was
> "GUMBY". I believe Chuck Steinman was the originator, though I'm willing
> to be proven wrong.
>
> David P.
>
> mygranny@swbell.net (Mo) wrote in
> <qxjN7.544$Xj2.301268109@newssvr11.news.prodigy.com>:

>
> >Somewhere in my files is an upgrade that involves adding a second POKEY
> >for stereo sound and I think Taquart actually did a few demos
> >utilitizing it. If I find it I'll post back.
> >Mo
> >
> >Dana Eckel wrote in message ...
> >>I have read about several upgrades to change the quality or features to
> >>Atari's Audio. I read that these exist, but nothing on how to do it.
> >>
> >>#1 Atari Super Audio Modification. What does this do? Where are the
> >>plans? #2 Internal Covox Expansion. It works with 8 bit samples, are
> >>there plans around for this?
> >>#3 Atari Bypass upgrade by Ben Poehland. Don't know a thing about it.
> >>Any iinfo?
> >>
> >>Thanks all!
> >>Lets keep Atari Alive!

6961. Re: Improved Audio on my Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-30 19:06:44 UTC
From: Dana Eckel <deckel@fedteldirect.net>
Message-ID: <8NQN7.38$eM4.4491@news7.onvoy.net>
Source record: 32885

YES, of course XL-search!
I found something
ftp://atari.fornax.sk/pub/atari/8bit/Docs/covox2.txt

for some reason it looks harder than stereo Pokey though

6962. Re: Improved Audio on my Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-30 20:32:38 UTC
From: Greg Menke <gregm-news@mindspring.com>
Message-ID: <m3wv08m23d.fsf@europa.pienet>
Source record: 32886

Its a nice little circuit, effectively a simple digital to analog converter. Not high fidelity, but pretty nifty. If you build one, you might use 1% tolerance resistors instead of 5% or 10%. Also, you're not limited to LS type chips, in fact, HCT types will interface a bit better to the Atari circuitry.

One problem with this circuit is it offers a widely varying output impedance which might end up causing distortion in the input stage of whatever amplifier is attached. The addition of an op-amp voltage follower on the analog output line would improve it.

Gregm

> YES, of course XL-search!
> I found something
> ftp://atari.fornax.sk/pub/atari/8bit/Docs/covox2.txt
>
> for some reason it looks harder than stereo Pokey though

6963. Re: 800XL Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-30 20:34:05 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <rZRN7.6307$Qz4.950849@zwoll1.home.nl>
Source record: 32887

John McCulloch wrote

: Unfortunately, I'm a software geek, not a hardware geek. If I knew the
: exact specs of the power supply and know what voltage and max power each pin
: needs I could probably make something if I can get the right connector for
: the Atari.

http://www7.brinkster.com/atari/pinouts.htm#power

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
BBSing is terminal.

6964. Re: Announcement: cc65 v2.7.1 released

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-30 20:42:28 UTC
From: uz@musoftware.de
Message-ID: <kvq8u9.9gj.ln@dialin.musoftware.de>
Source record: 32888

I've tried to get this posted to comp.sys.atari.announce but either the mail address of the moderator has changed or he's on vacation. So the following may not be new news, but better old news than no news:-)

I'm proud to announce version 2.7.1 of CC65, a C crosscompiler / crossassembler combo for 6502 systems.

CC65 has C and runtime library support for many of the old 6502 machines, including

- The Commodore C64, C128 and the C16, C116, Plus/4 machines.
- The CBM 510 (aka P500), a quite rare Commodore machine (programs run in bank 0).
- The CBM 600/700 family (programs run in bank 1).
- Newer PET machines (not 2001)
- The Apple][(library support by Kevin Ruland <kevin@rodin.wustl.edu>)
- The Atari 8 bit machines (thanks to the Atari team: Christian Groessler <cpg@aladdin.de>, Mark Keates <markk@dendrite.co.uk>, Freddy Offenga <taf_offenga@yahoo.com> and David Lloyd, <dmlloyd@atari-central.com>).
- GEOS for the C64 and C128 (GEOSLib by Maciej Witkowiak <ytm@elysium.pl>)

The libraries are fairly portable, so creating a version for other 6502s shouldn't be too much work.

Version 2.7.1 is a bugfix release. It fixes a few errors/omissions in the documentation and all bugs that are listed on the "Known bugs" web page for version 2.7.0.

There is still no support for the following features:

* Floats and bit fields.

* stdio file routines on most systems. The 8 bit Ataris are the first machines that do have full file I/O support. Please note that the complete CBM family doesn't have stdio file support!

* The 80 column mode on the C128 is not supported by the conio library.

Available packages:

As usual I will provide the complete sources and several binary packages, including RPMs for RedHat Linux. Linux is the primary development platform, so the sources do compile out of the box on Linux machines.

Please note that there are now separate RPMs for the compiler proper and the target specific libraries. To develop for one of the predefined target

systems you need the compiler RPM package *and* one of the target machine packages.

Binaries for DOS and and Windows will follow or may already be available at the time you read this. OS/2 packages will again be available, but since there are almost no downloads for OS/2, so the host platform may get dropped in the near future (again). As with the RPM packages, you need the package for the development system (Windows, etc.) *and* one of the target machine packages.

Download:

More information information and a download link, please visit the cc65 web page at

http://www.cc65.org/

Thanks to all who sent feedback and suggestions and of course to anyone who helped developing cc65!

--
Ullrich von Bassewitz uz@musoftware.de

6965. Atari User.

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-30 20:47:14 UTC
From: ville <ville@blueyonder.co.uk>
Message-ID: <mfSN7.5815$JK3.692849@news1.cableinet.net>
Source record: 32889

Hi everyone. I've updated my website with a section dedicated to Atari User.
Please hit the link if you'd like a look....

www.old-computer-mags.co.uk

Cheers,
David.

6966. Looking for the great STARBASE HYPERION

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-30 21:09:15 UTC
From: TD <angrysam@io.com>
Message-ID: <%zSN7.25802$ox2.1810194@bin4.nnrp.aus1.giganews.com>
Source record: 32890

Although this is a well-known and popular game, no sites seem to have it to download. =(

Anybody know where I can find this great game? E-mail me! .... angrysam@io.com

6967. Re: Chelco (Suppliers of serial cables)

Newsgroup: comp.sys.atari.8bit
Date: 2001-11-30 22:56:04 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <9u933d$7148u$1@ID-15679.news.dfncis.de>
Source record: 32891

Hi,

> I meant, if I would want to restore each cassette
>unit, each diskette drive et cetera to an authentic
>original condition complete with the right type of
>cables, I need to know which cable/manufacturer
>belongs to which unit type.

I think the answer is "it really doesn't matter"!

AFAIK they simply packed whatever cables they had in stock at the time with the units, so you'll find some units came with one type of cable and others with the other type.

It probably also varied between factories.

> Example (right or wrong?): All Atari 1010 tape
>units came with 'Chelco' serial cables....

Here in the UK I've never seen a 1010 packed with a "Chelco" cable....

TTFN - Pete.

6968. Star Raiders at UVL

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-01 01:11:20 UTC
From: William Kendrick <nbs@sonic.net>
Message-ID: <Y6WN7.8924$DD2.94307@typhoon.sonic.net>
Source record: 32892
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

I added the original (Atari 400/800) "Star Raiders" to the
'Universal Videogame List' website (http://uvl.arteh.com/)

Go there and vote for it! :)

http://uvl.arteh.com/info.asp?Try=Yes&id=97055

-bill!

6969. Re: New Release of Atari810 version 1.1

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-01 03:31:56 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <9u9ipr$q87$1@slb1.atl.mindspring.net>
Source record: 32893

Note: there was a small bug in the setup program, and also the filenames in the source download were mangled to 8.3 format by mistake. This has all been fixed now.

-Dan

> Hello All,
>
> I've just released a new version of Atari810, the disk drive emulator in the
> tradition of SIO2PC, for the Windows NT/2000/XP platform.
>
> This newest release has many new features including:
>
> * High performance sio driver, running as a realtime process
> * Graphical UI (in the "shape" of a real Atari810 - my first disk drive!)
> * Session management stored in an xml database
> * Disk image creation with customizable templates stored in an xml database
>
> check out the screen shots and downloads at:
>
> http://www.bitsofthepast.com/atari
>
> -Dan
>
>

6970. reject BSC & head for B&C instead?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-01 07:51:52 UTC
From: Roy G Biv <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.33.0112010240320.25527-100000@shell1>
Source record: 32894

```
->From: "Paul Gifford" (paul dot gifford at home dot nospam dot com)
->Newsgroups: comp.sys.atari.8bit
->Subject: Re: NIB Atari Games! FREE Atari Catalogs! FREE Atari Stuff!
->Date: Fri, 30 Nov 2001 12:41:09 GMT
->
->Of course, if you ever sell anything by auction read this BS take
->on auctions: (http://home.pacifier.com/~atari/caveat.htm) then head
->over to B&C ComputerVisions at www.myatari.com for your Atari needs.

Isn't that a bit harsh? Just because he says something negative
about auctions? (Namely, that the bidder may have to bid on an
entire lot instead of an individual item? And that sometimes there
may be shills bidding up the prices? Both of those things are true,
aren't they?)

I looked at the URL you cite, and what concerns me more is that
his claimed testing sounds like it may be more likely to wear out
a computer. Is running an Atari 8-bit for 48 continuous hours
really necessary in order for a seller to be willing to re-sell it
conscientiously? These Atari 8-bits aren't getting any younger,
you know! <grin!>

>>>-------------------------------------------------<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>-------------------------------------------------<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *
```

6971. Re: Chelco (Suppliers of serial cables)

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-01 12:40:59 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <Y74O7.1455$y65.3836@nntpserver.swip.net>
Source record: 32895

Pete <pete@get.bent.spammers.wintermute.org.uk> skrev i
diskussionsgruppsmeddelandet:9u933d$7148u$1@ID-15679.news.dfncis.de...
> I think the answer is "it really doesn't matter"!
>
> AFAIK they simply packed whatever cables they had in
> stock at the time with the units, so you'll find some units
> came with one type of cable and others with the other
> type.

OK. I still think it would be possible to find out, for
example, that the Tramiels stopped using some
suppliers and started using others. That some
cable manufacturers were used pre-Warner and
some others during the Warner era et cetera.

It may not seem important now, but in the future, I
think many collectors will appreciate authentic
configurations of Atari equipment.

> Here in the UK I've never seen a 1010 packed with a "Chelco" cable....

Thanks for reporting your observation! I will add it
to my infamous serial cable investigation... ;)

Anders

6972. Re: reject BSC & head for B&C instead?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-01 12:56:34 UTC
From: Paul Gifford <paul.gifford@home.nospam.com>
Message-ID: <6s4O7.70134$Ze5.39395955@news1.rdc1.md.home.com>
Source record: 32896

"Roy G Biv" <erasmus@6502.chip.old.folks.home> wrote in message
news:Pine.GSO.4.33.0112010240320.25527-100000@shell1...

> ->Of course, if you ever sell anything by auction read this BS take
> ->on auctions: (http://home.pacifier.com/~atari/caveat.htm) then head
> ->over to B&C ComputerVisions at www.myatari.com for your Atari needs.
>
> Isn't that a bit harsh? Just because he says something negative
> about auctions? (Namely, that the bidder may have to bid on an
> entire lot instead of an individual item? And that sometimes there
> may be shills bidding up the prices? Both of those things are true,
> aren't they?)

The implication is you can't trust Atari auction sellers. I myself test the Atari stuff I sell quite rigorously, though I only leave the computer on for 24 hours (I'm a slacker :)).

Also, I used B&C for repairs and stuff back in the day (read: the 80's) when I lived in the SF Bay Area. I know firsthand they can be trusted and do good work. Plus they don't post the same ad every few days in this newsgroup :)

6973. Re: reject BSC & head for B&C instead?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-01 13:25:57 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3C08DA65.6EAF2461@t-online.de>
Source record: 32747

> Isn't that a bit harsh? Just because he says something negative
> about auctions? (Namely, that the bidder may have to bid on an
> entire lot instead of an individual item? And that sometimes there
> may be shills bidding up the prices? Both of those things are true,
> aren't they?)

He only says something negative in order to promote his own stuff. But the funny thing is that most of his stuff is far more expensive than in online-auctions even if the auctions should be shilled (btw. can he prove that?). Another thing, at online auctions I do see what I buy and I see from whom I buy (feedback).

Andre

6974. Re: New Release of Atari810 version 1.1

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-01 13:51:13 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <9uanai$q19$1@wrath.news.nacamar.de>
Source record: 32748

When will be the version for Win9x available? I am owner of WinXP, but at
the moment, WinXP is not my current OS (my current OS is MyDOS ;-) and
BOSS-X)...

Mirko

"Dan Vernon" <dan@bitsofthepast.com> schrieb im Newsbeitrag
news:9u9ipr$q87$1@slb1.atl.mindspring.net...
> Note: there was a small bug in the setup program, and also the filenames
in
> the source download were mangled to 8.3 format by mistake. This has all
> been fixed now.
>
> -Dan
>
> > Hello All,
> >
> > I've just released a new version of Atari810, the disk drive emulator in
> the
> > tradition of SIO2PC, for the Windows NT/2000/XP platform.
> >
> > This newest release has many new features including:
> >
> > * High performance sio driver, running as a realtime process
> > * Graphical UI (in the "shape" of a real Atari810 - my first disk
drive!)
> > * Session management stored in an xml database
> > * Disk image creation with customizable templates stored in an xml
> database
> >
> > check out the screen shots and downloads at:
> >
> > http://www.bitsofthepast.com/atari
> >
> > -Dan
> >
> >
>
>

6975. Re: reject BSC & head for B&C instead?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-01 14:35:52 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B82E54F8.8A4%atarilp@hotmail.com>
Source record: 32749

in article Pine.GSO.4.33.0112010240320.25527-100000@shell1, Roy G Biv at erasmus@6502.chip.old.folks.home wrote on 12/1/01 2:51 AM:

>
> Isn't that a bit harsh? Just because he says something negative
> about auctions? (Namely, that the bidder may have to bid on an
> entire lot instead of an individual item? And that sometimes there
> may be shills bidding up the prices? Both of those things are true,
> aren't they?)
>
> I looked at the URL you cite, and what concerns me more is that
> his claimed testing sounds like it may be more likely to wear out
> a computer. Is running an Atari 8-bit for 48 continuous hours
> really necessary in order for a seller to be willing to re-sell it
> conscientiously? These Atari 8-bits aren't getting any younger,
> you know! <grin!>

It does seem a tad harsh to assume all Atari auctions are somehow fixed. Mine are all one item auctions and everything is tested before it's posted. Stuff usually sells for peanuts, the idea is not to bid the stuff up, but to have it end up somewhere where it will get used, rather than tosssed in a dumpster somewhere.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

6976. Utils

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-01 15:32:04 UTC
From: Oliver Jaksch <ojaksch@com-in.de>
Message-ID: <9uaspbuvp01$1@news.t-online.com>
Source record: 32750

Hi there!

Just archived some of my utils with APE (thx to Steven Tucker for this great app).
Anybody interested in Atari 8bit utils (ie Amulet, Filemanager, C++ etc)?
What about Copyrights? Are they still "active"?

Please reply, so when enough users are interested and Copyrights are not a problem, I'll set a permanent Site with these great utils.

Oliver

6977. Re: New Release of Atari810 version 1.1

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-01 16:34:26 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <9ub0l2$l45$1@slb7.atl.mindspring.net>
Source record: 32751

Hi Mirko,

I'm working on it, but I'm going slow, and I won't be committing to any dates... thats what I do at work.

The Win9x is pretty much complete except for some technical difficulties due to existing bugs, documented by Microsoft, in the Win9x implementation of the Win32 serial port api. Specifically, detecting the serial ring indicator (which synchronizes all SIO commands) in an efficient manner is impossible with the Win32 api alone. Rather a custom vxd device driver is necessary to do this.

I'm hoping for some assistance from volunteers to ease the workload of porting to different platforms, not only because I'm busy right now designing some great new features, but also since I really don't use Win9x anymore. I'm primarily a SpartaDOS man myself ;-). Anyhow I think this approach will work. Already there is significant interest to port the code to Linux.

thanks for your interest,
-Dan

"Mirko Sobe" <atarixle@12move.de> wrote in message news:9uanai$q19$1@wrath.news.nacamar.de...
> When will be the version for Win9x available? I am owner of WinXP, but at
> the moment, WinXP is not my current OS (my current OS is MyDOS ;-) and
> BOSS-X)...
>

6978. Re: Utils

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-01 17:16:20 UTC
From: Jerry Cornelius <jcorn@yahoo.com>
Message-ID: <Ef8O7.28901$z8.5843430@news02.optonline.net>
Source record: 32752

I am. I've always wondered why games galore are available, but none of the apps. Maybe I'm just weird because I like to look at them.
Anyways, I was actually looking for SynFile+. I still have the box and manual, but the floppy is missing. In fact, all my Atari 8B and ST disks are missing, and I'm mega-sad about it. Especially since I don't remember what I did with them. I do remember my wife telling me I should throw them out, but I refused... So the fish-eye is being cast in your direction, dear.

--
-= http://www.gardenofentropy.net =-
Vanity Plate for the Web
"Oliver Jaksch" <ojaksch@com-in.de> wrote in message
news:9uaspbuvp01$1@news.t-online.com...
> Anybody interested in Atari 8bit utils (ie Amulet, Filemanager, C++ etc)?
> What about Copyrights? Are they still "active"?

6979. Whatever happened to CompuTalk BBS (Dallas)?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-01 17:55:26 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <004289dd@fmlynet.org>
Source record: 32758

FamilyNet Newsgate

> From: Chris Martin <cmartin_at_ti_dot_com@a.a>
> Does anyone know what happened to Kris Meier, the SysOP, of CompuTalk or
> the hardware?
> Here's the link:
> http://www.atarimagazines.com/v6n4/computalk.html

Whoa... sounds vaguely familiar. I think I remember getting on that BBS and
not hanging around very much for some reason. Didn't that BBS cost? :)

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6980. Re: 800XL Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-01 18:36:52 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <9ub80501ujd@enews4.newsguy.com>
Source record: 32753

Ah... yes, there's the rub. I don't have an existing power supply. I've
been looking to buy one. My auction to get one on ebay finally ended. The
Bravo Sierra guy bitches a lot about auctions, but I didn't see just a power
supply on his site.

"Rick Cortese" <ricortes@netmagic.net> wrote in message
news:u0b8l3mr98abbb@corp.supernews.com...
> "John McCulloch" <mcculloch@accesstoledo.com> wrote in message
> news:9u3u50076i@enews3.newsguy.com...
> > It's been years now since I've been into this, but I remember one thing:
> the
> > external power supply kept the Atari main unit cooler while the C64
> > overheated with its internal power supply.
> >
> > Unfortunately, I'm a software geek, not a hardware geek. If I knew the
> > exact specs of the power supply and know what voltage and max power each
> pin
> > needs I could probably make something if I can get the right connector
for
> > the Atari.
>
> Are we talking about an 800XL here? If so, it is just needs +5V and
ground.
> The red wires on a PC power supply are +5V and the black are ground.
>
> If you take a plug off an exixting power supply, it is already wired. You
> only have to check which lead is ground and the other will be +5V by
> default. Easiest way to do that is plug the cord in and use a continuity
> tester/DVM/VOM to see which lead has zero resistance to the ground points.
> Ground will be places like the outside of the RCA jack, exposed metal
parts
> like the cartridge door, RF shield.
>
>
>

6981. [--- Hello ---]

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-01 19:11:13 UTC
From: Winston Smith <Winston.Smithp0.f802.n8.z8@fmlynet.org>
Message-ID: <0043ca0e@fmlynet.org>
Source record: 32732

FamilyNet Newsgate

Re: Re: Warship by SSI

Hello,

This BBS just got FamilyNet. Hello, again.

Posted at telnet://vested-tyme.org

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6982. Re: Chelco (Suppliers of serial cables)

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-01 20:01:12 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <9ubg9q$7a8a4$5@ID-15679.news.dfncis.de>
Source record: 32754

Hi,

>> AFAIK they simply packed whatever cables they had
>>in stock at the time with the units, so you'll find
>>some units came with one type of cable and others
>>with the other type.

> OK. I still think it would be possible to find out,
>for example, that the Tramiels stopped using some
>suppliers and started using others. That some cable
>manufacturers were used pre-Warner....

True, but the point I was making is that I don't think there is a "correct"
cable for XL and XE series machines/peripherals.

Let me just get one thing straight, the "Chelco" cables are the ones with the
manufacturers name moulded into the body of the plug, yes (I ask as I don't
have any of these cables anymore - in fact I only ever had one)?

If so, then AFAIK, these cables were only used once the Tramiels took over
Atari. BICBW.

>> Here in the UK I've never seen a 1010 packed with a
>>"Chelco" cable....

> Thanks for reporting your observation! I will add it
>to my infamous serial cable investigation... ;)

OK, but don't take that as gospel....just because I've never seen one doesn't
mean they didn't ship the units with "Chelco" serial cables somewhere....

TTFN - Pete.

6983. Re: New Release of Atari810 version 1.1

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-01 22:30:08 UTC
From: Greg Menke <gregm-news@mindspring.com>
Message-ID: <m3hera4lqn.fsf@europa.pienet>
Source record: 32755

>
> The Win9x is pretty much complete except for some technical difficulties due
> to existing bugs, documented by Microsoft, in the Win9x implementation of
> the Win32 serial port api. Specifically, detecting the serial ring
> indicator (which synchronizes all SIO commands) in an efficient manner is
> impossible with the Win32 api alone. Rather a custom vxd device driver is
> necessary to do this.

I had reasonable results by ignoring the command strobe altogether,
but I suspect you will have the most trouble with Window's (9x & NT,
probably 2k and XP too) horrible scheduling properties. Even if you
set up a high-priority thread to service the serial port, its
scheduling will be erratic. Not all the time, I discovered it had
trouble when I did things like scrolling IE or doing something with
lots of disk I/O. I still had trouble even after setting the thread
to maximum priority and only sleeping when not actually processing
characters. Windows is just a mess when it comes to anything
approaching realtime requirements. It works well enough to make you
think its reliable. It might be more reliable if you run it on a
really fast machine or just don't run anything else while doing serial
I/O with the Atari.

A vxd might help, but then somebody will have the pleasure of figuring
it out on lots of different Windows platforms. Ick. DOS is a much
better real-time OS than Windows.

Gregm

6984. APE vs Atari810

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-01 22:51:58 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <9ubmuf0eer@enews1.newsguy.com>
Source record: 32756

I've sent a check already to Steven Tucker for APE for DOS, but now I see this Atari810 software which I downloaded and it runs on my WinXP, although I don't yet a way to test whether it works properly or not.

Has anyone out there tried both. Any comparison?

6985. OT: IP STACK

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-02 00:02:33 UTC
From: Simon Putz <simon.putz@t-online.de>
Message-ID: <9ubr56fif01$1@news.t-online.com>
Source record: 32757

hi,

i just saw that post about the uIP stack and well i just wanted to ask
if someone is interested in being part of an OS development team, we
really would appreciate someone with knowledge of asm and tcp/ip
if you want to read more http://uuu.sf.net , also we are not of the kind of
yet another asm micro super OS , we evolved out of another dying projects
(v2os)
and we already got alot of things working and its growing fast ;)

bye

simon putz

6986. Looking for STARBASE HYPERION!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-02 04:21:03 UTC
From: angrysam <angrysam@io.com>
Message-ID: <P_hO7.39378$ox2.2803359@bin4.nnrp.aus1.giganews.com>
Source record: 32759

This seems to be a well-known game, but no ftp sites have it.

So who's holding out on us?

I *miss this game* ! If anyone has it or knows where I can find it, let me know.

6987. Re: source code for PLANETARY DEFENSE

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-02 04:38:56 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <AfiO7.22040$WC1.2241212@newsread2.prod.itd.earthlink.net>
Source record: 32760

Don't think files can be posted here, can mail or make other arrangements.
Is that 'qwerty' a real address?

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:6ezN7.14511$WC1.1725173@newsread2.prod.itd.earthlink.net...
> I have the mag and will try to work on that as soon as I get the scanner
> going - probably a reinstall...
>
> --
> -Ron
>
> Experience is something you don't get until just after you need it.
> http://www.atariland.com/members/oldatarian
>
> "qwerty" <qwerty@qwerty.com> wrote in message
> news:7t540u8h8umt1qjlr553piao1i1u9n1h0s@4ax.com...
> > The program was in ANALOG Computing issue #17.
> >
> > Can someone please O.C.R. the source or scan the pages?
> > Please post it here.

6988. Re: Chelco (Suppliers of serial cables) (OT)

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-02 05:37:04 UTC
From: Itay Chamiel <itaycspam@cs.huji.ac.il>
Message-ID: <9ucei9$47h$1@news.huji.ac.il>
Source record: 32761

"Pete" <pete@get.bent.spammers.wintermute.org.uk> wrote in message
news:9ubg9q$7a8a4$5@ID-15679.news.dfncis.de...

> If so, then AFAIK, these cables were only used once the Tramiels took over
> Atari. BICBW.
[..]
> TTFN - Pete.

"AFAIK"? "BICBW"? "TTFN"?!?

DYTWTTATABTF? ICUAT. (*)

HTH,

-itay
--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc

(*) Don't You Think We've Taken This Acronym Thing A Bit Too Far? I Can't
Understand A Thing.

6989. Re: New Release of Atari810 version 1.1

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-02 13:03:26 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <9ud94j$2it3$1@wrath.news.nacamar.de>
Source record: 32762

Do you know the XL-DJ, a Floppy-Emulator running on ATARI-ST-Computers? This program makes it possible to get access to a ATARI-ST-Disk by using the normal ATARI-DOS 2.x on the XL by using something like a virtual .atr-file. Wouldn't it be possible, that Atari810 makes the same? It would be nice to browse through windows-subdir's with MyDOS on the XL on a virtual .atr-file?

Mirko

"Dan Vernon" <dan@bitsofthepast.com> schrieb im Newsbeitrag news:9u9ipr$q87$1@slb1.atl.mindspring.net...
> Note: there was a small bug in the setup program, and also the filenames in
> the source download were mangled to 8.3 format by mistake. This has all
> been fixed now.
>
> -Dan
>
> > Hello All,
> >
> > I've just released a new version of Atari810, the disk drive emulator in
> the
> > tradition of SIO2PC, for the Windows NT/2000/XP platform.
> >
> > This newest release has many new features including:
> >
> > * High performance sio driver, running as a realtime process
> > * Graphical UI (in the "shape" of a real Atari810 - my first disk drive!)
> > * Session management stored in an xml database
> > * Disk image creation with customizable templates stored in an xml
> database
> >
> > check out the screen shots and downloads at:
> >
> > http://www.bitsofthepast.com/atari
> >
> > -Dan
> >
> >
>
>

6990. Re: New Release of Atari810 version 1.1

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-02 14:32:08 UTC
From: ebaiz@skyenet.net
Message-ID: <IXqO7.503$Mc.41062@newsfeed.slurp.net>
Source record: 32763

On 29 Nov 2001 23:50:21 , "Zippy" wrote:
>Hello All,
>
>I've just released a new version of Atari810, the disk drive emulator in the
>tradition of SIO2PC, for the Windows NT/2000/XP platform.

That is nice, but I would love a version for Atari TOS computers...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6991. Re: Utils

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-02 14:32:10 UTC
From: ebaiz@skyenet.net
Message-ID: <KXqO7.504$Mc.41126@newsfeed.slurp.net>
Source record: 32764

On 1 Dec 2001 16:32:04 +, "Oliver Jaksch" wrote:
>Hi there!
>
>Just archived some of my utils with APE (thx to Steven Tucker for this great
>app).
>Anybody interested in Atari 8bit utils (ie Amulet, Filemanager, C++ etc)?
>What about Copyrights? Are they still "active"?
>
>Please reply, so when enough users are interested and Copyrights are not a
>problem, I'll set a permanent Site with these great utils.
>
>Oliver

I would not mind having them. However, I would convert the ATR image to
a DI image so I could use it with 800XLDJ and my Atari Hades clone...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6992. Re: Chelco (Suppliers of serial cables)

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-02 17:58:30 UTC
From: Edward Bonaventure <erasmus@tempests.and.teapots>
Message-ID: <Pine.GSO.4.33.0112021245130.4194-100000@shell1>
Source record: 32765

```
->From: "Itay Chamiel" (itaycspam at cs dot huji dot ac dot il)
->Newsgroups: comp.sys.atari.8bit
->Subject: Re: Chelco (Suppliers of serial cables) (OT)
->Date: Sun, 2 Dec 2001 07:37:04 +0200
->
->"AFAIK"? "BICBW"? "TTFN"?!?
->DYTWTTATABTF? ICUAT. (*)
->(*) Don't You Think We've Taken This Acronym Thing A Bit Too Far?
-> I Can't Understand A Thing.

YCSTA! (+)
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* "DSFA" = Doesn't Stand For Anything! *

(+) You Can Say That Again!

P.S. BTW, IMO the original thread was *not* "OT" -- the question
about cables did directly relate to the packaging of Atari products.
(Translation: BTW = by the way. IMO = in my opinion. OT = off topic.)
```

6993. Re: New Release of Atari810 version 1.1

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-02 22:32:10 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <9ueb6c$7t52r$1@ID-15679.news.dfncis.de>
Source record: 32766

Hi,

>....you will have the most trouble with Window's (9x & NT,
>probably 2k and XP too) horrible scheduling properties....
>....Windows is just a mess when it comes to anything
>approaching realtime requirements....

Since Windows 9x/NT has never been claimed to be a real-time OS I fail to see why you're surprised by this!?

If you need real-time response, you need to use a real-time OS - this generally means single user and no multi-tasking (e.g. DOS). Otherwise you have to put up with the foibles of the task scheduler....this is true for ALL operating systems from ALL manufacturers (DEC for example released several OSs for the PDP-11 line, only one of which, RT-11, was optimised for real time response).

TTFN - Pete.

6994. Re: Chelco (Suppliers of serial cables) (OT)

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-02 22:38:34 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <9ueb7b$7t52r$2@ID-15679.news.dfncis.de>
Source record: 32767

Hi,

>> If so, then AFAIK, these cables were only used once the Tramiels
>>took over Atari. BICBW.

> "AFAIK"? "BICBW"? "TTFN"?!?

AFAIK = As Far As I Know
BICBW = But I Could Be Wrong
TTFN = TaTa For Now

All pretty standard shorthand. BTW, "TTFN" is what the very first mainframe I used in the 70's printed when you logged off....aah, all those hours wasted playing Star Trek on a 110baud teletype link.... ;-)

TTFN - Pete.

6995. Re: New Release of Atari810 version 1.1

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-03 01:40:27 UTC
From: Greg Menke <gregm-news@mindspring.com>
Message-ID: <m3d71x9j3o.fsf@europa.pienet>
Source record: 32768

>
> >....you will have the most trouble with Window's (9x & NT,
> >probably 2k and XP too) horrible scheduling properties....
> >....Windows is just a mess when it comes to anything
> >approaching realtime requirements....
>
> Since Windows 9x/NT has never been claimed to be a real-time OS I fail to see
> why you're surprised by this!?

For one thing Win32 provides a "realtime" priority class the docs for
which suggest something realtime-like. Given the various Windows OS's
aren't real-time, but their behavior is really bad, not just nominally
adequate but essentially unsuitable for anything that needs accurate
timing. Perhaps vxd's are the way to get around this, but then you
have platform issues...

From the SetThreadPriority docs in Visual C 6;

"When manipulating priorities, ensure that a high-priority thread does
not consume all of the available CPU time. A thread with a priority
level of THREAD_PRIORITY_TIME_CRITICAL will execute until it
explicitly yields processing to other threads. Processing of these
threads is not yielded to other threads with the
THREAD_PRIORITY_TIME_CRITICAL priority level. Such a thread can
interfere with the normal operation of the operating system if the
thread does not explicitly yield processing quickly."

If you create a THREAD_PRIORITY_TIME_CRITICAL thread, it indeed runs
at a higher priority, even to the exclusion of other threads, but all
you have to do to screw up its scheduling is scroll an otherwise
inactive instance of IE. I'm just suprised how <bad> Windows is.

> If you need real-time response, you need to use a real-time OS - this
> generally means single user and no multi-tasking (e.g. DOS). Otherwise you
> have to put up with the foibles of the task scheduler....this is true for ALL
> operating systems from ALL manufacturers (DEC for example released several OSs
> for the PDP-11 line, only one of which, RT-11, was optimised for real time
> response).

There are a variety of real-time OS's, no big deal, and many can
easily handle significant numbers of threads being actively scheduled
at different priorities and exhibit none of the scheduling pathologies
seen in Windows.

An unpatched Linux 2.2 kernel is not hard realtime, but is performs
considerably better than Windows; that is its worse case jitter has

been measured at 40ms IIRC in one metric I read, which is bad- but only occurs when the system is highly loaded and lots of I/O is going on. The 2.4 kernel has improved on this metric by quite a bit as I hear. From working on the serial comms in user-space Win32, Windows regularly exceeds that degree of jitter with only a trivial amount of auxiliary activity going on.

Gregm

6996. Re: IK+ demos...

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-03 02:01:07 UTC
From: Video61@webtv.net
Message-ID: <13396-3C0ADCE3-91@storefull-176.iap.bryant.webtv.net>
Source record: 32769

hi andreas,
i will keep the NG informed as to when it will be done.
i have had no luck on burning montezuma's revenge so far, all that i
can get out of it is a few machine code figures, then a black screen,
bummer.
but i will keep you informed,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

6997. Commando

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-03 03:05:12 UTC
From: jtorres50@hotmail.com
Message-ID: <293e0185.0112021905.55cf0f70@posting.google.com>
Source record: 32771

Hi :

I like to ask if this game exist because i don't have found any
screenshots or reviews, and like to know which is the company develop
that game , was Atari or a another company?
Exist a dump?

RX8094 Commando

thanks for your attention..

6998. Re: New Release of Atari810 version 1.1

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-03 03:07:51 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <9ueq4n$4lu$1@nntp9.atl.mindspring.net>
Source record: 32770

Its true that a time-critical thread doesn't perform well in a standard or high-priority process. However, if the this thread is running in a realtime process (REALTIME_PRIORITY_CLASS), the results are quite adequate in my testing, at least in NT/2000/XP. I'm not sure about the performance of this technique in Win9x, and I'm also not sure what minimum CPU requirements are, but I've found that a P400 gives good results in NT. You've got to be real careful when writing code for that realtime process though... it can lock up your whole machine tight when it loops, since it's given priority even over the keyboard, mouse, disks, etc.

-Dan

6999. Re: New Release of Atari810 version 1.1

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-03 03:36:48 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u0lsni280can32@corp.supernews.com>
Source record: 32772

Has anyone tried to compile a QNX version yet?

"Dan Vernon" <dan@bitsofthepast.com> wrote in message
news:9ueq4n$4lu$1@nntp9.atl.mindspring.net...
> Its true that a time-critical thread doesn't perform well in a standard or
> high-priority process. However, if the this thread is running in a
realtime
> process (REALTIME_PRIORITY_CLASS), the results are quite adequate in my
> testing, at least in NT/2000/XP. I'm not sure about the performance of
this
> technique in Win9x, and I'm also not sure what minimum CPU requirements
are,
> but I've found that a P400 gives good results in NT. You've got to be
real
> careful when writing code for that realtime process though... it can lock
up
> your whole machine tight when it loops, since it's given priority even
over
> the keyboard, mouse, disks, etc.
>
> -Dan
>
>

7000. Two Questions of a newbie

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-03 05:56:00 UTC
From: Meino Cramer <M.Cramer@alcatel.de>
Message-ID: <3C0B13F0.F45D0195@alcatel.de>
Source record: 32773

Hi !

I own a ATARI800 and learned "computing" on it in "ancient times" :-)
Now I have a Linux box and I am missing all that ugly-wonderful stuff
from the 8-bit era.

What emulator (freeware / GPLed /GNU) is most recommended as an
emulator to "run" ATARI-stuff again ?

Does anyone know a source for the connector cable between the
ATARI800 and the 810 Diskstation? Is the pinout of both
sides known?

Thank you for any help!
M.

--

Disclaimer:
This is a private mail.All opinions expressed are my own and may not
represent those of my employer. Not for commercial publication unless
expressly permitted via e-mail or writing.
Copyright (c) 2000/2001 - Meino Cramer - All rights reserved.

7001. Re: Chelco (Suppliers of serial cables) (OT)

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-03 06:12:51 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <DJEO7.1344$Kt5.179314810@newssvr30.news.prodigy.com>
Source record: 32774

So that's what that meant! I remember- it was around 6th or 7th grade we had two teletypes at school and everytime I signed off of them it would respond with TTFN , nobody ever put 2+2 together and knew what that meant. Those really were the days....
Mo

Pete wrote in message

>TTFN = TaTa For Now
>
>All pretty standard shorthand. BTW, "TTFN" is what the very first mainframe
I
>used in the 70's printed when you logged off....aah, all those hours wasted
>playing Star Trek on a 110baud teletype link.... ;-)
>
>
> TTFN - Pete.
>
>
>

7002. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-03 11:40:05 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/vendev_1007379574@rtfm.mit.edu>
Source record: 32775
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: October 20, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: Introduction

Conventions
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All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" PD/freeware/shareware developers should also be listed.
Persons or entities holding rights to products, but not selling or supporting
them in any way, are NOT listed here.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, PD/freeware/
shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the
developer are listed. No product can be developed by more than one
developer. No prices are given.
```

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Super-Brief Copyright Primer

Commerical software - protected by copyright, may not be copied except for personal archival purposes
Shareware -protected by copyright, may be freely copied and distributed, shareware payment required for continued use
Freeware - protected by copyright, may be freely copied and distributed, no payment required for continued use
Public Domain software - NOT protected by copyright, anyone may do anything with it, period.

Software is protected by copyright from the moment of creation. No copyright notice is required for copyright protection. Software does not enter the Public Domain unless explicitly released to the PD *by the copyright owner*.

My article "Intellectual Property Protection for Computer Software" appeared in Atari Classics, 3(1), 1994, pp. 4-7, or see:
http://www.library.carleton.edu/staff/michael/acarticle.html

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

"Hi!" to Marek Tomczyk, who has supplied so much information from Germany.
"Hi!" to Alex Martin, who has done the same for the land of Poland.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen)
519 W. Fourth Street

Antioch, CA 94509
USA
(925) 777-1160
Store Hours: 11-6pm Tuesday thru Saturday
mailto:4jays@ccnet.com
http://www.4jays.com/
Vendor: used hardware and software

8-Bits Forever (book)
See: GFH Marketing

A-ONE Magazine - Atari Online News, Etc.
Dana P. Jacobson -- Editor
mailto:dpj@atarinews.org
http://www.AtariNews.org/
Publisher: A-ONE online magazine. weekly

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (718) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
USA
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair Shop.

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Associated Enterprises
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
mailto:DCBBERRY@aol.com (Dave Berry)
mailto:halling@silcom.com (Vic Halling)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari Bit Byter User Club e.V. (ABBUC)
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
Mailbox: +49 5439 92592
Online: Mon.-Fri.: 19.00h - 06.45h (MEZ)
Sat.+Sun.: 15.00h - 06:45h (MEZ)
mailto:wburger@cityweb.de
http://www.abbuc.de/
Developer: wide variety including: SIO2PC(SIO2ST)-Interface, PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply (SPS), 8-Channel dig. Voltmeter (DVM), XL Switching Interface, Speedy 1050 upgrade, RomDisk, QMEG+ 4.0.
Has obtained rights to many products including: KE-Soft, Klaus Peters Elektronik, AMC-Verlag
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

ATARIX (paper magazine)
See: Satantronic

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: PD/freeware/shareware

The Atari Phoenix Project (Timothy Kline)
mailto:atariphoenix@morloc.com
http://atariphoenix.com
Publisher: The Atari Phoenix Project E-Zine (free .pdf Atari 8-bit-

only magazine)

The Atari Warehouse
c/o Richard Smith
Barrie Ontario
Canada
mailto:rsmith@planeteer.com
http://toronto.planeteer.com/~rsmith/atari.htm
Vendor: commercial software, some hardware

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

AVtoolbox
800-235-3280 or 859-647-1077
Fax 859-282-9995
mailto:sales@avtoolbox.com
http://www.avtoolbox.com/
Developer: a number of video<->VGA conversion devices, including the
Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B&C ComputerVisions/Atari Sales & Service (Bruce & Cathy Carso)
5917 Stope Way
El Dorado, CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific)
FAX: (530) 295-9271
mailto:myatari2@juno.com
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware.

MAJOR ATARI PARTS SOURCE

Eric Bacher
mailto:ebacher@compuserve.com
http://ourworld.compuserve.com/homepages/ebacher/
Developer: DIS6502 -- Atari 6502 Disassembler for Win 3.1/95

Ullrich von Bassewitz
mailto:mailto:uz@cc65.org
http://www.cc65.org/
Developer: cc65 2.7.0 - C crosscompiler / crossassembler combo for 6502 systems, including the 8-bit Atari

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
672 Commercial Street
San Jose, CA 95112
USA
Telephone: 408-278-1070 (Monday through Friday 1:00pm to 5:00pm PST)
FAX 408-278-1092
mailto:bestelec@concentric.net
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software)
Na Hrebenkach 42
15000 Praha
Czech Republic
mailto:olda@jrc.cz (c/o Oldrich Rezler)
Developer: BW-DOS 1.30, Multi Dash
(it is pronounced "Bay Vay Dos")

Adam Bienias
Poland
mailto:adam@nautilus.com.pl
http://www.try2emu.cavern.com.pl/sap/
Developer: SAP -- Slight's Atari Player

B.G. Micro
555 N. 5th St Suite 125
Garland, TX 75040

USA
orders: 1-800-276-2206
tech: 972-205-9427
fax: 972-205-9417
mailto:bgmicro@bgmicro.com
http://www.bgmicro.com/
Vendor: CX85 Keypad

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski)
mailto:bill@bigfivesoftware.com or mailto:jeff@bigfivesoftware.com
http://www.bigfivesoftware.com/
Developer: Miner 2049er, Bounty Bob Strikes Back,
Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Steve Birmanns and Matthias Belitz (3/00)
Germany
mailto:Stefan@Birmanns.de
mailto:Matthias.Belitz@gmx.de
http://www.birmanns.de/atari/
Developers: MSC-IDE Harddisk-Controller

Bit Busters Computer Group
Poland
Aleksander Martin (Alex), Piotr Kielczyk (Pet), Pawel Szewczyk (Replay),
Tomasz Zdulski (Zulus), Pawel Sikorski (Sikor), Michal Szpilowski (Miker)
http://www.bitbusters.topnet.pl/
Developer: Bobsland (Intro), Extract (Graphic Collection), More! (Intro),
Sheol (Demo Disk), Timless Announcement (Demo), Waves (Intro)

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Bravo Sierra Computers (BSC) (Ben Smith)
USA

tel: (503) 256-9974 24hrs
mailto:atari@benjamin.net or mailto:atari@pacifier.com or
http://www.atari.benjamin.net/ or http://www.pacifier.com/~atari/
Vendor: used/new hardware/software/books/accessories

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals,
Mathematics, Fractals

Roland Buehler
Engelgasse 21
D-72348 Rosenfeld-Bickelsberg
Germany
tel: +49 -(0) 7428-1260
Developer: PC SLOT: Schematics + handler software, PC Herc Card,
ISA<->Atari interface card, Connector for above

B. Utschig
This address has been reported invalid. Confirmations???
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

A DIFFERENT ADDRESS TO TRY?:
B. Utschig (vendor)
Suite G-304
208 SW 319th Lane
Federal Way, WA 98023
USA

Subject: C

C&T ComputerActive (Rusty Cryer)
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890

Vendor: PD/freeware/shareware

Sidney Cadot
mailto:sidney@ch.twi.tudelft.nl
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software
USA
mailto:alicat@earthlink.net
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below, Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry, Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard, Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown, Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike, Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner, Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner, The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile, 3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix: Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not, Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5, Stellar Rescue, Teleport, Strip Dice Blackjack, Lights Out

Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
mail: itayc at cs.huji.ac.il
http://www.cs.huji.ac.il/~itayc
Developer: Ice-T XE v2.72 (128K XL/XE), Ice-T 800 v1.1 (48K), The Wall, Sirtoot, Joust patcher

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay Software Services
9127 Hwy 25 APT E
Monticello, MN 55362
USA
mailto:serflaten@usinternet.com
Developer: games, and other software, including Solitaire

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Classics
RR 1 Box 117
Cabool MO 65689-9504
USA
tel: (417) 469-4571
Vendor: used hardware
Repair Shop.

COMPUTER FLOHMARKT (print magazine / newspaper)
See: Verlag Thomas Eberle (in the "V" section)

Computer Games Plus
PO Box 6144
Orange, CA 92861
USA
tel: (714) 639-8189
mailto:cgp@digitaldeluge.com
http://www.digitaldeluge.com/gamesplus/
Vendor: commercial software

Computer Software Services (CSS) (Bob Puff)
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (716) 429-5639
mailto:nleaudio@nleaudio.com
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc, SuperArc, Disk Communicator, MYDOS 4.50,
BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Computer STudio (Sheldon H. Winick)
40 Westgate Parkway Suite H
Asheville, NC 28806
USA
tel: (704) 251-0201 / 800-253-0201

mailto:s.winick@worldnet.att.net
Vendor: hardware and software

Creative Micro Designs, Inc. (CMD)
P.O. Box 646
15 Benton Drive
East Longmeadow, MA 01028-0646
USA
Orders: 1-800-638-3263
Info/Support: 1-413-525-0023
FAX: 1-413-525-0147
mailto:support@cmdweb.com / mailto:sales@cmdweb.com
http://www.cmdweb.com/
Vendor: a major Commodore products vendor. Sells new Commodore brand monitors, ideal for the 8-bit Atari

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyberpeeps (David Loughton)
United Kingdom
mailto:David@cyberpeeps.freeserve.co.uk
http://www.cyberpeeps.freeserve.co.uk/
Vendor: some hardware and software

Subject: D

Dadgum Games
P.O. Box 1154
Issaquah, WA 98027-1154
USA
tel: 1-888-313-4699 (orders only)
tel: 425-313-4699
mailto:sales@dadgum.com
http://www.dadgum.com/
Publisher: Halcyon Days: Interviews with Classic Computer and Video Game Programmers (software for Mac or PC)

D'Antiques (Dan Dotson and Marilyn Saul)
PO Box 40751
Tucson, AZ 85717-0751
USA
tel/FAX: (888) 860-0582 (toll-free, US only) or +1 (520) 881-0582

mailto:dand1@dantiques.com
http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

DATABYTE Hard- & Softwareservice / FAUST Internetservice
Bramfelder Chaussee 297
22177 Hamburg
Germany
Tel.: +49 40 63 29 58 55
Fax: +49 40 63 29 58 56
mailto:info@dbyte.de
http://www.dbyte.de/
Vendor: hardware and software
Developer: Wordprocessors Text-800 and Text-130, Briefkopf 1029 (Publishing Software), Makler & El Bordello (strategic games like Kaiser or Hanse)

DGS
See: Dean Garraghty

Digital Data Factory (Edward Williams)
200 Crestview Dr Apt 62
Jacksonville AR 72076-4068
USA
(501) 985-2082
Used hardware
Repair Shop.

Digital Force
Mario Trams
An der Eiche 1
D-09577 Lichtenwalde
Germany/Saxony
mailto:Mario.Trams@informatik.tu-chemnitz.de
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (a 65C816 Extension for the ATARI XL/XE)

Digital World (Sam Gunda)
711 W Army Trail Blvd
Addison IL 60101-3187
USA
tel: (630) 543-9000
Vendor: new hardware (very limited supply, includes XF551s, XDM121s)
Repair Shop.

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair Shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
USA
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
USA
Developer: Digital Music System, PrintShop/Awardware graphics

Gene Ehrich - "Computer & Video Game Garage Sale"
P.O Box 3365
Spring Hill Florida 34611-3365
USA
mailto:gene@ehrich.com
http://www.voicenet.com/~generic/
Vendor: used hardware/software

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814

USA
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Emulators Inc. (Derek Mihocka)
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
mailto:info@emulators.com
http://www.emulators.com/
Developer: ST Xformer 3.0, PC Xformer Classic, PC Xformer 2000, Xformer Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
USA
Vendor: commercial software

Raphael Espino
United Kingdom
mailto:rjespino@yahoo.com
http://rjespino.atari.org or http://rjespino.webhop.org
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility),
a8jdpeg - 0.7 (07Aug01), JpegView - 0.2 (07Aug01), JpegShow - 0.1 (07Aug01)

Evangelo's Wares (Angelo Vahatouras)
Elizabeth NJ 07208
USA
tel: (908) 558-0383
mailto:VangelisV@AOL.com
http://vangelisv.safeshopper.com/
Vendor: commercial software. "has over 1,000 titles for the Atari 8 & 16 bit
machines, IBM, Amiga, C-64-128 and Used Musical Instruments. Mailorder ONLY!
No Store front."

EXMINSY
Kubikova 1180
182 00 Praha 8
Czech Republic
tel+fax 02/859 2980
mailto:semecky@saul-is.cz
http://www.mujweb.cz/www/semecky
Vendor: commercial software, +

Subject: F

Far North Atari Computers (Frank Stallings)
515 Craig Avenue
Fairbanks, Alaska 99701
USA
tel: 907-456-3700
mailto:farnorth@ptialaska.net or mailto:farnorth@polarnet.com
Vendor: new and used hardware and software, PD/freeware/shareware

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

FIRMA MILENG
c/o W. Schul (?)
Gollinerstr. 37
D-12689 Berlin
Germany
Vendor: various 8-bit hardware and software

David Firth
United Kingdom
mailto:david@signus.demon.co.uk
http://www.signus.demon.co.uk/
Developer: Alien Encounter, Superman, Test Computer Language (TCL),
UltraSpeed Copier 2.3, 1050 Menu, Atari800 Emulator 0.8.6

Flashback Classic Video Games
See: Games + (Games Plus)

Ron Fries
USA
mailto:rfries@tcmail.frco.com
Developer: POKEYSND 2.0: POKEY Chip Sound Emulation Library
ftp://members.aol.com/atari800xl/pokey20.zip

Piotr Fusik
mailto:fox@scene.pl
Developer: X-Assembler--Two pass 6502 cross assembler for PC. The source
format is backward compatible with Quick Assembler.

Subject: G

Paul Gallier (Panther)
USA
mailto:panther@strangeworld.com
http://www.pacificnet.net/~panther/Atari/
Developer: ADIR.ZIP - Atari 8-bit ATR/DSK file viewer/extractor

Games + (Games Plus) / Flashback Classic Video Games (James Mitchell)
4501 E Thomas Rd 1216 W University
Phoenix AZ 85018 ** OR ** Mesa AZ 85201
USA USA
tel: (602) 840-8866 after 10:00 am (602) 890-0556
tel: 1-888-73-GAMES
FAX: (602) 840-8838
mailto:gamespls@micronerd.com
http://www.micronerd.com/
Vendor: new/used hardware, new/used software

Dean Garraghty Software (DGS) (all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone/Fax: +44-(0)-1302-855026 (9am - 7pm BST/GMT only please!)
mailto:dgs@clara.net
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast, Demo Maker
Publisher: News-Paper, News-Disk (back issues available)

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
Germany ?
Developer: XL-it! 0.20
A win95 frontend by mailto:e9326116@stud1.tuwien.ac.at (Roland Gimpl)
is located at http://stud1.tuwien.ac.at/%7Ee9326116/atari/
Another one is at http://opossum.ml.org/~atlan/emu/index.htm

GMG - Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian
Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan
Cmarko)
c/o Marek Chorvat
Polna 11
974 05 B.Bystrica
Slovakia
mailto:mchorvat@econ.umb.sk
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro,
HTML converter/viewer 1.3, Implosion demo, Quick formatter 1.0, Dynakillers,
Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor,
Mega Color Editor, Wanted megademo, Bristly hedgehog music collection,
Robot Assault intro, Risa Zla intro, Street fighter II demo

Roy Goldman
3440 Ramona, Apt 14
Palo Alto, CA 94306
USA
(650) 565-8113
FAX: (603) 676-3116 (efax)
mailto:royg@cs.stanford.edu
http://www-db.stanford.edu/~royg/
Developer: Daisy-Dot III

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
mailto:RGorexxx@aol.com
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE,
GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies,
Guntris, Tag!

Subject: H

Norbert HALEY
Poste Restante
P.O.Wellesley St.
Auckland
New Zealand
mailto:norb@kcbbs.gen.nz
http://members.tripod.com/~apd2/catweasl.htm
Developer: Catweasel Advanced Floppy Controller (8-bit ISA card for PC)

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HARD Software
H-1076 Budapest
Thokoly ut 25.
Hungary
mailto:hardsoftware@geocities.com
http://www.geocities.com/SiliconValley/Vista/6084/
Developer: Veronika, Blip!, Cool Emotion, ABBUC Magazine #36 Intro,
Joyride

Harmonic Research
40 Wiley Ln
Woodstock NY 12498-1228
USA
Developer: composite/S-Video ->15.75 KHz RGB decoder

John Harris
USA
mailto:jharris@poboxes.com
Developer: the MAE assembler 1.1 (also wrote: Jawbreaker, Frogger, Hackers)
ftp://ftp.pulsarinteractive.com/pub/

Highlander (Raimund Altmayer)
Konz,
Germany
mailto:highland@t-online.de
http://home.t-online.de/home/highland/
Developer: He has coded man utilities and nice little programms for many
tasks, IDE hard disk interface, 800XL-DJ (800XL-DeeJay)

Mike Hill
USA
mailto:mhill@one.net
http://w3.one.net/~mhill/
Developer: Pokey 0.62 (800/800XL/5200 emulator for MSDOS),
Printer Port Pokey Sound Card

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [ZIP CODE???]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Horizon Computers
3431 S Federal Blvd Ste G
Englewood CO 80110-1826
USA
tel: (303) 762-8080
Vendor: hardware and software
Repair Shop.

Howard W. Sams & Co.
2647 Waterfront Parkway, East Drive, Suite 100
Indianapolis, IN 46214-2041
USA
tel: (800) 255-6989
mailto:csmgr@hwsams.com
http://www.hwsams.com/
Developer: PHOTOFACTs (schematics) for the: 1025, 1050, 130XE, 400, 800,
800XL, 810

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

Tom Hunt (Closer To Home Enterprises)
USA
http://cth.dtdns.net/ (or http://cth.hn.org)
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
mailto:tomhunt@bright.net
Developer: The Armorizer, BBS Programs, Check CRC32,
Disk Fragmentation Utility, The Long Interger Library, M.T.O.S., RC4 Encryptor,
Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell,
Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler,
The PC-Gateway (allows you to use your old computer or dumb terminal to access
the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an
8-bit bbs on the internet), AT Term (ATASCII terminal emulator for Windows),
ATOS (graphical desktop environment)

Subject: J

Jeff Jackson
USA
mailto:jeff@jeff-jackson.com
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

Jay Software (Jan Krupka and Stanislav Opichal)
Czech Republic
http://www.inf.upol.cz/~krupkaj/jay/
http://www.inf.upol.cz/~krupkaj/jay/atari8.htm
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for
all densities (not complete version), Minesweeper for 8bit atari (not complete
version)

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
USA
Vendor: ????

JRC Interactive
Naskove 3
150 00 Praha 5
Czech Republic
Tel: + 420 2 57189515, +420 2 57189516
Fax: + 420 2 526424

mailto:Interactive@jrc.cz or mailto:atari@jrc.cz
http://www.jrc.cz/ or http://www.jrc.cz/atari/
Developer: Turbo Tape / Turbo 2000, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
USA
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
USA
Vendor: PD/freeware/shareware

K-Products (Bob Klaas)
P.O. Box 22122 A.M.F.
Salt Lake City, Ut. 84122
USA
tel: 801-966-1697
mailto:bobkla19@sisna.com
Vendor: new and used hardware and software
Developer: Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM,
1050 US Doubler (USD), DK-Utilities for the Black Box and the MIO
Repair Shop. (computers, disk drives, MIO)

Nick Kennedy
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
mailto:nkennedy@cswnet.com
http://www.cswnet.com/~nkennedy/
Developer: SIO2PC 4.19

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
USA
Vendor: PD/freeware/shareware

Konrad M.Kokoszkiewicz (Draco)
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
+48 501 125 498

mailto:draco@atari.org
http://draco.atari.org
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol description, A proposed standard for Atari executable relocatable file, DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s, CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX, TRACE, XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo 2.0, EmuXL v0.32 (emulator for Falcon030)

Jindrich Kubec (Jindroush)
Czech Republic
mailto:kubecj@asw.cz
http://www.asw.cz/~kubecj/
Developer: Acvt v1.04 (PC), Adir v0.62 (PC), AExt v1.00 (PC), AutoRBas v1.00 (ATARI), Bas2Boot v1.01 (PC+ATARI), BasLoad v1.00 (ATARI), Boot2Atr v0.96 (PC), ChkBas v1.04 (PC), ChkBoot v0.96 (PC), ChkExe v2.62 (PC), ChkRom v1.00 (PC), Exe2Tur v0.95 (PC), Rom2Exe v1.01 (PC+ATARI), SidLoad v1.06 (ATARI), Tur2Exe v0.95 (PC), Tur2Wav v0.95 (PC), Unix2Atr v0.95 (PC), Wav2Tur v0.95 (PC)

Subject: L

L&Y Electronics
14824 Build America Drive
Woodbridge, VA 22191
USA
tel: (703) 494-3444
Vendor: new/used hardware, new/used software

Chris Lam
United Kingdom
mailto:chris@chrislam.co.uk
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for the Apple Mac, Rainbow 1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000

Rich "Twist" Lawrence
USA
mailto:rich@kesmai.com
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.6c (Atari 8-bit emulator for Win9X/NT)

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Derek Ledbetter
USA
mailto:derekl@mail.serve.com
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari 800 Emulator for the Mac 1.0.7

L.K. Avalon
Skrytka Pocztowa 66
35-959 Rzeszow 2
Poland
tel. (017) 856 99 12
mailto:office@lkavalon.com
http://www.lkavalon.com (send e-mail for current Atari XL/XE catalog)
more info: http://people.freenet.de/mrbacardi/LK_Avalon.html
Developer: A.D. 2044, Adax, Animator, Aurum, Automat Perkusyjny, Barahir, Barbarian, Captain Gather, Change, Constellation, Chaos Music Composer, Czaszki + Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money & Honky, Frank & Mark, Geometria, Global War, Gold Hunter, Hans Kloss, Hawkmoon, Hydraulik/Snowball, Kampania Wrze_niowa, Kernaw, Klatwa, Kurs Fizyki, Lasermania + Robbo Konstruktor, Lorien's Tomb, Major Bronx, Misja (Mission Shark) + Fred, Neron, Panther, Piekielko, Robbo, Rucu, Saper, Smus, Spy Master, Streets, Syn Boga Wiatru, Szperacz Dyskowy, The Jet Action, The Last Guardian, Trix, U 235, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Wloczykij, Zeus

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
USA
mailto:earl.halliwell@dyess.af.mil
mailto:e.halliwell@genie.com
http://www.atarihq.com/jeo/
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView, EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu, Link Basher, MazeWar 3D, Cliff Diver

---

Subject: M

MacFalkner (Andre Bertram)
Germany
mailto:macfalkner@aol.com
http://www.macfalkner.de/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

Ivan Mackintosh
United Kingdom
mailto:ivan@rcp.co.uk

http://dales.rmplc.co.uk/ivan/atari/
Developer: ImageMan 0.3, Monitor 1.1, XFD2ATR, ADIR, ROBC2DOS

Alex Martin
Poland
mailto:alex6502@friko.onet.pl
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static-memory expansion (backuped with lithium battery),
65c816 CPU exchange project, SIO2PC cables, MIDI interfaces, & the like

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for
SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine
c/o Freddy Offenga
Paardebloemstraat 53-3
6841 BT Arnhem
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
mailto:F.Offenga@student.kun.nl or mailto:taf_offenga@yahoo.com or
mailto:megazine@abbuc.de
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

Microcode Solutions
USA
mailto:msdei@ctaz.com
http://www.ctaz.com/~msdei
Developer: ACE (Atari Console Emulator - Amiga software), WACKE ("Weightless
Atari Computer Keepsake Emulator - Macintosh software)

Micro Discount (Derek Fern)
12/99-- Nir Dary wrote: i Called him and talked to him over the phone...
he said that after christmas he will put up a web site..
Micros discount had closed out but he still have lots of atari items
stocked...
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121-353-5730 (or international +44 021 353 5730) 4pm-8pm Mon-Fri
FAX: 0121-352-1669
Vendor: new/used hardware, commercial software
Developer: Print Works (text processor for 1029 printer), Tagalon,
Tube Baddies, The Last Guardian, Zybex (in POKEY/GUMBY Stereo),
G.M Transfer Cable (SIO2PC compatible), 1050-2-PC Cable

MAJOR ATARI PARTS SOURCE

Marek Mikolajewski
Gdansk
Poland
mailto:marekm@aritech.com.pl
http://www.atari.cuprum.com.pl/sio2ide.htm
Developer: SIO2IDE--interface IDE devices to the Atari 8-bit

Moonsoft
See: Black Moon Systems

David Moore
8023 N. Berkeley Ave #2
Portland, Ore 97203
USA
tel: (503) 289-9699
mailto:dwmoar@teleport.com
Repair Shop.

More Than Games (Rick Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
mailto:rickd@a8maestro.com
http://www.a8maestro.com/detent/mtgcat/mtgcat.htm
Vendor: new/used hardware

MS-Software (Mirko Sobe)
H.-Jentsch.Str. 7
D-03172 Guben
Germany
mailto:atarixle@hotmail.com
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, BOSS-X v10.1

MTS Creations
P.O. Box 56762
Chicago, IL 60656
USA
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
USA
Vendor: PD/freeware/shareware

MyAtari magazine
c/o Matthew Bacon
49 Douglas Road
Surbiton

Surrey
KT6 7RZ
UNITED KINGDOM
mailto:info@myatari.net
http://www.myatari.net/
Publisher: MyAtari (free online magazine, monthly)

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
USA
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
USA
Developer: Print Shop icons

New Breed Software
c/o William Kendrick
1509 Cypress Lane
Davis, CA 95616-1317
USA
FAX: 1 (530) 325-9588
mailto:bill@newbreedsoftware.com
http://www.newbreedsoftware.com/
ftp://ftp.sonic.net/pub/users/nbs/
Developer: games: Gem Drop, Sludge. XL Search (Internet search engine
for Atari files). utilities: Super-IRG Font Editor (SIFE), File Selector,
MuxChat, Colorizer, DigiPlay Menu.

Nelson Nieves
USA
mailto:nelson@dropmail.com
http://www.celebritybase.net/atari8/
Developer: SpartaDOS tools: Undelete, DualTest, xErase, Delete Tree, xType,
Check Disk, Clear Memory (Main Bank only), Reset, SpartaDOS X On, Cls,
TS (Text Search)

No Frills Software
800 East 23rd St.
Kearney, NE 68847
USA
Developer: Converter, Converter Companion, P.S. Users Utility Disk,

PrintShop graphics

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
USA
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Subject: O

OMC Games (James Garvin)
P.O. Box 8107
Austin, TX 78713
USA
mailto:omcinfo@omcgames.com
http://www.omcgames.com/
Developer: The Assassin. Release Date: 3rd or 4th Quarter '99

Subject: P

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
USA
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
USA
tel: (815) 633-6300
Repair Shop.

James R. Parish
mailto:JRParish@J-Com.net
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

PD-Magazin / PD-Mag / PD World Versand / PD-World
c/o Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: various software (PD-MAG-CLUB), some hardware;
Power Per Post products and ATARImagazin rights

Publisher: PD-Magazin (disk magazine: 2 DS disks, 6 per year)

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
USA
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
USA
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

Burkhard Rau (HCRBurk)
Germany
mailto:BR@HCRBurk.de
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari), ATARI FileManagement 1.5 0128 (WIN 95/98/NT)

Rambit
16 The Green
Thurlby
Bourne

Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
USA
tel: (504) 388-5248
FAX: (504) 388-5263
mailto:tom@ready.rsip.lsu.edu
http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software
systems design, developement, and coding; Media conversion from magnetic to
optical and imaging; Consulting on system purchases and requirements; Film
production from short to feature length

Redmond Cable
15331 N.E. 90th St.
Redmond, WA 98052
USA
Phone:(425) 882-2009
Fax: (425) 883-1430
mailto:info@redcab.com
http://www.redcab.com/pages/atari.html
Developer: new hardware: sells come Atari-specific cables

Matthias 'Hias' Reichl
mailto:hias@horus.com
http://www.horus.com/~hias/atari/
Developer: AtariDsk V1.2 (read, write and format DD 180K Atari disks on the
PC), MyPDOS V2.1 (small "gamedos" that can read COM, EXE, BIN and BAS files;
supports MYDOS subdirectories and large disks)

Ronnie Riche
See: Dale F. Wooster for TextPRO documentation
1700 Aycock St.
Arabi, LA 70032
USA
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
USA
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
USA
Vendor: PD/freeware/shareware

Satantronic
Lubo ROBA
Poste restante
Posta 1
04001 Kosice
SLOVAKIA
mailto:xi@napri.sk (-XI-)
http://www.napri.sk/web/satantronic/
Developer: Demos: DRAGONS, IHL, FLY, BEAUTY, LIQUID, Te.mod. Games:
Jurassic Park II, Magic World. Utilities: Lufa Half Code Packer 1.0,
Font Animator 1.0, Rave Extra Packer 1.0, Paradox 0.92, Mad editor 0.98.
Publisher: ATARIX - paper magazin in Slovak language

Darren Schebek
mailto:dschebek@telus.net
http://www3.telus.net/dschebek/envision.html
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Sijmen Schouten
The Netherlands
mailto:MyIDE@ATARI.MYWEB.NL
http://www.atari.myweb.nl/hardware.htm
Developer: MyIDE--IDE interface project for the Atari

Bo Schreurs
The Netherlands
mailto:stack@home.nl
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
mailto:ernest@wxs.nl
http://home.planet.nl/~ernest/
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm
archive to SIO2PC archive converter), WAV2CAS (Digital Cassette Image system),
CAS2WAV (Create a clean .wav file from a Digital Cassette Image),
POOLDISK TOO (PD/freeware/shareware CD-ROM)

Shadow Software (David Hunt, The Shadow)
16016 SE Division St PMB 19
Portland OR 97236-1999
USA
mailto:the_shadow@portland.cc (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
Developer: Carina BBS 2.6

Ken Siders
USA
mailto:atari8bit AT columbus DOT rr DOT com
http://jump.to/atari or http://home.columbus.rr.com/ksiders/atari.htm
Developer: Utilities: ATRUTILS.ZIP (PC utilities),
AtrUtil.zip Ver 1.13(Win95 utility), ATRSRC.ZIP (PC utilities),
ATRDir (PC utility), SortATR (PC utility), MakeATR (PC utility),
UnMakATR (PC utility), ATRExtr (PC utility), FIXROM (PC Utility),
High Speed Menu, DiskFormer, Flash40, Flash80, Flick80, A.Writer+ Super Menus.
Development Software: KAsm65 V2.51, KLink65 1.51,
KLink65 0.07 Cross Linker for MSDOS (PC Executable), KEdit, Project ICE
(Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Burger Boy, PacMunch Jr, Mr. Fish, Circle of Richness

Sikor Soft
c/o Pawel Sikorski
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
mailto:sikor_soft@poczta.fm
http://sikorsoft.atari.org or http://www.freehost.nu/members/sikorsoft/
Developer: Cyborg, Fire Stone, Tekblast, Sexy Six, Mr. Proper

Mark Simonson
USA
mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

SINTECH
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033
mailto:sintech@online.de
http://www.sintech.onlinehome.de/
Vendor: commercial software

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

Len Spencer
2513 Healy Dr
Orlando FL 32818-3109
USA
mailto:lenspencer@aol.com
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces)

ST Informer (online magazine)
See: MacDonald Associates

STAK, La Revista Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
mailto:at_kiwi@mailxoom.com
http://stak.atari.org/
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Petr Stehlik
Czech Republic
mailto:pstehlik@sophics.cz
http://joy.sophics.cz/a800.htm or http://atari800.atari.org/
Developer: Atari800 1.0.6 emulator source code, plus binaries:
Atari800 for TOS compatible machines (Falcon030, TT030, clones),
Atari800 for MS-DOS (Windows 9x, OS/2) v1.0.5,
Atari800 for Linux (both SVGAlib and X11) v1.0.4

Radek Sterba (Raster)
Czech Republic
mailto:raster@infos.cz
http://www.infos.cz/raster/atari/homepage.htm
Developer: LPTJOY (connect an Atari joystick to a PC), MULTIJOY (connect 8 joysticks to one Atari controller port), Cervi (Worms)-Tron lightcycles type game for 8 players, Multris-Tetris like game for 4 players. also: Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix. MPE (MIDI Pattern Editor) v2.3. HiLoader4.2, CompressCopy4Hi, Tutodisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4.
Co-Developer: Android, Cityhawk, Imagine, Gunhead
Publisher: FLOP disk magazine, http://flop.atari.org/
(Magazine FLOP is only in Czech.)

SteveR's Classic Cartridges (Steve Reed)
USA
mailto:steverd@cet.com
http://prowlers.net/stever
BBS: Prowler's DOMAIN 509-327-8922 9-lines 18.0+GIGS
Vendor: used hardware and software

STeve's Computer Technology
405 Main Street
Woodland, CA 95695
USA
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
mailto:steves@woodland.net
http://www.atarionline.com/
Vendor: new/used hardware, new/used commercial software

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169
FAX: +61 7 54969056
mailto:sup8pdct@mail.cth.com.au
ftp://www.closer.brisnet.org.au/atari8cd/ (POOLDISK CD-ROM online)
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda
mailto:jiri.svoboda@ds-holding.cz
http://c0r3.dsh.cz/iPAQ/atari/
Developer: Atari 800 emulator on iPAQ (Linux)

Tomasz Szymankowski
mailto:harry@atari-area.net
http://www.a800win.atari-area.prv.pl/ (slow main site)
http://users.swing.be/Atari800winPL/ (fast mirror site)
Developer: Atari800Win Plus 2.8

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
USA

Vendor/Developer: education related

Telegames
Box 901
Lancaster, TX 75146
USA
Orders: (972) 224-7200
Cust Service: (972) 228-0690
FAX: (972) 228-0693
http://www.telegames.com/
Vendor: commcerial software

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527
Toronto, Ontario
Canada, M2N 6M2
tel: (416) CALL-TAF
BBS: (416) 421-8999
mailto:schrist@interlog.com (Stephen Christian)
http://www.interlog.com/~schrist/taf/
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
USA
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Triple SSS (William Moeller & Michael Schoedel)
720 Rennie Street
Hamilton, Ontario
Canada L8H 3R2
Vendor: PD/freeware/shareware

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven J. Tucker
9731 Sunrise Blvd Apt 33
North Royalton OH 44133-3445
USA
tel: (216) 237-5308
mailto:classics@atarimax.com

http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: Ape'98 and ProSystem'98 v1.20
for Win 95/98 only, Ape & ProSystem 1.18 for DOS/Win31/95/98, APE Warp+ OS for
XL/XE machines, Imagic 1.06 95/NT--the Atari Disk Image Conversion System for
9x/NT, Imagic 1.06 DOS--the Atari Disk Image Conversion System for DOS
(Imagic does disk image (ATR <-> XFD <-> DCM <-> SCP) conversion),
Atari Terminal Simulator ATS 2.0--ATASCII Telnet/Serial Terminal & Break Movie
Player for 32bitWin, Break Movie Screensaver for 32bitWin

TWAUG (Tyne & Wear Atari User Group)
c\o J. Matthewson
80 George Road
Wallsend
Tyne & Wear
NE28 6BU
England
mailto:max@gerum.freeserve.co.uk (Max Gerum)
mailto:a.b.t@zetnet.co.uk (Alan Turnbull)
mailto:jlmatt@twaug.freeserve.co.uk (John)
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #6.00 plus the following P&P:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print+disk magazine)
Newsletter and disk prices are as follows:-
Single Copy 6 Copies
UK 2.50 pounds 12.50 pounds
Europe 2.50 pounds 13.50 pounds
Overseas 3.50 pounds 16.00 pounds

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Verlag Thomas Eberle
Postfach 66
D-75433 Maulbronn

Germany
Publisher: COMPUTER FLOHMARKT (print magazine / newspaper) (bi?)monthly

Dan Vernon
mailto:danv@bitsofthepast.com
http://www.bitsofthepast.com/atari
Developer: Atari810Win Beta 1 -- emulate an 8-bit Atari floppy drive
under NT/2000

Video 61 & Atari Sales (Lance Ringquist)
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
mailto:Video61@webtv.net
http://www.atarisales.com/
http://cth.dtdns.net/pro/pro1.html (BBS Express! Pro)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): MYDOS 4.5, Ultra Translator,
Amazemaze, Hearts, Montana Solitaire, Checkers, Jailbreak, Ricochet,
Sharp Shoooter, My Jong, Paddle Wars, Bumpers, Lights Out, Puzzler,
Paddle Pack, Puzzled, Twin Pack:Battle Ship/Jump the Pegs, Solitaire,
Video Slots, Desmonds Dungeons, Dungeonlords, Maze War, Dan Strikes Back,
Elevator Man, Plaqueman, Zybex, Mah Jong, Monopoly, Mr. Robot & His Robot
Factory, Dinky Doo, Concentration, Tetris II, Clash of the Kings, Smush,
Midas Maze, Lord of the Orb, Rally Speedway, BBS Express! Professional 6.0b,
SpartaDOS 3.3c, Speedo (RPM disk drive checker cartridge), Crystal Raiders,
Spaceshot, Cosmos

Video Game Depot
130 Hoffman Lane
Islandia, NY 11722
USA
tel: 516-582-5663
FAX: 800-327-0455
mailto:Sales@videogamedepot.com
http://www.videogamedepot.com/
Vendor: new hardware and commercial software (small selection)

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (440) 843-8815 24hrs
mailto:vga2000@io.com
http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
PO Box 9542

Pittsburgh PA 15223-0542
USA
tel: (412) 7841-2241 5pm-8pm eastern time only
mailto:vidgame@earthlink.net
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vintage Micro-Computers (Jon Lucas)
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
mailto:Vintage_Micro@yahoo.com
http://pw1.netcom.com/~jonart/VMC/
Vendor: hardware and software

Vogtlander (Helmut Weidner)
Otto-Nuschke Strabe 45
08485 Lengenfeld
GERMANY
tel: +49 37606 2688
Vendor: hardware and software

Subject: W

Wacko Software
The Netherlands
mailto:ellman@xs4all.nl
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, BobTerm 1.2 and several others

World of Atari
5920 Valley Vale Way
Sacramento, CA 95823
Phone: 916-422-7424
Fax: 815-377-8032

mailto:sales@worldofatari.com
http://www.worldofatari.com/
Vendor: new and used hardware and software

Subject: Z

Z Systems
USA
mailto:zsystem@freeyellow.com
http://www.freeyellow.com/members2/zsystem/
Vendor: new and used hardware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731-0240
USA
tel: (609) 971-5807
mailto:shamroc@webspan.net
http://www.webspan.net/~shamroc/
Vendor: commercial software (some L.K Avalon games), PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

7003. Re: Commando

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-03 12:14:56 UTC
From: Paul Irvine <mclane.dellosDELETE-THIS@btinternet.com>
Message-ID: <unqm0uginm8fnrjvvrvorkq3963gdl8dhv@4ax.com>
Source record: 32776

On 2 Dec 2001 19:05:12 -0800, jtorres50@hotmail.com (John Torton)
wrote:

>Hi :
>
> I like to ask if this game exist because i don't have found any
>screenshots or reviews, and like to know which is the company develop
>that game , was Atari or a another company?
>Exist a dump?
>
>RX8094 Commando
>
>thanks for your attention..

Never seen Commando, the nearest to the actual game is a title called
"Who dares wins 2" which was a Commando rip-off.

7004. Re: New Release of Atari810 version 1.1

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-03 13:16:45 UTC
From: Greg Menke <gregm-news@mindspring.com>
Message-ID: <m3adx0cuki.fsf@europa.pienet>
Source record: 32777

> Its true that a time-critical thread doesn't perform well in a standard or
> high-priority process. However, if the this thread is running in a realtime
> process (REALTIME_PRIORITY_CLASS), the results are quite adequate in my
> testing, at least in NT/2000/XP. I'm not sure about the performance of this
> technique in Win9x, and I'm also not sure what minimum CPU requirements are,
> but I've found that a P400 gives good results in NT. You've got to be real
> careful when writing code for that realtime process though... it can lock up
> your whole machine tight when it loops, since it's given priority even over
> the keyboard, mouse, disks, etc.

My tests were using a P233, which might explain a lot. At the time I had the system rigged to multiboot Win95, which exhibited pretty much the same scheduling problems. Actually I noticed very little difference in performance between the realtime and "regular" high priority scheduling.

Have you tested your app while substantial I/O is going on?

Gregm

7005. Re: Commando

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-03 13:33:39 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <h5LO7.1696$y65.4334@nntpserver.swip.net>
Source record: 32778

John Torton <jtorres50@hotmail.com> skrev i
diskussionsgruppsmeddelandet:293e0185.0112021905.55cf0f70@posting.google.com
...
> Hi :
>
> I like to ask if this game exist because i don't have found
> any screenshots or reviews, and like to know which is the
> company develop that game , was Atari or a another
> company?
> Exist a dump?
>
> RX8094 Commando

Here is one web page which claims to have
a manual for that game:

http://www.crestviewfl.com/~richard/atari-docs.htm

This text is obviously not clear evidence of that
'Commando' was converted to the Atari home
computer, but it is possible to ask the owner of the
page about the source.

Anders

7006. Re: Commando

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-03 15:20:52 UTC
From: Video61@webtv.net
Message-ID: <16042-3C0B9854-48@storefull-173.iap.bryant.webtv.net>
Source record: 32779

hi,
it exists but only in prototype form, the reason that it has not been
released is because it takes a special board that will make it very
expensive to produce.
if it becomes available some day we will certainly let this newsgroup
know,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

7007. Re: Commando

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-03 16:50:43 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <0_NO7.1705$y65.4517@nntpserver.swip.net>
Source record: 32780

Lance Ringquist <Video61@webtv.net> skrev i
diskussionsgruppsmeddelandet:16042-3C0B9854-48@storefull-173.iap.bryant.webt
v.net...
> it exists but only in prototype form, the reason that it has
> not been released is because it takes a special board
> that will make it very expensive to produce.
> if it becomes available some day we will certainly let
> this newsgroup know

That sounds exciting!

What is the reason for a special board? More than
64KB of ROM in the cartridge?

Do you know if there is a description of the Atari
incarnation of the game somewhere? Who wrote
it, when, technical specifications et cetera.

Anders

7008. FS: ROMs Disks APX Disks Full Priced Tapes Budget Tapes Books

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-03 16:54:03 UTC
From: paul@REMOVETHISstillavailable.co.uk
Message-ID: <3c0bad84.26870377@news.virgin.net>
Source record: 32781

FOR SALE

8-BIT ATARI SOFTWARE

ROMs Disks APX Disks Full Priced Tapes Budget Tapes Books

All items are originals with full packaging and documentation unless
noted otherwise.

Prices are marked in GB Pounds (£) individually alongside each item.
Please add postage cost from the UK to your location.

If you're interested please email
paul@REMOVETHISBITstillavailable.co.uk (remove the bit in capitals).

ROM Cartridges:

DAVID'S MIDNIGHT MAGIC
Atari 4.00

Disks:

ACE OF ACES US Gold 2.50
BOMB Ke-Soft 2.00
BOMBI Power-Per-Post 2.00
BOP 'N WRESTLE Mindscape 5.00
DIGI-STUDIO DGS (4 disks) 4.00
EUREKA ANG Software 2.00
FIRST XLENT WORD PROCESSOR Ke-Soft (German Inst.) 2.50
GLAGGS IT Power-Per-Post 2.00
HUMANOID Sonix 2.00
KE-COMMANDER Ke-Soft 2.00
LITTLE DEVIL Red Rat 2.50
LIZARD Tiger Dev 2.00
MINES ANG 2.00
MINESWEEPER Power-Per-Post 2.00
ROBOMASH TWAUG 2.00
ROCKMAN Mirage 2.00
RUBBER BALL Power-Per-Post 2.00
SAM BUDGET (Requires SAM) Power Per Post 2.00
SAM DESIGNER (Requires SAM) Power Per Post 2.00
SAM UTILITY EXTENSIONS 1 (Requires SAM) Power Per Post 2.00
SAPER Ke-Soft 2.00
SAPER CONSTRUCTOR ANG 2.00
SARGON III CHESS Hayden 5.00
SPINDIZZY Electric Dreams 3.00
STAR RAIDERS II (Tatty Box) Atari 1.00

TAIPEI R&E Software 2.00
THINKER ANG 2.00
THINX ANG 2.00
VAGABOND Avalon 2.00
WHOOPS 2 ANG 2.00
ZAXXON Datasoft 3.00

"APX" Disks: (note these do not include any printed documentation)

BLACKJACK TUTOR 2.0 APX 0.30
BLIS 2.0 APX 0.30
COUNTER APX 0.30
FAMILY CASH FLOW APX 0.30
GRAPHICS/SOUND DEMO APX 0.30

Full Price Cassettes:

COLOSSUS CHESS 3.0 English 2.50
HEARTACHE (plastic case cracked) Atari 1.50
POLE POSITION US Gold 2.00
SOLO FLIGHT US Gold 2.00

Budget Price Cassettes:

180
Mastertronic 0.50
BMX SIMULATOR
Codemasters 0.50
BOMBFUSION
Mastertronic 0.50
CRACK-UP
Atlantis 0.50
DESPATCH RIDER
Mastertronic 0.50
EXPLODING WALL (2)
Byte Back 0.50
FEUD
Bulldog 0.50
GREEN BERET
Hit Squad 0.50
GUN LAW
Mastertronic 0.50
HENRY'S HOUSE (2)
Mastertronic 0.50
INVASION
Bulldog 0.50
JET-BOOT JACK
Byte Back 0.50
KIKSTART
Mastertronic 0.50
LASER HAWK

Byte Back 0.50
LOS ANGELES SWAT (2)
Mastertronic 0.50
MILK RACE (2)
Mastertronic 0.50
MISSING... ONE DROID
Bug-Byte 0.50
NINJA COMMANDO
Zeppelin 0.50
ONE MAN AND HIS HIS DROID
Mastertronic 0.50
PANTHER
Mastertronic 0.50
POGOTRON
Gamebusters 0.50
PROTECTOR
Mastertronic 0.50
REVENGE II
Mastertronic 0.50
ROULETTE SIMULATOR
Byte Back 0.50
SPEED ZONE
Mastertronic 0.50
SPY VS SPY III
Hi Tec 0.50
TITAN
Atlantis 0.50
UNIVERSAL HERO
Mastertronic 0.50

"APX" Cassettes: (note these do not include any printed
documentation)

BLACKJACK CASINO APX 0.30
BLOCK 'EM APX 0.30

CODECRACKER
APX 0.30
COUNTER 1 APX 0.30
DECISION MAKER APX 0.30
DICE POKER APX 0.30
DSEMBLER APX 0.30
EXTENDED WSFN (TURTLE) APX 0.30
INSTEDIT 2.0 APX 0.30
MEMORY MATCH APX 0.30
MORSE CODE TUTOR APX 0.30
PHOBOS APX 0.30
SOUND EDITOR APX 0.30
T: TEXT DISPLAY DEVICE APX 0.30
TERMINAL EMULATOR APX 0.30
TYPO ATTACK 1.1 APX 0.30

ULTIMATE RENUMBER UTILITY APX 0.30

Atari Books:

Computer Animation Primer
By David Fox and Mitchell Waite
(book about computer graphics with Atari 8-bit examples)
McGraw-Hill 20.00

7009. Looking for "The Extirpator" (800 XL)

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-03 17:03:38 UTC
From: Marc <vooj@xs4all.nl.nospam>
Message-ID: <9ugb95mhl1@news1.xs4all.nl>
Source record: 32782

Hi all,

I'm looking for "The Extirpator" for the 800 XL. I already have
Extirpat.exe, but that doesn't seem to work with Nick Kennedy's SIO2PC
software...

Does anybody have an ATR version, or hints on getting it to work?

Thanks,
Marc

7010. Re: New Release of Atari810 version 1.1

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-03 17:40:23 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <9ugd8l$2t0$1@slb7.atl.mindspring.net>
Source record: 32783

I have tested extensively under heavy load conditions and experienced the most interference in CPU bound conditions, like doing three or four large compiles simultaneously, instead of under heavy file, database, or webserver I/O conditions. Another problem area was high priority processes that steal all available idle time... like SNA Server, some screensavers, or SETI. These "greedy idlers" really cause timing problems for lower or similar priority processes. The time critical thread running in a realtime process fixed all of these problems. I'm sure you could make it fall over eventually... especially by firing off a competing process that spends too much time executing realtime time-critical code. The point is, for standard usage, it is very solid. You can compile code in the background while the Atari is loading, furthermore you can browse the web while backing up your Atari hard disk, etc. Heck, why not just download the thing and try it out for yourself. My slowest machine these days is a P400, so it would be interesting to know how it performs on a P233.

-Dan

"Greg Menke" <gregm-news@mindspring.com> wrote in message news:m3adx0cuki.fsf@europa.pienet...
>
> My tests were using a P233, which might explain a lot. At the time I
> had the system rigged to multiboot Win95, which exhibited pretty much
> the same scheduling problems. Actually I noticed very little
> difference in performance between the realtime and "regular" high
> priority scheduling.
>
> Have you tested your app while substantial I/O is going on?
>
> Gregm

7011. Re: New Release of Atari810 version 1.1

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-03 18:16:44 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <9ugn7o$8b7j9$1@ID-15679.news.dfncis.de>
Source record: 32787

Hi Greg,

> For one thing Win32 provides a "realtime" priority class the
>docs for which suggest something realtime-like....

But that's the point, the "time critical" priority may be "realtime like" but will never offer true realtime performance since the OS was not designed from the ground up to be realtime!

>....various Windows OS's aren't real-time, but their behavior
>is really bad, not just nominally adequate but essentially
>unsuitable for anything that needs accurate timing....

I don't disagree with you for one minute there, in fact, IMHO I think that Win9x is a prime example of how NOT to design an OS. Period.

NT is a much better designed system (M$ actually employed many of the team which designed and maintained VMS for DEC to create NT) but is still compromised in many areas due to having to have a measure of Win9x compatibility bolted on. :-(

>....Perhaps vxd's are the way to get around this, but then you
>have platform issues...

To be honest with you I can't comment on this, I chose a LONG time ago not to develop for M$ operating systems (particularly on x86 hardware) so vxd's are something of a grey area for me.

> There are a variety of real-time OS's, no big deal, and many
>can easily handle significant numbers of threads being actively
>scheduled at different priorities and exhibit none of the
>scheduling pathologies seen in Windows.

But, and I think we're pretty much in agreement here, Win9x is a particularly bad example of OS design (I use the word "design" in it's loosest possible sense).

While it's true that there are realtime OSs which can run multiple threads, from my perspective (as one who used to write and maintain realtime operating systems for embedded systems) you get the most stable performance from a system which at most runs one task in foreground and one in background.

But this is way off topic for this ng....

TTFN - Pete.

7012. Re: New Release of Atari810 version 1.1

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-03 18:48:30 UTC
From: Greg Menke <gregm-news@mindspring.com>
Message-ID: <m3r8qcnnr5.fsf@europa.pienet>
Source record: 32784

Excellent. How do you structure your packet I/O timing? I tried busy
waiting the "realtime" thread to do packet timing, which ended up
being better then relying on the Win32 serial api for timing. As for
giving it a try, I really can't as, aside from vmware for those times
when I <must> use Doze, I've been completely Windows-free for the last
2 years- and I might add, happier writing code now than I've been in
the last 5 years. :)

Gregm

> I have tested extensively under heavy load conditions and experienced the
> most interference in CPU bound conditions, like doing three or four large
> compiles simultaneously, instead of under heavy file, database, or webserver
> I/O conditions. Another problem area was high priority processes that steal
> all available idle time... like SNA Server, some screensavers, or SETI.
> These "greedy idlers" really cause timing problems for lower or similar
> priority processes. The time critical thread running in a realtime process
> fixed all of these problems. I'm sure you could make it fall over
> eventually... especially by firing off a competing process that spends too
> much time executing realtime time-critical code. The point is, for standard
> usage, it is very solid. You can compile code in the background while the
> Atari is loading, furthermore you can browse the web while backing up your
> Atari hard disk, etc. Heck, why not just download the thing and try it out
> for yourself. My slowest machine these days is a P400, so it would be
> interesting to know how it performs on a P233.
>
> -Dan
>
> "Greg Menke" <gregm-news@mindspring.com> wrote in message
> news:m3adx0cuki.fsf@europa.pienet...
> >
> > My tests were using a P233, which might explain a lot. At the time I
> > had the system rigged to multiboot Win95, which exhibited pretty much
> > the same scheduling problems. Actually I noticed very little
> > difference in performance between the realtime and "regular" high
> > priority scheduling.
> >
> > Have you tested your app while substantial I/O is going on?

7013. Re: REQ: source code for PLANETARY DEFENSE

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-03 19:37:15 UTC
From: "Ronald A.Laski", "Jr." <rlaski@midwest.net>
Message-ID: <MPG.1675906be14ca34d989683@news.earthlink.net>
Source record: 32785

In article <7t540u8h8umt1qjlr553piao1i1u9n1h0s@4ax.com>,
qwerty@qwerty.com says...
> The program was in ANALOG Computing issue #17.
>
> Can someone please O.C.R. the source or scan the pages?
> Please post it here.
>
>
> Thank you for any help.
>
>
have you tried http:www.atarimagazines.com ?

Ron

7014. Re: Commando

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-03 20:05:19 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0112031205.2371b0c1@posting.google.com>
Source record: 32786

> it exists but only in prototype form

A guy who worked for Sculptured Software, the developer, told me it was never finished. Would it really be a good idea to make an expensive cart out of it? If it was 90% done, maybe.

7015. Re: Looking for "The Extirpator" (800 XL)

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-03 21:12:52 UTC
From: Paul Irvine <mclane.dellosDELETE-THIS@btinternet.com>
Message-ID: <2lqn0uo8s82fp0v4qjpoidlige7o4hpjmn@4ax.com>
Source record: 32788

On Mon, 3 Dec 2001 18:03:38 +0100, "Marc" <vooj@xs4all.nl.nospam>
wrote:

>Hi all,
>
>I'm looking for "The Extirpator" for the 800 XL. I already have
>Extirpat.exe, but that doesn't seem to work with Nick Kennedy's SIO2PC
>software...
>
>Does anybody have an ATR version, or hints on getting it to work?
>
>Thanks,
>Marc
>
Dunno if it will work for you but I have sent it to you..

7016. Re: Commando

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-03 21:19:29 UTC
From: Paul Irvine <mclane.dellosDELETE-THIS@btinternet.com>
Message-ID: <anqn0uc7sg5bv8ipabcmhouq9uiu7e327b@4ax.com>
Source record: 32789

On Mon, 3 Dec 2001 09:20:52 -0600 (CST), Video61@webtv.net (Lance Ringquist) wrote:

>hi,
> it exists but only in prototype form, the reason that it has not been
>released is because it takes a special board that will make it very
>expensive to produce.

>lance

Are you sure Lance?

I can't imagine it was a bank swapping game like Bounty Bob and as proved by 'Who dare wins' the game could be done minus anything special.

The only game I remember being close to not happening was Green Beret, it was passed on because the original people thought the Atari didn't have enough sprites to handle it.

Thankfully De re (old mate) took it on and made a grand job.

7017. Re: Looking for "The Extirpator" (800 XL)

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-03 21:25:55 UTC
From: Paul Irvine <mclane.dellosDELETE-THIS@btinternet.com>
Message-ID: <8ern0u42bjuo7t91dpra6g1piqdpk1p5ah@4ax.com>
Source record: 32790

On Mon, 3 Dec 2001 18:03:38 +0100, "Marc" <vooj@xs4all.nl.nospam>
wrote:

>Hi all,
>
>I'm looking for "The Extirpator" for the 800 XL. I already have
>Extirpat.exe, but that doesn't seem to work with Nick Kennedy's SIO2PC
>software...
>
>Does anybody have an ATR version, or hints on getting it to work?
>
>Thanks,
>Marc
>
You should have it by now..

7018. Re: REQ: source code for PLANETARY DEFENSE

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-03 22:06:18 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <uHSO7.16570$Ao6.1470927@newsread1.prod.itd.earthlink.net>
Source record: 32791

Those are Antic, and Hans does not have #17 up over on his Analog site.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

<Ronald A. Laski>; "Jr." <rlaski@midwest.net> wrote in message
news:MPG.1675906be14ca34d989683@news.earthlink.net...
> In article <7t540u8h8umt1qjlr553piao1i1u9n1h0s@4ax.com>,
> qwerty@qwerty.com says...
> > The program was in ANALOG Computing issue #17.
> >
> > Can someone please O.C.R. the source or scan the pages?
> > Please post it here.
> >
> >
> > Thank you for any help.
> >
> >
> have you tried http:www.atarimagazines.com ?
>
> Ron

7019. Re: 800XL Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-03 22:12:59 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <LNSO7.16586$Ao6.1472091@newsread1.prod.itd.earthlink.net>
Source record: 32792

I think it is just a standard DIN-7 male connector on the A8 end. A DIN-5
from an old AT type keyboard would probably fit, *IF* you were careful to
avoid ever mistakenly getting it into the monitor out jack. I believe Fox-1
has the pinouts on his site.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"John McCulloch" <mcculloch@accesstoledo.com> wrote in message
news:9ub80501ujd@enews4.newsguy.com...
> Ah... yes, there's the rub. I don't have an existing power supply. I've
> been looking to buy one.

7020. A8 + Flat Panel Display

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-04 00:20:22 UTC
From: llpwhite@cs.com
Message-ID: <20011203192022.17536.00000615@mb-fx.news.cs.com>
Source record: 32793

A month or so ago, I asked if anyone was using a LCD flat panel display with a VGA adapter with an A8. No one said they were, so I've been looking and checking (and waiting for prices to go even lower.) Today, I bought a Microtek 586p, and it works very well with the A8. But I'm convinced that at this time, many/most will NOT. The reason is the "native resolution" of flat panel displays -- typically 1024 X 768 for 15" and below and 12XX X 10XX or so for 17" and above.
Many LCD's will only display their native resolution or if set lower, will display very poorly. My Instant TV displays composite or S-Video at 640 X 480 at 31KHz. The Microtek 586p will display that very well as well as 800 X 600 and of course the "normal" 1024 X 768.

So if you decide to take the plunge at some point, make sure of the unit's display capability and that you can return the unit if you are not happy with the results. The Microtek has a 3-year warranty and was $350 minus a $50 rebate from Office Depot. I like this combination *a lot*!
Larry

7021. Re: Commando

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-04 01:53:16 UTC
From: Video61@webtv.net
Message-ID: <4914-3C0C2C8C-213@storefull-175.iap.bryant.webtv.net>
Source record: 32794

i am not sure that its 100%, but i know that there are at least 3 known copies, there is a main board, with a cable connecting to a small daughter board, and i am sure that its bigger than 64k, otherwise it would be out.
thanks,
lance

7022. Re: source code for PLANETARY DEFENSE

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-04 03:36:26 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <_wXO7.382$714.46565@newsread1.prod.itd.earthlink.net>
Source record: 32795

Done. 4 scanned pages are at:

http://www.powow.com/oldatarian/dls/plndfns1.jpg
http://www.powow.com/oldatarian/dls/plndfns2.jpg
http://www.powow.com/oldatarian/dls/plndfns3.jpg
http://www.powow.com/oldatarian/dls/plndfns4.jpg

I had to use individual files rather than a single .zip as powow.com limits uploads to 512K. 1 and 2 (150K ea) are the article and instructions; 3 and 4 (450K ea) have the code listing in a larger more readable format. I Skipped the assembler source listing for now.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"qwerty" <qwerty@qwerty.com> wrote in message
news:7t540u8h8umt1qjlr553piao1i1u9n1h0s@4ax.com...
> The program was in ANALOG Computing issue #17.
>
> Can someone please O.C.R. the source or scan the pages?
> Please post it here.
>
>
> Thank you for any help.
>

7023. Re: APE vs Atari810

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-04 03:58:07 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <jRXO7.301$qi3.17535@typhoon1.gnilink.net>
Source record: 32796

Where can one download Atari810?

"John McCulloch" <mcculloch@accesstoledo.com> wrote in message
news:9ubmuf0eer@enews1.newsguy.com...
> I've sent a check already to Steven Tucker for APE for DOS, but now I see
> this Atari810 software which I downloaded and it runs on my WinXP,
although
> I don't yet a way to test whether it works properly or not.
>
> Has anyone out there tried both. Any comparison?
>
>
>
>

7024. Re: source code for PLANETARY DEFENSE

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-04 04:31:41 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c0c51ae$0$35621$1dc6e903@news.corecomm.net>
Source record: 32897

Uhm, Ron. I think he wanted the Assem source listing.
I had the BASIC DATA statement writer file, but not the src
listing. I'm not sure #17 put a src on the disk.
Regards,
Russg

7025. Re: APE vs Atari810

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-04 04:36:39 UTC
From: Mark H Kusz <mark_kusz@yahoo.com>
Message-ID: <rpYO7.248707$W8.8977678@bgtnsc04-news.ops.worldnet.att.net>
Source record: 32898

Here's the link:

http://www.bitsofthepast.com/atari

"CBClarke" <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in message
news:jRXO7.301$qi3.17535@typhoon1.gnilink.net...
> Where can one download Atari810?
>
> "John McCulloch" <mcculloch@accesstoledo.com> wrote in message
> news:9ubmuf0eer@enews1.newsguy.com...
> > I've sent a check already to Steven Tucker for APE for DOS, but now I
see
> > this Atari810 software which I downloaded and it runs on my WinXP,
> although
> > I don't yet a way to test whether it works properly or not.
> >
> > Has anyone out there tried both. Any comparison?
> >
> >
> >
> >
>
>

7026. Re: Dallas] Boxes and boxes of Atari stuff- come get it!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-04 06:54:11 UTC
From: nj_toothenbecker@hotmail.com
Message-ID: <nq_O7.193520$IR4.73390704@news1.denver1.co.home.com>
Source record: 32899

In article <004077b5@fmlynet.org>, Greg.Goodwinp0.f2.n8.z8@fmlynet.org says...
>
> Well, I have thinned out my Atari collection, and I have all my extra
> Atari 8-bit and Atari ST here that I didn't need all boxed up.
>
I didn't know there was such a thing as extra Atari stuff. I still have most of my stuff from 15+ years ago. (I lent out a couple Happy-cloned 1050s that I never got back, I do miss them dearly).

My wife would even tell you that if the house was on fire, I'd save the computers first. (books second). Then I might run in for her. I tell her that's complete nonsense. I'd need some help getting all this stuff out.

Not bad for a computer I haven't booted up in almost 10 years, eh? And I just bought a 600 XL off eBay for four bucks. (and shipping was 10). 8-)

7027. Playin' SAP / SID on A8?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-04 08:19:48 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <jl1p0u012mujki51sf7upboup36pm9db00@4ax.com>
Source record: 32900

Howdy *.*!

Does anybody know if it's possible to play those musice-modules .sid,
.sap on a real atari 8? I mean, it should be well done with .sap
modules. But .sid? Well I think it would be pretty cool to play it
with some small emulation enviromnet on a8, so it could be an easier
task to do conversion from c64 to a8.

(as seen on IK+ Project)

-thomsen@ilm

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Business Computer Science
Technical University of Ilmenau

7028. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-04 12:43:48 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1007469775@rtfm.mit.edu>
Source record: 32901
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 10, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
```

http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/
Atari Phoenix Project E-Zine: http://atariphoenix.com

7029. Re: Commando

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-04 12:47:34 UTC
From: Paul Irvine <mclane.dellosDELETE-THIS@btinternet.com>
Message-ID: <jrgp0u8a7oodmsjoplu2k0401c2sjlh1lu@4ax.com>
Source record: 32902

On Mon, 3 Dec 2001 19:53:16 -0600 (CST), Video61@webtv.net (Lance Ringquist) wrote:

> i am not sure that its 100%, but i know that there are at least 3 known
>copies, there is a main board, with a cable connecting to a small
>daughter board, and i am sure that its bigger than 64k, otherwise it
>would be out.
>thanks,
>lance

Weird isn't it..

Pretty much all the proto's got dumped ages ago and there's no reason why commando would need that much space as it certainly converted to every other system with smaller ram allowances.

Oh well..

7030. using PC ISA cards on Atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-04 14:12:14 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9uiljv$sg2$1@nets3.rz.RWTH-Aachen.DE>
Source record: 32903

Howdy folks

Roland Scholz is working on an interface (for the parallel bus) that wil
enable us to use PC ISA cards on the 8 bit Atari. Check out:
http://www.myatari.net and click on Atari XL PC Bridge (to the left of the
picture)

CU Mathy van Nisselroy

--

My old email address will cease to exist as of the end of 2001, please use
my new address.
Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine
neue Adresse.
Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn
nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

7031. Photo's

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-04 15:58:15 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9uirqp$59l$1@nets3.rz.RWTH-Aachen.DE>
Source record: 32904

Howdy guys

Check out http://communities.msn.de/ABBUC/jhv2001.msnw?Page=8
Photo 15 is me and my CD audio player software, photo 16 is Roland Scholz
and his PC Bridge.

CU Mathy van Nisselroy

PS I believe the other person on picture is Erhard.

--

My old email address will cease to exist as of the end of 2001, please use
my new address.
Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine
neue Adresse.
Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn
nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

7032. Re: Commando

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-04 16:03:00 UTC
From: Video61@webtv.net
Message-ID: <391-3C0CF3B4-201@storefull-174.iap.bryant.webtv.net>
Source record: 32905

hi paul,
cartridges are awesome, i love them more than a hard drive, i hate floppies, but carts i have found do have some limitations, and there sometimes needs to be ways to get around the limitations, and fool the machine, and i think commando is one of those situations.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

7033. Re: Commando

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-04 19:42:56 UTC
From: Paul Irvine <mclane.dellosDELETE-THIS@btinternet.com>
Message-ID: <k46q0u8cocsep58qeeiioj7p8s669ghavm@4ax.com>
Source record: 32906

On Tue, 4 Dec 2001 10:03:00 -0600 (CST), Video61@webtv.net (Lance Ringquist) wrote:

>hi paul,
> cartridges are awesome, i love them more than a hard drive, i hate
>floppies, but carts i have found do have some limitations, and there
>sometimes needs to be ways to get around the limitations, and fool the
>machine, and i think commando is one of those situations.
>thanks,
>lance

Oh I love carts too..instant access is lovely but as Nintendo found with the N64, the cart is great it but offers great limitations and are costly on a couple of fronts.

Anyway, I still say that unless there was some MEGA version of Commando with rendered graphics :-) I don't see why a special cart was needed :-)

Perhaps it wasn't actually a special cart at all but a non Atari made one which just looked more complex than it really was?

Makes no odds tho, I doubt we will see this mysterious cart ever.. :-)

7034. More cc65 help!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-04 20:44:16 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <v6dq0u0k2di4pivfl8od6v1pi090b99agm@4ax.com>
Source record: 32907

```
cc65 & C gurus:

Ok, I've got an array of char and I want to store an int value into
this array at some point. How do I fool (cast) the compiler into
thinking that the address of some part of the array is an int?

(unsigned int*) dl[i] = address;

I thought you could do that, but cc65 says no way. What is the simple
mistake that I am making here?

Thanks for your help!

--
Shawn Jefferson
```

7035. Re: New Release of Atari810 version 1.1

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-04 21:52:20 UTC
From: Jerry Cornelius <jcorn@yahoo.com>
Message-ID: <oAbP7.109756$z8.14674252@news02.optonline.net>
Source record: 32908

Would you ever consider doing a port to BeOS? I know Be has gone the way of the dodo, but there's a fair amount of people that still use it.

--
-= http://www.gardenofentropy.net =-
Vanity Plate for the Web
"Zippy" <zippy@mindspring.com> wrote in message news:9u7dic$8f2$1@nntp9.atl.mindspring.net...
> Hello All,
>
> I've just released a new version of Atari810, the disk drive emulator in the
> tradition of SIO2PC, for the Windows NT/2000/XP platform.

7036. Re: source code for PLANETARY DEFENSE

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-04 23:24:02 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <mWcP7.28145$WC1.2953728@newsread2.prod.itd.earthlink.net>
Source record: 32909

Guess I misunderstood the request...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Russ Gilbert" <russg@en.com> wrote in message
news:3c0c51ae$0$35621$1dc6e903@news.corecomm.net...
> Uhm, Ron. I think he wanted the Assem source listing.
> I had the BASIC DATA statement writer file, but not the src
> listing. I'm not sure #17 put a src on the disk.
> Regards,
> Russg
>
>
>

7037. Re: Commando

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-05 00:04:18 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0112041604.69610594@posting.google.com>
Source record: 32910

> unless there was some MEGA version of Commando

Commando was announced early on among the XE carts. It would lead you to believe that something special was in the works. Why else would it take so long?

7038. Re: More cc65 help!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-05 00:05:42 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <9ujocm064p@enews3.newsguy.com>
Source record: 32911

Shawn,

I'm not a C expert but I see one thing that may cause a problem. I inferred from your post that dl is an array of char, meaning that each element of dl is only 8 bits. However, address and (unsigned int*) for that matter are 16 bits. Although, C should type cast each element of dl with the next element as 16 bit when (unsigned int*) is used, it may not handle this properly. You may have to set each 8 bit char separately.

Just an idea.

"Shawn Jefferson" <sjeffers@home.com> wrote in message news:v6dq0u0k2di4pivfl8od6v1pi090b99agm@4ax.com...
> cc65 & C gurus:
>
> Ok, I've got an array of char and I want to store an int value into
> this array at some point. How do I fool (cast) the compiler into
> thinking that the address of some part of the array is an int?
>
> (unsigned int*) dl[i] = address;
>
> I thought you could do that, but cc65 says no way. What is the simple
> mistake that I am making here?
>
> Thanks for your help!
>
> --
> Shawn Jefferson

7039. Re: More cc65 help!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-05 00:36:16 UTC
From: uz@musoftware.de
Message-ID: <06qju9.lde.ln@news.musoftware.de>
Source record: 32912

Shawn Jefferson <sjeffers@home.com> wrote:
> Ok, I've got an array of char and I want to store an int value into
> this array at some point. How do I fool (cast) the compiler into
> thinking that the address of some part of the array is an int?

The best (because most portable and most readable) way is to store the int as
a sequence of characters. So you would use

```
a[i] = v;
a[i+1] = (v >> 8);
```

You may also use pointer casting, but this is usually unportable. If you don't
care about that, use

```
*(unsigned*) (a + i) = v;
or *(unsigned*) &a[i] = v;
```

> (unsigned int*) dl[i] = address;
>
> I thought you could do that, but cc65 says no way. What is the simple
> mistake that I am making here?

You've casted the character at position i to a pointer to unsigned, which (in
addition to other problems) is an rvalue, so you cannot store into it. What
you need to do is to cast the *address* of the i'th character to a pointer to
unsigned, and use the '*' operator to dereference the it. See above for the
syntax.

Regards

Uz

--
Ullrich von Bassewitz uz@musoftware.de

7040. Converting my Atari disks to the PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-05 00:51:25 UTC
From: Dan Russell-Pinson <news@freecloud.com>
Message-ID: <hceP7.145039$fm5.29385572@typhoon.southeast.rr.com>
Source record: 32913

Hello everyone,

I have several video games that I wrote in assembly language back in the mid 80's that I am dying to see again.

I've read up on using a PC with a 5.25" disk drive and the AnaDisk software to copy the disk image from an Atari formatted disk. I would like to get some information before I dive in. I'm hoping that my floppy disks are still readable after all this time!

My main question: Is there anyone out there that can convert my Atari disks for me? I'd be glad to pay you for your time if you can help me. I'm just not sure if I'll be able to do it myself.

If you can help or point me in the right direction, please let me know...

Thanks!

Dan Russell-Pinson
atari@freecloud.com

7041. 80 column term. emulator

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-05 01:07:27 UTC
From: "James E. King"
Message-ID: <NqeP7.421$PM.244512@news.uswest.net>
Source record: 32914

Beyond FlickerTerm80 and/or ICET, are there any other decent 80 column ANSI term. emulators?

7042. Re: Commando

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-05 01:17:15 UTC
From: jtorres50@hotmail.com
Message-ID: <293e0185.0112041717.7cd3bf9c@posting.google.com>
Source record: 32915

> Makes no odds tho, I doubt we will see this mysterious cart ever.. :-)

This is a real mysterious cart

7043. Re: Commando

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-05 04:24:06 UTC
From: Paul Irvine <mclane.dellosDELETE-THIS@btinternet.com>
Message-ID: <au2r0u8gljbrdtmonqmh2k15ek37067had@4ax.com>
Source record: 32916

On 4 Dec 2001 16:04:18 -0800, ejgnandt@netzero.net (Haywood Ubeegoode)
wrote:

>> unless there was some MEGA version of Commando
>
>Commando was announced early on among the XE carts. It would lead you
>to believe that something special was in the works. Why else would it
>take so long?

Many things were announced, lots never saw the light of day thanks to
the marketing idiots.

Personally I doubt it was special, rarely did any of the later multi
platform games be anything but a port. I'd guess what was seen was *at
best* was a test cart.

7044. Re: New Release of Atari810 version 1.1

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-05 04:30:23 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <zphP7.2180$CH.1308864647@newssvr11.news.prodigy.com>
Source record: 32917

I'd like to see an MSDOS version, wouldn't that be alot easier than a WinXX
ver?

Mo

Jerry Cornelius wrote in message ...
>Would you ever consider doing a port to BeOS? I know Be has gone the way
of
>the dodo, but there's a fair amount of people that still use it.
>
>
>--
>-= http://www.gardenofentropy.net =-
>Vanity Plate for the Web
>"Zippy" <zippy@mindspring.com> wrote in message
>news:9u7dic$8f2$1@nntp9.atl.mindspring.net...
>> Hello All,
>>
>> I've just released a new version of Atari810, the disk drive emulator in
>the
>> tradition of SIO2PC, for the Windows NT/2000/XP platform.
>
>
>

7045. Re: Converting my Atari disks to the PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-05 04:31:58 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <2rhP7.2181$7K.1309025424@newssvr11.news.prodigy.com>
Source record: 32918

If you want, you can email me for my address at momo@atariland.com . I'd be
happy to do conversions for free

Mo

Dan Russell-Pinson wrote in message ...
>Hello everyone,
>
>I have several video games that I wrote in assembly language back in the
mid
>80's that I am dying to see again.
>
>I've read up on using a PC with a 5.25" disk drive and the AnaDisk software
>to copy the disk image from an Atari formatted disk. I would like to get
>some information before I dive in. I'm hoping that my floppy disks are
>still readable after all this time!
>
>My main question: Is there anyone out there that can convert my Atari disks
>for me? I'd be glad to pay you for your time if you can help me. I'm just
>not sure if I'll be able to do it myself.
>
>If you can help or point me in the right direction, please let me know...
>
>
>Thanks!
>
>Dan Russell-Pinson
>atari@freecloud.com
>
>
>
>

7046. BlackBox Updated?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-05 05:01:24 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <9uk9n4$21a$1@news.xmission.com>
Source record: 32919

Have there been any ROM enhancements updated for the BlackBox in the last 5 or so years?

7047. For Sale: Mux System

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-05 05:02:48 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <9uk9po$21a$2@news.xmission.com>
Source record: 32920

I have for sale/trade, a 4-slave MUX system complete with docs, cabling, carts and ROMS.

Will go to high bidder or best trades. Get it now before it hits Ebay.

For those of you less informed:

The Mux System will allow you to setup one Atari master (complete with printer, floppy, hard drives, etc.) and share the peripherals on up to 8 additional 8bit Atari systems. Makes for a great file server or bulletin board system configuration!

7048. Re: Two Questions of a newbie

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-05 05:04:04 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <9uk9s4$21a$3@news.xmission.com>
Source record: 32921

Try Xformer2000 (v.8) from Emulators.com. I'm using it on my laptop to
run SWANDEMO.ATR as a screensaver! [grin]

Meino Cramer <M.Cramer@alcatel.de> wrote:

> Hi !

> I own a ATARI800 and learned "computing" on it in "ancient times" :-)
> Now I have a Linux box and I am missing all that ugly-wonderful stuff
> from the 8-bit era.

> What emulator (freeware / GPLed /GNU) is most recommended as an
> emulator to "run" ATARI-stuff again ?

> Does anyone know a source for the connector cable between the
> ATARI800 and the 810 Diskstation? Is the pinout of both
> sides known?

> Thank you for any help!
> M.

> --
> --
> Disclaimer:
> This is a private mail.All opinions expressed are my own and may not
> represent those of my employer. Not for commercial publication unless
> expressly permitted via e-mail or writing.
> Copyright (c) 2000/2001 - Meino Cramer - All rights reserved.
> --

7049. Other items for trade/sale

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-05 05:18:07 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <9ukamf$292$1@news.xmission.com>
Source record: 32922

```
XEP80
Atari 800xl (stock)
Atari 800xl (video, audio mods, socketed with MUX ROM, 256k RAM)
1050 Happy
1050 US Doubled
RANA Systems
TRAK ATD4
Atari 1025 Printer
Atari CX85 10key pads
Atari Express! Cart
Atari Action! Cart w/manual
Atari Mac/65 Cart w/manual

--
************************************************************
***** James E. King *****
***** utah_lanman@yahoo.com *****
***** 801/631-6388 = Cellular *****
*** Atari 8bit Hobbyist by choice, IT Pro by accident! ***
************************************************************
```

7050. Re: Two Questions of a newbie

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-05 06:21:41 UTC
From: Meino Cramer <M.Cramer@alcatel.de>
Message-ID: <3C0DBCF5.4F9FF028@alcatel.de>
Source record: 32923

Thanky for the reply, James!

....I forgot to mention: I am using Linux...sorry
Is there a Linux-version of a good Atari800
(and other Ataris)-emu?

Where can I find OS/A+ ???

Thanks for any help in advance,
M.

James King wrote:
>
> Try Xformer2000 (v.8) from Emulators.com. I'm using it on my laptop to
> run SWANDEMO.ATR as a screensaver! [grin]
>
> Meino Cramer <M.Cramer@alcatel.de> wrote:
>
> > Hi !
>
> > I own a ATARI800 and learned "computing" on it in "ancient times" :-)
> > Now I have a Linux box and I am missing all that ugly-wonderful stuff
> > from the 8-bit era.
>
> > What emulator (freeware / GPLed /GNU) is most recommended as an
> > emulator to "run" ATARI-stuff again ?
>
> > Does anyone know a source for the connector cable between the
> > ATARI800 and the 810 Diskstation? Is the pinout of both
> > sides known?
>
> > Thank you for any help!
> > M.
>

--

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represent those of my employer. Not for commercial publication unless
expressly permitted via e-mail or writing.
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7051. Re: Questions of a newbie

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-05 08:27:21 UTC
From: j131@inetia.pl
Message-ID: <9uklrn$l5g$2@korweta.task.gda.pl>
Source record: 32924

In article <9uk9s4$21a$3@news.xmission.com>, James King <utah_lanman@yahooo.com> wrote:
[...]
Meino Cramer <M.Cramer@alcatel.de> wrote:
>> Does anyone know a source for the connector cable between the
>> ATARI800 and the 810 Diskstation? Is the pinout of both
>> sides known?
[...]

You definitely need a SIO2PC cable.
Good palce to start investigation would be
http://www.atarimax.com/

I offer those cables on Ebay, if you dont want to make one yourself.

j131

7052. Re: More cc65 help!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-05 11:18:14 UTC
From: thor@math.tu-berlin.de
Message-ID: <3c0df466@news.ivm.net>
Source record: 32708

Shawn Jefferson <sjeffers@home.com> wrote:

Hi,
> Ok, I've got an array of char and I want to store an int value into
> this array at some point. How do I fool (cast) the compiler into
> thinking that the address of some part of the array is an int?

> (unsigned int*) dl[i] = address;

> I thought you could do that, but cc65 says no way. What is the simple
> mistake that I am making here?

Depends first on what exactly you want to do. I've two ideas what you're
trying to:

1) You're using the address of dl[i] as a pointer to int and want to assign
an integer to this address. In this case,

*((unsigned int *)(dl + i)) = address

2) You're using the "char * dl" as an array of integers and want to assign
to its i-th element. In this case:

((usigned int *)(dl))[i] = address

The difference between 1) and 2) is how the index is used. In the first case,
the index is used as an index of a character array, in the second case as an
index into an int array. Presumably, int's are two bytes long, and char's are
one byte, then the example below multiplies the index by two before adding it
to the base address given by dl. Assuming that "dl" should mean "DisplayList",
then I'd bet you want to go for 1). (-;

Greetings,
Thomas

7053. Re: Questions of a newbie

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-05 11:32:20 UTC
From: Meino Cramer <M.Cramer@alcatel.de>
Message-ID: <3C0E05C4.6494E8A6@alcatel.de>
Source record: 32925

Hallo J131 :o)

...what I said was misleading, sorry...

I dont want to connect my ATARI810 to the PC.
I want to connect the ATARI810 to my ATARI800,
so I need a "SIO2SIO"-cable instead a SIO2PC-cable...

By the way: Is it still possible to get
a regular 5 1/4"-drive
(to to be inserted into my PC) and to read
ATARI Disks (written with Atari-DOS) with it?
I am using Linux.....

By the way: Ebay....I am living in Germany...

Thanks in advance,
M.

j131@inetia.pl wrote:
>
> In article <9uk9s4$21a$3@news.xmission.com>, James King <utah_lanman@yahooo.com> wrote:
> [...]
> Meino Cramer <M.Cramer@alcatel.de> wrote:
> >> Does anyone know a source for the connector cable between the
> >> ATARI800 and the 810 Diskstation? Is the pinout of both
> >> sides known?
> [...]
>
> You definitely need a SIO2PC cable.
> Good palce to start investigation would be
> http://www.atarimax.com/
>
> I offer those cables on Ebay, if you dont want to make one yourself.
>
> j131

--

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represent those of my employer. Not for commercial publication unless
expressly permitted via e-mail or writing.
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7054. Re: Commando

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-05 16:12:04 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0112050812.58db509e@posting.google.com>
Source record: 32926

>
> Many things were announced, lots never saw the light of day thanks to
> the marketing idiots.

But :-), every other cart RX8077 through RX8099 came out (announced circa 1987). The later group of titles were in various states of development when Atari pulled the plug. Therein lies the Commando mystery, it should have completed long before things were shut down. A clue may be RX8100, "Mean 18 Golf". According John Hardie on this newsgroup, the prototype is also a mother/daughter board arrangement with 1 meg of memory. Perhaps these really big games were deemed too costly either in programming time or in manufacturing.

7055. Re: Converting my Atari disks to the PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-05 16:18:15 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c0e4889$0$35617$1dc6e903@news.corecomm.net>
Source record: 32927

I suspect your A8 disks are single density, so Anadisk and other
PC utilities will not help you.
You could send them to Mo.
The preferred way to get things to your PC from A8 is sio2pc
or APE PC software and a simple SIO-serial interface you can
make.
You can get started at
www.redshift.com/~cdyson/atari.html.
Clarence Dyson's page.
I haven't used the sio2pc software, but it isn't disabled in any way like
APE unregistered is. I found APE unregistered ok to transfer files
using a program to extract the files from disk images on the PC.
imageman.exe is a good way to extract files from DOS 2/2.5 MyDOS
disk images.
Russg

7056. Re: Converting my Atari disks to the PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-05 16:24:36 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <8TrP7.8$yS1.6629484@newssvr12.news.prodigy.com>
Source record: 32928

Yeah for this kind of operation I use the 1050toPC cable with a 1050 drive hooked up directly to my PC via the cable. APE for DOS has the prosystem built in which utilizes this adapter. It can do ATR dumps as well as PRO dumps for hard to read or copyprotected disks.

Mo

Russ Gilbert wrote in message
<3c0e4889$0$35617$1dc6e903@news.corecomm.net>...
>I suspect your A8 disks are single density, so Anadisk and other
>PC utilities will not help you.
>You could send them to Mo.
>The preferred way to get things to your PC from A8 is sio2pc
>or APE PC software and a simple SIO-serial interface you can
>make.
>You can get started at
>www.redshift.com/~cdyson/atari.html.
>Clarence Dyson's page.
>I haven't used the sio2pc software, but it isn't disabled in any way like
>APE unregistered is. I found APE unregistered ok to transfer files
>using a program to extract the files from disk images on the PC.
>imageman.exe is a good way to extract files from DOS 2/2.5 MyDOS
>disk images.
>Russg
>
>

7057. Re: Converting my Atari disks to the PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-05 17:50:30 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <G7tP7.4890$714.384842@newsread1.prod.itd.earthlink.net>
Source record: 32929

Your disks should be mostly still readable if stored properly; mine from '83
are.

I have never had any success with Anadisk, but HiasSoft's AtariDisk aka
AtariLink serves me well on true double density in the PC 5.25 drive. I use
a Percom with the XL to convert Atari DOS 2 SD files to MyDos DD for
transfer to the MSDos world.

I can do them for you if you don't get something working.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Dan Russell-Pinson" <news@freecloud.com> wrote in message
news:hceP7.145039$fm5.29385572@typhoon.southeast.rr.com...
> Hello everyone,
>
> I have several video games that I wrote in assembly language back in the
mid
> 80's that I am dying to see again.
>
> I've read up on using a PC with a 5.25" disk drive and the AnaDisk
software
> to copy the disk image from an Atari formatted disk. I would like to get
> some information before I dive in. I'm hoping that my floppy disks are
> still readable after all this time!
>
> My main question: Is there anyone out there that can convert my Atari
disks
> for me? I'd be glad to pay you for your time if you can help me. I'm
just
> not sure if I'll be able to do it myself.
>
> If you can help or point me in the right direction, please let me know...
>
>
> Thanks!
>
> Dan Russell-Pinson
> atari@freecloud.com
>
>
>

>
>

7058. Re: Two Questions of a newbie

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-05 18:12:23 UTC
From: m.elliott@virgin.net
Message-ID: <3c0e6263.320299@news.ntlworld.com>
Source record: 32930

How do you get the SWANDEMO to work as a screensaver using Xformer ??
Are you just running it when not using the Laptop, or is it actually
setup in some way to work with Windows ScreenSavers ??

Ta,

Mark 'Ely' Elliott
KOA Member (www.ko-gathering.com)

On 5 Dec 2001 05:04:04 GMT, James King <utah_lanman@yahooo.com> wrote:

>Try Xformer2000 (v.8) from Emulators.com. I'm using it on my laptop to
>run SWANDEMO.ATR as a screensaver! [grin]
>
>
>Meino Cramer <M.Cramer@alcatel.de> wrote:
>
>> Hi !
>
>> I own a ATARI800 and learned "computing" on it in "ancient times" :-)
>> Now I have a Linux box and I am missing all that ugly-wonderful stuff
>> from the 8-bit era.
>
>> What emulator (freeware / GPLed /GNU) is most recommended as an
>> emulator to "run" ATARI-stuff again ?
>
>> Does anyone know a source for the connector cable between the
>> ATARI800 and the 810 Diskstation? Is the pinout of both
>> sides known?
>
>> Thank you for any help!
>> M.
>
>> --
>> ---
>> Disclaimer:
>> This is a private mail.All opinions expressed are my own and may not
>> represent those of my employer. Not for commercial publication unless
>> expressly permitted via e-mail or writing.
>> Copyright (c) 2000/2001 - Meino Cramer - All rights reserved.
>> ---

7059. My 1050 disk drive is not responding - Need advice

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-05 20:02:52 UTC
From: Dan Russell-Pinson <news@freecloud.com>
Message-ID: <M3vP7.144311$HA6.23911304@typhoon.southeast.rr.com>
Source record: 32931

Hello,

I've just hooked up my Atari 800 and 1050 disk drive and I can't get the drive to operate. (the 800 is working fine)

The 1050's power light comes on, but when I turn on the Atari 800, it doesn't seem to go through its boot sequence. (Haven't used it in a while, but I seem to remember that turning the computer on should trigger the drive to start up and check for a bootable disk...)

I've tried connecting it to the 800 with three different cables, so I don't think it's a cable problem...

Anybody have any ideas? Are there any tests I can perform? (perhaps issuing a few test commands from BASIC?)

Thank you!

Dan Russell-Pinson

7060. Re: Chelco (Suppliers of serial cables) (OT)

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-05 20:05:38 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <9umatm$9h0ok$4@ID-15679.news.dfncis.de>
Source record: 32937

Hi,

> So that's what that meant! I remember- it was around 6th or 7th
>grade we had two teletypes at school and everytime I signed off
>of them it would respond with TTFN....

Took us quite some time to work that out too! Can't remember who actually figured it out, but it was one of the students rather than one of the teachers who'd been using the system for years....

>....Those really were the days....

Quite, there was something really addictive about those text based games.

IMHO most of the fun has gone out of games since they started coming out with hi-res bitmapped graphics and texture mapping - seems they spend most of their time getting the graphics right and none on the actual gameplay! :-(

TTFN - Pete.

7061. Re: Commando

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-05 20:16:07 UTC
From: Mark Keates <mark@mkeates.f9.co.uk>
Message-ID: <dfvP7.1117$Jm.64886@stones>
Source record: 32932

Hi,

> The only game I remember being close to not happening was Green Beret,
> it was passed on because the original people thought the Atari didn't
> have enough sprites to handle it.

Couple of others for you that I still have as work-in-progess on disk...
(if you're reading this Steve then get in touch an you can have the disks
back!)

'Harlequin' in the UK (of Plastron fame, which was a port of Metrocross
until
the license fell through and they had to change the graphics!) were working
on conversions of two great Psygnosis games, 'Menace' and 'Shadow of the
Beast'.
They looked good too but were never completed as 1) licenses were expensive
and 2) everyone was ripping off Plaston as soon as it was released instead
of
buying it.

I'm reluctant to upload these anywhere without the author's permission,
so if anyone in UK knows the programmers, get in touch.

Whilst were on the subject I'll bring up again some adverts that were on the
loaders for US Gold tape games in the UK. They claimed 'Pole Position II'
(Atari?)
and 'Impossible Mission' (Epyx) were 'Coming Soon...' but did any
development
on these ever start?

Regards,

Mark

7062. Re: My 1050 disk drive is not responding - Need advice

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-05 21:35:11 UTC
From: Jerry Cornelius <jcorn@yahoo.com>
Message-ID: <jqwP7.3683$MX1.917593@news02.optonline.net>
Source record: 32933

When you turn on the Atari, the drive should try and boot if it's seen.
With no disk in you'll get the "farting" noise and a BOOT ERROR message.

Is the drive set to be drive 1? There should be, if I remember right, black
and white slide switches on the back. I don't remember the configuration
for 1, but it may be with both switches to either the left or right.

--
-= http://www.gardenofentropy.net =-
Vanity Plate for the Web
"Dan Russell-Pinson" <news@freecloud.com> wrote in message
news:M3vP7.144311$HA6.23911304@typhoon.southeast.rr.com...
> Hello,
>
> I've just hooked up my Atari 800 and 1050 disk drive and I can't get the
> drive to operate. (the 800 is working fine)
>
> The 1050's power light comes on, but when I turn on the Atari 800, it
> doesn't seem to go through its boot sequence. (Haven't used it in a
while,
> but I seem to remember that turning the computer on should trigger the
drive
> to start up and check for a bootable disk...)
>
> I've tried connecting it to the 800 with three different cables, so I
don't
> think it's a cable problem...
>
>
> Anybody have any ideas? Are there any tests I can perform? (perhaps
> issuing a few test commands from BASIC?)
>
>
> Thank you!
>
> Dan Russell-Pinson
>
>

7063. Re: BlackBox Updated?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-05 21:52:31 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c0e9b19$0$199$e4fe514c@newszilla.xs4all.nl>
Source record: 32934

What ROM version do you have?

"James King" <utah_lanman@yahooo.com> wrote in message
news:9uk9n4$21a$1@news.xmission.com...
> Have there been any ROM enhancements updated for the BlackBox in the
> last 5 or so years?
>

7064. Re: Commando

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-05 22:55:26 UTC
From: Paul Irvine <mclane.dellosDELETE-THIS@btinternet.com>
Message-ID: <8l8t0u42v1bv09bs9rv7mh6ilsji25ecid@4ax.com>
Source record: 32935

On Wed, 5 Dec 2001 20:16:07 -0000, "Mark Keates"
<mark@mkeates.f9.co.uk> wrote:

Hi Mark

>Couple of others for you that I still have as work-in-progess on disk...

>'Harlequin' in the UK were workingon conversions of two great Psygnosis
>games, 'Menace' and 'Shadow of the Beast'.

>They looked good too but were never completed as 1) licenses were expensive
>and 2) everyone was ripping off Plaston as soon as it was released instead
>of buying it.
>
That was always the order of the day...Nothing changes.

Slightly related, when I was still reviewing games Psygnosis sent me a
beta game called Draconius (may have been Draconus) on the Amiga, I
rang them up and explained there was at that point a game on sale with
that name....."Oh, is there...You sure?" they said, "I'm sure" I
said..

It later came out as Menace :-)

>I'm reluctant to upload these anywhere without the author's permission,
>so if anyone in UK knows the programmers, get in touch.
>
Tis a shame, they would have been a nice 'proto' to keep as a reminder
of what might have been.

>Whilst were on the subject I'll bring up again some adverts that were on the
>loaders for US Gold tape games in the UK. They claimed 'Pole Position II'
>(Atari?) and 'Impossible Mission' (Epyx) were 'Coming Soon...' but did any
>development on these ever start?
>
Dunno about Pole Position 2 but I heard rumours of Impossible mission
being canned before anything really happened due to thought's that the
Atari was too limited hardware wise to 'port' to.

Can't imagine it could not have been done, Berkely softworks could
manage great speech and apart from the highly animated main sprite it
wasn't overly technical

7065. Re: BlackBox Updated?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-05 23:12:44 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <9um9lc$k0k$1@news.xmission.com>
Source record: 32936

As far as I can tell, I have v. 1.44 BlackBox.

TXG <txg@the-underground.myweb.nl> wrote:
> What ROM version do you have?

> "James King" <utah_lanman@yahooo.com> wrote in message
> news:9uk9n4$21a$1@news.xmission.com...
>> Have there been any ROM enhancements updated for the BlackBox in the
>> last 5 or so years?
>>

--
****
***** James E. King *****
***** utah_lanman@yahoo.com *****
*** Atari 8bit Hobbyist by choice, IT Pro by accident! ***
****

7066. Re: Commando

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-05 23:35:40 UTC
From: Video61@webtv.net
Message-ID: <14480-3C0EAF4C-7@storefull-175.iap.bryant.webtv.net>
Source record: 32938

paul said,
Oh I love carts too..instant access is lovely but as Nintendo found
with the N64, the cart is great it but offers great limitations and are
costly on a couple of fronts.
Anyway, I still say that unless there was some MEGA version of Commando
with rendered graphics :-) I don't see why a special cart was needed :-)
Perhaps it wasn't actually a special cart at all but a non Atari made
one which just looked more complex than it really was?
Makes no odds tho, I doubt we will see this mysterious cart ever.. :-)

yea nintendo found out the hard way just like atari, by 1993 carts were
all but dead(unless its a handheld), but in the atari world 4 megs on a
cart would be hog heaven for me, just think of a flash rom cart with a
operating system on board.
just think of everything that you liked on atari fitting in the palm of
your hand.
going to visit another atari friend, walla! plug, and play!
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

7067. 130XE mod - what is it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-05 23:39:35 UTC
From: Krystian Sergiejew <kriss@alphavibes.com>
Message-ID: <XeyP7.6498$Qw2.25009@typhoon.jacksonville.mediaone.net>
Source record: 32939

Recently, I have acquired an Atari 130XE. When I opened the case to clean it, I found some unknown (to me) modification installed on the motherboard. I tried searching the net for more info on it, but was unsuccessful. I have taken a few pictures of this mod. Can any one identify what it does?

Please look at the pictures at:

http://www.alphavibes.com/photo/130xe/

Thanks!

Krystian

PS. Private CC would be appreciated.

7068. Re: Commando

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-06 00:19:23 UTC
From: Paul Irvine <mclane.dellosDELETE-THIS@btinternet.com>
Message-ID: <64et0u0d4if5dirkpp97pjm8et2fskek5a@4ax.com>
Source record: 32940

On Wed, 5 Dec 2001 17:35:40 -0600 (CST), Video61@webtv.net (Lance
Ringquist) wrote:

> yea nintendo found out the hard way just like atari, by 1993 carts were
>all but dead(unless its a handheld), but in the atari world 4 megs on a
>cart would be hog heaven for me, just think of a flash rom cart with a
>operating system on board.
> just think of everything that you liked on atari fitting in the palm of
>your hand.
> going to visit another atari friend, walla! plug, and play!
>thanks,
>lance

Lol.

I remember doing 48K upgrades on 400's, I'd sit there soldering the
upgrade and the odd one had a duff ram chip so I'd go down and get one
from stock..

Christ, the price they were then for just a simple CMOS ram..

48K sounded so massive then, I could never imagine such heady numbers
as megs :-)

7069. Looking for STARBASE HYPERION!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-06 00:54:16 UTC
From: angrysam <angrysam@io.com>
Message-ID: <YkzP7.256486$dk.17399900@bin1.nnrp.aus1.giganews.com>
Source record: 32941

This seems to be a well-known game, but no ftp sites have it.

So who's holding out on us?

I *miss this game* ! If anyone has it or knows where I can find it, let me know.

7070. Re: source code for PLANETARY DEFENSE

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-06 01:15:44 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <4FzP7.5731$714.468094@newsread1.prod.itd.earthlink.net>
Source record: 32942

Well, I could scan that too. The OCR just does not recognize much of that atari font, especially in the smaller sizes.

There are 7 pages and I would expect them to approach 450K each for a .JPG large enough for readability. If Qwerty is still around and wants them, we can deliver...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Russ Gilbert" <russg@en.com> wrote in message
> Uhm, Ron. I think he wanted the Assem source listing.
> I had the BASIC DATA statement writer file, but not the src
> listing. I'm not sure #17 put a src on the disk.

7071. 80 column term. emulator

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-06 01:25:50 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00438b8e@fmlynet.org>
Source record: 32702

FamilyNet Newsgate

> From: "James E. King" <utah_lanman@NOSPAM@yahoo.com>
> Beyond FlickerTerm80 and/or ICET, are there any other decent 80 column ANSI
> term. emulators?

I see there is no response to this and I would love to know.

What I have been doing is sharing a null modem link with a Atari ST. I
have bobterm running on the Atari 800 and Freeze Dried term on the ST. So
bobterm and the Atari 800 are the computer being typed on, but the ST and
freeze dried term are translating.

What is really funky is when I have Spectre running.... you type on the
Atari 800 and you have a Z-Term Macintosh screen doing the interpreting. :)

Anyway, as for solely 8-bit... dunno. Would like to know though.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7072. Action, Mac/65 Toolkits

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-06 01:46:21 UTC
From: ronfucci@bellsouth.net
Message-ID: <3c0ecd73.12215546@news.atl.bellsouth.net>
Source record: 32943

Does anyone have a copy as an .ATR to share ? I have the Version 1.00
Mac/65 Toolkit Manual I could scan, but do not have the disks. tks

ron

7073. Re: source code for PLANETARY DEFENSE

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-06 02:57:46 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c0edea8$0$35616$1dc6e903@news.corecomm.net>
Source record: 32944

Ron.
OCR would be the thing to do. I tried it with 'Warship' docs,
but my OCR can't do the little letters very well.
I have a readable .gif of the first of 8 pages I want to OCR.
It is 256k or so and very large image as viewed by IE or NScape.
My OCR software doesn't allow first enlarging the scan, then
OCRing it. Does yours? I mean I would think a good OCR
(we only have an old Omnipage limited edition) would allow you
to OCR enlarged scans.
And, Mo, if you're reading this, I did copy 'Warship', but I think
it is fairly well unplayable without the docs.
Russg

7074. Re: 130XE mod - what is it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-06 03:03:26 UTC
From: machf <no_me_j.j_t_kirk@geocities.com>
Message-ID: <vont0uodm3f0po99hho9rc3gr0pmd6v4m0@4ax.com>
Source record: 32945

On Wed, 05 Dec 2001 23:39:35 GMT, "Krystian Sergiejew" <kriss@alphavibes.com>
wrote:

>Recently, I have acquired an Atari 130XE. When I opened the case to clean
>it, I found some unknown (to me) modification installed on the motherboard.
>I tried searching the net for more info on it, but was unsuccessful. I have
>taken a few pictures of this mod. Can any one identify what it does?
>
>
>
>Please look at the pictures at:
>
>http://www.alphavibes.com/photo/130xe/
>
>
>
>Thanks!
>
>Krystian
>
>
>
>PS. Private CC would be appreciated.
>
>

I'm not sure (since I don't have a 130XE myself), but since those lines go to
the GTIA (or do they go to ANTIC?) and PIA chips, it's p[ossible that it's a
memory expansion... and there's a 74158 in that little board too, plus the
additional 4050... Just to be sure, check if the 4164 RAM chips are still there
or have been replaced by 41256 ones.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

7075. Re: Warship by SSI

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-06 03:03:46 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c0ee00f$0$35622$1dc6e903@news.corecomm.net>
Source record: 32946

Mo, I copied 'Warship' disks. Am trying to do something about
documentation. The manual is 22 pages, many just pictures and
stats of the ships. 8 pages of text.
Bismark is available already at spudster or maybe other places.
So are 'Crusade in Europe', 'Battle at Shiloh' and 'Chicimauga', which
I have also.
All of the available wargames probably need good docs, and probably
don't have them.
You said you have 'Warship' docs, so I'm gonna send you the
program files without the docs.
Russg

7076. FA: 800 xl Crystal Castles, Mario Bros,Super Zaxxon, Gauntlet and more!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-06 03:08:07 UTC
From: Satcom2 <svenhard@mindspring.com>
Message-ID: <9umnpp$2tc$1@slb7.atl.mindspring.net>
Source record: 32697

And Pitfall II! Get it, and Pitfall too! That was funny... Anyway, I have my largest super rare lot of cartridges, all ORIGINALS, as well as an original rare thick box Gauntlet for Atari xl xe, complete. Just search for "Atari 800" and you will see the stuff, all auctions end on Sunday early evening. See all my auctions for dozens of super rare, mostly Atari 8-bit games. Trust me you will be glad you did! I really try not to post here unless I know I have at least 10 very sought after and unavailable elsewhere items. Thanks. -Me

800 xl Crystal Castles, Mario Bros,Super Zaxxon, Gauntlet and more!

PS the prominent auction site...

7077. Re: 130XE mod - what is it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-06 03:31:30 UTC
From: Krystian Sergiejew <kriss@alphavibes.com>
Message-ID: <mEBP7.6499$Qw2.25307@typhoon.jacksonville.mediaone.net>
Source record: 32698

One wire actually goes to GTIA... I have already closed the chassis so I
will get back to you again a bit later. Thanks!

-krystian

> I'm not sure (since I don't have a 130XE myself), but since those lines go
to
> the GTIA (or do they go to ANTIC?) and PIA chips, it's p[ossible that it's
a
> memory expansion... and there's a 74158 in that little board too, plus the
> additional 4050... Just to be sure, check if the 4164 RAM chips are still
there
> or have been replaced by 41256 ones.

7078. Re: 130XE mod - what is it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-06 05:04:15 UTC
From: Krystian Sergiejew <kriss@alphavibes.com>
Message-ID: <j%CP7.6501$Qw2.25489@typhoon.jacksonville.mediaone.net>
Source record: 32699

Indeed there are 41256 chips there, but only in the second row. I guess I will have to check this computer out with some sysinfo software.

-thanks for the hint!

krystian

> I'm not sure (since I don't have a 130XE myself), but since those lines go to
> the GTIA (or do they go to ANTIC?) and PIA chips, it's p[ossible that it's a
> memory expansion... and there's a 74158 in that little board too, plus the
> additional 4050... Just to be sure, check if the 4164 RAM chips are still there
> or have been replaced by 41256 ones.

7079. Re: My 1050 disk drive is not responding - Need advice

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-06 05:18:54 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <2dDP7.2462$KU3.1552559254@newssvr11.news.prodigy.com>
Source record: 32700

You might want to check and make sure the drive number on the back is set to drive one. I think it's both sliders switched to the left.
Mo

Dan Russell-Pinson wrote in message ...
>Hello,
>
>I've just hooked up my Atari 800 and 1050 disk drive and I can't get the
>drive to operate. (the 800 is working fine)
>
>The 1050's power light comes on, but when I turn on the Atari 800, it
>doesn't seem to go through its boot sequence. (Haven't used it in a while,
>but I seem to remember that turning the computer on should trigger the
drive
>to start up and check for a bootable disk...)
>
>I've tried connecting it to the 800 with three different cables, so I don't
>think it's a cable problem...
>
>
>Anybody have any ideas? Are there any tests I can perform? (perhaps
>issuing a few test commands from BASIC?)
>
>
>Thank you!
>
>Dan Russell-Pinson
>
>

7080. Re: 130XE mod - what is it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-06 05:29:35 UTC
From: Krystian Sergiejew <kriss@alphavibes.com>
Message-ID: <3nDP7.6502$Qw2.25462@typhoon.jacksonville.mediaone.net>
Source record: 32701

It turns out that my Atari has 320Kb of RAM. Wow! What can I do with all
that memory, other than install a ramdisk?

> Indeed there are 41256 chips there, but only in the second row. I guess I
> will have to check this computer out with some sysinfo software.

7081. Question

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-06 11:14:09 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9unju2gfa1@nets3.rz.RWTH-Aachen.DE>
Source record: 32703

Howdy folks

According to his article in http://www.myatari.net Roland Scholz (roland.scholz@gerling.de) is having a problem which desperately needs to be solved. Maybe one of you can help. Here's a quote from the article.

Now we come to talk about the somewhat disturbing fact that it's neccessary to use the SYNC signal that is not connected to the parallel bus. Assume we issue a LDA $DE00,X command: This statement takes 4-5 clock cycles, one for loading the opcode, two to load the address ($00, $DE), one to add the X-register to get the effective address and one cycle (only if a page-boundary is crossed) to read data at the effective address. It is a feature (or a bug?) of the 6502 processor to put the absolute address (without the X-register added) on the address bus during the third cycle. The PC bridge now thinks it has been addressed and the above described process takes place. At the next cycle the processor has added the X-register and again put the address on the address bus. But since the PC bridge has been triggered before, it cannot cope with this request and will yield incorrect data. Unfortunately, programming storage-intensive applications cannot reasonably be done without indexing capabilities, so we have to find a way out of the maze. The way we look is to use the SYNC signal which tells us wether the active cycle is an opcode fetch. So the interface has a way to determne if the last statement has come to an end and can start processing the request. If you have any idea how this could be done in a better or simpler way, please give me a hint, for I really do not want to use signals that are not connected to the parallel bus.

Hope you can help him.

CU Mathy van Nisselroy

--

My old email address will cease to exist as of the end of 2001, please use my new address.
Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

7082. Re: BlackBox Updated?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-06 11:37:13 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9unl9ahec1@nets3.rz.RWTH-Aachen.DE>
Source record: 32704

Howdy James, folks

The latest version is 2.16 and all versions now include the Enhancer. I'm pretty sure there was something mentioned somewhere in the docs that if you have an version older the xxx you should contact CSS because it wouldn't be upgradable, but I can't find it in the inline docs at http://www.nleaudio.com/css

BTW it is now possible to replace your BlackBox ROM with an EPROM. Check out my BlackBox page at http://www-users.rwth-aachen.de/mathy.van_nisselroy then click on BlackBox page.

CU Mathy van Nisselroy

7083. Re: 80 column term. emulator

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-06 12:39:41 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <9unoud$47d$1@news.xmission.com>
Source record: 32705

I'm running a program called Seattle Labs Terminal Server on my PC, and
via null modem am connecting my 130xe (via BlackBox) to the PC.

The PC then provides a telnet prompt to the 8bit, so I can get out to the
Internet via the PC's network connection.

My question was originally posed because ICET stopped working for me, and
FlickerTerm is too hard on the eyes. I have since gotten ICET to work
again.

Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
> FamilyNet Newsgate

>> From: "James E. King" <utah_lanman@NOSPAM@yahoo.com>
>> Beyond FlickerTerm80 and/or ICET, are there any other decent 80 column ANSI
>> term. emulators?

> I see there is no response to this and I would love to know.

> What I have been doing is sharing a null modem link with a Atari ST. I
> have bobterm running on the Atari 800 and Freeze Dried term on the ST. So
> bobterm and the Atari 800 are the computer being typed on, but the ST and
> freeze dried term are translating.

> What is really funky is when I have Spectre running.... you type on the
> Atari 800 and you have a Z-Term Macintosh screen doing the interpreting. :)

> Anyway, as for solely 8-bit... dunno. Would like to know though.

> Doctor Clu

> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

--
****
***** James E. King *****
***** utah_lanman@yahoo.com *****
*** Atari 8bit Hobbyist by choice, IT Pro by accident! ***
****

7084. Re: BlackBox Updated?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-06 12:46:08 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <9unpag$47d$2@news.xmission.com>
Source record: 32706

Thanks for the information. Your site was helpful, but I'm not sure on
any course of action. Should I modify my BB to be FLASHROM ready per your
docs, or see if CSS will/can upgrade my current BB?

Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote:
> Howdy James, folks

> The latest version is 2.16 and all versions now include the Enhancer. I'm
> pretty sure there was something mentioned somewhere in the docs that if you
> have an version older the xxx you should contact CSS because it wouldn't be
> upgradable, but I can't find it in the inline docs at
> http://www.nleaudio.com/css

> BTW it is now possible to replace your BlackBox ROM with an EPROM. Check
> out my BlackBox page at http://www-users.rwth-aachen.de/mathy.van_nisselroy
> then click on BlackBox page.

> CU Mathy van Nisselroy

--
****
***** James E. King *****
***** utah_lanman@yahoo.com *****
*** Atari 8bit Hobbyist by choice, IT Pro by accident! ***
****

7085. Practical uses for CX85 Pad

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-06 12:55:08 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <9unprc$47d$3@news.xmission.com>
Source record: 32707

Are there are practical uses for the CX85 keypad? I have two of them, but don't remember ever using either one. Can they be tied to SpartaDos in some manner and used for simply numeric entry?

--
****
***** James E. King *****
***** utah_lanman@yahoo.com *****
*** Atari 8bit Hobbyist by choice, IT Pro by accident! ***
****

7086. 130XE mod - what is it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-06 13:18:03 UTC
From: Winston Smith <Winston.Smithp0.f802.n8.z8@fmlynet.org>
Message-ID: <0043ca0f@fmlynet.org>
Source record: 32733

FamilyNet Newsgate

Re: Re: 130XE mod - what is it?

> From: "Krystian Sergiejew" <kriss@alphavibes.com>
> It turns out that my Atari has 320Kb of RAM. Wow! What can I do with all
> that memory, other than install a ramdisk?

Load a whopping great big file into the TEXPRO text editor linked
banks... read massive amounts of QWK-Mail with the PABQWK mail reader....
Hmm... I'm not sure what else uses massive memory....

.. WWW.WERS.ORG, WERS Streaming Audio, 22:00 UTC/GMT, "The Playground"
.. WWW.WERS.ORG, Saturdays, Sundays, 22:00-00:99 UTC/GMT, Playground

Posted at telnet://vested-tyme.org

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7087. 80 column term. emulator

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-06 13:21:47 UTC
From: Winston Smith <Winston.Smithp0.f802.n8.z8@fmlynet.org>
Message-ID: <0043ca10@fmlynet.org>
Source record: 32734

FamilyNet Newsgate

Re: 80 column term. emulator

> > From: "James E. King" <utah_lanman@NOSPAM@yahoo.com>
> What I have been doing is sharing a null modem link with a Atari ST. I
> have bobterm running on the Atari 800 and Freeze Dried term on the ST. So
> bobterm and the Atari 800 are the computer being typed on, but the ST and fre
> dried term are translating.

You are typing on the ATARI 8-bit with Bobterm and using the ATARI ST as
a display? Please refresh my memory, how do you do this? Does this use the
Bobterm R2 ?

.. WWW.WERS.ORG, WERS Streaming Audio, 22:00 UTC/GMT, "The Playground"
.. WWW.WERS.ORG, Saturdays, Sundays, 22:00-00:99 UTC/GMT, Playground

Posted at telnet://vested-tyme.org

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7088. Practical uses for CX85 Pad

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-06 13:32:26 UTC
From: Winston Smith <Winston.Smithp0.f802.n8.z8@fmlynet.org>
Message-ID: <0043ca11@fmlynet.org>
Source record: 32735

FamilyNet Newsgate

Re: Practical uses for CX85 Pad

> From: James King <utah_lanman@yahooo.com>
> Are there are practical uses for the CX85 keypad? I have two of them, but
> don't remember ever using either one. Can they be tied to SpartaDos in
> some manner and used for simply numeric entry?

The CX85 has a B.A.S.I.C. poke loader to load the driver hex code
strings (string loader). I used it for typing in listings of blocks of
machine hex code in the days of the 6502 magazines. The device driver might
sit in the SpartaDOS scratch space under the ROM. I don't recall anyone
patching SpartaDOS and moving vectors around (maybe by now someone has?). The
keypad has a nice feel. (I vaguely remember someone using one with SynCalc,
or am I only dreaming? I think SpeedCalc had a keypad option as well?)

.. WWW.WERS.ORG, WERS Streaming Audio, 22:00 UTC/GMT, "The Playground"
.. WWW.WERS.ORG, Saturdays, Sundays, 22:00-00:99 UTC/GMT, Playground

Posted at telnet://vested-tyme.org

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7089. [--- Failing Hardware ---]

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-06 13:43:53 UTC
From: Winston Smith <Winston.Smithp0.f802.n8.z8@fmlynet.org>
Message-ID: <0043ca12@fmlynet.org>
Source record: 32736

FamilyNet Newsgate

My ATARI 6502 8-bit hardware is failing.
My ATARI 800 gives me a brown screen.
My ATARI 800XL fullstroke has failing relays and I am losing letters.
My ATARI 800XL mylar gives me a brown screen.
My ATARI 400 gives me a brown screen and the mushroom keycaps don't work.
My ATARI 850 does not send characters out the printer port (the line may be fried).
Any advice? Where do you go for parts, like micro keycap relays? Should I mount a push button on spare P.C. board and wire around the keypost or something? Thanks

.. WWW.WERS.ORG, WERS Streaming Audio, 22:00 UTC/GMT, "The Playground"
.. WWW.WERS.ORG, Saturdays, Sundays, 22:00-00:99 UTC/GMT, Playground

Posted at telnet://vested-tyme.org

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7090. Converting my Atari disks to the PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-06 14:23:13 UTC
From: Roy G Biv <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.33.0112060843550.11826-100000@shell1>
Source record: 32671

On Wed, 05 Dec 2001 at 00:51:25 GMT, "Dan Russell-Pinson" (news
at freecloud dot com; also atari at freecloud dot com) scribbled:
->I've read up on using a PC with a 5.25" disk drive and the AnaDisk
->software to copy the disk image from an Atari formatted disk. ...
->If you can help or point me in the right direction, please let me
->know...

I've sent this poster information on the "Myutil" (a.k.a. "Util")
program, which used to be all the rage on this 'base. (For what it's
worth, Myutil doesn't copy the "image" of an Atari disk. It directly
reads from and writes to the disk.)

Half a dozen years ago most postings on this subject recommended,
and/or dealt with, using Myutil. This raises a question: What
happened?!? Answer: The decline in popularity of Myutil presumably
reflects the disappearance of 5.25" floppy disks on what used to be
called "IBM-compatible" computers.

Incidentally, if there's anybody out there who's interested in
using Myutil (or who has tried it without success), you'll find the
help file that came with it to be almost useless. I fleshed out
that help file with additional comments posted here, plus a list of
tips I developed from actual use of the program. Anybody who wants
a copy of my help file can contact me at the address below. (Don't
"reply to" the address in the header; that's munged to foil spam-
mers.)

->I'm hoping that my floppy disks are still readable after all this
->time!

Mine are. But they've never been exposed to tobacco smoke or
dank or dirty basement or garage conditions. I've found that disks
I got from an ex-8-bitter whose disks befell both of those hazards
clog up my drives really bad! The lesson is that if one is going
to use disks that have been used by a smoker, you'd better have a
head-cleaner disk handy! Better yet, several of them!!

>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

7091. Converting my Atari disks to the PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-06 14:45:16 UTC
From: Roy G Biv <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.33.0112060924020.11826-100000@shell1>
Source record: 32670

On Wed, 5 Dec 2001 at 11:18:15 -0500, "Russ Gilbert" (russg at
en dot com) scribbled:
->I suspect your A8 disks are single density, so Anadisk and other
->PC utilities will not help you.

As a footnote to my earlier posting, I might note that the Myutil program only works in true double density. In the interim the original poster has posted a later message noting that he has a 1050, which is a DD-compatible drive, so that means he can use Myutil on his "IBM" PC.

By the way, for those who tuned in late, I might also note that back in the heyday of the Atari 8-bits -- which is to say, the early '80s -- the product put out by the IBM Company was *not* the only so-called "PC." Our computers were also called PCs in those days! (Along with Commodorks and Apples and all the rest.)

But like the term "DOS," as time passed the term "PC" came to be used solely for the IBM Company's product and its clones. The term PC ceased to be a generic description for "home computers" and instead became popular usage for just one type of computer. That's how we lost our status as "PC"s. Oh, well. That's another reason for looking back on the 1980s as the Good Ol' Days!
--
>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

7092. Re: Converting my Atari disks to the PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-06 15:05:22 UTC
From: Roy G Biv <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.33.0112060946100.11826-100000@shell1>
Source record: 32669

On Wed, 05 Dec 2001 at 17:50:30 GMT, "Ron Hamilton" (oldatarian
at atariland dot com) scribbled:
->I use a Percom with the XL to convert Atari DOS 2 SD files to
->MyDos DD for transfer to the MSDos world.

As far as Myutil is concerned, MyDos isn't the only DD Dos that'll work. (Even tho MyDos was mentioned in publicity for it back in the early '90s.) Any true double density DOS should work. I use DOS-XL, but I expect 2.0D (note the "D") and others will also work. I've found that the most important thing is to have "clean" disks: that is, disks with *compacted* files on them.

Myutil's ability to handle errors or tricky situations is very limited; it doesn't seem to be able to handle files strung out into little pieces all over the disk. Thus I use the copy *.* command, rather than the disk duplicating command, to copy files onto a freshly-formatted (on the Atari) double-density disk for reading by Myutil. Then when Myutil croaks on a file it can't handle, I recopy that file onto another newly formatted disk, and I keep doing that until Myutil buys it. In a word, Myutil isn't a full-fledged DOS program with error-handling routines built in. But it works.

>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *

7093. Re: More cc65 help!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-06 16:23:01 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <c96v0ugbtkfiroralbmklctorisubvnjhl@4ax.com>
Source record: 32709

On 5 Dec 2001 11:18:14 CET, thor@math.tu-berlin.de wrote:

>1) You're using the address of dl[i] as a pointer to int and want to assign
>an integer to this address. In this case,
>
> *((unsigned int *)(dl + i)) = address

That's basically what I did for the LMS instruction and the JVB
instruction at the end.

>one byte, then the example below multiplies the index by two before adding it
>to the base address given by dl. Assuming that "dl" should mean "DisplayList",
>then I'd bet you want to go for 1). (-;

Yep! :)

It works too (thanks to all the knowledgeable people on here.) I just
need to fix up the scrolling and DLI handling.

I was having a hard time allocating memory for the screen too, but
finally remembered that you can't cross a 4k boundary. Strange things
were happening on the screen until I figured it out.

--
Shawn Jefferson

7094. Re: Practical uses for CX85 Pad

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-06 17:22:32 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <sPNP7.2520$i41.1639322658@newssvr11.news.prodigy.com>
Source record: 32710

I use mine for DATA statements in BASIC. It makes them go by a lot faster!
If you search the archives of this group on Deja.com you should find the
post I made here about it and the driver programs that were sent to me in
reply.
Mo

James King wrote in message <9unprc$47d$3@news.xmission.com>...
>Are there are practical uses for the CX85 keypad? I have two of them, but
>don't remember ever using either one. Can they be tied to SpartaDos in
>some manner and used for simply numeric entry?
>
>
>--
>**
>***** James E. King *****
>***** utah_lanman@yahoo.com *****
>*** Atari 8bit Hobbyist by choice, IT Pro by accident! ***
>**

7095. Re: FA: 800 xl Crystal Castles, Mario Bros,Super Zaxxon, Gauntlet and more!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-06 17:53:47 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3C0FB0AB.DEAE91AF@t-online.de>
Source record: 32711

> And Pitfall II! Get it, and Pitfall too! That was funny... Anyway, I have my
> largest super rare lot of cartridges, all ORIGINALS, as well as an original
> rare thick box Gauntlet for Atari xl xe, complete.

Wasn't that the stuff of an auction you won some days before?

7096. Difference between two Defender 800/XE Carts

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-06 18:03:37 UTC
From: ronfucci@bellsouth.net
Message-ID: <42952602.0112061003.1aeaa71a@posting.google.com>
Source record: 32712

I've seen two Defender carts, one with a Brown label for the 800 and
one with a silver label for the XE (?). Can anyone tell me if there
are game play or graphics differences between the two ? tks

ron

7097. Back after 13 years! What to do with 320Kb RAM?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-06 20:12:23 UTC
From: Krystian Sergiejew <kriss@alphavibes.com>
Message-ID: <HiQP7.1$XS4.364@typhoon.jacksonville.mediaone.net>
Source record: 32713

I am back to playing with Atari after 13 years. Recently I got a 130XE with 320Kb of RAM. What can I do with all that memory (other than installing a RamDisk) that I couldn't do on 64Kb?

Any ideas? Programs? Anybody?

Krystian

7098. Star Raiders label variations

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-06 21:37:56 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <m3pv0ukbbg4vf6upah6q3quhb0grjkmg4a@4ax.com>
Source record: 32714

I just got a Star Raiders cart with the 3rd label variation that I
have seen.

The variations on the carts I have are (going from memory,
unfortunately):

1. Star Raider Computer Game
2. Star Radiers Computer Game
3. Star Raiders Computer Games

Has anyone else ever noticed the variations on this particular cart?
Does anyone know why the variations occurred?

Thanks,
Trevor

Posted Via Binaries.net = SPEED+RETENTION+COMPLETION = http://www.binaries.net

7099. Re: Question

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-06 22:03:50 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-Th6dld3w72n1@draco.home.pacbell.net>
Source record: 32715

Hi Mathy,
well, after looking at the schematic on his page, it is just not
possible to say what the problem is. the labels on the schematic are
not present and therefore untracable. It is standard for the cpu to
act as described and that is why the 02 clock is used so extensively
inside the atari as it times all r/w accesses and syncs all the
generated signals.

Ken

On Thu, 6 Dec 2001 11:14:09, "Mathy van Nisselroy"
<nisse-ma@reze-1.rz.rwth-aachen.de> wrote:

> Howdy folks
>
> According to his article in http://www.myatari.net Roland Scholz
> (roland.scholz@gerling.de) is having a problem which desperately needs to be
> solved. Maybe one of you can help. Here's a quote from the article.
>
> ------
> Now we come to talk about the somewhat disturbing fact that it's neccessary
> to use the SYNC signal that is not connected to the parallel bus. Assume we
> issue a LDA $DE00,X command: This statement takes 4-5 clock cycles, one for
> loading the opcode, two to load the address ($00, $DE), one to add the
> X-register to get the effective address and one cycle (only if a
> page-boundary is crossed) to read data at the effective address. It is a
> feature (or a bug?) of the 6502 processor to put the absolute address
> (without the X-register added) on the address bus during the third cycle.
> The PC bridge now thinks it has been addressed and the above described
> process takes place. At the next cycle the processor has added the
> X-register and again put the address on the address bus. But since the PC
> bridge has been triggered before, it cannot cope with this request and will
> yield incorrect data. Unfortunately, programming storage-intensive
> applications cannot reasonably be done without indexing capabilities, so we
> have to find a way out of the maze. The way we look is to use the SYNC
> signal which tells us wether the active cycle is an opcode fetch. So the
> interface has a way to determne if the last statement has come to an end and
> can start processing the request. If you have any idea how this could be
> done in a better or simpler way, please give me a hint, for I really do not
> want to use signals that are not connected to the parallel bus.
> --------
> Hope you can help him.
>
> CU Mathy van Nisselroy
>

>
>

--

7100. Re: Back after 13 years! What to do with 320Kb RAM?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-06 22:07:01 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-USCsdjzV63ng@draco.home.pacbell.net>
Source record: 32716

there is alway the X-Com Wedge which is a very nice dos extender for
SpartaDOS. it needs the extra 64k bank from the xe but then you still
have extra but that is one use.

Ken

On Thu, 6 Dec 2001 20:12:23, "Krystian Sergiejew"
<kriss@alphavibes.com> wrote:

> I am back to playing with Atari after 13 years. Recently I got a 130XE with
> 320Kb of RAM. What can I do with all that memory (other than installing a
> RamDisk) that I couldn't do on 64Kb?
>
> Any ideas? Programs? Anybody?
>
> Krystian
>
>

--

7101. Re: source code for PLANETARY DEFENSE

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-06 22:51:59 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <jESP7.33816$WC1.3453622@newsread2.prod.itd.earthlink.net>
Source record: 32717

My OP was also Limited Edition bundled w/ scanner and expiring after 25
usages. It took almost as much time to proof/correct the Analog Atascii
Basic listings as it would to simply type them from scratch. The normal text
from the articles seemed to do a little better.

I thought there was a way to OCR from an existing image... Would need to
scan at high dpi and then pass it to OmniPage.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Russ Gilbert" <russg@en.com> wrote in message
news:3c0edea8$0$35616$1dc6e903@news.corecomm.net...
> Ron.
> OCR would be the thing to do. I tried it with 'Warship' docs,
> but my OCR can't do the little letters very well.
> I have a readable .gif of the first of 8 pages I want to OCR.
> It is 256k or so and very large image as viewed by IE or NScape.
> My OCR software doesn't allow first enlarging the scan, then
> OCRing it. Does yours? I mean I would think a good OCR
> (we only have an old Omnipage limited edition) would allow you
> to OCR enlarged scans.

7102. Omnimon XL?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-06 23:03:04 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <9uotf901jsl@enews4.newsguy.com>
Source record: 32718

I recently got back an old 800XL with 256K and Omnimon XL (I think). It has a three way switch where two ways give a normal system with BASIC. I don't remember if the third setting has any system associated with it. I do remember that one is 800XL and one is 800 compatible. Does anyone know of a peek that can tell which is which?

Thanks,
John McCulloch

7103. Re: Improved Audio on my Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-07 00:58:30 UTC
From: I am the Walrus <no@one.com>
Message-ID: <1vUP7.446$n%2.205955@news.uswest.net>
Source record: 32719

I have some POKEYs to sell, if I can find them.

7104. Re: Omnimon XL?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-07 01:09:21 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u105k355j94d47@corp.supernews.com>
Source record: 32720

If it is a 3 position switch, you may have the multiple OS ROMs.

IIRC: Omnimon will come up if you hold down the OPTION + SELECT and press RESET.

For Omniview, type <ctrl>A and hit reset, you should come up in 80 column mode.

Of course you should have the normal XL OS so neither of these key combos will do anything in that position.

If you get nothing in one of the positions, it may be that you don't have one of the 3 ROM sockets filled.
"John McCulloch" <mcculloch@accesstoledo.com> wrote in message news:9uotf901jsl@enews4.newsguy.com...
> I recently got back an old 800XL with 256K and Omnimon XL (I think). It has
> a three way switch where two ways give a normal system with BASIC. I don't
> remember if the third setting has any system associated with it. I do
> remember that one is 800XL and one is 800 compatible. Does anyone know of a
> peek that can tell which is which?
>
> Thanks,
> John McCulloch
>
>
>

7105. NIB Atari Games! FREE Atari Catalogs! FREE Atari Stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-07 01:44:29 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0112061740500.16152-100000@shell.pacifier.com>
Source record: 32721
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

http://www.pacifier.com/~atari/8btsales.htm I've just bought over $1,000 worth of Classic Atari 8 Bit Games, +NEW in BOX and I've added it to my 8 Bit Software Catalog. It's a buying Frenzy! Buy Now before others buy up Treasures you've been searching for! Goto my Atari 8 bit Link above/below! http://www.pacifier.com/~atari/8bt_soft.htm 8 Bit Games/Software Catalog!

I've added NEW Power Supplies to HardWare Catalogs for 8 Bit & Atari ST!

http://www.pacifier.com/~atari/newinbox.htm I've got Mountains (Mt. Fuji) of Atari Games, +NEW in BOX! Much of it Hard to Find! Discover Treasures you didnt know you wanted, Forgotten in your youth or maybe never stopped searching for! The Rainbow Ends at Bravo Sierra Computers! Check my Links below/above, E-Mail atari@pacifier.com or call Ben anytime (503)256-9974! http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!

http://www.pacifier.com/~atari/freegoods.htm I've got some FREE Atari Goods. Either Goods I have too much of or stuff I can't use and/or I can't sell. Please Limit FREE Orders to within the U.S.A. Also, find out where I get my Atari Inventory from below at recycle.htm Check Links below/above! http://www.pacifier.com/~atari/recycle.htm Ben Goes Dumpster Diving!

http://www.pacifier.com/~atari/st_sales.htm Atari ST Sales Web Page!
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.pacifier.com/~atari/catalogs.htm Catalogs Area
http://www.pacifier.com/~atari/testing.htm My Test Standards.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7106. Re: NIB Atari Games! FREE Atari Catalogs! FREE Atari Stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-07 02:19:31 UTC
From: Paul Gifford <paul.gifford@home.nospam.com>
Message-ID: <TGVP7.100237$Ze5.47496036@news1.rdc1.md.home.com>
Source record: 32722
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

On your website, it says "Auctions SUCK! Ask me Why!"

Please, tell us why. No, better yet, discuss with us why.

For reputable Atari sales and service check out B&C Computervisions at
http://www.myatari.com . I used them back in the day when I lived in the
Bay Area (wow...almost 20 years ago now!) and I'm glad to see they're still
in business.

Paul

"Bravo Sierra Computers" <atari@pacifier.com> wrote in message
news:Pine.BSO.4.33.0112061740500.16152-100000@shell.pacifier.com...
> http://www.pacifier.com/~atari/8btsales.htm I've just bought over $1,000
> worth of Classic Atari 8 Bit Games, +NEW in BOX and I've added it to my
> 8 Bit Software Catalog. It's a buying Frenzy! Buy Now before others buy up
> Treasures you've been searching for! Goto my Atari 8 bit Link above/below!
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> http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!
>
> http://www.pacifier.com/~atari/freegoods.htm I've got some FREE Atari
> Goods. Either Goods I have too much of or stuff I can't use and/or I can't
> sell. Please Limit FREE Orders to within the U.S.A. Also, find out where I
> get my Atari Inventory from below at recycle.htm Check Links below/above!
> http://www.pacifier.com/~atari/recycle.htm Ben Goes Dumpster Diving!
>
> http://www.pacifier.com/~atari/st_sales.htm Atari ST Sales Web Page!
> http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales Web Page!
> http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
> http://www.pacifier.com/~atari/catalogs.htm Catalogs Area
> http://www.pacifier.com/~atari/testing.htm My Test Standards.
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. My customers love the speedy service! I
> also have lots of Atari Reference Books. Which I can Mail by Book Rate!
>

> Please Direct all Replies Through E-Mail to: atari@benjamin.net or
> atari@pacifier.com. If you can't reach me at benjamin.net see my
> E-Mail/Web/Phone info in my Signature at the Bottom!
>
> Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games &
References/
> Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at
Ben's
> SubDomain at http://www.atari.benjamin.net Catalogs Requested by and
Received
> Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please
Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

7107. Re: Difference between two Defender 800/XE Carts

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-07 02:26:01 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <9upa8q$a1ss1$3@ID-15679.news.dfncis.de>
Source record: 32723

Hi,

> I've seen two Defender carts, one with a Brown label for the
>800 and one with a silver label for the XE (?). Can anyone
>tell me if there are game play or graphics differences between
>the two ?

AFAIK both versions of the cart are identical in terms of
gameplay/graphics....IE they have the exact same code inside them.

I have been _told_ (but haven't seen for myself) that the later, silver label,
carts have a single 16K ROM inside them, whereas (as I can testify) the
original brown label carts have a pair of 8K ROMs inside. Cost cutting
measure.

TTFN - Pete.

7108. Re: Back after 13 years! What to do with 320Kb RAM?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-07 03:12:17 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c103393$0$37111$1dc6e903@news.corecomm.net>
Source record: 32724

Bob Puff and Tom Hunt wrote a few things for extended memory.
I think disk communicator can use extra RAM and Tom Hunt
wrote a kind of multitasking thingy (too technical?). May Rapheal
somebody did a gif viewer that might use it. Mostly RAMdisk.
I think there were a couple word processors that could use 64k extra,
but not above that. Just be proud owner of one of the biggest
memory A8s on the street/neighborhood.
Russg

7109. Re: source code for PLANETARY DEFENSE

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-07 03:21:55 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c1035d5$0$37111$1dc6e903@news.corecomm.net>
Source record: 32725

I researched OCR software for the PC some.
Omnipage Pro 11 is $499! Caere (new name soft something)
also has a $79 OCR program.
There's another one supposed to be good for $99 (abbyy or something,
my memory ain't so great). They also sell (abbyy) a $399 office
version.
I found a $29 one, but it only OCRs what you can put in the
clip board of Windows.
I read a '99 review of 5 OCR progs. It seems most only get
80% to 90%. Some are better for preserving graphics of
a printed page.
Anyway, even at $99, I'm not going to buy just now. I can
scan using my wife's Officejet 600, and the limited Omnipage
doesn't limit the number of uses, it comes with the HP 600.
The problem is it will only take a single sheet of paper at a time.
I was thinking a digital camera might be a better alternative
than a scanner, less room taken up, more uses, and might
make a better photo copy of a magazine page in good light
than a scanner.
Most OCR software will allow you to use tiff, bmp, pcx files
as well as directly from the scanner (Omnipage only lets you
use what you scan.)
Russg

7110. Re: Star Raiders label variations

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-07 04:10:45 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <9jXP7.318$oN6.256555034@newssvr12.news.prodigy.com>
Source record: 32726

I had an older Star Raider (I didn't notice the computer games part), but
when it booted up the title said "Star Raiders"

Mo

Trevor Holyoak wrote in message ...
>I just got a Star Raiders cart with the 3rd label variation that I
>have seen.
>
>The variations on the carts I have are (going from memory,
>unfortunately):
>
>1. Star Raider Computer Game
>2. Star Radiers Computer Game
>3. Star Raiders Computer Games
>
>Has anyone else ever noticed the variations on this particular cart?
>Does anyone know why the variations occurred?
>
>Thanks,
>Trevor
>_____
___
>Posted Via Binaries.net = SPEED+RETENTION+COMPLETION =
http://www.binaries.net

7111. Name of a game searched....

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-07 06:10:03 UTC
From: Meino Cramer <M.Cramer@alcatel.de>
Message-ID: <3C105D3B.6DA5CFF7@alcatel.de>
Source record: 32727

Hi,

I known...it is a long time ago...but... ;-)

I remember a game, but I cannot remember its name.
The game was roughly as follows:

The scene was a flat land (with hills at the horizone ?) with
"zylinders" or "pillars", one can hide behind.

The player was sitting in a kind of flying something (spaceship???
-- it was not visible to the player) and was looking out of the front
window of his/her vehicle.

The task was to shoot UFOs, which also can hide behind these kind of
zylinders and also tries to shoot the player. The UFOs were
played by the computer -- may be that there was a option
to include a second player ??? Dont know -- I only owned
ONE joystick in those ancient times ;-)))

If one has finished the task on the current level, suddenly
a "door" (more like a paper thin square..) jumps up from the ground
of the playing field and has to be searched.

Maneuvring the players vehicle through such a door
"beams" or "teleports" the vehicle
(and of course the player within) to the next level.

It was NOT "behind jaggi lines" or "rescue from fractalus" !
The thing was not with THAT complex graphics.

But it has kinda 3D-effect, especially when shooting or hiding
behind zylinders...

Would be nice if one could remember the name of this game.

Please CC: to mccramer "at" s "dot "netic "dot" de

Thank you very much !
Kind regards,
M.

--

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7112. Re: 80 column term. emulator

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-07 07:27:14 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0043cdcb@fmlynet.org>
Source record: 32739

FamilyNet Newsgate

Glad to hear it works again.

So your PC sets up the telnet prompt? What did it take to set that up? I know a lot of people do it, I guess I need to get my PC doing the same... take a load off the local BBS. :)

Doc Clu

> From: James King <utah_lanman@yahooo.com>
> I'm running a program called Seattle Labs Terminal Server on my PC, and
> via null modem am connecting my 130xe (via BlackBox) to the PC.
> The PC then provides a telnet prompt to the 8bit, so I can get out to the
> Internet via the PC's network connection.
> My question was originally posed because ICET stopped working for me, and
> FlickerTerm is too hard on the eyes. I have since gotten ICET to work
> again.
> Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
>> FamilyNet Newsgate
>>> From: "James E. King" <utah_lanman@NOSPAM@yahoo.com>
>>> Beyond FlickerTerm80 and/or ICET, are there any other decent 80 column ANSI
>>> term. emulators?
>> I see there is no response to this and I would love to know.
>> What I have been doing is sharing a null modem link with a Atari ST. I
>> have bobterm running on the Atari 800 and Freeze Dried term on the ST. So
>> bobterm and the Atari 800 are the computer being typed on, but the ST and
>> freeze dried term are translating.
>> What is really funky is when I have Spectre running.... you type on the
>> Atari 800 and you have a Z-Term Macintosh screen doing the interpreting. :)
>> Anyway, as for solely 8-bit... dunno. Would like to know though.
>> Doctor Clu
>> FamilyNet <> Internet Gated Mail
>> http://www.fmlynet.org
> --
> **
> ***** James E. King *****
> ***** utah_lanman@yahoo.com *****
> *** Atari 8bit Hobbyist by choice, IT Pro by accident! ***
> **

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7113. Old Hackers Disk Based Newsletters

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-07 07:30:06 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0043cdcc@fmlynet.org>
Source record: 32740

FamilyNet Newsgate

I first off all wanted to thank all that have replied so far. The complimentary batch of Old Hackers newsletters are currently in the works to get labeled and mailed soon.

For those of you that would like to be put on the mailing list to receive the disk images to run on your Atari emulator (or whatever) let me know, and I'll add you. I would put these images on a website... and maybe I'll archieve them there. But I'd like to send them out to people, if nothing else, so I can know my readers. :)

Take care and a great holiday season to all from all of us at JYBOLAC.

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7114. Re: Name of a game searched....

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-07 07:32:52 UTC
From: Richard Anderson <richard_anderson@pacbell.net>
Message-ID: <Eg_P7.403$Zw5.316691619@newssvr13.news.prodigy.com>
Source record: 32728

Hi Meino,

You may be thinking of the game Encounter! from Synapse Software. Your description
fits much of what I remember of the game. It was an interim game released while we were
all awaiting Dimension-X. Although it wasn't as "pretty", Encounter! turned out to be the
better game--in my humble opinion, at least.

Richard Anderson

"Meino Cramer" <M.Cramer@alcatel.de> wrote in message
news:3C105D3B.6DA5CFF7@alcatel.de...
> Hi,
>
> I known...it is a long time ago...but... ;-)
>
> I remember a game, but I cannot remember its name.
> The game was roughly as follows:
>
> The scene was a flat land (with hills at the horizone ?) with
> "zylinders" or "pillars", one can hide behind.
>
> The player was sitting in a kind of flying something (spaceship???
> -- it was not visible to the player) and was looking out of the front
> window of his/her vehicle.
>
> The task was to shoot UFOs, which also can hide behind these kind of
> zylinders and also tries to shoot the player. The UFOs were
> played by the computer -- may be that there was a option
> to include a second player ??? Dont know -- I only owned
> ONE joystick in those ancient times ;-)))
>
> If one has finished the task on the current level, suddenly
> a "door" (more like a paper thin square..) jumps up from the ground
> of the playing field and has to be searched.
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> Maneuvring the players vehicle through such a door
> "beams" or "teleports" the vehicle
> (and of course the player within) to the next level.
>
> It was NOT "behind jaggi lines" or "rescue from fractalus" !
> The thing was not with THAT complex graphics.
>

> But it has kinda 3D-effect, especially when shooting or hiding
> behind zylinders...
>
> Would be nice if one could remember the name of this game.
>
> Please CC: to mccramer "at" s "dot "netic "dot" de
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> Thank you very much !
> Kind regards,
> M.
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> --
> ---
> Disclaimer:
> This is a private mail.All opinions expressed are my own and may not
> represent those of my employer. Not for commercial publication unless
> expressly permitted via e-mail or writing.
> Copyright (c) 2000/2001 - Meino Cramer - All rights reserved.
> ---

7115. Re: Name of a game searched....

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-07 07:49:50 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <yw_P7.6053$Sa4.775012@news01.chello.no>
Source record: 32729

I agree, it must be Paul Woakes Encounter, but I think it's from Novagen and
not Synapse.

"Richard Anderson" <richard_anderson@pacbell.net> skrev i melding
news:Eg_P7.403$Zw5.316691619@newssvr13.news.prodigy.com...
> Hi Meino,
>
> You may be thinking of the game Encounter! from Synapse Software. Your
> description
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> while we were
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> better game--in my humble opinion, at least.
>
> Richard Anderson
>
> "Meino Cramer" <M.Cramer@alcatel.de> wrote in message
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> > ---
>
>

7116. Re: Name of a game searched....

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-07 08:02:23 UTC
From: Meino Cramer <M.Cramer@alcatel.de>
Message-ID: <3C10778F.AD6B090D@alcatel.de>
Source record: 32730

Hi !

OH YEAH!

That's it ! As I see the name, my brain's flash rom (game's section) was
reconnected to the power source and TADA! I can remember the name, too
(but not the company...)

Thank you VERY much!
Meino

Vidar Olavesen wrote:
>
> I agree, it must be Paul Woakes Encounter, but I think it's from Novagen and
> not Synapse.
>
> "Richard Anderson" <richard_anderson@pacbell.net> skrev i melding
> news:Eg_P7.403$Zw5.316691619@newssvr13.news.prodigy.com...
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> > Richard Anderson
> >
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> > >
> > > Thank you very much !
> > > Kind regards,
> > > M.
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7117. Re: BlackBox Updated?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-07 12:19:32 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9uqc4mlgg1@nets3.rz.RWTH-Aachen.DE>
Source record: 32731

Howdy James

> Thanks for the information. Your site was helpful, but I'm not sure on
> any course of action. Should I modify my BB to be FLASHROM ready per your
> docs, or see if CSS will/can upgrade my current BB?

I just got permission from Bob Puff to upload the current version of the BB ROM to my site. Unfortunately, I only seem to have it in 'ready to flash' format here. I'll try and find the other format too. I uploaded the flashable version to my site inbetween composing this message.

The FlashROM stuff all came from Matthias Belitz, who has his BB upgraded with the FlashROM (I've seen it with my own eyes). Unfortunately Matthias doesn't have much time to spend on the 8 bit Atari. (He's job hunting abroad, so he isn't even close to his Atari). But he reads his email at matthias.belitz@gmx.net
Bob might be able to do a normal EPROM update for you, but he also complains of not having much time. Matthias checked with Bob before making the plans public, and Bob gave permission to publish them.

CU Mathy van Nisselroy

7118. Re: SIO2pc components

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-07 13:52:51 UTC
From: David Mundy <mundy@utinet.net>
Message-ID: <aa8bb76fac7d50fa7079f458b4ff0ea3.49450@mygate.mailgate.org>
Source record: 32737

No, it doesnt matter if you use a half watt instead of a quarter watt resistor. thats because the wattage of the resistor is higher. The physical size of the resistor will be a little larger though, so the larger you go, the more difficult it may be to fit the thing into your box. Also, be sure to place the PLUS side of each capacitor to the proper pin. The capacitors are polarity sensitive. also the zener diode must be placed properly. Resistors are not polarity sensitive. I have built a lot of stuff over the years. I have found a good method of building prototypes without making an ETCHED pc board. just get yourself a BLANK UNETCHED copper pc board. available at most any electronics
supply house. Use the copper surface aa your NEGATIVE BATTERY terminal. now, any contact that goes to NEGATIVE, just solder it down. Take all of your components and glue them down to the board similar to the way the SCHEMATIC is laid out. use that "one drop holds a ton" kind of glue. but other glues will work too. Use some pretty THIN wire for your hookups. The thicker the wire you use, the harder it will be to build your project. Thin wire is ok to use on projects unless you are building a high-amperage device. Solid wire is much easier to use than STRANDED wire too. If you are a NEWBEE to circuit assembly, you should try to ask a friend who knows about electronics to help you a little. Most guys in electronics would be glad to help you. You can email me at mundy@utinet.net if you have any questions.

--
Posted from 1cust193.tnt4.st-louis.mo.da.uu.net [65.229.114.193]
via Mailgate.ORG Server - http://www.Mailgate.ORG

7119. Re: 800XL Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-07 13:57:33 UTC
From: Michael Burkhart <burkhart@phri.nyu.edu>
Message-ID: <01c17f26$94c35a80$8bf410ac@mike-s-comp.phri.nyu.edu>
Source record: 32738

```
>
> Are we talking about an 800XL here? If so, it is just needs +5V and
ground.
> The red wires on a PC power supply are +5V and the black are ground.
>
> If you take a plug off an exixting power supply, it is already wired. You
> only have to check which lead is ground and the other will be +5V by
> default. Easiest way to do that is plug the cord in and use a continuity
> tester/DVM/VOM to see which lead has zero resistance to the ground
points.
> Ground will be places like the outside of the RCA jack, exposed metal
parts
> like the cartridge door, RF shield.
>

Could you also use one of those wall warts from Radio Shack (or elsewhere)
that
have selectable voltages? Most are listed at 300mA with voltages from 1.5
to 12 V.
Polarity is also reversible on some of the more expensive models. Anyway,
what
I'm asking is, could you wire the 800XL power plug into one of these, set
it for 5V
and expect it to work?
```

7120. Re: Name of a game searched....

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-07 14:38:26 UTC
From: Video61@webtv.net
Message-ID: <26711-3C10D462-10@storefull-176.iap.bryant.webtv.net>
Source record: 32741

hi everyone,
we have received permission from paul woakes to publish encounter on cartridge, as well as his other two games mercenary, and escape from tarq.
in the u.s.a. encounter was published by synapse,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

7121. Re: 800XL Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-07 16:42:48 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u11sag2a8qkb29@corp.supernews.com>
Source record: 32742

"Michael Burkhart" <burkhart@phri.nyu.edu> wrote in message
news:01c17f26$94c35a80$8bf410ac@mike-s-comp.phri.nyu.edu...
<snip>
> Could you also use one of those wall warts from Radio Shack (or elsewhere)
> that
> have selectable voltages? Most are listed at 300mA with voltages from 1.5
> to 12 V.
> Polarity is also reversible on some of the more expensive models. Anyway,
> what
> I'm asking is, could you wire the 800XL power plug into one of these, set
> it for 5V
> and expect it to work?

No, they just don't put out enough power. I've measured the current draw
from a few of my Ataris and they average ~1.2 amps.

Most of them don't have very good regulation either, 5V may be anything from
4-6V.

I just got stung really badly for a ATX power supply, $30, but I am assuming
people can still pick up old PC, AT, or mini tower type supplies for ~$8? I
mean around here you can pick up an entire AT for $10-$20 at a thrift store
and switching power supply 'pulls' cheaply

I think workable solution would be someone, such as myself, soldering a
female 4 pin floppy style connector to a 7 pin DIN connector. I haven't
priced them yet, but I assume it would be about $3 in parts and $2.60 to
ship<blister pack + postage>. I haven't shipped a power supply recently, but
I have shipped a 1050 which weighs about the same and I think the postage
alone was just over $10.

It makes sense to get the PC style power supply locally vs. ship.

The thing is, once you have this set up, it is the last power supply you
will ever need. If anything does go wrong, the dongle probably won't be the
problem so all you have to do is get another PC supply. For that matter, if
you have an existing PC, you could probably just run the adapter out the
back and not even have to buy a supply.

7122. Re: Practical uses for CX85 Pad

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-07 17:04:46 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <OE6Q7.37280$WC1.3646337@newsread2.prod.itd.earthlink.net>
Source record: 32743

They can be very handy for any digit intensive activity. The only downside is they require a software handler which you cannot load when booting some commercial apps like VisiCalc or SynCalc. It does nicely with Compute!'s Speed Calc and some Basic listing entry from magazines.

Computer Shopper printed a versatile handler by Jeff Brenner around 1986; it included source code you could re-ORG for page 6 or the cassette buffer or even $C000 on a translated XL. You could even redefine the keys to your needs for any custom app.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"James King" <utah_lanman@yahooo.com> wrote in message
news:9unprc$47d$3@news.xmission.com...
> Are there are practical uses for the CX85 keypad? I have two of them, but
> don't remember ever using either one. Can they be tied to SpartaDos in
> some manner and used for simply numeric entry?

7123. Re: My 1050 disk drive is not responding - Need advice

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-07 17:04:48 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <QE6Q7.37281$WC1.3646337@newsread2.prod.itd.earthlink.net>
Source record: 32744

We are a little light on specific symptoms and detailed behaviour. The first thing to check is drive # setting for both switches to the left looking at the back of the unit for D1. Next make sure you have a language cart or no cart installed as games do not trigger a disk boot.

Does the 1050 initialize and briefly spin the mechanism when first powered on and again when latched after inserting a floppy? Absence of these actions may indicate a problem in the drive circuity.

There is a way to use the resident disk handler thru the Device Control Block to attempt a disk sector read as part of troubleshooting, but it must boot the DOS to give any practical usage...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Dan Russell-Pinson" <news@freecloud.com> wrote:

> Hello,
>
> I've just hooked up my Atari 800 and 1050 disk drive and I can't get the
> drive to operate. (the 800 is working fine)
>
> The 1050's power light comes on, but when I turn on the Atari 800, it
> doesn't seem to go through its boot sequence. (Haven't used it in a
while,
> but I seem to remember that turning the computer on should trigger the
drive
> to start up and check for a bootable disk...)
>
> I've tried connecting it to the 800 with three different cables, so I
don't
> think it's a cable problem...
>
> Anybody have any ideas? Are there any tests I can perform? (perhaps
> issuing a few test commands from BASIC?)
>
> Thank you!
>
> Dan Russell-Pinson

7124. Re: Star Raiders label variations

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-07 17:12:22 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <WL6Q7.33818$HQ6.400130@news.easynews.com>
Source record: 32745

"Trevor Holyoak" <trevor@holyoak.com> wrote in message
news:m3pv0ukbbg4vf6upah6q3quhb0grjkmg4a@4ax.com...
> I just got a Star Raiders cart with the 3rd label variation that I
> have seen.
>
> The variations on the carts I have are (going from memory,
> unfortunately):
>
> 1. Star Raider Computer Game
> 2. Star Radiers Computer Game
> 3. Star Raiders Computer Games
>
> Has anyone else ever noticed the variations on this particular cart?
> Does anyone know why the variations occurred?
>
> Thanks,
> Trevor
>

--
> Posted Via Binaries.net = SPEED+RETENTION+COMPLETION =
http://www.binaries.net

I have here an old Star Raider cart - same game as Star Raiders though!

7125. Re: 130XE mod - what is it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-07 18:08:55 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c11090f$0$291$e4fe514c@tyrannewsaurus.xs4all.nl>
Source record: 32746

> Re: Re: 130XE mod - what is it?
>
> > From: "Krystian Sergiejew" <kriss@alphavibes.com>
> > It turns out that my Atari has 320Kb of RAM. Wow! What can I do with all
> > that memory, other than install a ramdisk?

You can use the extra ram as ramdisk with meny DOS systems and run the
latest Polish demo's.
There are even people like me using 1Mb but for some things like running BBS
pro! it's still not enough....

TXG/MNX

7126. Re: Omnimon XL?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-07 21:56:42 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <9urev60287g@enews2.newsguy.com>
Source record: 32648

Thanks! Very helpful info since I don't have docs for it. What I'd like to do is figure out which OS is which and I don't know how to do that. Was wondering if there was a peek for that.

I do think that one of the switch positions is "empty".

John McCulloch

"Rick Cortese" <ricortes@netmagic.net> wrote in message news:u105k355j94d47@corp.supernews.com...
> If it is a 3 position switch, you may have the multiple OS ROMs.
>
> IIRC: Omnimon will come up if you hold down the OPTION + SELECT and press
> RESET.
>
> For Omniview, type <ctrl>A and hit reset, you should come up in 80 column
> mode.
>
> Of course you should have the normal XL OS so neither of these key combos
> will do anything in that position.
>
> If you get nothing in one of the positions, it may be that you don't have
> one of the 3 ROM sockets filled.
> "John McCulloch" <mcculloch@accesstoledo.com> wrote in message
> news:9uotf901jsl@enews4.newsguy.com...
> > I recently got back an old 800XL with 256K and Omnimon XL (I think). It
> has
> > a three way switch where two ways give a normal system with BASIC. I
> don't
> > remember if the third setting has any system associated with it. I do
> > remember that one is 800XL and one is 800 compatible. Does anyone know
of
> a
> > peek that can tell which is which?
> >
> > Thanks,
> > John McCulloch
> >
> >
> >
>
>

7127. Re: Star Raiders label variations

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-07 21:59:31 UTC
From: dwebster@mediaone.net
Message-ID: <3c113be6.69620450@news.pompano.net>
Source record: 32647

On Fri, 07 Dec 2001 17:12:22 GMT, "switchblade" <xxx@nospam.com>
wrote:

>"Trevor Holyoak" <trevor@holyoak.com> wrote in message
>news:m3pv0ukbbg4vf6upah6q3quhb0grjkmg4a@4ax.com...
>> I just got a Star Raiders cart with the 3rd label variation that I
>> have seen.
>>
>> The variations on the carts I have are (going from memory,
>> unfortunately):
>>
>> 1. Star Raider Computer Game
>> 2. Star Radiers Computer Game
>> 3. Star Raiders Computer Games
>>
>> Has anyone else ever noticed the variations on this particular cart?
>> Does anyone know why the variations occurred?
>>
>> Thanks,
>> Trevor
>>
Just different production runs had slightly different labels printed.
The game is the same.

7128. Re: 130XE mod - what is it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-07 23:11:49 UTC
From: machf <no_me_j.j_t_kirk@geocities.com>
Message-ID: <psi21ugh4ha9uac8av81vghq1mc1u3p9gh@4ax.com>
Source record: 32649

On Thu, 06 Dec 2001 05:29:35 GMT, "Krystian Sergiejew" <kriss@alphavibes.com>
wrote:

>It turns out that my Atari has 320Kb of RAM. Wow! What can I do with all
>that memory, other than install a ramdisk?
>
>> Indeed there are 41256 chips there, but only in the second row. I guess I
>> will have to check this computer out with some sysinfo software.
>
>
Well, the most widely extended use is RAMdisk, but there's some software which
recognizes the extra RAM and uses it, fo rexample one-pass disk copiers, Atari
Writer Plus (IIRC), Kedit... Or you could use the RAM for page-flipping
graphics, maybe. Post another message asking for programs that use extended RAM.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

7129. Re: [--- Failing Hardware ---]

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-08 00:20:53 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <64n21uk99e2tvobub7k08toeveccc30qjo@4ax.com>
Source record: 32650

I'd check with Best Electronics.

- Trevor

On Wed, 06 Dec 2001 13:43:53 , "Winston Smith"
<Winston.Smithp0.f802.n8.z8@fmlynet.org> wrote:

>FamilyNet Newsgate
>
>My ATARI 6502 8-bit hardware is failing.
>My ATARI 800 gives me a brown screen.
>My ATARI 800XL fullstroke has failing relays and I am losing letters.
>My ATARI 800XL mylar gives me a brown screen.
>My ATARI 400 gives me a brown screen and the mushroom keycaps don't work.
>My ATARI 850 does not send characters out the printer port (the line may be
>fried).
>Any advice? Where do you go for parts, like micro keycap relays? Should I
>mount a push button on spare P.C. board and wire around the keypost or
>something? Thanks
>
>
>.. WWW.WERS.ORG, WERS Streaming Audio, 22:00 UTC/GMT, "The Playground"
>.. WWW.WERS.ORG, Saturdays, Sundays, 22:00-00:99 UTC/GMT, Playground
>
>Posted at telnet://vested-tyme.org
>
>FamilyNet <> Internet Gated Mail
>http://www.fmlynet.org

Posted Via Binaries.net = SPEED+RETENTION+COMPLETION = http://www.binaries.net

7130. MyDOS?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-08 00:40:03 UTC
From: Winston Smith <Winston.Smithp0.f802.n8.z8@fmlynet.org>
Message-ID: <00444fa7@fmlynet.org>
Source record: 32690

FamilyNet Newsgate

Re: Re: MyDOS?

Can't Bob Puff's Disc Communicator make a bootdisk from a ".DCM" (with "super skew" if your drive can support it...) ?

.. WWW.WERS.ORG, WERS Streaming Audio, 22:00 UTC/GMT, "The Playground"
.. WWW.WERS.ORG, Saturdays, Sundays, 22:00-00:99 UTC/GMT, Playground

Posted at telnet://vested-tyme.org

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7131. MyDOS?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-08 00:52:33 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <9urob206go@enews2.newsguy.com>
Source record: 32651

I got my SIO2PC cable and it works great. I downloaded an ATR for MYDOS but it's really DOS 2.5 with some mydos files including a .DCM file and I can't figure out how to make a MYDOS boot ATR file. Is there a downloadable ATR file for MYDOS somewhere? Or can someone tell me how to convert a MYDOS.DCM file to a MYDOS boot disk? Am I better off with SpartaDOS, and if so where can I get a .ATR file with a bootable SpataDOS?

Thanks,

John

7132. Re: 130XE mod - what is it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-08 01:52:35 UTC
From: machf <no_me_j.j_t_kirk@geocities.com>
Message-ID: <8is21u8m8dlqj7tneuimu9n4nsq5abiavk@4ax.com>
Source record: 32652

On Fri, 07 Dec 2001 18:11:49 -0500, machf <no_me_j.j_t_kirk@geocities.com>
wrote:

>Well, the most widely extended use is RAMdisk, but there's some software which
>recognizes the extra RAM and uses it, fo rexample one-pass disk copiers, Atari
>Writer Plus (IIRC), Kedit... Or you could use the RAM for page-flipping
>graphics, maybe. Post another message asking for programs that use extended RAM.

Oh, I see you just did right that...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

7133. Re: Practical uses for CX85 Pad

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-08 03:13:02 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0112071913.f250bc1@posting.google.com>
Source record: 32653

> (I vaguely remember someone using one with SynCalc,

Don't think Syncalc supported it. B&C still sells "Super Reeve Key".
IIRC, this product had patches for a number of commercial programs
(probably Syncalc/Synfile) and some sneaky way loading the handler for
most others.

7134. Re: MyDOS?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-08 03:29:04 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <4OfQ7.672$Xn3.472512532@newssvr12.news.prodigy.com>
Source record: 32654

What Sio2pc software are you using? If you are using APE, there is a feature to convert DCM>ATR. Only MYDOS can make another mydos boot disk(ATR). If you want I can email you a zip with all of Mydos's and DOS's on it.
Mo

John McCulloch wrote in message <9urob206go@enews2.newsguy.com>...
>I got my SIO2PC cable and it works great. I downloaded an ATR for MYDOS
but
>it's really DOS 2.5 with some mydos files including a .DCM file and I can't
>figure out how to make a MYDOS boot ATR file. Is there a downloadable ATR
>file for MYDOS somewhere? Or can someone tell me how to convert a
MYDOS.DCM
>file to a MYDOS boot disk? Am I better off with SpartaDOS, and if so where
>can I get a .ATR file with a bootable SpataDOS?
>
>Thanks,
>
>John
>
>
>

7135. Floppy Info Pages

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-08 03:31:35 UTC
From: llpwhite@cs.com
Message-ID: <20011207223135.09750.00001067@mb-ft.news.cs.com>
Source record: 32655

Here is a link that I believe I found on Google while searching for something else.
Although primarily slanted for the PC, there is still some good info and links for A8 users. (If someone else already posted this, my apologies.)

http://www.computerhope.com/help/floppy.htm

Larry

7136. Re: [--- Failing Hardware ---]

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-08 03:56:33 UTC
From: David Mundy <mundy@utinet.net>
Message-ID: <2a7c5dff66132386a2160636a27da96e.49450@mygate.mailgate.org>
Source record: 32656

"Winston Smith" <Winston.Smithp0.f802.n8.z8@fmlynet.org> wrote in message
news:0043ca12@fmlynet.org...

> FamilyNet Newsgate
>
> My ATARI 6502 8-bit hardware is failing.
> My ATARI 800 gives me a brown screen.
> My ATARI 800XL fullstroke has failing relays and I am losing letters.
> My ATARI 800XL mylar gives me a brown screen.
> My ATARI 400 gives me a brown screen and the mushroom keycaps don't work.
> My ATARI 850 does not send characters out the printer port (the line may be
> fried).
> Any advice? Where do you go for parts, like micro keycap relays? Should I
> mount a push button on spare P.C. board and wire around the keypost or
> something? Thanks
>

If all 3 of your computers are giving you a "brown" screen, maybe it is your
monitor (if you are using the same monitor for all 3)? I have had a lot of
success fixing many atari computers by simply disassembling them.... then
gently prying up on each socketed IC slightly. You just want to lift it
a little on each end,... dont REMOVE it, just lift a little.... then push it
back INTO its socket. that is called "re-seating" the chips. It seems that
a microscopic amount of "corrosion" builds up between the pins and the socket,
causing many odd symptoms, depending on which pin looses contact. The
pluggable
pc boards on the model 800/400 should be cleaned using a pencil eraser on the
board contacts, then clean the contacts with Qtip soaked in alcohol.

If you find that SEVERAL keys on your keyboard in a ROW dont work, you may have
a broken foil trace on the back of the keyboard, (on model 800 atari) If you
carefully follow where the keys connect, you will find that the keys are
connected in a MATRIX. for example the keys 4,R,F, and V are all in a row and
have a common wire. If you know which row of keys is not functioning, you
might be able to follow the wiring and connect a jumper across suspected
foil traces. It is very difficult to SEE the broken trace. you may find it
using an OHM meter. The best advice is to re-seat all your IC's and
that has fixed 8 out of 10 problems I have ever had. works on many game
cartridges too. good luck. from mundy@utinet.net
>
> .. WWW.WERS.ORG, WERS Streaming Audio, 22:00 UTC/GMT, "The Playground"
> .. WWW.WERS.ORG, Saturdays, Sundays, 22:00-00:99 UTC/GMT, Playground
>
> Posted at telnet://vested-tyme.org
>

> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

--
Posted from 1cust123.tnt3.st-louis.mo.da.uu.net [65.229.112.123]
via Mailgate.ORG Server - http://www.Mailgate.ORG

7137. Re: MyDOS?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-08 05:54:40 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <AWhQ7.66$zz2.46862@nwrddc01.gnilink.net>
Source record: 32657

The .DCM is a "Diskcommed" file - you need Disk Communicator 3.2 to convert
it to a floppy or ATR.

I have DiskCom on my BBS for download:
telnet://cabell.tzo.com

"John McCulloch" <mcculloch@accesstoledo.com> wrote in message
news:9urob206go@enews2.newsguy.com...
> I got my SIO2PC cable and it works great. I downloaded an ATR for MYDOS
but
> it's really DOS 2.5 with some mydos files including a .DCM file and I
can't
> figure out how to make a MYDOS boot ATR file. Is there a downloadable ATR
> file for MYDOS somewhere? Or can someone tell me how to convert a
MYDOS.DCM
> file to a MYDOS boot disk? Am I better off with SpartaDOS, and if so
where
> can I get a .ATR file with a bootable SpataDOS?
>
> Thanks,
>
> John
>
>
>

7138. IDE HD Interfaces

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-08 13:05:10 UTC
From: llpwhite@cs.com
Message-ID: <20011208080510.13748.00001168@mb-cj.news.cs.com>
Source record: 32658

Over the past several years, there have been several IDE interfaces developed and perhaps a few sold. I wonder if anyone can comment on these, and if there are any others still actually being sold? Here are the ones that I have heard about and as best I know, their current status.

Here's why I am asking... I have a Black Box and Floppy Board. This is an awesome upgrade for the A8. However, it is large. I would also like a HD interface that can be mounted internally -- preferably in an XE. IDE drives can be very, very small. And my goal is to interface a Compact Flash card as an IDE drive. It should be essentially as fast as a ramdisk.

SIO2IDE -- takes its place in the SIO chain, so requires no special software. Available as a PCB or finished unit. Same unit should work with either 800 or XL/XE. Would be limited to SIO speeds, but with no disk latency (same as with APE/SIO2PC).

MyIDE from "Mr. Atari". Point-to-point wiring project. Different units for 800 and XL, including a cartridge-mounted version for the XL.

Smart IDE interface from Bob Woolley -- as written up in Atari Classics. Uses 256 of the normal 512 byte sectors. Point-to-point wiring project. (IIRC, someone was re-writing the driver software to be able to use all 512 bytes/sector. (?))

German IDE interface. Would read CD ROM data? No longer available. (?)

Polish IDE interface. No longer available. (?)

Any others?
Anyone other than the developers actually build/buy/use any of these?
Any user comments/criticisms?

Larry

7139. Re: Omnimon XL?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-08 13:43:21 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u1466b56iu9b5c@corp.supernews.com>
Source record: 32659

The reset thing is so simple, I don't think anyone ever posted peeks. That being said, they should all three have different values at the ~$C000 memory area and be different depending on the option use.

For instance, I think the OMNIVIEW will have things like the 80 column handler or ramdisk handlers in the $C000 area. It also has the ability to swap itself out and map in an Atari 800 OS and make the $C000 area RAM IIRC. I can't remember the key stroke sequence for this, something like hold down select and hit reset.

OMNIMON comes up in a machine language monitor if you have that. I think it immediately displays the processor register status and the memory location it was running at when the <select>RESET key was pressed. I think someone has the commands up on a web page somewhere. Most of them are single keystrokes like 'T toggles hex to Atari ASCII, R1 will read disk sector 1, 'Y starts the built in assembler.

Of course the stock XL OS does nothing.
"John McCulloch" <mcculloch@accesstoledo.com> wrote in message
news:9urev60287g@enews2.newsguy.com...
> Thanks! Very helpful info since I don't have docs for it. What I'd like
to
> do is figure out which OS is which and I don't know how to do that. Was
> wondering if there was a peek for that.
>
> I do think that one of the switch positions is "empty".
>
> John McCulloch
>
> "Rick Cortese" <ricortes@netmagic.net> wrote in message
> news:u105k355j94d47@corp.supernews.com...
> > If it is a 3 position switch, you may have the multiple OS ROMs.
> >
> > IIRC: Omnimon will come up if you hold down the OPTION + SELECT and
press
> > RESET.
> >
> > For Omniview, type <ctrl>A and hit reset, you should come up in 80
column
> > mode.
> >
> > Of course you should have the normal XL OS so neither of these key
combos
> > will do anything in that position.
> >

> > If you get nothing in one of the positions, it may be that you don't
have
> > one of the 3 ROM sockets filled.
> > "John McCulloch" <mcculloch@accesstoledo.com> wrote in message
> > news:9uotf901jsl@enews4.newsguy.com...
> > > I recently got back an old 800XL with 256K and Omnimon XL (I think).
It
> > has
> > > a three way switch where two ways give a normal system with BASIC. I
> > don't
> > > remember if the third setting has any system associated with it. I do
> > > remember that one is 800XL and one is 800 compatible. Does anyone
know
> of
> > a
> > > peek that can tell which is which?
> > >
> > > Thanks,
> > > John McCulloch
> > >
> > >
> > >
> >
> >
>
>

7140. http://www.a800win.atari-area.prv.pl/ - Down?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-08 16:33:37 UTC
From: NoOne@FakeEmail.com
Message-ID: <91717D2B7CTHEnterprises@205.212.123.11>
Source record: 32660

Is this site down? If so, does anyone know if he's switched over to a different server? This is the site for Atari800Win PLus.

7141. SCSI to IDE Convertor for A8?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-08 17:01:13 UTC
From: llpwhite@cs.com
Message-ID: <20011208120113.13740.00001109@mb-cj.news.cs.com>
Source record: 32661

Has anyone experimented with any of the SCSI to IDE convertors? I have read about several of these. They are real, and they do work. This would allow the more common, cheaper IDE drives to be used with a SCSI interface, such as the Black Box (maybe). It might also allow attaching a Compact Flash card as the IDE drive, while maintaining all of the nice featuires of the BB/FB combo.
Larry

7142. Re: IDE HD Interfaces

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-08 17:09:34 UTC
From: NoOne@FakeEmail.com
Message-ID: <917178000CTHEnterprises@205.212.123.11>
Source record: 32662

Check out The Mages' Lair at
http://www.magelair.com/atari_8bit_stuff.htm . He has been activly
developing an IDE interface, plus a few other very interesting projects.
BTW, this is the same guy that made the PSIRD ramdisk driver a few years
ago.

7143. Cracking Christmas Cover Competition!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-08 17:42:24 UTC
From: ville <ville@blueyonder.co.uk>
Message-ID: <4isQ7.20827$QF1.1424377@news1.cableinet.net>
Source record: 32663

Well Christmas is fast approaching and I'm getting in the festive mood! I've decided to add a little seasonal cheer to my website by adding my "Cracking Christmas Cover Competition!" Remember some of the great Yuletide covers from of Zzap!, Crash, and C&VG, etc? If you fancy having a look through some of the best Christmas computer magazine covers from the past and feel like voting for your favourite, head along to www.old-computer-mags.co.uk and follow the links....

Cheers,
David.

7144. Bounty Bob on 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-08 18:10:35 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <9utkt9mfg1@nntp9.atl.mindspring.net>
Source record: 32664

Does anyone have a copy of the disk version of Bounty Bob Strikes Back that will run on a 130XE? I have at least 3 different .atr's, all of which fail to load on a 130XE... they work on an 800XL though, so I expect the loader is calculating memory incorrectly. Before starting to dissassemble the boot sectors I thought I would ask if anyone has a solution to this alerady.

Thanks!
-Dan

7145. Re: Bounty Bob on 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-08 20:34:46 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <GPuQ7.39926$WC1.3960798@newsread2.prod.itd.earthlink.net>
Source record: 32665

Sorry, Dan;

I went thru an apparently similar situation with 4 different versions; none worked on an 800 or on the 256K 800XL which DOS 2.5 identifies as an XE. I have to pull out a stock XL for that classic.

BTW, has anyone else seen a version of Miner2049er where the protagonist is called 'Peyote Pete' in the opening screen?

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Dan Vernon" <dan@bitsofthepast.com> wrote in message
news:9utkt9mfg1@nntp9.atl.mindspring.net...
> Does anyone have a copy of the disk version of Bounty Bob Strikes Back
that
> will run on a 130XE? I have at least 3 different .atr's, all of which
fail
> to load on a 130XE... they work on an 800XL though, so I expect the loader
> is calculating memory incorrectly. Before starting to dissassemble the
boot
> sectors I thought I would ask if anyone has a solution to this alerady.
>
> Thanks!
> -Dan
>
>
>

7146. Re: Cracking Christmas Cover Competition!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-08 20:38:04 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <MSuQ7.39930$WC1.3957956@newsread2.prod.itd.earthlink.net>
Source record: 32666

I refused to vote for a non-Atari mag, and the single 'Atari User' contender
was not very Christmasy.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"ville" <ville@blueyonder.co.uk> wrote in message
news:4isQ7.20827$QF1.1424377@news1.cableinet.net...
> Well Christmas is fast approaching and I'm getting in the festive mood!
I've
> decided to add a little seasonal cheer to my website by adding my
"Cracking
> Christmas Cover Competition!" Remember some of the great Yuletide covers
> from of Zzap!, Crash, and C&VG, etc? If you fancy having a look through
some
> of the best Christmas computer magazine covers from the past and feel like
> voting for your favourite, head along to www.old-computer-mags.co.uk and
> follow the links....
>
> Cheers,
> David.
>
>
>
>

7147. Re: MyDOS?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-08 21:34:39 UTC
From: ebaiz@skyenet.net
Message-ID: <PHvQ7.3057$lz2.89341@newsfeed.slurp.net>
Source record: 32667

On 7 Dec 2001 19:52:33 -, "John McCulloch" wrote:
>I got my SIO2PC cable and it works great. I downloaded an ATR for MYDOS but
>it's really DOS 2.5 with some mydos files including a .DCM file and I can't
>figure out how to make a MYDOS boot ATR file. Is there a downloadable ATR
>file for MYDOS somewhere? Or can someone tell me how to convert a MYDOS.DCM
>file to a MYDOS boot disk? Am I better off with SpartaDOS, and if so where
>can I get a .ATR file with a bootable SpataDOS?
>

I use a SIO2ST cable also. I used it with my Atari clone and a program
called 800XLDJ (like APE for the PC). There is a great little program
that runs in DOS that converts DI, DCM, ATR and XLD images and does a
great job. If the others cannot help you, email me and I will email you
the program.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

7148. Re: Bounty Bob on 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-08 21:34:41 UTC
From: ebaiz@skyenet.net
Message-ID: <RHvQ7.3058$Iz2.89357@newsfeed.slurp.net>
Source record: 32668

On 8 Dec 2001 10:10:35 -, "Dan Vernon" wrote:
>Does anyone have a copy of the disk version of Bounty Bob Strikes Back that
>will run on a 130XE? I have at least 3 different .atr's, all of which fail
>to load on a 130XE... they work on an 800XL though, so I expect the loader
>is calculating memory incorrectly. Before starting to dissassemble the boot
>sectors I thought I would ask if anyone has a solution to this alerady.
>
>Thanks!
>-Dan

I believe you need the Translator. I have used it sucessfully with my
130XE to run programs that were made for the 400/800 machines. Of
course I am using an emulator program called 800XLDJ, a SIO2ST cable
and my Atari Hades machine. I have the DI image of the program, but it
can be converted over to an ATR image using a program that runs in DOS.
Let me know if you would like the image file and the converting program.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

7149. Re: http://www.a800win.atari-area.prv.pl/ - Down?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-08 22:28:20 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <9uu46jfli1@slb4.atl.mindspring.net>
Source record: 32672

I was having trouble for several days, but then just yesterday I was able to
download the 2.8 source. It still doesn't do the OSS bank switching right.
I had to tweak the code to get it to run basic xe.

-Dan

7150. Re: Difference between two Defender 800/XE Carts

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-08 23:11:42 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0112081511.4b8f1a3b@posting.google.com>
Source record: 32673

AFAIK, there is only one Defender version. Don't have the silver label
Defender, but a lot of brown carts were re-issued during the XL period
with silver labels and metal cases. The programs are identical. Some
titles got a third time around with silver labels and grey plastic
cases for the XE. A couple of oldies even got blue XE labels. Went
through my box and found these formerly brown carts:

Silver labels (w/metal cases)

Caverns of Mars
Centipede
Dig Dug
Super Breakout
Tennis
E.T.
Space Invaders (! didn't remember seeing that one)

Any others?

7151. DUP.SYS location

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-09 00:50:51 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <9uucjv01k4m@enews2.newsguy.com>
Source record: 32674

I've now got MYDOS 4.5 and can't get it to look in the ramdisk for DUP.SYS. It creates the ramdisk and puts DUP.SYS there but it won't look for it there. A very old MyDOS 4.1 disk does it right and I've tried putting all the AUT and AR0s therefrom in many ways on the 4.5 drive and still I can't get it right.

Is there something in DOS.SYS that has to be poked and rewritten or something to get the system to look at D8 (the ramdisk) for DUP.SYS?

Thanks,

John

7152. Price check on some Atari hardware?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-09 02:07:51 UTC
From: Tom <tomno-sp4m5@attbi.com>
Message-ID: <XHzQ7.21321$Yy.295094@rwcrnsc53>
Source record: 32675

Realizing that I've moved more times than I've hooked up my Atari PC, I have decided it's time to sell the beast. I would appreciate it if I could get some general opinions about what this hardware might be worth. I'll likely sell it through Ebay unless somebody reading this happens to live in the San Jose/San Francisco, California area and simply wants to meet me to buy it outright. This is from memory, I don't feel like going to the garage just now...

1) Atari 800XL, vanilla config.
2) Atari 800XL, Rambo 256k upgrade installed.
3) Atari 810 floppy drive
4) Atari 810 floppy drive with Happy board installed. (I don't think I have the software though)
5) One of those multi-port hub thingies that lets you plug in multiple devices.
6) A smattering of games on cartridge
7) I think I should still have a MAC65 assembler cartridge as well.

If time permits I'll dig it all out and get more specific information.

Best regards,

Tom

Tom5"no-sp4m"@attbi.com

remove the quotes and the text within to email me.

7153. Re: Bounty Bob on 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-09 08:05:17 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <9uv5ud$9ee$1@slb5.atl.mindspring.net>
Source record: 32676

Eh? BBSB on a 400 or 800? I don't think so. Better check that DI again
Gamer.

7154. Re: Bounty Bob on 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-09 08:07:55 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <9uv5vo$3f4$1@slb1.atl.mindspring.net>
Source record: 32677

Leave that stock XL in the closet Ron, I was bored tonight so I just started dissassembling Bounty Bob. It turned out to be not too hard of a fix. Download my fixed version here (it works fine with 130XEs and memory expansions):

http://www.bitsothepast.com/atari

-Dan

7155. Re: Back after 13 years! What to do with 320Kb RAM?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-09 14:41:29 UTC
From: Raphael Espino <rjespino@yahoo.com>
Message-ID: <m3adws1mna.fsf@islita.localdomain>
Source record: 32678

"Russ Gilbert" <russg@en.com> writes:
> Bob Puff and Tom Hunt wrote a few things for extended memory.
> I think disk communicator can use extra RAM and Tom Hunt
> wrote a kind of multitasking thingy (too technical?). May Rapheal
> somebody did a gif viewer that might use it.

JPEG viewer, ported from the C=64, but it doesn't use the extra RAM,
or not yet at least. There are a few games that take advantage of the
extra RAM for things like digitised sounds too, but not that many
(can't name any off the top of my head).

--
-- Raphael Espino - rjespino@yahoo.com - Ramdrive v1.0 ramdisk and a8jdpeg --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
-------------- http://www.geocities.com/rjespino/a8ring.html --------------

7156. Re: Bounty Bob on 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-09 15:12:43 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <9uvv1bjps1@news.xmission.com>
Source record: 32679

Can't get to your webpage.. Are you running via Excite/@home or AT&T
[grin]

Dan Vernon <dan@bitsofthepast.com> wrote:
> Leave that stock XL in the closet Ron, I was bored tonight so I just
> started dissassembling Bounty Bob. It turned out to be not too hard of a
> fix. Download my fixed version here (it works fine with 130XEs and memory
> expansions):

> http://www.bitsothepast.com/atari

> -Dan

--
****
***** James E. King *****
***** utah_lanman@yahoo.com *****
*** Atari 8bit Hobbyist by choice, IT Pro by accident! ***
****

7157. Converting my Atari disks to the PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-09 15:52:04 UTC
From: Winston Smith <Winston.Smithp0.f802.n8.z8@fmlynet.org>
Message-ID: <00444fa8@fmlynet.org>
Source record: 32691

FamilyNet Newsgate

Re: Converting my Atari disks to the PC

For single density ATARI disks the user would need either the program ATARIO
or the program Mule/DOS-Mule/PackMule.

.. WWW.WERS.ORG, WERS Streaming Audio, 22:00 UTC/GMT, "The Playground"
.. WWW.WERS.ORG, Saturdays, Sundays, 22:00-00:99 UTC/GMT, Playground

Posted at telnet://vested-tyme.org

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7158. Bounty Bob SB & Miner 2049er emulators

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-09 17:02:56 UTC
From: "Ralph E. Dodd" <redodd@home.com>
Message-ID: <4PMQ7.250431$ez.34861309@news1.rdc1.nj.home.com>
Source record: 32680

Hello Atari folks,

I always see a lot of discussion about BBSB and I was wondering if everyone knows that BigFiveSoftware has a web site that has a lot of interesting stuff about BBSB & Miner. They also have emulators for both games that run on Windows.

http://www.bigfivesoftware.com/

Hope someone enjoys this.

Ralph

7159. Re: Bounty Bob on 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-09 17:15:59 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <9v062v$vd9$1@nntp9.atl.mindspring.net>
Source record: 32681

whoops! I miss-typed it.

this is it:

http://www.bitsofthepast.com/atari

7160. Re: Omnimon XL?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-09 23:02:40 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0112091502.48e25fc5@posting.google.com>
Source record: 32682

In the mods I've seen, the 800 OS is with the switch in the down position, the 800XL OS in the middle position and a custom OS or the CDY/SWP OS in the up position. What did they call their OS? RamrodXL or something like that. Of course, whoever installed the chips could put them in any order and never put a third option. You could always boot up an "800 only" program and see which OS works.

7161. Re: Action, Mac/65 Toolkits

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-09 23:06:36 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <08SQ7.42660$WC1.4212723@newsread2.prod.itd.earthlink.net>
Source record: 32683

I just inherited a large box of old A8 hardware and software and believe at least one of those might be in the mix. Will see what I can do...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

<ronfucci@bellsouth.net> wrote in message
news:3c0ecd73.12215546@news.atl.bellsouth.net...
> Does anyone have a copy as an .ATR to share ? I have the Version 1.00
> Mac/65 Toolkit Manual I could scan, but do not have the disks. tks

7162. Re: MyDOS?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-09 23:09:28 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <IaSQ7.42675$WC1.4213192@newsread2.prod.itd.earthlink.net>
Source record: 32684

It is out there, cannot remember exactly where I found it...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"John McCulloch" <mcculloch@accesstoledo.com> wrote in message
news:9urob206go@enews2.newsguy.com...
> I got my SIO2PC cable and it works great. I downloaded an ATR for MYDOS
but
> it's really DOS 2.5 with some mydos files including a .DCM file and I
can't
> figure out how to make a MYDOS boot ATR file. Is there a downloadable ATR
> file for MYDOS somewhere? Or can someone tell me how to convert a
MYDOS.DCM
> file to a MYDOS boot disk? Am I better off with SpartaDOS, and if so
where
> can I get a .ATR file with a bootable SpataDOS?
>
> Thanks,
>
> John
>
>
>
>

7163. Re: MyDOS?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-09 23:23:01 UTC
From: Javier <no@spam.net>
Message-ID: <ufs71uojq30mmeonglpf8nt8gfu0a80pqu@4ax.com>
Source record: 32561

Search in ftp://ftp.spudster.org a lot of OS images in ATR

On Fri, 7 Dec 2001 19:52:33 -0500, "John McCulloch"
<mcculloch@accesstoledo.com> wrote:

>I got my SIO2PC cable and it works great. I downloaded an ATR for MYDOS but
>it's really DOS 2.5 with some mydos files including a .DCM file and I can't
>figure out how to make a MYDOS boot ATR file. Is there a downloadable ATR
>file for MYDOS somewhere? Or can someone tell me how to convert a MYDOS.DCM
>file to a MYDOS boot disk? Am I better off with SpartaDOS, and if so where
>can I get a .ATR file with a bootable SpataDOS?
>
>Thanks,
>
>John
>
>

7164. Re: Action, Mac/65 Toolkits

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-09 23:34:08 UTC
From: Javier <no@spam.net>
Message-ID: <t1t71u8rl2gvkd5nl9tsgdphbdie2j0uvh@4ax.com>
Source record: 32563

Hi Ron go to this url and download those files
ftp://ftp.spudster.org:21/CTH/Utilities/ATR/Misc/Mac65v42.zip

<ronfucci@bellsouth.net> wrote in message
news:3c0ecd73.12215546@news.atl.bellsouth.net...
> Does anyone have a copy as an .ATR to share ? I have the Version 1.00
> Mac/65 Toolkit Manual I could scan, but do not have the disks. tks

7165. Re: MyDOS?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-09 23:35:55 UTC
From: Javier <no@spam.net>
Message-ID: <e9t71uk58nd0tlsadspforlpskdcjfsv0b@4ax.com>
Source record: 32565

Try this:
ftp://ftp.spudster.org:21/CTH/Utilities/ATR/OS/MYDOS450.zip

On Sun, 09 Dec 2001 20:23:01 -0300, Javier <no@spam.net> wrote:

>Search in ftp://ftp.spudster.org a lot of OS images in ATR
>
>
>
>On Fri, 7 Dec 2001 19:52:33 -0500, "John McCulloch"
><mcculloch@accesstoledo.com> wrote:
>
>>I got my SIO2PC cable and it works great. I downloaded an ATR for MYDOS but
>>it's really DOS 2.5 with some mydos files including a .DCM file and I can't
>>figure out how to make a MYDOS boot ATR file. Is there a downloadable ATR
>>file for MYDOS somewhere? Or can someone tell me how to convert a MYDOS.DCM
>>file to a MYDOS boot disk? Am I better off with SpartaDOS, and if so where
>>can I get a .ATR file with a bootable SpataDOS?
>>
>>Thanks,
>>
>>John
>>
>>

7166. Re: DUP.SYS location

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-09 23:43:57 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <1HSQ7.42776$WC1.4221531@newsread2.prod.itd.earthlink.net>
Source record: 32685

Yes, John;

The .AR0 Ramdisk setup program normally changes the byte in DOS.SYS which contains the location from "D1:DUP.SYS" to "DX:DUP..." where "X" is the RAM drive designation number. You could POKE it from Basic, but is a little trickier from other apps like TextPro. Might append a second binary file to the .AR0 to fix that one byte if the .AR0 execution does not set it incorrectly...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"John McCulloch" <mcculloch@accesstoledo.com> wrote in message news:9uucjv01k4m@enews2.newsguy.com...
> I've now got MYDOS 4.5 and can't get it to look in the ramdisk for DUP.SYS.
> It creates the ramdisk and puts DUP.SYS there but it won't look for it
> there. A very old MyDOS 4.1 disk does it right and I've tried putting all
> the AUT and AR0s therefrom in many ways on the 4.5 drive and still I can't
> get it right.
>
> Is there something in DOS.SYS that has to be poked and rewritten or
> something to get the system to look at D8 (the ramdisk) for DUP.SYS?
>
> Thanks,
>
> John
>
>
>
>

7167. Re: Action, Mac/65 Toolkits

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-10 01:30:09 UTC
From: ronfucci@bellsouth.net
Message-ID: <3c140fe9.37400656@news.atl.bellsouth.net>
Source record: 32686

Hey , what do I need to do to get into that inheritance chain ? :)

ron

On Sun, 09 Dec 2001 23:06:36 GMT, "Ron Hamilton"
<oldatarian@atariland.com> wrote:

>I just inherited a large box of old A8 hardware and software and believe at
>least one of those might be in the mix. Will see what I can do...
>
>--
>-Ron
>
>Experience is something you don't get until just after you need it.
>http://www.atariland.com/members/oldatarian
>
><ronfucci@bellsouth.net> wrote in message
>news:3c0ecd73.12215546@news.atl.bellsouth.net...
>> Does anyone have a copy as an .ATR to share ? I have the Version 1.00
>> Mac/65 Toolkit Manual I could scan, but do not have the disks. tks
>
>
>

7168. Re: Star Raiders label variations

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-10 01:56:51 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <0i581uk3dfglrt5rf5mlitusuegqfg8duf@4ax.com>
Source record: 32687

On Fri, 07 Dec 2001 21:59:31 GMT, dwebster@mediaone.net (Bishop)
wrote:

>Just different production runs had slightly different labels printed.
>The game is the same.

Yeah, I know the games are the same, I just thought the label
variations were interesting. It's the only game I've seen that on.

- Trevor

_____
Posted Via Binaries.net = SPEED+RETENTION+COMPLETION = http://www.binaries.net

7169. Re: Action, Mac/65 Toolkits

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-10 02:19:09 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <xYUQ7.15698$714.1635035@newsread1.prod.itd.earthlink.net>
Source record: 32688

Mostly pure dumb luck and nearly the last one with any interest in the 6502
based Ataris. I have almost 3 full sets of Antic and 2 of Analog from former
TACE members plus a recent cache of about 1000 disks...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

<ronfucci@bellsouth.net> wrote in message:

> Hey , what do I need to do to get into that inheritance chain ? :)

7170. Re: DUP.SYS location

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-10 02:21:52 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <4%UQ7.15703$714.1634014@newsread1.prod.itd.earthlink.net>
Source record: 32689

In MyDos 4.53 the "1" in D1:DUP.SYS is at 7089 or $1BB1; probably very near
that in 4.50 as well.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:1HSQ7.42776$WC1.4221531@newsread2.prod.itd.earthlink.net...
> Yes, John;
>
> The .AR0 Ramdisk setup program normally changes the byte in DOS.SYS which
> contains the location from "D1:DUP.SYS" to "DX:DUP..." where "X" is the
RAM
> drive designation number. You could POKE it from Basic, but is a little
> trickier from other apps like TextPro. Might append a second binary file
to
> the .AR0 to fix that one byte if the .AR0 execution does not set it
> incorrectly...
>
> --
> -Ron
>
> Experience is something you don't get until just after you need it.
> http://www.atariland.com/members/oldatarian
>
> "John McCulloch" <mcculloch@accesstoledo.com> wrote in message
> news:9uucjv01k4m@enews2.newsguy.com...
> > I've now got MYDOS 4.5 and can't get it to look in the ramdisk for
> DUP.SYS.
> > It creates the ramdisk and puts DUP.SYS there but it won't look for it
> > there. A very old MyDOS 4.1 disk does it right and I've tried putting
all
> > the AUT and AR0s therefrom in many ways on the 4.5 drive and still I
> can't
> > get it right.
> >
> > Is there something in DOS.SYS that has to be poked and rewritten or
> > something to get the system to look at D8 (the ramdisk) for DUP.SYS?
> >
> > Thanks,
> >
> > John

> >
> >
> >
> >
>
>
>

7171. BlackBox Power Supply Reqs

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-10 03:53:42 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <9v1bk6$3oe$1@news.xmission.com>
Source record: 32692

This week, one of my projects will be to incorporate all my external 8bit peripherals into a standard desktop PC case.

That being the case, can anybody provide the power requirements for the BlackBox. Will it take 5 or 12v via a PC power supply? What's the pin out?

--
****
***** James E. King *****
***** utah_lanman@yahoo.com *****
*** Atari 8bit Hobbyist by choice, IT Pro by accident! ***
****

7172. Syquest 200mb Cart drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-10 03:54:37 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <9v1blt$3oe$2@news.xmission.com>
Source record: 32693

For the BlackBox, can anybody provide the head/cylinder config for a 200mb Syquest cart. drive (50 pin scsi)?

I assume since I used the 44mb variation on my 8bit (now using the 135mb), I should be able to use the 200mb without issue.

Any assistance appreciated.

--
****
***** James E. King *****
***** utah_lanman@yahoo.com *****
*** Atari 8bit Hobbyist by choice, IT Pro by accident! ***
****

7173. 1gb/2gb Jaz SCSI?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-10 03:55:19 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <9v1bn7$3oe$3@news.xmission.com>
Source record: 32694

Can the 1gb or 2gb SCSI jaz drives be used on an 8bit? If so, what would
the config. look like on a blackbox?

--
****
***** James E. King *****
***** utah_lanman@yahoo.com *****
*** Atari 8bit Hobbyist by choice, IT Pro by accident! ***
****

7174. Reading Atari Disks (810) with a PC-drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-10 08:42:29 UTC
From: Meino Cramer <M.Cramer@alcatel.de>
Message-ID: <3C147575.3E530110@alcatel.de>
Source record: 32695

Hi,

is it -- from a technical point of view -- possible to
read disks, which were formatted and written on a
ATARI 810 drive in acnient times ;), with a standard
5.25"-drive on a PC?
What technical precondition must be fullfilled before
trying to do so?

May someone has already constructed some software
for that task ?

And (last question :o) I heard different things about
the SIO2PC-software. One was to connect an ATARI to the
PC (PC emulates mainly disk drives) OR to connect an
ATARI810 drive to a PC to read the disks to a PC.
Is both be possible or is it a contradiction or...what?

Sorry for that newbie questions, but the FAQ wasn't clear to
me in the points regarding what I have asked above...

Kind regards,
M.

--

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represent those of my employer. Not for commercial publication unless
expressly permitted via e-mail or writing.
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7175. Re: Reading Atari Disks (810) with a PC-drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-10 09:09:08 UTC
From: j131@inetia.pl
Message-ID: <9v1u65$ho8$1@korweta.task.gda.pl>
Source record: 32696

In article <3C147575.3E530110@alcatel.de>, Meino Cramer <M.Cramer@alcatel.de> wrote:
[...]
> And (last question :o) I heard different things about
> the SIO2PC-software. One was to connect an ATARI to the
> PC (PC emulates mainly disk drives) OR to connect an
> ATARI810 drive to a PC to read the disks to a PC.
> Is both be possible or is it a contradiction or...what?

AFAIK SIO2PC hardware used along with one of PC programs does exactly what you wrote: emulates Atari disks (and possibly other peripherals) on a PC. Real Atari computer must be present to provide power and commands to the interface. With any standard atari disk copier you can copy your disks from real (ea. 810) drive to emulated (PC HD that is) drive. Or vice versa.

There is however a slightly different piece of hardware: 1050-2PC aka Prosystem cable which allows you to connect 1050 drive to the PC. Both power and commands are supplied by the PC in this case. It works with one software only (Prosystem, part of APE distribution; credit for that goes to Steven Tucker) and I dont know if it works with 810 drive; according to the documentation it works with stock 1050 drives only..

j131

7176. Re: Reading Atari Disks (810) with a PC-drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-10 11:25:21 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C149BA1.897BFBC9@siemens.at>
Source record: 32547

j131@inetia.pl wrote:

> There is however a slightly different piece of hardware: 1050-2PC aka
> Prosystem cable which allows you to connect 1050 drive to the PC. Both power
> and commands are supplied by the PC in this case. It works with one software
> only (Prosystem, part of APE distribution; credit for that goes to Steven
> Tucker) and I dont know if it works with 810 drive; according to the
> documentation it works with stock 1050 drives only..

And there is 1050-2-PC hardware from Nick Kennedy, to connect a 1050
to the PC. Reading and writing is possible using options of the SIO2PC
software written by Nick.

Gerhard

7177. Re: Reading Atari Disks (810) with a PC-drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-10 11:34:21 UTC
From: Meino Cramer <M.Cramer@alcatel.de>
Message-ID: <3C149DBD.B55D9A8C@alcatel.de>
Source record: 32548

Hmmmm....there are much support for the 1050 drive...but my disks
are written with a 810 drive.
Does anyone know of a possibility to read those disks
"into" a PC -- best would be with a standard 5.25" drive...

On the other side; Is it possible to read 810er disks
with the 1050er drive...this MAY say, that it is
possible to read 810er disks with the softwae/hardware
you mentioned...

M.

Janka Gerhard wrote:
>
> j131@inetia.pl wrote:
>
> > There is however a slightly different piece of hardware: 1050-2PC aka
> > Prosystem cable which allows you to connect 1050 drive to the PC. Both power
> > and commands are supplied by the PC in this case. It works with one software
> > only (Prosystem, part of APE distribution; credit for that goes to Steven
> > Tucker) and I dont know if it works with 810 drive; according to the
> > documentation it works with stock 1050 drives only..
>
> And there is 1050-2-PC hardware from Nick Kennedy, to connect a 1050
> to the PC. Reading and writing is possible using options of the SIO2PC
> software written by Nick.
>
> Gerhard

--

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This is a private mail.All opinions expressed are my own and may not
represent those of my employer. Not for commercial publication unless
expressly permitted via e-mail or writing.
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7178. Re: Reading Atari Disks (810) with a PC-drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-10 12:18:19 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C14A80B.AF7321F0@siemens.at>
Source record: 32549

Meino Cramer wrote:
>
> Hmmmm....there are much support for the 1050 drive...but my disks
> are written with a 810 drive.
> Does anyone know of a possibility to read those disks
> "into" a PC -- best would be with a standard 5.25" drive...
>
> On the other side; Is it possible to read 810er disks
> with the 1050er drive...this MAY say, that it is
> possible to read 810er disks with the softwae/hardware
> you mentioned...

810er disks can be read on a 1050 without problem. I think there is
a good chance that Nick Kennedys software and hardware would work
with a 810 as long as you don't set enhanced density or double
density mode which the 810 does not understand.
You could try whether Nick is still reachable via
nkennedy@tcainternet.com . He's always been very helpful.

Gerhard

7179. Re: 8 Bit IDE Interface

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-10 12:49:24 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9v2b0l$l6l$1@nets3.rz.RWTH-Aachen.DE>
Source record: 32550

Howdy Marek

> Please look at www.atari.cuprum.com.pl (SIO2IDE project). Documents
> only in Polish.

Your site looks nice, great pictures, but could you please translate it into
english?

Matthias told me there should be no reason why your interface couldn't work
with ASPI. You know, ASPI is where the hardware specific code is put in a
separate file. So you don't have to write every tool for every SCSI or IDE
interface, just the 'ASPI manager'.
Check out my ASPI site at
http://www-users.rwth-aachen.de/mathy.van_nisselroy/ click on ASPI page.

CU Mathy van Nisselroy

7180. Re: 1gb/2gb Jaz SCSI?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-10 12:59:35 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9v2bjn$lk8$1@nets3.rz.RWTH-Aachen.DE>
Source record: 32551

Howdy James

> Can the 1gb or 2gb SCSI jaz drives be used on an 8bit? If so, what would
> the config. look like on a blackbox?

I'm using a ZIPdrive, so I don't see why.

CU Mathy van Nisselroy

7181. Re: BlackBox Power Supply Reqs

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-10 13:06:28 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9v2c0lluh1@nets3.rz.RWTH-Aachen.DE>
Source record: 32552

Howdy James, folks

> This week, one of my projects will be to incorporate all my external 8bit
> peripherals into a standard desktop PC case.
>
> That being the case, can anybody provide the power requirements for the
> BlackBox. Will it take 5 or 12v via a PC power supply? What's the pin out?

Mine works on +5, +12 and either -5 or -12. Has done so for years.
I'm not sure about the exact pin out. (mine has a 4 pin power connector
(not standard PC power connector) but there are others.)

Tell me if you have the same connector and I can give you my pin out.
(Bob Puff told me the BB needs either -12 or -5 VDC. Doesn't matter which.)

CU Mathy van Nisselroy

PS don't forget, switched power drops it's voltage faster then non-switched.
(if you have a solution for this other then "keep the cable as short as
possible", please tell us.)
PPS make sure you use connectors to take the power from the tower if you
don't know how to fix one of these towers yourself. Saves a whole lot of
explaining and if you have it warranty.

7182. Re: 8 Bit IDE Interface

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-10 13:55:18 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9v2es7$o5c$1@nets3.rz.RWTH-Aachen.DE>
Source record: 32553

Howdy Marek

> Please look at www.atari.cuprum.com.pl (SIO2IDE project). Documents
> only in Polish.

I had a look at the pictures at your site. Could you please tell me what is
the ISP connector used for?

CU Mathy van Nisselroy

7183. Re: DUP.SYS location

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-10 15:58:56 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c14dbbe$0$37098$1dc6e903@news.corecomm.net>
Source record: 32554

1802 had/has the number of drives in DOS 2.0/2.5. I would guess
MyDOS uses the same location.
For instance, if you PEEK(1802) and get 15, DOS recognizes
4 drives.
I would guess MyDOS uses the same location and a 255 at 1802
would serve 8 drives.
POKE 1802,255, then goto DUP.SYS and write DOS files.
1802 is a bit thing. bit 0 is for drive one, bit 1 is for drive 2, etc.
00000111 (decimal 7) would be 3 drives.
11111111 (decimal 255) would be 8 drives.
Russg

7184. Re: Reading Atari Disks (810) with a PC-drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-10 16:06:28 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c14dd81$0$37104$1dc6e903@news.corecomm.net>
Source record: 32555

Meino.
Your best bet is APE or SIO2PC. I think.
10502PC would also serve. You would need to make the cable(s).
A PC cannot read 810 single density disks without an unusual
floppy controller, and is sorta unreliable even with double density.
810 and 1050 single density are the same, you can read/write
A8 sngl dens on either drive.
Russg

7185. Re: 1gb/2gb Jaz SCSI?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-10 17:43:11 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <9v2s1rlji1@nntp9.atl.mindspring.net>
Source record: 32556

I asked Bob Puff about this when I set up my BB. He says that theoretically speaking, using any size drive is permitted, as long as it talks SCSI-I. You need a parity pal modification for your BB to talk to the newer drives. And you will only be able to access the first approx. 1gb of drive space with the BB partition manager. Personally, I prefer removable cartridge drives with the BB. Then you can have several cart for all the SSSD-size partitions for disk images, another full of big 16mb partitions for dev work, etc.
-Dan

7186. Bravo Sierra on Auctions!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-10 17:50:50 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0112100947150.32553-100000@shell.pacifier.com>
Source record: 32557
Cross-posted to:
alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

http://www.pacifier.com/~atari/auctions.htm Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! Recently I expressed opinions of my Pet Peeves on Auctions. Last time I checked, I still have the right to an opinion! Or do we check in our Brain's at the Door around here? The funny thing is, most of us expect this kind of crap from auctions. Most of what I wrote I got from Customers with similar bad luck from auctions! I just cant see why Buyers keep Bidding up the price while Atari Dealers like myself have a marked price on the same item for less? And we stand behind what we sell and our reputations. I'm guessing they have financial interests at stake! We've all heard News Stories like a Human Kidney shows up Mysteriously at auction or when the Oscars showed up after Hijacked from Academy Awards!

http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!
http://www.pacifier.com/~atari/newinbox.htm More +NEW in BOX Games/Soft
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/antispam.htm Spamming News!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7187. Re: Bravo Sierra on Auctions!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-10 19:10:13 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B83A72C5.B50%atarilp@hotmail.com>
Source record: 32558

in article Pine.BSO.4.33.0112100947150.32553-100000@shell.pacifier.com,
Bravo Sierra Computers at atari@pacifier.com wrote on 12/10/01 12:50 PM:

> http://www.pacifier.com/~atari/auctions.htm Hi, I'm Ben Smith, proprietor
> of Bravo Sierra Computers! Recently I expressed opinions of my Pet Peeves
> on Auctions. Last time I checked, I still have the right to an opinion! Or
> do we check in our Brain's at the Door around here? The funny thing is,
> most of us expect this kind of crap from auctions. Most of what I wrote I
> got from Customers with similar bad luck from auctions! I just cant see
> why Buyers keep Bidding up the price while Atari Dealers like myself have
> a marked price on the same item for less? And we stand behind what we sell
> and our reputations. I'm guessing they have financial interests at stake!
> We've all heard News Stories like a Human Kidney shows up Mysteriously at
> auction or when the Oscars showed up after Hijacked from Academy Awards!

I'm glad you do what you do, you provide a needed service however,
my opinion is that your opinion is skewed. What you have is poorly informed
bidders who don't know when to stop bidding. There is nothing wrong with
the auction process. The key to any auction is knowing exactly what the
item is worth before you even bid. If the seller cannot answer your
questions, for heaven sake don't bid! How hard is it to research prices
or check dealers before bidding? I think it is the ill informed bidder who
has left his brain at the door.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

7188. FS: UK, Atari 800XL, 1050, 1010, many disks

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-10 20:21:00 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <vfEqcWEskRF8Ew0p@lovecraft.demon.co.uk>
Source record: 32559

I just don't use this machine any more, and having a 1050 and 1010 with
it is overkill. Open to offers, swap MSX hardware (disk drive
especially), and wouldn't mind an XE VGS in part exchange. It's in
totally mint condition.

Richard
--
Classic Computers: Atari 800XL - Rescue on Fractalus! |\ _,,,---,,_
Yamaha CX5MII/128 - Music and MSX! Compaq 386 MIDI /,`.-'`' -. ;-;;,
Apples? www.lovecraft.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Last found? Tandy 102 in my office drawer! '----''(_/--' `-'_)Morticia

7189. Atari800win plus Website problem update.

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-10 21:09:22 UTC
From: Paul Irvine <mclane.dellosDELETE-THIS@btinternet.com>
Message-ID: <hc8a1u0km8lvk3hcvlenido69adm1m2oq2@4ax.com>
Source record: 32560

Just got this from Tomek of Win plus.

****
Unfortunately, the server that is hosting PLus pages is not the
fastest one on the Earth. There are also some problems with its
reliability. I can't do anything with that at the moment

****

Keep trying is the best bet

7190. Atari Hardware FA: Now down to the last day...

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-10 22:34:30 UTC
From: bsg <bigsexygav@yahoo.com>
Message-ID: <WLaR7.25091$GU1.4996285@news6-win.server.ntlworld.com>
Source record: 32562

Atari 800xl, 1050 Disc Drive, XC12 Datasette and games - Currently at £30
http://page.auctions.shopping.yahoo.com/uk/auction/57472600

Atari 520ST - Currently at £20
http://page.auctions.shopping.yahoo.com/uk/auction/57189028

good luck and I hope the successful bidder derives as much pleasure out of
these items as I have.

regards

Gavin

--

ICQ: 49110946

We have lingered in the chambers of the sea
By sea-girls wreathed with seaweed red and brown
Till human voices wake us, and we drown. -- T.S. Eliot

7191. Re: Action, Mac/65 Toolkits

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-10 23:28:36 UTC
From: ronfucci@bellsouth.net
Message-ID: <3c1544f0.29108484@news.atl.bellsouth.net>
Source record: 32564

Thanks.
I opened this .ATR. It has Mac65 and DosXL, but it does not contain
the toolkit.

ron

On Sun, 09 Dec 2001 20:34:08 -0300, Javier <no@spam.net> wrote:

>Hi Ron go to this url and download those files
>ftp://ftp.spudster.org:21/CTH/Utilities/ATR/Misc/Mac65v42.zip
>
>
>
><ronfucci@bellsouth.net> wrote in message
>news:3c0ecd73.12215546@news.atl.bellsouth.net...
>> Does anyone have a copy as an .ATR to share ? I have the Version 1.00
>> Mac/65 Toolkit Manual I could scan, but do not have the disks. tks
>
>

7192. Re: DUP.SYS location

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-11 02:37:46 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <_jeR7.1703$5K4.228854@newsread1.prod.itd.earthlink.net>
Source record: 32566

Later MyDos versions could add drives on the fly and did not need to preset
location 1802. John was not having trouble with that; his Ramdisk.com was
not updating the file name and drive containing Dup.Sys after copying it
from D1 to D8. Typing "Dos" caused it to look on D1 instead of the ram drive
and slowed things down.

BTW, MyDos will supposedly search all drives for Dup.Sys when it fails to
get in the 1st place it looks.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Russ Gilbert" <russg@en.com> wrote in message
news:3c14dbbe$0$37098$1dc6e903@news.corecomm.net...
> 1802 had/has the number of drives in DOS 2.0/2.5. I would guess
> MyDOS uses the same location.
> For instance, if you PEEK(1802) and get 15, DOS recognizes
> 4 drives.
> I would guess MyDOS uses the same location and a 255 at 1802
> would serve 8 drives.
> POKE 1802,255, then goto DUP.SYS and write DOS files.
> 1802 is a bit thing. bit 0 is for drive one, bit 1 is for drive 2, etc.
> 00000111 (decimal 7) would be 3 drives.
> 11111111 (decimal 255) would be 8 drives.
> Russg
>
>
>

7193. Re: Syquest 200mb Cart drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-11 08:59:28 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0112110059.4846a7d0@posting.google.com>
Source record: 32567

James King <utah_lanman@yahooo.com> wrote in message
news:<9v1blt$3oe$2@news.xmission.com>...
> For the BlackBox, can anybody provide the head/cylinder config for a 200mb
> Syquest cart. drive (50 pin scsi)?
>
> I assume since I used the 44mb variation on my 8bit (now using the 135mb),
> I should be able to use the 200mb without issue.
>
> Any assistance appreciated.

You assume correctly, I love mine! 2 heads, 2,260 cylinders, and if you
have the same luck I did, you can't 'set' this anyway. Every time I
tried, the hard drive format program would change it to the above setting
automatically, doesn't seem to be a way around it outside of running custom
formatting software.

7194. Starbase Hyperion

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-11 10:55:54 UTC
From: angrysam <angrysam@io.com>
Message-ID: <_CIR7.174033$YD.13428385@news2.aus1.giganews.com>
Source record: 32568

This seems to be a well-known game, but no ftp sites have it.

So who's holding out on us?

I *miss this game* ! If anyone has it or knows where I can find it, let me know.

7195. Re: Syquest 200mb Cart drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-11 12:12:39 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <9v4t7n$6n0$1@news.xmission.com>
Source record: 32569

Are you using the 200mb Syquest on an 8bit? If so, can you use
(read/write/format) the 44mb and 88mb carts. on that 200mb drive via the
Atari?

I discovered the auto setting issue last night, but opted to stay with the
44mb until I could determine if the 200mb would use the 20 plus 44 and
88mb carts I have; as I only have 2 or 3 of the 200mb carts.

Lee <melee5@my-deja.com> wrote:

> You assume correctly, I love mine! 2 heads, 2,260 cylinders, and if you
> have the same luck I did, you can't 'set' this anyway. Every time I
> tried, the hard drive format program would change it to the above setting
> automatically, doesn't seem to be a way around it outside of running custom
> formatting software.

--
****
***** James E. King *****
***** utah_lanman@yahoo.com *****
*** Atari 8bit Hobbyist by choice, IT Pro by accident! ***
****

7196. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-11 13:44:11 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1008078178@rtfm.mit.edu>
Source record: 32570
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 10, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
```

http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/
Atari Phoenix Project E-Zine: http://atariphoenix.com

7197. Item Found - Synapse RELAX

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-11 15:24:29 UTC
From: Dutchman2000 <dutchman@atari.net>
Message-ID: <u1c995ar68vsf9@corp.supernews.com>
Source record: 32571

A friend gave me this item after cleaning out his basement. It is complete in the box with everything. It appears to be a bio-feedback monitor program. Anyone have more information on this?

7198. Re: Omnimon XL?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-12 00:35:10 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <9v68o202c7h@enews1.newsguy.com>
Source record: 32572

I remember the term RamrodXL from way back. By the way, I think your evaluation of the switch position is right as I have better luck with the middle position for MYDOS. I'm currently trying to get MYDOS to do the ramdisk properly and have gotten GREAT help on this newgroup. After that, I'll try to refresh myself on OmniMon. The 800XL I have has 256K, with multiple OSs and OmniMon (I think). The keyboard was ridden hard and I replaced it with one from another 800XL which had none of these enhancements which many years ago I knew how to work.

I must say that if the internet and this newsgroup had existed back in '85, I NEVER would have sold the aforementioned machine.

Thanks to all on this newsgroup!
John

"Haywood Ubeegoode" <ejgnandt@netzero.net> wrote in message news:4d2debfd.0112091502.48e25fc5@posting.google.com...
> In the mods I've seen, the 800 OS is with the switch in the down
> position, the 800XL OS in the middle position and a custom OS or the
> CDY/SWP OS in the up position. What did they call their OS? RamrodXL
> or something like that. Of course, whoever installed the chips could
> put them in any order and never put a third option. You could always
> boot up an "800 only" program and see which OS works.

7199. Re: Action, Mac/65 Toolkits

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-12 01:08:39 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <9v6ann02fpd@enews1.newsguy.com>
Source record: 32573

I remember starting to make my own little version of the MAC65 toolkit to minimize memory usage. If anyone remembers, the MAC65 toolkit had some nice macros for OS access like SIO and floating point access. What I didn't like was that it included many subroutines to be called by such macros and ALL toolkit subroutines were included in any program that used the toolkit. I started adding lines to check whether each routine was actually being used and included only the routines that were actually called by the respective program. As I'm just getting back into A8, I have a MAC65 cartridge that I haven't tested and none of the work I did way back when. Has anyone done the same? Without an actual linker this was the only way to make sure that unused routines were actually left out of the program.

John

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:08SQ7.42660$WC1.4212723@newsread2.prod.itd.earthlink.net...
> I just inherited a large box of old A8 hardware and software and believe
at
> least one of those might be in the mix. Will see what I can do...
>
> --
> -Ron
>
> Experience is something you don't get until just after you need it.
> http://www.atariland.com/members/oldatarian
>
> <ronfucci@bellsouth.net> wrote in message
> news:3c0ecd73.12215546@news.atl.bellsouth.net...
> > Does anyone have a copy as an .ATR to share ? I have the Version 1.00
> > Mac/65 Toolkit Manual I could scan, but do not have the disks. tks
>
>
>

7200. Re: DUP.SYS location

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-12 03:58:11 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c16d5cf$0$37104$1dc6e903@news.corecomm.net>
Source record: 32574

Hiya.
Ok (mydos 4.5 doesn't use 1802 for # of drives supported.)
I looked at the mydos 4.5 manual.
If John was running the ramboot.aut for mydos, it should
update where to look for dup.sys and mem.sav.
and mydos looks for dup.sys starting at d1: and goes up, I guess
if ramboot.aut was run.
I'm not a mydos or ramdisk user.
So all this is interesting, and John M. says in another post
that info helped.
But, I still don't see the solution, did he solve the problem?
Was he using a different ramdisk program?
Russg

7201. Re: Syquest 200mb Cart drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-12 07:52:51 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0112112352.51987043@posting.google.com>
Source record: 32575

James King <utah_lanman@yahooo.com> wrote in message
news:<9v4t7n$6n0$1@news.xmission.com>...
> Are you using the 200mb Syquest on an 8bit? If so, can you use
> (read/write/format) the 44mb and 88mb carts. on that 200mb drive via the
> Atari?
>
> I discovered the auto setting issue last night, but opted to stay with the
> 44mb until I could determine if the 200mb would use the 20 plus 44 and
> 88mb carts I have; as I only have 2 or 3 of the 200mb carts.
>

Yes, I have used the 200mb Syquest with BB on Atari. The 44 and 88 carts
are both supposed to work in that drive, but with our 'autoset' bug, the
only way it would work for us would be to spend a few days partitioning,
formatting, and then testing to the end of guessed at partitions until you
fall off the edge of the world. Don't know if head one is used all the way
to cylinder 2260 and head two takes over from there or not. Only way to
find out for sure is to dive in, which is why I haven't done it yet.

To scope mine out at first go round, I set it up as U#1,lun0 with a 17
sector gap at the front so I could then use it as first hard drive and
just fill in the configuration data and controller list when I finally
make the move to put it on line for good. I haven't done that yet either
as you kind of caught me in the middle of moving to a new Atari hard drive.

7202. Re: Starbase Hyperion

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-12 08:13:03 UTC
From: Paul Coudrai <noinfo@noway.org>
Message-ID: <4a4e1uccilc4h2v13438ib23cg2ct874si@4ax.com>
Source record: 32470

I have a disk version of this game but i dont have a sio2pc...
:-(

On Tue, 11 Dec 2001 10:55:54 GMT, "angrysam" <angrysam@io.com> wrote:

>This seems to be a well-known game, but no ftp sites have it.
>
>So who's holding out on us?
>
>I *miss this game* ! If anyone has it or knows where I can find it, let me
>know.
>
>
>
>
>

7203. for sale Atari 8bit cassette games

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-12 10:24:19 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0112120224.2d20ba05@posting.google.com>
Source record: 32576

I have a large collection of Atari 8bit cassette games for sale, over 230 games, 100+full price (7.99/9.99) and 130 budget games (1.99/2.99)

I am selling them as one unit (no splits, as I have boxed them up), some games (less then 40) have no orig packaging (cassette inlays)

Because of weight/cost ratio inposed by courier/delivery firms, as the box weighs over 20kg's, the buyer must collect, or arrange courier collection

I am selling this collection at ï¿½200 (two hundred pound sterling) no offers

Or highest bid secures collection, this message isn't duplicated on ebay (as they do charge a fee for the service)

For interested parties, please call- do not email, that is DO NOT EMAIL, telephone me only on 0207 278 4244 (+44 IF DIALING OUTSIDE BRITISH ISLES/UK)
and ask for Carmel

Yours Atarilly

Carmel

7204. Re: WTB: 65XEM (w/"AMY" chip) - anybody?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-12 10:48:55 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0112120248.6b791855@posting.google.com>
Source record: 32577

Hello Curt, hello Atari fanz, hows the atari going

Re: Amy chip and 800xlf

Although Atari tried to get a working version of the chip ready for the 8bit series, as with most things Atari did under the tramiel admin.. they never got round to mass production, the excuse that atari gave was the 'poor' h/w development tools Atari had access to, strange considering that Atari became only the second computer manuf. (after commodore) to manuf. and mass produce their own processors, as Atari manuf. the xl and xe and gtia version 800's 6502 variant, I also understand that they had a deal with motorola to produce and manuf Atari versions of 68k for the ST series, in addition to that Atari also had a hand in designing and orig. r+d into the 65816 (the first true 16 bit version of the 6502... the m.o.s equiv. i remember called the 65000, apparently didn't get passed the drawing board stage) According to sources at Atari, and articles in various Atari mag's in the mid 80's, Atari apparently developed a working version of the AMIE/Amy chip for the ST series, and were planning to mass produce it, I guess like Atari's proposed cdrom drive for the st called CDAR, the ST version of amie/amy went the same way as the 8bit version (by the way I actually saw a CDAR demo'ed in a glass case at an ATARI stand at one of the Atari shows in london (either 86/87)

Re: the 800xlf... this version of the XL was never released/mass produced by AtARI, your'e getting mixed up with the 800xe, although I did once know someone who owned a fully pop'd 800xlf mainboard (don't ask me if he still has it)

Yours Atarilly

Carmel

7205. Re: WTB: 65XEM (w/"AMY" chip) - anybody?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-12 12:01:18 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <mbcodQDOc0F8Ewlg@lovecraft.demon.co.uk>
Source record: 32578

In article <6912483e.0112120248.6b791855@posting.google.com>, carmel
<carmel_andrews@hotmail.com> writes
>Re: the 800xlf... this version of the XL was never released/mass
>produced by AtARI, your'e getting mixed up with the 800xe, although I
>did once know someone who owned a fully pop'd 800xlf mainboard (don't
>ask me if he still has it)

Carmel,

The 800XLF is merely the final production run of the 800XL, with a
Freddy on board. Nothing special about them at all...

Richard
--
Classic Computers: Atari 800XL - Rescue on Fractalus! |\ _,,,---,,_
Yamaha CX5MII/128 - Music and MSX! Compaq 386 MIDI /,`.-'`' -. ;-;;,
Apples? www.lovecraft.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Last found? Tandy 102 in my office drawer! '----''(_/--' `-'_)Morticia

7206. uip (micro tcp/ip) ported to atari 8-bit with sources!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-12 21:31:45 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c17d30e$0$302$e4fe514c@tyrannewsaurus.xs4all.nl>
Source record: 32579

Hi,

I am now posting all sources and compiled files to alt.atari.warez

TXG/MNX

7207. Re: uip (micro tcp/ip) ported to atari 8-bit with sources!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-12 22:07:15 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <j7lf1ugm1gbu78ctbl2bkgojt9c8aujdjs@4ax.com>
Source record: 32580

On Wed, 12 Dec 2001 22:31:45 +0100, "TXG"
<txg@the-underground.myweb.nl> wrote:

>Hi,
>
>I am now posting all sources and compiled files to alt.atari.warez

Do you mean alt.warez.atari?

If not, could someone please post it on http/ftp ?

--
Shawn Jefferson

7208. Re: Reading Atari Disks (810) with a PC-drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-12 22:13:21 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <5EQR7.6463$vK1.679651@newsread2.prod.itd.earthlink.net>
Source record: 32581

All 1050s can read 810 disks, but 810s are unable to read some 1050 disks because of the possibility of the dreaded enhanced density and-a-half available with Dos 3.0 & 2.5.

SIO2PC and APE use a similar cable to connect a real Atari to a PC which simulates a disk drive; additional real drives may also be connected for data transfer between disk and disk image. One caveat is my Percom drive which is incompatible.

There is a second similar cable allowing PC software to read/write directly to a 1050 drive with no need for an Atari computer. Theoretically this device should also function with the 810, but you cannot ignore the Percom factor...

You cannot read 810 disks directly with a PC 5.25 unless it is very old and has the single density floppy disk controller card.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Meino Cramer" <M.Cramer@alcatel.de> wrote in message
news:3C149DBD.B55D9A8C@alcatel.de...
>
> Hmmmm....there are much support for the 1050 drive...but my disks
> are written with a 810 drive.
> Does anyone know of a possibility to read those disks
> "into" a PC -- best would be with a standard 5.25" drive...
>
> On the other side; Is it possible to read 810er disks
> with the 1050er drive...this MAY say, that it is
> possible to read 810er disks with the softwae/hardware
> you mentioned...
>
> M.
>
>
> Janka Gerhard wrote:
> >
> > j131@inetia.pl wrote:
> >
> > > There is however a slightly different piece of hardware: 1050-2PC aka
> > > Prosystem cable which allows you to connect 1050 drive to the PC. Both
power

> > > and commands are supplied by the PC in this case. It works with one
software
> > > only (Prosystem, part of APE distribution; credit for that goes to
Steven
> > > Tucker) and I dont know if it works with 810 drive; according to the
> > > documentation it works with stock 1050 drives only..
> >
> > And there is 1050-2-PC hardware from Nick Kennedy, to connect a 1050
> > to the PC. Reading and writing is possible using options of the SIO2PC
> > software written by Nick.

7209. Re: Bounty Bob on 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-12 22:13:23 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <7EQR7.6464$vK1.679651@newsread2.prod.itd.earthlink.net>
Source record: 32582

Great news, Dan! Now don't be modest and keep us in suspense; tell us all
about the fix.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Dan Vernon" <dan@bitsofthepast.com> wrote in message
news:9uv5vo$3f4$1@slb1.atl.mindspring.net...
> Leave that stock XL in the closet Ron, I was bored tonight so I just
> started dissassembling Bounty Bob. It turned out to be not too hard of a
> fix. Download my fixed version here (it works fine with 130XEs and memory
> expansions):

7210. Re: DUP.SYS location

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-12 22:47:32 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <88RR7.6517$vK1.685207@newsread2.prod.itd.earthlink.net>
Source record: 32583

Don't have any update; would be interesting to see if and what was a
solution.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Russ Gilbert" <russg@en.com> wrote in message
news:3c16d5cf$0$37104$1dc6e903@news.corecomm.net...
> Hiya.
> Ok (mydos 4.5 doesn't use 1802 for # of drives supported.)
> I looked at the mydos 4.5 manual.
> If John was running the ramboot.aut for mydos, it should
> update where to look for dup.sys and mem.sav.
> and mydos looks for dup.sys starting at d1: and goes up, I guess
> if ramboot.aut was run.
> I'm not a mydos or ramdisk user.
> So all this is interesting, and John M. says in another post
> that info helped.
> But, I still don't see the solution, did he solve the problem?
> Was he using a different ramdisk program?

7211. Re: uip (micro tcp/ip) ported to atari 8-bit with sources!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-13 00:18:26 UTC
From: Paul Coudrai <noinfo@noway.org>
Message-ID: <qqsf1uo9aa7haifvgo2vr2n7v1feu4uast@4ax.com>
Source record: 32471

```
alt.warez.atari????
why don't use alt.binaries.atari or a ftp site..
I don't have access to such news group
>On Wed, 12 Dec 2001 22:31:45 +0100, "TXG"
><txg@the-underground.myweb.nl> wrote:
>
>
>Do you mean alt.warez.atari?
>
>If not, could someone please post it on http/ftp ?
```

7212. Re: 80 column term. emulator

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-13 01:29:01 UTC
From: William Kendrick <nbs@sonic.net>
Message-ID: <xvTR7.12693$DD2.129598@typhoon.sonic.net>
Source record: 32584

Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
: FamilyNet Newsgate
: So your PC sets up the telnet prompt? What did it take to set that up? I
: know a lot of people do it, I guess I need to get my PC doing the same...
: take a load off the local BBS. :)

I think a lot of people use a Linux box. You could whip together a small
Linux PC with a modem or ethernet card on a 386 with either no HD or
a very small HD for pretty cheap, or free, I bet. :)

-bill!

7213. Re: DOOM clone screenshots for XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-13 01:32:55 UTC
From: William Kendrick <nbs@sonic.net>
Message-ID: <bzTR7.12695$DD2.129598@typhoon.sonic.net>
Source record: 32585

TXG <txg@the-underground.myweb.nl> wrote:

: Fox/Taquart has opened a page with screenshots for the XL/XE doom clone.
: Move your mouse over the pictures to read extra info...
:
: http://atariarea.nostalgia.pl/vector

So... any updates? :)

-bill!

7214. Re: Back after 13 years! What to do with 320Kb RAM?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-13 01:39:14 UTC
From: William Kendrick <nbs@sonic.net>
Message-ID: <6FTR7.12704$DD2.129598@typhoon.sonic.net>
Source record: 32586

Raphael Espino <rjespino@yahoo.com> wrote:

: JPEG viewer, ported from the C=64, but it doesn't use the extra RAM,
: or not yet at least. There are a few games that take advantage of the
: extra RAM for things like digitised sounds too, but not that many
: (can't name any off the top of my head).

MegaBlast uses some really nice digitized music in the title screen
if you have extra RAM. :)

Some demos use extra RAM for animations.

Not too many other games used it, though. RAMdisk is quite useful, though! :)
Hell, I use one under Atari800 (emulator under Linux)

-bill!

7215. Google groups archive, who's been here the longest?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-13 02:32:38 UTC
From: gozarcollins.hotmail@NoSpam.com
Message-ID: <GNBG8A+8AU6b092yn@NoSpam.com>
Source record: 32587

Searching through the archive of Usenet I found my first
post ever, and it was to comp.sys.atari.8bit on Jan. 29,
1989.

It was a very lame post where it appears I was trying
to subscribe...

Check out http://groups.google.com.

--
Ryan 'Gozar' Collins

7216. 1050 Parts needed!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-13 04:37:41 UTC
From: Krystian Sergiejew <kriss@alphavibes.com>
Message-ID: <pgWR7.27$l8.3100@typhoon.jacksonville.mediaone.net>
Source record: 32590

I have a non working Atari 1050 disk drive that I am trying to fix. It seems that the stepping part on the drum (I don't know the technical name for it) that rotates the diskette is missing a clip and some other part.

Does anyone know where I can find a complete part list for 1050, and be able to order some of these? Or, does anybody have a non working 1050 with good mechanical parts for sale? (US preferably)

Please let me know,

Krystian

7217. Re: Bounty Bob on 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-13 04:42:44 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <9v9beh$5cr$1@slb7.atl.mindspring.net>
Source record: 32588

Hi Ron,

The author who originally hacked up the disk version of bounty bob didn't "OR" the existing bits of PORTB to change the memory mode (which generally works best), rather just stored a value in there directly. The problem with this is that the XE banks memory on bits 4 & 5 of PORTB (which had no meaning for XLs). So, I just had to change all the PORTB writes to be XE compatible and the thing boots fine.

However, after playing with my fixed version of Bounty Bob, as well as several other versions I own, I find that all of them will not play level 6 of the game, instead it just locks up. Even without my changes, this happens. So does anyone have a disk version that will play level 6 that would be willing to share? I would offer to fix it to boot on the XE.

-Dan

P.S. Remember the cheats:

Press OPTION to enter the option screen. Use the down arrow to move to the "Special Code" line. Use the joystick to select 61800. Move left to go "down" from 0. Hold the "F" key on the keyboard and press OPTION. Now when you're playing the game you can type any two numbers to jump directly to that level; for example type "06" for level six.

Level warps:
Use the following directions to jump to various levels in the game.

Level 4
Collect the flower pot on level 1, Bob's Morning Calisthenics. Then hold 1 and press Start to jump to level 4.
Level 22
Collect the aliens and paint roller on level 2, Utility Hoist. Then hold 3 and press Start to jump to level 22.
Level 15
Collect the goblet on level 3, The Suction Tubes. Then hold 4 and press Start to jump to level 15.
Level 18
Collect the coffee pot on level 5, Jumping 101. Then hold 8 and press Start to jump to level 18.
Level 14
Collect the pitch fork on level 10, The Gravity Lift. Then hold 5 and press Start to jump to level 14.
Level 19
Collect the pie and tube 1 to the left on level 16, Advanced Suction Tubes. Then hold 9 and press Start to jump to level 19.

Level select:
Successfully complete the game. A message with level select instructions will appear. Set special codes 1 through 25 at the "Game Adjustment Screen" and press Start to play on the corresponding level.

Hidden messages:
Enter one of the following special codes at the "Game Adjustment Screen" and press *.

5
6
49
69
100
213
666
782
818
2049
6861

7218. Re: uip (micro tcp/ip) ported to atari 8-bit with sources!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-13 04:47:20 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-pLXn7MdK58rL@draco.home.pacbell.net>
Source record: 32589

Hi,
I am sorry to hear that alt.atari.warez is the only place you are
posting it. A lot of the atari newsgroups are not available to many
many users. I am sure one or more of the atari long time 8-bit peple
would put it on their web page for everyone to access. I hope this is
the way you go. Thanks

Ken

On Wed, 12 Dec 2001 21:31:45, "TXG" <txg@the-underground.myweb.nl>
wrote:

> Hi,
>
> I am now posting all sources and compiled files to alt.atari.warez
>
> TXG/MNX
>
>

--

7219. Re: uip (micro tcp/ip) ported to atari 8-bit with sources!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-13 04:51:59 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-7PFhmZMqsdWG@draco.home.pacbell.net>
Source record: 32591

Hi,
Same as previous post. No alt.warez.atari group access and the isp
will not put it in the list. Anyone with public servers?

Ken

On Wed, 12 Dec 2001 22:07:15, Shawn Jefferson <sjeffers@home.com>
wrote:

> On Wed, 12 Dec 2001 22:31:45 +0100, "TXG"
> <txg@the-underground.myweb.nl> wrote:
>
> >Hi,
> >
> >I am now posting all sources and compiled files to alt.atari.warez
>
> Do you mean alt.warez.atari?
>
> If not, could someone please post it on http/ftp ?
>

--

7220. Re: uip (micro tcp/ip) ported to atari 8-bit with sources!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-13 04:55:38 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <exWR7.442$Ga.376@nwrddc01.gnilink.net>
Source record: 32592

Well... I thought I had a public server but it isn't in my list either.

<kenames@pacbell.net> wrote in message
news:f5O4dXX6MbiT-pn2-7PFhmZMqsdWG@draco.home.pacbell.net...
> Hi,
> Same as previous post. No alt.warez.atari group access and the isp
> will not put it in the list. Anyone with public servers?
>
> Ken
>
> On Wed, 12 Dec 2001 22:07:15, Shawn Jefferson <sjeffers@home.com>
> wrote:
>
> > On Wed, 12 Dec 2001 22:31:45 +0100, "TXG"
> > <txg@the-underground.myweb.nl> wrote:
> >
> > >Hi,
> > >
> > >I am now posting all sources and compiled files to alt.atari.warez
> >
> > Do you mean alt.warez.atari?
> >
> > If not, could someone please post it on http/ftp ?
> >
>
>
> --
>

7221. Re: Google groups archive, who's been here the longest?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-13 11:16:38 UTC
From: Nest <yest@test.it>
Message-ID: <i18g1u87uddubun3e017b3rjcfi5cffr12@4ax.com>
Source record: 32473

On Wed, 12 Dec 2001 21:32:38 -0500, gozarcollins.hotmail@NoSpam.com
(Ryan Collins) wrote:

>It was a very lame post where it appears I was trying
>to subscribe...

Just like this post...

7222. Re: uip (micro tcp/ip) ported to atari 8-bit with sources!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-13 16:45:44 UTC
From: machf <no_me_j.j_t_kirk@geocities.com>
Message-ID: <1pmh1u476fhhfon3cgte0n2pdfej9vg8ps@4ax.com>
Source record: 32594

On Wed, 12 Dec 2001 22:31:45 +0100, "TXG" <txg@the-underground.myweb.nl> wrote:

>Hi,
>
>I am now posting all sources and compiled files to alt.atari.warez
>
>TXG/MNX
>
Why not on alt.binaries.atari instead?

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

7223. Re: WTB: 65XEM (w/"AMY" chip) - anybody?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-13 18:49:46 UTC
From: Doug Wheeler <dwheeler.xnospamx@mediaone.net>
Message-ID: <3c18f7c2_3@spamkiller.newsgroups.com>
Source record: 32595

"carmel" <carmel_andrews@hotmail.com> wrote in message
news:6912483e.0112120248.6b791855@posting.google.com...

> manuf. the xl and xe and gtia version 800's 6502 variant, I also
> understand that they had a deal with motorola to produce and manuf
> Atari versions of 68k for the ST series, in addition to that Atari

The ST series used stock 68000 chips - nothing custom about them.

--Doug

7224. Re: uip (micro tcp/ip) ported to atari 8-bit with sources!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-13 19:10:29 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <9vbmp1$e787n$1@ID-15679.news.dfncis.de>
Source record: 32601

Hi,

>> I am now posting all sources and compiled files to
>>alt.atari.warez

> Why not on alt.binaries.atari instead?

Quite, that would be infinitely more sensible than posting it to a warez
group!!!!

TTFN - Pete.

7225. Re: Reading Atari Disks (810) with a PC-drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-13 19:27:35 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <9vbmq1$e787n$2@ID-15679.news.dfncis.de>
Source record: 32602

Hi,

> There is a second similar cable allowing PC software to
>read/write directly to a 1050 drive with no need for an
>Atari computer. Theoretically this device should also
>function with the 810, but you cannot ignore the Percom
>factor...

I don't see why there should be any problem with this, the 810 and 1050 after all both respond to the same command set. AFAIR the only difference is that the 1050 has an extra format command for enhanced density.

> You cannot read 810 disks directly with a PC 5.25 unless
>it is very old and has the single density floppy disk
>controller card.

This is something which has always intrigued me....just how is it possible to read an Atari disc using a PC drive even if you do have and old controller card which has been modified to read SD discs (AFAIK NONE are without modification)?

The thing is Atari took the step of not using the index hole, instead using a "timing gap" to mark the start of each track. Thus, theoretically, a track can start anywhere you like on the disc surface.

How then does hardware which relies on the index hole, which is most hardware including PC FD controllers, cope with this? Even if you command the FDC to read the entire track in "raw" mode, it still has to know where the track starts....

TTFN - Pete.

7226. Searching for "Abenteuer im Kaufhaus"

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-13 21:15:31 UTC
From: Frank Schroeder-Hoeftmann <frank_sh@web.de>
Message-ID: <9vb5mqcbk1@olaf.komtel.net>
Source record: 32597

Hello all!

I&#65533;m searching for a game from a German magazine (possibly Happy Computer) entitled "Abenteuer im Kaufhaus" or something similar. I remember the listing was for several computers "en vogue" at the time (ca. 1985/86) with certain alterations for the different platforms.

Anyone?

(-:

7227. Code to load common picture files?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-13 21:48:46 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <8e8i1u4js0t80mu0ivuc160jrkmaqat944@4ax.com>
Source record: 32593

I'm looking for some code to load common picture file formats on the
8-bit. Preferably in BASIC, ACTION, or C. Even a description of the
file formats would be nice.

Is MicroIllustrator the most common? (.pic)

This is for a small game library I am programming with cc65.

--
Shawn Jefferson

7228. Re: uip (micro tcp/ip) ported to atari 8-bit with sources!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-13 22:19:34 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c192e58$0$5336$e4fe514c@dreader3.news.xs4all.nl>
Source record: 32596

Hi,

I put up a special webspace for download the uip.

http://www.xs4all.nl/~txg01/

TXG/MNX

7229. Re: Code to load common picture files?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 00:06:50 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <uobS7.391$O7.47767@newsread2.prod.itd.earthlink.net>
Source record: 32598

Check Kevin's Antics on atarimagazines.com; believe they had a converter and
good explanations of how that stuff worked.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Shawn Jefferson" <sjeffers@home.com> wrote in message
news:8e8i1u4js0t80mu0ivuc160jrkmaqat944@4ax.com...
> I'm looking for some code to load common picture file formats on the
> 8-bit. Preferably in BASIC, ACTION, or C. Even a description of the
> file formats would be nice.
>
> Is MicroIllustrator the most common? (.pic)
>
> This is for a small game library I am programming with cc65.
>
> --
> Shawn Jefferson
>

7230. Re: uip (micro tcp/ip) ported to atari 8-bit with sources!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 00:27:46 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-LzOsFtP809Nk@draco.home.pacbell.net>
Source record: 32599

hi,
Just a quick note to say thanks for the dl page rather then
relegating it to obscurity in a newsgroup. Thanks

Ken

On Thu, 13 Dec 2001 22:19:34, "TXG" <txg@the-underground.myweb.nl>
wrote:

> Hi,
>
> I put up a special webspace for download the uip.
>
> http://www.xs4all.nl/~txg01/
>
> TXG/MNX
>
>

--

7231. Binary loader

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 01:58:57 UTC
From: Paul Coudrai <nospam@foryou.com>
Message-ID: <qvmi1u0q228era4csdb6nphhkio15u44gh@4ax.com>
Source record: 32472

Hi : anybody knows where can find a binary loader made in Basic or
Turbo Basic,, or Mac/65?, and another question exist a flag in a boot
sector of a disk formatted in DOS or MyDos to hide a file?..
Greetings.

Paul Coudrai

7232. Re: uip (micro tcp/ip) ported to atari 8-bit with sources!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 02:04:50 UTC
From: machf <no_me_j.j_t_kirk@geocities.com>
Message-ID: <fcni1u075evac73q5r0viodf7ftm0fvqf5@4ax.com>
Source record: 32600

On Thu, 13 Dec 2001 23:19:34 +0100, "TXG" <txg@the-underground.myweb.nl> wrote:

>Hi,
>
>I put up a special webspace for download the uip.
>
>http://www.xs4all.nl/~txg01/
>
>TXG/MNX
>
Thanks. I read your disclaimer about your server only allowing 6.4KBytes/s...
well, my ISP also limits my (cable!) connection to 64kbit/s[*], so I wouldn't
have noticed... (maybe they belong to the same owner?)

[*] And that's just for standard HTTP transfers, anything using a different port
(even FTP!) is limited to 20kbit/s...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

7233. Re: Old Hackers Disk Based Newsletters

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 02:12:50 UTC
From: savetz@northcoast.com
Message-ID: <savetz-1312011812500001@192.168.1.115>
Source record: 32603

> For those of you that would like to be put on the mailing list to receive
> the disk images to run on your Atari emulator (or whatever) let me know, and
> I'll add you. I would put these images on a website... and maybe I'll
archieve
> them there. But I'd like to send them out to people, if nothing else,
so I can
> know my readers. :)

The complete set of Old Hackers Newsletters are already online at
http://www.atariarchives.org/oldhackers/

--Kevin

7234. Re: uip (micro tcp/ip) ported to atari 8-bit with sources!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 03:35:37 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <9vbrsl$6s8$1@nntp9.atl.mindspring.net>
Source record: 32604

just a FYI, the source archive is just tar'd, not gzip'd, although the
extension would lead you to believe otherwise.

7235. Re: uip (micro tcp/ip) ported to atari 8-bit with sources!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 07:30:37 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <9vc9t4$3cp$1@slb3.atl.mindspring.net>
Source record: 32605

so how was that code compiled?? it needs rs232 runtime support from cc65,
and it appears that this is only available for the C64. Did you add some
source of your own to handle the rs232 i/o on the atari?

7236. Collectors! NIB Atari Games! FREE Atari Catalogs! FREE Stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 08:05:18 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0112140000140.23955-100000@shell.pacifier.com>
Source record: 32606
Cross-posted to:
alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

http://www.pacifier.com/~atari/newinbox.htm I've got Mountains (Mt. Fuji) of Atari Games, +NEW in BOX! Most of it for the Atari ST and Later, Still a Lot of it for the Atari Jaguar and the rest for the Classic Atari 8 Bit Games/SoftWare. Much of it Hard to Find! And not all +NEW in BOX Software are Games. I have all kinds of Software for your Atari Computer needs!!!! Besides Games I have, Text Editors/Word Processors/DeskTop Publishers/Art, Drawing & CAD Programs! Print Shop/SpreadSheets/Educational/Disk and Hard Drive Utilities/Data Bases/Clip Art/TeleCommunications/Accounting/Label Makers/Inventory/Time-Appointment Management/Applications and Utilities/ Productivity Software plus Acres & Acres of all kinds of Games! Discover Treasures you've wanted, Forgotten in your youth or maybe never stopped searching for! The Rainbow Ends at Bravo Sierra Computers! Check my Links above/below, E-Mail atari@pacifier.com or call Ben anytime (503)256-9974! http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!

I've added NEW Power Supplies to HardWare Catalogs for 8 Bit & Atari ST!

http://www.pacifier.com/~atari/freegoods.htm I've got some FREE Atari Goods. Either Goods I have too much of or stuff I can't use and/or I can't sell. Please Limit FREE Orders to within the U.S.A. Also, find out where I get my Atari Inventory from below at recycle.htm Check Links above/below! http://www.pacifier.com/~atari/recycle.htm Ben Goes Dumpster Diving!

http://www.pacifier.com/~atari/st_sales.htm Atari ST Sales Web Page!
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.pacifier.com/~atari/catalogs.htm Catalogs Area
http://www.pacifier.com/~atari/testing.htm My Test Standards.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7237. Re: uip (micro tcp/ip) ported to atari 8-bit with sources!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 11:08:07 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c19e297$0$5475$e4fe514c@dreader3.news.xs4all.nl>
Source record: 32607

Hi,

> so how was that code compiled?? it needs rs232 runtime support from cc65,
> and it appears that this is only available for the C64. Did you add some
> source of your own to handle the rs232 i/o on the atari?

No I didn't rewrite the code, I am just very interesting in this project.
Christian Groessler has made the first port to Atari. I did mention this on
the download page.

This is just a start I hope...

TXG/MNX

7238. SSH for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 12:26:49 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <9vcr69lhr1@news.xmission.com>
Source record: 32608

Does there exist an SSH client for my beloved 8bit Atari? Would be nice to access some of my SUN servers via the Atari, through SSH.

Please advise.

--
****
***** James E. King *****
***** utah_lanman@yahoo.com *****
*** Atari 8bit Hobbyist by choice, IT Pro by accident! ***
****

7239. Re: Collectors! NIB Atari Games! FREE Atari Catalogs! FREE Stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 13:07:59 UTC
From: Paul Gifford <paul.gifford@home.nospam.com>
Message-ID: <PQmS7.565$gw3.111472@news1.rdc1.md.home.com>
Source record: 32609
Cross-posted to:
alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Shoppers, don't forget about B&C ComputerVisions at www.myatari.com. Not only do they sell cool stuff but they repair it as well, and they've been around for at least 20 years.

"Bravo Sierra Computers" <atari@pacifier.com> wrote in message news:Pine.BSO.4.33.0112140000140.23955-100000@shell.pacifier.com...
> http://www.pacifier.com/~atari/newinbox.htm I've got Mountains (Mt. Fuji)
> of Atari Games, +NEW in BOX! Most of it for the Atari ST and Later, Still
> a Lot of it for the Atari Jaguar and the rest for the Classic Atari 8 Bit
> Games/SoftWare. Much of it Hard to Find! And not all +NEW in BOX Software
> are Games. I have all kinds of Software for your Atari Computer needs!!!!
> Besides Games I have, Text Editors/Word Processors/DeskTop Publishers/Art,
> Drawing & CAD Programs! Print Shop/SpreadSheets/Educational/Disk and Hard
> Drive Utilities/Data Bases/Clip Art/TeleCommunications/Accounting/Label
> Makers/Inventory/Time-Appointment Management/Applications and Utilities/
> Productivity Software plus Acres & Acres of all kinds of Games! Discover
> Treasures you've wanted, Forgotten in your youth or maybe never stopped
> searching for! The Rainbow Ends at Bravo Sierra Computers! Check my Links
> above/below, E-Mail atari@pacifier.com or call Ben anytime (503)256-9974!
> http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!
>
> I've added NEW Power Supplies to HardWare Catalogs for 8 Bit & Atari ST!
>
> http://www.pacifier.com/~atari/freegoods.htm I've got some FREE Atari
> Goods. Either Goods I have too much of or stuff I can't use and/or I can't
> sell. Please Limit FREE Orders to within the U.S.A. Also, find out where I
> get my Atari Inventory from below at recycle.htm Check Links above/below!
> http://www.pacifier.com/~atari/recycle.htm Ben Goes Dumpster Diving!
>
> http://www.pacifier.com/~atari/st_sales.htm Atari ST Sales Web Page!
> http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales Web Page!
> http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
> http://www.pacifier.com/~atari/catalogs.htm Catalogs Area
> http://www.pacifier.com/~atari/testing.htm My Test Standards.
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. My customers love the speedy service! I
> also have lots of Atari Reference Books. Which I can Mail by Book Rate!
>
> Please Direct all Replies Through E-Mail to: atari@benjamin.net or
> atari@pacifier.com. If you can't reach me at benjamin.net see my
> E-Mail/Web/Phone info in my Signature at the Bottom!
>

> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at
Ben's
> SubDomain at http://www.atari.benjamin.net Catalogs Requested by and
Received
> Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please
Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

7240. Re: Old Hackers Disk Based Newsletters

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 13:32:47 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <3cnS7.464$bs2.199709@news02.optonline.net>
Source record: 32610

Hello Kevin,

I think that what Greg is trying to do is revive the user group and write new newsletters. He asked me where he might be able to get quantities of DSDD, 5.25" floppies.

I told him that in today's day and age a Web site might be more practical and appropriate.

Take care.

Alan

"Kevin Savetz" <savetz@northcoast.com> wrote in message news:savetz-13120118125000001@192.168.1.115...
> > For those of you that would like to be put on the mailing list to receive
> > the disk images to run on your Atari emulator (or whatever) let me know, and
> > I'll add you. I would put these images on a website... and maybe I'll
> archieve
> > them there. But I'd like to send them out to people, if nothing else,
> so I can
> > know my readers. :)
>
> The complete set of Old Hackers Newsletters are already online at
> http://www.atariarchives.org/oldhackers/
>
> --Kevin

7241. Re: 1050 Parts needed!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 14:00:44 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9vd0mfspf1@nets3.rz.RWTH-Aachen.DE>
Source record: 32611

Howdy Krystian

> Does anyone know where I can find a complete part list for 1050, and be
able
> to order some of these? Or, does anybody have a non working 1050 with good
> mechanical parts for sale? (US preferably)

For the schematics and service manual in both English and German look at
http://www.abbuc.de/bauplan/index.html They are only DM9.00 or Euro 4.60
from January 1st. That's NOT including shipping and handling. If you speak
German, why not become a member of the ABBUC?

For part try http://www.best-electronics-ca.com make sure you order there
Catalog. It's the closed thing to an Atari Encyclopidia you'll have have.

CU Mathy van Nisselroy

7242. Re: Searching for "Abenteuer im Kaufhaus"

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 14:02:23 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9vd0pfsqi1@nets3.rz.RWTH-Aachen.DE>
Source record: 32612

Howdy Frank

> I�m searching for a game from a German magazine (possibly Happy Computer)
> entitled "Abenteuer im Kaufhaus" or something similar. I remember the
> listing was for several computers "en vogue" at the time (ca. 1985/86)
with
> certain alterations for the different platforms.

Have you tried asking it in the forum at http://www.abbuc.de?
BTW are you an ABBUC member yet?

CU Mathy van Nisselroy

7243. If you were an ABBUC member you would have received BombDown (the Atari version of Minesweeper) for free.

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 14:07:55 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9vd13s$t5v$1@nets3.rz.RWTH-Aachen.DE>
Source record: 32613

Howdy folks

I'm a member of the ABBUC. It's an Atari 8 bit only user group with over 400 members world wide. There are 6 disk based magazine a year and at the end of the year there is often a free gift. This year it's Bombdown. A great Minesweeper look a like. It's best played with a mouse. (check out how to convert your ST Mouse so the right button will work on my "some stuff I collected" page at the URL below.)

I don't play a lot of games, but I play Bombdown. (I only had a demo version before, now I have the full feature version). It's a great game.

CU Mathy van Nisselroy

PS check out the ABBUC site (in German only unfortunately) at http://www.abbuc.de

--

My old email address will cease to exist as of the end of 2001, please use my new address.
Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

7244. Re: Code to load common picture files?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 16:12:26 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c1a24e8$0$37101$1dc6e903@news.corecomm.net>
Source record: 32614

```
Shawn.
There were some different picture formats, and I don't remember
them.
the .pic files were 8192 byte straight screen memory data, very
easy to load.
Back when I did the following to load a .pic file:
2 DIM FILE$(18)
3 ? "INPUT FILESPEC. EG D:CYBIL.PIC":INPUT FILE$
10 GRAPHICS 9
12 CLOSE #1:OPEN #1,4,0,FILE$
20 LSCR=PEEK(88):HSCR=PEEK(89)
30 IOCB=848
100 POKE IOCB+2,7
110 POKE IOCB+4,LSCR:POKE IOCB+5,HSCR
120 POKE IOCB+8,0:POKE IOCB+9,32
130 X=USR(ADR("hhh*LVd"),16)
140 CLOSE #1
150 GOTO 150

(the * and 'd' are inverse).
all it does is load 8192 bytes at screen memory, first set to graphics 9.
Russg
```

7245. Re: Reading Atari Disks (810) with a PC-drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 17:05:10 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c1a3143$0$37105$1dc6e903@news.corecomm.net>
Source record: 32615

I worked with Charles Marslette's assembler code to read/write
A8 dbl dens sectors.
You can set the PC controller to the parameters of a A8 disk,
then read/write the disk.
This doesn't answer the hardware question of the use of the
timing hole. One thing, you can't use the flip side of a disk
in a PC, which I guess has to do with the timing hole.
I looked back at that assembler code, it is straight forward to
set the bytes/sector, tracks/disk.
All I can say is the PC can do it, regardless of the timing hole.
I bet Rick Cortese knows more about the hardware.
Russg

7246. Re: Improved Audio on my Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 18:24:24 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C1A43D8.21419B5@mail.uni-mainz.de>
Source record: 32616

Well,
when I arrived at home I suddenly realised, that there was/is a third + well known sound upgrade for your atari. It is called "get & destroy those Commodores". Doesn`t sound serious - ok, I mean you can rip off a SID sound chip of a C64 or C128 computer and install it into your Atari. I have not seen any schematics yet, but I know there are programs from Poland, that support it. At least there is SI (system info from Draco) plus a few other programs, that do check if a SID upgrade is avaiable inside your Atari.

Of course there are hundreds of SID sounds flying around the net and you can also find lots of them burned onto CD-ROM (for original C64 or its emulators). so maybe someone is willing to code a SID player for SID enhanced Ataris - or maybe someone already did. At last you have a reason to "kill those commodores", not only because you do not like them, but because you need their sound chip. Hope, this way a lot of Commies get killed... -Andreas.

P.S.: Atari sound upgrades: 1) second Pokey / Gumby
2) Covox enhancement 3) SID enhancement
4) other sound chip enhancements (Amy is a dream!)
5) any sound cards from the PC...

Dana Eckel schrieb:
>
> YES, of course XL-search!
> I found something
> ftp://atari.fornax.sk/pub/atari/8bit/Docs/covox2.txt
>
> for some reason it looks harder than stereo Pokey though

7247. Re: Utils

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 18:27:25 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C1A448D.8A63B757@mail.uni-mainz.de>
Source record: 32617

Well,
count me. I am very interested to see/get these utils.
-Andreas.

Oliver Jaksch schrieb:
>
> Hi there!
>
> Just archived some of my utils with APE (thx to Steven Tucker for this great
> app).
> Anybody interested in Atari 8bit utils (ie Amulet, Filemanager, C++ etc)?
> What about Copyrights? Are they still "active"?
>
> Please reply, so when enough users are interested and Copyrights are not a
> problem, I'll set a permanent Site with these great utils.
>
> Oliver

7248. Re: Looking for STARBASE HYPERION!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 18:31:02 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C1A4566.5FDD6E39@mail.uni-mainz.de>
Source record: 32618

Well,
I have a copy at home. the program says "copyright 1981 quality
software". Does this copyright still exist - or has the game become PD
in the meanwhile ?!?
Just e-mail me and I will send you an ATR image... -Andreas.

angrysam schrieb:
>
> This seems to be a well-known game, but no ftp sites have it.
>
> So who's holding out on us?
>
> I *miss this game* ! If anyone has it or knows where I can find it, let me
> know.

7249. Re: Playin' SAP / SID on A8?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 18:43:09 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C1A483D.B5C3F8EB@mail.uni-mainz.de>
Source record: 32620

Well,
it is possible to enhance the A8 with a SID chip. I do not have the schematics (developed by TIGHT I think), but I have one or two programs, that test the existance of this chip inside your atari. Thus, if you are able to enhance your A8 with a SID chip, you would merely need a SID sound player program to playback these SID sounds, I guess...
-Andreas.

Thomas Havemeister schrieb:
>
> Howdy *.*!
>
> Does anybody know if it's possible to play those musice-modules .sid,
> .sap on a real atari 8? I mean, it should be well done with .sap
> modules. But .sid? Well I think it would be pretty cool to play it
> with some small emulation enviromnet on a8, so it could be an easier
> task to do conversion from c64 to a8.
>
> (as seen on IK+ Project)
>
> -thomsen@ilm
>
> --
> Sturz des Zaren & Take those Atarian care!
> Thomas Havemeister, Student of Business Computer Science
> Technical University of Ilmenau

7250. Re: SSH for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 18:43:51 UTC
From: Christopher Strong <strong@innosystech.com>
Message-ID: <3C1A4867.5B455C25@innosystech.com>
Source record: 32619

James King wrote:
>
> Does there exist an SSH client for my beloved 8bit Atari? Would be nice to
> access some of my SUN servers via the Atari, through SSH.
>

I doubt that it would be possible to make a workable SSH client. SSH is fairly computation-intense, and to make matters worse the algorithms are really optimized for big-endian machines. Little-endian machines like the 6502 don't do very well with them. Veryveryfast little-endian machines can run the code anyway, but the 1.7Mhz 6502 (assuming you shut off Antic) would choke on it.

I used SSH for a while on an HP9000/800 (little-endian) minicomputer from
1986 and it was very painful. If the Atari has enough RAM, it would be possible but not practical.

Perhaps an embedded Linux box plugged into the Atari to do the encryption....you could use the Atari as a smart terminal. That is the only way I see it working.

-Chris

7251. Re: Commando

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 18:45:18 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C1A48BE.568BC6AB@mail.uni-mainz.de>
Source record: 32622

Well,
there is at least a VCS 7800 Commando cart. Maybe time for you to buy a
7800 right now... -Andreas.

Haywood Ubeegoode schrieb:
>
> > unless there was some MEGA version of Commando
>
> Commando was announced early on among the XE carts. It would lead you
> to believe that something special was in the works. Why else would it
> take so long?

7252. Re: Item Found - Synapse RELAX

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 18:46:01 UTC
From: Christopher Strong <strong@innosystech.com>
Message-ID: <3C1A48E9.DE15B14D@innosystech.com>
Source record: 32621

Dutchman2000 wrote:
>
> A friend gave me this item after cleaning out his basement. It is complete
> in the box with everything. It appears to be a bio-feedback monitor
> program. Anyone have more information on this?

Yeah. Synapse made it near the end of their life cycle about the time
of the merger/buyout with Broderbund. They sold it as a book/disk combo
and as a fancy package with some sort of biofeedback hardware.

I have the book/disk somewhere, and a catalog with the hardware and
prices. I'll see if I can find it.

-Chris

7253. Re: Commando

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 18:51:56 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C1A4A4C.6F5B7E13@mail.uni-mainz.de>
Source record: 32623

Yes,
you are right. what Lance has is a test card. I know, because I also have this test platine, made by atari. It can be described as a sort of ROM emulator, but it worked with eproms (and maybe flashroms also) and consisted of 2 platines which were combined with a small cable. You could then easily plug this test platine into you A8 and test any game on an eprom. Think atari did this before the games were manufactured as ROMs. By the way, the test platine could hold eproms of up to 1 Megabit (128kbytes) and as far as I know (afaik) Commando is just such a Megabit cart... -Andreas.

Paul Irvine schrieb:
>
> On 4 Dec 2001 16:04:18 -0800, ejgnandt@netzero.net (Haywood Ubeegoode)
> wrote:
>
> >> unless there was some MEGA version of Commando
> > >
> > >Commando was announced early on among the XE carts. It would lead you
> > >to believe that something special was in the works. Why else would it
> > >take so long?
> >
> > Many things were announced, lots never saw the light of day thanks to
> > the marketing idiots.
> >
> > Personally I doubt it was special, rarely did any of the later multi
> > platform games be anything but a port. I'd guess what was seen was *at
> > best* was a test cart.

7254. Re: Questions of a newbie

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 18:56:05 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C1A4B45.3C81FC61@mail.uni-mainz.de>
Source record: 32624

Well,
ask ABBUC (Germany) for SIO cables to connect your floppy to the A8.
they take 14DM (not sure about the Euros) for one SIO cable, since they
are getting harder to find these days. As for your 5,25" PC floppy, look
out for them at the flea markets and as soon as you found one, use
Ataridsk by HiasSoft to convert files from PC to 5,25" disk (will be
formatted in 180k Atari format then, so you also need a DD atari floppy
drive). -andreas.

Meino Cramer schrieb:
>
> Hallo J131 :o)
>
> ...what I said was misleading, sorry...
>
> I dont want to connect my ATARI810 to the PC.
> I want to connect the ATARI810 to my ATARI800,
> so I need a "SIO2SIO"-cable instead a SIO2PC-cable...
>
> By the way: Is it still possible to get
> a regular 5 1/4"-drive
> (to to be inserted into my PC) and to read
> ATARI Disks (written with Atari-DOS) with it?
> I am using Linux.....
>
> By the way: Ebay....I am living in Germany...
>
> Thanks in advance,
> M.
>
> j131@inetia.pl wrote:
> >
> > In article <9uk9s4$21a$3@news.xmission.com>, James King <utah_lanman@yahooo.com>
wrote:
> > [...]
> > Meino Cramer <M.Cramer@alcatel.de> wrote:
> > >> Does anyone know a source for the connector cable between the
> > >> ATARI800 and the 810 Diskstation? Is the pinout of both
> > >> sides known?
> > [...]
> >
> > You definitely need a SIO2PC cable.
> > Good palce to start investigation would be
> > http://www.atarimax.com/

> >
> > I offer those cables on Ebay, if you dont want to make one yourself.
> >
> > j131
>
> --
> ---
> Disclaimer:
> This is a private mail.All opinions expressed are my own and may not
> represent those of my employer. Not for commercial publication unless
> expressly permitted via e-mail or writing.
> Copyright (c) 2000/2001 - Meino Cramer - All rights reserved.
> ---

7255. Re: Commando

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 18:59:46 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C1A4C22.2920AAA3@mail.uni-mainz.de>
Source record: 32625

Well,
this one meg means here "1 Megabit" or 128kbytes. That was the ROM or
eprom standard at that time. And if you look at some of your XE carts,
you will find out, that there are already some 128k carts. Think they
were very expensive to produce at these days and Atari did not sell
enough of them (they did cost 25 bucks in the US, 50-60DM in Germany,
10-15 pounds in UK), so they gave up producing these 1Mbit carts...
-Andreas.

Haywood Ubeegoode schrieb:
>
> >
> > Many things were announced, lots never saw the light of day thanks to
> > the marketing idiots.
>
> But :-), every other cart RX8077 through RX8099 came out (announced
> circa 1987). The later group of titles were in various states of
> development when Atari pulled the plug. Therein lies the Commando
> mystery, it should have completed long before things were shut down. A
> clue may be RX8100, "Mean 18 Golf". According John Hardie on this
> newsgroup, the prototype is also a mother/daughter board arrangement
> with 1 meg of memory. Perhaps these really big games were deemed too
> costly either in programming time or in manufacturing.

7256. Re: 130XE mod - what is it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 19:03:52 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C1A4D18.DEF549BC@mail.uni-mainz.de>
Source record: 32626

Well,
you can use lots of games and demos that support your extra ram (demos
from Poland for example). Plus you can use sector copiers to copy S/E/D
in one pass. And of course file copiers / file managers to copy a whole
disk into the ramdisk and then copy it back to the source drive again
(no need for 2 drives, just 1 drive + ramdisk)... just
suggestions... -Andreas.

Krystian Sergiejew schrieb:
>
> It turns out that my Atari has 320Kb of RAM. Wow! What can I do with all
> that memory, other than install a ramdisk?
>
> > Indeed there are 41256 chips there, but only in the second row. I guess I
> > will have to check this computer out with some sysinfo software.

7257. Re: Practical uses for CX85 Pad

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 19:06:58 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C1A4DD2.1FCCE9AA@mail.uni-mainz.de>
Source record: 32627

Well,
I personally do not have/use it. But for those, who do not merely
collect this item, search for THE BOOKKEEPER, a CX85 utility from Alan
Reeve (author of diamond GOS) and lots of german games from KE-Soft,
Powersoft and others, that support it. -Andreas

Winston Smith schrieb:
>
> FamilyNet Newsgate
>
> Re: Practical uses for CX85 Pad
>
> > From: James King <utah_lanman@yahooo.com>
> > Are there are practical uses for the CX85 keypad? I have two of them, but
> > don't remember ever using either one. Can they be tied to SpartaDos in
> > some manner and used for simply numeric entry?
>
> The CX85 has a B.A.S.I.C. poke loader to load the driver hex code
> strings (string loader). I used it for typing in listings of blocks of
> machine hex code in the days of the 6502 magazines. The device driver might
> sit in the SpartaDOS scratch space under the ROM. I don't recall anyone
> patching SpartaDOS and moving vectors around (maybe by now someone has?). The
> keypad has a nice feel. (I vaguely remember someone using one with SynCalc,
> or am I only dreaming? I think SpeedCalc had a keypad option as well?)
>
>
> .. WWW.WERS.ORG, WERS Streaming Audio, 22:00 UTC/GMT, "The Playground"
> .. WWW.WERS.ORG, Saturdays, Sundays, 22:00-00:99 UTC/GMT, Playground
>
> Posted at telnet://vested-tyme.org
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

7258. Re: Practical uses for CX85 Pad

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 19:09:11 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C1A4E57.12FE5609@mail.uni-mainz.de>
Source record: 32628

Well,
I also have a couple (or dozens) of CX85 driver programs plus the Alan
Reeve utility. Have not checked any of these drivers, since I do not own
a CX85. just e-mail me to get these drivers (and lots of other drivers)
on two medium/enhanced density ATR images... -Andreas.

Mo schrieb:
>
> I use mine for DATA statements in BASIC. It makes them go by a lot faster!
> If you search the archives of this group on Deja.com you should find the
> post I made here about it and the driver programs that were sent to me in
> reply.
> Mo
>
> James King wrote in message <9unprc$47d$3@news.xmission.com>...
> >Are there are practical uses for the CX85 keypad? I have two of them, but
> >don't remember ever using either one. Can they be tied to SpartaDos in
> >some manner and used for simply numeric entry?
> >
> >
> >--
> >**
> >***** James E. King *****
> >***** utah_lanman@yahoo.com *****
> >*** Atari 8bit Hobbyist by choice, IT Pro by accident! ***
> >**

7259. Re: Back after 13 years! What to do with 320Kb RAM?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 19:16:57 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C1A5029.90DD8559@mail.uni-mainz.de>
Source record: 32629

Well,
play T-34 (a polish tank battle game) for example, which merely works with 128k RAM. See dozens of polish demos, that need at least 128k or more RAM (Vent, Vengeance, Revenge of Hacker, Trip 6, Journey, X-Demo, Tit-Demo, Khai-Et, impossible but Real, Total Dazed, etc., etc.). You can also play the Brundles from KE-Soft with Ramdisk, thus there is no need to later load the levels from disk. Or play A.R. the Dungeon with 128k RAM and the main program will always be there instantly (instead of loading from disk). Or use a text editor or word processor, a databank and lots of other programs that support extra ram.

I mostly watch demos with my extra ram and use sector copiers and file managers to copy files or whole disks much faster. No need to be a disk-jockey with most sector copiers for example... And finally you may use your extra ram for programming or for storing the source codes there before you save it to disk...
Well, if you still do not know how to use your extra ram, then sell your computer to anyone else, who knows whats it good for... -Andreas.

Krystian Sergiejew schrieb:
>
> I am back to playing with Atari after 13 years. Recently I got a 130XE with
> 320Kb of RAM. What can I do with all that memory (other than installing a
> RamDisk) that I couldn't do on 64Kb?
>
> Any ideas? Programs? Anybody?
>
> Krystian

7260. Re: Name of a game searched....

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 19:19:33 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C1A50C5.D002B99B@mail.uni-mainz.de>
Source record: 32630

Well,
it might be Encounter by Novagen or the Antic/Analog clone called
Deathzone...
-Andreas.

Meino Cramer schrieb:
>
> Hi,
>
> I known...it is a long time ago...but... ;-)
>
> I remember a game, but I cannot remember its name.
> The game was roughly as follows:
>
> The scene was a flat land (with hills at the horizone ?) with
> "zylinders" or "pillars", one can hide behind.
>
> The player was sitting in a kind of flying something (spaceship???
> -- it was not visible to the player) and was looking out of the front
> window of his/her vehicle.
>
> The task was to shoot UFOs, which also can hide behind these kind of
> zylinders and also tries to shoot the player. The UFOs were
> played by the computer -- may be that there was a option
> to include a second player ??? Dont know -- I only owned
> ONE joystick in those ancient times ;-)))
>
> If one has finished the task on the current level, suddenly
> a "door" (more like a paper thin square..) jumps up from the ground
> of the playing field and has to be searched.
>
> Maneuvring the players vehicle through such a door
> "beams" or "teleports" the vehicle
> (and of course the player within) to the next level.
>
> It was NOT "behind jaggi lines" or "rescue from fractalus" !
> The thing was not with THAT complex graphics.
>
> But it has kinda 3D-effect, especially when shooting or hiding
> behind zylinders...
>
> Would be nice if one could remember the name of this game.
>
> Please CC: to mccramer "at" s "dot "netic "dot" de

>
> Thank you very much !
> Kind regards,
> M.
>
> --
> ---
> Disclaimer:
> This is a private mail.All opinions expressed are my own and may not
> represent those of my employer. Not for commercial publication unless
> expressly permitted via e-mail or writing.
> Copyright (c) 2000/2001 - Meino Cramer - All rights reserved.
> ---

7261. Re: MyDOS?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 19:23:44 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C1A51C0.D573645D@mail.uni-mainz.de>
Source record: 32631

Well,
with diskcommunicator it should be easy- but i have not tried it yet
with sector skewing (since I do not have any US doubler). thus, e-mail
me to get an ATR version of MyDOS 4.53 (3 digits) and spartaDos 3.2 f, g
and gx (the FTE shareware versions). -Andreas.

John McCulloch schrieb:
>
> I got my SIO2PC cable and it works great. I downloaded an ATR for MYDOS but
> it's really DOS 2.5 with some mydos files including a .DCM file and I can't
> figure out how to make a MYDOS boot ATR file. Is there a downloadable ATR
> file for MYDOS somewhere? Or can someone tell me how to convert a MYDOS.DCM
> file to a MYDOS boot disk? Am I better off with SpartaDOS, and if so where
> can I get a .ATR file with a bootable SpataDOS?
>
> Thanks,
>
> John

7262. Re: Bounty Bob on 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 19:29:16 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C1A530C.8607538A@mail.uni-mainz.de>
Source record: 32632

Well,
both miner and BB work well on my 320k XL computer. have not tested them
yet with my 128k XE`s. that "Peyote Pete" looks like a pirate copy from
Chile (or another spanish speaking country). You know, hackers/crackers
love to change (or completely remove) names, copyrights and such...
-Andreas.

Ron Hamilton schrieb:
>
> Sorry, Dan;
>
> I went thru an apparently similar situation with 4 different versions; none
> worked on an 800 or on the 256K 800XL which DOS 2.5 identifies as an XE. I
> have to pull out a stock XL for that classic.
>
> BTW, has anyone else seen a version of Miner2049er where the protagonist is
> called 'Peyote Pete' in the opening screen?
>
> --
> -Ron
>
> Experience is something you don't get until just after you need it.
> http://www.atariland.com/members/oldatarian
>
> "Dan Vernon" <dan@bitsofthepast.com> wrote in message
> news:9utkt9mfg1@nntp9.atl.mindspring.net...
> > Does anyone have a copy of the disk version of Bounty Bob Strikes Back
> that
> > will run on a 130XE? I have at least 3 different .atr's, all of which
> fail
> > to load on a 130XE... they work on an 800XL though, so I expect the loader
> > is calculating memory incorrectly. Before starting to dissassemble the
> boot
> > sectors I thought I would ask if anyone has a solution to this alerady.
> >
> > Thanks!
> > -Dan
> >
> >
> >

7263. Re: Difference between two Defender 800/XE Carts

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 19:33:38 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C1A5412.D1D88354@mail.uni-mainz.de>
Source record: 32633

Well,
space Invaders, Pole Position, Pacman (or MS Pacman, Miss, not
microsoft) and a few others were also released as XEGS carts. Star
Raider(s) was also released as a (defective/incomplete) XL cart. Meaning
star Raiders also appeared with an A5 size XL box, an A5 size XEGS
manual and an incomplete XL style cart (the cart has only one chip of
4kbytes, the other chip is missing). -Andreas.

Haywood Ubeegoode schrieb:
>
> AFAIK, there is only one Defender version. Don't have the silver label
> Defender, but a lot of brown carts were re-issued during the XL period
> with silver labels and metal cases. The programs are identical. Some
> titles got a third time around with silver labels and grey plastic
> cases for the XE. A couple of oldies even got blue XE labels. Went
> through my box and found these formerly brown carts:
>
> Silver labels (w/metal cases)
>
> Caverns of Mars
> Centipede
> Dig Dug
> Super Breakout
> Tennis
> E.T.
> Space Invaders (! didn't remember seeing that one)
>
> Any others?

7264. Re: DUP.SYS location

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 19:36:18 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C1A54B2.FC6F2A76@mail.uni-mainz.de>
Source record: 32634

Well,
use option "O" (o, not zero) with no drive ID to setup the DOS and
Ramdisk; when done save DOS+DUP with these settings again to disk. The
next time you boot MyDOS with a Ramdisk driver, it should install the
Ramdisk and load DUP.SYS off of the Ramdisk... -Andreas.

John McCulloch schrieb:
>
> I've now got MYDOS 4.5 and can't get it to look in the ramdisk for DUP.SYS.
> It creates the ramdisk and puts DUP.SYS there but it won't look for it
> there. A very old MyDOS 4.1 disk does it right and I've tried putting all
> the AUT and AR0s therefrom in many ways on the 4.5 drive and still I can't
> get it right.
>
> Is there something in DOS.SYS that has to be poked and rewritten or
> something to get the system to look at D8 (the ramdisk) for DUP.SYS?
>
> Thanks,
>
> John

7265. Re: Back after 13 years! What to do with 320Kb RAM?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 19:40:25 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C1A55A9.F1A0888C@mail.uni-mainz.de>
Source record: 32635

Well,
at least your JPG-Viewer supports the ramdisk, when it is there. Since I
merely use one drive with my computer, it would be difficult to convert
JPG to HIP, since the converter instantly loads and saves. Thus I use
drive one as the source (for JPG pics) and drive 8 / the Ramdisk as the
target (for the HIP pics).
No disk-swapping or second physical drive needed then. -Andreas.

Raphael Espino schrieb:
>
> "Russ Gilbert" <russg@en.com> writes:
> > Bob Puff and Tom Hunt wrote a few things for extended memory.
> > I think disk communicator can use extra RAM and Tom Hunt
> > wrote a kind of multitasking thingy (too technical?). May Rapheal
> > somebody did a gif viewer that might use it.
>
> JPEG viewer, ported from the C=64, but it doesn't use the extra RAM,
> or not yet at least. There are a few games that take advantage of the
> extra RAM for things like digitised sounds too, but not that many
> (can't name any off the top of my head).
>
> --
> -- Raphael Espino - rjespino@yahoo.com - Ramdrive v1.0 ramdisk and a8jdpeg --
> -- http://rjespino.atari.org or http://rjespino.webhop.org --
> ----------------- Join The Atari 8-bit Computer WebRing at: -----------------
> -------------- http://www.geocities.com/rjespino/a8ring.html --------------

7266. Re: Looking for STARBASE HYPERION!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 19:46:17 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C1A5709.90270B1E@mail.uni-mainz.de>
Source record: 32636

Well,
I have it !! E-mail me to get it. -Andreas

angrysam schrieb:
>
> This seems to be a well-known game, but no ftp sites have it.
>
> So who's holding out on us?
>
> I *miss this game* ! If anyone has it or knows where I can find it, let me
> know.

7267. Re: Searching for "Abenteuer im Kaufhaus"

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 19:48:44 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C1A579C.26587C26@mail.uni-mainz.de>
Source record: 32637

Well,
I think it can be found on an ABBUC PD disk. Have to take a look at the
PD catalogue... -Andreas.

Mathy van Nisselroy schrieb:
>
> Howdy Frank
>
> > I´m searching for a game from a German magazine (possibly Happy Computer)
> > entitled "Abenteuer im Kaufhaus" or something similar. I remember the
> > listing was for several computers "en vogue" at the time (ca. 1985/86)
> with
> > certain alterations for the different platforms.
>
> Have you tried asking it in the forum at http://www.abbuc.de?
> BTW are you an ABBUC member yet?
>
> CU Mathy van Nisselroy

7268. Re: Google groups archive, who's been here the longest?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 20:04:46 UTC
From: Sam Patton <stpatton.yahoo@nospam.com>
Message-ID: <3C1A5B5D.5C440650@nospam.com>
Source record: 32638

Wow... its been years since I posted here... just started reading again
a few weeks ago. How time flies.... but atari never quite leaves your
blood.

Looks like my first post was 30 Sep 1992. about the P:R: connection.

Ryan Collins wrote:

> Searching through the archive of Usenet I found my first
> post ever, and it was to comp.sys.atari.8bit on Jan. 29,
> 1989.
>
> It was a very lame post where it appears I was trying
> to subscribe...
>
> Check out http://groups.google.com.
>
> --
> Ryan 'Gozar' Collins

7269. Re: Google groups archive, who's been here the longest?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 20:24:28 UTC
From: daclmi@netscape.net
Message-ID: <3c1a5f5f.9796712@news.CIS.DFN.DE>
Source record: 32640

A lot of familiar names there, many still posting away in 2001!

Little off-topic: I found an article from the late Phillip Katz, where
he provides support for PKZIP 1.01.

http://groups.google.com/groups?q=author:katz%40csd4.csd.uwm.edu&hl=en&rnum=2&selm=18%40uwm.edu

On Wed, 12 Dec 2001 21:32:38 -0500, gozarcollins.hotmail@NoSpam.com
(Ryan Collins) wrote:

>Searching through the archive of Usenet I found my first
>post ever, and it was to comp.sys.atari.8bit on Jan. 29,
>1989.
>
>It was a very lame post where it appears I was trying
>to subscribe...
>
>Check out http://groups.google.com.
>
>--
>Ryan 'Gozar' Collins
>

7270. Re: If you were an ABBUC member you would have received BombDown (the Atari version of Minesweeper) for free.

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 20:31:30 UTC
From: William Kendrick <nbs@sonic.net>
Message-ID: <CktS7.15043$DD2.134790@typhoon.sonic.net>
Source record: 32639

```
Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote:
: Howdy folks

: I'm a member of the ABBUC. It's an Atari 8 bit only user group with over
: 400 members world wide. There are 6 disk based magazine a year and at the
: end of the year there is often a free gift.
<snip>
: PS check out the ABBUC site (in German only unfortunately) at
: http://www.abbuc.de

I've considered joining, but since I don't know German, I felt it wouldn't
really be worth it to me. Are the magazines always in German? :^/

-bill!
```

7271. Re: If you were an ABBUC member you would have received BombDown (the Atari version of Minesweeper) for free.

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 20:46:04 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C1A650C.8F191A66@mail.uni-mainz.de>
Source record: 32641

```
Well,
unfortunately all abbuc articles are german !! I have asked Wolfgang
several times to allow some articles in english, but he rejected it,
since most members of ABBUC are german and do not want to read english
articles. only the disk, that comes with the paper mag has english
articles from time to time... (mostly docs).
-Andreas.

William Kendrick schrieb:
>
> Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote:
> : Howdy folks
>
> : I'm a member of the ABBUC. It's an Atari 8 bit only user group with over
> : 400 members world wide. There are 6 disk based magazine a year and at the
> : end of the year there is often a free gift.
> <snip>
> : PS check out the ABBUC site (in German only unfortunately) at
> : http://www.abbuc.de
>
> I've considered joining, but since I don't know German, I felt it wouldn't
> really be worth it to me. Are the magazines always in German? :^/
>
> -bill!
```

7272. Re: Google groups archive, who's been here the longest?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 20:50:34 UTC
From: William Kendrick <nbs@sonic.net>
Message-ID: <uCtS7.15047$DD2.134554@typhoon.sonic.net>
Source record: 32642

Ryan Collins <gozarcollins.hotmail@nospam.com> wrote:
: Searching through the archive of Usenet I found my first
: post ever, and it was to comp.sys.atari.8bit on Jan. 29,
: 1989.

You've got me beat. My first post here was just over *yikes* 10 years ago!
(November 18, 1991).

The text of it was, simply:

Anyone outthere!? I love
ataris!!

:)

-bill!
(and I still do)

7273. Re: 1050 Parts needed!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 21:51:52 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <9vds9ofpr1@mohawk.hwcn.org>
Source record: 32643

Krystian Sergiejew (kriss@alphavibes.com) wrote:
: I have a non working Atari 1050 disk drive that I am trying to fix. It seems
: that the stepping part on the drum (I don't know the technical name for it)
: that rotates the diskette is missing a clip and some other part.

: Does anyone know where I can find a complete part list for 1050, and be able
: to order some of these? Or, does anybody have a non working 1050 with good
: mechanical parts for sale? (US preferably)

: Please let me know,

: Krystian

I have a non working 1050 disk drive that I am pretty sure the only thing
REALLY wrong with it, is the drive belt is broken. I don't know if the
mech has the part you are interested in, but I would be willing to sell
the whole thing for 10 dollars plus shipping. I live in Canada though.
However, I can take a US cheque (check)...

Email me if interested.

Willy

7274. Re: Google groups archive, who's been here the longest?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-14 22:35:32 UTC
From: Eric Sokolowsky <esok127@hotmail.com>
Message-ID: <Pine.SGI.4.43.0112141734260.381652-100000@cosimo.gsfc.nasa.gov>
Source record: 32644

I just checked out my own posting history on google. Fascinating. It looks like my first post on csa8 was June 1990. Has it really been that long?

7275. Re: Google groups archive, who's been here the longest?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-15 00:03:26 UTC
From: machf <no_me_j.j_t_kirk@geocities.com>
Message-ID: <dm4l1ukess9o163n5u8jdt0htob7pk0bis@4ax.com>
Source record: 32645

On Fri, 14 Dec 2001 17:35:32 -0500, Eric Sokolowsky <esok127@hotmail.com> wrote:

>I just checked out my own posting history on google. Fascinating. It looks
>like my first post on csa8 was June 1990. Has it really been that long?

Looks like my oldes one is -you guessed it- on c.s.a.8 (1996/10/07)... when I screwed up trying to install a memory expansion on my 800XL. Several months later I discovered what had gone wrong (a solder drop in a very inadequate place).

I'm searching again, because I know I posted a few questions about a year before that...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

7276. Re: Google groups archive, who's been here the longest?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-15 00:12:09 UTC
From: machf <no_me_j.j_t_kirk@geocities.com>
Message-ID: <i25l1ucgm9f1vj0fka3ip3kkpb7965gkvs@4ax.com>
Source record: 32646

On Fri, 14 Dec 2001 19:03:26 -0500, machf <no_me_j.j_t_kirk@geocities.com>
wrote:

>On Fri, 14 Dec 2001 17:35:32 -0500, Eric Sokolowsky <esok127@hotmail.com> wrote:
>
>>I just checked out my own posting history on google. Fascinating. It looks
>>like my first post on csa8 was June 1990. Has it really been that long?
>
>Looks like my oldes one is -you guessed it- on c.s.a.8 (1996/10/07)... when I
>screwed up trying to install a memory expansion on my 800XL. Several months
>later I discovered what had gone wrong (a solder drop in a very inadequate
>place).
>
>I'm searching again, because I know I posted a few questions about a year before
>that...

Just found my "ATARI controller notes" and "ATARI joystick miscellany" posts
from 31 Jan 1996...

The only thing I posted before that was my 7-part parody "ST8" on
rec.arts.startrek.misc, from 25 Jan 1996...

I remember I used a mail2news gate server to post all that stuff... but I
couldn't actually read the NGs. I relied on the mailing lists that delivered
digests from those NGs...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

7277. Re: Google groups archive, who's been here the longest?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-15 00:21:47 UTC
From: njc@CC47532-A.ewndsr1.nj.home.com
Message-ID: <slrna1l5t1.elh.njc@CC47532-A.ewndsr1.nj.home.com>
Source record: 32447

```
On Fri, 14 Dec 2001 19:12:09 -0500, machf wrote:
>On Fri, 14 Dec 2001 19:03:26 -0500, machf <no_me_j.j_t_kirk@geocities.com>
>wrote:
>
>>On Fri, 14 Dec 2001 17:35:32 -0500, Eric Sokolowsky <esok127@hotmail.com> wrote:
>>
>>>I just checked out my own posting history on google. Fascinating. It looks
>>>like my first post on csa8 was June 1990. Has it really been that long?
>>
>>Looks like my oldes one is -you guessed it- on c.s.a.8 (1996/10/07)... when I
>>screwed up trying to install a memory expansion on my 800XL. Several months
>>later I discovered what had gone wrong (a solder drop in a very inadequate
>>place).
>>
>>I'm searching again, because I know I posted a few questions about a year before
>>that...
>
>Just found my "ATARI controller notes" and "ATARI joystick miscellany" posts
>from 31 Jan 1996...
>
>The only thing I posted before that was my 7-part parody "ST8" on
>rec.arts.startrek.misc, from 25 Jan 1996...
>
>I remember I used a mail2news gate server to post all that stuff... but I
>couldn't actually read the NGs. I relied on the mailing lists that delivered
>digests from those NGs...

I remember posting in ~84 from the Soup Kitchen (Rutgers) but I can't
remember the name I used (rats).

--
Linux Home Automation Neil Cherry ncherry@home.net
http://members.home.net/ncherry (Text only)
http://linuxha.sourceforge.net/ (SourceForge)
http://hcs.sourceforge.net/ (HCS II)
```

7278. Re: Google groups archive, who's been here the longest?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-15 02:04:41 UTC
From: gozarcollins.hotmail@NoSpam.com
Message-ID: <5+qG8A+8AczG092yn@NoSpam.com>
Source record: 32477

In article <slrna1l5t1.elh.njc@CC47532-A.ewndsr1.nj.home.com>,
njc@CC47532-A.ewndsr1.nj.home.com (Neil Cherry) wrote:
>I remember posting in ~84 from the Soup Kitchen (Rutgers) but I can't
>remember the name I used (rats).

I just did a search by my name, since I couldn't remember my exact
e-mail address (rc1dsanu@miamiu.BITNET).

--
Ryan 'Gozar' Collins

7279. Re: 1050 Parts needed!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-15 04:15:05 UTC
From: Krystian Sergiejew <kriss@alphavibes.com>
Message-ID: <d7AS7.36$l8.4198@typhoon.jacksonville.mediaone.net>
Source record: 32448

My belt also looks a bit rough, so I am probably going to need a new one
anyway. If electronics were damaged I would go with your offer, but in this
situation I am going to hold off. Thank you, though.

-Krystian

"William Moeller" <af332@freenet.hamilton.on.ca> wrote in message
news:9vds9ofpr1@mohawk.hwcn.org...
> Krystian Sergiejew (kriss@alphavibes.com) wrote:
> : I have a non working Atari 1050 disk drive that I am trying to fix. It
seems
> : that the stepping part on the drum (I don't know the technical name for
it)
> : that rotates the diskette is missing a clip and some other part.
>
>
>
> : Does anyone know where I can find a complete part list for 1050, and be
able
> : to order some of these? Or, does anybody have a non working 1050 with
good
> : mechanical parts for sale? (US preferably)
>
>
>
> : Please let me know,
>
> : Krystian
>
>
> I have a non working 1050 disk drive that I am pretty sure the only thing
> REALLY wrong with it, is the drive belt is broken. I don't know if the
> mech has the part you are interested in, but I would be willing to sell
> the whole thing for 10 dollars plus shipping. I live in Canada though.
> However, I can take a US cheque (check)...
>
> Email me if interested.
>
> Willy
>

7280. Re: 1050 Parts needed!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-15 04:20:32 UTC
From: Krystian Sergiejew <kriss@alphavibes.com>
Message-ID: <kcAS7.37$I8.4147@typhoon.jacksonville.mediaone.net>
Source record: 32449

Thank you! I am going to check these sites out.

The closest thing to German that I speak is Polish -- which is not even in
the same group of languages :)

-Krystian

> For the schematics and service manual in both English and German look at
> http://www.abbuc.de/bauplan/index.html They are only DM9.00 or Euro 4.60
> from January 1st. That's NOT including shipping and handling. If you
speak
> German, why not become a member of the ABBUC?
>
> For part try http://www.best-electronics-ca.com make sure you order there
> Catalog. It's the closed thing to an Atari Encyclopidia you'll have have.

7281. Re: Playin' SAP / SID on A8?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-15 04:24:02 UTC
From: Krystian Sergiejew <kriss@alphavibes.com>
Message-ID: <CfAS7.38$I8.4139@typhoon.jacksonville.mediaone.net>
Source record: 32450

I heard about that too. I even saw a System Info program checking for one...
Let me know if you ever find any schematics or software that supports this
mod.

-Krystian

"Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message
news:3C1A483D.B5C3F8EB@mail.uni-mainz.de...
> Well,
> it is possible to enhance the A8 with a SID chip. I do not have the
> schematics (developed by TIGHT I think), but I have one or two programs,
> that test the existance of this chip inside your atari. Thus, if you are
> able to enhance your A8 with a SID chip, you would merely need a SID
> sound player program to playback these SID sounds, I guess...
> -Andreas.
>
>
>
>
> Thomas Havemeister schrieb:
> >
> > Howdy *.*!
> >
> > Does anybody know if it's possible to play those musice-modules .sid,
> > .sap on a real atari 8? I mean, it should be well done with .sap
> > modules. But .sid? Well I think it would be pretty cool to play it
> > with some small emulation enviromnet on a8, so it could be an easier
> > task to do conversion from c64 to a8.
> >
> > (as seen on IK+ Project)
> >
> > -thomsen@ilm
> >
> > --
> > Sturz des Zaren & Take those Atarian care!
> > Thomas Havemeister, Student of Business Computer Science
> > Technical University of Ilmenau

7282. Trade Telengard boxed for Phantasie boxed (800 xl)

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-15 05:52:13 UTC
From: Satcom2 <svenhard@mindspring.com>
Message-ID: <9vep7h$tg0$1@slb7.atl.mindspring.net>
Source record: 32451

I have a boxed Telengard for Atari 800 xl xe, second printing from 1985. It is mint/boxed with poster, manual, and original disk. I will trade it for Phantasie boxed and complete for 800 xl if anyone has it. Thanks! -Satcom2

7283. wanted Cavelord original disk with manual 800 xl

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-15 05:55:28 UTC
From: Satcom2 <svenhard@mindspring.com>
Message-ID: <9veph6$i60$1@slb5.atl.mindspring.net>
Source record: 32452
Cross-posted to: comp.sys.atari.8bit,maus.computer.atari.software,maus.sys.atari.software

If anyone has the game Cavelord for Atari 800 xl, original disk and manual, please let me know, I have lots of rare stuff I would trade for it, or I could make an offer that can't be refused. Thanks! -Satcom2

PS Alley Cat would be nice too, but I suppose I am dreaming trying to find that...

7284. Re: Google groups archive, who's been here the longest?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-15 13:49:26 UTC
From: Paul Irvine <mclane.dellosDELETE-THIS@btinternet.com>
Message-ID: <v4lm1u8ftkob5qkfb7bo4na78q4tjqtocr@4ax.com>
Source record: 32453

On Wed, 12 Dec 2001 21:32:38 -0500, gozarcollins.hotmail@NoSpam.com
(Ryan Collins) wrote:

>Searching through the archive of Usenet I found my first
>post ever, and it was to comp.sys.atari.8bit on Jan. 29,
>1989.
>
The earliest in here for me is 95, strange, been on the Net a LOT
longer than that :-(

7285. Re: HELP?: Atari800Win - On run crashes with "cygz.dll not found"... the hell? Anyone know what to do? v1.20

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-15 13:54:18 UTC
From: Paul Irvine <mclane.dellosDELETE-THIS@btinternet.com>
Message-ID: <b9lm1u86lbon36uikc5u3elqljsf6gi0u2@4ax.com>
Source record: 32454

On Fri, 14 Dec 2001 19:18:29 GMT, Geoff Tate
<geoff@geoffsuckoffspammer.com> wrote:

>
Why are you running such an old Atari800win?

The DLL you mention is not needed by Atari800win Plus.

goto www.zophar.net and get a newer Atari 800 and I think you will be
fine (unless you have Win95 with DirectX5 or so) :-)

7286. NJ, PA, DE, MD Users

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-15 16:28:10 UTC
From: frsolis@webtv.net
Message-ID: <11776-3C1B7A1A-27@storefull-123.iap.bryant.webtv.net>
Source record: 32455

Looking to contact Atari 8bit users within driving distance of Woodbury, NJ (across Delaware River from Philadelphia). Purpose is to donate and trade keyboards, drives, discs with programs and instructions.

-- Frank Solis

7287. Re: Reading Atari Disks (810) with a PC-drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-15 19:11:35 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <HfNS7.4760$O7.493193@newsread2.prod.itd.earthlink.net>
Source record: 32456

My Percoms also respond to those same SIO commands and do fine with real Ataris and 1050s, but something about them interferes with that SIO2PC cable...

I also suspect that the 810 is totally interchangeable with 1050s, but the possibility does exist that it is *not* electrically identical.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Pete" <pete@get.bent.spammers.wintermute.org.uk> wrote in message
>
> I don't see why there should be any problem with this, the 810 and 1050
after
> all both respond to the same command set. AFAIK the only difference is
that
> the 1050 has an extra format command for enhanced density.

7288. Re: Omnimon XL?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-15 19:48:59 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <LONS7.4819$O7.499346@newsread2.prod.itd.earthlink.net>
Source record: 32457

Omnimon XL has a ROM OS similar to the XL with many JMP vectors matching the original 800 for software compatibility. I have never seen any documented PEEKs to identify it, but the default blue screen is slightly darker.

Easiest is a Select+Reset to see if you are presented with the Omnimon prompt and registers status display. The switch was normally user preference oriented, so it might be up-down or left-right on the back, side or top of the case. I put mine on the back with 'left' for stock and 'right' toward the function leys for the OS which responded to them. It was also user choice what, if anything, to put in the third OS socket.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"John McCulloch" <mcculloch@accesstoledo.com> wrote in message
news:9uotf901jsl@enews4.newsguy.com...
> I recently got back an old 800XL with 256K and Omnimon XL (I think). It
has
> a three way switch where two ways give a normal system with BASIC. I
don't
> remember if the third setting has any system associated with it. I do
> remember that one is 800XL and one is 800 compatible. Does anyone know of
a
> peek that can tell which is which?

7289. Re: Google groups archive, who's been here the longest?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-15 19:52:20 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u1nac5p4lug0a1@corp.supernews.com>
Source record: 32458

"Paul Irvine" <mclane.dellosDELETE-THIS@btinternet.com> wrote in message
news:v4lm1u8ftkob5qkfb7bo4na78q4tjqtocr@4ax.com...
> On Wed, 12 Dec 2001 21:32:38 -0500, gozarcollins.hotmail@NoSpam.com
> (Ryan Collins) wrote:
>
> >Searching through the archive of Usenet I found my first
> >post ever, and it was to comp.sys.atari.8bit on Jan. 29,
> >1989.
> >
> The earliest in here for me is 95, strange, been on the Net a LOT
> longer than that :-(

Are you sure you didn't switch names or ISP? I started posting from Waffle
boards, Stainless Steel, Mocten, one or two others I can't remember.

I finally gave up with 30 minute time limits and busy signals and switched
over to Portal. I can find my Portal stuff fairly easily, the Waffle ones
are kind of hard to pull up.

7290. Re: Omnimon XL?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-15 19:59:29 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <BYNS7.4839$O7.503050@newsread2.prod.itd.earthlink.net>
Source record: 32459

MyDos should do the same with either OS as it is totally compatible with
800s and XL/XEs. That is why I prefer it since I can use (differently
configured) XE type or Axlon ramdisks on any of my A8s with any drive
configuration. Only shortcoming is it does not see directory listings for
files out in that enhanced portion of 1050 disks just like 2.0...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"John McCulloch" <mcculloch@accesstoledo.com> wrote in message
news:9v68o202c7h@enews1.newsguy.com...
> I remember the term RamrodXL from way back. By the way, I think your
> evaluation of the switch position is right as I have better luck with the
> middle position for MYDOS. I'm currently trying to get MYDOS to do the
> ramdisk properly and have gotten GREAT help on this newgroup. After that,
> I'll try to refresh myself on OmniMon. The 800XL I have has 256K, with
> multiple OSs and OmniMon (I think). The keyboard was ridden hard and I
> replaced it with one from another 800XL which had none of these
enhancements
> which many years ago I knew how to work.
>
> I must say that if the internet and this newsgroup had existed back in
'85,
> I NEVER would have sold the aforementioned machine.

7291. Re: Google groups archive, who's been here the longest?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-15 21:46:59 UTC
From: Paul Irvine <mclane.dellosDELETE-THIS@btinternet.com>
Message-ID: <k7fn1usp0s2eph0hb4t9idciqpredmr5fq@4ax.com>
Source record: 32460

On Sat, 15 Dec 2001 11:52:20 -0800, "Rick Cortese"
<ricortes@netmagic.net> wrote:

>"Paul Irvine" <mclane.dellosDELETE-THIS@btinternet.com> wrote in message

>> The earliest in here for me is 95, strange, been on the Net a LOT
>> longer than that :-(
>
>Are you sure you didn't switch names or ISP? I started posting from Waffle
>boards, Stainless Steel, Mocten, one or two others I can't remember.
>
Yep, numerous names and ISP's during my time :-)

7292. Re: Google groups archive, who's been here the longest?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-16 01:58:38 UTC
From: Itay Chamiel <itaycspam@cs.huji.ac.il>
Message-ID: <9vguusjje1@news.huji.ac.il>
Source record: 32461

My first post dates May 28, 1992.

I was 13 and a half, and posting with a 300 baud modem... God, did I not
have a life.

-itay
--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc

"Ryan Collins" <gozarcollins.hotmail@NoSpam.com> wrote in message
news:GNBG8A+8AU6b092yn@NoSpam.com...
> Searching through the archive of Usenet I found my first
> post ever, and it was to comp.sys.atari.8bit on Jan. 29,
> 1989.
>
> It was a very lame post where it appears I was trying
> to subscribe...
>
> Check out http://groups.google.com.
>
> --
> Ryan 'Gozar' Collins
>

7293. Atari800WinPlus bug reports

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-16 02:23:34 UTC
From: Itay Chamiel <itaycspam@cs.huji.ac.il>
Message-ID: <9vh0di$k74$1@news.huji.ac.il>
Source record: 32462

I have a few complaints, requests and bug reports concerning
Atari800WinPlus.

To whom to I address them?

-itay

--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc

7294. Re: If you were an ABBUC member you would have received BombDown (the

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-16 03:19:48 UTC
From: llpwhite@cs.com
Message-ID: <20011215221948.12986.00000384@mb-ce.news.cs.com>
Source record: 32463

Perhaps it would be realistic to scan and translate the articles. Every year, the language translation programs get better and better, especially as you build up dictionaries of special terms, as we would need for computer articles. Maybe with a cooperative group effort -- one person doing one article? Just a thought.
Larry

7295. Re: Syquest 200mb Cart drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-16 04:08:42 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <9vh6oa$f07$2@mohawk.hwcn.org>
Source record: 32466

Lee (melee5@my-deja.com) wrote:
: James King <utah_lanman@yahooo.com> wrote in message
news:<9v4t7n$6n0$1@news.xmission.com>...
: > Are you using the 200mb Syquest on an 8bit? If so, can you use
: > (read/write/format) the 44mb and 88mb carts. on that 200mb drive via the
: > Atari?
: >
: > I discovered the auto setting issue last night, but opted to stay with the
: > 44mb until I could determine if the 200mb would use the 20 plus 44 and
: > 88mb carts I have; as I only have 2 or 3 of the 200mb carts.
: >

: Yes, I have used the 200mb Syquest with BB on Atari. The 44 and 88 carts
: are both supposed to work in that drive, but with our 'autoset' bug, the
: only way it would work for us would be to spend a few days partitioning,
: formatting, and then testing to the end of guessed at partitions until you
: fall off the edge of the world. Don't know if head one is used all the way
: to cylinder 2260 and head two takes over from there or not. Only way to
: find out for sure is to dive in, which is why I haven't done it yet.

: To scope mine out at first go round, I set it up as U#1,lun0 with a 17
: sector gap at the front so I could then use it as first hard drive and
: just fill in the configuration data and controller list when I finally
: make the move to put it on line for good. I haven't done that yet either
: as you kind of caught me in the middle of moving to a new Atari hard drive.

If anyone is interested, I have 3 44 meg Syquest disks, I would sell for
say $5 plus shipping .....

email me if interested...

Willy

William M. Moeller --> email: willy@hwcn.org Hamilton Tiger-Cats
Hamilton, Ontario, Canada 1999 Grey Cup Champions

7296. Re: Practical uses for CX85 Pad

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-16 04:16:50 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <9vh77i$f07$3@mohawk.hwcn.org>
Source record: 32465

Andreas Magenheimer (magea000@mail.uni-mainz.de) wrote:
: Well,
: I also have a couple (or dozens) of CX85 driver programs plus the Alan
: Reeve utility. Have not checked any of these drivers, since I do not own
: a CX85. just e-mail me to get these drivers (and lots of other drivers)
: on two medium/enhanced density ATR images... -Andreas.

I have a CX85 I would be willing to sell for say $5 US plus shipping, if
anyone who is following this thread is interested.

Willy

William M. Moeller --> email: willy@hwcn.org Hamilton Tiger-Cats
Hamilton, Ontario, Canada 1999 Grey Cup Champions

7297. Re: Reading Atari Disks (810) with a PC-drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-16 05:16:16 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <9vhcb3$f4llt$3@ID-15679.news.dfncis.de>
Source record: 32464

Hi Russ,

> I worked with Charles Marslette's assembler code to read/write
>A8 dbl dens sectors.

Is this code available on the 'net anywhere, would be interesting to look at?

> This doesn't answer the hardware question of the use of the
>timing hole. One thing, you can't use the flip side of a disk
>in a PC, which I guess has to do with the timing hole.

Sounds highly likely, unless you were to punch a hole in the discs' jacket at the right point the PC wouldn't "see" the timing hole and would simply ignore the disc. Or more to the point, the FDC would report an error.

> I looked back at that assembler code, it is straight forward
>to set the bytes/sector, tracks/disk.

Is it using the "track at once" commands or is the FDC somehow able to read/write individual sectors?

TTFN - Pete.

7298. Re: Atari800WinPlus bug reports

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-16 11:11:38 UTC
From: Paul Irvine <mclane.dellosDELETE-THIS@btinternet.com>
Message-ID: <g80p1ug9dd4jf92em2lk82listrgg2uatb@4ax.com>
Source record: 32467

On Sun, 16 Dec 2001 04:23:34 +0200, "Itay Chamiel"
<itaycspam@cs.huji.ac.il> wrote:

>I have a few complaints, requests and bug reports concerning
>Atari800WinPlus.
>
>To whom to I address them?

Tut tut...And after the Plus team made a nice help file with
'contacts' in :-)

Btw complaints is a strong word :-)

7299. Re: Google groups archive, who's been here the longest?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-16 11:51:05 UTC
From: William Kendrick <nbs@sonic.net>
Message-ID: <JU%S7.15482$DD2.139302@typhoon.sonic.net>
Source record: 32468

Itay Chamiel <itaycspam@cs.huji.ac.il> wrote:
:
: I was 13 and a half, and posting with a 300 baud modem... God, did I not
: have a life.

Heh... Do you still run your Atari out of your closet? :)

BTW... how are things? The world's been nuts lately :(

-bill!

7300. Re: Lynx Truecolor mode WOOHOO!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-16 12:11:33 UTC
From: William Kendrick <nbs@sonic.net>
Message-ID: <Vb0T7.15486$DD2.139302@typhoon.sonic.net>
Source record: 32469
Cross-posted to: alt.games.lynx,comp.sys.atari.8bit

"Milan Polle" <mpolle@spamsux.planet.spamsux.nl> wrote:
: YES!!! I did it!
:
: I've made a system that displays images in upto 4096 colors!

That's awesome! :)

: Thanks to William Kendrick for the description of how this trick works!

Thank Jeff Potter from the Atari 8-bit community... I believe he came
up with it. At the least, he was the first to implement it. (His
GIF decoder, "APACView", could write R/G/B data out, and his viewer
"ColrView", would display it in the 8-, 64-, or 4096- ture-color glory.)

: It does have a slight interlace-like flicker and the image is a little bit
: dark, but man is this cool :^)

: Test it out yourself (.o and .lnx file)
: www.planet.nl/~mpolle/coltest4.zip

Ack. I have no way of getting this to my Lynx. I also have no
usable Lynx emulator. (The Linux port of Handy is ancient, last I checked!
GRARRGH!)

: It will only work fast enough on the real hardware though, or maybe if you
: have a computer that can emulate the Lynx at full speed.

Any chance you can take a digital photo or two of this? Or perhaps stick
your Lynx on a flatbed scanner and get a scan?

Now you can make a Lynx ROM with all of your family photos to show off
in full color! :)

: This is so much fun :^)

It rules, huh? TAKE THAT, NINTENDO! ;)

: The software I've made to convert truecolor images to this mode was made
: with the AmigaDE (new upcoming Amiga OS), but I will see if I can port it to
: a simple DOS utility.

cough Linux, too? ;)

: I'll see if I can convert some more photos, I've been collecting a lot of
: them on the internet today ;^)

Nothing naughty, I hope. ;)

-bill!
Cross-posted to comp.sys.atari.8bit for Jeff and others to notice ;)

7301. Re: Reading Atari Disks (810) with a PC-drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-16 18:04:38 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <9vip2r$facb3$2@ID-15679.news.dfncis.de>
Source record: 32474

Hi Ron,

> My Percoms also respond to those same SIO commands and do
>fine with real Ataris and 1050s, but something about them
>interferes with that SIO2PC cable...

Interesting, do you know whether the SIO2PC cable has problems with other third party drives like the Indus GT, or is the incomapatability limited to Percoms?

> I also suspect that the 810 is totally interchangeable with
>1050s....

Completely, I used a mixture of 810's and 1050s on my Ataris for many years without a single problem.

>....but the possibility does exist that it is *not*
>electrically identical.

Hmm, it's been *QUITE* a few years since I saw the 1050 schematic (I have the 810 field service manual but don't have my own copy of the 1050 one) but AFAIR the interface to the SIO bus is identical to that of the 810.

TTFN - Pete.

7302. Re: Binary loader

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-16 20:54:06 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <uJ7T7.29620$Q8.3681911@zwoll1.home.nl>
Source record: 32475

Paul Coudrai wrote

: Hi : anybody knows where can find a binary loader made in Basic or
: Turbo Basic,, or Mac/65?,

In TurboBASIC type "BLOAD D:filename.com" to load a binary, or use "BRUN" to
also run it...

--

Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari

"I hear that if you play the Windows XP CD backwards, you get a satanic
message"
"That's nothing. If you play it forward, it installs Windows XP"...

7303. Re: Lynx Truecolor mode WOOHOO!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-16 22:18:44 UTC
From: Milan Poll&#65533; <mpolle@spamsux.planet.spamsux.nl>
Message-ID: <9vj6gh$1rj$1@reader08.wxs.nl>
Source record: 32476
Cross-posted to: alt.games.lynx,comp.sys.atari.8bit

"William Kendrick" <nbs@sonic.net> schreef in bericht
news:Vb0T7.15486$DD2.139302@typhoon.sonic.net...

> Thank Jeff Potter from the Atari 8-bit community... I believe he came
> up with it. At the least, he was the first to implement it. (His
> GIF decoder, "APACView", could write R/G/B data out, and his viewer
> "ColrView", would display it in the 8-, 64-, or 4096- ture-color glory.)

I'll have to look that up some time.

> Ack. I have no way of getting this to my Lynx. I also have no
> usable Lynx emulator. (The Linux port of Handy is ancient, last I
checked!
> GRARRGH!)

Urgh! Well it doesn't really work on the current version of Handy anyway,
the colors are wrong and it will obviously flicker a lot. The author of
Handy might fix this, though.

> Any chance you can take a digital photo or two of this?

No sorry, I'm still waiting for digital cameras to rival my regular one at
an acceptable price :^)

> Or perhaps stick
> your Lynx on a flatbed scanner and get a scan?

Just tried that. Totally doesn't work :^(The display is scanned totally
black with only scratches and fingerprints.

Here's an almost exact Photoshop simulation (just by looking at it) of the
result:

The original:
http://www.planet.nl/~mpolle/panorama.bmp

On the Lynx:
http://www.planet.nl/~mpolle/panorama2.bmp

> Now you can make a Lynx ROM with all of your family photos to show off
> in full color! :)

Heh :^)

> : This is so much fun :^)
> It rules, huh? TAKE THAT, NINTENDO! ;)

Yeah, fun-wise I'm still enjoying my Lynx a lot more than my GBA (haven't touched that one in months).

> : The software I've made to convert truecolor images to this mode was made
> : with the AmigaDE (new upcoming Amiga OS), but I will see if I can port it to
> : a simple DOS utility.
>
> *cough* Linux, too? ;)

I guess I might be able to make it into some generic sourcecode some day. Or maybe Bjoern will, he also has this routine working, as well as the 16-color-per-scanline trick.

> : I'll see if I can convert some more photos, I've been collecting a lot of
> : them on the internet today ;^)
>
> Nothing naughty, I hope. ;)

Oh, okay, I thought I might have another Lynx-first that way ;^)

7304. Max SIO Speed

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-17 10:31:18 UTC
From: llpwhite@cs.com
Message-ID: <20011217053118.08567.00000661@mb-mu.news.cs.com>
Source record: 32478

With the possible U.S. release of the SIO2IDE interface, the question of SIO speed comes up again. For U.S. drives with a CPU operating at 1 MHz, the fastest that I am aware of is ~52-55 Kbs, or roughly 3 times stock. The Indus (Z80 processor@ 4 MHz, I think) supposedly operates at ~70 Kbs although my experience with "Synchromesh" is that it does not work very reliably. Some European drives are listed even higher. I always assumed that the limiting factor would be the 1 MHz processor speed in the drive? And perhaps the European drives have a faster processor in them? So here are the questions:

What is the limiting factor for SIO speed?
Can a maximum speed be calculated?
What speed is "APE WARP"?
What would it take to "ramp up" the SIO burst speed to be able to take advantage of a hard drive?

Larry

7305. WTB -- APX Atari Microsoft Basic Cross Reference Utility

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-17 10:48:39 UTC
From: llpwhite@cs.com
Message-ID: <20011217054839.08551.00000462@mb-mu.news.cs.com>
Source record: 32479

The subject actually says it all. If you have an original with docs, I'll pay for you to part with it.
Larry

7306. Re: Binary loader

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-17 12:28:37 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9vkodm$mm1$1@nets3.rz.RWTH-Aachen.DE>
Source record: 32480

Howdy Paul, folks

> Hi : anybody knows where can find a binary loader made in Basic or
> Turbo Basic,, or Mac/65?

Doesn't William Kendrick's Fileselect (filesel.*) load just about anything?

CU Mathy van Nisselroy

7307. Re: If you were an ABBUC member you would have received BombDown (the

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-17 12:30:33 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9vkohbmou1@nets3.rz.RWTH-Aachen.DE>
Source record: 32481

Howdy Larry, folks

> Perhaps it would be realistic to scan and translate the articles. Every
year,
> the language translation programs get better and better, especially as you
> build up dictionaries of special terms, as we would need for computer
articles.
> Maybe with a cooperative group effort -- one person doing one article?
Just a
> thought.

There has been talk about getting older magazine (like over a year old) on
the web. As far as I know, this hasn't happend yet.

CU Mathy van Nisselroy

7308. Re: FA: 800 xl Crystal Castles, Mario Bros,Super Zaxxon, Gauntlet and more!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-17 16:19:31 UTC
From: Ianoid <"i a n o i d"@ianoid.com>
Message-ID: <u1s6i9iecf0380@corp.supernews.com>
Source record: 32482

Wasn't that stuff in his collection some days before that?

I just don't get some people.

-ian

"Andre" <Chrodegang@t-online.de> wrote in message
news:3C0FB0AB.DEAE91AF@t-online.de...
> > And Pitfall II! Get it, and Pitfall too! That was funny... Anyway, I
have my
> > largest super rare lot of cartridges, all ORIGINALS, as well as an
original
> > rare thick box Gauntlet for Atari xl xe, complete.
>
> Wasn't that the stuff of an auction you won some days before?
>

7309. Re: Difference between two Defender 800/XE Carts

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-17 18:24:04 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0112171024.362263a@posting.google.com>
Source record: 32483

> Well,
> space Invaders, Pole Position, Pacman (or MS Pacman, Miss, not
> microsoft) and a few others were also released as XEGS carts. Star
> Raider(s) was also released as a (defective/incomplete) XL cart.

Andreas,
Space Invaders, Pole Position, MS Pacman:
Not too concerned with the boxes. Are the cases plastic or metal? Are the labels silver or XE blue? Think I've seen Pole Pos and Ms Pacman in a grey plastic case but not Space Invaders.

The Star Raiders mistake is interesting (to collectors). What kind of case/label does it have? Have only seen brown label Star Raiders.

Thanks

>
>
>
> > Silver labels (w/metal cases)
> >
> > Caverns of Mars
> > Centipede
> > Dig Dug
> > Super Breakout
> > Tennis
> > E.T.
> > Space Invaders (! didn't remember seeing that one)
> >
> > Any others?

7310. Re: Google groups archive, who's been here the longest?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-17 19:19:15 UTC
From: Doug Wheeler <dwheeler.xnospamx@mediaone.net>
Message-ID: <3c1e44ab_1@spamkiller.newsgroups.com>
Source record: 32484

"Ryan Collins" <gozarcollins.hotmail@NoSpam.com> wrote in message
news:GNBG8A+8AU6b092yn@NoSpam.com...
> Searching through the archive of Usenet I found my first
> post ever, and it was to comp.sys.atari.8bit on Jan. 29,
> 1989.

My oldest post was on comp.sys.atari.st on Jan 8, 1989. I was describing how
to connect a Tandy barcode wand to an Atari ST.

--Doug

7311. Name that game...

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-17 20:17:51 UTC
From: "F. Plugge" <ferryNOSPAM@pluggeworld.demon.nl>
Message-ID: <9vljvh$on9$1@news1.xs4all.nl>
Source record: 32485

Hello all,

Just discovered this newsgroup and i have a question:

I used to own an Atari 800XL and had a game on that machine which i don't know the name of anymore...

It was a "Flight-Sim" alike game, in which you hoovered over mountains with your space craft, seeking stranded astronauts. Once in a while, the guy you were suppose to pick up wasn't an astronaut, but an alien which tried to smash your space craft, you had to shoot it down quickly...

Anybode remembers this one and most important: do you have a name to go with this game???

Thanks in advance!
Ferry.

7312. Re: Name that game...

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-17 20:35:08 UTC
From: Mopar Man <nospam@nowhere.com>
Message-ID: <4els1u8i2ou9bof3btnrdo0qn8r9sp80l8@4ax.com>
Source record: 32486

Sounds like "Rescue on Fractalus", also known as "Behind Jaggy Lines"
(pre-release leak). Excellent game!

Stephen Anderson

On Mon, 17 Dec 2001 21:17:51 +0100, "F. Plugge"
<ferryNOSPAM@pluggeworld.demon.nl> wrote:

>Hello all,
>
>Just discovered this newsgroup and i have a question:
>
>I used to own an Atari 800XL and had a game on that machine which i don't
>know the name of anymore...
>
>It was a "Flight-Sim" alike game, in which you hoovered over mountains with
>your space craft, seeking stranded astronauts. Once in a while, the guy you
>were suppose to pick up wasn't an astronaut, but an alien which tried to
>smash your space craft, you had to shoot it down quickly...
>
>Anybode remembers this one and most important: do you have a name to go with
>this game???
>
>Thanks in advance!
>Ferry.
>

7313. Atari Upgrade help

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-17 20:49:32 UTC
From: Mopar Man <nospam@nowhere.com>
Message-ID: <ueks1ukujno1t20mtij86egi9sg495gpaq@4ax.com>
Source record: 32487

I was cleaning off my workbench the other day, and came across 8 256K RAMs I bought years ago to upgrade my Atari. Since I've recently hooked up my Atari 8-bit again, I think it is finally time to do some modifications. I plan on building an SIO2PC cable, doing the "Super Video" upgrade, a 256K upgrade, and possibly building the IBM PC keyboard interface (always hated the 130XE keyboard). Problem is, I don't know which machine to modify. I have a pristine 130XE which I was hoping to keep all original. I also have several 800XLs that I wouldn't mind tearing into. From what I have read though, the extended memory 800XLs are not fully compatible with the 320K 130XE machines.

Which machine would you guys recommend doing these upgrades to?

Oh yeah - one last question. I've read the SIO2PC instructions, and can't decide on the 1 chip or 2 chip design. I'm assuming the 2 chip design should be used, as I will have my 1050 drive "in the loop" until I get all my software transferred over to PC.

Thanks for any input.

Stephen Anderson (obvious SPAM guard in place)
mopar76@neo.NO.rr.SPAM.com

7314. Re: Reading Atari Disks (810) with a PC-drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-18 01:14:46 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <aMwT7.9813$O7.1089545@newsread2.prod.itd.earthlink.net>
Source record: 32488

I don't have any SIO2PC experience with any drive other than the Percoms.

In previous years, I used 810s, 1050s, Percoms, an Indus and the ATR8000 flawlessly with real Atari 8-bits. The possibility still exists that one of them might miss by a pico farad or two on a device such as the 10502PC cable... if it was reverse engineered by measurements from a small number of 1050 drives.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Pete" <pete@get.bent.spammers.wintermute.org.uk> wrote in message
>
> Interesting, do you know whether the SIO2PC cable has problems with other
> third party drives like the Indus GT, or is the incomapatability limited
to
> Percoms?
>
> > I also suspect that the 810 is totally interchangeable with
> >1050s....
>
> Completely, I used a mixture of 810's and 1050s on my Ataris for many
years
> without a single problem.

7315. Re: Google groups archive, who's been here the longest?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-18 01:49:21 UTC
From: Charles Marslett <cmarslett9@cs.com>
Message-ID: <mn7t1uglfj878l6b8ecoc1tqk1angcnqge@4ax.com>
Source record: 32489

Well, my first message was releasing the source release of my A65
assembler (1988-05-24 23:15:22 PST according to Google).

That seems to be near the beginning of the more or less complete
archives -- my first reference was a reply (on May 15, 1987)
referencing an earlier (not in the archives) message.

I wonder how complete the archives are from 14 years ago,....

--Charles

7316. "Easier EasyFind"

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-18 01:58:07 UTC
From: llpwhite@cs.com
Message-ID: <20011217205807.11381.00000938@mb-fh.news.cs.com>
Source record: 32490

Here's an idea for those of you who use EasyFind *and* an IBM/MAC PC. I've used EasyFind for years, but whenever you search for an article, author, etc, EF has to serially go through the yearly databases trying to find a match. Sometimes that's a pain. So I copied with append all of the all of the yearly databases (Antic, Analog, Compute!) into 3 composite bases, and converted the char 155 to 10/13 Ascii, and moved these to my PC. Now I can load the databases into WORD and use the FIND function to search the database instantly. This really saves a LOT of time.
Larry

7317. Re: Converting my Atari disks to the PC

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-18 02:05:36 UTC
From: mcurrent@carleton.edu
Message-ID: <u1t93gkafn1scd@news.supernews.com>
Source record: 32491

In article <Pine.GSO.4.33.0112060924020.11826-100000@shell1>,
erasmus@6502.chip.old.folks.home says...
>
> On Wed, 5 Dec 2001 at 11:18:15 -0500, "Russ Gilbert" (russg at
>en dot com) scribbled:
>->I suspect your A8 disks are single density, so Anadisk and other
>->PC utilities will not help you.
>
> As a footnote to my earlier posting, I might note that the Myutil
>program only works in true double density. In the interim the ori-
>ginal poster has posted a later message noting that he has a 1050,
>which is a DD-compatible drive, so that means he can use Myutil on
>his "IBM" PC.

I'm still a MyUTIL user, I still haven't tried out SIO2PC or APE-type tools.
If you've got a compatible 5.25" drive in a PC, MyUTIL works great.

An unmodified 1050 only does "enhanced/dual" density though (128K), not true
double density (180K), so it wouldn't be sufficient for use with MyUTIL.
--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

7318. Re: Google groups archive, who's been here the longest?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-18 02:39:01 UTC
From: mcurrent@carleton.edu
Message-ID: <u1tb2524ofu54c@news.supernews.com>
Source record: 32492

> Check out http://groups.google.com.

Hey Ryan, this is truly cool!

My first post turns up on Feb 7 1990, asking about using the combination of the
XEP80 and DOS XE. (!)
--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

7319. Re: Google groups archive, who's been here the longest?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-18 03:16:16 UTC
From: daclmi@netscape.net
Message-ID: <3c1eb4e6.1526169@news.CIS.DFN.DE>
Source record: 32493

On Mon, 17 Dec 2001 13:19:15 -0600, "Doug Wheeler"
<dwheeler.xnospamx@mediaone.net> wrote:

>My oldest post was on comp.sys.atari.st on Jan 8, 1989. I was describing how
>to connect a Tandy barcode wand to an Atari ST.

That'll come in handy!

7320. Re: Name that game...

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-18 03:19:13 UTC
From: Paul Coudrai <nospam@foryou.com>
Message-ID: <7cdt1ucf473e27fv31ct9430j73u621kh6@4ax.com>
Source record: 32515

Lucasfilm - Behind Jaggi Lines?

On Mon, 17 Dec 2001 21:17:51 +0100, "F. Plugge"
<ferryNOSPAM@pluggeworld.demon.nl> wrote:

>Hello all,
>
>Just discovered this newsgroup and i have a question:
>
>I used to own an Atari 800XL and had a game on that machine which i don't
>know the name of anymore...
>
>It was a "Flight-Sim" alike game, in which you hoovered over mountains with
>your space craft, seeking stranded astronauts. Once in a while, the guy you
>were suppose to pick up wasn't an astronaut, but an alien which tried to
>smash your space craft, you had to shoot it down quickly...
>
>Anybode remembers this one and most important: do you have a name to go with
>this game???
>
>Thanks in advance!
>Ferry.
>

7321. Re: "Easier EasyFind"

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-18 04:25:15 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c1ec529$0$35618$1dc6e903@news.corecomm.net>
Source record: 32494

Uh. Larry
What 'yearly database' for Antic, Analog and Compute?
You got a database for them from Easyfind?
Russg

7322. Re: Atari Upgrade help

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-18 04:29:11 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c1ec615$0$35620$1dc6e903@news.corecomm.net>
Source record: 32495

The 1 chip is easier to build. I think the 2 chip may be a little
more reliable. With the diode on the 1 chip, there shouldn't
be a problem with hooking thru a drive.
I'd use the 800XL for the upgrades. The 130XE doesn't have
sockets, and I believe is not as sturdily built as the 800XL.
I don't know what compatibility you're looking for with a 320k
130XE. RAMdisks? That's about all you can use the extra
RAM for, maybe a few demos and other programs.
I have a 256k Newell 800XL. I don't like it because it has
to be shut down for about 20 seconds for a reboot after a crash
(I seem to crash fairly often when I program.)
Russg

7323. Atari 1450 XL motherboard FS

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-18 05:12:08 UTC
From: Karl Heller <heller@darktower.ghoulland.com>
Message-ID: <9vmj78$qf0$1@nntp9.atl.mindspring.net>
Source record: 32496

Hello fellow 8bitters. It's been a very long time since I've been on the news groups... as you can see from my Tag line which is about 8 years old.

Anyhow, I happen to have a fully working Atari 1450XL motherboard. This is the combined 1400 and 1450 Tong board variant which accepts the floppy daughtercard. Has built in modem, speech etc.. This board works fine and I have in fact used it on several occasions to play games and do some reverse engineering work on it.

I'm putting this up for sale on Ebay in the near future but before I do I was wondering if there is even a market for such a thing anymore. I happen to have some other old prototypes that I'd like to sell off as well.

I'm dying to get me a different used car so this goes in the Toyota Supra/MR2/Corolla GT-S fund.

If there is any interested please email me... heck email an offer!

Karl

--
A. Karl Heller - Making the world safe once again. kheller2@mac.com
---
Carts: 2600 104; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1;
800 2; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

7324. Re: Name that game...

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-18 06:10:34 UTC
From: Semecky <semecky@saul-is.cz>
Message-ID: <9vmmbu$15nq$1@news.nextra.cz>
Source record: 32511

It was game Behind Jaggi Lines.
"F. Plugge" <ferryNOSPAM@pluggeworld.demon.nl> p&#65533;e v diskusn&#65533;m pr&#65533;spevku
news:9vljvh$on9$1@news1.xs4all.nl...
> Hello all,
>
> Just discovered this newsgroup and i have a question:
>
> I used to own an Atari 800XL and had a game on that machine which i don't
> know the name of anymore...
>
> It was a "Flight-Sim" alike game, in which you hoovered over mountains
with
> your space craft, seeking stranded astronauts. Once in a while, the guy
you
> were suppose to pick up wasn't an astronaut, but an alien which tried to
> smash your space craft, you had to shoot it down quickly...
>
> Anybode remembers this one and most important: do you have a name to go
with
> this game???
>
> Thanks in advance!
> Ferry.
>
>

7325. Re: Name that game...

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-18 07:30:12 UTC
From: "F. Plugge" <ferryNOSPAM@pluggeworld.demon.nl>
Message-ID: <9vmrbu$c10$1@news1.xs4all.nl>
Source record: 32497

"Mopar Man" <nospam@nowhere.com> wrote in message
news:4els1u8i2ou9bof3btnrdo0qn8r9sp80l8@4ax.com...
> Sounds like "Rescue on Fractalus", also known as "Behind Jaggy Lines"
> (pre-release leak). Excellent game!
>
> Stephen Anderson

YOU'RE RIGHT!!!
Finally i've got a name, and downloaded it... It is as much fun as it was in
the old days!

Thanks for the info,
Ferry.

7326. Re: If you were an ABBUC member you would have received BombDown (the

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-18 07:53:00 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <200112180853.a33960@du3.maus.de>
Source record: 32516

```
VN>There has been talk about getting older magazine (like over a year
VN>old) on the web. As far as I know, this hasn't happend yet.

At last years JHV I gave Wolfgang a CD with a lot of older magazines in both
..ATR and ATARI format. Unfortunately Wolfgang still uploaded older magazines
to the ABBUC website.

Tschuess,

Frank
```

7327. Re: Atari Upgrade help

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-18 10:29:23 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3c1f1a4d_2@news.iglou.com>
Source record: 32498

Russ Gilbert wrote in message
<3c1ec615$0$35620$1dc6e903@news.corecomm.net>...
>I'd use the 800XL for the upgrades. The 130XE doesn't have
>sockets, and I believe is not as sturdily built as the 800XL.

Some 130XEs have sockets, some don't. A few 130XEs have 64kx4 RAM chips,
which would need 256Kx4 chips to upgrade.

7328. FS: Atari 8bit casette games and d/drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-18 11:46:28 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0112180346.508a8126@posting.google.com>
Source record: 32499

I am looking to get shot of my atari gear, preferably b4 xmas

I am selling the following

over 230 cassette games (90+full price and 140+budget titles), this is going for 180pounds

Rare GEC cassette adapter for 10-15pound

Indus GT drive (drive only, no cables, psu or manuals) this is going for 70pounds

Buyer must collect or pay for delivery

please call me (do not email, that is DO NOT EMAIL) call me on 0207 278 4244 (+44 for outside UK), ask for carmel

yours atarily

carmel andrews

7329. APE for Windows NT/2000/XP

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-18 12:46:25 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <u1ueo0qs217tfb@corp.supernews.com>
Source record: 32500

Currently registered users of APE for Windows who wish to beta test
APE XP please contact me. APE XP includes a new native kernel driver
for Windows NT/2000/XP.

Steve
--
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *

7330. Re: Max SIO Speed

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-18 12:56:40 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <u1ufbcoe7g321a@corp.supernews.com>
Source record: 32501

"LLpwhite" <llpwhite@cs.com> wrote in message
news:20011217053118.08567.00000661@mb-mu.news.cs.com...
> experience with "Synchromesh" is that it does not work very reliably. Some
> European drives are listed even higher. I always assumed that the limiting
> factor would be the 1 MHz processor speed in the drive? And perhaps the
> European drives have a faster processor in them? So here are the questions:
>
> What is the limiting factor for SIO speed?

The most limiting factor of standard disk SIO is the way its timed. At
about 56k your
spending as much time between packet transfers as you are on actually sending
data,
possibly a little more if the packets are only 128 bytes.

Above that only the in-packet time shrinks and returns diminish
signifigantly even at
256 bytes per packet. If you were able to unload POKEY fast enough, and use a
compatible
serial clock, you should be able to accomplish 90kbps or so on streaming data.

I dont even know if the external serial clock feature on POKEY even works,
but if it did you
wouldnt have to worry about getting real close with the sending clock.

Steve

7331. Re: Atari Upgrade help

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-18 15:08:30 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9vnm5f$bi3$1@nets3.rz.RWTH-Aachen.DE>
Source record: 32502

Howdy Mopar man

Have a look at http://www.holyoak.com/atari/ and click on 400/800/XL/XE.
Then click on my schematics for the 1MB upgrade.

Maybe you can use it as a way to make any 320kB Atari 130XE compatible.
(you'll need a CO25953 to do so.)
Use pins 6 and 7 (or if that's the OS pin, use 6 and 0) and look at my site
http://www-users.rwth-aachen.de/mathy.van_nisselroy click on stuff I
collected and check out Lee Barnes' MyDOS patch. After the Patch, MyDOS
will recognise ANY ramdisk using the standard address. (most do, except the
MegaRAM III upgrade from Germany)

CU Mathy van Nisselroy

7332. Re: Lynx Truecolor mode WOOHOO!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-18 16:51:07 UTC
From: luc <xLucienEn@hotmail.com>
Message-ID: <3c1f7402$1@news.microsoft.com>
Source record: 32503
Cross-posted to: alt.games.lynx,comp.sys.atari.8bit

I found I still have the demo. It does flicker on handy but not on real lynx.
But I don't want to post it without permission. It's a demo from Duranik (long time ago).
I don't think though that your demo is significantly different.

Now only if someone could use this in a new game... I completed the 3d raycaster
on the lynx but missing are still enemies/objects (runs at 20fps). I couldn't find the
time to implement this. It's lots of work in ASM...

"Milan Poll" <mpolle@spamsux.planet.spamsux.nl> wrote in message
news:9vj6gh$1rj$1@reader08.wxs.nl...
>
> "William Kendrick" <nbs@sonic.net> schreef in bericht
> news:Vb0T7.15486$DD2.139302@typhoon.sonic.net...
>
> > Thank Jeff Potter from the Atari 8-bit community... I believe he came
> > up with it. At the least, he was the first to implement it. (His
> > GIF decoder, "APACView", could write R/G/B data out, and his viewer
> > "ColrView", would display it in the 8-, 64-, or 4096- ture-color glory.)
>
> I'll have to look that up some time.
>
> > Ack. I have no way of getting this to my Lynx. I also have no
> > usable Lynx emulator. (The Linux port of Handy is ancient, last I
> checked!
> > GRARRGH!)
>
> Urgh! Well it doesn't really work on the current version of Handy anyway,
> the colors are wrong and it will obviously flicker a lot. The author of
> Handy might fix this, though.
>
> > Any chance you can take a digital photo or two of this?
>
> No sorry, I'm still waiting for digital cameras to rival my regular one at
> an acceptable price :^)
>
> > Or perhaps stick
> > your Lynx on a flatbed scanner and get a scan?
>
> Just tried that. Totally doesn't work :^(The display is scanned totally

> black with only scratches and fingerprints.
>
> Here's an almost exact Photoshop simulation (just by looking at it) of the
> result:
>
> The original:
> http://www.planet.nl/~mpolle/panorama.bmp
>
> On the Lynx:
> http://www.planet.nl/~mpolle/panorama2.bmp
>
> > Now you can make a Lynx ROM with all of your family photos to show off
> > in full color! :)
>
> Heh :^)
>
> > : This is so much fun :^)
> > It rules, huh? TAKE THAT, NINTENDO! ;)
>
> Yeah, fun-wise I'm still enjoying my Lynx a lot more than my GBA (haven't
> touched that one in months).
>
> > : The software I've made to convert truecolor images to this mode was
made
> > : with the AmigaDE (new upcoming Amiga OS), but I will see if I can port
> it to
> > : a simple DOS utility.
> >
> > *cough* Linux, too? ;)
>
> I guess I might be able to make it into some generic sourcecode some day.
Or
> maybe Bjoern will, he also has this routine working, as well as the
> 16-color-per-scanline trick.
>
> > : I'll see if I can convert some more photos, I've been collecting a lot
> of
> > : them on the internet today ;^)
> >
> > Nothing naughty, I hope. ;)
>
> Oh, okay, I thought I might have another Lynx-first that way ;^)
>
>
>

7333. Re: Atari Upgrade help

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-18 17:38:20 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <gaLT7.11723$O7.1269779@newsread2.prod.itd.earthlink.net>
Source record: 32504

What exactly does Lee mean by, "MyDOS 4.50 and above (4.5x) does not do
BASIC with a ramdisk."?

I have used 4.53/4 with D8 or D9 ramdisks seemingly fine with or w/o
Basic... I normally boot w/o and load an .exe of Basic so I can load
Assembler or TextPro later and not reboot.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:9vnm5f$bi3$1@nets3.rz.RWTH-Aachen.DE...
> Howdy Mopar man
>
> Have a look at http://www.holyoak.com/atari/ and click on 400/800/XL/XE.
> Then click on my schematics for the 1MB upgrade.
>
> Maybe you can use it as a way to make any 320kB Atari 130XE compatible.
> (you'll need a CO25953 to do so.)
> Use pins 6 and 7 (or if that's the OS pin, use 6 and 0) and look at my
site
> http://www-users.rwth-aachen.de/mathy.van_nisselroy click on stuff I
> collected and check out Lee Barnes' MyDOS patch. After the Patch, MyDOS
> will recognise ANY ramdisk using the standard address. (most do, except
the
> MegaRAM III upgrade from Germany)
>
> CU Mathy van Nisselroy
>
>
>
>
>

7334. Re: Atari Upgrade help

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-18 17:50:27 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <DILT7.11748$O7.1271513@newsread2.prod.itd.earthlink.net>
Source record: 32505

Russ;
You need a cold start reboot switch or Omnimon and XL-Boss type OS which
give access to 580 or similar RAM to cause a restart.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Russ Gilbert" <russg@en.com> wrote in message
> I have a 256k Newell 800XL. I don't like it because it has
> to be shut down for about 20 seconds for a reboot after a crash
> (I seem to crash fairly often when I program.)
> Russg

7335. Re: Lynx Truecolor mode WOOHOO!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-18 19:33:52 UTC
From: Milan Poll&#65533; <mpolle@spamsux.planet.spamsux.nl>
Message-ID: <9vo5jf$q8s$1@reader08.wxs.nl>
Source record: 32506
Cross-posted to: alt.games.lynx,comp.sys.atari.8bit

"luc" <xLucienEn@hotmail.com> schreef in bericht
news:3c1f7402$1@news.microsoft.com...
> I found I still have the demo. It does flicker on handy but not on real
> lynx.
> But I don't want to post it without permission. It's a demo from Duranik
> (long time ago).
> I don't think though that your demo is significantly different.

You could send the demo to me privatly (remove spamsux from my adress) and I could put it on my website and add a link here. There doesn't seem to be anything left of Duranik, so I'm sure they wouldn't mind, it's only a demo anyway.

> Now only if someone could use this in a new game... I completed the 3d
> raycaster
> on the lynx but missing are still enemies/objects (runs at 20fps). I
> couldn't find the
> time to implement this. It's lots of work in ASM...

I can imagine. Enemies would have to be clipped against the walls, don't know how hard that would be on the Lynx. Maybe you could use the ASM code you have in CC65 and do the enemy AI in C ?

7336. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-18 21:30:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1008710844@rtfm.mit.edu>
Source record: 32507
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 10, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
```

http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/
Atari Phoenix Project E-Zine: http://atariphoenix.com

7337. Re: Google groups archive, who's been here the longest?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-18 21:42:08 UTC
From: Mark Simonson <marksim@bitstream.net>
Message-ID: <B8451440.4CFA%marksim@bitstream.net>
Source record: 32508

Looks like the oldest post in the Google archive is this one:

Message 1 in thread
From: Marc L. Appelbaum (appelbau@topaz.RUTGERS.EDU)
Subject: Train Dispatcher Wanted
Newsgroups: net.micro.atari8, comp.sys.atari.8bit
Date: 1986-11-05 18:03:00 PST

Mark Simonson

Mac/Atari Fusion: Atari 8bit Resources for Mac Users
http://www2.bitstream.net/~marksim/atarimac/

7338. Re: Google groups archive, who's been here the longest?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-18 21:46:09 UTC
From: Mark Simonson <marksim@bitstream.net>
Message-ID: <B8451530.4CFB%marksim@bitstream.net>
Source record: 32509

There is also this interesting post two days later:

> From: Mark Horton (mark@cbosgd.ATT.COM)
> Subject: net.micro.atari8 is being renamed comp.sys.atari.8bit
> Newsgroups: net.micro.atari8, comp.sys.atari.8bitView: (This is the only
> article in this thread) | Original FormatDate: 1986-11-07 12:04:38 PST
>
> This newsgroup is being renamed from net.micro.atari8 to comp.sys.atari.8bit.
> This renaming will gradually take place over the next few weeks.
> More and more messages posted to this newsgroup will be aliased
> into the new newsgroup as they pass through the net, and people
> will begin to post to the new group. After a few weeks, the
> old name will be removed.
>
> This note is to inform you of the renaming so you can begin to
> read the new group as well as the old group.
>
> Mark Horton
> Director, the UUCP Project

Mark

7339. Re: Name that game...

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-19 00:26:19 UTC
From: ebaiz@skyenet.net
Message-ID: <L8RT7.2093$4p3.136384@newsfeed.slurp.net>
Source record: 32510

On 17 Dec 2001 21:17:51 , "F. Plugge" wrote:
>Hello all,
>
>Just discovered this newsgroup and i have a question:
>
>I used to own an Atari 800XL and had a game on that machine which i don't
>know the name of anymore...
>
>It was a "Flight-Sim" alike game, in which you hoovered over mountains with
>your space craft, seeking stranded astronauts. Once in a while, the guy you
>were suppose to pick up wasn't an astronaut, but an alien which tried to
>smash your space craft, you had to shoot it down quickly...
>
>Anybode remembers this one and most important: do you have a name to go with
>this game???

Sounds like Rescue on Fractalus. Excellent game. Played that for hours...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

7340. Name That Game(s) Again

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-19 03:09:40 UTC
From: Harvey Kennett <hkennett@easynet.co.uk>
Message-ID: <iyTT7.1695$8%.708908@monolith.news.easynet.net>
Source record: 32512

Hi,

Having discovered that there are Atari Emulators out there, I had a nostalgic trip today remembering the games I used to play, but for the life of me, I cannot recall their names.

1
***
The basic idea was that you had to run around a series of chambers or rooms, planting a seed, which then grew.
I am sure that there was a "Tree of Wisdom" or "Tree of Life" somewhere in a random chamber. I seem to recall that finding it was a Big Deal. I remember having to fight various creatures along the way.

The most unusual part of the game was when I finally managed to complete it.

It revealed various information about the Illuminati or Kabbala, I think, which I believe was part of the games occult flavour.

2
***
You had this helicopter that you had to fly around underground caverns and pick up stranded men, and eventually blow up a nuclear reactor core. I think it had Apocalypse in its title. Very addictive and good fun !

3
***
You had these Godzilla like dinosaurs who destroyed a city or something. The word "Chomp" keeps springing to mind.

4
***
A double cassette box, with two tapes inside. The game was an RPG. I'm sure the title had the word "Dungeon" inside.
I seem to recall fighting lots of vampires.

Any help would be much appreciated !

I live in the UK, if that has any bearing on what games we would have had over here.

Regards,

Harvey

7341. Re: If you were an ABBUC member you would have received BombDown (the

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-19 05:04:51 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <TdVT7.706$%N1.296897711@newssvr11.news.prodigy.com>
Source record: 32513

Tell ya what, if ABBUC can get some sort of online archive up. I should be able to translate and repost the mags. Between my hack german and my translator software, it shouldn't be too hard to do.

tchuss,
Mo

Mathy van Nisselroy wrote in message
<9vkohbmou1@nets3.rz.RWTH-Aachen.DE>...
>Howdy Larry, folks
>
>> Perhaps it would be realistic to scan and translate the articles. Every
>year,
>> the language translation programs get better and better, especially as
you
>> build up dictionaries of special terms, as we would need for computer
>articles.
>> Maybe with a cooperative group effort -- one person doing one article?
>Just a
>> thought.
>
>There has been talk about getting older magazine (like over a year old) on
>the web. As far as I know, this hasn't happend yet.
>
>CU Mathy van Nisselroy
>
>
>

7342. Re: Name That Game(s) Again

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-19 06:13:30 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <47WT7.971$Li.139698@news02.tsnz.net>
Source record: 32514

> 1
> ***
> The basic idea was that you had to run around a series of chambers or
rooms,
> planting a seed, which then grew.

Necromancer

> 2
> ***
> You had this helicopter that you had to fly around underground caverns and

Fort Apocalypse

> 3
> ***
> You had these Godzilla like dinosaurs who destroyed a city or something.
The
> word "Chomp" keeps springing to mind.

Mail order Monsters? ?

> 4
> ***
> A double cassette box, with two tapes inside. The game was an RPG. I'm
sure
> the title had the word "Dungeon" inside.

Alternate Reality - The Dungeon?

Cheers

Aaron

7343. Re: Atari Upgrade help

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-19 08:26:53 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0112190026.5da32f47@posting.google.com>
Source record: 32517

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<gaLT7.11723$O7.1269779@newsread2.prod.itd.earthlink.net>...
> What exactly does Lee mean by, "MyDOS 4.50 and above (4.5x) does not do
> BASIC with a ramdisk."?
>
> I have used 4.53/4 with D8 or D9 ramdisks seemingly fine with or w/o
> Basic... I normally boot w/o and load an .exe of Basic so I can load
> Assembler or TextPro later and not reboot.
>
> --
> -Ron
>
> Experience is something you don't get until just after you need it.
> http://www.atariland.com/members/oldatarian
>

On a real Atari with an unpatched version of any MyDOS 4.50 and above,
ramdisk won't work while you have BASIC rom on. Try booting with BASIC on
and running any ramdisk.com you like to format and load your ramdisk while
BASIC rom is on. Or do it manually, garbage or nothing is what you'll get
for a ramdisk. Or BASIC is now off, the patch fixes all that.

Loading an image file (.exe) of BASIC rom with init and run addresses
appended would be considered a very decent workaround in my book. Do you
ever run into troubles with that method? As setting $03F0 to zero and
pressing RESET causes lock up in MyDOS but allows BASIC rom to work in
SpartaDOS. I assumed page zero conflicts with MyDOS and BASIC caused
the lock up. Seems like .exe method should have troubles too...will have
to investigate some more as lock up might just be specific to my machine
set up.

7344. Re: Name That Game(s) Again

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-19 10:21:49 UTC
From: Leon <leon-wroclaw@wp.pl>
Message-ID: <3c206a47$1@news.vogel.pl>
Source record: 32518

> Having discovered that there are Atari Emulators out there, I had a
> nostalgic trip today remembering the games I used to play,

Where can I find the Atari Emulators/games?
Robert

7345. Re: Name That Game(s) Again

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-19 10:37:27 UTC
From: Harvey Kennett <hkennett@easynet.co.uk>
Message-ID: <96_T7.1744$8%.765868@monolith.news.easynet.net>
Source record: 32519

Hi Aaron,

Thanks for dropping by

1...Nope..wasn't necromancer...I had that game in my collection. What a frantic game it was !

I'm trying to recall bits about mystery game number 1 that might help identify it.
I seem to recall monsters attacking you as you made your way from chamber to chamber in a Knightlore type game.
The Chimera was especially dangerous.
You had a gun, but only limited bullets.
I recall having to revist the seeds I planted after some time had passed to get something useful during the game.
The number 255 seemed important too.

2. YES! Fort Apocalypse ! Thank you !
<cue round of applause>

3. No...unless the game had different names due to localisation. Can't remember anything else about it.

4. Alternate Reality....hmm...doesn't seem to ring any bells.

Hey...anyone remember "Caverns of Khafka" ? That was an infuriating game...but very challenging.

Best Regards,

Harvey

7346. Re: Name That Game(s) Again

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-19 15:48:53 UTC
From: Cruiser7 <Cruiser7@nospam.com>
Message-ID: <3C20B6E5.5050303@nospam.com>
Source record: 32520

> 3
> ***
> You had these Godzilla like dinosaurs who destroyed a city or something. The
> word "Chomp" keeps springing to mind.

Sounds like "Crush, Crumble, and CHOMP"

It's the only one I recognize right now.

Cruiser 7

7347. Re: Name That Game(s) Again

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-19 16:34:37 UTC
From: Harvey Kennett <hkennett@easynet.co.uk>
Message-ID: <ll3U7.56$ff4.57534@monolith.news.easynet.net>
Source record: 32521

Yup !!! That's it !

Thank you !

<cue applause for Cruiser 7>

"Cruiser7" <Cruiser7@nospam.com> wrote in message
news:3C20B6E5.5050303@nospam.com...
>
> > 3
> > ***
> > You had these Godzilla like dinosaurs who destroyed a city or something.
The
> > word "Chomp" keeps springing to mind.
>
>
> Sounds like "Crush, Crumble, and CHOMP"
>
>
> It's the only one I recognize right now.
>
> Cruiser 7
>

7348. Re: Name That Game(s) Again

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-19 16:37:00 UTC
From: Harvey Kennett <hkennett@easynet.co.uk>
Message-ID: <zn3U7.57$ff4.57515@monolith.news.easynet.net>
Source record: 32522

Try here Robert.

http://www.newbreedsoftware.com/xlsearch/hotstuff/

"Leon" <leon-wroclaw@wp.pl> wrote in message
news:3c206a47$1@news.vogel.pl...
> > Having discovered that there are Atari Emulators out there, I had a
> > nostalgic trip today remembering the games I used to play,
>
> Where can I find the Atari Emulators/games?
> Robert
>
>

7349. Re: Name That Game(s) Again

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-19 16:37:18 UTC
From: T <T@D.com>
Message-ID: <9vqfnvmai1@slb6.atl.mindspring.net>
Source record: 32523

"Harvey Kennett" <hkennett@easynet.co.uk> wrote in message
news:96_T7.1744$8%.765868@monolith.news.easynet.net...
> 3. No...unless the game had different names due to localisation. Can't
> remember anything else about it.

Crush, Crumble & Chomp?

7350. Re: Name That Game(s) Again

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-19 18:07:08 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <gH4U7.490$Y01.28893@news01.chello.no>
Source record: 32524

> > 1
> > ***
> > The basic idea was that you had to run around a series of chambers or
> rooms,
> > planting a seed, which then grew.
>
> Necromancer

That's what I thought too!

> > 2
> > ***
> > You had this helicopter that you had to fly around underground caverns
and
>
> Fort Apocalypse

Has to be, yes!

> > 3
> > ***
> > You had these Godzilla like dinosaurs who destroyed a city or something.
> The
> > word "Chomp" keeps springing to mind.
>
> Mail order Monsters? ?

Probably Epyx's Crush, Crumble and Chomp

> > 4
> > ***
> > A double cassette box, with two tapes inside. The game was an RPG. I'm
> sure
> > the title had the word "Dungeon" inside.
>
> Alternate Reality - The Dungeon?

On tape ???? I don't think that would be possible. Probably not Temple of
Apshai, but I think it's an Epyx title. Cant remember the names of the old
ones, but Starfire Warrior I think was one, Rescue at Rigel or something,
Morloc's Tower was a Dunjonquest game. I think it's one of the older basic
ones.

7351. Re: Name that game...

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-19 18:09:34 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <yJ4U7.491$Y01.28548@news01.chello.no>
Source record: 32525

> Sounds like Rescue on Fractalus. Excellent game. Played that for hours...
>
>
> Edward S. Baiz Jr.

You wimp ;-) I played that for months. Sometimes almost days without
sleeping. That is one my all time fave games.

7352. Atari 65XE Problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-19 18:19:26 UTC
From: jboleman@andersencorp.com
Message-ID: <fb471e6b.0112191019.42dd6907@posting.google.com>
Source record: 32526

I just purchased an Arcade Version Medallist Electronic Dart Board game for next to nothing, since it was not working properly. It is controlled by an Atari 65XE. I am able to turn everything on, but all I get is a self test, which seems to run fine, but just keeps looping through without loading the program on cartridge. I don't have a keyboard for the thing, so I can't break out of the loop and look into things (perhaps that is my next step). The motherboard is getting proper power and the video, ram, and sound tests seem to do fine. When I unplug the cartridge, it still does the same thing. I have reseeded the cartridge and blown out the dust (there actually wasn't much), but it still does the same thing. I am wondering if the contacts are bad on there, but the do not show any sign of build up and the board, slot, and cartridge look clean. I have also unplugged the I/O devices going to and from the board to eliminate them from the equation. I am wondering if there is a hardware problem that the test won't pass, but it doesn't show anything. ANY SUGGESTIONS???

Jeff Boleman

7353. Re: Lynx Truecolor mode WOOHOO!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-19 19:41:26 UTC
From: Carl Forhan <nospam@newsranger.com>
Message-ID: <G36U7.4471$XC5.5093@www.newsranger.com>
Source record: 32527
Cross-posted to: alt.games.lynx,comp.sys.atari.8bit

In article <9vo5jf$q8s$1@reader08.wxs.nl>, Milan Poll&#65533; says...
>
>
>You could send the demo to me privatly (remove spamsux from my adress) and I
>could put it on my website and add a link here. There doesn't seem to be
>anything left of Duranik, so I'm sure they wouldn't mind, it's only a demo
>anyway.

Not true, Duranik is still definitely around... we just need to convince them to actually finish a game for the Lynx or Jag. ;-)

Carl

Carl Forhan
Songbird Productions
http://songbird.atari.net

7354. Re: Lynx Truecolor mode WOOHOO!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-19 20:38:39 UTC
From: Milan Poll&#65533; <mpolle@spamsux.planet.spamsux.nl>
Message-ID: <9vqtoqlvs1@reader08.wxs.nl>
Source record: 32528
Cross-posted to: alt.games.lynx,comp.sys.atari.8bit

"Carl Forhan" <nospam@newsranger.com> schreef in bericht
news:G36U7.4471$XC5.5093@www.newsranger.com...

> Not true, Duranik is still definitely around...

yeah, Bjoern told me, I couldn't find any website related to them.

> we just need to convince them to
> actually finish a game for the Lynx or Jag. ;-)

Okay, any suggestions? :^)

7355. Re: Name That Game(s) Again

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-19 23:00:22 UTC
From: Leon <leon-wroclaw@wp.pl>
Message-ID: <3c211c11@news.vogel.pl>
Source record: 32529

> Try here Robert.

Thanks, Harvey. Great site indeed. I haven't been using my old XL for 10 years, actually. Yesterday I found this newsgroup and was excited, there are still Atari lovers.
I found old invoices in my drawer: 1986 I paid for 800XL 115 USD, casette player 45 USD and later 187 USD for 1050 drive. Total 347 USD was an average half-a-year salary those days in Poland (where I live).... Now it's better :-) Do you remember, how much did you pay for your Ataris?
Robert

7356. Re: Atari 65XE Problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-19 23:08:43 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <u227hk9f5srbb4@corp.supernews.com>
Source record: 32530

"Jeff Boleman" <jboleman@andersencorp.com> wrote in message
news:fb471e6b.0112191019.42dd6907@posting.google.com...
> going to and from the board to eliminate them from the equation. I am
> wondering if there is a hardware problem that the test won't pass, but
> it doesn't show anything. ANY SUGGESTIONS???

Disassemble the cartridge and use a clean pencil eraser to remove
any gunk from the cartridge contacts. The 'smear free' type of
erasers will do a nice job of removing any built up gunk without
damaging the contacts.

If that fails use some non-conductive non-corrosive spray contact
cleaner in the cartridge slot. I recall having a few cans of this at one
time when we owned a few arcade machines, we used it to clean off
the joystick contacts on games that would get carbon buildup.

Steve

--
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *

7357. MYDOS 4.?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-19 23:11:30 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <C89U7.226406$tf5.15530840@bin5.nnrp.aus1.giganews.com>
Source record: 32531

As others on the ng can attest, I'm having a hard time finding a MYDOS version above 4.1 that supports 256K with ramdisk, DUP.SYS and MEM.SAV as it did in 4.1. A gracious soul on the ng has been trying to get 4.53 working right with ramdisk and all and I've been helping as a tester. My question is: what would 4.5x get me that 4.1 doesn't. I'd like to start using large ATRs, but I was waiting for a working version of 4.5x. Will 4.1 support 16Meg drives? If so, unless someone suggests differently, I can't see a reason to use anything higher than 4.1. The drive size support is the key.

Thanks,
John

7358. FS: UK Atari 800XL/1050/1010

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-20 00:10:51 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <ktwIQjBLySI8Ewva@lovecraft.demon.co.uk>
Source record: 32532

Mint 800XL with 1050 and 1010 in good working order, hundreds of disks,
couple of cartridges.

Offers, swaps, WHY. Looking for MSX games and accessories, music gear,
Compaq 486/66c luggable or similar with ISA compatible slots.

Richard
--
Classic Computers: Atari 800XL - Rescue on Fractalus! |\ _,,,---,,_
Yamaha CX5MII/128 - Music and MSX! Compaq 386 MIDI /,`.-'`' -. ;-;;,
Apples? www.lovecraft.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Last found? Tandy 102 in my office drawer! '----''(_/--' `-'_)Morticia

7359. Myide

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-20 00:24:53 UTC
From: ralphxpn@aol.com
Message-ID: <20011219192453.28058.00000075@mb-cq.aol.com>
Source record: 32533

I just built the MyIDE interface (Thanks Sijmen)...WOW--having a hard disk on my 800xl ..REALLY COOL! Has anybody else built this??? What is your expirience with it?? Also I just got introduced to MYDOS, I figured it out enough to use it but where can i get the documents for it??

Thanks
Ralph

7360. Re: Name That Game(s) Again

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-20 01:37:41 UTC
From: Cruiser7 <Cruiser7@nospam.com>
Message-ID: <3C2140E5.90300@nospam.com>
Source record: 32534

Leon wrote:

>>Try here Robert.
>>
>
> Thanks, Harvey. Great site indeed. I haven't been using my old XL for 10
> years, actually. Yesterday I found this newsgroup and was excited, there are
> still Atari lovers.
> I found old invoices in my drawer: 1986 I paid for 800XL 115 USD, casette
> player 45 USD and later 187 USD for 1050 drive. Total 347 USD was an average
> half-a-year salary those days in Poland (where I live).... Now it's better
> :-) Do you remember, how much did you pay for your Ataris?
> Robert
>
>
>

No kidding? I remember my wonderful Mom dropping about $400 USD on a
1050 floppy drive. It was one of the best birthday presents ever. It
sounds crazy compared to today's prices, but Buddy, it was worth every
penny back then. Seems like later in the 1980's, we got another 800XL,
complete with the "Official Home Computer of the 1984 Olympics" sticker,
for about $100 or so.

Cruiser 7

7361. Re: Reading Atari Disks (810) with a PC-drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-20 01:40:33 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <9vtkln$hnk3j$1@ID-15679.news.dfncis.de>
Source record: 32401

Hi,

> I don't have any SIO2PC experience with any drive other than
>the Percoms.
>....if it was reverse engineered by measurements from a small
>number of 1050 drives.

Any idea where I can find the SIO2PC schematics, would be interesting to take
a look at them?

TTFN - Pete.

7362. Re: Name That Game(s) Again

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-20 04:26:29 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3C216875.D660D3C9@one.net>
Source record: 32535

Let's see, it was 1983 and I was stationed at Sembach Germany in the US Air Force. I bought an 800XL for $325 (US) and a 1050 for $375 (US). These were purchased through the Base Exchange (BX). I used a 13 inch Panasonic color television that I bought off of one of my roommates for $25.00.

$725 and no software other than DOS 3.

-Bob

Cruiser7 wrote:
>
> Leon wrote:
>
> >>Try here Robert.
> >>
> >
> > Thanks, Harvey. Great site indeed. I haven't been using my old XL for 10
> > years, actually. Yesterday I found this newsgroup and was excited, there are
> > still Atari lovers.
> > I found old invoices in my drawer: 1986 I paid for 800XL 115 USD, casette
> > player 45 USD and later 187 USD for 1050 drive. Total 347 USD was an average
> > half-a-year salary those days in Poland (where I live).... Now it's better
> > :-) Do you remember, how much did you pay for your Ataris?
> > Robert
> >
> >
> >
>
> No kidding? I remember my wonderful Mom dropping about $400 USD on a
> 1050 floppy drive. It was one of the best birthday presents ever. It
> sounds crazy compared to today's prices, but Buddy, it was worth every
> penny back then. Seems like later in the 1980's, we got another 800XL,
> complete with the "Official Home Computer of the 1984 Olympics" sticker,
> for about $100 or so.
>
> Cruiser 7

7363. Re: Atari 65XE Problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-20 05:24:12 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c21779f$0$35566$1dc6e903@news.corecomm.net>
Source record: 32536

you get a self test with or without the cart, so it doesn't seem to be
the cart.
you have no keyboard? all you have is the motherboard?
I'm wondering if the boot sequence checks for the keyboard
and enters the self test if there is none.
russg

7364. Re: MYDOS 4.?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-20 10:55:34 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9vsg38gmn1@nets3.rz.RWTH-Aachen.DE>
Source record: 32537

Howdy John

> As others on the ng can attest, I'm having a hard time finding a MYDOS
> version above 4.1 that supports 256K with ramdisk, DUP.SYS and MEM.SAV as
it
> did in 4.1. A gracious soul on the ng has been trying to get 4.53 working
> right with ramdisk and all and I've been helping as a tester. My question
> is: what would 4.5x get me that 4.1 doesn't. I'd like to start using
large
> ATRs, but I was waiting for a working version of 4.5x. Will 4.1 support
> 16Meg drives? If so, unless someone suggests differently, I can't see a
> reason to use anything higher than 4.1. The drive size support is the
key.

All MyDOS versions starting with a 4 (maybe even sooner) support 16MB.
What 4.53/3 has over other versions is that it will:

a) use 3 digit sector numbers when possible, and 4 or 5 digit numbers only
if needed.
b) if you want a file to automatically run at boot up, you no longer have to
use AUTORUN.SYS and append everything to it. You can rename the first one
you want to run automatically to *.AR0, the second to *.AR1 etc., up to
*.AR9 eliminating all the disadvantages of appending files.

CU Mathy van Nisselroy

PS I know which 'gracious soul' your talking about. I'm one of his other
testers. He's even more stubborn then I am. :-)

7365. Re: Myide

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-20 10:58:44 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <9vsg96gts1@nets3.rz.RWTH-Aachen.DE>
Source record: 32538

Howdy Ralph

> I just built the MyIDE interface (Thanks Sijmen)...WOW--having a hard disk
on
> my 800xl ..REALLY COOL! Has anybody else built this??? What is your
expirience
> with it?? Also I just got introduced to MYDOS, I figured it out enough to
use
> it but where can i get the documents for it??

Welcome in the world of Atari 8 bit with harddrives owners.

Check out http://www-users.rwth-aachen.de/mathy.van_nisselroy/
Click on 'some stuff I collected'
The fourth file down (MYDOS453.ARC) contains both docs. (main and tech)

CU Mathy van Nisselroy

7366. Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-20 14:12:01 UTC
From: blake@blakespot.com
Message-ID: <90552177.0112200612.6c684560@posting.google.com>
Source record: 32539
Cross-posted to: alt.c64,comp.sys.atari.8bit

I am an old Apple II users. Have a number of old machines. I am interested in looking at other, more graphically impressive 8-bit platforms. Need to decide whether to go Atari 8-bit or C64. I know the 8-bit Atari has more custom graphics hardware (pre-Amiga), etc. But are the C64's gfx (smaller palette, no copper effects) better as far as games, etc?

Can I write out 5.25" disks using a PC for either?

Thanks!

bp

7367. Re: Name That Game(s) Again

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-20 14:35:23 UTC
From: Paul Irvine <mclane.dellosDELETE-THIS@btinternet.com>
Message-ID: <9cs32u09im89vu861dsbb79odpedgerq46@4ax.com>
Source record: 32540

On Thu, 20 Dec 2001 10:36:59 GMT, ilaskeyNOT@cix.co.uk (Iain Laskey)
wrote:

>In article <3c211c11@news.vogel.pl>, leon-wroclaw@wp.pl (Leon) wrote:
>> :-) Do you remember, how much did you pay for your Ataris?
>> Robert
>Hmm, the 400 was ï¿½349 and the 810 was another ï¿½349 plus I paid ï¿½100 to
>have the 400 upgraded from 32K to 48K so that's ï¿½800. At the time I was
>earning ï¿½2000 a year. Software averaged ï¿½30-ï¿½40 a time so about 2 weeks
>salary per game.

I shudder to think how much my Atari's cost me even with my dealer
discount.

7368. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-20 14:43:04 UTC
From: Cameron Kaiser <ckaiser@stockholm.ptloma.edu>
Message-ID: <3c21f843$0$86977$45beb828@newscene.com>
Source record: 32541
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Added comp.sys.cbm.

blake@blakespot.com (Blake Patterson) writes:

>I am an old Apple II users. Have a number of old machines. I am
>interested in looking at other, more graphically impressive 8-bit
>platforms. Need to decide whether to go Atari 8-bit or C64. I know
>the 8-bit Atari has more custom graphics hardware (pre-Amiga), etc.
>But are the C64's gfx (smaller palette, no copper effects) better as
>far as games, etc?

This is going to no doubt touch off a flame war, but I have my analysis of
ANTIC vs. VIC-II on

http://www.armory.com/%7Espectre/tech.html

where I think the C64's VIC-II edges out the Atari's ANTIC (scroll down
about halfway to the Atari section for my justification). However, the
Atari systems do have the advantage of an MFM disk format and a faster CPU,
which I do find most gratifying. POKEY vs. SID, though, is no contest, but
the POKEY is much better than a Spectrum AY ;-)

>Can I write out 5.25" disks using a PC for either?

Not Commodore format disks, unless you have a 1541 drive connected over
the parallel port: PC FDCs are too stupid to understand GCR. I'll let the
Atari folks answer that question for their platform.

--
Cameron Kaiser * ckaiser@stockholm.ptloma.edu * posting with a Commodore 128
personal page: http://www.armory.com/%7Espectre/
** Computer Workshops: games, productivity software and more for C64/128! **
** http://www.armory.com/%7Espectre/cwi/ **

7369. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-20 15:09:10 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <3xHMnWEW8fI8Ew9F@lovecraft.demon.co.uk>
Source record: 32542
Cross-posted to: alt.c64,comp.sys.atari.8bit

In article <90552177.0112200612.6c684560@posting.google.com>, Blake
Patterson <blake@blakespot.com> writes
>Can I write out 5.25" disks using a PC for either?

The C64 had longer development, games were still being produced
commercially in the early 90s, but the Atari is a more usable and
technically interesting machine, given the relative age of the hardware
(the C64 was released 3 years later). Generally, I find C64 games to be
a little nicer, but Atari demos completely wipe the floor with the C64
except perhaps for music.

Both computers are relatively cheap, why not get both :)

And whilst you can't use a PC disk drive, I believe both systems
(definitely the Atari) have custom serial cables and software to allow
disk images to be written to the original disk drive - as both used
drives that were in effect serial devices with their own little
computers inside.

Richard
--
Classic Computers: Atari 800XL - Rescue on Fractalus! |\ _,,,---,,_
Yamaha CX5MII/128 - Music and MSX! Compaq 386 MIDI /,`.-'`' -. ;-;;,
Apples? www.lovecraft.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Last found? Tandy 102 in my office drawer! '----''(_/--' `-'_)Morticia

7370. Wanted: Broken Atari XE in good condition

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-20 15:57:26 UTC
From: rarnold34@yahoo.com
Message-ID: <df5eaf50.0112200757.28e8a219@posting.google.com>
Source record: 32543
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

Does anyone have a non-functioning XE system in good physical condition they'd be willing to part with? I'd like to swap out the shell of my ugly, working system with one in nicer condition. No keyboard or other accessories needed, just the system. Willing to pay a few bucks plus the cost of shipping.

If so, drop me an email.

Thanks!
Ryan

7371. Galaxy game for Atari 130xl (Avalon-Hill)

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-20 16:51:42 UTC
From: Dirk the Daring <dirkthedaring@charter.net>
Message-ID: <u245ppqk12e8a9@corp.supernews.com>
Source record: 32544

I am looking to get this game on my PC. I have the original but do not know how to get it from the cassette to the PC. (if possible) I would like to download if possible but will try to convert myself with any help info. I'd need to know exactly what I would need. I have a link in case there is a question on what game I am talking about. Seems to be very rare.
http://timeline.99er.net/enc_g.htm
Please help me. Thanks to any and all who respond.

7372. Re: Galaxy game for Atari 130xl (Avalon-Hill)

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-20 17:14:13 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <F%oU7.968$Ol4.470857880@newssvr11.news.prodigy.com>
Source record: 32545

It's most likely just a basic program, worst case- it could also have a data
file or two. You could either use an sio2pc cable to save it to a PC or ATR
or you could find the wav2cas program, record the tape on your PC with
something like cooledit and convert it to a virtual cassette. If you record
it use a high sample rate like 41100.
Some of these are difficult to convert to disk programs unless you know how
the program works. If you need the wav2cas or data file transfer programs
let me know and I'll email 'em to you.
Mo

Dirk the Daring wrote in message ...
>I am looking to get this game on my PC. I have the original but do not
know
>how to get it from the cassette to the PC. (if possible) I would like to
>download if possible but will try to convert myself with any help info.
I'd
>need to know exactly what I would need. I have a link in case there is a
>question on what game I am talking about. Seems to be very rare.
>http://timeline.99er.net/enc_g.htm
>Please help me. Thanks to any and all who respond.
>
>

7373. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-20 17:36:23 UTC
From: Jason <tmr@c64.org>
Message-ID: <Fm1ybjAXGiI8EwrK@cosine.demon.co.uk>
Source record: 32546
Cross-posted to: alt.c64,comp.sys.atari.8bit

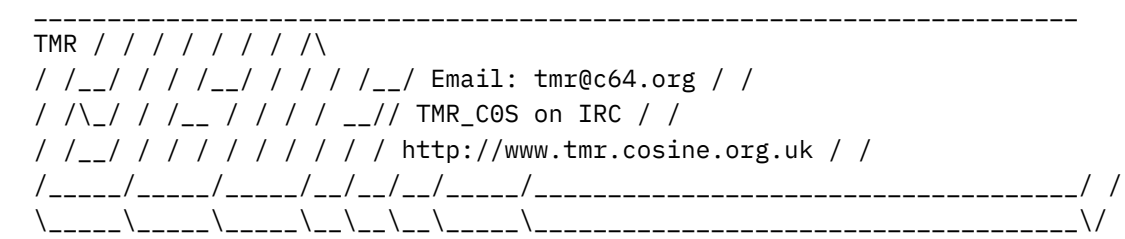
Richard Kilpatrick <richard@lovecraft.demon.co.uk>:
> ...Generally, I find C64 games to be a little nicer, but Atari demos
> completely wipe the floor with the C64 except perhaps for music.

[Blink, blink] Pardon? Okay, so maybe i missed a few but i've been raiding as many archives as i can find and have yet to locate a single Atari demo that could compare itself to Breadbin releases like Crest's "Deus Ex Machina" or "Royal Arte" by Booze...?

Pointers would be appreciated. =-)

> And whilst you can't use a PC disk drive, I believe both systems
> (definitely the Atari) have custom serial cables and software to allow
> disk images to be written to the original disk drive

[Nods] StarCommander for the C64, with an XE1541 (or variant) cable connecting the drive to the PC parallel port. C64 format 3.5" DSDD disks for the 1581 can be read by a PC floppy drive with the right software, though.
--
Jason =-)



7374. Which 8-bit Atari to get?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-20 18:19:13 UTC
From: blake@blakespot.com
Message-ID: <90552177.0112201019.19a5ed1c@posting.google.com>
Source record: 32397

If I want to buy on eBay an 8-bit Atari to watch demos and play games on---which is the best bet (as far as model)?? Thanks.

Any Atari demo screenshots I can be pointed to? Thanks!

bp

7375. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-20 19:05:32 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <0EqU7.148043$Ga5.24230241@typhoon.tampabay.rr.com>
Source record: 32398
Cross-posted to: alt.c64,comp.sys.atari.8bit

Keep Looking for:

Shoel/Joyride/Sweet Illusions/Drunk Chessboard/Bobs Lands/Trip 6 and the
amazzing X-Demo From Madteam.
Those demos are just a few of the Power of the 8bit.

Im also into the C64 demo scene as well, and enjoy the Smash Design
megademos and Hitman, Taboo and others.
I too, had to weed threw Megs of Old school demos on the C64 to find a few
great ones

/|\ Atari8Man /|\

"Jason" <tmr@c64.org> wrote in message
news:Fm1ybjAXGiI8EwrK@cosine.demon.co.uk...
> Richard Kilpatrick <richard@lovecraft.demon.co.uk>:
> > ...Generally, I find C64 games to be a little nicer, but Atari demos
> > completely wipe the floor with the C64 except perhaps for music.
>
> [Blink, blink] Pardon? Okay, so maybe i missed a few but i've been
> raiding as many archives as i can find and have yet to locate a single
> Atari demo that could compare itself to Breadbin releases like Crest's
> "Deus Ex Machina" or "Royal Arte" by Booze...?
>
> Pointers would be appreciated. =-)
>
> > And whilst you can't use a PC disk drive, I believe both systems
> > (definitely the Atari) have custom serial cables and software to allow
> > disk images to be written to the original disk drive
>
> [Nods] StarCommander for the C64, with an XE1541 (or variant) cable
> connecting the drive to the PC parallel port. C64 format 3.5" DSDD
> disks for the 1581 can be read by a PC floppy drive with the right
> software, though.
> --
> Jason =-)
>

> TMR / / / / / / /
/\
> / /__/ / / /__/ / / / /__/ Email: tmr@c64.org
/ /
> / /_/ / /__ / / / / __// TMR_C0S on IRC /
/

```
> / /__/ / / / / / / / / / http://www.tmr.cosine.org.uk /
/
> /_____/_____/_____/__/__/__/_____/_____________________________________/ /
> \_____\_____\_____\__\__\__\_____\_____________________________________\/
>
```

7376. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-20 20:29:15 UTC
From: CreaMD/Dmagic <creamd@host.sk>
Message-ID: <9vti1h$o4d$1@news.telecom.sk>
Source record: 32399
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

I think that today's superiority of C64 VIC is in the fact that it was explored (almost) down to the bone by the c64 programmers. There is not so strong scene on ATARI and there is still a lot to invent. I saw few unbeatable graphical effects on ATARI (e.g. 3d tunels) which were possible to be done so powerfully only thanx to it's linear organisation of graphic data and ammount of color shades provided by the graphic chip. I also saw a hires picture having cartoon like graphic using more than 2 colors on screen which was using combination of sprites and clever use of the graphic mode. It was really interesting.

However, I find your comparison very fair.

let's wait what atari users will release in the future... ;-)

Roman

7377. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-20 20:57:31 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gheqlr4n8.fsf@legolas.mdh.se>
Source record: 32400
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

"CreaMD/Dmagic" <creamd @host.sk> writes:

> I also saw a hires picture having cartoon like graphic using more
> than 2 colors on screen which was using combination of sprites and
> clever use of the graphic mode.

I've got to mention Albert of Pu-239's vicpic for the VIC-20 (some example pictures were included in VIMM). The multicolour mode usually allows one background colour, one border colour which also is used as one of the multicolours and one auxillary colour set by the high nybble of the sound register. Only the fourth colour can freely be chosen for each 4x8 cell (and that is one of the eight low colours).

By raster timing or so, Albert allows changing the other three values per raster line, of which the border can be any of the eight lower colours, the background and high nybble can be any of the total 16. When you carefully select your colours, you get really nice results from this method. I think it's one of the best "tweaks" on the VIC-I, at least in later years.

--
Anders Carlsson - children back there bread and after they refuse a diploma

7378. Re: Looking for WD1772 chip

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-20 21:23:26 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c22498a32a080@madasafish.com>
Source record: 32393
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi patrick,

>Please forgive the crosspost, but I am not an Atari user and as such
>didn't know which machine I needed.
>
>I am in need of a WD1772 chip for a piece of equipment, and searching the
>'net found that Atari's used the same chip in some hardware. So I figured
>someone might know where I could go.

That is correct.

>Does anybody know where I can obtain this chip? I only need one, but would
>order in bulk if required to get some for spares.

Well, I have a couple of STEs which I could desolder the floppy controller
off as they both have problems, obviously not realted to floppy. Email me
if you want. You could also try http://www.best-electronics-ca.com/custom-
i.htm.

The WD1772 is used in STs. In the Falcon and TT they had a chip that is
comptible to the WD except it can handle 16Mhz or even 32Mhz for HD an ED
support.
--
Lyndon Amsdon

7379. Re: Name That Game(s) Again

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 00:28:50 UTC
From: Jerry Cornelius <jcorn@yahoo.com>
Message-ID: <6nvU7.77193$bs2.18196929@news02.optonline.net>
Source record: 32402

> It sounds crazy compared to today's prices, but Buddy, it was worth every
> penny back then.

Back then, having a floppy drive was the equivalent of having a hard drive
today.

7380. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 00:47:38 UTC
From: blake@blakespot.com
Message-ID: <90552177.0112201647.2e806d89@posting.google.com>
Source record: 32403
Cross-posted to: alt.c64,comp.sys.atari.8bit

Jason <tmr@c64.org> wrote in message news:<Fm1ybjAXGiI8EwrK@cosine.demon.co.uk>...

> [Nods] StarCommander for the C64, with an XE1541 (or variant) cable
> connecting the drive to the PC parallel port. C64 format 3.5" DSDD
> disks for the 1581 can be read by a PC floppy drive with the right
> software, though.
> --
> Jason =-)
>

Ok... I've got a slowish Win98 machine with a parallel port. I can
hook an Atari 8-bit drive to it and bust out 5.25" disks from disk
images? What software on the PC side do I need. Can this be done w/
a C64 drive?

The Atari never got 3.5" drives, did it? On the C64, can I lay down
5.25" disk images onto 3.5" disks and have almost everything run?

bp

7381. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 01:23:07 UTC
From: Larry Anderson <foxnhare@bigvalley.net>
Message-ID: <9d158e689cdaf597b4ff633a876dc5e3@spamfreenews.com>
Source record: 32404
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

It's a give and take there, the Atari had more colors and also sported a faster processor, but the 64 got more attention and some of the graphics features shine above the Atari.

If I had to choose, I would choose the 64 as it is more abundant so finding components isn't a problem, there are way more titles in the category of software, and it's a bit easier to get stuff to and from it then the Atari.

But if I was going on gee-whiz memories the Atari 800 was soooo cool, it had FOUR joystick ports and was the only machine that had Asteroids and Missile Command, not to mention the killer-ap game Star Raiders. It certainly has as nifty look to it. The 400 looked neat too.

But if you compare some of the cream of the crop games the 64 shows favor too, an excellent example is Donkey Kong both written by Atari, the 64 version shows the enhanced capabilities of the 64 VIC-II chip.

What would *I* get... I myself have both.

> Added comp.sys.cbm.
>
> blake@blakespot.com (Blake Patterson) writes:
>
> >I am an old Apple II users. Have a number of old machines. I am
> >interested in looking at other, more graphically impressive 8-bit
> >platforms. Need to decide whether to go Atari 8-bit or C64. I know
> >the 8-bit Atari has more custom graphics hardware (pre-Amiga), etc.
> >But are the C64's gfx (smaller palette, no copper effects) better as
> >far as games, etc?
>

--
01000011 01001111 01001101 01001101 01001111 01000100 01001111 01010010 01000101
Larry Anderson - Sysop of Silicon Realms BBS (209) 754-1363
300-14.4k bps
Set your 8-bit C= rigs to sail for http://www.portcommodore.com/
01000011 01001111 01001101 01010000 01010101 01010100 01000101 01010010 01010011

7382. Re: Name That Game(s) Again

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 01:48:47 UTC
From: Cruiser7 <Cruiser7@nospam.com>
Message-ID: <3C2294FF.8090905@nospam.com>
Source record: 32405

Jerry Cornelius wrote:

>>It sounds crazy compared to today's prices, but Buddy, it was worth every
>>penny back then.
>>
>
> Back then, having a floppy drive was the equivalent of having a hard drive
> today.
>
>
>

So true! And when you had two floppy drives, you were a ultra-cool-geek-god.

7383. Re: Reading Atari Disks (810) with a PC-drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 02:05:43 UTC
From: "David M. Lloyd" <dmlloyd@atari-central.com>
Message-ID: <Pine.LNX.4.43.0112202006440.1023-100000@homebody.freemm.org>
Source record: 32406

On Mon, 10 Dec 2001, Meino Cramer wrote:

> Hi,
>
> is it -- from a technical point of view -- possible to
> read disks, which were formatted and written on a
> ATARI 810 drive in acnient times ;), with a standard
> 5.25"-drive on a PC?
> What technical precondition must be fullfilled before
> trying to do so?

This is a problem because when Atari designed their disk drives, they used a nonstandard clock frequency on their floppy controller. However, it is theoretically possible to get a PC floppy controller to read Atari disks by replacing its crystal or crystal oscillator, provided that you are using an old double density (360K) 5.25" drive, NOT a high-density (1.2MB) drive.

The crystal or oscillator is typically 8.0 MHz or 24 MHz, depending on the controller chip. Replace it with an 8.33333 MHz or 25 MHz, respectively and that should do it.... theoretically.

Also, you may need to write special software to poke the drive controller into FM mode... you'd have to look at your floppy controller chipset documentation for that.

- D

<david@atari-central.com>
http://www.atari-central.com

7384. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 02:25:26 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <q4xU7.153520$Ga5.24766290@typhoon.tampabay.rr.com>
Source record: 32407
Cross-posted to: alt.c64,comp.sys.atari.8bit

Getting software off the PC to the Atari is easy and takes just a few min if
you have the super easy to build SIO2PC. Is there a device like this for
the C64?
Another way to get the software off the PC is Null-Modem, the problem with
this on the C64 is there are no rs232 devices for it and if so where do you
get one? and term software would also be needed.

Hard drives on the C64 is a kludge in anylight, there are so many timing
problems that you must slow the HD down to 1541 speed for compatiblity with
90% of its software and partiton size is 180k (yuk) CMD has new harware
for the C64 that give 16 meg partitions and high speed but the timing
problem kicks back in, not to say there prices are way costly that Atari's
Black Box.

On The Atari we there are Lots of HD interfaces that lets you use Hard
Drives (ide/scsi/mfm) at super high speeds and no compatibility problem,
there's also Sparta dos (MS DOS CLONE) that allows 16 meg partitions.

There's also a 3 1/2 inch drives for the Black Box as an
upgrade.

"Blake Patterson" <blake@blakespot.com> wrote in message
news:90552177.0112201647.2e806d89@posting.google.com...
> Jason <tmr@c64.org> wrote in message
news:<Fm1ybjAXGiI8EwrK@cosine.demon.co.uk>...
>
> > [Nods] StarCommander for the C64, with an XE1541 (or variant) cable
> > connecting the drive to the PC parallel port. C64 format 3.5" DSDD
> > disks for the 1581 can be read by a PC floppy drive with the right
> > software, though.
> > --
> > Jason =-)
> >
>
> Ok... I've got a slowish Win98 machine with a parallel port. I can
> hook an Atari 8-bit drive to it and bust out 5.25" disks from disk
> images? What software on the PC side do I need. Can this be done w/
> a C64 drive?
>
> The Atari never got 3.5" drives, did it? On the C64, can I lay down
> 5.25" disk images onto 3.5" disks and have almost everything run?
>
>
>

```
> bp
>
```

7385. Re: Galaxy game for Atari 130xl (Avalon-Hill)

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 03:02:57 UTC
From: Dirk the Daring <dirkthedaring@charter.net>
Message-ID: <u259k5km40n924@corp.supernews.com>
Source record: 32408

I believe that it is just a 'basic' program. I have done a little research about transferring from atari to pc but all of it is for just for floppies. (as far as I can tell) Any programs and specific directions would be appreciated. I have searched high and low for this program hoping that someone had already done this for me - with no luck. I am very new to emulators but I am very computer literate so let me know what I need to know to get this done. Thanks for the help.

"Mo" <mygranny@swbell.net> wrote in message news:F%oU7.968$Ol4.470857880@newssvr11.news.prodigy.com...
> It's most likely just a basic program, worst case- it could also have a data
> file or two. You could either use an sio2pc cable to save it to a PC or ATR
> or you could find the wav2cas program, record the tape on your PC with
> something like cooledit and convert it to a virtual cassette. If you record
> it use a high sample rate like 41100.
> Some of these are difficult to convert to disk programs unless you know how
> the program works. If you need the wav2cas or data file transfer programs
> let me know and I'll email 'em to you.
> Mo
>
>
> Dirk the Daring wrote in message ...
> >I am looking to get this game on my PC. I have the original but do not
> know
> >how to get it from the cassette to the PC. (if possible) I would like to
> >download if possible but will try to convert myself with any help info.
> I'd
> >need to know exactly what I would need. I have a link in case there is a
> >question on what game I am talking about. Seems to be very rare.
> >http://timeline.99er.net/enc_g.htm
> >Please help me. Thanks to any and all who respond.
> >
> >
>
>

7386. Re: Reading Atari Disks (810) with a PC-drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 03:59:17 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <psyU7.5476$PO5.942632@newsread1.prod.itd.earthlink.net>
Source record: 32409

The plans are accessible from Clarence's Red Shift page:

http://www.redshift.com/~cdyson/atari.html

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Pete" <pete@get.bent.spammers.wintermute.org.uk> wrote in message
news:9vtkln$hnk3j$1@ID-15679.news.dfncis.de...
> Hi,
>
> Any idea where I can find the SIO2PC schematics, would be interesting to
take
> a look at them?

7387. Re: Name That Game(s) Again

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 04:07:28 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <4AyU7.5491$PO5.945708@newsread1.prod.itd.earthlink.net>
Source record: 32410

We paid $369 for the 1050 in Dec 1983 and it *WAS* worth every penney! Major improvement over the old 410 cassette with the 800. Got the 800XL in Jan '84 for $125 at Sears.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Cruiser7" <Cruiser7@nospam.com> wrote in message
news:3C2140E5.90300@nospam.com...

> No kidding? I remember my wonderful Mom dropping about $400 USD on a
> 1050 floppy drive. It was one of the best birthday presents ever. It
> sounds crazy compared to today's prices, but Buddy, it was worth every
> penny back then. Seems like later in the 1980's, we got another 800XL,
> complete with the "Official Home Computer of the 1984 Olympics" sticker,
> for about $100 or so.
>
> Cruiser 7

7388. Re: Galaxy game for Atari 130xl (Avalon-Hill)

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 04:30:51 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <%VyU7.5532$PO5.953821@newsread1.prod.itd.earthlink.net>
Source record: 32411

The info at the link sure makes it sound like a simple Basic app. How did it load? Did it self boot? Could you Break the runniing game and then List and/or Run it? If so, you could simply Save it to an .atr image over the SIO2PC or have someone dump it to disk and transfer it to a machine capable of being an A8 emulator.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Dirk the Daring" <dirkthedaring@charter.net> wrote in message news:u245ppqk12e8a9@corp.supernews.com...
> I am looking to get this game on my PC. I have the original but do not know
> how to get it from the cassette to the PC. (if possible) I would like to
> download if possible but will try to convert myself with any help info. I'd
> need to know exactly what I would need. I have a link in case there is a
> question on what game I am talking about. Seems to be very rare.
> http://timeline.99er.net/enc_g.htm
> Please help me. Thanks to any and all who respond.
>
>
>

7389. Re: 130XE mod - what is it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 04:46:36 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3C22BEAC.C79D26C4@cswebmail.com>
Source record: 32412

Krystian Sergiejew wrote:

> It turns out that my Atari has 320Kb of RAM. Wow! What can I do with all
> that memory, other than install a ramdisk?

My favorite uses for the extra memory is to run Paperclip 2.x. It will use 192K of extra ram as one big buffer, no banking.

Basic XE in the extend mode will use 64K.

Several of the Synapse SYN series will also use extra memory(maybe only 64K XE banks).

Another use for the ramdisk is game levels for Dandy Dungeon.

Snapshot will use 64K to let you switch between two programs running in main memory. The rest can be a shared ramdisk.

I have a picture flip demo I wrote that uses some extra ram as a ramdisk, flipping 3 pics in main memory. Mostly to show the speed of ramdisk, page flipping, and floppy.

Rick D.

7390. Re: Atari 65XE Problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 04:54:40 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3C22C090.DCD3B2B4@cswebmail.com>
Source record: 32413

Jeff Boleman wrote:

> I just purchased an Arcade Version Medallist Electronic Dart Board
> game for next to nothing, since it was not working properly. It is
> controlled by an Atari 65XE. I am able to turn everything on, but all
> I get is a self test, which seems to run fine, but just keeps looping
> through without loading the program on cartridge.

Keyboard doesn't matter. All of the rom/ram blocks are green? May need to lift and reseat any socketed chips. Not many in an XE. Same for the chips in the software cart. The only next step is testing with another XL/XE board.

Rick D.

7391. Re: Name That Game(s) Again

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 09:28:55 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <rhDU7.1924$Y01.48086@news01.chello.no>
Source record: 32414

"Iain Laskey" <ilaskeyNOT@cix.co.uk> skrev i melding
news:memo.20011220103609.16373A@ilaskey@freenetname.co.uk.freenetname.co.uk.
..
> In article <3c211c11@news.vogel.pl>, leon-wroclaw@wp.pl (Leon) wrote:
> > :-) Do you remember, how much did you pay for your Ataris?
> > Robert

I remember I got a used Atari 800 with 810, 410 and some games and
controllers. I paid $800 for it in 1982 I think it was! I saw it running
Star Raiders and was totally hooked.

7392. BASIC Strip Poker

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 11:56:19 UTC
From: lbaeza@usa.net
Message-ID: <c860ca33.0112210356.55e542bc@posting.google.com>
Source record: 32415

Hi. I wonder where can I get the BASIC version of Artworx's Strip Poker.
I saw it once when I was a child: you could hit [BREAK] and get into
the BASIC listing. I was interested in the image-displaying routines
(So I could program an image loader and don't have to play the whole
game to see those hot nude chicks :-D).

Was this version of SP ever released?
I am pretty sure this was a BASIC listing...
I searched on XLSEARCH with no results...

HELP!

7393. BIO ATTACK for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 11:56:54 UTC
From: lbaeza@usa.net
Message-ID: <c860ca33.0112210356.26a469e9@posting.google.com>
Source record: 32416

Hi. I wonder if there was a Atari 8-bit version for the arcade classic Bio Attack (http://www.mame.dk/gameinfo/bioatack/), a classic shoot-em up...
Thanks

7394. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 14:03:44 UTC
From: Daniel Ko&#65533;mi&#65533;ski <dely@scene.pl>
Message-ID: <9vvfrdsrr1@news.tpi.pl>
Source record: 32417
Cross-posted to: alt.c64,comp.sys.atari.8bit

> And whilst you can't use a PC disk drive,

You can read Atari 5.25 disk on PC drive with AtariDSK program.

dely/tqa

http://www.atari.pl/

7395. Re: Which 8-bit Atari to get?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 14:38:04 UTC
From: Jon-paul <pockets@cix.co.uk>
Message-ID: <9vvighgaf1@thorium.cix.co.uk>
Source record: 32418

Hang around a bit and the FAQ will be posted here which should answer your questions.

To get you started however, an 800XL, A 130XE or XE games system (with keyboard) are proberbly what you should be looking for.

Most stuff was developed for the 64k versions of the atari with a very few later developments taking advantage of the 128k of the 130XE. Down grader disks are common for those 800 only games.

Other machines lacked memory and in the case of the US version of the 65XE the cartridge port.

You will also want a at least a standard 1050 disk drive as some later games took advantage of the extra storage capacity.

So to sum up
a stock 64k Atari, with cartridge port, and a 1050 disk drive sould be enough to cover most needs.

JP

"Blake Patterson" <blake@blakespot.com> wrote in message news:90552177.0112201019.19a5ed1c@posting.google.com...
> If I want to buy on eBay an 8-bit Atari to watch demos and play games
> on---which is the best bet (as far as model)?? Thanks.
>
> Any Atari demo screenshots I can be pointed to? Thanks!
>
>
>
> bp

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.307 / Virus Database: 168 - Release Date: 11/12/01

7396. Re: Atari 65XE Problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 15:13:13 UTC
From: jboleman@andersencorp.com
Message-ID: <fb471e6b.0112210713.2db4d7ed@posting.google.com>
Source record: 32419

Problem Solved.

I figured this out on my own the night after I posted this. I took apart the cartridge (which I hesitated to do since a replacement would be hard to find, but it was easier than I thought) and found a loose connection. I squeezed the connection together and everything worked great! That still doesn't explain to me why it went into the self-test and not basic, but at least it works for now.

Before I figured this out I bid on a replacement 65XE over E-bay, which I think I will get. Then If I have problems again, I'll have spare parts.

Thanks for all of the great advice!!!

Jeff Boleman

"Rick D." <webrickd@cswebmail.com> wrote in message news:<3C22C090.DCD3B2B4@cswebmail.com>...
> Jeff Boleman wrote:
>
> > I just purchased an Arcade Version Medallist Electronic Dart Board
> > game for next to nothing, since it was not working properly. It is
> > controlled by an Atari 65XE. I am able to turn everything on, but all
> > I get is a self test, which seems to run fine, but just keeps looping
> > through without loading the program on cartridge.
>
> Keyboard doesn't matter. All of the rom/ram blocks are green? May need
> to lift and reseat any socketed chips. Not many in an XE. Same for the
> chips in the software cart. The only next step is testing with another
> XL/XE board.
>
> Rick D.

7397. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 16:48:36 UTC
From: T <T@D.com>
Message-ID: <9vvp55bqi1@slb6.atl.mindspring.net>
Source record: 32420
Cross-posted to: alt.c64,comp.sys.atari.8bit

I always thought that the Atari had a lot more potential than the C-64.

I didn't see a lot of software that really took advantage of it though. As it seems to me now, the best reason to play with an Atari is to use the software that never got ported to the C-64. =)

7398. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 17:06:21 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <0tq62u0vas134au1b9o4qlbb7ni50ake9g@4ax.com>
Source record: 32421

On Fri, 21 Dec 2001 10:48:36 -0600, "T" <T@D.com> wrote:

>I always thought that the Atari had a lot more potential than the C-64.
>
>I didn't see a lot of software that really took advantage of it though. As
>it seems to me now, the best reason to play with an Atari is to use the
>software that never got ported to the C-64. =)

I had friends who owned C64's and I'd say the same. Some of the Atari ports were just poorly done. For example, I remember playing Racing Destruction Set on the C64 and liking it, but the Atari version isn't very good.

I also remember my friend playing games such as Bard's Tale on the C64, where was the Atari port?

--
Shawn Jefferson

7399. Re: 130XE mod - what is it?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 17:09:06 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <S0KU7.6330$Cw3.851565@newsread2.prod.itd.earthlink.net>
Source record: 32422

Possibly semantics, Rick... *but* if you have a 6502 in that critter, it
can't see that much ram without some bank switching!

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Rick D." <webrickd@cswebmail.com> wrote in message
news:3C22BEAC.C79D26C4@cswebmail.com...
>
>
> Krystian Sergiejew wrote:
>
> > It turns out that my Atari has 320Kb of RAM. Wow! What can I do with all
> > that memory, other than install a ramdisk?
>
> My favorite uses for the extra memory is to run Paperclip 2.x. It will
use
> 192K of extra ram as one big buffer, no banking.

7400. Re: Name That Game(s) Again

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 17:09:28 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C236CC8.68551ACD@mail.uni-mainz.de>
Source record: 32423

Well,
1) ?!? Don`t know yet. There are too many games which come along...
need further description...
2) Fort Apocalypse by synapse (Disk or Tape or Cart!!)
3) Rampage by Activision (Disk or Tape)
4) sounds like a low budget game by Red Rat / Byte Back / atlantis
damn, I have it at home, but don`t get its name right now...

-Andreas.

Harvey Kennett schrieb:
>
> Hi,
>
> Having discovered that there are Atari Emulators out there, I had a
> nostalgic trip today remembering the games I used to play, but for the life
> of me, I cannot recall their names.
>
> 1
> ***
> The basic idea was that you had to run around a series of chambers or rooms,
> planting a seed, which then grew.
> I am sure that there was a "Tree of Wisdom" or "Tree of Life" somewhere in a
> random chamber. I seem to recall that finding it was a Big Deal. I remember
> having to fight various creatures along the way.
>
> The most unusual part of the game was when I finally managed to complete it.
>
> It revealed various information about the Illuminati or Kabbala, I think,
> which I believe was part of the games occult flavour.
>
> 2
> ***
> You had this helicopter that you had to fly around underground caverns and
> pick up stranded men, and eventually blow up a nuclear reactor core. I think
> it had Apocalypse in its title. Very addictive and good fun !
>
> 3
> ***
> You had these Godzilla like dinosaurs who destroyed a city or something. The
> word "Chomp" keeps springing to mind.
>
> 4
> ***
> A double cassette box, with two tapes inside. The game was an RPG. I'm sure

> the title had the word "Dungeon" inside.
> I seem to recall fighting lots of vampires.
>
> Any help would be much appreciated !
>
> I live in the UK, if that has any bearing on what games we would have had
> over here.
>
> Regards,
>
> Harvey

7401. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 17:16:55 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C236E87.1146E332@mail.uni-mainz.de>
Source record: 32424
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

[snip]
> >Can I write out 5.25" disks using a PC for either?
>
> Not Commodore format disks, unless you have a 1541 drive connected over
> the parallel port: PC FDCs are too stupid to understand GCR. I'll let the
> Atari folks answer that question for their platform.
>
> --
> Cameron Kaiser * ckaiser@stockholm.ptloma.edu * posting with a Commodore 128
> personal page: http://www.armory.com/%7Espectre/

Well,
for Atari format diskkfiles use Ataridsk by HiasSoft. You then need a
5,25" PC drive and an Atari drive capable of Double Density (180k).
-Andreas

7402. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 17:19:15 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <naKU7.6346$Cw3.853267@newsread2.prod.itd.earthlink.net>
Source record: 32425
Cross-posted to: alt.c64,comp.sys.atari.8bit

You *cannot* read a stock Atari 5.25 disk with a PC floppy unless you consider the XF551 with its double density capability as 'stock.' Proper software on the PC can read/write only an upgraded 256 byte per sector A8 disk.

Common convention of a stock Atari disk is single density 128 byte per sector, normally Dos 2.0 format.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

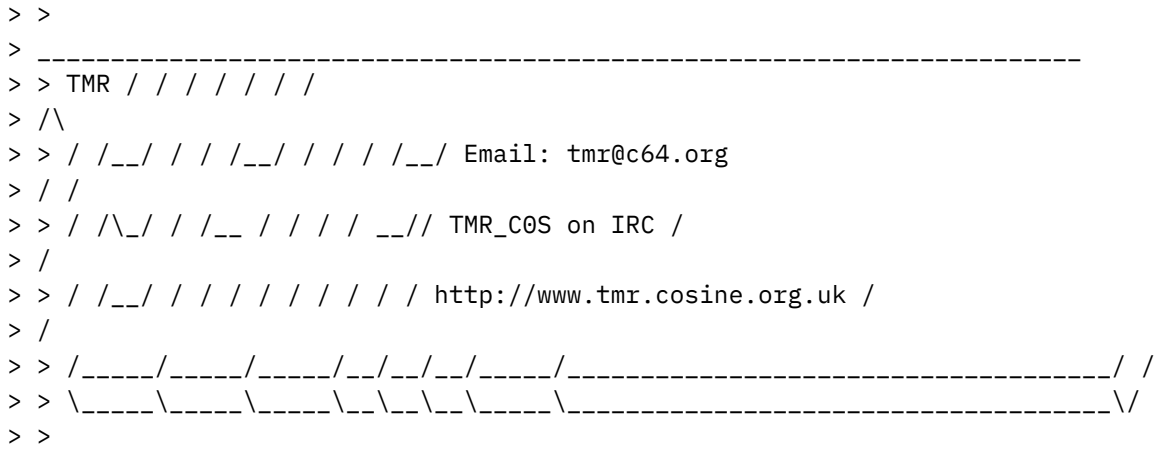
"Daniel Ko&#65533;mi&#65533;ski" <dely@scene.pl> wrote in message
news:9vvfrdsrr1@news.tpi.pl...
> > And whilst you can't use a PC disk drive,
>
> You can read Atari 5.25 disk on PC drive with AtariDSK program.
>

7403. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 17:21:04 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C236F80.9E303C5F@mail.uni-mainz.de>
Source record: 32426
Cross-posted to: alt.c64,comp.sys.atari.8bit

Well,
also try: The Asskicker, Khai-Et, Tit-Demo, Journey, Revenge of Hacker,
Vengeance, Vent, Raving vierpz, Bill-Pie-Demo, Asskizz and many other
polish demos... -Andreas.

Kathleen Ferrante schrieb:
>
> Keep Looking for:
>
> Shoel/Joyride/Sweet Illusions/Drunk Chessboard/Bobs Lands/Trip 6 and the
> amazzing X-Demo From Madteam.
> Those demos are just a few of the Power of the 8bit.
>
> Im also into the C64 demo scene as well, and enjoy the Smash Design
> megademos and Hitman, Taboo and others.
> I too, had to weed threw Megs of Old school demos on the C64 to find a few
> great ones
>
> /|\ Atari8Man /|\
>
> "Jason" <tmr@c64.org> wrote in message
> news:Fm1ybjAXGiI8EwrK@cosine.demon.co.uk...
> > Richard Kilpatrick <richard@lovecraft.demon.co.uk>:
> > > ...Generally, I find C64 games to be a little nicer, but Atari demos
> > > completely wipe the floor with the C64 except perhaps for music.
> >
> > [Blink, blink] Pardon? Okay, so maybe i missed a few but i've been
> > raiding as many archives as i can find and have yet to locate a single
> > Atari demo that could compare itself to Breadbin releases like Crest's
> > "Deus Ex Machina" or "Royal Arte" by Booze...?
> >
> > Pointers would be appreciated. =-)
> >
> > > And whilst you can't use a PC disk drive, I believe both systems
> > > (definitely the Atari) have custom serial cables and software to allow
> > > disk images to be written to the original disk drive
> >
> > [Nods] StarCommander for the C64, with an XE1541 (or variant) cable
> > connecting the drive to the PC parallel port. C64 format 3.5" DSDD
> > disks for the 1581 can be read by a PC floppy drive with the right
> > software, though.
> > --
> > Jason =-)


TMR
Email: tmr@c64.org
TMR_C0S on IRC
http://www.tmr.cosine.org.uk

7404. Re: BASIC Strip Poker

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 17:27:01 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <FhKU7.6355$Cw3.854610@newsread2.prod.itd.earthlink.net>
Source record: 32427

Never actually saw that one, but a lot of Artworx titles were distributed in a protected Basic; "Monkey Math" had clear screen characters Poked into all of the variable names and used the old Poke (Peek(138)+256*Peek(139))+2,0 trick to prevent listability. It took me about 15 minutes in DiskTool to fix that.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Luis Baeza" <lbaeza@usa.net> wrote in message
news:c860ca33.0112210356.55e542bc@posting.google.com...
> Hi. I wonder where can I get the BASIC version of Artworx's Strip Poker.
> I saw it once when I was a child: you could hit [BREAK] and get into
> the BASIC listing. I was interested in the image-displaying routines
> (So I could program an image loader and don't have to play the whole
> game to see those hot nude chicks :-D).
>
> Was this version of SP ever released?
> I am pretty sure this was a BASIC listing...
> I searched on XLSEARCH with no results...

7405. sound enhancements...

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 17:27:53 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C237119.11505B26@mail.uni-mainz.de>
Source record: 32428

Well,
after a few weeks of recovering my crashed harddisk, I have found some stuff, that survived the crash. Now, I do have a text for the second Pokey/Gumby upgrade (written by Chuck Steinman), a text for the covox upgrade (by Gumi/tight, text is polish, schematics are not!), an ATR image of Stereo Pokey software and an ATR image with (very few) Covox software... Since those things mentioned here were requested by someone - just e-mail me to get them. The texts can be in ASCII or ATASCII, the images in ATR, XFD or DCM format. Just tell me what you prefer...
greetings, Andreas.

P.S.: The university will close for 2 weeks, so it will take a little more than 2 weeks for me to answer... (merely have internet access at the university).

7406. Merry X-MAS !!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 17:32:01 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C237211.1868229F@mail.uni-mainz.de>
Source record: 32429

As every year, I am sending the traditional XMAS-greetings to all
Atarians out there !! Have a merry XMAS and a happy new year !!! C U all
(er, read your texts) next year... -Andreas

P.S.: Time to dig out the Phono player again and listen to some music,
like:
1) Merry christmas everybody (SLADE)
2) Merry XMAS/War is over (John Lennon)
and finally 3) Give peace a chance! (John Lennon)

7407. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 17:53:03 UTC
From: Alex Eisenhut <eisenhut@technologist.com>
Message-ID: <3C2376FF.6E1CA43E@technologist.com>
Source record: 32430
Cross-posted to: alt.c64,comp.sys.atari.8bit

```
>
> I always thought that the Atari had a lot more potential than the C-64.

I get that feeling too. What explains all the hacker activity on the C=
side then? Was it cheaper than the Atari back then?
>
> I didn't see a lot of software that really took advantage of it though. As
> it seems to me now, the best reason to play with an Atari is to use the
> software that never got ported to the C-64. =)
Was there ever a GEOS for Atari?
```

7408. Re: BASIC Strip Poker

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 18:09:16 UTC
From: machf <no_me_j.j_t_kirk@geocities.com>
Message-ID: <tju62ug2cf5sitv5999rq3md0k1ptusov3@4ax.com>
Source record: 32431

On 21 Dec 2001 03:56:19 -0800, lbaeza@usa.net (Luis Baeza) wrote:

>Hi. I wonder where can I get the BASIC version of Artworx's Strip Poker.
>I saw it once when I was a child: you could hit [BREAK] and get into
>the BASIC listing. I was interested in the image-displaying routines
>(So I could program an image loader and don't have to play the whole
>game to see those hot nude chicks :-D).
>
>Was this version of SP ever released?
>I am pretty sure this was a BASIC listing...
>I searched on XLSEARCH with no results...
>
>HELP!

I put all the SP files together (and modifed the code accordingly) on
a 360K DOS XE disk. I also included a small BASIC loader just like what
you want...
;-)

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

7409. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 18:09:22 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <sWKU7.68$ps.11636@news.direcpc.com>
Source record: 32432
Cross-posted to: alt.c64,comp.sys.atari.8bit

There were two different graphical OS' being called GEOS. One was from Berkley Systems for the C64 and Apple][, they never did a version for the Atari 8bit which was a shame... TCS: Total Control Systems (David Sullivan) worked on the Atari 8bit Graphic OS that he also was calling GEOS and released a very early version of it which was basically an Gr. 0 Atascii graphics environment, he and I talked often and he made many wild promises of his desktop and use of 64k and above and so forth and that he ran into issues with the carts and then he faded away... (Antic was all set to do a big head to head story on Diamond vs GEOS and since TCS never delivered, they did a cover story on Diamond and included a type-in application to change the background color of the desktop) David never came through and I got more involved with Alan Reeve and Diamond which Alan worked on extensively from disk based to cartridge based, several eprom upgrades, applications and a developers kit. The later revision icons in 2.0 and higher were designed by me, done a Apple Lisa XL and null modem'd to a 130XE and ported into Micropainter and sent to Alan. Alan even approached the Tramiels to get them to include Diamond with the XE's, they turned him down and the software Publisher (can't remember their name, they did Electronic Cookbook which was a pretty good program) screwed over Alan and caused him some headaches as I recall.... I know at one point Alan and Chuck Steinman (Turbo 8/16 upgrade) were talking about doing a new graphical OS for the Turbo upgrade... this was all buzzing around in 88-89.... It would've been nice to have seen a 10th anniversary Atari 8bit in 1989 in something along the lines of a Mega ST case with Diamond onboard..... but those dreams never made it to reality :-(ahhhhh... the good old days when the 8bits were still being sold, heck when Atari was still making hardware for that matter! :-)

There are several Atari 8bit graphic OS' out on the net, I picked a copy of SAM (Screen Aided Menu) from Europe which is quite nice and I've seen some impressive screen shots of BOSS, but haven't tried it out yet.

Alan released Diamond to PD and one of these days I gotta put images of all of his disks up for people to d/l, I have every version of Diamond through its development, all of the upgrade eproms, Diamond Write, Paint and the developers kit and a bunch of other odds and ends, I'll try to make a point of getting all of that stuff up onto the website after the New Year...

Curt

"Alex Eisenhut" <eisenhut@technologist.com> wrote in message news:3C2376FF.6E1CA43E@technologist.com...
> >
> > I always thought that the Atari had a lot more potential than the C-64.

>
> I get that feeling too. What explains all the hacker activity on the C=
> side then? Was it cheaper than the Atari back then?
> >
> > I didn't see a lot of software that really took advantage of it though.
As
> > it seems to me now, the best reason to play with an Atari is to use the
> > software that never got ported to the C-64. =)
> Was there ever a GEOS for Atari?

7410. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 18:37:53 UTC
From: T <T@D.com>
Message-ID: <9vvvi3$na0$1@slb6.atl.mindspring.net>
Source record: 32433
Cross-posted to: alt.c64,comp.sys.atari.8bit

"Alex Eisenhut" <eisenhut@technologist.com> wrote in message
news:3C2376FF.6E1CA43E@technologist.com...
> I get that feeling too. What explains all the hacker activity on the C=
> side then? Was it cheaper than the Atari back then?

I never really figured this out. The C-64 did have more vendor presence and did advertise the C-64 rather well in the early years. Atari, on the other hand, was spending millions on weird things like video game rights to movies like E.T., such investments that never had a chance to make money. Perhaps Atari just got caught up in the VCS/Colecovision/Intellivision battles, to the detriment of properly marketing their computers.

It seemed to me that the majority of people didn't really realize that Atari even had an extensive and powerful computer line, and just thought of Atari as a video game company, which is also quite unfortunate.

Strangely, though, much of the best software for the Atari computers was made by Atari, yet Commodore didn't make much software at all for their computers, and what they did make was sub-par. For some reason, software companies flocked to the C=, even though the Atari had a better foundation to start from.

C= definitely did a good job of putting out a lot of books that documented ever little register for every little chip in the C-64, I didn't see anything like that for the Atari. Part of C= doing that, I think, was simply to document what was missing from Basic 2.0, which was a lot. Since you had to POKE to do anything nice, all that stuff had to be documented. This helped ML programmers too.

Compute! magazine also fell in love with the C=, which was probably the magazine that had the largest presence back then. Why Compute! picked the C-64 over the Atari, I don't know.

Really this is all complete guesswork though. The only thing for certain is that the Atari was not used anywhere near it's potential, and the C-64 far exceeded anyone's expections.

7411. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 19:37:35 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <a009c9$ihcmm$1@ID-15679.news.dfncis.de>
Source record: 32437
Cross-posted to: alt.c64,comp.sys.atari.8bit

Hi,

>> I get that feeling too. What explains all the hacker
>>activity on the C= side then? Was it cheaper than the
>>Atari back then?

In the UK certainly.

> I never really figured this out. The C-64 did have more
>vendor presence and did advertise the C-64 rather well
>in the early years....

Too true, Atari were the true masters when it came to producing great hardware
and then not marketing it properly.... :-(

> It seemed to me that the majority of people didn't really
>realize that Atari even had an extensive and powerful
>computer line, and just thought of Atari as a video game
>company, which is also quite unfortunate.

This is VERY true. When I got my first 400 in '83 Atari were mostly known for
the 2600 over here.

Most Acorn/CBM/Sinclair owners I knew had never heard of the Atari computers,
"Atari what?" was a common question. They never really shook off this image
over here, even when the ST line came out many people still considered Atari
to be a manufacturer of games machines.

> C= definitely did a good job of putting out a lot of
>books that documented ever little register for every
>little chip in the C-64, I didn't see anything like
>that for the Atari.

You obviously missed Atari's "Technical Reference Manuals" then - full circuit
diagrams, full OS listings etc etc. They were, IMHO, far better than CBMs
documentation - I had both Atari's and CBM's docs since I was an Atari user
and CBM developer (not by choice) at the time.

TTFN - Pete.

7412. Atari800Win PLus 3.0Beta

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 20:01:11 UTC
From: Daniel Ko&#65533;mi&#65533;ski <dely@scene.pl>
Message-ID: <a00f4ecni1@news.tpi.pl>
Source record: 32440

```
... is out :) check www.atari.pl

dely

ps. Merry Christmas to all Atarians :]
```

7413. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 20:37:54 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <C4NU7.160437$Ga5.25854327@typhoon.tampabay.rr.com>
Source record: 32434
Cross-posted to: alt.c64,comp.sys.atari.8bit

Well if you thing geos is good take a look at Atos.
It blows geos out of the water, features:

1) Lets you use any demo or intro as a screen saver!!
Not even the ST or PC can do that.

2) Works with all Atari hardware, BB, MIO and
Hard drives, Sparta dos support.

3) Lets you run files like full games and demos and then
return back to the desktop! It uses Overlays

Atos is easy to use and works great, there also another GUI Called BOSS-X
take a look at the screen shots
www.atarixle.de Both gui's are shareware.

"Alex Eisenhut" <eisenhut@technologist.com> wrote in message
news:3C2376FF.6E1CA43E@technologist.com...
> >
> > I always thought that the Atari had a lot more potential than the C-64.
>
> I get that feeling too. What explains all the hacker activity on the C=
> side then? Was it cheaper than the Atari back then?
> >
> > I didn't see a lot of software that really took advantage of it though.
As
> > it seems to me now, the best reason to play with an Atari is to use the
> > software that never got ported to the C-64. =)
> Was there ever a GEOS for Atari?
>

7414. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 20:50:14 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <agNU7.160563$Ga5.25867639@typhoon.tampabay.rr.com>
Source record: 32435

I agree some Atari ports where poor indeed, but some C64 ports are also poor
to take a look at these 3 for exp.

1) Koronis Rift - Poor C64 conversion, Atari looks like Amiga!

2) Amaurote - Poor C64 conversion, Atari is in 3D

3) RockFord - Poor C64 conversion, Atari plays better

There are many others also, So lets not nick pick.
There are bad (poor) ports on both sides of the fence.

"Shawn Jefferson" <sjeffers@home.com> wrote in message
news:0tq62u0vas134au1b9o4qlbb7ni50ake9g@4ax.com...
> On Fri, 21 Dec 2001 10:48:36 -0600, "T" <T@D.com> wrote:
>
> >I always thought that the Atari had a lot more potential than the C-64.
> >
> >I didn't see a lot of software that really took advantage of it though.
As
> >it seems to me now, the best reason to play with an Atari is to use the
> >software that never got ported to the C-64. =)
>
> I had friends who owned C64's and I'd say the same. Some of the Atari
> ports were just poorly done. For example, I remember playing Racing
> Destruction Set on the C64 and liking it, but the Atari version isn't
> very good.
>
> I also remember my friend playing games such as Bard's Tale on the
> C64, where was the Atari port?
>
> --
> Shawn Jefferson
>

7415. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 21:02:58 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <jVCJ+PCCO6I8EwtR@lovecraft.demon.co.uk>
Source record: 32436

In article <agNU7.160563$Ga5.25867639@typhoon.tampabay.rr.com>, Kathleen Ferrante <KMFerrante@cfl.rr.com> writes
>There are many others also, So lets not nick pick.
>There are bad (poor) ports on both sides of the fence.

And then there is Rescue on Fractalus, that due to the design of most computer's graphics chips at the time, sucked on everything /but/ the Atari :)

Richard, who says in defence of the others, that the XL wasn't too hot at line graphics.
--
Classic Computers: Atari 800XL - Rescue on Fractalus! |\ _,,,---,,_
Yamaha CX5MII/128 - Music and MSX! Compaq 386 MIDI /,`.-'`' -. ;-;;,
Apples? www.lovecraft.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Last found? Tandy 102 in my office drawer! '----''(_/--' `-'_)Morticia

7416. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 21:53:46 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <KbOU7.160937$Ga5.25947539@typhoon.tampabay.rr.com>
Source record: 32438
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

SID vs POKEY?
You better look again, there are a few music system for the Atari 8bit like Chaos Music Composer, CMC for short and the MPT - Music pro tracker. These systems have been used in 1000's of games and demos and it pushes the POKEY to SID, some even claim it better than SID. All music is done in VBI irq

Run the Bobsland demo and hear for yourself.
Im not putting down SID, I think SID is great but your comparison of out dated. While both CMC and MPT where done in the early 90's and in Software SID did it straight from the BOX..

"Cameron Kaiser" <ckaiser@stockholm.ptloma.edu> wrote in message news:3c21f843$0$86977$45beb828@newscene.com...
> Added comp.sys.cbm.
>
> blake@blakespot.com (Blake Patterson) writes:
>
> >I am an old Apple II users. Have a number of old machines. I am
> >interested in looking at other, more graphically impressive 8-bit
> >platforms. Need to decide whether to go Atari 8-bit or C64. I know
> >the 8-bit Atari has more custom graphics hardware (pre-Amiga), etc.
> >But are the C64's gfx (smaller palette, no copper effects) better as
> >far as games, etc?
>
> This is going to no doubt touch off a flame war, but I have my analysis of
> ANTIC vs. VIC-II on
>
> http://www.armory.com/%7Espectre/tech.html
>
> where I think the C64's VIC-II edges out the Atari's ANTIC (scroll down
> about halfway to the Atari section for my justification). However, the
> Atari systems do have the advantage of an MFM disk format and a faster CPU,
> which I do find most gratifying. POKEY vs. SID, though, is no contest, but
> the POKEY is much better than a Spectrum AY ;-)
>
> >Can I write out 5.25" disks using a PC for either?
>
> Not Commodore format disks, unless you have a 1541 drive connected over
> the parallel port: PC FDCs are too stupid to understand GCR. I'll let the
> Atari folks answer that question for their platform.
>
> --
> Cameron Kaiser * ckaiser@stockholm.ptloma.edu * posting with a Commodore

128
> personal page: http://www.armory.com/%7Espectre/
> ** Computer Workshops: games, productivity software and more for
C64/128! **
> ** http://www.armory.com/%7Espectre/cwi/ **
>

7417. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-21 22:44:57 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <JXOU7.161156$Ga5.26005260@typhoon.tampabay.rr.com>
Source record: 32439
Cross-posted to: alt.c64,comp.sys.atari.8bit

Diamond was GEM for the 8bit! I had 2 version of it V2.0 and V3.0 I sold my Diamond Cart on Ebay after Tom Hunt Released ATOS. BOSS X looks wonderfull to, I also have GEOS for the C64 and for its release date was wonderfull but buggy. Geos would not use my 128k ramdisk :(I herd that that bug was fix'ed with a patch years later also Geos Paint was a nightmare!! You must paint with cells (yuk) The Best Desktop GUI for the Atari 8bit is ATOS then BOSS x While BOSS X has the Looks and Feel of Win 95 ATOS is the Perfect GUI.

----- Original Message -----
From: "Curt Vendel" <cvendel@worldnet.att.net>
Newsgroups: alt.c64,comp.sys.atari.8bit
Sent: Friday, December 21, 2001 1:09 PM
Subject: Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

> There were two different graphical OS' being called GEOS. One was from
> Berkley Systems for the C64 and Apple][, they never did a version for the
> Atari 8bit which was a shame... TCS: Total Control Systems (David
> Sullivan) worked on the Atari 8bit Graphic OS that he also was calling
GEOS
> and released a very early version of it which was basically an Gr. 0
Atascii
> graphics environment, he and I talked often and he made many wild promises
> of his desktop and use of 64k and above and so forth and that he ran into
> issues with the carts and then he faded away... (Antic was all set to do
a
> big head to head story on Diamond vs GEOS and since TCS never delivered,
> they did a cover story on Diamond and included a type-in application to
> change the background color of the desktop) David never came through and
> I got more involved with Alan Reeve and Diamond which Alan worked on
> extensively from disk based to cartridge based, several eprom upgrades,
> applications and a developers kit. The later revision icons in 2.0 and
> higher were designed by me, done a Apple Lisa XL and null modem'd to a
130XE
> and ported into Micropainter and sent to Alan. Alan even approached the
> Tramiels to get them to include Diamond with the XE's, they turned him
down
> and the software Publisher (can't remember their name, they did Electronic
> Cookbook which was a pretty good program) screwed over Alan and caused him
> some headaches as I recall.... I know at one point Alan and Chuck Steinman
> (Turbo 8/16 upgrade) were talking about doing a new graphical OS for the
> Turbo upgrade... this was all buzzing around in 88-89.... It would've
been
> nice to have seen a 10th anniversary Atari 8bit in 1989 in something along

> the lines of a Mega ST case with Diamond onboard..... but those dreams
> never made it to reality :-(ahhhhh... the good old days when the
> 8bits were still being sold, heck when Atari was still making hardware for
> that matter! :-)
>
> There are several Atari 8bit graphic OS' out on the net, I picked a copy
of
> SAM (Screen Aided Menu) from Europe which is quite nice and I've seen some
> impressive screen shots of BOSS, but haven't tried it out yet.
>
> Alan released Diamond to PD and one of these days I gotta put images of
all
> of his disks up for people to d/l, I have every version of Diamond through
> its development, all of the upgrade eproms, Diamond Write, Paint and the
> developers kit and a bunch of other odds and ends, I'll try to make a
point
> of getting all of that stuff up onto the website after the New Year...
>
>
> Curt
>
> "Alex Eisenhut" <eisenhut@technologist.com> wrote in message
> news:3C2376FF.6E1CA43E@technologist.com...
> > >
> > > I always thought that the Atari had a lot more potential than the
C-64.
> >
> > I get that feeling too. What explains all the hacker activity on the C=
> > side then? Was it cheaper than the Atari back then?
> > >
> > > I didn't see a lot of software that really took advantage of it
though.
> As
> > > it seems to me now, the best reason to play with an Atari is to use
the
> > > software that never got ported to the C-64. =)
> > Was there ever a GEOS for Atari?
>
>
>

7418. Re: MYDOS 4.?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-22 01:01:29 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <JXQU7.8373$m05.628753@bin5.nnrp.aus1.giganews.com>
Source record: 32441

I don't know if 4.1 is supposed to support 16Meg but when I tried it on an ATR created with Atari810, I got an error trying to init it. When I tried an 8Meg single it worked just fine. i think you need double to get 16Meg. I haven't tried a DD 8 meg yet, but I will. That will tell me if the problem is the density or the size.
If it means anything, I'm using an 800XL with 256K and a SIO cable to my WinXP machine. I'm no longer using my OmnimonXL machine as I don't know which setting is which.

Thanks,
John

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message news:9vsg38gmn1@nets3.rz.RWTH-Aachen.DE...
> Howdy John
>
> > As others on the ng can attest, I'm having a hard time finding a MYDOS
> > version above 4.1 that supports 256K with ramdisk, DUP.SYS and MEM.SAV as
> it
> > did in 4.1. A gracious soul on the ng has been trying to get 4.53 working
> > right with ramdisk and all and I've been helping as a tester. My question
> > is: what would 4.5x get me that 4.1 doesn't. I'd like to start using
> large
> > ATRs, but I was waiting for a working version of 4.5x. Will 4.1 support
> > 16Meg drives? If so, unless someone suggests differently, I can't see a
> > reason to use anything higher than 4.1. The drive size support is the
> key.
>
> All MyDOS versions starting with a 4 (maybe even sooner) support 16MB.
> What 4.53/3 has over other versions is that it will:
>
> a) use 3 digit sector numbers when possible, and 4 or 5 digit numbers only
> if needed.
> b) if you want a file to automatically run at boot up, you no longer have to
> use AUTORUN.SYS and append everything to it. You can rename the first one
> you want to run automatically to *.AR0, the second to *.AR1 etc., up to
> *.AR9 eliminating all the disadvantages of appending files.
>
> CU Mathy van Nisselroy
>
> PS I know which 'gracious soul' your talking about. I'm one of his other

> testers. He's even more stubborn then I am. :-)
>
>
>

7419. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-22 01:40:29 UTC
From: irata@nextra.at
Message-ID: <3c23e4f2@e-post.inode.at>
Source record: 32442
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Hey, what version of Ataridsk do you have?
Once I got a newer version from "Hias" himself ... version1.2/1995, english.

Andreas Magenheimer <magea000@mail.uni-mainz.de> schrieb in im Newsbeitrag:
3C236E87.1146E332@mail.uni-mainz.de...
> [snip]
> > >Can I write out 5.25" disks using a PC for either?
> >
> > Not Commodore format disks, unless you have a 1541 drive connected over
> > the parallel port: PC FDCs are too stupid to understand GCR. I'll let
the
> > Atari folks answer that question for their platform.
> >
> > --
> > Cameron Kaiser * ckaiser@stockholm.ptloma.edu * posting with a
Commodore 128
> > personal page: http://www.armory.com/%7Espectre/
>
> Well,
> for Atari format diskkfiles use Ataridsk by HiasSoft. You then need a
> 5,25" PC drive and an Atari drive capable of Double Density (180k).
> -Andreas

7420. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-22 02:04:33 UTC
From: CreaMD/Dmagic <creamd@host.sk>
Message-ID: <a00q2a$et1$1@news.telecom.sk>
Source record: 32444
Cross-posted to: alt.c64,comp.sys.atari.8bit

Why don't - all those Atari, C64 or speccy - maniacs meet together and share their experiences with Atari, Speccy & C64.

There is a party called FOR8VER organised in Slovakia where all scenes are meeting happily and we were succesful 2 times (more than 75 visitors this year, with visitors from Hungary, Poland, England, Czech Republic, Germany, and even Holland). We will organise it for the 3rd year. If you are interested to contribute to the atari, or c64 competitions (demo, music, graphics, and intro 1kb coding competitions just contact the organisers - c64 - creamd@c64.NOSPAM.sk, or atari organiser xi@napri.NOSPAM.sk (remove nospam) or speccy organiser ellvis@pobox.NOSPAM.sk. Party will take place in middle of the March/2002 and it will as every year have big-screen presentations of all 3 systems newest things as demos, and games and hardware.

have a mery Xmas and Happy new Year

CreaMD/Dmagic

__________ www.c64.sk _______

7421. Re: Atari800Win PLus 3.0Beta

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-22 02:06:42 UTC
From: Paul Irvine <mclane.dellosDELETE-THIS@btinternet.com>
Message-ID: <9kq72ugv4m997t4mnbb1up8m01sv5lef56@4ax.com>
Source record: 32443

On Fri, 21 Dec 2001 21:01:11 +0100, "Daniel Koï¿½miï¿½ski" <dely@scene.pl>
wrote:

>... is out :) check www.atari.pl
>
A leaked one?

7422. Re: Atari800Win PLus 3.0Beta

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-22 04:16:42 UTC
From: Aaron Bellante <never-you-mind@now.com>
Message-ID: <e6282ucqnr4ap0b5rgon5ci9jojgf7vt2c@4ax.com>
Source record: 32445

On Fri, 21 Dec 2001 21:01:11 +0100, "Daniel Koï¿½miï¿½ski" <dely@scene.pl>
wrote:

>... is out :) check www.atari.pl
>
>dely
>
>ps. Merry Christmas to all Atarians :]
>

What is new?

7423. Atari Software For Sale

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-22 09:51:44 UTC
From: John Thackeray <john@tradeinpost.com>
Message-ID: <a01l3f$k91$3@helle.btinternet.com>
Source record: 32446

Visit our web site for details.
Merry Christmas
John Thackeray
Trade In Post,
Victoria Road
Shifnal
Shropshire. TF11 8AF
U.K.
john@tradeinpost.com
www.tradeinpost.com

7424. Re: Atari800Win PLus 3.0Beta

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-22 10:50:08 UTC
From: Daniel Ko&#65533;mi&#65533;ski <dely@scene.pl>
Message-ID: <a01osj$1q5$1@news.tpi.pl>
Source record: 32347

> A leaked one?

Nope, this is official christmas gift from Tomek Szymankowski for all
atarians. I`ll soon update official PLus www page with this version.

dely

7425. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-22 11:53:51 UTC
From: Jason <tmr@c64.org>
Message-ID: <SDCniiAPRHJ8EwSs@cosine.demon.co.uk>
Source record: 32349
Cross-posted to: alt.c64,comp.sys.atari.8bit

CreaMD/Dmagic <creamd@host.sk>:
> Why don't - all those Atari, C64 or speccy - maniacs meet together and
> share their experiences with Atari, Speccy & C64.
>
> There is a party called FOR8VER organised in Slovakia where all scenes
> are meeting happily and we were succesful 2 times (more than 75
> visitors this year, with visitors from Hungary, Poland, England, Czech
> Republic, Germany, and even Holland). We will organise it for the 3rd
> year.

Go on, you talked me into it - re0tica should be finished by then...
Remind me when you see me on IRC, yeah? =-)
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@c64.org / /
/ /\_/ / /__ / / / / __// TMR_C0S on IRC / /
/ /__/ / / / / / / / / / http://www.tmr.cosine.org.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________________\/
```

7426. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-22 11:59:22 UTC
From: Jason <tmr@c64.org>
Message-ID: <NT3g2DBaWHJ8EwxM@cosine.demon.co.uk>
Source record: 32348
Cross-posted to: alt.c64,comp.sys.atari.8bit

Kathleen Ferrante <KMFerrante@cfl.rr.com>:
> Keep Looking for:

> Shoel/Joyride/Sweet Illusions/Drunk Chessboard/Bobs Lands/Trip 6 and
> the amazzing X-Demo From Madteam.

i've got "Drunk Chessboard" which is impressive, but i've seen a few that do most of it on the C64 (except the motion blur, but i may have a theory or two...) and "Joyride" - i like that one, not just because they've stolen and ported one of my doublefonts from the C64 (from the VSP/sideborder part of "Lethargy") and i recognise a second one but i didn't think i'd released it...!

i could sit and rattle off C64 demos in return, but i'd be here all night! =-) Suffice to say, anything by Crest, Oxyron, Reflex or Smash Designs for a starter...

> I too, had to weed threw Megs of Old school demos on the C64 to find a
> few great ones

Hmm, some of us would argue that oldschool demos are just as good and, in a few cases, better than then nuschool stuff... i'd also say that, from what i have to date, the signal to noise ratio is more favourable on the Breadbin but if anyone wants to point me to an FTP i can leech more than the 30 or so disk images i have so far from...? Oh, before i forget, i'm away from the computer for a week and a half - if anybody does post a good FTP, can they email me too please? =-)

http://www.c64.ch/ for a very good online archive of C64 demos, by the way.

(i'm using Atari800Win as an emu on a P2-350, i don't know how this is for accuracy but my poor 800XL has seen better days and has no drive.)
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@c64.org / /
/ /\_/ / /__ / / / / __// TMR_C0S on IRC / /
/ /__/ / / / / / / / / / http://www.tmr.cosine.org.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________________\/
```

7427. Re: Wanted: Broken Atari XE in good condition

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-22 13:04:01 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3c248479_1@news.iglou.com>
Source record: 32350
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

```
Bones wrote in message ...
>Does anyone have a non-functioning XE system in good physical
>condition they'd be willing to part with? I'd like to swap out the
>shell of my ugly, working system with one in nicer condition. No
>keyboard or other accessories needed, just the system. Willing to pay
>a few bucks plus the cost of shipping.
>
65XE, 130XE, or XE Game System?
```

7428. Re: Atari800Win PLus 3.0Beta

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-22 14:46:37 UTC
From: Paul Irvine <mclane.dellosDELETE-THIS@btinternet.com>
Message-ID: <ud492ukq0ackfjmiini18v5hv4mev4v02e@4ax.com>
Source record: 32351

On Sat, 22 Dec 2001 11:50:08 +0100, "Daniel Koï¿½miï¿½ski" <dely@scene.pl>
wrote:

>> A leaked one?
>
>Nope, this is official christmas gift from Tomek Szymankowski for all
>atarians. I`ll soon update official PLus www page with this version.
>
>dely
>
Good good..

As a beta person I didn't want to see un-official versions leaked or
we risk Tomek etc not bothering because he thinks he can't trust us
beta folk :-)

I think people will like the new one...Spelunker beta works again &
the nice easy load feature is great just for starters :-)

7429. Re: Atari800Win PLus 3.0Beta

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-22 17:24:21 UTC
From: Daniel Ko&#65533;mi&#65533;ski <dely@scene.pl>
Message-ID: <a02jgj$96t$1@news.tpi.pl>
Source record: 32352

> As a beta person I didn't want to see un-official versions leaked or
> we risk Tomek etc not bothering because he thinks he can't trust us
> beta folk :-)

Ehhh

dely

7430. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-22 18:49:16 UTC
From: Cameron Kaiser <ckaiser@stockholm.ptloma.edu>
Message-ID: <3c24d50f$0$13328$45beb828@newscene.com>
Source record: 32353
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

"Kathleen Ferrante" <KMFerrante@cfl.rr.com> writes:

>You better look again, there are a few music system for the Atari 8bit like
>Chaos Music Composer, CMC for short and the MPT - Music pro tracker. These
>systems have been used in 1000's of games and demos and it pushes the POKEY
>to SID, some even claim it better than SID. All music is done in VBI irq

First, there's no trick to doing music during IRQs; C64s can do it too.

Leaving subjective assessments of music quality aside, POKEY does not have
the flexibility over synthesis that SID does. There are no ADSR envelope
controls, only a single fixed attack and decay phase and no sustain. POKEY
also has no filters, resonance, or ring modulation.

Also, look at the output waveform. POKEY does not have waveforms like SID's
triangle (~sine), sawtooth, pulse or noise, but a single decaying exponential
waveform. This strongly limits the timbre of sounds it can synthesise.

For people who contest this analysis, look at Mapping the Atari. There's
also a nice breakdown of this information on

http://www.ionpool.net/arcade/tempest_code_project/pokey_registers/pokey_registers.html

I'm not arguing with you that Ataris definitely had tools for serious music
composition. Heck, you could do reasonable music with an AY if you were
that determined. POKEY also does have some nice features that SID doesn't,
like 4-voice polyphony and that clever distortion feature. However, SID has
much more capability in regards to range and veracity of sound generation.

--
Cameron Kaiser * ckaiser@stockholm.ptloma.edu * posting with a Commodore 128
personal page: http://www.armory.com/%7Espectre/
** Computer Workshops: games, productivity software and more for C64/128! **
** http://www.armory.com/%7Espectre/cwi/ **

7431. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-22 20:32:20 UTC
From: creamd@c64.sk
Message-ID: <927e3ee3.0112221232.77563781@posting.google.com>
Source record: 32355
Cross-posted to: alt.c64,comp.sys.atari.8bit

Jason <tmr@c64.org> wrote in message news:<SDCniiAPRHJ8EwSs@cosine.demon.co.uk>...
> Go on, you talked me into it - re0tica should be finished by then...
> Remind me when you see me on IRC, yeah? =-)

Sure thing,

have a nice Xmas and Happy New Year Jason

Roman

7432. Re: BIO ATTACK for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-22 20:35:38 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <m26V7.1325$O5.3348@nntpserver.swip.net>
Source record: 32354

Luis Baeza <lbaeza@usa.net> skrev i
diskussionsgruppsmeddelandet:c860ca33.0112210356.26a469e9@posting.google.com
...
> Hi. I wonder if there was a Atari 8-bit version for the arcade classic Bio
Attack
> (http://www.mame.dk/gameinfo/bioatack/), a classic shoot-em up...

I remember a game called "Bio Defence" with
synthesized speech, but "Bio Attack" was most
likely not converted to the Atari.

Are there conversions for other home
computers?

Anders

7433. Re: MYDOS 4.?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-22 21:32:12 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <wZ6V7.9313$Cw3.1173831@newsread2.prod.itd.earthlink.net>
Source record: 32356

Density is definitely a factor; the limitation is 16 bit forward pointer for
a maximum of 65535 sectors which is only 16MB when using 256 byte sectors.

What happens in response to Select+Reset on that XL? Unless you see the
current processor register status and a monitor prompt, you do have Omnimon
OS at that switch setting.
--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"John McCulloch" <mcculloch@accesstoledo.com> wrote in message
news:JXQU7.8373$m05.628753@bin5.nnrp.aus1.giganews.com...
> I don't know if 4.1 is supposed to support 16Meg but when I tried it on
an
> ATR created with Atari810, I got an error trying to init it. When I tried
> an 8Meg single it worked just fine. i think you need double to get 16Meg.
> I haven't tried a DD 8 meg yet, but I will. That will tell me if the
> problem is the density or the size.
> If it means anything, I'm using an 800XL with 256K and a SIO cable to my
> WinXP machine. I'm no longer using my OmnimonXL machine as I don't know
> which setting is which.

7434. Re: Google groups archive, who's been here the longest?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-23 00:19:14 UTC
From: Itay Chamiel <itaycspam@cs.huji.ac.il>
Message-ID: <a037o9kab1@news.huji.ac.il>
Source record: 32357

"Charles Marslett" <cmarslett9@cs.com> wrote in message
news:mn7t1uglfj878l6b8ecoc1tqk1angcnqge@4ax.com...
> Well, my first message was releasing the source release of my A65
> assembler (1988-05-24 23:15:22 PST according to Google).

This is hilarious :)

My first post was on May 28th, 1992. The next day, I made my second post, in which I asked whether anyone knew the email address of Charles Marslett.

(I can't remember why I was looking for you.. I was using A65 and apparently having a problem, and the email published in the doc was bouncing.)

Man.. Where have you been lurking for 9 years??!? :))

-itay

--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc

7435. Re: MYDOS 4.?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-23 00:55:25 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <1Y9V7.197844$C8.13880041@bin4.nnrp.aus1.giganews.com>
Source record: 32358

Actually what I meany was, I've actually switched to another machine with
256K but no OmnimonXL. It's just Rambo256.

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:wZ6V7.9313$Cw3.1173831@newsread2.prod.itd.earthlink.net...
> Density is definitely a factor; the limitation is 16 bit forward pointer
for
> a maximum of 65535 sectors which is only 16MB when using 256 byte sectors.
>
> What happens in response to Select+Reset on that XL? Unless you see the
> current processor register status and a monitor prompt, you do have
Omnimon
> OS at that switch setting.
> --
> -Ron
>
> Experience is something you don't get until just after you need it.
> http://www.atariland.com/members/oldatarian
>
> "John McCulloch" <mcculloch@accesstoledo.com> wrote in message
> news:JXQU7.8373$m05.628753@bin5.nnrp.aus1.giganews.com...
> > I don't know if 4.1 is supposed to support 16Meg but when I tried it on
> an
> > ATR created with Atari810, I got an error trying to init it. When I
tried
> > an 8Meg single it worked just fine. i think you need double to get
16Meg.
> > I haven't tried a DD 8 meg yet, but I will. That will tell me if the
> > problem is the density or the size.
> > If it means anything, I'm using an 800XL with 256K and a SIO cable to my
> > WinXP machine. I'm no longer using my OmnimonXL machine as I don't know
> > which setting is which.
>
>
>
>

7436. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-23 01:33:21 UTC
From: foxnhare@bigvalley.net
Message-ID: <c950eaf9.0112221733.256fc892@posting.google.com>
Source record: 32359
Cross-posted to: alt.c64,comp.sys.atari.8bit

Alex Eisenhut <eisenhut@technologist.com> wrote in message
news:<3C2376FF.6E1CA43E@technologist.com>...
> >
> > I always thought that the Atari had a lot more potential than the C-64.
>
> I get that feeling too. What explains all the hacker activity on the C=
> side then? Was it cheaper than the Atari back then?

Oh yes, back when I was looking for my first home computer (1983) a
base Atari 400 with 16K (no BASIC cartridge, not even a cassette
drive) was about $200. I used the same amout of money to Buy a
VIC-20, Datasette, and the first Compute's Gazzette. Atari had
expensive computers which at the time also required just as expensive
add-on to make them work (BASIC to program, the 850 if you wanted to
use non-Atari modems or Printers, etc.) By the time the lower cost
(added feature) Ataris came out the 8-bit market was pretty much
Commodore's.

> > I didn't see a lot of software that really took advantage of it though. As
> > it seems to me now, the best reason to play with an Atari is to use the
> > software that never got ported to the C-64. =)
> Was there ever a GEOS for Atari?

7437. Re: Name That Game(s) Again

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-23 03:02:26 UTC
From: ssilicon@centurytel.net
Message-ID: <3c29488b.358405379@news.mw.centurytel.net>
Source record: 32360

DOS 3. A DOS so good that when DOS 2.5 came out it was considered an
improvement. I too started with DOS 3. Maybe it wasn't thaaaaat bad,
but everyone used DOS 2 compatible disks at the time.

On Wed, 19 Dec 2001 23:26:29 -0500, Bob Ryan <ryanr@one.net> wrote:

>
>$725 and no software other than DOS 3.
>
>-Bob

7438. Re: BIO ATTACK for the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-23 03:46:24 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <kscV7.158404$oj3.26868945@typhoon.tampabay.rr.com>
Source record: 32361

There is a great conversion for the Atari 8bit of Bio Defence with
synthesized speech! you can find it here
http://www.atari8bit-software.de/

"Anders Skelander" <ansk@hotmail.com> wrote in message
news:m26V7.1325$O5.3348@nntpserver.swip.net...
>
> Luis Baeza <lbaeza@usa.net> skrev i
>
diskussionsgruppsmeddelandet:c860ca33.0112210356.26a469e9@posting.google.com
> ...
> > Hi. I wonder if there was a Atari 8-bit version for the arcade classic
Bio
> Attack
> > (http://www.mame.dk/gameinfo/bioatack/), a classic shoot-em up...
>
> I remember a game called "Bio Defence" with
> synthesized speech, but "Bio Attack" was most
> likely not converted to the Atari.
>
> Are there conversions for other home
> computers?
>
> Anders
>
>
>
>

7439. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-23 04:11:41 UTC
From: ssilicon@centurytel.net
Message-ID: <3c2a5905.362622683@news.mw.centurytel.net>
Source record: 32362
Cross-posted to: alt.c64,comp.sys.atari.8bit

The Atari version of the Lucasfilm games Ballblazer and Rescue on
Fractalus are definately superior to the C64 versions. I suppose it
is due in part to the fact that originally the Atari platform special
features were taken advantage of.

On Fri, 21 Dec 2001 10:48:36 -0600, "T" <T@D.com> wrote:

>I always thought that the Atari had a lot more potential than the C-64.
>
>I didn't see a lot of software that really took advantage of it though. As
>it seems to me now, the best reason to play with an Atari is to use the
>software that never got ported to the C-64. =)
>

7440. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-23 04:18:20 UTC
From: ssilicon@centurytel.net
Message-ID: <3c2b5afc.363125967@news.mw.centurytel.net>
Source record: 32363

ATOS?

On Fri, 21 Dec 2001 22:44:57 GMT, "Kathleen Ferrante"
<KMFerrante@cfl.rr.com> wrote:

>
> Diamond was GEM for the 8bit! I had 2 version of it V2.0 and V3.0 I sold
>my Diamond Cart on Ebay after Tom Hunt Released ATOS. BOSS X looks
>wonderfull to, I also have GEOS for the C64 and for its release date was
>wonderfull but buggy. Geos would not use my 128k ramdisk :(I herd that
>that bug was fix'ed with a patch years later also Geos Paint was a
>nightmare!! You must paint with cells (yuk) The Best Desktop GUI for the
>Atari 8bit is ATOS then BOSS x While BOSS X has the Looks and Feel of Win
>95 ATOS is the Perfect GUI.
>
>
>
>
>----- Original Message -----
>From: "Curt Vendel" <cvendel@worldnet.att.net>
>Newsgroups: alt.c64,comp.sys.atari.8bit
>Sent: Friday, December 21, 2001 1:09 PM
>Subject: Re: Atari 8-bit or C64 - games, gfx, nostalgia...?
>
>
>> There were two different graphical OS' being called GEOS. One was from
>> Berkley Systems for the C64 and Apple][, they never did a version for the
>> Atari 8bit which was a shame... TCS: Total Control Systems (David
>> Sullivan) worked on the Atari 8bit Graphic OS that he also was calling
>GEOS
>> and released a very early version of it which was basically an Gr. 0
>Atascii
>> graphics environment, he and I talked often and he made many wild promises
>> of his desktop and use of 64k and above and so forth and that he ran into
>> issues with the carts and then he faded away... (Antic was all set to do
>a
>> big head to head story on Diamond vs GEOS and since TCS never delivered,
>> they did a cover story on Diamond and included a type-in application to
>> change the background color of the desktop) David never came through and
>> I got more involved with Alan Reeve and Diamond which Alan worked on
>> extensively from disk based to cartridge based, several eprom upgrades,
>> applications and a developers kit. The later revision icons in 2.0 and
>> higher were designed by me, done a Apple Lisa XL and null modem'd to a
>130XE
>> and ported into Micropainter and sent to Alan. Alan even approached the

>> Tramiels to get them to include Diamond with the XE's, they turned him
>down
>> and the software Publisher (can't remember their name, they did Electronic
>> Cookbook which was a pretty good program) screwed over Alan and caused him
>> some headaches as I recall.... I know at one point Alan and Chuck Steinman
>> (Turbo 8/16 upgrade) were talking about doing a new graphical OS for the
>> Turbo upgrade... this was all buzzing around in 88-89.... It would've
>been
>> nice to have seen a 10th anniversary Atari 8bit in 1989 in something along
>> the lines of a Mega ST case with Diamond onboard..... but those dreams
>> never made it to reality :-(ahhhhh... the good old days when the
>> 8bits were still being sold, heck when Atari was still making hardware for
>> that matter! :-)
>>
>> There are several Atari 8bit graphic OS' out on the net, I picked a copy
>of
>> SAM (Screen Aided Menu) from Europe which is quite nice and I've seen some
>> impressive screen shots of BOSS, but haven't tried it out yet.
>>
>> Alan released Diamond to PD and one of these days I gotta put images of
>all
>> of his disks up for people to d/l, I have every version of Diamond through
>> its development, all of the upgrade eproms, Diamond Write, Paint and the
>> developers kit and a bunch of other odds and ends, I'll try to make a
>point
>> of getting all of that stuff up onto the website after the New Year...
>>
>>
>> Curt
>>
>> "Alex Eisenhut" <eisenhut@technologist.com> wrote in message
>> news:3C2376FF.6E1CA43E@technologist.com...
>> > >
>> > > I always thought that the Atari had a lot more potential than the
>C-64.
>> >
>> > I get that feeling too. What explains all the hacker activity on the C=
>> > side then? Was it cheaper than the Atari back then?
>> > >
>> > > I didn't see a lot of software that really took advantage of it
>though.
>> As
>> > > it seems to me now, the best reason to play with an Atari is to use
>the
>> > > software that never got ported to the C-64. =)
>> > Was there ever a GEOS for Atari?
>>
>>
>>
>

>

7441. Re: Wanted: Broken Atari XE in good condition

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-23 04:29:39 UTC
From: ssilicon@centurytel.net
Message-ID: <3c2c5d80.363769843@news.mw.centurytel.net>
Source record: 32364

The 65XE & 130XE have integrated keyboards so... he must have meant
the XE Game system.

On Sat, 22 Dec 2001 08:04:01 -0500, "Bill Marcum" <bmarcum@iglou.com>
wrote:

>
>Bones wrote in message ...
>>Does anyone have a non-functioning XE system in good physical
>>condition they'd be willing to part with? I'd like to swap out the
>>shell of my ugly, working system with one in nicer condition. No
>>keyboard or other accessories needed, just the system. Willing to pay
>>a few bucks plus the cost of shipping.
>>
>65XE, 130XE, or XE Game System?
>
>

7442. Re: BASIC Strip Poker

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-23 04:33:08 UTC
From: ssilicon@centurytel.net
Message-ID: <3c2d5e3e.363959706@news.mw.centurytel.net>
Source record: 32365

I think I had that, unless it was compiled BASIC. Back then there was
the Advan and the ABC BASIC compilers. Anyone else remember?

On 21 Dec 2001 03:56:19 -0800, lbaeza@usa.net (Luis Baeza) wrote:

>Hi. I wonder where can I get the BASIC version of Artworx's Strip Poker.
>I saw it once when I was a child: you could hit [BREAK] and get into
>the BASIC listing. I was interested in the image-displaying routines
>(So I could program an image loader and don't have to play the whole
>game to see those hot nude chicks :-D).
>
>Was this version of SP ever released?
>I am pretty sure this was a BASIC listing...
>I searched on XLSEARCH with no results...
>
>HELP!

7443. Re: Atari800Win PLus 3.0Beta

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-23 04:35:46 UTC
From: ssilicon@centurytel.net
Message-ID: <3c2e5f00.364154656@news.mw.centurytel.net>
Source record: 32366

What happened to the "twist" site? Has there been a divergence of
Atari800Win?

On Fri, 21 Dec 2001 21:01:11 +0100, "Daniel Koï¿½miï¿½ski" <dely@scene.pl>
wrote:

>... is out :) check www.atari.pl
>
>dely
>
>ps. Merry Christmas to all Atarians :]
>

7444. Re: Atari Upgrade help

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-23 07:53:16 UTC
From: Mopar Man <nospam@nowhere.com>
Message-ID: <gqqa2ugrc5gi9s3s7rojm8nljd45hsg9lt@4ax.com>
Source record: 32367

Thanks for all who replied on here as well as e-mail. I have decided to rip into an 800XL. Fortunately one of the two has all the memory chips socketed. I'm hoping to have SIO2PC as well as Super Video 2.1a done over the holiday. RAM upgrade will be done at a later time though.

7445. disk to obj conversion

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-23 08:40:11 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <LLgV7.592$CV.327107728@newssvr12.news.prodigy.com>
Source record: 32368

Howdy! A friend and I are trying to swap disks via modem. Is there a known utility for doing this? Also we were thinking it would be easier to convert the disks into obj or exe or com files and then use Xmodem or something to do the send. How would we go about doing this?
Mo

7446. Hook Atari 1050 drive to PC or Amiga?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-23 09:24:25 UTC
From: Blake Patterson <bwpatter@bellatlantic.net>
Message-ID: <bwpatter-261FEF.04242423122001@news.bellatlantic.net>
Source record: 32369

Is there a way to hook an Atari disk drive to a PC or Amiga to write out
disk images? If so---how? Thanks.

bp

--
"Heisenberg may have slept here."

7447. booting atari disk? How?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-23 09:25:31 UTC
From: Blake Patterson <bwpatter@bellatlantic.net>
Message-ID: <bwpatter-1ECA6A.04253123122001@news.bellatlantic.net>
Source record: 32370

I have gotten some disk images of Atari demos and an Atari 8-bit
emulator. How do you "boot" a disk, on the 8-bit atari? Thanks.

bp

--
"Heisenberg may have slept here."

7448. Re: Name that game...

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-23 12:42:35 UTC
From: ebaiz@skyenet.net
Message-ID: <%ikV7.25$iP6.29072@newsfeed.slurp.net>
Source record: 32371

On 19 Dec 2001 18:09:34 , "Vidar Olavesen" wrote:
>> Sounds like Rescue on Fractalus. Excellent game. Played that for hours...
>>
>>
>> Edward S. Baiz Jr.
>
>You wimp ;-) I played that for months. Sometimes almost days without
>sleeping. That is one my all time fave games.

Wimp??? I do not think so. <g> I did play it for hours upon hour daily,
but the "daily" went on for A LONG time. It is also one of my all time
favorite games for the 8-bit along with Ballblazer, Castle Wolfenstein
and the Ultima games. I sure do long for those days again.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

7449. Re: Which 8-bit Atari to get?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-23 12:52:19 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3c25d336$1_1@news.iglou.com>
Source record: 32372

Jon-paul wrote in message <9vvighgaf1@thorium.cix.co.uk>...
>Other machines lacked memory and in the case of the US version of the 65XE
>the cartridge port.
>
The US 65XE does have a cartridge port. What it does not have is the
800XL parallel bus or the 130XE extended cartridge port, so you cannot
use an MIO or Black Box. If you only want to play games and demos,
don't worry about it.

7450. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-23 14:04:29 UTC
From: Jason <tmr@c64.org>
Message-ID: <f6a0sUAtReJ8EwAQ@cosine.demon.co.uk>
Source record: 32373
Cross-posted to: alt.c64,comp.sys.atari.8bit

Jon Melbo <ssilicon@centurytel.net>:
> The Atari version of the Lucasfilm games Ballblazer and Rescue on
> Fractalus are definately superior to the C64 versions. I suppose it
> is due in part to the fact that originally the Atari platform special
> features were taken advantage of.

In the case of Ballblazer, it's the display lists making the splitting
of the ground effect easier - Fractalus, however, is leaning on the much
faster processor - if memory serves, when an enhanced version of
Fractalus was produced for the 20MHz SuperCPU, the code was dissected
and found to be pretty inefficient in places...

The same would be true if there were attempted conversions of some of
the singing-and-dancing C64 titles like Mayhem in Monsterland or
Turrican 2 - not having the option of mixing 320x200 and 160x200 on the
same scanline would make the parallax nigh on impossible.
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@c64.org / /
/ /\_/ / /__ / / / / __// TMR_C0S on IRC / /
/ /__/ / / / / / / / / / http://www.tmr.cosine.org.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________________\/
```

7451. Re: Myide

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-23 14:38:25 UTC
From: ebaiz@skyenet.net
Message-ID: <B%lV7.34$iP6.40413@newsfeed.slurp.net>
Source record: 32374

>I just built the MyIDE interface (Thanks Sijmen)...WOW--having a hard disk on
>my 800xl ..REALLY COOL! Has anybody else built this??? What is your expirience
>with it?? Also I just got introduced to MYDOS, I figured it out enough to use
>it but where can i get the documents for it??
>
>Thanks
>Ralph

Really cool. I would not mind having one of those for myself. How did
you get the plans for such a device?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

7452. Re: Wanted: Broken Atari XE in good conditi

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-23 14:38:27 UTC
From: ebaiz@skyenet.net
Message-ID: <D%lV7.35$iP6.40614@newsfeed.slurp.net>
Source record: 32375

On 20 Dec 2001 07:57:26 , Bones wrote:
>Does anyone have a non-functioning XE system in good physical
>condition they'd be willing to part with? I'd like to swap out the
>shell of my ugly, working system with one in nicer condition. No
>keyboard or other accessories needed, just the system. Willing to pay
>a few bucks plus the cost of shipping.
>
>If so, drop me an email.
>
>Thanks!
>Ryan

I would contact Best Electronics. They are the largest dealer in Atari
parts....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

7453. Re: Which 8-bit Atari to get?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-23 14:38:29 UTC
From: ebaiz@skyenet.net
Message-ID: <F%lV7.36$iP6.40494@newsfeed.slurp.net>
Source record: 32376

On 20 Dec 2001 10:19:13 , Blake Patterson wrote:
>If I want to buy on eBay an 8-bit Atari to watch demos and play games
>on---which is the best bet (as far as model)?? Thanks.
>
>Any Atari demo screenshots I can be pointed to? Thanks!

I would get a 130XE, but the 800XL is good also. There are some games
that do not like those and sometimes it is nice to have an old 400 or
800 around. I have all three BTW.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

7454. Re: BASIC Strip Poker

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-23 14:38:31 UTC
From: ebaiz@skyenet.net
Message-ID: <H%lV7.37$iP6.40638@newsfeed.slurp.net>
Source record: 32377

On 21 Dec 2001 03:56:19 , Luis Baeza wrote:
>Hi. I wonder where can I get the BASIC version of Artworx's Strip Poker.
>I saw it once when I was a child: you could hit [BREAK] and get into
>the BASIC listing. I was interested in the image-displaying routines
>(So I could program an image loader and don't have to play the whole
>game to see those hot nude chicks :-D).
>
>Was this version of SP ever released?
>I am pretty sure this was a BASIC listing...
>I searched on XLSEARCH with no results...

I hae that somewhere packed away. It was not one of my favorite 8-bit
games, but it was a nice novelty.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

7455. Re: Merry X-MAS !!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-23 14:38:32 UTC
From: ebaiz@skyenet.net
Message-ID: <I%IV7.38$iP6.40540@newsfeed.slurp.net>
Source record: 32378

On 21 Dec 2001 18:32:01 , Andreas Magenheimer wrote:
>As every year, I am sending the traditional XMAS-greetings to all
>Atarians out there !! Have a merry XMAS and a happy new year !!! C U all
>(er, read your texts) next year... -Andreas

Hey bud, same to you and all other Atarians through out the world....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

7456. Re: booting atari disk? How?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-23 14:38:34 UTC
From: ebaiz@skyenet.net
Message-ID: <K%lV7.39$iP6.40634@newsfeed.slurp.net>
Source record: 32379

On 23 Dec 2001 09:25:31 , Blake Patterson wrote:
>
>I have gotten some disk images of Atari demos and an Atari 8-bit
>emulator. How do you "boot" a disk, on the 8-bit atari? Thanks.

I have a program called 800XLDJ which allows me to boot DI images on my
130XE. I have to connect my Atari Hades computer to the 130XE using a
SIO2ST(PC) cable.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

7457. Re: Hook Atari 1050 drive to PC or Amiga?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-23 14:38:36 UTC
From: ebaiz@skyenet.net
Message-ID: <M%lV7.40$iP6.40658@newsfeed.slurp.net>
Source record: 32380

On 23 Dec 2001 09:24:25 , Blake Patterson wrote:
>
>Is there a way to hook an Atari disk drive to a PC or Amiga to write out
>disk images? If so---how? Thanks.

There is a program that will allow one to do that on a PC, but it
requires a special cable. I have such a setup w/cable for my Atari ST.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

7458. Re: disk to obj conversion

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-23 16:27:51 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <bCnV7.11223$PO5.1810217@newsread1.prod.itd.earthlink.net>
Source record: 32381

Disk Communicator by Bob Puff is probably the latest and easiest app for
condensing a disk full of data to a single file for transmission. Try
XLSearch or his nleaudio site; 3.2 is the newest version, I believe.
Sometimes called DCom or DisComm.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Mo" <mygranny@swbell.net> wrote in message
news:LLgV7.592$CV.327107728@newssvr12.news.prodigy.com...
> Howdy! A friend and I are trying to swap disks via modem. Is there a known
> utility for doing this? Also we were thinking it would be easier to
convert
> the disks into obj or exe or com files and then use Xmodem or something to
> do the send. How would we go about doing this?
> Mo
>
>
>
>
>

7459. Re: Hook Atari 1050 drive to PC or Amiga?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-23 16:32:41 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <JGnV7.11233$PO5.1830502@newsread1.prod.itd.earthlink.net>
Source record: 32382

It takes a cable and associated software; there are links to the 2 sites I
know of on Clarence's page:
http://www.redshift.com/~cdyson/atari.html

Pro Cable is by Steve and 10502PC is by Nick.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Blake Patterson" <bwpatter@bellatlantic.net> wrote in message
news:bwpatter-261FEF.04242423122001@news.bellatlantic.net...
>
> Is there a way to hook an Atari disk drive to a PC or Amiga to write out
> disk images? If so---how? Thanks.
>
>
> bp
>
> --
> "Heisenberg may have slept here."
>

7460. Re: booting atari disk? How?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-23 16:38:47 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <rMnV7.11243$PO5.1830581@newsread1.prod.itd.earthlink.net>
Source record: 32383

Access the menu that allows 'mounting' an image file in emulated D1: and
then perform the emulator's 'cold start' operation. Some use a menu
drop-down and others a function key combo like Shift+F5.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Blake Patterson" <bwpatter@bellatlantic.net> wrote in message
news:bwpatter-1ECA6A.04253123122001@news.bellatlantic.net...
>
> I have gotten some disk images of Atari demos and an Atari 8-bit
> emulator. How do you "boot" a disk, on the 8-bit atari?

7461. Re: disk to obj conversion

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-23 17:33:14 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <uzoV7.1858$2Q.743962639@newssvr11.news.prodigy.com>
Source record: 32384

Thanks a bunch. I found it and it looks pretty good!
Mo

Ron Hamilton wrote in message ...
>Disk Communicator by Bob Puff is probably the latest and easiest app for
>condensing a disk full of data to a single file for transmission. Try
>XLSearch or his nleaudio site; 3.2 is the newest version, I believe.
>Sometimes called DCom or DisComm.
>
>--
>-Ron
>
>Experience is something you don't get until just after you need it.
>http://www.atariland.com/members/oldatarian
>
>"Mo" <mygranny@swbell.net> wrote in message
>news:LLgV7.592$CV.327107728@newssvr12.news.prodigy.com...
>> Howdy! A friend and I are trying to swap disks via modem. Is there a
known
>> utility for doing this? Also we were thinking it would be easier to
>convert
>> the disks into obj or exe or com files and then use Xmodem or something
to
>> do the send. How would we go about doing this?
>> Mo
>>
>>
>>
>>
>>
>
>

7462. Re: Which 8-bit Atari to get?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-23 17:58:39 UTC
From: T <T@D.com>
Message-ID: <a0560g$1kb$1@slb6.atl.mindspring.net>
Source record: 32385

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:F%lV7.36$iP6.40494@newsfeed.slurp.net...
> On 20 Dec 2001 10:19:13 , Blake Patterson wrote:
> >If I want to buy on eBay an 8-bit Atari to watch demos and play games
> >on---which is the best bet (as far as model)?? Thanks.
> >
> >Any Atari demo screenshots I can be pointed to? Thanks!
>
> I would get a 130XE, but the 800XL is good also. There are some games
> that do not like those and sometimes it is nice to have an old 400 or
> 800 around. I have all three BTW.

The original 800 still wins with regard to cool points. =)

7463. Re: Atari800Win PLus 3.0Beta

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-23 21:15:46 UTC
From: Paul Irvine <mclane.dellosDELETE-THIS@btinternet.com>
Message-ID: <o8ic2u8rji9d9nqauoq4dmvbb0o51s6j23@4ax.com>
Source record: 32386

On Sun, 23 Dec 2001 04:35:46 GMT, ssilicon@centurytel.net (Jon Melbo)
wrote:

>What happened to the "twist" site? Has there been a divergence of
>Atari800Win?
>
Not really, Rich has not updated the emu in quite a while and these
people just decided to add and improve from the source.

Rich's site is still going..

>On Fri, 21 Dec 2001 21:01:11 +0100, "Daniel Koï¿½miï¿½ski" <dely@scene.pl>
>wrote:
>
>>... is out :) check www.atari.pl
>>
>>dely
>>
>>ps. Merry Christmas to all Atarians :]
>>

7464. Re: Atari800Win PLus 3.0Beta

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-23 21:17:37 UTC
From: Paul Irvine <mclane.dellosDELETE-THIS@btinternet.com>
Message-ID: <6cic2usc0vrn37mi7a1s0g5l2brbm459r1@4ax.com>
Source record: 32387

On Sat, 22 Dec 2001 18:24:21 +0100, "Daniel Koï¿½miï¿½ski" <dely@scene.pl>
wrote:

>> As a beta person I didn't want to see un-official versions leaked or
>> we risk Tomek etc not bothering because he thinks he can't trust us
>> beta folk :-)
>
>Ehhh
>
>dely
>
Check the Help file, I'm a beta tester..

Normally beta versions don't get leaked or spread before they are
final (any emulator). Nice to see Tomek made this one public as an
Xmas present.

7465. Re: booting atari disk? How?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-23 21:18:32 UTC
From: Paul Irvine <mclane.dellosDELETE-THIS@btinternet.com>
Message-ID: <jgic2uk0lgmumiaskn8r1oa81kodgdgtag@4ax.com>
Source record: 32388

On Sun, 23 Dec 2001 09:25:31 GMT, Blake Patterson
<bwpatter@bellatlantic.net> wrote:

>
>I have gotten some disk images of Atari demos and an Atari 8-bit
>emulator. How do you "boot" a disk, on the 8-bit atari? Thanks.

Tell me which emulator and I'll offer help.

7466. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-23 22:31:12 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <BYsV7.10716$58.1520604@zwoll1.home.nl>
Source record: 32389
Cross-posted to: alt.c64,comp.sys.atari.8bit

Jason <tmr@c64.org>

: [Blink, blink] Pardon? Okay, so maybe i missed a few but i've been
: raiding as many archives as i can find and have yet to locate a single
: Atari demo that could compare itself to Breadbin releases like Crest's
: "Deus Ex Machina" or "Royal Arte" by Booze...?
:
: Pointers would be appreciated. =-)

http://www7.brinkster.com/atari/ataridl/demo/azzkick.lzh

http://www7.brinkster.com/atari/ataridl/demo/drunkche.lzh

http://www7.brinkster.com/atari/ataridl/demo/raving2.lzh

http://www7.brinkster.com/atari/ataridl/demo/trip6.lzh

http://www7.brinkster.com/atari/ataridl/demo/xdemo.lzh

Too name a few...

--

Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari

"I hear that if you play the Windows XP CD backwards, you get a satanic
message"
"That's nothing. If you play it forward, it installs Windows XP"...

7467. Re: BASIC Strip Poker

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-24 03:40:10 UTC
From: machf <no_me_j.j_t_kirk@geocities.com>
Message-ID: <cs8d2uc9l02kc0hg27dvoks63k65nmup5l@4ax.com>
Source record: 32390

On Sun, 23 Dec 2001 04:33:08 GMT, ssilicon@centurytel.net (Jon Melbo) wrote:

>I think I had that, unless it was compiled BASIC. Back then there was
>the Advan and the ABC BASIC compilers. Anyone else remember?
>
And the MMG BASIC compiler too...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

7468. Looking for WD1772 chip

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-24 17:28:45 UTC
From: tendim@vex.net
Message-ID: <a07okd$133$1@news.tht.net>
Source record: 32391
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hello.

Please forgive the crosspost, but I am not an Atari user and as such
didn't know which machine I needed.

I am in need of a WD1772 chip for a piece of equipment, and searching the
'net found that Atari's used the same chip in some hardware. So I figured
someone might know where I could go.

Does anybody know where I can obtain this chip? I only need one, but would
order in bulk if required to get some for spares.

Many thanks,
Patrick

--
patrick@tendim.cjb.net
http://www.tendim.cjb.net/
Like anime? Got hotline?
hotline://twoaday.cjb.net/

7469. Old Antics & Analogs--any interest

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-24 17:49:36 UTC
From: Nick Kennedy <nkennedyNoSpam@tcainternet.com>
Message-ID: <u2eqhpo1evh53@corp.supernews.com>
Source record: 32392

I've got a box full--must be 20 or 30 pounds, that has to go. Mostly Analogs and Antics; some other Atari magazines as well. $10 plus UPS.

Nick

7470. Re: Merry X-MAS !!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-24 19:15:19 UTC
From: Video61@webtv.net
Message-ID: <1953-3C277EC7-564@storefull-174.iap.bryant.webtv.net>
Source record: 32396

hi all,
same here, i wish all a happy, safe holiday holiday season,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

7471. Re: Looking for WD1772 chip

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-24 19:19:34 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <2fLV7.34167$US4.5077361@news2-win.server.ntlworld.com>
Source record: 32395
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hello.

"patrick" <tendim@vex.net> wrote in message
news:a07okd$133$1@news.tht.net...

> I am in need of a WD1772 chip for a piece of equipment, and searching the
> 'net found that Atari's used the same chip in some hardware.

Keychange Music, 01925 266120, how many do you need.....

Barrie at Keychange.

7472. Re: Myide

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-24 19:20:24 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <asve2uop3h8je7a129co61da1eoq6luins@4ax.com>
Source record: 32394

On Sun, 23 Dec 2001 14:38:25 GMT, ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote:

>>I just built the MyIDE interface (Thanks Sijmen)...WOW--having a hard disk on
>>my 800xl ..REALLY COOL! Has anybody else built this??? What is your expirience
>>with it?? Also I just got introduced to MYDOS, I figured it out enough to use
>>it but where can i get the documents for it??

How easy was it to build? Did you make the cartridge or internal version?

Can you only use MyDOS with it? Will it work with SpartaDOS?

Is it simple to copy disk images and then boot from those images? How many images can you put on the disk without disturbing your hard-drive DOS partitions?

Thanks,

--
Shawn Jefferson

7473. Re: BASIC Strip Poker

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-24 20:43:36 UTC
From: ssilicon@centurytel.net
Message-ID: <3c2792f0.1451246@news.mw.centurytel.net>
Source record: 32297

Ah yes, and the MMG Basic compiler! So there at least three BASIC
compilers out before Turbo BASIC and it's compiler came out. IMHO
Turbo BASIC & it's compiler kind of blew away plain Jane Atari BASIC
and the other compilers of the day. I had always wanted a BASIC XL/XE
compiler but OSS never made one. Turbo BASIC I suppose is on a par
with BASIC XL/XE.

On Sun, 23 Dec 2001 22:40:10 -0500, machf
<no_me_j.j_t_kirk@geocities.com> wrote:

>On Sun, 23 Dec 2001 04:33:08 GMT, ssilicon@centurytel.net (Jon Melbo) wrote:
>
>>I think I had that, unless it was compiled BASIC. Back then there was
>>the Advan and the ABC BASIC compilers. Anyone else remember?
>>
>And the MMG BASIC compiler too...

7474. Re: Old Antics & Analogs--any interest

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-24 20:45:44 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <YtMV7.13840$PO5.2180221@newsread1.prod.itd.earthlink.net>
Source record: 32298

Hey Nick;
Any Analogs before #9? What else besides Antic?

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Nick Kennedy" <nkennedyNoSpam@tcainternet.com> wrote in message
news:u2eqhpo1evh53@corp.supernews.com...
> I've got a box full--must be 20 or 30 pounds, that has to go. Mostly
> Analogs and Antics; some other Atari magazines as well. $10 plus UPS.
>
> Nick
>
>
>

7475. Re: Old Antics & Analogs--any interest

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-24 21:32:05 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <y1NV7.1623$Li.222342@news02.tsnz.net>
Source record: 32299

Arghhh, I'd take em, but shipping to New Zealand would break the bank! :-(
Why is no one closer to home getting rid of these cool mags! ;-)

Aaron

"Nick Kennedy" <nkennedyNoSpam@tcainternet.com> wrote in message
news:u2eqhpo1evh53@corp.supernews.com...
> I've got a box full--must be 20 or 30 pounds, that has to go. Mostly
> Analogs and Antics; some other Atari magazines as well. $10 plus UPS.
>
> Nick
>
>

7476. Am I missing something?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-24 22:46:51 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <vfOV7.322436$uB.33700843@bin3.nnrp.aus1.giganews.com>
Source record: 32300

I've download arc files and can't figure out hoe to make ATR out of them. I tried DISKCOMM and it can't read arc files so I assume (tell me if I'm wrong) that that program doesn't convert arc files to disk or ATR Maybe I've got the wrong utility.

Am I missing something? Why is arc better than than a zipped atr for dowloading?

Merry Christmas to all,
John

7477. Re: Myide

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-24 23:42:39 UTC
From: ralphxpn@aol.com
Message-ID: <20011224184239.29241.00000821@mb-cv.aol.com>
Source record: 32301

I got it of the 'net

here is the address

www.atari.myweb.nl/myide.htm

It cool project...and really simple ;)

7478. Re: Looking for WD1772 chip

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-24 23:51:13 UTC
From: Ken Siders <atari8bitREMOVE@columbus.rr.com>
Message-ID: <RbPV7.12031$B47.5266746@typhoon.columbus.rr.com>
Source record: 32302
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

These may also be used in Commodore 64 drives (1541s?)? I have heard them give
Atari ST's as a good source of cannibalizing for their floppy controllers so Atari
users should do likewise.

--Ken

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:2fLV7.34167$US4.5077361@news2-win.server.ntlworld.com...
> Hello.
>
> "patrick" <tendim@vex.net> wrote in message
> news:a07okd$133$1@news.tht.net...
>
> > I am in need of a WD1772 chip for a piece of equipment, and searching the
> > 'net found that Atari's used the same chip in some hardware.
>
> Keychange Music, 01925 266120, how many do you need.......
>
>
> Barrie at Keychange.
>
>
>
>

7479. Re: Atari800Win PLus 3.0Beta

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-24 23:59:06 UTC
From: Jerry Cornelius <jcorn@yahoo.com>
Message-ID: <ejPV7.178901$bs2.29795653@news02.optonline.net>
Source record: 32303

> Normally beta versions don't get leaked or spread before they are
> final (any emulator). Nice to see Tomek made this one public as an
> Xmas present.

I'll say. Mighty nice and helpful.

Now, if those fellers could make Action! piggyback onto SpartaDOS X I'd be groovin'. I'd be groovin' a lot more if I could figure out where my Action! manual went to and why my FOR DO loops keep looping even when the condition's been met.

7480. Re: Myide

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-25 00:17:54 UTC
From: ralphxpn@aol.com
Message-ID: <20011224191754.29241.00000825@mb-cv.aol.com>
Source record: 32304

Hi,

It was super easy to build. Why wasn't this done 15 years ago....ohh yeah- the cost!
I built the internal version, but not exactly like the instructions say. I used a wire wrap socket and plugged it in to the rom socket,and the rom on top, so i was able to tap all the signals exept 3 which I just ran wires. this way I can put back almost all the shielding and run the IDE cable out through the parallel bus opening. this is on a 800XL by the way. I think I can put the drive inside a 1200XL. thats my next project.

The drive works perfect with MYDOS. 8-16 meg partitions. I just dont know about disk images. the driver copies the os to ram then patches it, so anything that uses that ram wont work. I dont have SpartaDOS - so i cant answer that one. I asked the author about disk images.. but he hasnt got back to me yet..I think it involved burning a patched os...(makes sense) I'll cross that road when i get there LOL!!!

As far a disk images and booting...I dont know..I think something was programmed in the rom to pick the image to boot from..and software to copy the images....

Ralph

7481. Re: Am I missing something?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-25 02:22:30 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <YhRV7.24284$58.2314663@zwoll1.home.nl>
Source record: 32305

John McCulloch wrote

: I've download arc files and can't figure out hoe to make ATR out of them.

First, UNARC them.

: I
: tried DISKCOMM and it can't read arc files so I assume (tell me if I'm
: wrong) that that program doesn't convert arc files to disk or ATR Maybe
: I've got the wrong utility.

DiskCom is for disk-images (non ATR) created on Atari 8-bit. ARC is an
archiver.

: Am I missing something? Why is arc better than than a zipped atr for
: dowloading?

If it's ARC, then there are probably Atari files into the archive, not an ATR
image. ARC is better cause you can pack/depack it on Atari 8-bit. There ever
was a world before emulators you know...

--

Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari

"I hear that if you play the Windows XP CD backwards, you get a satanic
message"
"That's nothing. If you play it forward, it installs Windows XP"...

7482. Re: Am I missing something?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-25 02:43:55 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <LJRV7.16395$Cw3.1702203@newsread2.prod.itd.earthlink.net>
Source record: 32306

It all depends on what is in the ARChive; you will need to UNARC it to
determine that. Most emulators allow access to individual files or hard
drive subdirectories so you could copy them into an .ATR image, or use one
of the utilities from Ken Siders or others to import files into an image.

DisComm was designed to convert an entire disk into modemable files and
back; I use it often on an emulator to expand contents of a .DCM file onto a
blank .ATR image.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"John McCulloch" <mcculloch@accesstoledo.com> wrote in message
> I've download arc files and can't figure out hoe to make ATR out of them.
I
> tried DISKCOMM and it can't read arc files so I assume (tell me if I'm
> wrong) that that program doesn't convert arc files to disk or ATR Maybe
> I've got the wrong utility.
>
> Am I missing something? Why is arc better than than a zipped atr for
> dowloading?
>
> Merry Christmas to all,
> John

7483. Re: Wanted: Broken Atari XE in good condition

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-25 03:30:08 UTC
From: rarnold34@yahoo.com
Message-ID: <df5eaf50.0112241930.4d4e4028@posting.google.com>
Source record: 32307
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

Oops, yeah, the XE game system is what I'm looking for. Let me know
if you've got a broken one in good shape and we'll work out a deal!

ssilicon@centurytel.net (Jon Melbo) wrote in message
news:<3c2c5d80.363769843@news.mw.centurytel.net>...
> The 65XE & 130XE have integrated keyboards so... he must have meant
> the XE Game system.
>
> On Sat, 22 Dec 2001 08:04:01 -0500, "Bill Marcum" <bmarcum@iglou.com>
> wrote:
>
> >
> >Bones wrote in message ...
> >>Does anyone have a non-functioning XE system in good physical
> >>condition they'd be willing to part with? I'd like to swap out the
> >>shell of my ugly, working system with one in nicer condition. No
> >>keyboard or other accessories needed, just the system. Willing to pay
> >>a few bucks plus the cost of shipping.
> >>
> >65XE, 130XE, or XE Game System?
> >
> >

7484. Help for the deranged

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-25 04:27:15 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <DeTV7.222244$C8.15512772@bin4.nnrp.aus1.giganews.com>
Source record: 32308

I've tried MyDOS 4.1 which I thought supported large ATRs since they inited, but later discovered it didn't give the whole space, only a small, diskette like portion. I tried, MyDOS 4.53 and discovered with the help of others that it didn't support MEM.SAV with my ramdisk. I tried 4.51 and my 800XL wouldn't even boot on it.

What is an emoticon for pulling my hair out? I'm so disappointed I could poo.

Here's what I ask. Before I take all of the 8-bit stuff I recently acquired and stamp it into silicon based trash I need a DOS that will:

1) Run on my 800XL with 256K forming a ramdisk of 192K.
2) Load DUP.SYS into the ramdisk on bootup with or without DOS.
3) Support MEM.SAV into the ramdisk on calling DUP.SYS.
4) Support large disks (8 or 16MB ATRs).
5) Support single and double density diskettes.
6) Read DOS 2 and 2.5 disks.

I'm I delerious? Is this totally impossible? I will personally send anyone who can send me (legally) a DOS on ATR (not those goddamned arc files) that does all these things, a check for $50. You'll have to trust me, I need the functionallity before the cash goes out. The ATR must do everything in the six items on bootup, without my having to edit source code, configure things and write DOS files or peek and poke thinks in basic.

If this is impossible, posts that state "John you're a knucklehead" are okay too and my Atari stuff can be in the trash by the new year.

7485. Re: Help for the deranged

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-25 04:40:14 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <OqTV7.36971$m05.3125959@bin5.nnrp.aus1.giganews.com>
Source record: 32309

Crap! Item 2 should read with or without BASIC! Sorry!
"John McCulloch" <mcculloch@accesstoledo.com> wrote in message
news:DeTV7.222244$C8.15512772@bin4.nnrp.aus1.giganews.com...
> I've tried MyDOS 4.1 which I thought supported large ATRs since they
inited,
> but later discovered it didn't give the whole space, only a small,
diskette
> like portion. I tried, MyDOS 4.53 and discovered with the help of others
> that it didn't support MEM.SAV with my ramdisk. I tried 4.51 and my 800XL
> wouldn't even boot on it.
>
> What is an emoticon for pulling my hair out? I'm so disappointed I could
> poo.
>
> Here's what I ask. Before I take all of the 8-bit stuff I recently
acquired
> and stamp it into silicon based trash I need a DOS that will:
>
> 1) Run on my 800XL with 256K forming a ramdisk of 192K.
> 2) Load DUP.SYS into the ramdisk on bootup with or without DOS.
> 3) Support MEM.SAV into the ramdisk on calling DUP.SYS.
> 4) Support large disks (8 or 16MB ATRs).
> 5) Support single and double density diskettes.
> 6) Read DOS 2 and 2.5 disks.
>
> I'm I delerious? Is this totally impossible? I will personally send
anyone
> who can send me (legally) a DOS on ATR (not those goddamned arc files)
that
> does all these things, a check for $50. You'll have to trust me, I need
the
> functionallity before the cash goes out. The ATR must do everything in
the
> six items on bootup, without my having to edit source code, configure
things
> and write DOS files or peek and poke thinks in basic.
>
> If this is impossible, posts that state "John you're a knucklehead" are
okay
> too and my Atari stuff can be in the trash by the new year.
>
>
>
>

>

7486. Re: Old Antics & Analogs--any interest

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-25 05:06:05 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3C282474.A2590A2@ev1.net>
Source record: 32310

```
Nick Kennedy wrote:
>
> I've got a box full--must be 20 or 30 pounds, that has to go. Mostly
> Analogs and Antics; some other Atari magazines as well. $10 plus UPS.
>
In what city and state are you located???

--
+-------------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-------------------------------------------------------------+
```

7487. Re: Help for the deranged

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-25 05:51:56 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c2813fa$0$37101$1dc6e903@news.corecomm.net>
Source record: 32311

I'm sure you'll get responses.
Why not SpartaDOS? SpD 3.2g should serve your purpose.
It certainly supports 16 meg drives and your other requirements.
Except maybe mem.sav funtion, which I never needed and don't
really understnd why someone would want.
Russg

7488. Re: Am I missing something?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-25 05:55:34 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c2814d4$0$37101$1dc6e903@news.corecomm.net>
Source record: 32312

an arc file has a distinct advantage to a raw .atr file.
1. it is compressed so it saves download time, disk space.
2. it has a crc in it that will tell you if it is corrupted, something
that is much more common than one might think.
a zipped .atr or an an arced atr are better ways to go.
russg

7489. Re: Looking for WD1772 chip

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-25 09:25:02 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <OBXV7.984$yP7.348721218@newssvr30.news.prodigy.com>
Source record: 32313
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Yeah that WWD1772 was used in TRS-80 floppy drives as well so you might
check comp.sys.tandy .

Mo

Ken Siders wrote in message ...
>These may also be used in Commodore 64 drives (1541s?)? I have heard them
>give
>Atari ST's as a good source of cannibalizing for their floppy controllers
so
>Atari
>users should do likewise.
>
>--Ken
>
>"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
>news:2fLV7.34167$US4.5077361@news2-win.server.ntlworld.com...
>> Hello.
>>
>> "patrick" <tendim@vex.net> wrote in message
>> news:a07okd$133$1@news.tht.net...
>>
>> > I am in need of a WD1772 chip for a piece of equipment, and searching
>the
>> > 'net found that Atari's used the same chip in some hardware.
>>
>> Keychange Music, 01925 266120, how many do you need.......
>>
>>
>> Barrie at Keychange.
>>
>>
>>
>>
>
>

7490. Re: Am I missing something?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-25 10:44:56 UTC
From: llpwhite@cs.com
Message-ID: <20011225054456.02705.00000882@mb-mu.news.cs.com>
Source record: 32314

Hello John-
>I've download arc files and can't figure out hoe to make ATR out of them. I tried DISKCOMM...<

What you need to do depends on the hardware you are using:

Are you using an Atari and modem to send/receive the files, or using email attachments on a PC? If you are using a PC, do you have APE or SIO2PC?

Likewise, are you using the disk/images with real A8 hardware or an emulator?

If we know this, then you can get more concise answers.

Regards,
Larry

7491. FamilyNet Dallas BBS

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-25 11:17:20 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0046c6b5@fmlynet.org>
Source record: 32319

FamilyNet Newsgate

> This is an ad for the FAMILYNET HQ BBS in the Dallas Texas!
> Fully Telnetable telnet://family-bbs.net
> Web Interface Available http://www.family-bbs.net
> ftp://www.family-bbs.net
> news-server nntp://www.family-bbs.net
> FamilyNet International is incorporated as a Non-Profit corporation.
> (http://www.fmlynet.org)
> During Construction Phase (rebuilding this system will take a while)
> partially or non-built features are markes with a (*).
> * FamilyNet International - The G rated Network that cares.

> * Atari Support.
> * Free Internet E-Mail address and mail for users!
> * Home of the International Bible Conference (BIBLE).
> * NOW!!! Over 60!!!! Gig Online with NO! SLOW! CD ROMS!!!!
> * Now! Available - "Filtered" Internet Newsgroups!
> * Multiline Operation (BBBS).
> * FREE BBS.
> * Over 20,000 files with no download restrictions!
> * Over 1000 Message Areas.
> * Dial in Telnet out on the internet (for partners)!
> * Extensive Christian Downloads/Message base areas.
> * FTP access to downloads - see descript.ion file for details on files.
> * Abled message bases and files.
> * Crafting Conferences and message bases.
> * Genealogy Conferences / File Areas.
> * Spacebase/Space/UFO.
> * Ham Radio Files and Message Bases.
> * SurvivalNet file areas.
> * OS2 Message bases / File Areas.
> * Novell File Areas.
> * Windows Message Bases / File Areas.
> * Aviation Support / Message & File Areas.
> * Amiga / Commodore Support.
> * Full Commodore C64 and C128 Support. Message Bases and File Areas.
> * TI-99 Support.
> * Railroading Message Bases and files.
> * Internet USENET groups (NNTP server available!!!)
> * HUGE Sports Message Base selection.
> * Over 1100 Download File Areas.
> Call FamilyNet International Inc. Today!
> (972) 496-0650 - V.34 33.6kbs
> telnet://www.family-bbs.net

> http://www.family-bbs.net
> nttp://www.family-bbs.net
> ftp://www.family-bbs.net
>[For more information on FamilyNet International *THE* G rated network, FREQ
> FMLYNET.ZIP from 1:124/5009 or 8:8/0]
> Visit our web home page at:
> http://www.fmlynet.org/dallas.html

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

7492. Re: Which 8-bit Atari to get?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-25 13:28:03 UTC
From: ebaiz@skyenet.net
Message-ID: <D9%V7.41$jV.28722@newsfeed.slurp.net>
Source record: 32315

On 23 Dec 2001 11:58:39 , "T" wrote:
>
>"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
>news:F%lV7.36$iP6.40494@newsfeed.slurp.net...
>> On 20 Dec 2001 10:19:13 , Blake Patterson wrote:
>> >If I want to buy on eBay an 8-bit Atari to watch demos and play games
>> >on---which is the best bet (as far as model)?? Thanks.
>> >
>> >Any Atari demo screenshots I can be pointed to? Thanks!
>>
>> I would get a 130XE, but the 800XL is good also. There are some games
>> that do not like those and sometimes it is nice to have an old 400 or
>> 800 around. I have all three BTW.
>
>The original 800 still wins with regard to cool points. =)

True. I never owned one of those. I got the 400 and it still works to
this day.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

7493. Re: Myide

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-25 13:28:04 UTC
From: ebaiz@skyenet.net
Message-ID: <E9%V7.42$jV.28730@newsfeed.slurp.net>
Source record: 32316

On 24 Dec 2001 23:42:39 , RalphXPN wrote:

>I got it of the 'net
>
>here is the address
>
>www.atari.myweb.nl/myide.htm
>
>It cool project...and really simple ;)

Thanks alot I am going to give it a try.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

7494. Re: Looking for WD1772 chip

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-25 13:28:06 UTC
From: ebaiz@skyenet.net
Message-ID: <G9%V7.43$jV.28741@newsfeed.slurp.net>
Source record: 32317

On 24 Dec 2001 17:28:45 , patrick wrote:
>Hello.
>
>Please forgive the crosspost, but I am not an Atari user and as such
>didn't know which machine I needed.
>
>I am in need of a WD1772 chip for a piece of equipment, and searching the
>'net found that Atari's used the same chip in some hardware. So I figured
>someone might know where I could go.
>
>Does anybody know where I can obtain this chip? I only need one, but would
>order in bulk if required to get some for spares.
>
>Many thanks,
>Patrick
>

I will bet that Best Electronics in California will have it....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

7495. Where do I get roms for 8 bit cartridges?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-25 16:33:10 UTC
From: Atari Guy <no@spam.thanx.com>
Message-ID: <pan.2001.12.25.11.31.24.981099.548@spam.thanx.com>
Source record: 32318

Hello,

In my teenage years, I owned an Atari 800 and a 1200XL later.
I was taking a trip down nostalgia lane the other day and decided to get an emulator to run some of the software I used to run on those machines. I got xmess under Linux, got the atari os b rom and tha basic rom and I can boot the emulator just fine. I also found disk images in .atr format and I also can use them just fine. What I have not been able to find is rom images for cartridge based games I used to play (Pac Man, Centipede, Galaxian, to name a few).

I am new to emulating, but based on the basic rom, I suspect other cartridge roms would also have a .rom extension.

Can anyone tell me where to find these roms?

Thanks.

ps. I searched a few faqs and did a web search, but could find nothing.

7496. Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-25 17:36:14 UTC
From: mathu@indigo.ie
Message-ID: <ffaf2fa5.0112250936.2e831724@posting.google.com>
Source record: 32320

Hi,
I have seen a lot of demo's on the 800xl, but which is the best
one??.What do you think?

One that i really like is BOBS LAND.....

Also i got my hands on a 256k rambo XL, I have seen some sites with
demo's for the rambo xl, but i can't rememder where! maybe some one
can tell me(or send me some rambo demo's).

Last but not least,Happy christmas and a happy new year to all
atarian's out there.
((((My atari is now 19 years old)))

Will my PC last as long bill????

7497. looking for working Envision .ATR

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-26 02:27:01 UTC
From: ronfucci@bellsouth.net
Message-ID: <3c29336e.44170531@news.atl.bellsouth.net>
Source record: 32321

I downloaded the .ATR of envision from both the Envision site at
http://members.shaw.ca/dschebek/envision.htm and also from spudster at
ftp://ftp.spudster.org/ (envision.zip) and can't get either to work
using Atari800WinPlus3.0 or using Atari Filemanagement 1.5 connected
via a SIO2PC cable to a real 130XE.

Let me know if you get it to work.

Thanks

ron

7498. 5.25" floppy disks available

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-26 07:43:17 UTC
From: Roy G Biv <erasmus@floppy.disk.palace>
Message-ID: <Pine.GSO.4.33.0112260103140.29527-100000@shell1>
Source record: 32322

The local store in the Arvey office supplies chain has put its supply of 5.25-inch floppy disks on closeout sale. Name brand boxes of 10 disks are going for $2, and Arvey's own packs of 25 disks are going for $5. That works out to a price of 20 cents (U.S.) per disk.

I'm posting this information because some posters in recent years have indicated they can't find 5.25-inch disks in their areas anymore. I realize some people may say that they'll wait until maybe there's a firesale somewhere, sometime, where the price may be lower than this -- but that's a bunch of "ifs" strung together, whereas this is for real. 20 cents per disk was about the lowest the regular price ever got for these floppies back in the days when there were "regular" prices for them. (In contrast, in the early '80s, when I first got an 8-bit, the price was one dollar per disk, and those weren't even double-sided!)

These disks are DS-DD, meaning double-sided and double-density. I can vouch for the quality of Arvey's generic disk packages since I've been using them for the last 15 years or so. The name-brand disks are 3M and should be good, but the 3M boxes do not say "soft-sectored," which is what 8-bit Atarians would need. Back in the '80s we all used to be very careful when buying 5.25-inchers to make sure they were labeled as soft-sectored. These 3M boxes are dated 1996 and later, so I suppose the company must figure that saying "soft-sectored" isn't necessary nowadays.

Nevertheless, I'm not totally comfortable with that. I feel that all 5.25-inch floppy disk packages should say "soft-sectored," even in the 21st Century! In any case, the 3M boxes probably are soft-sectored, since hard-sectored floppies haven't been state-of-the-art for perhaps 20 years. (If you come across hard-sectored 5.25-inch floppies anywhere, that means they're formatted only for incredibly old "IBM" computers, which almost nobody uses anymore. But we Atarians probably shouldn't talk, should we!? After all, we're still using our "incredibly old" 8-bits! <grin!>)

They have both formatted and unformatted packages on sale. "For-matted" means pre-formatted for "IBM" only, so what Atarians want is the UNformatted kind. If anybody orders directly from the store, be sure to specify *unformatted* disks. This is important! For Atari 8-bit use, you want unformatted double-density floppies.

(Of course, if anybody out there has one of those "incredibly old" "IBM" computers and wants a mere double-density 5.25-inch floppy that's "IBM"-pre-formatted, they've got a bunch of boxes of those on

sale too. In addition, they also have packages of 5.25-inch high-density floppies, which can be used on more modern types of "IBM"-compatible computers. The high-density boxes and packs are available in both "IBM"-formatted and unformatted varieties. The prices on all of the varieties work out to the same 20 cents per disk.)

Soooooo.... If anybody out there is desperate for any of these 5.25-inchers, the store says they're willing to sell by mail-order. It's not usual, but they can do it. You can contact them on the phone at 513-421-5300. Shipping charges will increase the overall cost per disk, but if you can't get 'em anywhere else, what's the alternative?!

So there you have it. I hope this info is helpful. Good luck and happy formatting!

>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *

7499. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-26 11:05:19 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1009364679@rtfm.mit.edu>
Source record: 32323
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 10, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
```

http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/
Atari Phoenix Project E-Zine: http://atariphoenix.com

7500. Re: Looking for WD1772 chip

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-26 12:22:28 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <a0cfe4$408$1@draco.stochastik.rwth-aachen.de>
Source record: 32324
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <RbPV7.12031$B47.5266746@typhoon.columbus.rr.com>,
Ken Siders <atari8bitREMOVE@columbus.rr.com> wrote:
>These may also be used in Commodore 64 drives (1541s?)? I have heard them

Definitely not 1541 - these used GCR recording with a custom chip.

Maybe the 1581 or other newer models which could do GCR as well as MFM.

cu
Michael

7501. Re: Looking for WD1772 chip

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-26 12:25:03 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <a0cfiv$412$1@draco.stochastik.rwth-aachen.de>
Source record: 32325
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <a07okd$133$1@news.tht.net>, patrick <tendim@vex.net> wrote:
>
>I am in need of a WD1772 chip for a piece of equipment, and searching the
>'net found that Atari's used the same chip in some hardware. So I figured
>someone might know where I could go.
>
>Does anybody know where I can obtain this chip? I only need one, but would
>order in bulk if required to get some for spares.

They are not produced anymore - a friend got some of the last in Germany as
stock for replacements on his industrial CPU boards.

Where do you live? If in or near Germany, I should still have some that were
desoldered from old ST boards.

cu
Michael

7502. Re: looking for working Envision .ATR

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-26 12:55:26 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <2NjW7.2411$Y01.112876@news01.chello.no>
Source record: 32326

Boot with BASIC ? Tried that ? I am not 100% sure, but seems to recall it
booted in BASIC.

I have the orignal and it's not copy protected I think.

<ronfucci@bellsouth.net> skrev i melding
news:3c29336e.44170531@news.atl.bellsouth.net...
> I downloaded the .ATR of envision from both the Envision site at
> http://members.shaw.ca/dschebek/envision.htm and also from spudster at
> ftp://ftp.spudster.org/ (envision.zip) and can't get either to work
> using Atari800WinPlus3.0 or using Atari Filemanagement 1.5 connected
> via a SIO2PC cable to a real 130XE.
>
> Let me know if you get it to work.
>
> Thanks
>
> ron
>

7503. Re: looking for working Envision .ATR

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-26 13:29:20 UTC
From: Paul Irvine <mclane.dellosDELETE-THIS@btinternet.com>
Message-ID: <u2kj2u8bp4oqr2ji8meg3d902ct9f6a1ts@4ax.com>
Source record: 32327

On Wed, 26 Dec 2001 02:27:01 GMT, ronfucci@bellsouth.net wrote:

>I downloaded the .ATR of envision from both the Envision site at
>http://members.shaw.ca/dschebek/envision.htm and also from spudster at
>ftp://ftp.spudster.org/ (envision.zip) and can't get either to work
>using Atari800WinPlus3.0 or using Atari Filemanagement 1.5 connected
>via a SIO2PC cable to a real 130XE.
>
>Let me know if you get it to work.
>
Check your mail Ron, mine seems to be ok in OSB mode.

Using Plus 3.0

7504. Re: Atari 65XE Problem

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-26 15:32:16 UTC
From: gozarcollins.hotmail@NoSpam.com
Message-ID: <A2eK8A+8AkOF092yn@NoSpam.com>
Source record: 32216

In article <fb471e6b.0112191019.42dd6907@posting.google.com>,
jboleman@andersencorp.com (Jeff Boleman) wrote:
>I just purchased an Arcade Version Medallist Electronic Dart Board
>game for next to nothing, since it was not working properly. It is
>controlled by an Atari 65XE.

Now that you got it fixed, could you give us more info on this?
I've never heard of a dart board game with an Atari in it!

(Pictures would be very cool too!)

--
Ryan 'Gozar' Collins

7505. For auction: Atari 2600 trakball controller

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-26 15:34:08 UTC
From: dragonbreed@aol.comantispam
Message-ID: <20011226103408.26487.00001021@mb-ca.aol.com>
Source record: 32328

Hello. Don't know if this would work with Atari micros, but if you are interested its for auction and still real cheap. Works perfectly.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1312874297

Marcel

7506. Re: looking for working Envision .ATR

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-26 17:07:53 UTC
From: ronfucci@bellsouth.net
Message-ID: <42952602.0112260907.8fe0d07@posting.google.com>
Source record: 32329

Paul, from your email, you were right, it's a browser download issue.
Works fine downloaded with IE 5, not with NS 4.7. Thanks.

ron

Paul Irvine <mclane.dellosDELETE-THIS@btinternet.com> wrote in message
news:<u2kj2u8bp4oqr2ji8meg3d902ct9f6a1ts@4ax.com>...
> On Wed, 26 Dec 2001 02:27:01 GMT, ronfucci@bellsouth.net wrote:
>
> >I downloaded the .ATR of envision from both the Envision site at
> >http://members.shaw.ca/dschebek/envision.htm and also from spudster at
> >ftp://ftp.spudster.org/ (envision.zip) and can't get either to work
> >using Atari800WinPlus3.0 or using Atari Filemanagement 1.5 connected
> >via a SIO2PC cable to a real 130XE.
> >
> >Let me know if you get it to work.
> >
> Check your mail Ron, mine seems to be ok in OSB mode.
>
> Using Plus 3.0

7507. Re: Looking for WD1772 chip

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-26 20:37:07 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <a0dt8k$kg1h9$2@ID-15679.news.dfncis.de>
Source record: 32335
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi,

> Definitely not 1541 - these used GCR recording with a custom
>chip.

Not even a custom chip....one bit on a PIA was used to drive the write
circuit.

Interesting piece of design work....

TTFN - Pete.

7508. Re: Reading Atari Disks (810) with a PC-drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-26 20:45:11 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <a0dt8o$kg1h9$3@ID-15679.news.dfncis.de>
Source record: 32336

Hi,

> The plans are accessible from Clarence's Red Shift page:

Thanks for that, I'll go take a look.

TTFN - Pete.

7509. Re: 5.25" floppy disks available

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-26 22:53:09 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <pxsW7.19357$Cw3.2038144@newsread2.prod.itd.earthlink.net>
Source record: 32330

The only real difference in the hard sectored disks are the multiple index holes which do not matter on 810s and 1050s and most other A8 drives. Index holes *ARE* important on Percoms and many XF551s; not certain about Ranas and Traks, but Indus's which I have seen also ignored the index hole.

Formatting is definitely a non-issue; you will not find them with Atari formats, so you will need to format unformatted ones or re-format the IBM formatted ones... Either way, you will be putting new formats on all of them.

Do appreciate the heads up on availability of those kinda gettin scarce items.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Roy G Biv" <erasmus@floppy.disk.palace> wrote in message
news:Pine.GSO.4.33.0112260103140.29527-100000@shell1...
> The local store in the Arvey office supplies chain has put its
> supply of 5.25-inch floppy disks on closeout sale. Name brand
> boxes of 10 disks are going for $2, and Arvey's own packs of 25
> disks are going for $5. That works out to a price of 20 cents
> (U.S.) per disk.
>
> I'm posting this information because some posters in recent
> years have indicated they can't find 5.25-inch disks in their areas
> anymore. I realize some people may say that they'll wait until
> maybe there's a firesale somewhere, sometime, where the price may
> be lower than this -- but that's a bunch of "ifs" strung together,
> whereas this is for real. 20 cents per disk was about the lowest
> the regular price ever got for these floppies back in the days
> when there were "regular" prices for them. (In contrast, in the
> early '80s, when I first got an 8-bit, the price was one dollar
> per disk, and those weren't even double-sided!)
>
> These disks are DS-DD, meaning double-sided and double-density.
> I can vouch for the quality of Arvey's generic disk packages since
> I've been using them for the last 15 years or so. The name-brand
> disks are 3M and should be good, but the 3M boxes do not say "soft-
> sectored," which is what 8-bit Atarians would need. Back in the
> '80s we all used to be very careful when buying 5.25-inchers to
> make sure they were labeled as soft-sectored. These 3M boxes are
> dated 1996 and later, so I suppose the company must figure that

> saying "soft-sectored" isn't necessary nowadays.
>
> Nevertheless, I'm not totally comfortable with that. I feel that
> all 5.25-inch floppy disk packages should say "soft-sectored," even
> in the 21st Century! In any case, the 3M boxes probably are soft-
> sectored, since hard-sectored floppies haven't been state-of-the-art
> for perhaps 20 years. (If you come across hard-sectored 5.25-inch
> floppies anywhere, that means they're formatted only for incredibly
> old "IBM" computers, which almost nobody uses anymore. But we
> Atarians probably shouldn't talk, should we!? After all, we're still
> using our "incredibly old" 8-bits! <grin!>)
>
> They have both formatted and unformatted packages on sale. "For-
> matted" means pre-formatted for "IBM" only, so what Atarians want is
> the UNformatted kind. If anybody orders directly from the store, be
> sure to specify *unformatted* disks. This is important! For Atari
> 8-bit use, you want unformatted double-density floppies.
>
> (Of course, if anybody out there has one of those "incredibly old"
> "IBM" computers and wants a mere double-density 5.25-inch floppy
> that's "IBM"-pre-formatted, they've got a bunch of boxes of those on
> sale too. In addition, they also have packages of 5.25-inch high-
> density floppies, which can be used on more modern types of "IBM"-
> compatible computers. The high-density boxes and packs are available
> in both "IBM"-formatted and unformatted varieties. The prices on all
> of the varieties work out to the same 20 cents per disk.)
>
> Soooooo.... If anybody out there is desperate for any of these
> 5.25-inchers, the store says they're willing to sell by mail-order.
> It's not usual, but they can do it. You can contact them on the
> phone at 513-421-5300. Shipping charges will increase the overall
> cost per disk, but if you can't get 'em anywhere else, what's the
> alternative?!
>
> So there you have it. I hope this info is helpful. Good luck
> and happy formatting!
>
> >>>---<<<
> >>> david moeser -- erasmus39 at yahoo dot com <<<
> >>> Censornati, Ohio - USA <<<
> >>>---<<<
> * An Atari 8-Bitter Since 1982 (or was it 2082?!) *
>
>
>

7510. Re: Help for the deranged

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-26 23:02:36 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <gGsW7.343177$uB.35159162@bin3.nnrp.aus1.giganews.com>
Source record: 32331

I liked the MEM.SAV support. Maybe this is why the later versions of MYDOS don't support it: noone other than me seems to need it. I liked being able to leave BASIC or MAC/65 to DUP.SYS and come back to where I came from. It seems like when MYDOS started to support large disks, it dropped MEM.SAV support. I'd be willing to try SpartaDOS if it's not licensed. Is there something other than MEM.SAV support that allows "shelling" to DOS without first saving my work back to disk?
Thanks,
John

"Russ Gilbert" <russg@en.com> wrote in message
news:3c2813fa$0$37101$1dc6e903@news.corecomm.net...
> I'm sure you'll get responses.
> Why not SpartaDOS? SpD 3.2g should serve your purpose.
> It certainly supports 16 meg drives and your other requirements.
> Except maybe mem.sav funtion, which I never needed and don't
> really understnd why someone would want.
> Russg
>
>
>

7511. Re: 5.25" floppy disks available

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-27 00:15:59 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3c2a67d7_1@news.iglou.com>
Source record: 32332

Roy G Biv wrote in message ...
>for perhaps 20 years. (If you come across hard-sectored 5.25-inch
>floppies anywhere, that means they're formatted only for incredibly
>old "IBM" computers, which almost nobody uses anymore. But we
>Atarians probably shouldn't talk, should we!? After all, we're still
>using our "incredibly old" 8-bits! <grin!>)
>

I don't know which IBM computers used hard sector floppies, but
Heath and Northstar and some word processors used them. If you find
any hard sector disks, a post in comp.os.cpm should find someone who can use
them.

7512. Atari 800 XL DOS

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-27 00:50:50 UTC
From: vislockr@yahoo.com
Message-ID: <631aca5a.0112261650.3beb1acb@posting.google.com>
Source record: 32333

Hello,

I'm not new to the Atari 800 XL but it has been awhile. I had it when I was like 9. I just recently got one as a nostalgia gift and was wondering how I get an OS onto a floppy to boot it up. I actually still have some original games and want to play them. I've read tons of posts but I just don't understand. If someone could help me out I would be much obliged.

Thanx Rich

7513. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-27 01:21:49 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <2BuW7.35951$58.3615322@zwoll1.home.nl>
Source record: 32334

mathu8559 wrote

: Hi,
: I have seen a lot of demo's on the 800xl, but which is the best
: one??.What do you think?

"Best one" is hard to say, but I like "Drunk Chessboard" and "Trip6" for example. Goto my site (url below, click "downloads")

: ((((My atari is now 19 years old)))
:
: Will my PC last as long bill????

I can answer that one. No :-))

--

Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari

"I hear that if you play the Windows XP CD backwards, you get a satanic message"
"That's nothing. If you play it forward, it installs Windows XP"...

7514. Action manual

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-27 02:37:34 UTC
From: ddez454@yahoo.com
Message-ID: <c39c9d91.0112261837.6115e0b6@posting.google.com>
Source record: 32337

I'm looking for a copy of the Action! manual does anyone know where I might be able to download a copy?

Thanks,
Dave

7515. Games/disks /hardware FS on eBay - UK only

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-27 07:02:30 UTC
From: steve green <greenienet@btinternet.com>
Message-ID: <B850779F.1CB6%greenienet@btinternet.com>
Source record: 32338

Hi all, getting the attic cleared so putting a variety of 8 bit stuff up over the next week. Games FS inc The Pawn, Boulderdash, Enigmatix. Will also be getting rid of my upgraded 65xe and 1050 DD .Go to

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=1314628339

or search eBay for greenies@macunlimited.net

Regards, Steve.

7516. Re: Atari 800 XL DOS

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-27 09:53:55 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3c2aef4b_1@news.iglou.com>
Source record: 32339

Rich Vislocky wrote in message
<631aca5a.0112261650.3beb1acb@posting.google.com>...
>Hello,
>
>I'm not new to the Atari 800 XL but it has been awhile. I had it when
>I was like 9. I just recently got one as a nostalgia gift and was
>wondering how I get an OS onto a floppy to boot it up. I actually
>still have some original games and want to play them. I've read tons
>of posts but I just don't understand. If someone could help me out I
>would be much obliged.
>
>Thanx Rich

Most original game disks should boot without any other OS. Just turn on
the drive, insert the disk and then turn on the computer. For some
games on an XL/XE computer, you have to hold the OPTION key while turning
on the computer.

7517. Re: Help for the deranged

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-27 09:59:01 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3c2af07d_1@news.iglou.com>
Source record: 32340

John McCulloch wrote in message ...
>I liked the MEM.SAV support. Maybe this is why the later versions of MYDOS
>don't support it: noone other than me seems to need it. I liked being able
>to leave BASIC or MAC/65 to DUP.SYS and come back to where I came from. It
>seems like when MYDOS started to support large disks, it dropped MEM.SAV
>support. I'd be willing to try SpartaDOS if it's not licensed. Is there
>something other than MEM.SAV support that allows "shelling" to DOS without
>first saving my work back to disk?
>Thanks,
>John
>
Spartados doesn't need mem.sav. When you type "dos", it jumps to the
command interpreter, which is already in memory. If you don't execute
any external commands, "car" takes you back to Basic, MAC65 or whatever.

7518. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-27 12:14:05 UTC
From: Daniel Ko&#65533;mi&#65533;ski <dely@scene.pl>
Message-ID: <a0f3mn$so1$1@news.tpi.pl>
Source record: 32341

> I have seen a lot of demo's on the 800xl, but which is the best
> one??.What do you think?

1. Sheol
2. Asskicker
3. Khaiet
4. Timekeeper

dely

7519. A visit to the patents office

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-27 15:06:40 UTC
From: lbaeza@usa.net
Message-ID: <c860ca33.0112270706.5549593b@posting.google.com>
Source record: 32342

Hi

Today by accident I reached Delphion, some sort of patents on-line database.
After entering "ATARI, INC." in Quick Search, I got several search results.
There are lots of Atari interesting stuff, for example

http://www.delphion.com/details?pn=USD0254544__
(Looks like a CX40 to me :-D)

http://www.delphion.com/details?pn=USD0251143__
(Heavy sixer? :-D)

Also I found the patent detail for the Atari 800 home computer,
and other interesting stuff.

It's worth the visit.

B.

7520. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-27 16:14:01 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3C2B48C8.4B68D1D7@t-online.de>
Source record: 32343

> example. Goto my site (url below, click "downloads")

Why or for what do you need thousands of cookies for your site?

Andre

7521. Atari 8bit hardware for auction - UK only please

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-27 17:18:18 UTC
From: bsg <bigsexygav@POOPyahoo.com>
Message-ID: <kJIW7.45298$US4.7737464@news2-win.server.ntlworld.com>
Source record: 32344

Atari 1050 Disc Drive and discs - Currently at ￡4.99

http://page.auctions.shopping.yahoo.com/uk/auction/59155695

Atari 800xl, XC12 Datasette and games

http://page.auctions.shopping.yahoo.com/uk/auction/59155877

many regards

Gavin
www.xscomputers.co.uk
www.xshosting.co.uk

--

ICQ: 49110946

We have lingered in the chambers of the sea
By sea-girls wreathed with seaweed red and brown
Till human voices wake us, and we drown. -- T.S. Eliot

7522. Re: Help for the deranged

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-27 17:55:24 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c2b608b$0$35619$1dc6e903@news.corecomm.net>
Source record: 32345

Right, try SpartaDOS, if not licensed.
The FTe 'g' version is probably the one you should get.
You can find it at www.spudster.org and a lot of other places.
xd32g.atr I think.
I just spent about 1.5 hr looking for SpDOS manual or something
to help a new person to SpDOS. I give up. I did find the SpartaDOS X
manual, which would probably be ok, but not really.
I guess someone needs to make a SpDOS manual.
Russg

7523. Re: A visit to the patents office

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-27 18:10:51 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u2mov3i4v8t693@corp.supernews.com>
Source record: 32346

"Luis Baeza" <lbaeza@usa.net> wrote in message
news:c860ca33.0112270706.5549593b@posting.google.com...
> Hi
>
> Today by accident I reached Delphion, some sort of patents on-line
database.
> After entering "ATARI, INC." in Quick Search, I got several search
results.
> There are lots of Atari interesting stuff, for example
>
> http://www.delphion.com/details?pn=USD0254544__
> (Looks like a CX40 to me :-D)

No, if you click the picture it opens up Acrobat. Looks like it was supposed
to be an analog joystick. Looks like it is also non functional. The basic
design has a flaw, you wouldn't be able to move the joystick from center.
.

7524. Any mail-order Atari hardware places?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-27 18:11:05 UTC
From: Blake Patterson <bwpatter@bellatlantic.net>
Message-ID: <bwpatter-136CCC.13110427122001@news.bellatlantic.net>
Source record: 32197

Can anyone point me to any mail order house that sells any Atari 8-bit
hardware? I am looking specifically to buy (rather than build) a
cable/device that lets me hook Atari floppy drives to a PC or an Amiga
so that I can write floppies out from .ATR disk images.

Thanks.

bp

--
"Heisenberg may have slept here."

7525. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-27 19:47:53 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <4OKW7.39939$58.4211210@zwoll1.home.nl>
Source record: 32198

Andre wrote

: > example. Goto my site (url below, click "downloads")
:
: Why or for what do you need thousands of cookies for your site?

Are you sure you went to the right site??? The site is 100% pure plain HTML.
No Java, no music, no flash, no nothing so I don't see a reason why it would
send cookies. It also doesn't send those as I take a look at the site myself
(and no, they're not allready on my harddisk since they'll be erased at every
reboot)...

--

Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari

"I hear that if you play the Windows XP CD backwards, you get a satanic
message"
"That's nothing. If you play it forward, it installs Windows XP"...

7526. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-27 19:56:54 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3C2B7D05.E7381C26@t-online.de>
Source record: 32199

> Are you sure you went to the right site???

Yes, I took http://www7.brinkster.com/atari

> The site is 100% pure plain HTML.

Maybe YOUR site is 100% HTML but the bringster server asks for cookies. If rejected one cannot get to your site, at least not with netscape I use.

> No Java, no music, no flash, no nothing so I don't see a reason why it would
> send cookies. It also doesn't send those as I take a look at the site myself

Now your site is not available any longer due to bandwidth restrictions. I think it would be better to use another provider.

Andre

7527. Re: Help for the deranged

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-27 20:08:50 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c2b7fd4$0$35612$1dc6e903@news.corecomm.net>
Source record: 32200

```
Here's a little Sparta/FTe DOS doc I just wrote.
12/28/01
A SpartaDOS 3.2g Reference
Russ Gilbert

SpartaDOS was originally by ICD. The rights to it were
obtained by FTe (Fine Tooned Engineering). FTe released
version 3.2g as 'registerware'. Mike Hohman, owner of FTe
would send a manual for a $20 registration, he said. FTe
has disappeared. SpDOS 3.2g is freely distributable.
FTeDOS is SpartaDOS.

SpDOS has internal and external commands. When you boot
SpDOS, it has some commands available which do not require
further loading of memory and will not interfere with
whatever you have in memory. These are the internal
commands. External commands will overwrite what is in
memory, so you will need to save your work if you use an
external command. The COPY command is internal but will
wipe out program memory.

SpDOS supports subdirectories, which are specified with a
'>'. SpDOS supports time and date, will write current time
and date to the directory structure. You need to set the
TIME and DATE when you boot up, or use a R-TIME8 cartridge
to automatically set time.

FTeDOS 3.2G will not work in emulators, you need X33A or
X33B for use in emulators.

Any binary load file in current path named with a .COM
extension will load and run by just typing the filename
with or without the .COM extension. Running .EXE or
.BAT files require specifying the extension.

INTERNAL COMMANDS:

DIR- displays files on present drive in SpDOS format.
Supports sub-dir paths and wildcards (* and ?).
DIRS- displays filenames in DOS 2.5 format.
?DIR- displays the current path.
CWD- change the current path to a sub-directory.
eg. CWD D3:GAMES
CWD D3:GAMES>ARCADE
CWD < (go up one directory)
CREDIR - Creat a sub-directory
```

DELDIR - Delete and empty directory
CWD - Change Working Directory.
Dx: - Set default drive. eg. D3:
TREE - display directory tree.
CAR- leaves the command prompt and runs the cartridge.
The DOS command from BASIC will return to command
prompt.
BASIC ON- Turn internal BASIC on.
BASIC OFF- Turn internal BASIC off.
COPY - eg. COPY D1:*.* D3:GAMES>*.* Can be used to view
a file, but don't COPY to S:, copy to E: instead.
Use CNTRL-1 to stop scrolling.
ERASE - erase the file specified. Supports wildcards, so
be careful!
UNERASE - Will recover an ERASEd file if possible.
RENAME - rename a file. eg. RENAME PROG1.COM PROG2.COM
PROTECT - write protect a file.
UNPROTECT - unprotect a file.
LOCK - write protect a disk.
UNLOCK - unprotect a disk.
KEY ON, KEY OFF - turn keyboard buffer on, off. It is best to
turn KEY OFF for many binary load programs.
RUN - will exectute memory at location specified. Location
must be in hex, eg. RUN A000.
VERIFY ON, OFF - turn write verify on or off.
BOOT - write boot sectors to boot the file specified.
usually used to make a bootable disk of SpDOS.
After you copy SpDOS to a disk, you must do the
BOOT command to make the DOS boot.
eg. BOOT D1:X32G.DOS.
TIME - set the time.
DATE - set the date.

EXTERNAL COMMANDS: Any executable program is an external
command. A few come on the SpDOS disk.

MDUMP - display area of memory in hex. eg. MDUMP A000.
DUMP - display a file in hex. eg. DUMP D1:FILE.EXT
XINIT - Format a disk, SpDOS.
AINIT - Format a disk, DOS 2/2.5. Be careful, it doesn't
ask you twice if you want to format the drive.
TDLINE - puts a time/date line at top of screen.
note: CTHTDL is a replacement TDLINE that
is Y2K correct.
RDBASIC - make RAMDISK XL/XE.
RD - make ramdisk. SpDOS can probably use any RAMDISK
program you use.
CHVOL - change volume name of a disk.
CHTD - change time/date stamp of a file. eg. CHTD
FILE.EXT sets the t/d stamp to present t/d.
SCOPY - sector copy from one drive to another. Will

abort if there is a sector error. SCOPY isn't
used much, Disk Communicator is used instead
(DCOMM32.COM.)
eg. SCOPY D1: D2:
SCOPY D1: D2:FILENAME.SCP
SCOPY D2:FILENAME.SCP D3:
HDINIT and HDFMTPH - These are hard drive formatting
programs. SpDOS supports up
to 16 meg hard drives.
BATCH FILES:
A text file can be made to do any SpDOS commands or
run any external binary file. Just make the text
file with the correct syntax on each line.
STARTUP.BAT is searched for on the boot drive and
executed at boot time if found. You can run a batch
file from the command line by typing its name.
eg. KEY OFF
D1:RD.COM
COPY D3:*.* D8:
CTHTDL
CAR
Above will turn off the keyboard buffer, then establish
a RAMDISK, copy all files in the root directory of D3:
to D8:, turn on the CTHTDL time/date line, and run
the cartridge.

russg@en.com

7528. Re: Help for the deranged

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-27 20:46:50 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c2b88bc$0$35613$1dc6e903@news.corecomm.net>
Source record: 32201

One more important thing about Fte/SpartaDOS.
SpDOS can read, write, erase, maybe unerase, load/run, dir, ainit MyDOS/DOS
2/2.5 disks/files. Do not try to write
the other way, with MyDOS booted to a SpDOS disk,
it will trash the disk. I don't think SpDOS understands
MyDOS subdirectories, however.
Russg

7529. Re: Atari 800 XL DOS

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-27 21:25:17 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <1IMW7.1535$yi.158201@newsread2.prod.itd.earthlink.net>
Source record: 32202

For any individual files which need a File Management System (correct designation of DOS on the A8), you must have a bootable DOS disk in order to create additional copies unless you wanted to type in a *LOT* of data statements... Maybe someone is close enough to get one to you if required.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Bill Marcum" <bmarcum@iglou.com> wrote in message
news:3c2aef4b_1@news.iglou.com...
>
> Rich Vislocky wrote in message
> <631aca5a.0112261650.3beb1acb@posting.google.com>...
> >Hello,
> >
> >I'm not new to the Atari 800 XL but it has been awhile. I had it when
> >I was like 9. I just recently got one as a nostalgia gift and was
> >wondering how I get an OS onto a floppy to boot it up. I actually
> >still have some original games and want to play them. I've read tons
> >of posts but I just don't understand. If someone could help me out I
> >would be much obliged.
> >
> >Thanx Rich
>
> Most original game disks should boot without any other OS. Just turn on
> the drive, insert the disk and then turn on the computer. For some
> games on an XL/XE computer, you have to hold the OPTION key while turning
> on the computer.
>
>
>
>

7530. Re: Any mail-order Atari hardware places?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-27 22:14:47 UTC
From: rarnold34@yahoo.com
Message-ID: <df5eaf50.0112271414.12fcc0c6@posting.google.com>
Source record: 32203

These guys are great:
http://www.redmondcable.com/

I ordered a custom Catbox to commodore monitor for my Atari Jaguar and
it works like a charm.

Ryan

Blake Patterson <bwpatter@bellatlantic.net> wrote in message
news:<bwpatter-136CCC.13110427122001@news.bellatlantic.net>...
> Can anyone point me to any mail order house that sells any Atari 8-bit
> hardware? I am looking specifically to buy (rather than build) a
> cable/device that lets me hook Atari floppy drives to a PC or an Amiga
> so that I can write floppies out from .ATR disk images.
>
> Thanks.
>
>
>
> bp

7531. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-27 22:22:57 UTC
From: mathu@indigo.ie
Message-ID: <ffaf2fa5.0112271422.1d6a8a8b@posting.google.com>
Source record: 32204

"Daniel Ko?mi?ki" <dely@scene.pl> wrote in message news:<a0f3mn$so1$1@news.tpi.pl>...
> > I have seen a lot of demo's on the 800xl, but which is the best
> > one??.What do you think?
>
> 1. Sheol
> 2. Asskicker
> 3. Khaiet
> 4. Timekeeper
>
> dely

Where can I find these demo's?,I have looked at a few sites but cannot
find them?.
If you could post the site address please!!!

Also I found a demo dated 17 day of july 2001,Does anybody have more
of the latest demo's? Or know where to find them.

Regards David.

7532. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-27 22:44:02 UTC
From: Cyprian Konador <c_konador@atari.pl>
Message-ID: <3C2BA432.83E03B43@atari.pl>
Source record: 32205

mathu8559 napisaďż˝:
>
> "Daniel Ko?mi?ki" <dely@scene.pl> wrote in message news:<a0f3mn$so1$1@news.tpi.pl>...
> > > I have seen a lot of demo's on the 800xl, but which is the best
> > > one??.What do you think?
> >
> > 1. Sheol
> > 2. Asskicker
> > 3. Khaiet
> > 4. Timekeeper
> >
> > dely
>
> Where can I find these demo's?,I have looked at a few sites but cannot
> find them?.
> If you could post the site address please!!!
>

look at:
http://atariarea.nostalgia.pl/dema.php

--
regards/pozdrawiam
Cyprian Konador
c_konador@atari.pl

F030: FPU/40, DSP/50, 16MB STRAM, CAC - SVGA/SM124
SCSI: HD 1GB, CDROM x6, IDE: HD 3GB, CDRW Teac W58e
1040STe: 4MB; 1040 STfm: 1MB; 520 STm: 4MB - TV/SM124
2x 65XE; 2x 800XL: SIO2ST, XC12 - TV
Ibanez 595, handmade fretless bass,
oldschool acoustic bass, Hartke 1415

7533. NIB Atari Games! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-28 00:00:02 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0112271551390.7824-100000@shell.pacifier.com>
Source record: 32206
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale

http://www.pacifier.com/~atari/newinbox.htm I've got Mountains of Atari Games, +NEW in BOX! For the Atari ST, Atari Jaguar & Classic Atari 8 Bit! Treasures you've wanted, Forgotten in your youth or maybe never stopped searching for! The Rainbow Ends at Bravo Sierra Computers! Check my Links above/below, E-Mail atari@pacifier.com or call Ben anytime (503)256-9974! http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!

I've added NEW Power Supplies to HardWare Catalogs for 8 Bit & Atari ST!

http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.pacifier.com/~atari/catalogs.htm Catalogs Area
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/freegoods.htm
http://www.pacifier.com/~atari/recycle.htm

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7534. Re: Help for the deranged

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-28 01:43:48 UTC
From: Roy G Biv <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.33.0112272031480.23314-100000@shell1>
Source record: 32207

John McCulloch wrote in message ...
->Is there something other than MEM.SAV support that allows "shelling"
->to DOS without first saving my work back to disk?

....to which Bill Marcum (bmarcum at iglou dot com), on Thu, 27 Dec
2001 at 04:59:01 -0500, replied:
->Spartados doesn't need mem.sav. When you type "dos", it jumps to
->the command interpreter, which is already in memory. If you don't
->execute any external commands, "car" takes you back to Basic,

The same goes for DOS-XL, put out by O.S.S. It also doesn't need
a MEM.SAV file. Just like what Bill said: As long as you don't do
an external operation, you can hop back and forth between BASIC and
DOS-XL and your program will still be there.
--
>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "All Indus -- All The Time!" *

7535. Re: Help for the deranged

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-28 01:54:00 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <a0gj61$988$1@slb2.atl.mindspring.net>
Source record: 32208

Thank you Russ! that is a very good quick reference.
-Dan

7536. Re: NIB Atari Games! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-28 02:04:39 UTC
From: Paul Gifford <paul.gifford@home.nospam.com>
Message-ID: <XqQW7.31743$fo.7724333@news1.rdc1.md.home.com>
Source record: 32209
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale

www.myatari.com

7537. Re: Help for the deranged

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-28 03:13:24 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c2be356$0$35611$1dc6e903@news.corecomm.net>
Source record: 32210

I worked on the SpDOS reference some more:

12/28/01
A SpartaDOS 3.2g Reference
Russ Gilbert

SpartaDOS was originally by ICD. The rights to it were obtained by FTe (Fine Tooned Engineering). FTe released version 3.2g as 'registerware'. Mike Hohman, owner of FTe would send a manual for a $20 registration, he said. FTe has disappeared. SpDOS 3.2g is freely distributable. FTeDOS is SpartaDOS.

SpDOS has internal and external commands. When you boot SpDOS, it has some commands available which do not require further loading of memory and will not interfere with whatever you have in memory. These are the internal commands. External commands will overwrite what is in memory, so you will need to save your work if you use an external command. The COPY command is internal but will wipe out program memory.

SpDOS supports subdirectories, which are specified with a '>'. SpDOS supports time and date, will write current time and date to the directory structure. You need to set the TIME and DATE when you boot up, or use a R-TIME8 cartridge to automatically set time.

FTeDOS 3.2G will not work in emulators, you need X33A or X33B for use in emulators.

Any binary load file in current path named with a .COM extension will load and run by just typing the filename with or without the .COM extension. Running .EXE or .BAT files require specifying the extension.

FTeDOS is compatible with DOS 2/2.5 MyDOS for reading, writing, loading or erasing files on those DOSes. Do not try to read/write/load/erase FTeDOS files from the DOS 2 style DOSes. SpDOS doesn't support MyDOS subdirectories I think.

INTERNAL COMMANDS:

DIR- displays files on present drive in SpDOS format. Supports sub-dir paths and wildcards (* and ?).
DIRS- displays filenames in DOS 2.5 format.

?DIR- displays the current path.
CWD- change the current path to a sub-directory.
eg. CWD D3:GAMES
CWD D3:GAMES>ARCADE
CWD < (go up one directory)
CREDIR - Creat a sub-directory
DELDIR - Delete an empty directory
Dx: - Set default drive. eg. D3:
CAR- leaves the command prompt and runs the cartridge.
The DOS command from BASIC will return to command
prompt.
BASIC ON, OFF- Turn internal BASIC on or off.
COPY - eg. COPY D1:*.* D3:GAMES>*.* Can be used to view
a file, but don't COPY to S:, copy to E: instead.
Use CNTRL-1 to stop scrolling.
ERASE - erase the file specified. Supports wildcards, so
be careful!
RENAME - rename a file. eg. RENAME PROG1.COM PROG2.COM
PROTECT - write protect a file.
UNPROTECT - unprotect a file.
LOCK - write protect a disk.
UNLOCK - unprotect a disk.
KEY ON, KEY OFF - turn keyboard buffer on, off. It is best to
turn KEY OFF for many binary load programs.
RUN - will exectute memory at location specified. Location
must be in hex, eg. RUN E457 does a warm start. I think
RUN is an external command for some versions of SpDOS.
LOAD - Loads a binary file, but doesn't run it.
SAVE - Saves an area of memory to a file.
eg. SAVE D1:MYFILE A000 BFFF
VERIFY ON, OFF - turn write verify on or off.
BOOT - write boot sectors to boot the file specified.
usually used to make a bootable disk of SpDOS.
After you copy SpDOS to a disk, you must do the
BOOT command to make the DOS boot.
eg. BOOT D1:X32G.DOS.
TIME - set the time.
DATE - set the date.

EXTERNAL COMMANDS: Any executable program is an external
command. A few come on the SpDOS disk.

MDUMP - display area of memory in hex. eg. MDUMP A000.
DUMP - display a file in hex. eg. DUMP D1:FILE.EXT
XINIT - Format a disk, SpDOS.
UNERASE - Will recover an ERASEd file if possible.
TREE - display directory tree.
AINIT - Format a disk, DOS 2/2.5. Be careful, it doesn't
ask you twice if you want to format the drive.
TDLINE - puts a time/date line at top of screen.
note: CTHTDL is a replacement TDLINE that

is Y2K correct.
RDBASIC - make RAMDISK XL/XE.
RD - make ramdisk. SpDOS can probably use any RAMDISK
program you use.
CHVOL - change volume name of a disk.
CHTD - change time/date stamp of a file. eg. CHTD
FILE.EXT sets the t/d stamp to present t/d.
SCOPY - sector copy from one drive to another. Will
abort if there is a sector error. SCOPY isn't
used much, Disk Communicator is used instead
(DCOMM32.COM.)
eg. SCOPY D1: D2:
SCOPY D1: D2:FILENAME.SCP
SCOPY D2:FILENAME.SCP D3:
HDINIT and HDFMTPH - These are hard drive formatting
programs. SpDOS supports up
to 16 meg hard drives.
BATCH FILES:
A text file can be made to do any SpDOS commands or
run any external binary file. Just make the text
file with the correct syntax on each line.
STARTUP.BAT is searched for on the boot drive and
executed at boot time if found. You can run a batch
file from the command line by typing its name.
eg. KEY OFF
D1:RD.COM
COPY D3:*.* D8:
CTHTDL
CAR
Above will turn off the keyboard buffer, then establish
a RAMDISK, copy all files in the root directory of D3:
to D8:, turn on the CTHTDL time/date line, and run
the cartridge.

russg@en.com

7538. Full text of Compute!'s First Book of Atari Graphics

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-28 06:32:12 UTC
From: savetz@northcoast.com
Message-ID: <savetz-2712012232120001@192.168.1.198>
Source record: 32211

Compute!'s First Book of Atari Graphics is now available on
the Web -- full text and all the software. (With permission
of the copyright holder.)

Kudos to Allan Bushman, who did the scanning and HTMLizing;
and Ron Hamilton for doing the code.

http://www.atariarchives.org/c1bag/

--Kevin

--
Kevin Savetz <savetz@northcoast.com> http://www.savetz.com

7539. FS: Atari 8-bit Cartridge EPROM's (Intel D2764)

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-28 08:24:48 UTC
From: Richard Costa <lightlore@datawest.net>
Message-ID: <u2ob5a61b2u3f0@corp.supernews.com>
Source record: 32212

I am not sure if these are worth anything to anybody, but I have 15 EPROM's I made of Atari 400/800 cartridges back in 1985 (using an EPROM burner on my Atari 800) and the EPROM's have been in this EPROM tube in my closet ever since.

They chips are labelled Intel D2764.

If anyone is interested in making me an offer send me an email, thanks.

da_icq_man@hotmail.com

7540. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-28 10:25:41 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3C2C48A5.885DCA16@t-online.de>
Source record: 32213

> Where can I find these demo's?,I have looked at a few sites but cannot
> find them?.
> If you could post the site address please!!!

http://www-user.tu-chemnitz.de/~sgl/atari/

There you can find nearly all (old demos too).

Andre

7541. Re: Help for the deranged

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-28 14:15:45 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c2c7e8e$0$37100$1dc6e903@news.corecomm.net>
Source record: 32214

OK, I hope this is the final version. Sorry for the bandwidth.
Actually. Someone says they're going to work on it too, and
there should be a better one soon.
12/28/01
A SpartaDOS 3.2g Reference
Russ Gilbert

SpartaDOS was originally by ICD. The rights to it were
obtained by FTe (Fine Tooned Engineering). FTe released
version 3.2g as 'registerware'. Mike Hohman, owner of FTe
would send a manual for a $20 registration, he said. FTe
has disappeared. SpDOS 3.2g is freely distributable.
FTeDOS is SpartaDOS.

SpDOS has internal and external commands. When you boot
SpDOS, it has some commands available which do not require
further loading of memory and will not interfere with
whatever you have in memory. These are the internal
commands. External commands will overwrite what is in
memory, so you will need to save your work if you use an
external command. The COPY command is internal but will
wipe out program memory.

SpDOS supports subdirectories, which are specified with a
'>'. SpDOS supports time and date, will write current time
and date to the directory structure. You need to set the
TIME and DATE when you boot up, or use a R-TIME8 cartridge
to automatically set time.

FTeDOS 3.2G will not work in emulators, you need X33A or
X33B for use in emulators.

Any binary load file in current path named with a .COM
extension will load and run by just typing the filename
with or without the .COM extension. Running .EXE or
.BAT files require specifying the extension. Note that
you have to put the period at the end of a file that
has no extension.

FTeDOS is compatible with DOS 2/2.5 MyDOS for reading,
writing, loading or erasing files on those DOSes. Do not
try to read/write/load/erase FTeDOS files from the DOS 2
style DOSes. SpDOS doesn't support MyDOS subdirectories
I think.

INTERNAL COMMANDS:

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Supports sub-dir paths and wildcards (* and ?).
DIRS- displays filenames in DOS 2.5 format.
?DIR- displays the current path.
CWD- change the current path to a sub-directory.
eg. CWD D3:GAMES
CWD D3:GAMES>ARCADE
CWD < (go up one directory)
note: the command line doesn't show the current
path. You have to use the external TREE command.
CREDIR - Creat a sub-directory
DELDIR - Delete an empty directory
Dx: - Set default drive. eg. D3:
CAR- leaves the command prompt and runs the cartridge.
The DOS command from BASIC will return to command
prompt.
BASIC ON, OFF- Turn internal BASIC on or off.
COPY - eg. COPY D1:*.* D3:GAMES>*.* Can be used to view
a file, but don't COPY to S:, copy to E: instead.
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be careful!
RENAME - rename a file. eg. RENAME PROG1.COM PROG2.COM
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UNPROTECT - unprotect a file.
LOCK - write protect a disk.
UNLOCK - unprotect a disk.
KEY ON, KEY OFF - turn keyboard buffer on, off. It is best to
turn KEY OFF for many binary load programs.
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must be in hex, eg. RUN E457 does a warm start. I think
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SAVE - Saves an area of memory to a file.
eg. SAVE D1:MYFILE A000 BFFF
VERIFY ON, OFF - turn write verify on or off.
BOOT - write boot sectors to boot the file specified.
usually used to make a bootable disk of SpDOS.
After you copy SpDOS to a disk, you must do the
BOOT command to make the DOS boot.
eg. BOOT D1:X32G.DOS.
TIME - set the time.
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EXTERNAL COMMANDS: Any executable program is an external
command. A few come on the SpDOS disk.

MDUMP - display area of memory in hex. eg. MDUMP A000.
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UNERASE - Will recover an ERASEd file if possible.
TREE - display directory tree.

AINIT - Format a disk, DOS 2/2.5. Be careful, it doesn't
ask you twice if you want to format the drive.
TDLINE - puts a time/date line at top of screen.
note: CTHTDL is a replacement TDLINE that
is Y2K correct.
RDBASIC - make RAMDISK XL/XE.
RD - make ramdisk. SpDOS can probably use any RAMDISK
program you use.
CHVOL - change volume name of a disk. eg CHVOL D1:NEWNAME
CHTD - change time/date stamp of a file. eg. CHTD
FILE.EXT sets the t/d stamp to present t/d.
SCOPY - sector copy from one drive to another. Will
abort if there is a sector error. SCOPY isn't
used much, Disk Communicator is used instead
(DCOMM32.COM.)
eg. SCOPY D1: D2:
SCOPY D1: D2:FILENAME.SCP
SCOPY D2:FILENAME.SCP D3:
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programs. SpDOS supports up
to 16 meg hard drives.
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run any external binary file. Just make the text
file with the correct syntax on each line.
STARTUP.BAT is searched for on the boot drive and
executed at boot time if found. You can run a batch
file from the command line by typing its name.
eg. KEY OFF
D1:RD.COM
COPY D3:*.* D8:
CTHTDL
CAR
Above will turn off the keyboard buffer, then establish
a RAMDISK, copy all files in the root directory of D3:
to D8:, turn on the CTHTDL time/date line, and run
the cartridge.

russg@en.com

7542. Re: Looking for WD1772 chip

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-28 15:00:03 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <a0i1dj$f3o$1@draco.stochastik.rwth-aachen.de>
Source record: 32215
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <a0dt8k$kg1h9$2@ID-15679.news.dfncis.de>,
Pete <pete@get.bent.spammers.wintermute.org.uk> wrote:
>
>Not even a custom chip....one bit on a PIA was used to drive the write
>circuit.
>
>Interesting piece of design work....

Definitely - except for the very cheap mechanical design and missing track-0
detector.

I don't have my schematics here, but
http://www.devili.iki.fi/Computers/Commodore/C1541/Service_Manual/Page_10.html
states:

UC2 is a VIA also. During a write operation the microprocessor passes the
data to be recorded to Port A of UC2. The data is then loaded into the PLA
parallel port (YB0-YB7). The PLA contains a shift register which converts
the parallel data into serial data. The PLA generates signals on pins 2, 3,
4, and 40 which control the write amplifier circuits on D-IN input on pin 24
of the PLA. The PLA shift register converts serial data into parallel data
that is latched at the parallel port (YB0-YB7). The register converts serial
data into parallel data that is latched at the parallel port (YB0-YB7). The
microprocessor reads the parallel data that is latched at the parallel port
(YB0-YB7). The microprocessor reads the parallel PLA output by reading Port
A of UC2 when BYTE READY on pin 39 goes "low."

I would guess that the 6502 would be too slow to bit-bang GCR-coded serial
data directly on a single VIA pin - and it would need the multiple rate on
reading to correctly recover the single bits, lacking an external PLL.

It seems there was an older version of the 1541 without the PLA, with
discrete logic instead - I never had one of these.

cu
Michael

7543. Re: BASIC Strip Poker

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-28 17:04:46 UTC
From: gozarcollins.hotmail@NoSpam.com
Message-ID: <uYKL8A+8AYeL092yn@NoSpam.com>
Source record: 32217

In article <c860ca33.0112210356.55e542bc@posting.google.com>,
lbaeza@usa.net (Luis Baeza) wrote:
>Hi. I wonder where can I get the BASIC version of Artworx's Strip Poker.
>I saw it once when I was a child: you could hit [BREAK] and get into
>the BASIC listing. I was interested in the image-displaying routines
>(So I could program an image loader and don't have to play the whole
>game to see those hot nude chicks :-D).

We just renamed the picture files on the disk so they would come up
naked... Took the fun out of the game though. :-)

--
Ryan 'Gozar' Collins

7544. Backing up 8-bit files from 1050 drive to a PC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-28 20:04:01 UTC
From: Mike Stepansky <design3d@2-scale.com>
Message-ID: <B8523A61.1B2A%design3d@2-scale.com>
Source record: 32218

To fellow Atarians,

My last visit to this Atari 8-bit newsgroup was back in March 7 2001.

I didn't have time to follow up with this guy who happen to live near Toledo, OH. I would like to order a special cable and software that allows me to connect a 1050 drive to a PC. Or maybe trade?

Question:

What is the best way to transfer all of the 8-bit games (or files) from 1050 floppy disks to Zip or CDR drive on a PC?

So that way, if something is lost on my 1050 floppy disk, I can always copy the file(s) from Zip or CDR disc back to the 1050 via serial cable.

I am just hoping that once I have them on CDR or Zip disk, then I can go always copy back to Atari floppy drive, in case of bad floppy disk.

Someone here in this atari newsgroup mentioned about a special software (?) specially made cable that can be hooked up from a PC serial port (?) to a 1050 drive port.

If you know a good atari 8-bit emulator for the PC, please share with your comments or solutions here.

Thanks,

Mike

--
3D Design Department
2-Scale Inc.
1049 S. McCord Road
Holland, Ohio 43528
Phone: 1-419-865-4006
Fax: 1-419-865-4888

7545. FA: Goonies, Telengard, Zone Ranger cart + much more *originals*

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-28 21:21:03 UTC
From: Satcom2 <svenhard@mindspring.com>
Message-ID: <a0iomvops1@slb4.atl.mindspring.net>
Source record: 32219

Rare 800 xl xe games up this week, I have a mint complete boxed Telengard, a Goonies with plastic case and instruction sheet, and more rare original cartridges than you can shake a stick at, Topper, Princess and Frog, Zone Ranger by Activision NEW in BOX, Star Trek cart with manual and overlay, Worm War I cart, and thats just the beginning, tons more rare 8-bit carts and some 7800,2600, and 5200 as well. 72 items in all this week, I am almost out of inventory and this will be my last auction with this much rare stuff so don't miss out! Thanks. -Satcom2

All auctions end Sunday night.

Here is the link for Telengard, please click the "view sellers other auctions" link while you are there to see my 71 other auctions, most of which are Atari 8-bit.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1312988533

7546. 800XL Xformer/Gemulator Joystick Question

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-28 22:29:44 UTC
From: Chris <mine_871@hotmail.com>
Message-ID: <a0llru$8ak$1@node21.cwnet.roc.gblx.net>
Source record: 32229

I am have tried using Gemulator and Xformer2000 with a few old games like Archon and Joust and can't get the joystick to work with any of the games. They work fine with the keyboard. I'm using a an old Microsoft Sidewinder joystick. I have joystick selected in the emulators, but no luck. The joystick works fine with other emulators for Nintendo and things like that. I'm running Windows XP. Any help would be greatly appreciated! Dying to play a good game of Archon!

7547. 8-Bit Emulators and Joystick

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-29 00:00:46 UTC
From: Chris <mine_871@hotmail.com>
Message-ID: <CFN372537922101157@news.globalcrossing.net>
Source record: 32220

I use Gemulator and Xformer2000 for playing a few old 800XL games like Joust and Archon and
cannot seem to be able to use a joystick. I clicked on the check box for joystick and restarted the emulator, but no luck. The games work fine with the keyboard. I am using Windows XP and a Microsoft Sidewinder joystick. The joystick works fine with other emulators that I use to play old Atari 2600 and Nintendo games. Any suggestions would be greatly appreciated!

7548. Re: 8-Bit Emulators and Joystick

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-29 01:15:07 UTC
From: Chris <mine_871@hotmail.com>
Message-ID: <CFN372538438371296@news.globalcrossing.net>
Source record: 32221

Solved my own problem. Downloaded Atari800Win from:
http://www.cris.com/~Twist/atari800win/

That solved my problem. Am able to use Joystick and it
works great!

On Fri, 28 Dec 2001 19:00:46 -0500 Chris <mine_871@hotmail.com> wrote:

> I use Gemulator and Xformer2000 for playing a few old 800XL games like Joust
> and Archon and
> cannot seem to be able to use a joystick. I clicked on the check box for
> joystick and restarted the emulator, but no luck. The games work fine with
> the keyboard. I am using Windows XP and a Microsoft Sidewinder joystick. The
> joystick works fine with other emulators that I use to play old Atari 2600 and
> Nintendo games. Any suggestions would be greatly appreciated!
>

7549. Re: 5.25" floppy disks available

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-29 01:43:11 UTC
From: "James M. Alexander" <james-m-alexander@rogers.com>
Message-ID: <3C2D1F5E.A2C2DD32@rogers.com>
Source record: 32222

Thats the problem I've heard of. luckily theres a couple of electronics surplus joints downtown (toronto near where I live) that typically have some. I also managed to locate 2 big boxes of the 5 1/4 inch disks in a garage sale a year and a half ago. At the rate I go through disks, they'll last me for most of this decade.

Roy G Biv wrote:

> The local store in the Arvey office supplies chain has put its
> supply of 5.25-inch floppy disks on closeout sale. Name brand
> boxes of 10 disks are going for $2, and Arvey's own packs of 25
> disks are going for $5. That works out to a price of 20 cents
> (U.S.) per disk.
>
> I'm posting this information because some posters in recent
> years have indicated they can't find 5.25-inch disks in their areas
> anymore. I realize some people may say that they'll wait until
> maybe there's a firesale somewhere, sometime, where the price may
> be lower than this -- but that's a bunch of "ifs" strung together,
> whereas this is for real. 20 cents per disk was about the lowest
> the regular price ever got for these floppies back in the days
> when there were "regular" prices for them. (In contrast, in the
> early '80s, when I first got an 8-bit, the price was one dollar
> per disk, and those weren't even double-sided!)

7550. Re: Backing up 8-bit files from 1050 drive to a PC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-29 04:54:09 UTC
From: Glenn Bruner <glenn.bruner@verizon.net>
Message-ID: <R%bX7.1329$NC3.785713@paloalto-snr1.gtei.net>
Source record: 32223

Mike,

Your best solution would be the 1050-to-PC interface and the program
Prosystem '98.

You can get info about APE (Atari Peripheral Emulator) and Prosystem '98 at:

http://www.atarimax.com/

And on this page you will find a link for the schematic for 1050-to-PC:

http://www.cswnet.com/~nkennedy/sio2pc.htm

Good luck with your archiving!

Glenn

"Mike Stepansky" <design3d@2-scale.com> wrote in message
news:B8523A61.1B2A%design3d@2-scale.com...
> To fellow Atarians,
>
> My last visit to this Atari 8-bit newsgroup was back in March 7 2001.
>
> I didn't have time to follow up with this guy who happen to live near
> Toledo, OH. I would like to order a special cable and software that
allows
> me to connect a 1050 drive to a PC. Or maybe trade?
>
> Question:
>
> What is the best way to transfer all of the 8-bit games (or files) from
1050
> floppy disks to Zip or CDR drive on a PC?
>
> So that way, if something is lost on my 1050 floppy disk, I can always
copy
> the file(s) from Zip or CDR disc back to the 1050 via serial cable.
>
> I am just hoping that once I have them on CDR or Zip disk, then I can go
> always copy back to Atari floppy drive, in case of bad floppy disk.
>
> Someone here in this atari newsgroup mentioned about a special software
(?)
> specially made cable that can be hooked up from a PC serial port (?) to a
> 1050 drive port.
>
> If you know a good atari 8-bit emulator for the PC, please share with your

> comments or solutions here.
>
> Thanks,
>
> Mike
>
>
> --
> 3D Design Department
> 2-Scale Inc.
> 1049 S. McCord Road
> Holland, Ohio 43528
> Phone: 1-419-865-4006
> Fax: 1-419-865-4888
>
>
>
>

7551. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-29 17:08:30 UTC
From: mathu@indigo.ie
Message-ID: <ffaf2fa5.0112290908.7a698ac2@posting.google.com>
Source record: 32224

Andre <Chrodegang@t-online.de> wrote in message news:<3C2C48A5.885DCA16@t-online.de>...
> > Where can I find these demo's?,I have looked at a few sites but cannot
> > find them?.
> > If you could post the site address please!!!
>
> http://www-user.tu-chemnitz.de/~sgl/atari/
>
> There you can find nearly all (old demos too).
>
> Andre

Thanks one and all for your help,I am now enjoying alot of new demo's
on my real Atari using sio2pc.....

David.

7552. It has begun.. ATR Conversion.

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-29 17:11:46 UTC
From: Frank Rachel <frank-rachel@home.com>
Message-ID: <mPmX7.303646$ez.43107949@news1.rdc1.nj.home.com>
Source record: 32225

I finally started converting all my Atari 8-bit disks (about 600 of em, both sides) to ATR/PRO format today. Obviously, this is going to take some time, but I'd like to see if anyone is interested in helping me out, mainly by testing the images and cataloging what is on them.

When finished, I'd like to know what each image contains, whether it works (and with which emulator/os/etc), and any emulator options that may need to be set.

Also, some of the stuff is copy-protected, thus requiring APE to use the .PRO images from a real atari if anyone wants to test that too..

If anyone is interested in helping, let me know!

-Frank Rachel

7553. Re: Backing up 8-bit files from 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-29 20:40:18 UTC
From: ebaiz@skyenet.net
Message-ID: <SSpX7.1684$g%3.137187@newsfeed.slurp.net>
Source record: 32226

On 28 Dec 2001 15:04:01 , Mike Stepansky wrote:
>To fellow Atarians,
>
>My last visit to this Atari 8-bit newsgroup was back in March 7 2001.
>
>I didn't have time to follow up with this guy who happen to live near
>Toledo, OH. I would like to order a special cable and software that allows
>me to connect a 1050 drive to a PC. Or maybe trade?
>
>Question:
>
>What is the best way to transfer all of the 8-bit games (or files) from 1050
>floppy disks to Zip or CDR drive on a PC?

For the PC I would go with a SIO2PC cable and APE.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

7554. Re: It has begun.. ATR Conversion.

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-29 20:40:20 UTC
From: ebaiz@skyenet.net
Message-ID: <USpX7.1685$g%3.137149@newsfeed.slurp.net>
Source record: 32227

On 29 Dec 2001 17:11:46 , "Frank Rachel" wrote:
>I finally started converting all my Atari 8-bit disks (about 600 of em, both
>sides) to ATR/PRO format today. Obviously, this is going to take some time,
>but I'd like to see if anyone is interested in helping me out, mainly by
>testing the images and cataloging what is on them.
>
>When finished, I'd like to know what each image contains, whether it works
>(and with which emulator/os/etc), and any emulator options that may need to
>be set.
>
>Also, some of the stuff is copy-protected, thus requiring APE to use the
>..PRO images from a real atari if anyone wants to test that too..
>
>If anyone is interested in helping, let me know!

I can possibly help you out alittle. I use the ATR images and convert
them to DI images so I can them with my Atari Hades and a 130XE. You
may want to check the www and see if any of your disks are already in
ATR format. Do you have mostly games, if so you may want to go to the
URL address below and check out the mega ATR and DI images.

http://homepages.paradise.net.nz/atari/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

7555. Re: It has begun.. ATR Conversion.

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-29 22:23:31 UTC
From: daclmi@netscape.net
Message-ID: <3c2e414b.400502@news.CIS.DFN.DE>
Source record: 32228

On Sat, 29 Dec 2001 17:11:46 GMT, "Frank Rachel"
<frank-rachel@home.com> wrote:

>I finally started converting all my Atari 8-bit disks (about 600 of em, both
>sides) to ATR/PRO format today. Obviously, this is going to take some time,
>but I'd like to see if anyone is interested in helping me out, mainly by
>testing the images and cataloging what is on them.

Alright! Go go go! Are you naming them DISK001.ATR, DISK002.ATR,
DISK003.ATR and so on?

>When finished, I'd like to know what each image contains, whether it works
>(and with which emulator/os/etc), and any emulator options that may need to
>be set.

>Also, some of the stuff is copy-protected, thus requiring APE to use the
>.PRO images from a real atari if anyone wants to test that too..

>If anyone is interested in helping, let me know!

If you want to send me 10 images, okay 20, I will test them in XL-it
and Atari800 Win. Don't have my real live Atari 800 here...

7556. Re: It has begun.. ATR Conversion.

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-29 23:55:06 UTC
From: Roy E <rdean@fix.net>
Message-ID: <3c2f0ed5_1@news.eug.continet.com>
Source record: 32175

If these can be sent to the list server I would be willing to help catalogue
them also.
I have an 800, 800xl, and a 130xe with several disk drives available.
RoyE

"Daniel Miller" <daclmi@netscape.net> wrote in message
news:3c2e414b.400502@news.CIS.DFN.DE...
> On Sat, 29 Dec 2001 17:11:46 GMT, "Frank Rachel"
> <frank-rachel@home.com> wrote:
>
> >I finally started converting all my Atari 8-bit disks (about 600 of em,
both
> >sides) to ATR/PRO format today. Obviously, this is going to take some
time,
> >but I'd like to see if anyone is interested in helping me out, mainly by
> >testing the images and cataloging what is on them.
>
> Alright! Go go go! Are you naming them DISK001.ATR, DISK002.ATR,
> DISK003.ATR and so on?
>
> >When finished, I'd like to know what each image contains, whether it
works
> >(and with which emulator/os/etc), and any emulator options that may need
to
> >be set.
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> >Also, some of the stuff is copy-protected, thus requiring APE to use the
> >.PRO images from a real atari if anyone wants to test that too..
>
> >If anyone is interested in helping, let me know!
>
> If you want to send me 10 images, okay 20, I will test them in XL-it
> and Atari800 Win. Don't have my real live Atari 800 here...

7557. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-30 00:13:47 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <%_sX7.216591$Ga5.38977720@typhoon.tampabay.rr.com>
Source record: 32230

How do you run the Timekeeper Demo?
I boot the disk and I just get dos with lots of files, I do see a w.bat file
but what do I type to run it?

Thanks

"Daniel Ko&#65533;mi&#65533;ski" <dely@scene.pl> wrote in message
news:a0f3mn$so1$1@news.tpi.pl...
> > I have seen a lot of demo's on the 800xl, but which is the best
> > one??.What do you think?
>
> 1. Sheol
> 2. Asskicker
> 3. Khaiet
> 4. Timekeeper
>
> dely
>
>
>

7558. Re: Which 8-bit Atari to get?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-30 02:32:57 UTC
From: stonic <scottith@ptd.net>
Message-ID: <t1vX7.3334$F01.156242@nnrp1.ptd.net>
Source record: 32231

> The original 800 still wins with regard to cool points. =)

Still the BEST keyboard I've ever used (of any system)

7559. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-30 03:44:20 UTC
From: Video61@webtv.net
Message-ID: <9113-3C2E8D94-98@storefull-173.iap.bryant.webtv.net>
Source record: 32232

hi,
back to life, and drunk tank, they are the best that i have seen.
happy new years also to all,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

7560. Re: Action, Mac/65 Toolkits

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-30 04:27:26 UTC
From: ronfucci@bellsouth.net
Message-ID: <42952602.0112292027.4ec50fba@posting.google.com>
Source record: 32233

Ron,

did you ever find these in your inheritance ? tks

ron

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<08SQ7.42660$WC1.4212723@newsread2.prod.itd.earthlink.net>...
> I just inherited a large box of old A8 hardware and software and believe at
> least one of those might be in the mix. Will see what I can do...
>
> --
> -Ron
>
> Experience is something you don't get until just after you need it.
> http://www.atariland.com/members/oldatarian
>
> <ronfucci@bellsouth.net> wrote in message
> news:3c0ecd73.12215546@news.atl.bellsouth.net...
> > Does anyone have a copy as an .ATR to share ? I have the Version 1.00
> > Mac/65 Toolkit Manual I could scan, but do not have the disks. tks

7561. Re: It has begun.. ATR Conversion.

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-30 05:45:50 UTC
From: Frank Rachel <frank-rachel@home.com>
Message-ID: <iSxX7.303868$ez.43321463@news1.rdc1.nj.home.com>
Source record: 32234

I'm pretty much naming them like that. Most of the disks (80%) have numbers written on the label, so I'm naming them correspondingly (414_1.atr, 414_2.atr for disk 414 side 1 and 2, etc.).

I'm gonna set up a web site in the next couple of days with the images, and then some forms to input the data (contents, works?, tested w/which emulators, etc) so anyone who wants to help can. I'll post the details as soon as its ready..

"Daniel Miller" <daclmi@netscape.net> wrote in message news:3c2e414b.400502@news.CIS.DFN.DE...
> On Sat, 29 Dec 2001 17:11:46 GMT, "Frank Rachel"
> <frank-rachel@home.com> wrote:
>
> >I finally started converting all my Atari 8-bit disks (about 600 of em, both
> >sides) to ATR/PRO format today. Obviously, this is going to take some time,
> >but I'd like to see if anyone is interested in helping me out, mainly by
> >testing the images and cataloging what is on them.
>
> Alright! Go go go! Are you naming them DISK001.ATR, DISK002.ATR,
> DISK003.ATR and so on?
>
> >When finished, I'd like to know what each image contains, whether it works
> >(and with which emulator/os/etc), and any emulator options that may need to
> >be set.
>
> >Also, some of the stuff is copy-protected, thus requiring APE to use the
> >.PRO images from a real atari if anyone wants to test that too..
>
> >If anyone is interested in helping, let me know!
>
> If you want to send me 10 images, okay 20, I will test them in XL-it
> and Atari800 Win. Don't have my real live Atari 800 here...

7562. FA : ATARI 2600 PAL games & ATARI XE cart games

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-30 05:56:23 UTC
From: lord-chaos@t-online.de
Message-ID: <8209624b.0112292156.18f868b0@posting.google.com>
Source record: 32235

I have many ATARI 2600 PAL games and some ATARI XE carts on ebay ,

http://cgi6.ebay.de/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=lord-chaos&completed=0&sort=0&since=-1

(this is ebay.de , but Iï¿½ll ship worldwide)

LC

7563. Wanted: original Quasimodo or Alley Cat, trade/cash offer! (disk versions)

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-30 06:20:56 UTC
From: Satcom2 <svenhard@mindspring.com>
Message-ID: <a0mcgn$1qh$1@slb6.atl.mindspring.net>
Source record: 32236

I am looking over my collection and it is almost complete. I have about every Atari 8-bit game that I ever liked playing, except for these two. I also have some incredibly rare shrinkwrapped new stuff in my collection, so I could make a trade perhaps.

Here's what I would offer for Alley Cat and Quasimodo, both boxed (disk versions only):

$100 cash for both OR

Trade for any 2 of the following Atari 800 xl xe games:

Crystal Castles cartridge game shrinkwrapped
Airball cartridge game shrinkwrapped
Mountain King cartridge shrinkwrapped
Telengard 1985 printing new shrinkwrapped
BC's Quest for Tires cartridge used good condition

I would settle for original disks with manuals also if you have no boxes, but offer $75 for both. Must be in working condition. E-mail me if you think you can make a deal with me, even if you only have one of these games. -Satcom2

7564. FSII cracked!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-30 10:13:01 UTC
From: jerry_glenwright@hotmail.com
Message-ID: <2be33b6b.0112300213.2c9d7ef@posting.google.com>
Source record: 32237

Okay, here goes the flame invite!

For a long time I've been trying to figure out the copy protection built into Flight Simulator II (not every waking minute mind you -- I'm not that crazy, but you get the idea?). I *love* FSII and have bought many versions over the years for Atari 8bit, ST, Mac and PC as well as scenery.

Why did I want to crack the program? Three reasons: because I wanted to make working backups of my precious 8bit disks, because (and this is the most important reason) I wanted to use FSII with Atari800Win and other emulators and because I wanted to boot FSII from my 8bit hard drive.

The protected FSII allows only approximately 40 seconds of flight before blanking the screen and disabling the keyboard.

But now I've located the code that does the dirty work! Here's how to unprotect your FSII...

Make a backup copy with a sector copier (but ignoring bad sectors). Use a sector editor (I use Diskmaster) to locate sectors 206 and 207 and NOP (that is insert hex value 1A in place of) the following bytes: 78, A9, 00, 8D and 0E at the end of sector 206 and D4, 20, 82, 1B, 4C, 75 and 40 at the start of sector 207.

Write these sectors back to your copy disk. Now boot the game and enjoy as many hours as you like of flying! The method works equally well for disk images.

Please notice that I haven't posted a cracked copy of the program anywhere. All I'm doing is telling you how to break potection of your *own* copy (though I don't suppose Bruce Artwick and co. could care less whether we post 8bit versions of FSII or not! He'd probably just be happy that we still wanted to use it...)

I may write a little patch that locates the bytes and changes them automatically. If I do, I'll post it to the binaries group.

Happy flying!
Jerry

7565. Re: It has begun.. ATR Conversion.

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-30 11:36:13 UTC
From: daclmi@netscape.net
Message-ID: <3c2efbdd.1668984@news.CIS.DFN.DE>
Source record: 32238

On Sun, 30 Dec 2001 05:45:50 GMT, "Frank Rachel"
<frank-rachel@home.com> wrote:

>I'm pretty much naming them like that. Most of the disks (80%) have numbers
>written on the label, so I'm naming them correspondingly (414_1.atr,
>414_2.atr for disk 414 side 1 and 2, etc.).

Umm, the underline mark is not recognized by some DOS's. Could cause
problems.

7566. Re: It has begun.. ATR Conversion.

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-30 12:13:52 UTC
From: Paul Irvine <mclane.dellosDELETE-THIS@btinternet.com>
Message-ID: <0trt2uko4p02o28ip6765ki8crlb2sa9th@4ax.com>
Source record: 32239

On Sun, 30 Dec 2001 05:45:50 GMT, "Frank Rachel"
<frank-rachel@home.com> wrote:

>I'm pretty much naming them like that. Most of the disks (80%) have numbers
>written on the label, so I'm naming them correspondingly (414_1.atr,
>414_2.atr for disk 414 side 1 and 2, etc.).
>
>I'm gonna set up a web site in the next couple of days with the images, and
>then some forms to input the data (contents, works?, tested w/which
>emulators, etc) so anyone who wants to help can. I'll post the details as
>soon as its ready..

Well done Frank..

I shall be looking at these hoping for a few rarities :-)

7567. Re: It has begun.. ATR Conversion.

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-30 13:07:34 UTC
From: Frank Rachel <frank-rachel@home.com>
Message-ID: <qkEX7.304507$ez.43389506@news1.rdc1.nj.home.com>
Source record: 32240

I can easily rename, but just curious, what DOS's wouldn't recognize the
"_". The ATR's are used by emulators, which typically exist for modern
OS's.. One of the platforms that the emulator is written for doesn't support
"_"'s?

"Daniel Miller" <daclmi@netscape.net> wrote in message
news:3c2efbdd.1668984@news.CIS.DFN.DE...
> On Sun, 30 Dec 2001 05:45:50 GMT, "Frank Rachel"
> <frank-rachel@home.com> wrote:
>
> >I'm pretty much naming them like that. Most of the disks (80%) have
numbers
> >written on the label, so I'm naming them correspondingly (414_1.atr,
> >414_2.atr for disk 414 side 1 and 2, etc.).
>
> Umm, the underline mark is not recognized by some DOS's. Could cause
> problems.

7568. Re: It has begun.. ATR Conversion.

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-30 14:41:42 UTC
From: daclmi@netscape.net
Message-ID: <3c2f279c.6305173@news.CIS.DFN.DE>
Source record: 32241

On Sun, 30 Dec 2001 13:07:34 GMT, in comp.sys.atari.8bit you wrote:

>I can easily rename, but just curious, what DOS's wouldn't recognize the
>"_". The ATR's are used by emulators, which typically exist for modern
>OS's.. One of the platforms that the emulator is written for doesn't support
>"_"'s?

I think more than one DOS has trouble with it, at least with respect
to file-names. Not so sure about disk-names. IIRC Bewe DOS will not
handle file-names with underline marks.

I don't have my actual Atari 800 here. Is there a way to type the
underline character on an actual Atari?

7569. It's done (so far)

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-30 15:02:50 UTC
From: Oliver Jaksch <ojaksch@com-in.de>
Message-ID: <a0na88$a98$05$1@news.t-online.com>
Source record: 32242

Well, just uploaded some utils (see posting 12/01/01).

Feel free to use them from
http://www.comin-datentechnik.de/atari.htm

More utils are in progress...
If you got utils I don't have, please send them to me for publishing.

Farewell...
Oliver

!!! HAPPY NEW YEAR TO ALL GUYS HERE !!!

7570. Re: FSII cracked!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-30 15:44:27 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c2f365a$0$37107$1dc6e903@news.corecomm.net>
Source record: 32243

```
Uhm. $1A isn't a regular op code. NOP is $EA.
I don't know what 1A does.
Russg
```

7571. Re: It has begun.. ATR Conversion.

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-30 17:20:23 UTC
From: Frank Rachel <frank-rachel@home.com>
Message-ID: <r1IX7.304973$ez.43476483@news1.rdc1.nj.home.com>
Source record: 32244

Are you referring to Atari DOS's? If so I don't think it matters because the images get loaded by the atari emulator (or by ape if you're going that route).

"Daniel Miller" <daclmi@netscape.net> wrote in message news:3c2f279c.6305173@news.CIS.DFN.DE...
> On Sun, 30 Dec 2001 13:07:34 GMT, in comp.sys.atari.8bit you wrote:
>
> >I can easily rename, but just curious, what DOS's wouldn't recognize the
> >"_". The ATR's are used by emulators, which typically exist for modern
> >OS's.. One of the platforms that the emulator is written for doesn't support
> >"_"'s?
>
> I think more than one DOS has trouble with it, at least with respect
> to file-names. Not so sure about disk-names. IIRC Bewe DOS will not
> handle file-names with underline marks.
>
> I don't have my actual Atari 800 here. Is there a way to type the
> underline character on an actual Atari?

7572. Re: FSII cracked!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-30 17:29:23 UTC
From: Paul Irvine <mclane.dellosDELETE-THIS@btinternet.com>
Message-ID: <pmju2us22fdghc9h2lkq3p6ee6reo0rn7n@4ax.com>
Source record: 32245

On Sun, 30 Dec 2001 10:44:27 -0500, "Russ Gilbert" <russg@en.com>
wrote:

>Uhm. $1A isn't a regular op code. NOP is $EA.
>I don't know what 1A does.
>Russg
>
Same...Still a NOP

7573. Re: FSII cracked!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-30 21:11:15 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <TpLX7.222917$Ga5.40716587@typhoon.tampabay.rr.com>
Source record: 32246

Good work and thank you, I allways wanted to run FS2 from my 8bit hard drive or even the MIO ramdisk.

Thanks

"Jerry" <jerry_glenwright@hotmail.com> wrote in message news:2be33b6b.0112300213.2c9d7ef@posting.google.com...
> Okay, here goes the flame invite!
>
> For a long time I've been trying to figure out the copy protection
> built into Flight Simulator II (not every waking minute mind you --
> I'm not that crazy, but you get the idea?). I *love* FSII and have
> bought many versions over the years for Atari 8bit, ST, Mac and PC as
> well as scenery.
>
> Why did I want to crack the program? Three reasons: because I wanted
> to make working backups of my precious 8bit disks, because (and this
> is the most important reason) I wanted to use FSII with Atari800Win
> and other emulators and because I wanted to boot FSII from my 8bit
> hard drive.
>
> The protected FSII allows only approximately 40 seconds of flight
> before blanking the screen and disabling the keyboard.
>
> But now I've located the code that does the dirty work! Here's how to
> unprotect your FSII...
>
> Make a backup copy with a sector copier (but ignoring bad sectors).
> Use a sector editor (I use Diskmaster) to locate sectors 206 and 207
> and NOP (that is insert hex value 1A in place of) the following bytes:
> 78, A9, 00, 8D and 0E at the end of sector 206 and D4, 20, 82, 1B, 4C,
> 75 and 40 at the start of sector 207.
>
> Write these sectors back to your copy disk. Now boot the game and
> enjoy as many hours as you like of flying! The method works equally
> well for disk images.
>
> Please notice that I haven't posted a cracked copy of the program
> anywhere. All I'm doing is telling you how to break potection of your
> *own* copy (though I don't suppose Bruce Artwick and co. could care
> less whether we post 8bit versions of FSII or not! He'd probably just
> be happy that we still wanted to use it...)
>
> I may write a little patch that locates the bytes and changes them
> automatically. If I do, I'll post it to the binaries group.

>
> Happy flying!
> Jerry
>

7574. Re: Improved Audio on my Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-30 21:34:42 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <SLLX7.223005$Ga5.40751721@typhoon.tampabay.rr.com>
Source record: 32247

Kool, Stereo patch for World of Wonders demo, I need that.. wow demos sounds great in mono and would love to demo it in stereo. The Pokey Gumby stereo upgrade was blessed with easy to install docs, the Covox is another story and not the everydays Atari user can build one. Maybe someone can do a better doc for the Covox in fashion to the great docs from the Pokey Gumby upgrade. Oh lets not also forget that Zybex and Draconus was released with stereo patch a few years ago, I have them if you need them email me. I herd a member from Taquart did a SID upgrade but I never seen the docs to build one so if anyone has it please send it email.

Thanks

"Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message news:3C07CE74.EF3FF053@mail.uni-mainz.de...
> Well,
> the Pokey upgrade (called stereo enhancement, second pokey or simply
> Gumby) is described in several magazine articles. I had them on a
> medium/dual/enhanced ATR image, before my harddisk crashed (3 weeks
> ago). If I can recover this ATR, I will write a notice, so you can get
> it via e-mail. In the early nineties there were not so many programs
> avaiable for this upgrade. so I collected everything which supported
> stereo mode (stereo AMS players, stereo softsynth + world of wonders
> patch, stereo demos, stereo sounds, etc.) and put them on the disk with
> the articles. Around 1995 almost every new (polish/czech/slovak) demo
> had stereo sound, there were simply to many for me to collect them all.
> but you can find most of these demos online right now (visit Dely on his
> server Atari Area, there you will find all the newer stuff, the URL:
> http://atari-area.prv.pl or so...).
> And there is a fine player called Mega-Player (or just MP) version 1.6
> and 2.0 by MacGyver which plays many polish sound formats, like CMC,
> MPT, TMC and others in stereo or simulated stereo (if you have the
> second pokey/gumby)...
>
> The covox is another story, it supports 8-bit digitized sample playback
> on your atari (normally pokey has only 4-bit digi playback, I believe).
> meaning, it is only useful for digitized samples, like WAV, MOD and some
> other digi sample formats (normally atari sample hardware/software
> sampled with 2-bit or 4bit, like Parrot, 2-Bit replay, sound`n sampler,
> ANG/mirage alphasys sampler, etc.).
> I am not sure who made the upgrade, maybe tight, maybe Taquart or
> another former polish demo group that does not exist anymore. I once
> found the schematics on the net and sent them to ABBUC, but they never
> released it. nowadays I do not have these simple ASCII schematics
> anymore, nor do I know where to find them...
> (But there were a few programs like Madteams MOD-player Inertia, which

> supported the Covox mod.) maybe you are lucky with xl-search or search
> engines like google and such... greetings, Andreas.
>
>
>
>
> David A Paterson schrieb:
> >
> > There was a company in Germany I believe selling a plug-in module
already
> > set up with the second POKEY. The generic name for this upgrade was
> > "GUMBY". I believe Chuck Steinman was the originator, though I'm
willing
> > to be proven wrong.
> >
> > David P.
> >
> > mygranny@swbell.net (Mo) wrote in
> > <qxjN7.544$Xj2.301268109@newssvr11.news.prodigy.com>:
> >
> > >Somewhere in my files is an upgrade that involves adding a second POKEY
> > >for stereo sound and I think Taquart actually did a few demos
> > >utilitizing it. If I find it I'll post back.
> > >Mo
> > >
> > >Dana Eckel wrote in message ...
> > >>I have read about several upgrades to change the quality or features
to
> > >>Atari's Audio. I read that these exist, but nothing on how to do it.
> > >>
> > >>#1 Atari Super Audio Modification. What does this do? Where are the
> > >>plans? #2 Internal Covox Expansion. It works with 8 bit samples, are
> > >>there plans around for this?
> > >>#3 Atari Bypass upgrade by Ben Poehland. Don't know a thing about it.
> > >>Any iinfo?
> > >>
> > >>Thanks all!
> > >>Lets keep Atari Alive!
>

7575. Re: FSII cracked!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-30 22:16:55 UTC
From: jerry_glenwright@hotmail.com
Message-ID: <2be33b6b.0112301416.3a04a3a4@posting.google.com>
Source record: 32248

> >Uhm. $1A isn't a regular op code. NOP is $EA.

Whoops! No wonder it's taken me so long to crack the program!! Sorry,
meant, of course, $EA
Jerry

7576. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-31 00:36:36 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <oqOX7.224665$Ga5.41031788@typhoon.tampabay.rr.com>
Source record: 32249

Ok its Hard to pick best Atari 8bit demo but here go's

1...Shake (APC)
2...The Top 1 (WFMH)
3...The Top 3 (WFMH)
4...Drunk Chessboard (FOX)
5...Sweet Illusions (Shadows)
6...Joyride (HARD)
7...Bobsland (Cobra)
8...Sheol (BB)
9...More! (BB)
10...Drunk Tank (QModos)
11...X-Demo (Madteam)
12...Trip6 (Shadows)
13...AssKicker (?)
14...Hale93 (abbuc)
15...ZERO (NG) awesome music!

All the above demo RULE on Little Atari in Music and Graphics fx.s. I cant wait to see what comming next from Madteam/Aids/Qmodos/BB and others. Its been awhile since anything new was releaded.

"Lance Ringquist" <Video61@webtv.net> wrote in message news:9113-3C2E8D94-98@storefull-173.iap.bryant.webtv.net...
> hi,
> back to life, and drunk tank, they are the best that i have seen.
> happy new years also to all,
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com
>
>

7577. Re: Atari800Win PLus 3.0Beta

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-31 00:42:07 UTC
From: Itay Chamiel <itaycspam@cs.huji.ac.il>
Message-ID: <a0oc68$fs9$1@news.huji.ac.il>
Source record: 32250

I have a little feature-request / bug list.. To whom do I send it to? The only person in the A8WP help file who is named "developer" is Tomasz Szymankowski and his email bounces.

Thanks,

-itay
--
Itay Chamiel
http://www.cs.huji.ac.il/~itayc

"Daniel Ko&#65533;mi&#65533;ski" <dely@scene.pl> wrote in message
news:a00f4ecni1@news.tpi.pl...
> ... is out :) check www.atari.pl
>
> dely
>
> ps. Merry Christmas to all Atarians :]
>

7578. Re: It has begun.. ATR Conversion.

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-31 01:51:44 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <zoPX7.6184$Li.319331@news02.tsnz.net>
Source record: 32251

This is true, you can call your images ANYTHING you like, as long as the emulator in question supports it, and SIO2PC/APE can fall back to the 8.3 filename if need be.

As the emulator/OS is handling this, Atari DOS doesnt even know it's filename. Just that it's a Disk in a Drive :-)

I'm certainly looking forward to helping out...

Cheers

Aaron

> Are you referring to Atari DOS's? If so I don't think it matters because the
> images get loaded by the atari emulator (or by ape if you're going that
> route).

7579. MBOOTxxx.ATR Disk Images - Happy New Year!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-31 02:09:36 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <iFPX7.6185$Li.319614@news02.tsnz.net>
Source record: 32252

Hey Guys, well 2002 is but 9 hours away (In New Zealand anyways!), Who would've thought back in the late 70's, early 80's that in 20 years, there would still be a strong following of Atari 8bitter's!! I'm glad to be one of them!

I always wonder what would've happened, had the IBM PC not taken off as well as it did. Maybe we would all have the Atari 2001 Equivalent on our desks at work. :-) (Obviously with Atari's marketing, this probably would'nt have happened even if the PC failed) :-(

Anyway, I have a request...Back in 1999 I think, Someone sent me a bunch of Disks named MBOOT001.ATR, MBOOT002.ATR etc (Sorry I've forgotten your name, and my mail archives are just that...archived!). But as there were so many of them, I only grabbed a few that had stuff i didnt have. Well, I would greatly appreciate if anyone still has these images (original person or not), if I could grab the rest of the ones remaining.

They are just Multiboot Menu ATR's with many games per disk.

If you have them, please drop me a line holmesatari@hotmail.com or atariNOSPAM@paradise.net.nz (remove NOSPAM), and I'll send a list of the ones I need. If you can help out with them all, I am very willing to help you out with any games/disks you need. And could send you a CDROM of 1000's of disk images if you need it.

Thanks in advanced.

Now Everyone have a Great New Years!! And go easy on the drinking!! ;-) We want you all back safely next year!

Regards

Aaron (aka.Holmes)
New Zealand

7580. Free Atari 8-bit HW in Seattle

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-31 04:09:59 UTC
From: megarat@yahoo.com
Message-ID: <6fa61d46.0112302009.7f91c121@posting.google.com>
Source record: 32253

Hi all,

Is there anyone in/around Seattle who's interested in some free Atari hardware?

A while back, I received up a motherlode of Atari 8-bit hardware from an enthusiast of old. I've picked out the bits and pieces I'm personally interested in keeping, which leaves me with about six cubic feet and maybe forty pounds of hardware left over.

I can't say there's anything really remarkable to be found, but there is: a (dusty) Atari 800 with all RAM/ROM cards, a cleaned-up Atari 850, a few power supplies, a pair of 410 program recorders, an old dot-matrix printer (C. Itoh Electronics, Model 8510A), a nifty vintage modem by Microbits Peripheral Products, lots of joystick, paddle, and keypad controllers, a numeric keypad ... and perhaps a few other things I can't recall right now. To my knowledge, everything works fine.

If you want it, it's yours. Come and pick it up, it's in a box, ready to go. Heck, if you live nearby (close to north Seattle), I might even be persuaded to deliver it. There's only one catch: please take everything; no cherry-picking, all or nothing. Ideally, I would like to see this stuff end up in a good home, but I guess I can't be choosy.

If you're interested, drop me a note at megarat at yahoo dot com.

(If I can't get any locals to take this off my hands, I might be willing to ship it elsewhere for the cost of shipping. That is, if there's a demand. I'm not sure how many people are actively interested in this cool old stuff anymore.)

Thanks,
cam

7581. Re: FSII cracked!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-31 06:24:53 UTC
From: machf <no_me_j.j_t_kirk@geocities.com>
Message-ID: <v2103usmjn3lg298ak576jdcl2cu1r2srh@4ax.com>
Source record: 32278

Too late... I gave my FSII disks to my cousin since I couldn't run it on my XF551... FSII, Scenery Disk, manuals, everything. I wonder if he still has them...
BTW, would that also allow it to run on an XF551?

On 30 Dec 2001 02:13:01 -0800, jerry_glenwright@hotmail.com (Jerry) wrote:

>Okay, here goes the flame invite!
>
>For a long time I've been trying to figure out the copy protection
>built into Flight Simulator II (not every waking minute mind you --
>I'm not that crazy, but you get the idea?). I *love* FSII and have
>bought many versions over the years for Atari 8bit, ST, Mac and PC as
>well as scenery.
>
>Why did I want to crack the program? Three reasons: because I wanted
>to make working backups of my precious 8bit disks, because (and this
>is the most important reason) I wanted to use FSII with Atari800Win
>and other emulators and because I wanted to boot FSII from my 8bit
>hard drive.
>
>The protected FSII allows only approximately 40 seconds of flight
>before blanking the screen and disabling the keyboard.
>
>But now I've located the code that does the dirty work! Here's how to
>unprotect your FSII...
>
>Make a backup copy with a sector copier (but ignoring bad sectors).
>Use a sector editor (I use Diskmaster) to locate sectors 206 and 207
>and NOP (that is insert hex value 1A in place of) the following bytes:
>78, A9, 00, 8D and 0E at the end of sector 206 and D4, 20, 82, 1B, 4C,
>75 and 40 at the start of sector 207.
>
>Write these sectors back to your copy disk. Now boot the game and
>enjoy as many hours as you like of flying! The method works equally
>well for disk images.
>
>Please notice that I haven't posted a cracked copy of the program
>anywhere. All I'm doing is telling you how to break potection of your
>*own* copy (though I don't suppose Bruce Artwick and co. could care
>less whether we post 8bit versions of FSII or not! He'd probably just
>be happy that we still wanted to use it...)
>
>I may write a little patch that locates the bytes and changes them
>automatically. If I do, I'll post it to the binaries group.

>
>Happy flying!
>Jerry

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

7582. 1050 Repairs

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-31 08:21:25 UTC
From: Linda Naysmith <linda.naysmith@blueyonder.co.uk>
Message-ID: <9eVX7.2481$aR3.265386@news1.cableinet.net>
Source record: 32254

Can anyone give advice on how to repair a 1050 disk drive. When powered up the power LED lights up at the front but there is no life in the drive mechanism. Any ideas?

L..

7583. Re: Atari800Win PLus 3.0Beta

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-31 10:35:17 UTC
From: Paul Irvine <mclane.dellosDELETE-THIS@btinternet.com>
Message-ID: <dqf03us51qv62qaa8ghg4jklpml8tj1g4r@4ax.com>
Source record: 32255

On Mon, 31 Dec 2001 02:42:07 +0200, "Itay Chamiel"
<itaycspam@cs.huji.ac.il> wrote:

>I have a little feature-request / bug list.. To whom do I send it to? The
>only person in the A8WP help file who is named "developer" is Tomasz
>Szymankowski and his email bounces.
>
>Thanks,
>
>-itay

Pop it to me and I'll try and pass it on..

7584. Re: MBOOTxxx.ATR Disk Images - Happy New Year!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-31 10:37:17 UTC
From: Paul Irvine <mclane.dellosDELETE-THIS@btinternet.com>
Message-ID: <rsf03us2ttss7q59630vr1577c16fjb9br@4ax.com>
Source record: 32256

On Mon, 31 Dec 2001 15:09:36 +1300, "Aaron Wheeler"
<holmesatari@hotmail.com> wrote:

>Anyway, I have a request...Back in 1999 I think, Someone sent me a bunch of
>Disks named MBOOT001.ATR, MBOOT002.ATR etc (Sorry I've forgotten your name,
>and my mail archives are just that...archived!). But as there were so many
>of them, I only grabbed a few that had stuff i didnt have. Well, I would
>greatly appreciate if anyone still has these images (original person or
>not), if I could grab the rest of the ones remaining.
>
Was me I think Aaron...Yes, I think I sent a list and you picked some?

>They are just Multiboot Menu ATR's with many games per disk.
>
>If you have them, please drop me a line holmesatari@hotmail.com or
>atariNOSPAM@paradise.net.nz (remove NOSPAM), and I'll send a list of the
>ones I need. If you can help out with them all, I am very willing to help
>you out with any games/disks you need. And could send you a CDROM of 1000's
>of disk images if you need it.
>
>Thanks in advanced.
>
>Now Everyone have a Great New Years!! And go easy on the drinking!! ;-) We
>want you all back safely next year!
>
>Regards
>
>Aaron (aka.Holmes)
>New Zealand
>
>

7585. Re: MBOOTxxx.ATR Disk Images - Happy New Year!!

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-31 10:43:32 UTC
From: Paul Irvine <mclane.dellosDELETE-THIS@btinternet.com>
Message-ID: <s8g03uck3sk7rgs8hhvslbf0r6hbk73vjp@4ax.com>
Source record: 32257

On Mon, 31 Dec 2001 15:09:36 +1300, "Aaron Wheeler"
<holmesatari@hotmail.com> wrote:

>Anyway, I have a request...Back in 1999 I think, Someone sent me a bunch of
>Disks named MBOOT001.ATR, MBOOT002.ATR etc (Sorry I've forgotten your name,
>and my mail archives are just that...archived!).

Yep, just made sure..It was me..

Find a nice list in your mail box :-)

7586. Need a list of Atari 8-bit emulators for PC (and Mac)

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-31 15:14:34 UTC
From: Mike Stepansky <design3d@2-scale.com>
Message-ID: <B855EB0A.1B49%design3d@2-scale.com>
Source record: 32258

Hi Atarians,

Does anyone of you know or have a LIST of good working 8-bit emulators for PC? Mac? Preferably using the standard Atari classic joysticks on PC and PowerPC Mac.

So far, as for as I know, one is called Gemulator but this is just an Atari ST emulator, right? The other is called Xformer2000, the only 8-bit I know of but I haven't tru it yet or where to download it. Maybe I am lacking the specs.

There are several other atari 8-bit emulators that I spotted in the www.download.com site. But I want to hear from you guys, with your good/bad experiences with your existings emulators. Be sure to post up the specs requirements to make it work.

To Steven Tucker <classics@atarimax.com>, a big thank you! This www.atarimax.com site may be what we am looking for! I will check it out and hope they do provide cables that I can order it from them.

Once I have the cable connected from 1050 drive to a PC, then I am half way there: to be able to run 8-bit on a PC, just for curiosity!

Thanks.

Mike

--
3D Design Department
2-Scale Inc.
1049 S. McCord Road
Holland, Ohio 43528
Phone: 1-419-865-4006
Fax: 1-419-865-4888

7587. Re: Backing up 8-bit files from 1050 drive to a PC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-31 16:03:46 UTC
From: Mike Stepansky <design3d@2-scale.com>
Message-ID: <B855F692.1B4B%design3d@2-scale.com>
Source record: 32259

I am a bit confused:

What is the difference (or the function of) between the APE (Atari
Peripheral Emulator) and the Prosystem '98?

Which one is a cable stuff and which is a software and which is an emulator?
Does Prosystem have more features than the APE?

Does that mean APE is just an 8-bit emulator to run the Atari 8-bit software
on a PC? Or is APE is just an copy/backup utility to xfer to a PC? Does
that mean the APE needs/must have a Prosystem to operate correctly?

I only need to copy Atari games/files from 1050-to-PC. So which software is
it? APE or Prosystem?

The reason I am asking is because I see a "slash" (as in "APE/Prosystem")
from Steven Tucker's reply below lead me to believe that both are same
thing, right?

>> What is the best way to transfer all of the 8-bit games (or files) from 1050
>> floppy disks to Zip or CDR drive on a PC?

>> You can use a ProSystem interface and the ProSystem software to
>> do this. The APE/ProSystem package works under Windows 95/98/ME/2000/XP.

>> You can get the software and cable at the URL below.

>>http://www.atarimax.com/

I can't find a "cable" info in this site. Maybe I am missing something.

Confused Mike

in article R%bX7.1329$NC3.785713@paloalto-snr1.gtei.net, Glenn Bruner at
glenn.bruner@verizon.net wrote on 12/28/01 11:54 PM:

> Mike,
>
> Your best solution would be the 1050-to-PC interface and the program
> Prosystem '98.
>
> You can get info about APE (Atari Peripheral Emulator) and Prosystem '98 at:
>
> http://www.atarimax.com/
>
> And on this page you will find a link for the schematic for 1050-to-PC:
>
> http://www.cswnet.com/~nkennedy/sio2pc.htm

>
> Good luck with your archiving!
>
>
> Glenn

7588. Re: Backing up 8-bit files from 1050 drive to a PC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-31 16:40:24 UTC
From: Frank Rachel <frachel@navisys.com>
Message-ID: <3c309504$0$14012$4c41069e@reader1.ash.ops.us.uu.net>
Source record: 32260

Simple answer: Prosystem is used to CREATE the ATR/PRO images (from an atari disk drive hooked to PC), APE is used to USE the images (from a real Atari hooked to the PC).

"Mike Stepansky" <design3d@2-scale.com> wrote in message news:B855F692.1B4B%design3d@2-scale.com...
> I am a bit confused:
>
> What is the difference (or the function of) between the APE (Atari
> Peripheral Emulator) and the Prosystem '98?
>
> Which one is a cable stuff and which is a software and which is an emulator?
> Does Prosystem have more features than the APE?
>
> Does that mean APE is just an 8-bit emulator to run the Atari 8-bit software
> on a PC? Or is APE is just an copy/backup utility to xfer to a PC? Does
> that mean the APE needs/must have a Prosystem to operate correctly?
>
> I only need to copy Atari games/files from 1050-to-PC. So which software is
> it? APE or Prosystem?
>
>
> The reason I am asking is because I see a "slash" (as in "APE/Prosystem")
> from Steven Tucker's reply below lead me to believe that both are same
> thing, right?
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> >> What is the best way to transfer all of the 8-bit games (or files) from 1050
> >> floppy disks to Zip or CDR drive on a PC?
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> >> You can use a ProSystem interface and the ProSystem software to
> >> do this. The APE/ProSystem package works under Windows 95/98/ME/2000/XP.
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> >> You can get the software and cable at the URL below.
>
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>
> I can't find a "cable" info in this site. Maybe I am missing something.
>
> Confused Mike

>
>
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> > Mike,
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> > Your best solution would be the 1050-to-PC interface and the program
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at:
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> > http://www.atarimax.com/
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> > And on this page you will find a link for the schematic for 1050-to-PC:
> >
> > http://www.cswnet.com/~nkennedy/sio2pc.htm
> >
> > Good luck with your archiving!
> >
> >
> > Glenn
>
>
>

7589. Re: 1050 Repairs

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-31 16:45:06 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <mC0Y7.2913$TM3.1321@nwrddc02.gnilink.net>
Source record: 32261

Check to see if the belt is broken.

"Linda Naysmith" <linda.naysmith@blueyonder.co.uk> wrote in message
news:9eVX7.2481$aR3.265386@news1.cableinet.net...
> Can anyone give advice on how to repair a 1050 disk drive. When powered up
> the power LED lights up at the front but there is no life in the drive
> mechanism. Any ideas?
>
> L..
>
>

7590. Re: Need a list of Atari 8-bit emulators for PC (and Mac)

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-31 17:24:48 UTC
From: T <T@D.com>
Message-ID: <a0q70riqq1@nntp9.atl.mindspring.net>
Source record: 32262

Xformer

For MS-DOS, Windows 3.1, 9x, NT, 2000 and OS/2.

http://www.emulators.com/xformer.htm

Atari800Win

For Windows 9x, NT, and 2000. Open source.

http://www.concentric.net/~Twist/atari800win/

Atari800Win PLus

Enhanced version of Atari800Win for Windows 9x, NT and 2000.

http://atariarea.nostalgia.pl/PLus/index_us.htm

Ace

For Unix.

http://www.csh.rit.edu/~shaggy/software.html

M.E.S.S.

Emulates quite a few vintage computers and video game systems. For Windows 9x, NT, 2000, MS-DOS, Macintosh, and Unix.

http://www.vg-network.com/mess.phtml

7591. Re: Backing up 8-bit files from 1050 drive to a PC?

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-31 17:48:05 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c30a4d4$0$35617$1dc6e903@news.corecomm.net>
Source record: 32263

APE is a program and cable that makes your PC act like disk
drives, the real Atari 'sees' the disk drives just like real disk drives.
Prosystem and cable is a different cable and software to allow
your pc to 'see' an Atari disk drive, you can't use Prosystem
(or similar 10502PC) as a disk drive for the Atari.
You need to decide which one you want.
APE (or sio2pc) is very useful for doing everything but
making PRO images of protected disks. Prosystem is limited
to making images, I think, never used it, it may also allow
transfer of files off a disk drive.
If you have a lot of original, copy protected disks, that you
want to make PRO images of, then you need Prosystem.
Otherwise, I'd suggest the APE software and cable.
There's another software and cable by Nick Kennedy called
sio2pc and 10502pc that do the same things, except make pro images.
Russg

7592. Re: 1050 Repairs

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-31 19:05:05 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u31dk09ompg932@corp.supernews.com>
Source record: 32264

"Linda Naysmith" <linda.naysmith@blueyonder.co.uk> wrote in message
news:9eVX7.2481$aR3.265386@news1.cableinet.net...
> Can anyone give advice on how to repair a 1050 disk drive. When powered up
> the power LED lights up at the front but there is no life in the drive
> mechanism. Any ideas?

Few more tests have to be done.

Try booting the computer with the drive powered up and the drive powered
off. If it makes the same noise in both cases, then it is probably a
RIOT/PIA type chip, 6532 IIRC.

If it makes a different noise in each case, it is probably the 12V power
supply. The 12V supply can be confirmed to be out by inserting disks in a
powered up drive. The activity light should go on when the door latch is
closed.

You may be able to just resolder the diodes on the back of the board between
the large capacitors. They break loose from thermal cycling.

7593. Re: 1050 Repairs

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-31 19:44:58 UTC
From: Linda Naysmith <linda.naysmith@blueyonder.co.uk>
Message-ID: <_e3Y7.1868$k35.112125@news1.cableinet.net>
Source record: 32265

The belt is OK.

L..

CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in message
news:mC0Y7.2913$TM3.1321@nwrddc02.gnilink.net...
> Check to see if the belt is broken.
>
> "Linda Naysmith" <linda.naysmith@blueyonder.co.uk> wrote in message
> news:9eVX7.2481$aR3.265386@news1.cableinet.net...
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> > the power LED lights up at the front but there is no life in the drive
> > mechanism. Any ideas?
> >
> > L..
> >
> >
>
>

7594. Re: 1050 Repairs

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-31 20:49:08 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <8b4Y7.3395$%C1.379567@newsread1.prod.itd.earthlink.net>
Source record: 32266

And sometimes, one fails requiring replacement. Check resistance across individual diodes in both directions with a VOM. They should be high one way and low the opposite and all 4 about the same. I replaced my odd one with an IN 5400 from Radio Shack # 276-1141 and it is still ginning 18 months so far.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Rick Cortese" <ricortes@netmagic.net> wrote in message
news:u31dk09ompg932@corp.supernews.com...
> "Linda Naysmith" <linda.naysmith@blueyonder.co.uk> wrote in message
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> Try booting the computer with the drive powered up and the drive powered
> off. If it makes the same noise in both cases, then it is probably a
> RIOT/PIA type chip, 6532 IIRC.
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> closed.
>
> You may be able to just resolder the diodes on the back of the board
between
> the large capacitors. They break loose from thermal cycling.

7595. Re: Need a list of Atari 8-bit emulators for PC (and Mac)

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-31 21:14:39 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <3z4Y7.3439$%C1.384874@newsread1.prod.itd.earthlink.net>
Source record: 32267

The CX40s are digital and require a hardware adapter to interface to a modern PC which uses a paddle like analog joystick; you might try dejanews.com archives of this group for a link to the construction details.

There is an XFormer ver. 3.8 for DOS which is the only one I have found to boot a DD image. Also for DOS are XL-it v.0.2 and Atari800 about v.1.05. Each is adequate for many uses, but many games are erratic as to which will handle them.

XFormer 2000 is for Win95 and up, as is Atari800Win v.3.0 just out in beta.

There was also a 'Rainbow' for both Mac and PC that I have never tried as I prefer the real 800 and an occasional XL.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Mike Stepansky" <design3d@2-scale.com> wrote in message
news:B855EB0A.1B49%design3d@2-scale.com...
> Hi Atarians,
>
> Does anyone of you know or have a LIST of good working 8-bit emulators for
> PC? Mac? Preferably using the standard Atari classic joysticks on PC
and
> PowerPC Mac.
>
> So far, as for as I know, one is called Gemulator but this is just an
Atari
> ST emulator, right? The other is called Xformer2000, the only 8-bit I
know
> of but I haven't tru it yet or where to download it. Maybe I am lacking
the
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>
> There are several other atari 8-bit emulators that I spotted in the
> www.download.com site. But I want to hear from you guys, with your
good/bad
> experiences with your existings emulators. Be sure to post up the specs
> requirements to make it work.
>
> To Steven Tucker <classics@atarimax.com>, a big thank you! This
> www.atarimax.com site may be what we am looking for! I will check it out
> and hope they do provide cables that I can order it from them.

>
> Once I have the cable connected from 1050 drive to a PC, then I am half
way
> there: to be able to run 8-bit on a PC, just for curiosity!
>
> Thanks.
>
> Mike
>
>
> --
> 3D Design Department
> 2-Scale Inc.
> 1049 S. McCord Road
> Holland, Ohio 43528
> Phone: 1-419-865-4006
> Fax: 1-419-865-4888

7596. Re: Need a list of Atari 8-bit emulators for PC (and Mac)

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-31 21:36:13 UTC
From: Paul Irvine <mclane.dellosDELETE-THIS@btinternet.com>
Message-ID: <kdm13u8a5736nmkp1lqs9o05es1d295i9g@4ax.com>
Source record: 32268

On Mon, 31 Dec 2001 10:14:34 -0500, Mike Stepansky
<design3d@2-scale.com> wrote:

>Hi Atarians,
>
>Does anyone of you know or have a LIST of good working 8-bit emulators for
>PC? Mac? Preferably using the standard Atari classic joysticks on PC and
>PowerPC Mac.
>
No idea re MAC but simply THE best emulator is the Atari800 and the
ports thereof.

For windows it's Atari800win Plus

No other emu comes close now..

7597. WTB: Atari 800 w/ accesories

Newsgroup: comp.sys.atari.8bit
Date: 2001-12-31 23:43:40 UTC
From: Daniel Rappe <frodo64@houston.rr.com>
Message-ID: <MK6Y7.23444$4d.886028@typhoon.austin.rr.com>
Source record: 32269

Folks, I am lookig for an Atari 800 computer in fairly good condition
if possible
with accesories such as joysticks,game catriges,floppy drives, etc.

If you have any information of one for sale or where I may find one
please e-mail
me at frodo64@houston.rr.com . Thank you!